# IMPERIAL ARMOUR.

INDEX: FORCES OF CHAOS





## **INDEX: FORCES OF CHAOS**

forge World®



### PRODUCED BY FORGE WORLD

Imperial Armour – Index: Forces of Chaos © Copyright Games Workshop Limited 2017. Imperial Armour – Index: Forces of Chaos, Imperial Armour, GW, Games Workshop, Forge World, The Horus Heresy, The Horus Heresy Eye logo, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either \* or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

ISBN: 978-1-78826-114-2

Games Workshop web site: www.games-workshop.com

Forge World web site: www.forgeworld.co.uk

# **CONTENTS**

Introduction	4
Additional Rules	4
Datasheets	5
Daemon Bound	
Blood Slaughterer of Khorne	7
Greater Blight Drone	
Chaos Decimator	
Plague Hulk of Nurgle	9
Kytan Ravager	
Greater Brass Scorpion of Khorne	10
The Hellforged	11
Hellforged Contemptor Dreadnought	
Hellforged Land Raider Proteus	
Hellforged Land Raider Achilles	
Hellforged Predator	
Hellforged Scorpius	
Hellforged Sicaran	
Hellforged Sicaran Venator	
Hellforged Spartan Assault Tank	
Hellforged Deredeo Dreadnought	
Hellforged Levisther Dreadneyett	
Hellforged Leviathan Dreadnought	
Hellforged Dreadclaw Drop Pod	
Hellforged Kharybdis Assault Claw	
Hellforged Cerberus Heavy Destroyer	
Hellforged Typhon Heavy Siege Tank	20
Hellforged Felshion	
Hellforged Mastadan	
Hellforged Mastodon	29
Eyrine Cults	30
Chaos Hell Blade	
Chaos Hell Talon	
Chaos Storm Eagle Assault Gunship	33
Chaos Fire Raptor Assault Gunship	
Chaos Thunderhawk Assault Gunship	
Chaos Sokar Pattern Stormbird Gunship	
Chaos Xiphon Interceptor	
T I CD :	
Lords of Ruin	
Zhufor the Impaler	
Necrosius the Undying	
Lord Arkos	
Chaos Hellwright	42
Chang Hallywight on Dark Abovent	12

Children of the Warp	44
An'ggrath the Unbound	45
Uraka the Warfiend	
Samus	47
Zarakynel	48
Aetaos'rau'keres	
Mamon Transfigured	50
Cor'bax Utterblight	
Plague Toads of Nurgle	52
Pox Riders of Nurgle	53
Spined Chaos Beast	54
Giant Chaos Spawn	55
Scabeiathrax the Bloated	56
Traitor Questoris	57
Renegade Knight Acheron	
Renegade Knight Lancer	
Renegade Knight Castigator	
Renegade Knight Atropos	
Renegade Knight Magaera	
Renegade Knight Porphyrion	
Renegade Knight Styrix	
Chaos Titans	65
Chaos Warlord Battle Titan	
Chaos Reaver Battle Titan	
Chaos Warhound Scout Titan	
Appendices	71
Daemon Bound Points Values	
Hellforged Points Values	
Eyrine Cults Points Values	
Lords of Ruin Points Values	
Children of the Warp Points Values	
Traitor Questoris Points Values	
Heretic Titan Legions Points Values	
Daemon Bound Wargear	
Hellforged Wargear	
Eyrine Cults Wargear	
Lords of Ruin Wargear	
Children of the Warp Wargear	
Traitor Questoris Wargear	
Heretic Titan Legion Wargear	

# 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.

4 9	В	LC	OOD O		AU CHC			RE	R	DAMAGE Some of a Blood Sla characteristics chan shown below:			è's
NAME	M	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	М	S	
Blood Slaughterer	*	3+	4+	*	7	10	*	7	3+	7-10+	10"	8	-
of Khorne			117.1		1 42					4-6	8"	7	
A Blood Slaughterer of I impaler harpoon.	Khorne is a s	ingle m	odel. It i	s equip	ped with	a staugt	iter blac	ie and ai	1	1-3	6"	6	
WEAPON	RANGE	TYF	Ŧ		S	AP	0	ABILI	TIES				
Slaughter blade	Melee	Me	elee		+2	-3	3			uipped with two slaugh attack with the weapo			
Impaler harpoon	12"	Ass	sault 1		8	-3	3	has p the S	revious	r charges a VEHICLE of sly successfully hit with g phase of the same tur	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 b	lade.	A Dir	
ABILITIES	Daemo	n Engi	ne: The r	model h	nas a 5+ 1	nvulner	able sav	e.	12.5		POTT.		
			age: At t							is within 1° of any ener phase.	ny INFAN	TRY unit	S,
	Scuttlin	ng Gait	: When t	this mo	del Adva	nces, ad	d 6" to:	its Move	charac	teristic instead of rollin	ng a dice.		
	Inferna	d Reger	neration	At the	beginni	ng of ea	h of yo	ur turns	, this m	nodel heals one wound.			
	Blind F	ury: Th	nis mode	el may n	ot Fall B	ack if w	thin 1"	of any e	nemy I	NFANTRY units.			
	Explod								e remo	wing the model from t	he battlefie	ld; on a 6	it
	explode	es and e	ach unit	within	o benefit								
FACTION KEYWORDS			ORNE				ES, <i< td=""><td>EGION</td><td>V&gt;</td><td></td><td>T</td><td></td><td></td></i<>	EGION	V>		T		

### 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.

# 

4 9 nower	В	LO	OD O	) SI F K	LAU CHC	GH ORN	TE E	RE	R	DAMAGE Some of a Blood Sla characteristics char			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	М	S	
Blood Slaughterer of Khorne	*	3+	4+	*	7	10	*	7	3+	7-10+	10"	8	(
A Blood Slaughterer of impaler harpoon.	Khorne is a si	ingle mo	odel. It i	s equip	ped with	a slaugl	nter bla	de and a	n	4-6 1-3	8" 6"	7 6	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Slaughter blade	Melee	Me	lee		+2	-3	3		_	uipped with two slaugh attack with the weapo		•	_
Impaler harpoon	12"	Ass	ault 1		8	-3	3	has p	previous	charges a VEHICLE of sly successfully hit with g phase of the same tur	n this weap	on in	:
WARGEAR OPTIONS	A Blo	ood Slau	ıghterer	of Kho	rne can	replace i	ts impa	ler harp	oon wit	h a second slaughter b	lade.	12	
ABILITIES	Daemo	n Engiı	ne: The	nodel h	nas a 5+ i	invulner	able sav	re.			17 341		
P					of every					is within 1" of any ener phase.	my <b>INFAN</b>	TRY unit	s,
	Scuttlin	ng Gait:	When t	his mo	del Adva	inces, ac	ld 6" to	its Move	charac	teristic instead of rollin	ng a dice.		
	Inferna	l Reger	eration	: At the	e beginni	ng of ea	ch of vo	ur turns	s, this m	odel heals one wound.			
							79-47			NFANTRY units.			
					aced to 0 6" suffer				re remo	ving the model from the	he battlefie	eld; on a 6	it
FACTION KEYWORDS					ETIC A				N>				
KEYWORDS	VEHIC	CLE, D	AEMO	N, DA	EMON	ENGI	NE, B	LOOD	SLAU	GHTERER OF KHO	ORNE		J

11 (11)	GR	EA	TE	R I	BLIG	THE	ΓD	RO)		DAMAGE Some of a Greater I characteristics char shown below:			age, a
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	A
<b>Greater Blight Drone</b>	*	4+	3+	*	7	12	*	7	3+	8-12+	14"	6	3
A Greater Blight Drone is and a plague probe.	a single mo	del. It i	s equipp	oed wit	th a Blight	reaper	cannon,	a bile m	naw	4-7	10"	5	D:
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-3	6"	4	1
Bile maw	12"	Pist	col D3		8	-2	D3		can re-ro this wea	oll any wound rolls of	1 when att	acking	Ser. No.
Blightreaper cannon	36"	Hea	avy 4		7	-1	2			ou make a wound roll olved with an AP of -			1,
Plague probe	Melee	Mel	lee		User	-2	D3		can re-ro this wea	oll any wound rolls of apon.	1 when att	acking	
WARGEAR OPTIONS	• None		4:116					mild i				Sec.	) · 8
ABILITIES	Infernal Carrion It canno	Regent Haunt	neration ter: At the	: At th he star e withi	t of the fir	ng of ea est battle y enemy	ch of yo	our turns	re the tu	odel heals one wound arn begins, you can m ave units that can do	ove this un		
	the battl	efield;	on a 4+	it expl	odes, and	each ur	it withi	n 7" suff	ers D3 n	oll a D6 before removi nortal wounds.	ing the mo	del from	
FACTION KEYWORDS					ETIC AS		-	-				c 4 le 1 / j	1
KEYWORDS	VEHIC	CLE, D	AEMO	N, D	AEMON	ENGI	NE, FI	Y, GRI	EATER	<b>BLIGHT DRONE</b>			1

Chaos Decimator  A Chaos Decimator is a six WEAPON  Decimator siege claw		3+	_			W	A	Ld	Sv
WEAPON			3+	7	7	8	5	8	3+
	DANCE	It is eq	uipped v	with two	Decim	ator sie	ge claws	each wi	th an inbuilt hellflamer.
Decimator siege claw	RANGE	TYP	E		S	AP	D	ABILIT	NES
seemator siege ciaw	Melee	Mel	ee		+2	-3	3	_	
Hellflamer	8"	Hea	vy 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 mor hit ro then can o	successful hit roll made with this weapon inflicts rtal 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 effectively occur once per phase regardless of how many ts of '1' are rolled.
Butcher cannon	36"	Hea	vy 4		8	-1	2	the Sl Lead	nit has any models slain by any butcher cannon in hooting phase, the unit must subtract 2 from its ership for the rest of the turn. This modifier is not lative.
C-beam cannon	72"	Hea	vy 1		6	-3	D3	mode betwee by +2 from weap at Str	weapon may not be fired on any turn in which the 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 ength 6, AP 0, causing 1 Damage. These additional lo not trigger further hits themselves.
WARGEAR OPTIONS	follov - Sou - C-b - But	ving we llburner eam ca cher ca	apons: petard nnon		lace any	of its Γ	Pecimato		claws with an inbuilt hellflamer with any of the
ABILITIES	Daemo	n Engir	e: The n	nodel ha	ıs a 5+ i	nvulner	able save	2.	
	Inferna	Regen	eration	At the h	oegjnni	ng of ea	ch of voi	ır turns.	this model heals one wound.
		es: If th	is model	is reduc	ced to 0	wound	s, roll a I	06 befor	e removing the model from the battlefield; on a 6 i
									it gains +1 attack.
FACTION KEYWORDS									S, <legion></legion>

12		P	LA	GU NI	E H J <b>R</b> G	UL LE	K C	F		DAMAGE Some of a Plague Hi characteristics chan shown below:			age, a
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Plague Hulk of Nurgle	*	4+	*	8	8	14	*	7	3+	8-14+	7"	4+	3
A Plague Hulk of Nurgle is can spew rancid vomit on		odel. It	is equip	pped w	ith an iro	n claw a	and a rot	cannoi	n, and	4-7	5"	5+	3
WEAPON	RANGE	ТҮР	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	olls for this	
Rancid vomit	7"	Pist	ol D6		5	-2	1	This	weapon	automatically hits its t	arget.		200
Iron claw	Melee	Mel	lee		x2	-3	D6	-					1
Warpsword	Melee	Mel	lee		User	-3	3	You	can re-r	oll failed hit rolls for th	is weapoi	n.	200
WARGEAR OPTIONS	• A Pla	gue Hu	ılk of Nı	ırgle ca	ın replace	its iron	claw wi	ith a wa	rpsword				1
ABILITIES	Disgust model d	ingly R loes not	Resilient t lose th	: Each at wou	nd.	Plague l	Hulk of			vound, roll a D6; on a r			
	Daemor Explode	nic Ritues: If th	ual: See is mode	l is red	mmer 40, uced to 0 16" suffer	wound	s, roll a l	D6 befo	re remo	ving the model from th	ne battlefic	eld; on a 6,	it
FACTION KEYWORDS	СНАО			.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	o danci	5 2 5 III						The view	
KEYWORDS			_	N, PI	AGUE	HULK	OF NU	JRGLE	3		126		

25 Owe		K	ΥT	'AN	RA	VA	GEI	2		DAMAGE Some of a Kytan Ra change as it suffers		
NAME	М	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	S
Kytan Ravager	*	3+	3+	*	8	22	*	9	3+	11-22+	12"	10
A Kytan Ravager is a single Kytan gatling cannon.	e model. It	is equip	pped wit	h a grea	t cleaver	of Kho	rne and	a		5-10 1-4	10" 8"	8 5
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Kytan gatling cannon	48"	Hea	avy 8		8	-2	2	-				
Great cleaver of Khorne	When a	ıttackinş	g with th	nis weap	on, cho	ose one	of the p	rofiles be	elow:			
- Smash	Melee	Mel	lee		x2	-4	6	-				
- Slash	Melee	Mel	lee		User	-2	D3		e 3 hit ro ad of 1.	olls for each attack ma	de with thi	s weapon
WARGEAR OPTIONS	• None	e.	J. Sala	A PO								
ABILITIES	Titanic enemy other vi Kytan F	Daemo models isible en Ravager	neration on Engir have the emy unit	: At the ne: A Ky E INFAN it that is ye and f	rtan Rav VTRY ke within i	ng of ea ager car yword. cange ar y weapo	ch of yo n shoot i In this o nd more ons with	ur turns f there a case, it ca than 1"	re eneman shoot away fro ering the	odel heals one wound.  by models within 1" of t the enemy unit that is om any friendly model e penalty to its hit rolls del is obscured from the	it, as long a s within 1" ls. In addit . Finally, th	of it or any ion, the
	may mo	ove.								determine the maxim		
					6" suffer							, 511 4 5 10
FACTION KEYWORDS					ETIC A							
KEYWORDS	TITAN	VIC. V	EHICL	E, DA	EMON,	DAEN	MON E	NGINE	E. KYT	AN RAVAGER		

Tower.	S	CO	RPI	EAT ON	ER Ol	BR F K	ASS HO	S RN	E	DAMAGE Some of a Greater B characteristics chan shown below:		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	S
Greater Brass Scorpion	*	3+	3+	*	8	20	*	9	3+	11-20+	12"	10
A Greater Brass Scorpion of a scorpion cannon, a souls							llcrushe	r claws,		4-10	10"	8
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES	1-3	8"	5
Hellcrusher claws	Melee	Mele	ee		+4	-4	6	-				
Scorpion cannon	36"	Hear	vy 10		6	-2	2	-				
Soulshatter bombard	24"	Hea	vy D6		12	-3	D6			ICLE, BUILDING an attacks are Damage 21		
Twin hellmaw blasters	8"	Pisto	ol 2D6		User	-2	1	This v	veapon	automatically hits its t	arget.	
AUILIIILU	Daemo	n Engin	e: The n	nodel h	nas a 5+ ir	nvulner	able save	e.				
ABILITIES	Titanic it, as lon is withir models. the penaleast hal  Frenzie together  Runes of mortal v double;  Doomse	Daemong as all on 1" of it In additionally to it if of the d Charger to detect of the Blowounds not just day Rea	n Engire of the end or any stion, the shit rol model i ge: Whe rmine to double ctor: If	At the nee: A Greater vie Greater the Greater 1 or do this mother with the Greater 1 or do this mother the Greater 1 or do the	beginnir reater Bra nodels ha isible ene er Brass S lly, the G ured from Greater Bra imum dis- en a PSYI Brass Sco buble 6 as	ng of each ass Score the It my unit of corpion reater E the bear ass Score tass Score ta	ch of your pion of NFANT t that is n of Kho Brass Scoarer.  rpion of up to where the control of	Khorne of RY keywithin rather can orpion of Khorne ich it mater enemyne, the Poy be the ods, roll a	can showord. In ange and move are Khorno makes and charge attemps of the case, and the	ots to manifest a psych suffers Perils of the W Fore removing the moo	the enemy om any fri without so its save in 6 and add ic power the farp on any	unit that endly uffering cover if at the results nat inflicts
	Titanic it, as lon is withir models. the pena least hal  Frenzie together  Runes o mortal v double;  Doomse battlefie	Daemong as all on 1" of it In additalty to it If of the d Charge to dete of the Blowounds not just day Realld; on a	n Engire of the error any tion, the shit rol model in the cood Go on the Cood Go double ctor: If 4+ it ex	: At the ne: A Greater vie Greater sobscurent the Ghe max od: Whe Greater 1 or do this modern the soboles are plodes	beginnir reater Bra nodels ha isible ene er Brass S lly, the G ured from Greater Bra imum dis- en a PSYI Brass Sco buble 6 as	ass Score the Isomy uniformited in the bear ass Score the Example of the bear ass Score the bear as Score the	ch of your pion of NFANT t that is n of Khosarer.  rpion of up to where the control of the contr	Khorne of RY keywithin rather can be prion of Khorne ich it man renemyne, the Poy be the ods, roll a 6" suffer	can showord. In ange and move and Khorno makes and the charge of the cha	ot if there are enemy in this case, it can shoot I more than 1" away fr and fire Heavy weapons to only gains a bonus to a charge move, roll 3D te. ots to manifest a psych suffers Perils of the W	the enemy om any fri without so its save in 6 and add ic power the farp on any	unit that endly uffering cover if at the results nat inflicts

# 

#### HELLFORGED CONTEMPTOR Some of a Hellforged Contemptor's **DREADNOUGHT** characteristics change as it suffers damage in battle, as shown below: M WS BS S Ld Sv NAME REMAINING W **Hellforged Contemptor** 10 8 6-10+ A Hellforged Contemptor Dreadnought is a single model. It is equipped with two hellforged 3-5 deathclaws and two combi-bolters. 1-2 **ABILITIES** WEAPON **RANGE** TYPE AP S Hellforged deathclaw Melee Melee x2-3 3 Hellforged chainclaw Melee Melee x2 -4 4 Combi-bolter 24" Rapid Fire 2 0 4 1 If any hit roll made in a given phase results in a score of a Ectoplasma blaster 18" Assault 2 8 -3 2 '1', then the firing unit suffers one mortal wound. Hellflamer 8" Heavy D6 5 -1 2 Attacks made by this weapon automatically hit. Each successful hit roll made with this weapon inflicts a Soulburner Assault D3 0 1 24" mortal wound instead of the normal damage. If a unit has any models slain by any butcher cannon in the Shooting phase, the unit must subtract 2 from its Butcher cannon Heavy 4 2 36" 8 -1 Leadership for the rest of the turn. This modifier is not cumulative. Twin heavy bolter Heavy 6 5 -1 1 36" If the target is within half range of this weapon, roll Multi-melta 24" Heavy 1 D6 two dice when inflicting damage with it and discard the lowest result. Twin autocannon 48" Heavy 4 -1 2 Ectoplasma cannon 24" Heavy D3 -3 D3Kheres assault cannon 24" Heavy 6 -1 1 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 C-beam cannon 72" D3 Heavy 1 -3 from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional

### **WARGEAR OPTIONS**



- · A Hellforged Contemptor may replace one or both deathclaws with chainclaws.
- A Hellforged Contemptor may replace one deathclaw and one combi-bolter with one of the following (both deathclaw and combi bolter must be exchanged):

hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.

WS

2+

3+

4+

6"

4"

BS

2+

3+

4+

- Twin heavy bolter
- <del>Multi-melta</del>
- Twin autocannon
- Ectoplasma cannon
- Kheres assault cannon
- C-beam cannon
- Butcher cannor
- One or both combi-bolters may be replaced with one of the following:
- Hellflamer
- Ectoplasma blaster
- Soulburner

### **ABILITIES**



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.

Dark Fury: If this model is equipped with two melee weapons, it gains +1 attack.

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 wounds unless it is a PSYKER, in which case it suffers D6 mortal wounds instead.

**FACTION KEYWORDS** 

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

KEYWORDS

VEHICLE, DREADNOUGHT, HELLFORGED, HELLFORGED CONTEMPTOR DREADNOUGHT

19				ORGI ER PI			ND JS		DAMAGE Some of a Hellforge characteristics chan battle, as shown bel	ge as it su		
NAME	M	WS	BS S	i T	W	A	Ld	Sv	REMAINING W	ow:	WS	B
<b>Hellforged Proteus</b>	*	*	* 8	8	16	4	9	2+	9-16+	10"	5+	3
A Hellforged Land Raid			odel. It is e	equipped w	ith a tw	in heavy	bolter,		5-8	5"	4+	4
two twin lascannon and					Bull P. J	11.27			1-4	3"	3+	5
WEAPON	RANGE	TYPE		S	AP		ABILIT	TIES				_
Infernal hunger	Melee	Melee		User	-3	1	-					_
Twin heavy bolter	36"	Heavy		5	-1	1	-					
Twin lascannon	48"	Heavy		9	-3	D6	-					_
Twin heavy flamer	8"	Heavy		5	-1	1	This	weapon	automatically hits its t	arget.		-1
Havoc launcher	48"	Heavy		5	0	1	_		bility. If this option is s			_
ABILITIES	Machin	na Malifica	a: At the e	nd of any tu	ırn in w	hich a u	nit with	this abi	en this model may only lity has slain any mode	ls in the F	ight phase	_
<del>-</del>	these di	ice that sco	ores a resul	tch attacks, lt of 5+ hea in the sam	ls one w	ound or	n the uni	t with t	e number of models it his rule. This unit cann	<del>has slain.</del> ot be heal	Each of ed of	
	Hellforg and if a	ged Proteu ny enemy	s in battle units atten	. All units w	vithin 9' r the gar	' (both f ne from	riendly a a position	and ener on that i	ylactery constantly swi my) must subtract 1 fro is not represented on tl thin 12" of the Hellforg	om their L he tabletop	eadership, (i.e., in	
	Proteus,	, the arrivi	ing unit's c		player n	nust roll			re is a '1' or a '2' then the			
	Proteus, mortal v  Contain a roll of	, the arrivi wounds as nment Bre a 6 it expl	ing unit's cast it is deplose it is deplose it is deplose it is deplose it in the industrial industrial in the industrial industri	controlling byed on the is model is the hellish	player n battlefic reduced energies	nust roll eld. to 0 wo at its co	a D6. If ounds, ro	the scor ll a D6 l nleashed		ne unit suf	fers D3 efield. On	
	Proteus, mortal v  Contain a roll of wounds  Smoke smoke l	, the arrivi wounds as nment Bre a 6 it expl s unless it i Launchers aunchers.	ing unit's c it is deplote it is deplote it is deplote it is lodes and the is a PSYKI s: Once per Until the o	controlling oyed on the is model is the hellish on ER, in whice er game, ins	player no battlefice reduced energies with case it stead of player's	to 0 wo at its construction shooting next Sh	a D6. If ounds, ro ore are ur D6 more g any wes ooting p	the scor ll a D6 l nleashed tal wour apons in	re is a '1' or a '2' then the before removing it from l. <del>Each unit within 6" s</del>	ne unit suf n the battl nuffers 2D3	fers D3 efield. On mortal can use its	8
FACTION KEYWORDS	Proteus, mortal v  Contain a roll of wounds  Smoke smoke l from all	, the arrivi wounds as nment Bre a 6 it expl cunless it i Launchers aunchers. I hit rolls fo	ing unit's centre it is deploted in the centre it is deploted in the centre it is a PSYKI see Once per Until the cor Shooting	controlling oyed on the is model is the hellish oeen, in which game, inscontrolling	player m battlefice reduced energies th case it stead of a player's nade aga	to 0 wo at its construction to 10 wo at its construction to 10 words at its construction to 10	a D6. If ounds, roore are un D6 more any west ooting p is unit.	the scor ll a D6 l nleashed tal wour apons in hase an	re is a '1' or a '2' then the before removing it from the first th	ne unit suf n the battl nuffers 2D3	fers D3 efield. On mortal can use its	8

(20)		R.	AII	E	RGI R AC	OHO		E <b>S</b>		DAMAGE Some of a Hellforgo characteristics char battle, as shown be	nge as it su		
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	WS	BS
Hellforged Achilles	*	*	*	8	8	19	4	9	2+	10-19+	10"	5+	3+
A Hellforged Achilles is a two twin multi-meltas an				d with	a soulbur	ner bo	mbard,			5-9 1-4	5" 3"	4+ 3+	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1 1		<u> </u>	
Infernal hunger	Melee	Me	lee		User	-3	1	-					123
Havoc launcher	48"	He	avy D6		5	0	1	-					100
Twin multi-melta	24"	He	avy 2		8	-4	D6	two o		within half range of th inflicting damage wit			
Soulburner bombard	48"	Не	avy 2D3		-	0	1	mort This	tal wound	ul hit roll made with the linstead of the normal may target enemy units	damage.		
WARGEAR OPTIONS	• A He	llforge	d Achille	es may	also be ec	quipped	l with a	havoc la	uncher or	r one item from the Co	mbi-weap	ons list.	123
TRANSPORT		the sp	ace of tv							ERMINATOR and JUI JCTION model takes			
ABILITIES	other th these di wounds	an thro ce that by any	ough Ov scores a other n	erwate result reans in	h attacks, of 5+ hea n the sam	roll a r ls one v e turn c	number vound o as this al	of D6 eq n the ur pility is t	lual to the	ity has slain any model e number of models it iis rule. This unit cann	<del>has slain. Ì</del>	Each of	
	Daemo	nic Res	silience:	This m	nodel has	a 4+ in	vulneral	ole save.					100
	a roll of	a 6 it e	xplodes	and th	e hellish e	energies	s at its co	ore are u	ınleashed.	efore removing it from . <del>Each unit within 6" so ds instead</del>			
	smoke l	aunche	rs. Until	the co		player's	next Sh	ooting 1		the Shooting phase, the second units targeting			
FACTION KEYWORDS									ES, <lec< td=""><td>GION&gt;</td><td></td><td></td><td>1</td></lec<>	GION>			1
KEYWORDS	VEHIC	LE, TR	ANSPO	RT, H	ELLFOR	GED, I	ANDR	AIDER	, HELLFO	ORGED LAND RAID	ER ACHI	LLES	99

- OWE	HE		FORG	GED	PR	ED/	ATO	R	DAMAGE Some of a Hellforge characteristics chan	ge as it su	
NAME	M	WS	BS S	T	W	A	Ld	Sv	battle, as shown belong REMAINING W	ow:	WS
Hellforged Predator	*	*	* 6	7	11	4	8	3+	7-11+	12"	5+
A Hellforged Predator is a	single mod	el. It is e	quipped wi	th a plasma	destro	yer and			3-6	6"	4+
an infernal hunger.									1-2	3"	3+
WEAPON	RANGE	TYPE		S	AP	0	ABILITI	IES			
Infernal hunger	Melee	Mele	2	User	-3	1	-				
Infernal flamestorm cannon	8"	Heav	y 2D6	5	-1	2	This w	veapon	automatically hits its t	arget.	
Magna-melta cannon	24"	Heav	y D3	10	-4	D6	range,	, roll an	of an attack by this wea additional dice when iscard the lowest result	inflicting	
C-beam cannon	72"	Heav	y 1	6	-3	D3	betwee by +2 from property weapon at Street	l carryi en the l and the play as on, then ength 6	may not be fired on ar ng it has moved. In add bearer and the target, i e Damage by +D3. If a a casualty due to woun the target unit suffers AP 0, causing 1 Dama igger further hits them	dition, for increase the model is a nds caused is 2D6 addi age. These	each 24" se Strength removed by this tional hits
Plasma destroyer	36"	Heav	y 2D3	7	-3	2	-				
Heavy bolter	36"	Heav	y 3	5	-1	1	-				
Lascannon	48"	Heav	y 1	9	-3	D6	-				
Heavy flamer	8"	Heav	y D6	5	-1	1	This w	veapon	automatically hits its t	arget.	
Predator autocannon	48"	Heav	y 2D3	7	-1	3	_				
Twin lascannon	48"	Heav	y 2	9	-3	D6	-				
Havoc launcher	48"	Heav	y D6	5	0	1	-				
WADCEAD ADTIONE			a cannon	ly replace i	ts piasii	ia uestro	ci witti	arry Offe	e of the following wear	0118.	
	- C-b - Infe - Prec - Twi • A Hel • A Hel	eam can rnal flan dator aut n lascan llforged I llforged I	nestorm car ocannon non Predator ma Predator ma	ny also be e ny also be e	quipped	d with a h	avoc lau	ıncher o	polters, two lascannon or one item from the C	Combi-wea	pons list.
	- C-b - Infe - Prec - Twin • A Hel • A Hel  Machina other the these die wounds  Hate-fue	eam can crnal flan dator aut n lascan llforged I lforged I a Malific an throu- ce that so by any o	nestorm car ocannon non Predator ma ra: At the er gh Overwa ores a resul ther means	ny also be e ny also be e nd of any tu ech attacks, t of 5+ hea in the sam	quipped	l with a hich a ur umber of round on as this abi	iavoc lau nit with t f D6 equ the unit lity is us	incher of this ability all to the thick the th	polters, two lascannon or one item from the Coity has slain any mode enumber of models it his rule. This unit cannot all Attacks during the	Combi-wea ls in the F has slain. not be heal	pons list. ight phase Each of ed of
WARGEAR OPTIONS  ABILITIES	- C-b - Infe - Prec - Twir - A Hel - A Hel - Machina other the these die wounds  Hate-fue successfi  Contain a roll of wounds  Smoke I smoke Ia	eam can irrnal flam dator aut in lascani llforged I a Malific an through the that so by any o elled Ran ully char unent Br a 6 it exp unless it	nestorm car ocannon oredator ma ra: At the er gh Overwa ores a resul ther means mpage: A n ged in the s reach: If thi clodes and t is a PSYKI	ay also be e y also be e ad of any tu ch attacks, t of 5+ hea in the sam model with ame turn. s model is he hellish e R, in whic r game, ins	quippecurn in we roll a nuls one we turn a this abi	I with a leader to the leader	national authorite the unit lity is us nake D3 ands, roll to any wear any wear ooting ph	this abile al to the with the ed; additional la D6 belleashed al wour pons in	or one item from the C ity has slain any mode e number of models it his rule. This unit cann	Combi-wea els in the F has slain. to be head e Fight pha en the battl tuffers D3	pons list.  ight phase Each of ed of  ase if it  efield. On mortal  can use its
ABILITIES	- C-b - Infe - Prec - Twin - A Hel - A Hel - Machina other that these did wounds  Hate-fue successfi  Contain a roll of wounds  Smoke I smoke I afrom all	eam can crnal flan dator aut n lascan ilforged I dan through that so by any o elled Rau ully char unless it Launchers hit rolls	Predator manage: A reged in the second to th	ay also be e by also be e ad of any tu ch attacks, t of 5+ hea in the sam model with ame turn. s model is he hellish e cR, in whic r game, ins controlling g attacks m	quippecurn in waroll a nals one wae turn a this abi	I with a land thich a ure umber of cound on a sthis ability can not at its contact suffers I shooting next Shooting this this	navoc lau nit with to FD6 equ the unit lity is us nake D3 unds, roll re are un D6 morta any wea potting ph unit.	his abil al to the with the additional additional l a D6 b leashed al wour pons in	or one item from the Control of the Stain any mode to the number of models it the stain and Attacks during the stain and Attacks during it from the stain and the Shooting phase, the stain of the Shooting phase, the stain attacks during the stain attacks.	Combi-wea els in the F has slain. to be head e Fight pha en the battl tuffers D3	pons list.  ight phase Each of ed of  ase if it  efield. On mortal  can use its

NAME Hellforged Scorpius	M	WS	BS	S	T	W	A	Ld	Sv	shown below:			
ricinoigea ocorpias	*	*	*	6	7	11	4	8	3+	REMAINING W	M	WS	BS
A Hellforged Scorpius is a s combi-bolter and an inferna			equippe							7-11+ 3-6 1-2	12" 6" 3"	5+ 4+ 3+	3+ 4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2		3+	J1
Infernal hunger	Melee	Mel	lee		User	-3	1	-					127
Scorpius multi-launcher	48"	Hea	avy 3D3		6	-2	2		weapon ot see.	may target enemy units	the bearer	r	100
Combi-bolter	24"	Rap	oid Fire 2	2	4	0	1	-					83
Havoc launcher	48"	Hea	vy D6		5	0	1	_					75
WARGEAR OPTIONS	• A He	ellforged	Scorpiu	ıs may	also be e	quippe	d with a	havoc la	uncher	or one item from the <i>Co</i>	mbi-weap	ons list.	18
ABILITIES 	other the these di wounds Rocket	nan thro ce that by any Barrag	ough Over scores a other m e: On an	erwate result eans in y turn	h attacks, of 5+ hea n the sam	roll a n ls one v e turn a the Sca	umber of the count	of D6 eq n the un oility is u	ual to the it with the ised, move du	lity has slain any models e number of models it h his rule. This unit canno ring the Movement pha	as slain. Ì t be heale	<del>d of</del>	
	a roll of wounds	a 6 it es unless	xplodes a it is a <b>P</b> S	and the	e hellish e R, in whic	energies h case i	at its co	ore are u D6 mor	nleashed tal wour	pefore removing it from d. Each unit within 6" sunds instead. n the Shooting phase, th	ffers D3 n	nortal	000000000
FACTION KEYWORDS	from all	hit roll	s for Sho	ooting	ntrolling attacks machine AOS>, I	ade aga	inst this	s unit.	12	y enemy units targeting	this unit	subtract 1	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

VEHICLE, HELLFORGED, HELLFORGED SCORPIUS

					GEL		CA			DAMAGE Some of a Hellforged Sicaran's characteristics change as it suffers damage in battle, shown below:	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W M BS	ı
Hellforged Sicaran	*	4+	*	6	7	14	*	8	3+	7-14+ 14" 3+	4
A Hellforged Sicaran is a a heavy bolter and an int			equipped	d with	twin acce	lerator	autocan	non,		3-6 10" 4+ 1-2 8" 5+	3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ITIES	1-2 6 37	
Infernal hunger	Melee	Me	lee		User	-3	1	_			8
Twin accelerator autocannon	48"	Ass	ault 8		7	-1	2	hit r addi	oll when tion, eve	e with this weapon suffer no penalty to its targeting units with the <b>FLY</b> keyword. In cry wound roll of 6 made with this weapon AP of that individual wound to -3.	
Heavy bolter	36"	Hea	avy 3		5	-1	1	-			
Lascannon	48"	Hea	avy 1		9	-3	D6	-			9
Havoc launcher	48"	Hea	avy D6		5	0	1	-			
WARGEAR OPTIONS										olters or two lascannon.  or one item from the <i>Combi-weapons</i> list.	
ABILITIES	other the these diswounds  Contain a roll of	ce that by any nment	scores a cother n Breach: xplodes	result result neans i If this and th	ch attacks of 5+ hea n the sam model is ne hellish	roll a roll a rolls one votes turn of turn of the reduced energies	number wound of as this all to 0 wo s at its co	of D6 ed on the unbility is ounds, rore are u	qual to the dit with to the dit with to the distance of the di	lity has slain any models in the Fight phas he number of models it has slain. Each of this rule. This unit cannot be healed of before removing it from the battlefield. Or d. Each unit within 6" suffers D3 mortal nds instead.	
	Smoke smoke l from all	Launch aunche hit rol	ners: On rs. Until ls for Sh	ce per the co	game, insontrolling attacks n	stead of player's nade aga	shootin next Sh ainst thi	g any w nooting s unit.	eapons in phase, ar	n the Shooting phase, this model can use in ny enemy units targeting this unit subtract	
FACTION KEYWORDS										EGION>	
KEYWORDS	VEHIC	JLE, H	IELLF(	ORGE	D, HEL	LFOR	GED S	CARA	IN	and the state of t	1

H	EL)	LFC	ORO VEI	GED NAT	SI OR	CA		N	characteristics chan	ige as it su	
M	WS	BS	S	T	W	A	Ld	Sv			BS
*	4+	*	6	7	14	*	8	3+	7-14+	14"	3+
		lel. It is	equippe	ed with a	Maligr	atas bea	m laser,	1	3-6	10" 8"	4+ 5+
RANGE	TYP	E		S	AP	D	ABILIT	TIES			
Melee	Mel	lee		User	-3	1	_				
36"	Hea	avy 1		*	-5	2D6	norm the ta	nal, inste arget mo	ead roll 3D6 and compa odel's Leadership charac	re the tota teristic, if	l rolled to the total
36"	Hea	avy 3		5	-1	1	_				
48"	Hea	avy 1		9	-3	D6	-				
48"	Hea	avy D6		5	0	1	-				
	M  * ator is a sin rnal hunger  RANGE  Melee  36"  48"  48"  • A He	M WS  * 4+  Ator is a single moor rnal hunger.  RANGE TYP  Melee Me  36" Hea  36" Hea  48" Hea  48" Hea  48" Hea	M WS BS  * 4+ *  Ator is a single model. It is rnal hunger.  RANGE TYPE  Melee Melee  36" Heavy 1  36" Heavy 1  48" Heavy 1  48" Heavy D6  • A Hellforged Sicaran	M WS BS S  * 4+ * 6  Ator is a single model. It is equipper rnal hunger.  RANGE TYPE  Melee Melee  36" Heavy 1  36" Heavy 1  48" Heavy 1  48" Heavy D6  • A Hellforged Sicaran Venator	M WS BS S T  * 4+ * 6 7  Ator is a single model. It is equipped with a rnal hunger.  RANGE TYPE S  Melee Melee User  36" Heavy 1 *  36" Heavy 1 *  36" Heavy 1 9  48" Heavy 1 9  48" Heavy D6 5  • A Hellforged Sicaran Venator may all	WENATOR           M         WS         BS         S         I         W           *         4+         *         6         7         14           ator is a single model. It is equipped with a Maligranal hunger.         TYPE         S         AP           Melee         Melee         User         -3           Melee         Melee         User         -3           36"         Heavy 1         *         -5           36"         Heavy 3         5         -1           48"         Heavy 1         9         -3           48"         Heavy D6         5         0           • A Hellforged Sicaran Venator may also be expression.	WENATOR           M         WS         BS         S         T         W         A           *         4+         *         6         7         14         *           ator is a single model. It is equipped with a Malignatas bearmal hunger.         RANGE         TYPE         S         AP         0           Melee         Melee         User         -3         1           36"         Heavy 1         *         -5         2D6           36"         Heavy 3         5         -1         1           48"         Heavy 1         9         -3         D6           48"         Heavy D6         5         0         1           • A Hellforged Sicaran Venator may also be equipped	N	M WS BS S T W A Ld SV  * 4+ * 6 7 14 * 8 3+  Attor is a single model. It is equipped with a Malignatas beam laser, rnal hunger.  RANGE TYPE S AP D ABILITIES  Melee Melee User -3 1 -  The player w. normal, instet the target modequals or excess 36" Heavy 1 * -5 2D6  48" Heavy 1 9 -3 D6 -  48" Heavy D6 5 0 1 -  • A Hellforged Sicaran Venator may also be equipped with either two	VENATOR  M WS BS S T W A Ld SV  * 4+ * 6 7 14 * 8 3+  Actor is a single model. It is equipped with a Malignatas beam laser, rnal hunger.  * AP D ABILITIES  Melee Melee User -3 1 -  The player with this weapon does not normal, instead roll 3D6 and compathe target model's Leadership characteristics charbattle, as shown belong the specific player with the swap on does not normal, instead roll 3D6 and compathe target model's Leadership characteristics charbattle, as shown belong the specific player with the swap on does not normal instead roll 3D6 and compathe target model's Leadership characteristics charbattle, as shown belong the specific player with the swap on does not normal, instead roll 3D6 and compathe target model's Leadership characteristics charbattle, as shown belong the specific player with this weapon does not normal, instead roll 3D6 and compathe target model's Leadership characteristics charbattle, as shown belong the target player.  The player with this weapon does not normal, instead roll 3D6 and compathe target model's Leadership characteristics charbattle, as shown belong the target player.	Note   Note

wounds by any other means in the same turn as this ability is used,

wounds unless it is a PSYKER, in which case it suffers D6 mortal wounds instead.

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

VEHICLE, HELLFORGED, HELLFORGED SICARAN VENATOR

discards the lowest dice before calculating the result of the roll.

from all hit rolls for Shooting attacks made against this unit.

**FACTION KEYWORDS** 

KEYWORDS

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

**Undying Hatred:** If, in the preceding turn, a Hellforged Sicaran Venator has caused any enemy model to be removed as a casualty, it rolls an additional dice when making wound rolls for its Malignatas beam laser and

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

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

21 www.			ASS	SAU	GEI JLT	TA				DAMAGE Some of a Hellforge change as it suffers shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Hellforged Spartan	*	*	*	8	8	20	4	9	2+	12-20+	10"	5+	3+
A Hellforged Spartan is	a single mod	el. It is e	equipped	d with a	twin he	avy bolt	er, two	quad laso	cannon	6-11	5"	4+	4+
and an infernal hunger.	A 1994				73.11 <u>-</u>			1 75		1-5	3"	3+	5+
WEAPON	RANGE	TYP			S	AP		ABILIT	ries <u> </u>				100
Infernal hunger	Melee	Mel			User	-3	1	-					_8
Twin heavy bolter	36"	Hea	ıvy 6		5	-1	1	-					8
Quad lascannon	48"	Hea	ıvy 4		9	-3	D6	-					_
Laser destroyer	36"	Hea	nvy 1		12	-4	D6	addit dama	ional D age is in	on successfully inflicts on the control of a '3-5' on a result of a '3-5' on a result of a '3-5' on a reased to 3 I on section of the control of the contro	the weap esult of a	on's	0.0000000000000000000000000000000000000
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapor	automatically hits its t	target.		9
Havoc launcher	48"	Hea	vy D6		5	0	1	_					8
ABILITIES	Machin other th	e of two  a Malif  an thro  ce that	o other n ica: At t ough Ove scores a	nodels, he end erwatch result o	and each of any tu attacks,	CULT (  rn in w  roll a n  ls one w	OF DEST which a usual number of wound or	TRUCTION  THE PROPERTY OF THE	ON moo this abi all to thit with t	MINATOR and JUMP I del takes up the space of ility has slain any mode ne number of models it this rule. This unit cant	f three others als in the F has slain.	er models) light phase Each of	)
	Hellforg player, i	ged Spai s slain.	rtan, roll The nun	l a D6. ( nber of	On the re	oll of a 'removed	1', one m d due to	nodel fro the effec	m a dis	n one or more units disc sembarking unit, chose is rule are counted as s	n by the co	ontrolling	
	a roll of	a 6 it ex	xplodes a	and the	hellish e	energies	at its co	re are ui	nleashe	before removing it fror d. Each unit within 2D unds instead.			
	smoke l	aunchei	rs. Until	the cor		player's	next Sh	ooting p		n the Shooting phase, t ny enemy units targetin			
	controll	ing play	er's turr	n. It ma	y fire its	weapon	s if ener	ny units	are wit	nd still shoot and/or Ch hin 1" of it. In addition ed from the bearer.			
FACTION KEYWORDS	CHAO	S, <m.< td=""><th>ARK O</th><td>F CH</td><td>AOS&gt;, I</td><td>HERET</td><td>TIC AS</td><td>TARTE</td><td>S, <le< td=""><td>EGION&gt;</td><td></td><td></td><td></td></le<></td></m.<>	ARK O	F CH	AOS>, I	HERET	TIC AS	TARTE	S, <le< td=""><td>EGION&gt;</td><td></td><td></td><td></td></le<>	EGION>			
KEYWORDS	TITAN	IC, VEI	HICLE,	TRAN	SPORT,	HELLF	ORGED	, HELL	FORGI	ED SPARTAN ASSAUL	LT TANK		

# HELLFORGED DEREDEO DREADNOUGHT

 NAME
 M
 WS
 BS
 S
 T
 W
 A
 Ld
 Sv

 Hellforged Deredeo
 \*
 \*
 \*
 7
 7
 14
 2
 8
 3+

A Hellforged Deredeo Dreadnought is a single model. It is equipped with a butcher cannon array and a twin heavy bolter.

### DAMAGE

Some of a Hellforged Deredeo Dreadnought's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
10-14+	7"	4+	2+
5-9	5"	5+	3+
1-4	3"	6+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.

### **WARGEAR OPTIONS**

- 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

### **ABILITIES**



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 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.

**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 wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

### **FACTION KEYWORDS**

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

### KEYWORDS

VEHICLE, DREADNOUGHT, HELLFORGED, HELLFORGED DEREDEO DREADNOUGHT

HELLFORGED RAPIER BATTERY
---------------------------

NAME	M	WS	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. Each Hellforged Rapier is equipped with a quad heavy bolter

and each Chaos Space Marine Crewman is armed with a boltgun and bolt pistol.

It can include up to one additional Hellforged Rapier and two Chaos Space Marine Crewmen (**Power Rating +4**), or two additional Hellforged Rapier and four Chaos Space Marine Crewmen (**Power Rating +8**).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Ectoplasma cannon	24"	Heavy 3	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.
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.
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	-
ABILITIES	must be Hellforge The Cha	deployed with each t ed Rapier and each t	model with wo-model w may onl	nin 3" o	f at least of Chaos	ry, including its accompanying Chaos Space Marine Crew, one other model from their unit. From that point on, each Space Marine Crewmen acts as a single, independent unit. It target in the Shooting phase if they are the closest visible
	Artiller Crewma Hellforge within 6	y: A Hellforged Rapi n model from the sa ed Rapiers in this wa	er can only me unit is y in a sing oier are slai	within le turn. n, it los	3". A sing If all of t es the A	weapon if a friendly <b>LEGION</b> Chaos Space Marine gle Chaos Space Marine Crewman cannot operate multiple the Chaos Space Marine Crewmen from the same unit rtillery ability and gains the Daemon Unleashed ability, and
	are slain. visible ei player w	While a Hellforged nemy unit during the ishes), it may fire no ' and must declare a	Rapier has Movemer rmally in t	s this ab nt phase he Shoo	oility, it me e (it does oting pha	ility if all Chaos Space Marine Crewmen in the same unit must move as far as possible directly towards the nearest s not have to Advance, but may do so if the controlling ase, even if no friendly Chaos Space Marine Crewmen are se if there are any enemy units within 12" at the beginning
	models i models i	n the Fight phase ot t has slain. Each of t	her than th hese dice t	rough (	Overwates es a resu	d of any turn in which a unit with this ability has slain any ch attacks, roll a number of D6 equal to the number of lt of 5+ heals one wound on the unit with this rule. This is the same turn as this ability is used.
FACTION KEYWORDS	CHAOS	S, <mark ch<="" of="" td=""><td>HAOS&gt;, H</td><td>HERET</td><td>TIC AST</td><td>TARTES, <legion></legion></td></mark>	HAOS>, H	HERET	TIC AST	TARTES, <legion></legion>
KEYWORDS	(HELLF	ORGED RAPIER):	VEHICLE	, ARTI	LLERY,	HELLFORGED, HELLFORGED RAPIER BATTERY

(CHAOS SPACE MARINES): INFANTRY, CHAOS SPACE MARINES

16 tower	HELLFORGED LEVIATHAN DREADNOUGHT  Some of a Hellforged Leviathan's characteristics change as it suffers to battle, as shown below:												age in
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	ow: 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	two hell	forged		4-7	5"	3+	3+
siege claws, two meltagun										1-3	3"	4+	4+
WEAPON	RANGE	TYF			S	AP	D	ABILI	TIES				1000
Hellforged siege claw	Melee		elee		x2	-3	3	7					- 50
Hellforged siege drill	Melee		elee		x2	-4	4	-					
Hellflamer	8"	He	avy D6		5	-1	2			e by this weapon automa	•		3
Butcher cannon array	36"	Не	avy 8		8	-1	2	in th Lead cum	e Shootii ership fo ulative.	any models slain by any ng phase, the unit subtr or the rest of the turn. T	acts 2 from	n its er is not	
Soulburner ribaudkin	18"	Не	avy 2D3		-	0	1			ful hit roll made with th d instead of the normal		inflicts a	
Grav-flux bombard	18"	Не	avy D3		9	-5	2	VEH of da mod	IICLE or mage su els in the	model has any of the MC TITANIC keywords the ffered becomes 5 per his a target unit, add D3 to by this weapon.	nen the an t. For ever	ount y five	
Meltagun	12"	As	sault 1		8	-4	D6	two		s within half range of the inflicting damage with			
WARGEAR OPTIONS  ABILITIES	• A He and I - But - Sou - Gra	ellforge meltagu tcher ca ulburne av-flux	d Leviath an must b annon ar er ribaud bombard	an may oe excha ray kin l	replace anged fo	one sic or a sing	ege claw le other	and one option)	meltagu 1	ege drills. In with one of the follow Iity has slain any model			<i>∓</i>
	other th	an thre	ough Ove	erwatch result o	attacks f 5+ hea	, roll a r als one v	number vound c	of D6 ec	ual to th	ne number of models it h his rule. This unit canno	nas slain. l	Each of	
			or: A uni le save ag						e save aga	ainst Shooting or Overv	vatch attac	cks and a	
	a roll of	a 6 it e	explodes	and the	hellish	energie	s at its c	ore are u	ınleashed	before removing it from d. Each unit within 6" sunds instead.			
	wounds	umess	it is a PS	YKEK,	, III WIII	cii cusc i	it suffers	Do mo	rtal woui	nds instead.			. 3
				564 <i>5</i> .1						s +1 attack.			
FACTION KEYWORDS	Dark F	ury: If	this mod	el is equ	uipped v	with two	melee	weapons	, it gains		7		

10	Dl	RE.	HI AD(	ELI CL	JFOI AW	RGI DR	ED OP	PC	D	DAMAGE Some of a Hellforge characteristics char battle, as shown bel	ige as it si	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	S S	A
Hellforged Dreadclaw	15"	4+	5+	*	7	10	*	8	3+	8-10+	7	4
A Hellforged Dreadclaw is	s a single m	odel. It	is equip	ped wi	th blade s	truts an	d thern	nal jets.		4-7	5	3
WEAPON	RANGE	TYP	E		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 e with	ach unit, in range.	his weapon automatic friendly or enemy, wi The weapon can only will be affected than fi	th at least be used i	one model f more
WARGEAR OPTIONS	• None	2.	+10			Maria.						
TRANSPORT	TERMI	NATOI	R model	takes	the space	of two	ther m	odels, o	it can b	FANTRY models. Eac e used to transport a s o other models,		
ABILITIES	other th these di	an thro	ough Ove scores a	erwatc result	h attacks,	roll a n	umber o	of D6 eq n the un	ual to the	ity has slain any mode e number of models it nis rule. This unit canr	has slain.	Each of
	a roll of	a 6 it es	xplodes	and th	e hellish e	nergies	at its co	re are u	nleashed	pefore removing it from . Each unit within 6" so ads instead.		
	units en the end 9" from	nbarked of any o any ene	l within of your l emy moe	it, in o Movem dels. A	rbit, read ent phase ny model	y for a I es. Whe s embar	Prop Poon n it does ked insi	d Assau s so, set de mus	lt. If you it up any t immedi	or army, you can set it do so, it can make a D where on the battlefie ately disembark, but t use there is not enoug	Prop Pod A ld that is they cannot	Assault at more than ot be set up
FACTION KEYWORDS	CHAO	S, <m.< td=""><td>ARK O</td><td>F CH</td><td>AOS&gt;, I</td><td>IERET</td><td>'IC AS'</td><td>TARTE</td><td>S, <le< td=""><td>GION&gt;</td><td></td><td></td></le<></td></m.<>	ARK O	F CH	AOS>, I	IERET	'IC AS'	TARTE	S, <le< td=""><td>GION&gt;</td><td></td><td></td></le<>	GION>		
KEYWORDS	VEHIC	LE, TR	ANSPO	RT, D	ROP POI	), HELI	FORG	ED, FLY	HELLI	ORGED DREADCL	AW DRO	P POD

15	HE	LL	FOI ASS	RGI SAU	ED I	KH CL	ARY AW	УВI	DIS	DAMAGE Some of a Hellforge characteristics chan	ige as it su	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel	ow:	A
Hellforged Kharybdis	15"	4+	4+	*	8	16	*	8	3+	10-16+	9	8
A Hellforged Kharybdis is a melta cutters and five Khary				ped with	h blade s	truts, a	thermal	jet arra	y,	5-9	7	6
WEAPON	RANGE	TYP			S	AP	0	ABILI	TIES	1-4	5	D6
Blade struts	Melee	Me			User	-2	2	_				
Melta cutters	Melee	Me	lee		16	-5	2D6	inste a mo keyw all of	ead if the odel with words, the f its stand	ks may not be made u Hellforged Kharybdis the VEHICLE, MON e controlling player maderd attacks to make a lat hits its target on a 2	successfu STER or 'ay choose single atta	lly charges <b>FITANIC</b> to forfeit
Thermal jet array	6"	Pis	tol D6		8	-1	D3	on ea	ach unit, in range.	this weapon automatic friendly or enemy, with The weapon can only will be affected than fr	th at least be used if	one model more
Kharybdis storm launchers	24"	Hea	avy 3		6	-1	1	-				
WARGEAR OPTIONS	• None		111/2					48.19		A participation of the second		1.579
TRANSPORT	TERMI	NATOR	model	takes the	e space o	of two o	ther mo	dels, or	it can be	TRY models, Each JUI used to transport a sir or CHAOS HELLBRUT	ngle HELL	FORGED
ABILITIES	other the these di wounds  Contain a roll of	tan throce that by any any ament a 6 it e	scores a other m Breach: xplodes	erwatch result o reans in If this n and the	attacks, f 5+ hea the sam nodel is a hellish e	roll a not see turn a reduced energies	umber of yound or as this ab I to 0 wo s at its co	of D6 eq of the un ility is unds, ro re are u	ual to the it with the ised; oll a D6 be nleashed	ity has slain any mode e number of models it nis rule. This unit cann before removing it from I. Each unit within 6" s ads instead.	has slain. not be heal n the battl	Each of ed of ed of efield. On
	units en the end 9" from within 9	of any any en of any	l within of your l emy moo y enemy	it, in or Moveme dels. An models	bit, readent phase by model a. Any m	y for a les. Whe s embar odels th	Orop Poor en it does rked insi aat canno	d Assaul s so, set de must ot be set	lt. If you it up any timmedicup beca	ar army, you can set it do so, it can make a D where on the battlefie ately disembark, but t use there is not enoug	rop Pod A ld that is r hey canno	assault at nore than it be set up
FACTION KEYWORDS									ES, <le< td=""><td></td><td>7</td><td></td></le<>		7	
KEYWORDS							HELLF Γ CLAV		D, FLY,			

23	H		FO AV		ED DES		ERB OY	ERU ER	JS	DAMAGE Some of a Hellforge change as it suffers of			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	M	WS	BS
Hellforged Cerberus	*	*	*	8	9	22	6	9	2+	17-22+	10"	5+	2+
A Hellforged Cerberus is a an infernal hunger.	single mo	del. It is	equippe	d with	a Maligi	natas b	eam cann	on and		6-16 1-5	5" 3"	4+ 3+	3+ 4+
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES	1-3		31	711
Infernal hunger	Melee	Mele	e		User	-3	1	-					
Heavy bolter	36"	Heav	y 3		5	-1	1	-					
Lascannon	48"	Heav	y 1		9	-3	D6	-					3
Malignatas beam cannon	72"	Heav	ry 4		*	-6	4+D6	roll 3 mode	D6 and el's Ld cl	does not roll to wound compare the total rolle naracteristic, if the tota cteristic then the target	ed to the ta l equals or	arget exceeds	
Havoc launcher	48"	Heav	y D6		5	0	1	-					
<b>=</b>	these di wounds  Eternal casualty the lowe Contain a roll of wounds  Smoke	• A Hellforged Cerberus 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.  Eternal Hatred: If, in the preceding turn, a Hellforged Cerberus has caused any enemy model to be removed as a casualty, the player rolls an additional dice when making wound rolls for its Malignatas beam cannon and discards the lowest dice before calculating the result of the roll.  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 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											
	Steel Be controll cannon half of t	hit rolls  chemoth  ing playe  which m  he mode	for Sho : This mer's turn nust targed is obse	oting a nodel m . It may get othe cured f	nay Fall I y fire its er units). rom the	ade aga Back in weapor In add firer.	ainst this the Move as if enem lition, thi	unit. ement p ny units s model	hase and are with only ga	y enemy units targeting d still shoot and/or Chain 1" of it (except for it ins a bonus to its save i	arge durin	g the tas beam	
FACTION KEYWORDS							TIC AST			GION> BERUS HEAVY DE	OTD OXY	ID.	- 8
KEYWORDS	TITAN	MC. VE	HICL	5. HE	LLF()R(	±E.D.	HELLE(	JK(+HI	) ( HR	KHRIIS HEAVV DE			

\$\begin{align*} 25 \\ \(\frac{1}{25}\) \	H	EL HI	LF( EAV	OR YY	GEI SIE(	) T GE	YP] TAl	HO NK	N	DAMAGE Some of a Hellforge change as it suffers shown below:			
NAME	M	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 mode	el. It is	equippe	d with	a dreadha	ammer	siege ca	nnon an	d	6-16 1-5	5" 3"	4+ 3+	3+ 4+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-5		JT	- 11
Infernal hunger	Melee	Me	lee		User	-3	1	_					122
Heavy bolter	36"	Hea	avy 3		5	-1	1	-					
Lascannon	48"	Hea	avy 1		9	-3	D6	-					130
Dreadhammer siege cannon	24"	Неа	avy 2D6	i	10	-5	3	then	the rang	does not move in the large of this weapon is increase current turn.			
Havoc launcher	48"	Hea	avy D6		5	0	1	_					
ABILITIES  =	Machin other th these di wounds  Contain a roll of wounds  Smoke smoke l from all  Steel Be controll siege ca	na Malinan three ce that by any nment a 6 it e a unless Launche hit rolling plannon w	fica: At- bugh Ov scores a other n Breach: xplodes it is a P hers: On rs. Until ls for Sh h: This yer's tur	the encerement of the encereme	h attacks, of 5+ hea n the sam model is e hellish of R, in whice game, insutrolling attacks n may Fall ay fire its	reduced energie che case in a de turn	which a thumber wound of as this all d to 0 was at its cost it suffers shooting next Shainst thing the Monas if energy addition addition of the Monas if energy and the Monas if energy addition and the Monas if energy addition and the Monas if energy addition and the Monas is a supplied to the Monas if energy additional addition and the Monas if energy additional addition and the Monas is a supplied to the Monas is a sup	unit with of D6 eq n the un bility is to bounds, roope are u 2D3 mog any we nooting ps unit.	this abil ual to the it with the sed. oll a D6 be nleashed ortal would capons in ohase, and ohase and	or one item from the Colity has slain any model to number of models it has rule. This unit cannot before removing it from the Each unit within 2D6 ands instead.  In the Shooting phase, they enemy units targeting the still shoot and/or Chain 1" of it (except for it any gains a bonus to its any gains a bonus to its and the shoot and the s	s in the Fi has slain. ot be heal the battle suffers I nis model g this unit	ght phase Each of ed of efield. On D6 mortal can use its subtract 1 g the mmer	
FACTION KEYWORDS	СНАО	S, <m< td=""><td>ARK C</td><td>OF CH</td><td>AOS&gt;, l</td><td>HERE'</td><td>TIC AS</td><td>TARTE</td><td>S, <le< td=""><td>GION&gt;</td><td></td><td></td><td>3</td></le<></td></m<>	ARK C	OF CH	AOS>, l	HERE'	TIC AS	TARTE	S, <le< td=""><td>GION&gt;</td><td></td><td></td><td>3</td></le<>	GION>			3
KEYWORDS	TITAN	IIC, V	EHICI	LE, HE	LLFOR	GED,	HELLF	ORGE	D TYP	HON HEAVY SIEG	E TANK	4.1	)

NABAC	2.0	wo	ne	e e e	7	144			P				*8
NAME			RS	8	ı	W	A	LO	SV	REMAINING W	M	WS	
Hellforged Fellblade  * * * 9 9 26 8 9 2+ Hellforged Fellblade is a single model. It is equipped with a twin heavy bolter, demolisher cannon, a fellblade accelerator cannon and an eternal hunger.  ** * * 9 9 26 8 9 2+ Hellforged Fellblade is a single model. It is equipped with a twin heavy bolter, demolisher cannon, a fellblade accelerator cannon and an eternal hunger.  ** * * * 9 9 26 8 9 2+  ** * * * 9 14 14-26+  ** * * * 7-13  ** * 1-6  ** * * * 8 10	10"	5+	Т										
							ter, den	nolisher	cannon,	7-13	7"	4+	
				na an ei			п	ADILI	TICO	1-6	4"	3+	
									1169				
· · ·								_					
•			•					_					
Laser destroyer	36"	Hea	ivy 1		12	-4	D6	addit dama weap	tional De age is inc on's dan	5. On a result of a '3-5', creased to 2D6. On a r nage is increased to 3D	the weapo esult of a ' 06.	on's 6, the	
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 f	iring thi	is weapo	n, select	t one of	the two	profiles	below:					
- HE shells	100"	Hea	wy 2D6		8	-3	<del>1</del>	dice	rolled to				
- AE shells	100"	Hea	vy 2		14	-4	6	-					
Twin heavy flamer	8"	Hea	vy 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	Fellblad	le may r	replace i	ts twin l	neavy be	olter wit	h a twin	heavy flamer.	Combi-wea	pons list.	F 10 17 17 17 17 17 17 17 17 17 17 17 17 17
ABILITIES	<ul> <li>A Hellforged Fellblade may also be equipped with a havoc launcher or one item from the <i>Combi-weapons</i> list.</li> <li>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.</li> <li>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 and each unit within 2D6" suffers D6 mortal</li> </ul>												
	smoke l	aunchei	rs. Until	the con	trolling	player's	next Sh	ooting p					
	controll <del>quad la are with</del>	ing play scannor nin 1" of	ver's turn n, laser d it its o	. <del>It may</del> estroyer ther gu	fire its s, havoo ns must	weapon launch target c	if ener ers or w ther un	ny units veapons its), In a	are with from the	in 1" of it (but only its Combi-weapons list c	twin heav an target u	y bolters, inits that	1

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

TITANIC, VEHICLE, HELLFORGED, HELLFORGED FELLBLADE

FACTION KEYWORDS

38 Jower	HI	ELI	FO	RG	ED	FA	LCI	HIC	N	DAMAGE Some of a Hellforged change as it suffers of								
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	shown below:	N/I	we	BS					
Hellforged Falchion	*	*	*	9	9	26	8	9	2+	REMAINING W	M 10"	<b>WS</b> 5+	3+					
A Hellforged Falchion is a a twin volcano cannon an				ed with	a twin h	eavy bo	lter, two	quad la	scannon,	7-13 1-6	7" 4"	4+ 3+	3+ 4+ 5+					
WEAPON	RANGE	TYF	<u>E</u>		S	AP	D	ABILI	TIES	10			-I					
Eternal hunger	Melee	Мє	lee		User	-3	D3	-					72.73					
Twin heavy bolter	36"	He	avy 6		5	-1	1	-					36					
Quad lascannon	48"	He	avy 4		9	-3	D6	-					333					
Laser destroyer	36"	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.  You can re-roll failed wound rolls when targeting																
Twin volcano cannon	120" Heavy 2D6 16 -5 2D6 You can re-roll failed wound rolls when targeting TITANIC units with this weapon.																	
Twin heavy flamer	8"	He	avy 2D6		5	-1	1	This	weapon h									
Havoc launcher	48"		avy D6		5	0	1	_					93					
WARGEAR OPTIONS	• A He	ellforge	d Falchio	on may	replace i	ts twin	heavy bo	lter wit		<del>royers.</del> leavy flamer. r one item from the <i>Co</i>	mbi-weaţ	oons list.						
ABILITIES	other th these di	an thro	ough Ov scores a	erwate result	h attacks,	roll a r ls one v	number o vound or	of D6 eq	ual to the	ty has slain any models number of models it h is rule. This unit canno	as slain. l	Each of						
<b>厚</b>	<b>Contai</b> On a ro	nment ll of a 6	Breach:	If this des an	model is	reduced ish ene	d to 0 wo	unds, ros s core a	oll a D6 be re unleash	efore removing it from ned. Each model within al wounds instead.								
	mortal wounds unless it is a <b>PSYKER</b> , in which case it suffers 2D3 mortal wounds instead. <b>Smoke Launchers:</b> 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.																	
	Steel Re					weapor				still shoot and/or char n 1" of it (but only its t			32					
	controll <del>quad la</del> <del>are with</del>	scanno nin 1" o	n, laser of f it—its	lestroy other g	ers, havo	target	<del>other un</del>	<del>eapons</del> i <del>ts),</del> In a	from the	<del>Combi weapons list car</del> his model only gains a	ı target u	nits that						
FACTION KEYWORDS	controll <del>quad la</del> <del>are with</del> cover if	scanno nin 1" o at least	n, laser of f it its half of t	lestroy other g the mo	ers, havoo uns must del is obs	target cured f	other un rom the	<del>eapons</del> its), In a bearer.	from the	his model only gains a	ı target u	nits that						

42	HE		FOI	RG	ED I	MA	ST	DD	NC	DAMAGE Some of a Hellfo change as it suffe				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	M	WS	BS	Void Skiel
Hellforged Mastodon	*	*	*	9	9	30	8	9	2+	16-30+	10"	5+	3+	5+
A Hellforged Mastodon is						llflamer	s, two la	scannon	,	8-15	7"	4+	4+	6+
one skyreaper battery, a s <b>WEAPON</b>	RANGE	TYP		mai mu	nger. S	AP	D	ABILIT	TIES	1-7	4"	3+	5+	7+
Eternal hunger	Melee	Me			User	-3		_						1000
Lascannon	48"		avy 1		9	-3	D6	_						
Hellflamer	8"		avy D6		5	-1	2	Attac	ks made	e by this weapon au	itomati	cally hi	it.	
Skyreaper battery	48"		avy 8		7	-1	5	Add targe	1 to all h ts that c	nit rolls made for th an <b>FLY</b> . Subtract 1 on against all other	is wear from th	oon aga ne hit r	ainst	ade
Siege melta array	12"	Hea	avy 4D3		9	-4	D6	two c		s within half range en inflicting damage				the
WARGEAR OPTIONS	• None	e.	Birth C	MARCO		JAN S	Su vi	1/22	4 178		Y. 1846		1 4	
ABILITIES	Machir other the these di wounds	na Mali han thro ice that s by any	fica: At tough Over scores a cother n	he end erwate result neans in	l of any tu h attacks, of 5+ hea n the sam	ırn in w roll a n ls one w	hich a u umber o yound or is this ab	nit with of D6 equ of the uni ility is u	this abil all to th t with the sed.	of ten models.  lity has slain any model his rule. This unit content of the period of	s it has annot t	slain. Se heal	Each o ed of	f
	a roll of	fa6ite	xplodes	and th	e hellish e	energies	at its co	re are ui	nleashed	l. Each unit within ands instead.				
	a Hellfo	orged M ling pla	astodon yer, is sla	, roll a ain. Th	D6. On t	he roll of	of a '1', o lels remo	ne mode oved due	l from a	one or more units of disembarking uniterested of this rule as	t, chose	n by th	ne	
	smoke l	launche	rs. Until	the co		player's	next Sh	ooting p		n the Shooting phas y enemy units targe				100000
	barriers impact kind of against unaffec In this	of force of high saving any force ted by to case how	e project energy throw w m of atta he AP of wever, ro	ted out attacks hich thack exceed an attacked one	at a dista and miss ne control ept from ack, but u	ance from siles aga lling pla weapon anlike in each mo	m their inst then yer can on the second with the second with the second with the second with the second woulner and woulner an	hulls in l m. In gar opt to us ne Melee ble saves nd that l	ayers and the term e instead type. List they m	shield generators, n ad designed to defle s, void shields are r d of their normal sa ike invulnerable sav ay also be used to r a inflicted on the He	ect and epreser ave or inves, voice negate r	absorb nted by nvulne d shield nortal	the a unice rable self d saves wounce	ave s are ls.

**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 hellflamers and lascannon 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.

TITANIC, VEHICLE, TRANSPORT, HELLFORGED, HELLFORGED MASTODON

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

FACTION KEYWORDS



\$ 8 OWE		CH	IAC	SF	IEI	L B	LA	DE	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Hell Blade	18"-60"	6+	3+	6	6	8	2	8	3+
A Hell Blade is a single	model. It is ed	quipped	l with tw	vo Helst	orm car	nnon.	N. K.	3/25	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Helstorm cannon	36"	Hea	avy 2		6	-2	3	the ta	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	vy 1		9	-3	D6	-	
WARGEAR OPTIONS	• This	model r	nay repl	ace its to	wo Hels	torm ca	nnon w	ith two la	ascannon.
ABILITIES	Airborn attacked Baleful	l in the	Fight pl	nase by u	inits th	at can Fl	LY.		nits that can FLY, and can only attack or be
	Hard to	Hit: Yo	our oppo	onent m	ust subt	tract 1 fr	om hit	rolls for a	attacks that target this model in the Shooting phase
	contribu	ite to he	ow far tl p to 90°	ne mode to face a	el moves a new di	s), and tl irection.	nen mov	e the mo	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
		ore any	embark						06 before removing the model from the battlefield and explodes, and each unit within 6" suffers D3
	Skybori	n Preda	tor: Wh	en targe	eting ur	its that	can FLY	, add 1 t	to your hit rolls for this model.
FACTION KEYWORDS	CHAO	S, <m.< td=""><td>ARK O</td><td>F CHA</td><td>OS&gt;,</td><td>HERET</td><td>TIC AS</td><td>TARTE</td><td>S, EYRINE CULTS, <legion></legion></td></m.<>	ARK O	F CHA	OS>,	HERET	TIC AS	TARTE	S, EYRINE CULTS, <legion></legion>
KEYWORDS	VEHIC	CLE, F	LY, CH	AOS H	ELL B	LADE		H is	ALL STREET ALLS

### CHAOS HE

### CHAOS HELL TALON

## WS BS S T W A Ld Sv

A Hell Talon is a single model. It is equipped with a helstorm cannon, a twin lascannon and a cluster of pyrax incendiary bombs.

 	W	

3+

Some of a Hell Talon's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
7-12+	20"-60"	3+	3
4-6	20"-40"	4+	D3
1-3	20"	4+	1

WEAPON	RANGE	TYPE	S	AP	0	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.
Havoc launcher	48"	Heavy D6	5	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	

#### **WARGEAR OPTIONS**

- This model may replace its Helstorm cannon with a havoc launcher.
- This model may replace its Pyrax incendiary bombs with either Warp-pulse bombs or Baletalon shatter charges.

### **ABILITIES**

NAME

**Hell Talon** 



**Airborne:** This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Baleful Aberration: This model has a 5+ invulnerable save.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

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

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

<sup>†</sup>**Pyrax Incendiary Bombs:** Once per battle, a Hell Talon equipped with Pyrax incendiary bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Hell Talon has moved, pick an enemy unit that it flew over then roll a D6 for every model in the unit, up to a maximum of 20 D6. Add 1 to the results of the dice if the target is **INFANTRY**. For each roll of a 5+, the unit suffers a mortal wound.

†Warp-pulse Bombs: Once per battle, a Hell Talon equipped with Warp-pulse bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Hell Talon has moved, pick an enemy unit that it flew over. Then roll 3D6 for each VEHICLE or MONSTER in the unit or a single D6 for every other model in the unit, up to a maximum of 9D6. For every roll of a 5+, the unit suffers a mortal wound. In addition, the targeted unit subtracts 1 from its hit rolls and Leadership characteristic until the start of your opponent's next game turn.

†Baletalon Shatter Charges: Once per battle, a Hell Talon equipped with Baletalon shatter charges can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Hell Talon has moved, pick an enemy unit that it flew over, then roll 6D6 for each VEHICLE, BUILDING or MONSTER in the unit, or a single D6 for every other model in the unit, up to a maximum of 6D6. For each roll of a 3+, the unit being bombed suffers a mortal wound.

<sup>†</sup>Note that a Hell Talon will only have one of these abilities, which should be noted before the game begins.

### **FACTION KEYWORDS**

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

KEYWORDS VEHICLE, FLY, CI

VEHICLE, FLY, CHAOS HELL TALON

18	(		AOS SSA				EA ISH	GLE IP	ξ,	DAMAGE Some of a Chaos S characteristics cha shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Storm Eagle Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	
A Chaos Storm Eagle Ass				del. It is	equipp	ed with	a twin h	neavy bol	ter,	4-7	20"-30"	4+	D
a vengeance launcher and										1-3	20"	4+	1
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TES				—
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			ed by this weapon do throws for being in c		bonus t	0
Twin multi-melta	24"	Hea	vy 2		8	-4	D6	two d		is within half range o en inflicting damage t.			ie
Havoc launcher	48"	Hea	vy D6		5	0	1	-					
Reaper autocannon	36"	Hea	vy 4		7	-1	1	-					
TRANSPORT	The Ch model t	aos Stor	m Eagle the spac	can tran	sport 2	20 <b><le< b="">C</le<></b>	GION> I	NFANT	RY mo	or two twin lascannor dels (each TERMINA ESTRUCTION mode	ATOR and JU		
ABILITIES	Hard to Superso the moo	d in the Hit: You had be designed to the Hit: You had be designed to the Hit was a second to the Hit w	Fight phour opposing time es), and	nase by u onent mu this moo then mo	nits that ast subta del mov ve the	at can Fl tract 1 fi ves, first model s	LY. rom hit i pivot it traight f	rolls for a on the sp orwards.	ittacks oot up t Note t	that target this model to 90° (this does not chat it cannot pivot ag 20" until the end of the	l in the Shoo contribute to ain after the	ting phas how far initial	
	and bef		embarke							e removing the mode plodes, and each unit			7
	become	es 20" un	itil the e		phase	, and it l				n declare it will hover. I to Hit and Supersor			tic
	Daemo	nic Mac	chine Sp	irit: Igno	ore the	-1 to hi	t modifi	er for mo	oving a	nd shooting Heavy w	eapons for th	nis mode	ıl.
FACTION KEYWORDS										RINE CULTS, <le< td=""><td></td><td></td><td>17.4</td></le<>			17.4
KEYWORDS	VEHIC	CLE, T	RANSP	PORT, I	FLY, C	HAOS	STOR	M EAG	LE AS	SAULT GUNSHII		ME I	

19		CH AS	AOS SA	S F.	IRE Γ G	RAUN	APT SH	OR IP		DAMAGE Some of a Fire Rap change as it suffers			
NAME	M	WS	BS	S	T	W	Δ	Ld	Sv	REMAINING W	M	BS	ı
Fire Raptor Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	3
A Chaos Fire Raptor Gunsh					-		rangan h			4-7	20"-30"	4+	D
two quad heavy bolters and				equippe	u witii a	i twiii av	renger b	on cann	011,	1-3	20"	4+	1
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES				
Twin avenger bolt cannon	36"	Hear	vy 10		6	-2	2	-					$\neg$
Reaper battery	36"	Hear	vy 6		7	-1	1	-					
Quad heavy bolter	36"	Hear	vy 12		5	-1	1	-					
Hellstrike missiles	72"	Hear	vy 2		8	-3	3	-					
Twin lascannon	48"	Hear	vy 2		9	-3	D6	-					
Balefire missiles	36"	Hear	vy 2D3		6	-1	D3			ed by this weapon do throws for being in co		bonus to	,
WARGEAR OPTIONS ABILITIES	The r     Airborn	nodel m	ay repla model c	ce its h	ellstrike harge, c	missiles an only	with ba	lefire m	issiles o	batteries.  or two twin lascannor  t can FLY, and can or		be	
<b>₱</b>	Hard to	Hit: Yo	ur oppo	nent m	ust subt	ract 1 fr	om hit r	olls for a	attacks t	that target this model	in the Shoo	ting phas	e.
	the mod	del move	es), and	then m	ove the	model st	traight fo	orwards.	. Note th	o 90° (this does not c hat it cannot pivot ag 20" until the end of th	ain after the	initial	
	and bef		embarke							e removing the mode blodes, and each unit			
	become		til the en	nd of th	e phase,	and it l				declare it will hover. I to Hit and Superson			ic
	Daemo	nic Mac	hine Sp	<b>irit:</b> Igr	ore the	-1 to hit	t modifi	er for me	oving a	nd shooting Heavy w	eapons for th	nis model	. 7
TOUR DESCRIPTION OF THE PARTY O	CITAO			E CITA	00. 1	IPDPT	TO ACT				22227		
FACTION KEYWORDS	CHAO	)S, <m<i>F</m<i>	ARK O	F CHA	105>, 1	HEKEI	IC AS	TARTE	S, EYI	RINE CULTS, <le< td=""><td>GION&gt;</td><td></td><td></td></le<>	GION>		

\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	C	HA(	OS SSA	TI UI	HUI T	ND GU	ERF NSF	IAW HP	<b>/K</b>	DAMAGE Some of a Chaos T characteristics cha					
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	М	BS	Λ		
Chaos Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+	24-30+	20"-50"	2+	6		
A Chaos Thunderhawk (	Junship is	a single	model	It is ea	mipped	with a	Thunderh	awk hear	vy cannon.	15-23	20"-40"	3+	4		
four twin heavy bolters,						with a	Thunden	iawk iica	vy camion,	8-14	20"-30"	4+	3		
WEAPON	RANGE	TYP			S	AP	D	ABILIT	TES	1-7	20"	5+	2		
Twin heavy bolter	36"	Не	avy 6		5	-1	1	_					100		
Lascannon	48"	Не	avy 1		9	-3	D6	-					- 9		
Hellstrike battery	72"	Не	avy 4		8	-3	3	-					- 1		
Reaper battery	36"	Не	avy 6		7	-1	1	-					9		
Thunderhawk heavy cannon	48"	Не	avy 2D	6	8	-2	D6	-							
Turbo-laser destructor	96"	Linits targeted by this weapon do not gain any hopus to													
Balefire missiles	36"	Units targeted by this weapon do not gain any hopes to													
ABILITIES	the space three ot	e of thr	ee othe dels).	r mod	els. It m	ay also	transport	BIKER :	and CAVA	LRY models, these a	lso take up th	ne space o	f —		
<b>厚</b>	Colossa where it to the m short-ra attacks t	Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.  Colossal Flyer: When targeting this unit with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit can FLY, add 12" to the measured distance to determine the range when making shooting attacks against it. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase.													
	model n	noves), a	and the	n move	e the mo	odel stra	ight forwa	ards. Not	e that it can	° (this does not contr nnot pivot again after of the phase – do not	the initial piv				
	Void-ha	rdened	Hull: 7	he Ch	aos Thu	ınderhav	wk Gunsh	ip has a 5	5+ invulner	rable save.			1		
	<b>Crash and Burn:</b> If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6+ it crashes and explodes, and each unit within D6" suffers 2D6 mortal wounds.														
		s 20" un	til the e	nd of t	he phas	e, and it				lare it will hover. Its M Flyer and Supersonic			2000000		
	Daemo	nic Mac	hine Sp	oirit: Ig	gnore th	e -1 to h	nit modific	er for mo	ving and sl	nooting Heavy weapo	ns for this m	odel.			
	Thunde	rhawk ( an mak	C <b>luster</b> e a bon	Bomb abing r	s: Once	per bat nst a sin	tle a Chac gle enemy	s Thund unit it n	erhawk Gu noves over	nship equipped with during one of its Mov	Thunderhaw vement phase	k cluster s. After	-		

**FACTION KEYWORDS** 

KEYWORDS

the Chaos Thunderhawk Gunship has moved, pick a single enemy unit that it flew over. Roll 3D6 for every **VEHICLE** or **MONSTER**, or a D6 for every other model in the unit, up to a maximum of 12D6 per unit. For each roll of a 5+, the unit suffers a mortal wound. A unit which consists only of **CHARACTERS** cannot be targeted by this ability.

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

TITANIC, VEHICLE, TRANSPORT, FLY, CHAOS THUNDERHAWK ASSAULT GUNSHIP

# CHAOS SOKAR PATTERN STORMBIRD GUNSHIP

NAME M WS BS S T W A Ld SV
Chaos Sokar Pattern
Stormbird \* 6+ \* 10 9 40 \* 9 3+

A Chaos Sokar Pattern Stormbird is a single model. It is equipped with four twin lascannon, three twin heavy bolters and dreadstrike missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIE	S
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	
Dreadstrike missiles	120"	Heavy 4	10	-3	2D3	-	
Reaper battery	36"	Heavy 6	7	-1	1	-	
WARDEAN OPTIONS	1		c				-

### **WARGEAR OPTIONS**

• The model may replace any of its twin heavy bolters with reaper battery.

### TRANSPORT

The Chaos Sokar Pattern Stormbird can transport 50 **LEGION** INFANTRY models (each TERMINATOR and JUMP PACK model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of three other models. It may also transport **LEGION** BIKER and **LEGION** CAVALRY models, these also take up the space of three other models). The Chaos Sokar Pattern Stormbird may also transport a single CHAOS RHINO, including its own transported models, occupying 25 models' worth of space. When disembarking, the Rhino may only exit via the rear of the Chaos Sokar Pattern Stormbird.

DAMAGE

battle, as shown below:

**REMAINING W** 

30-40+

20-29

10-19

1-9

Some of a Chaos Sokar Pattern Stormbird's characteristics change as it suffers damage in

20"-50"

20"-40"

20"-30"

20"

**VOID SHIELD** 

6+

7+

6

3

2.

4+

5+

### **ABILITIES**

F

**Airborne:** This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

**Colossal Flyer:** When targeting this unit with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if is on a flying base. In addition, unless the attacking unit can **FLY** add 12" to the measured distance to determine the range when making shooting attacks against it. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Void-hardened Hull: The Chaos Sokar Pattern Stormbird has a 5+ invulnerable save.

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 4+ it crashes and explodes, and each unit within 2D6" suffers 2D6 mortal wounds.

**Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.

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

**Projected Void Shields:** The Chaos Sokar Pattern Stormbird is 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, these 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, 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 however, roll one dice for each mortal wound that has been inflicted on the Sokar, with the mortal wound being ignored if the save roll is passed. Void shields must be continuously re-energised and renewed in combat operations and so as the Sokar is damaged, the defensive potential of its void shields is reduced (see the Damage table 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.

### **FACTION KEYWORDS**

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

**KEYWORDS** 

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

NAME OWS		wa			RCF	PT			-	Some of Chaos Xip characteristics cha shown below:		
NAME	M	WS	BS	S		W	A	Ld	Sv	REMAINING W	M	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		gle mode	el. It is ed	quipped	l with tw	vo twin l	lascanno	n		3-5 1-2	20"-40" 20"	4+ 5+
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	TIES	1-2	20	J+
Twin lascannon	48"	Hea	vy 2		9	-3	D6	_				
Soulstalker missiles	60"	Hea	vy D3		7	-2	2	the t	arget su	ou roll a wound roll of fers a mortal wound rmal damage.		
WARGEAR OPTIONS	• None	e.	+10	ty fa								
ABILITIES	in the F Hard to Pretern contributit again	ight pha  Hit: Yo  atural N  ute to ho	se by un ur oppo Manoeur ow far th o' to face	nent mu vrability e model a new o	can FLY ust subtr y: Each t l moves) directior	ract 1 fro time this	om hit ro s model r en move	lls for at moves, f the mo	ttacks that irst pivot del straig	an FLY, and can only at target this model in it on the spot up to 9 th forwards. You may crease its Move chara	the Shooting 00° (this does v then if you	g phase. not wish pivot
	Crash a									emoving the model for		
		,		d mode	is discii	ioark. O		ruorico c	ша схрк			rs D3
	and before	wounds.								ng Heavy weapons fo		rs D3
	and before mortal v	wounds. al Targe	ting: Igi	nore the	e -1 to hi	t modifi	er for mo	oving ar	nd shoot			rs D3
FACTION KEYWORDS	and before mortal variations.  Terminal Skyborn	wounds. al Targe n Predat	ting: Igi	nore the	e -1 to hi	t modifi	er for mo	oving ar	nd shoot	ng Heavy weapons fo	or this model.	rs D3



		Z		FOR T				
NAME	М	WS	BS	S T	W	A	Ld	Sv
Zhufor the Impaler	5"	2+	2+	5 4	7	5	9	2+
Zhufor the Impaler is a s Terminator armour. Onl						nos, a D	emnos bo	olter and the Skulltaker axe. He also wears a suit of
WEAPON	RANGE	TYP	E	S	AP	D	ABILITI	IES
Demnos bolter	24"	Rap	oid Fire 2	4	-1	1	_	
Claw of Demnos	Melee	Mel	lee	x2	-3	D3		attacking with this weapon, you must subtract 1 the hit roll.
Skulltaker axe	Melee	Mel	lee	User	-2	2	roll of	targeting a <b>CHARACTER</b> model, every wound 6+ inflicts becomes AP -4 and Damage 3. Roll for these wounds separately.
WARGEAR OPTIONS	• None	e					MELL S	
ABILITIES	it can, it	f it was	targeting a	an IMPERIU	M unit,	immedia	ately mak	for a model with this ability in the Fight phase, e an extra attack against the same unit using the ny further attacks.
	Sigil of	Corrup	otion: The	model has a	4+ invu	lnerable	save.	
	Lord of	the Sk	ulltakers:	You can re-re	oll hit ro	lls of 1 fo	or friendl	y <b>SKULLTAKERS</b> units within 6" of this model.
	instead	of placi	ng him or	the battlefie	ld. At th	e end of	any of yo	Impaler in the teleportarium of his grand cruiser ur Movement phases, Zhufor the Impaler can use a nore than 9" away from any enemy models.
	Favour Psychic		Blood Goo	d: Zhufor the	Impalei	may att	empt to d	leny one psychic power a turn in each enemy
			ter: Such i		gendered	l by Zhu	for that e	nemy units within 6" must add 1 to the result of
FACTION KEYWORDS	CHAO	S, KH	ORNE, I	HERETIC A	STAR	res, sk	ULLTA	KERS
KEYWORDS	CHAR	ACTE	R, INFA	NTRY, CH	AOS LO	ORD, T	ERMIN	ATOR, ZHUFOR THE IMPALER

Car Anna		NE	CR	OS.	IUS	TH	ΕU	JNL	YING
MARAF	D/L				RCERI				
NAME	M	WS	BS	S		W	A	Ld	Sv
Necrosius the Undying	5"	3+	3+	4	5	6	4	9	3+
Necrosius the Undying is a Only one of this model ma					ith a taint	ed force	blade a	nd a pox	pistol, blight grenades and krak grenades.
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TIES
Pox pistol	12"	Pist	ol 1		4	-1	2	_	
Tainted force blade	Melee	Mel	ee		+1	-2	D3	You c	can re-roll wound rolls of 1 for this weapon.
Blight grenade	6"	Gre	nade D	6	3	0	1	You c	can re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Gre	nade 1		6	-1	D3	_	
WARGEAR OPTIONS	<ul> <li>None</li> </ul>								
ABILITIES	it can, i	f it was t	argetin	g an IN	<b>IPERIUN</b>	1 unit, i			for a model with this ability in the Fight phase, see an extra attack against the same unit using the
早	Disgust lose a w	t <b>ingly R</b> round.	esilient	t: Each		rosius tl	selves go ne Undy	enerate a	any further attacks. s a wound, roll a D6; on a roll of 5 or 6, he does no
	Disgust lose a w	tingly R round. Corrup	esilient tion: T	t: Each The mod	time Nec	rosius tl	selves ge ne Undy nerable	enerate a ring loses save.	any further attacks.  Is a wound, roll a D6; on a roll of 5 or 6, he does not for any friendly <b>THE TAINTED</b> units within 6" of
	Disgust lose a w Sigil of Arch-Se this mo	cingly R cound. Corrup orcerer del duri	esilient of the T ng the Dead: W	t: Each The mod Tainted Fight p	time Nec del has a 4 : You may	rosius tl + invul y add 1	selves gene Undy nerable stoyour	enerate a ring loses save. hit rolls	s a wound, roll a D6; on a roll of 5 or 6, he does no
PSYKER	Disgust lose a w Sigil of Arch-So this mo Master Disgust Necrosi psychic	cingly Round.  Corrup  orcerer  del duri  of the I  ingly Re  us can a  powers	esilient  of the Tong the Dead: Wesilient attempt in each	t: Each The moo Fainted Fight p When w ability. to man	time Nec del has a 4 : You ma hase. ithin 6" o	rosius the trivul y add 1 f Necros psychic phase. I	selves gene Undy nerable to your besites, PO	save. hit rolls to the control of th	for any friendly <b>THE TAINTED</b> units within 6" of <b>ER</b> units can re-roll results of a 1 for their friendly Psychic phase, and attempt to deny three lite psychic power and three psychic powers from
	Disgust lose a w Sigil of Arch-Sethis mo Master Disgust Necrosi psychic the Cor	cingly Round.  Corrup  orcerer  del duri  of the I  ingly Re  us can a  powers  ttagion of	esilient of the T of the T ong the D ead: W esilient a ttempt in each disciplin	t: Each The moo Fainted Fight p When w ability. to man a enemy ne (see	time Nec  del has a 4  : You may hase.  ithin 6" o  iffest two 7 Psychic Warhamr	rosius the tinvul y add 1 f Necros psychic phase. I mer 40,0	ne Undy nerable to your sius, PO powers He know	save.  hit rolls to the same and the same and the same are the same ar	for any friendly <b>THE TAINTED</b> units within 6" of <b>ER</b> units can re-roll results of a 1 for their friendly Psychic phase, and attempt to deny three lite psychic power and three psychic powers from

2 (7)			M		ORD er of				SS
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Lord Arkos	6"	2+	2+	4	4	5	5	9	3+
Lord Arkos is a single mo Only one of this model m					Blade of	Venom	and a c	ombi-m	eltagun, frag grenades and krak grenades.
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	ries .
Black Blade of Venom	Melee	Mel	ee		User	-2	3		1 to all wound rolls for this weapon against any t that is not a <b>VEHICLE</b> .
Combi-melta			g with th or this w			se one	or both	of the pr	rofiles below. If you choose both, subtract 1 from all
- Bolter	24"	Rap	id Fire 1	l	4	0	1	-	
- Meltagun	12"	Ass	ault 1		8	-4	D6	two c	e target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.
Frag grenade	6"	Gre	nade De	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	• None								
ABILITIES	it can, i	f it was teapon.	targeting Γhese ex	g an IM tra atta	IPERIUM acks canno	unit, in the state of the state	immedia selves ge	itely mal enerate a	for a model with this ability in the Fight phase, ke an extra attack against the same unit using the any further attacks.
			Shootir			a 5+ 111V	/uinerab	ie save. I	In addition, subtract 1 from all hit rolls made
	Lord of 6" of the			You ma	ay add 1 to	o Advar	nce and (	Charge r	rolls for any friendly <b>THE FAITHLESS</b> units within
	Arch-vi			where	Stratagen	ns are b	eing use	ed, if Ark	tos is your warlord you gain +1 Command points at
					nt, Lord A and is mo				where on the battlefield that is not within your emy unit.
FACTION KEYWORDS	CHAC	S, HE	RETIC	ASTA	RTES,	THE F	AITHL	ESS OI	R ALPHA LEGION
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CHA	OS LC	ORD, LO	ORD A	RKOS

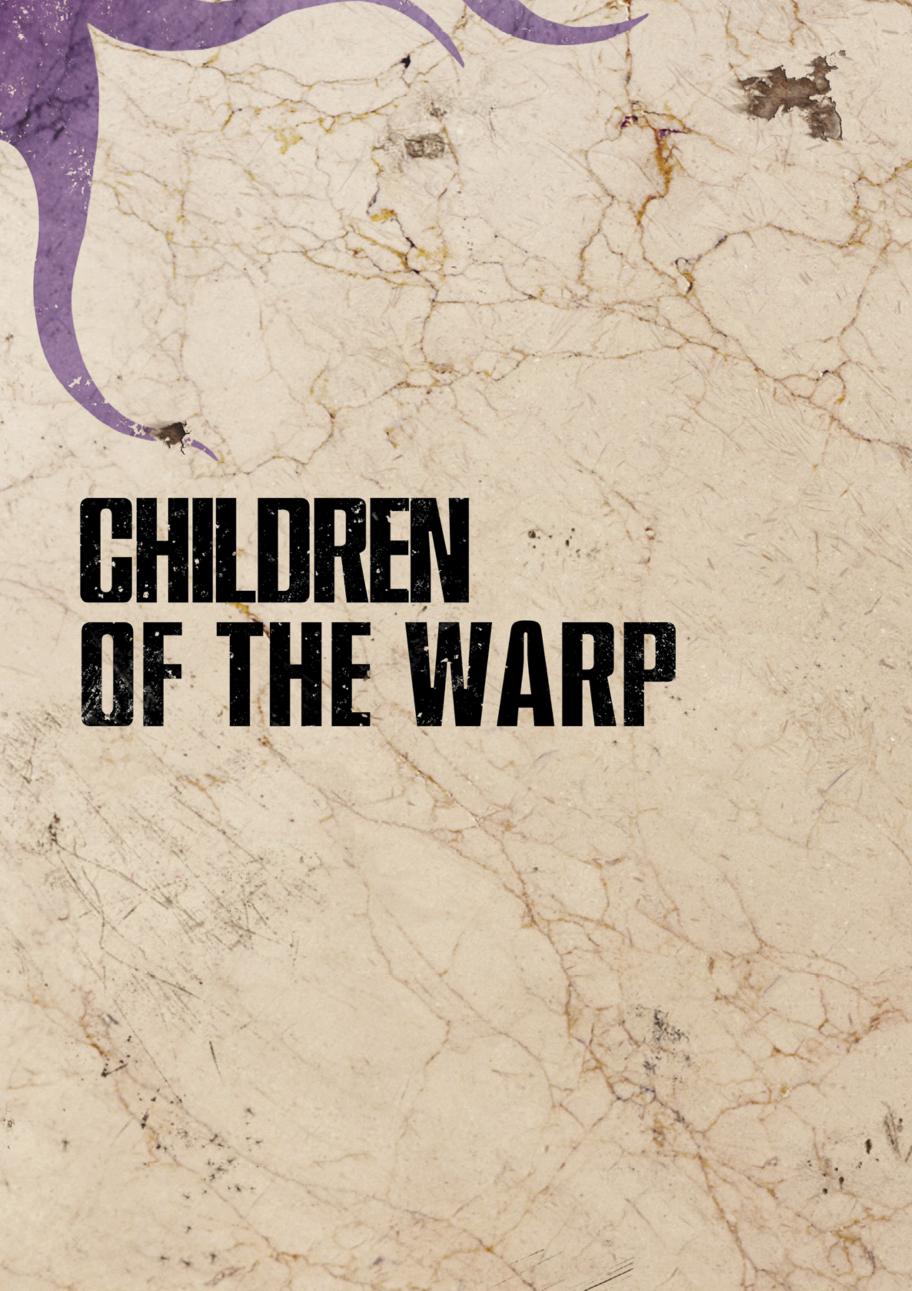
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Chaos Hellwright	6"	3+	2+	5	5	5	3	9	2+			
	a single model	. It is eq	uipped	with ar	n infernal	axe, me	echatend	lrils, a vo	oidcutter, a flamer, a soulburner pistol,			
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES			
Infernal axe	Melee	Mel	.ee		+1	-3	2	_				
Mechatendrils	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 2 additional ks with this weapon.			
Voidcutter	8"	Ass	ault 1		8	-4	3		1 to wound rolls made for this weapon if the target <b>VEHICLE</b> .			
Soulburner pistol	12"	Pist	ol 2		-	0	1	Successful hit rolls with this weapon inflict mortal wounds. If any hit roll made in a given phase with the weapon results in a score of a '1', then the firing unit suffers one mortal wound at the end of the phase.				
Frag grenade	6"	Gre	nade D6	i	3	0	1	-				
Krak grenade	6"	Gre	nade 1		6	-1	D3	-				
Flamer	8"	Ass	ault D6		4	0	1	This	weapon hits its target automatically.			
WARGEAR OPTIONS	• None		2/5/5		776.13			A Line				
ABILITIES	it can, if same we Inferna	f it was teapon.	targeting These ex etics: Tl	g an <b>IM</b> tra atta	IPERIUM acks canno del heals o	I unit, i ot them one wou	mmedia selves ge and at th	tely mal enerate a ne start o	+ for a model with this ability in the Fight phase, ke an extra attack against the same unit using the any further attacks.  of each of your turns.			
			lforge: A		ELLFORG	ED mo	odels wit	hin 6" o	of the Hellwright adds +1 to their Attacks and			
	DAEMO can FLY	ON ENC	<b>GINE/Q</b> n 1". Tha l a D6; o	UEST at mod n a rol	OR TRAI el regains l of 2+, th	TORO D3 lost at VEH	US or D wounds ICLE su	ARK M s. A Hell offers a n	a Hellwright can repair a single <legion>/ IECHANICUS VEHICLE (other than models that lwright can instead curse a single enemy VEHICLI mortal wound. A VEHICLE cannot be repaired or</legion>			
		y more	than on	ie mod	lel with M	aster of	Mechai	nisms in	the same turn.			
FACTION KEYWORDS	cursed l	•							the same turn.  S, <legion> OR DARK MECHANICUS</legion>			

OWE				0	N DAR	K AI	BEYAN	NT T	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Hellwright on Dark Abeyant	8"	3+	2+	5	5	6	3	9	2+
A Chaos Hellwright on a flamer and a soulburn									with an infernal axe, mechatendrils, a voidcutter,
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	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	ult 1		8	-4	3		1 to wound rolls made for this weapon if the target //EHICLE.
Soulburner pistol	12"	Pisto	ol 2		-	0	1	wour 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 weapon scores an additional automatic hit at the son's normal profile which is resolved after the all attacks for the weapon on the same unit. These tional hits do not themselves generate more tional hits.
Flamer	8"	Assa	ult D6		4	0	1	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None.								
ABILITIES	it can, if same we	it was t apon. T	argeting hese ext	an IM ra atta	IPERIUM ncks canno	unit, in them	mmedia selves ge	tely mal enerate a	F for a model with this ability in the Fight phase, ke an extra attack against the same unit using the any further attacks.  Of each of your turns.
	Warp-fl	ux Shie	ld: This	mode	l has a 5+	invulne	erable sa	ve.	
	Gift of the				ELLFORG	ED mo	odels wit	hin 6" o	f the Hellwright adds +1 to their Attacks and
	<b>Implaca</b> Heavy w		is mode	can o	only Advai	nce D3'	, but ign	ores the	e -1 penalty to its hit rolls for moving and firing a
	Monstro	ous Bul	<b>k:</b> Wher	takin	g up space	es withi	n a <b>TRA</b>	NSPOR	T, this model takes up three spaces, rather than one
	can FLY within 1	N ENC ) withir 8". Roll	GINE/ C n 1". Tha a D6; on	UEST at mod n a rol	OR TRA el regains l of 2+, th	ITORC D3 lost at VEH	OUS or I wounds ICLE su	OARK M s. A Hell offers a n	Hellwright can repair a single <legion>/ MECHANICUS VEHICLE (other than models that lwright can instead curse a single enemy VEHICL mortal wound. A VEHICLE cannot be repaired or a the same turn.</legion>

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION> OR DARK MECHANICUS
CHARACTER, INFANTRY, WARPSMITH, CHAOS HELLWRIGHT ON DARK ABEYANT

FACTION KEYWORDS

KEYWORDS



35					TH OF BI					DAMAGE Some of An'ggrath's he suffers damage i			
NAME	М	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	S	A
An'ggrath	*	2+	4+	*	8	24	*	10	2+	13-24+	16"	12	10
Anggrath is a single model of this model in					Khorne a	nd the I	Bloodlas	h.		7-12 1-6	12" 8"	10 8	8
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				9
Bloodlash	12"	Ass	ault 2D6	5	7	-3	2			can be used within 1" nemy units within 1" o			nd
Axe of Khorne	Melee	Mel	lee		+3	-4	D6	_					
	Daemo Arch-da Emissa model v Scorn o each en Shatter within	n. Lord: aemoni ry of th when M of the Bl emy Psy ing Ons " at the d Deatl An'ggra	c Ritual e Blood orale tes lood Go ychic phase end of i h-throes th's fren	del has God: Yets are tod: An'g ase and On any its charges: If this	s a 4+ invage 4. You may aken. grath the ladds +3 y turn in ge move.	use this e Unbou to any which a On a re	model's model's attempt An'ggrath esult of a	Leaders be used to do so the Unit 2+, the vounds,	ship for to atten bound unit suf	of all models in the un friendly <b>KHORNE</b> un mpt to deny two psych successfully charges, r ffers D3 mortal wound 6 before removing it fr d each unit within D6'	its within ic powers oll a D6 fo ls. com the ba	9" of this per turn ir r each uni ttlefield;	
FACTION KEYWORDS	CHAOS				7 1	5 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		No.					

Uraka Uraka the Warfiend is a sing WEAPON The Executioner's Axe Bloody Arc (melee) Vengeful Cast (shooting)	7" gle model a RANGE Melee	<b>TYPE</b> Melec		<b>6</b> Executi	6 oner's A \$ +2	8 xe. On: <b>AP</b>	5 ly one of	ABILITI	3+ lel may be included in your army.			
WEAPON The Executioner's Axe Bloody Arc (melee)	<b>RANGE</b> Melee	<b>TYPE</b> Melec		Executi	S	AP	D	ABILITI				
The Executioner's Axe Bloody Arc (melee)	Melee	Mele	e						ES			
Bloody Arc (melee)			e		+2	-3	2	г				
,			e		+2	-3	2	For each wound roll of 6 made using this wasness th				
Vengeful Cast (shooting)	*	A ccar					_	Dama; model	ch wound roll of 6 made using this weapon, the ge value of that attack is increased to D6. If a is slain as a casualty by one of these enhanced s, add +1 to Uraka's Unholy Frenzy total.			
		Assac	alt D3		User	-3	D6	Streng piles in phase, the Fig	nge of this weapon is equal to Uraka's current th in inches. Unless Uraka successfully charges or a to the unit targeted by this attack in the Shooting he may not use the Bloody Arc attack ability in ght phase of a turn in which he has attacked with ful Cast.			
WARGEAR OPTIONS	• None.	111/4			A ST	NE 78						
ABILITIES	Daemor	nic: This	model ł	has a 5+	⊦ invulne	erable s	ave.	19/3/				
	Daemor	nic Ritua	ıl: See V	Varham	mer 40,0	000 – Ir	ıdex: Cha	ios.				
	Unstopp	oable Fer	rocity: I	f a <b>KH</b>	ORNE I	)AEM(	ON unit	with this	ability either charges, is charged, or performs a ristics of all models in the unit until the end of			
	The Blace Psychic		r of Kho	orne: U	Iraka's co	ontrollii	ng player	may atte	empt to deny a single psychic power in each enemy			
	<b>Unholy Frenzy:</b> Uraka the Warfiend gains a bonus to his characteristics based on the number of models removed from play with the Bloody Arc attack ability. The benefits are as follows and Uraka gains the benefits of the curren score reached and all previous scores for the duration of the game:											
	Total Sc	ore	Ben	efits								
	0	1 111111		benefit	44 27	1495	11.					
	1			Move								
	2-3			Strengtl		HAY.						
	4-6						and +1.		la ana manada di Maria			
FACTION KEYWORDS	7+ CHAOS			each ac	aditional	point	scorea, C	така пеа	ls one wound.			

12	DA	AEMC	)N PI		AMU E OF T		RUIN	ISTOF	RM	DAMAGE Some of Samus' cha suffers damage in b			
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	WS	ı
Samus	*	*	4+	7	7	12	*	9	4+	7-12+	8"	2+	(
Samus is a single model be included in your arm		ed with	the Sla	ughterii	ng blade.	Only o	ne of th	is mode	el may	4-6 1-3	6" 4"	3+ 4+	
WEAPON	RANGE	TYPI	E		S	AP	D	ABIL	ITIES				
Slaughtering blade	Melee	Mel	ee		User	-3	3			cking <b>INFANTRY</b> mod- ur wound rolls.	els with th	is weapon	,
WARGEAR OPTIONS	• None		711		1					THE PAYMENT NAMED			
ABILITIES	Heroic the turn	Interver	e model	ld 1 to t		gth and erable sa	Attacks	s charact		ry either charges, is char s of all models in the un			
	from th Ritual c	eir rolls an also	to man re-roll t	ifest psy heir sur	ychic pov nmoning	vers for g roll wh	that PS nen doi:	oyker.	Friendl	of this model, their play models within 9" atte	mpting a l	Daemonic	1
	Whispe their Le					do not	have th	e MARI	K OF K	HORNE within 6" of Sa	amus subt	ract 1 fron	1
FACTION KEYWORDS	CHAO	S, KH	ORNE			7 7 7		VALLE	N. O.	3. 年,19. 19. 19. 19. 19. 19. 19. 19. 19. 19.	7 27		1310
KEYWORDS	CHAR	ACTE	R, <del>DA</del> I	EMON	, MON	STER,	DAEM	ION P	RINCI	E OF THE RUINSTO	ORM, SA	MUS	

23		Tŀ			AKY er of			TS		DAMAGE Some of Zarakyı characteristics cl	hange as		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown REMAINING W	below:	A	LD PENALI
Zarakynel	*	2+	2+	7	8	20	*	10	4+	11-20+	12"	6	-2
Zarakynel the Bringer of as well as its slicing clav								olade		4-10 1-3	9" 6"	5 4	-1 0
WEAPON	RANGE	ТҮР		,	S	AP	D	ABILI	TIES	1-3		4	0
Souleater blade	Melee	Me			+1	-4	3	Each weap	n time yo	ou make a wound re aflicts 3 mortal wou nst the target unit.			
Slicing claws	Melee	Me	lee		User	-2	D6		on, that	ou make a wound re thit is resolved with			
WARGEAR OPTIONS	• None		19			1.698			1				177/2
	Arch-da	aemoni of Serp		: See pa	age 4.					: Melee attacks.			
					both Adcted by te		nd/or Fa	all Back	and still	charge in the same	e turn, in	addition	ı, its
					cess: You are taken		e this m	odel's Le	eadershi	p for friendly <b>SLA</b>	ANESH u	inits witl	hin 6" of
			site Des <sub>l</sub> thin 6" c			ne penal	ty show	n in this	model's	Damage table from	n the Lea	dership	of
PSYKER	psychic	powers	in each	enemy		phase. I	t knows	the Smi		dly Psychic phase, a ic power and two p			
FACTION KEYWORDS	CHAO	S, SLA	ANES	H		1760		WELL.			hia.		
KEYWORDS					, MONS				SYKER,	, KEEPER OF SE	ECRETS	,	

35					'RA YER (			ES		change as he	suffers		' characteristics age in battle, as
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:	: M	Λ	PSYCHIC TEST BONI
Aetaos'rau'keres	*	2+	2+	8	8	27	*	10	3+	13-27+	20"	<u>A</u>	+2
Aetaos'rau'keres is an im talons or lay them to was Only one of this model r	ste with the p	ower of the	ne soro	erous S				hrouded		6-12 1-5	14" 8"	4 2	+1 +0
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES				
Staff of Cataclysm	60"	Assau	ılt 2D6	5	9	-4	3	and ca If a un mode TZEF placed	an targ nit of a els slair ENTCI d withi	n can be fired wi et enemy units v t least 10 INFA! by this attack, I is added to yo in 1" of the slain rolls a 6 for its	vithin in the second of the se	l" of fi mode of 3 Fi y and efore	riendly models. els has its last LAMERS OF immediately it is removed.
Warpfire talons	Melee	Mele	•		User	-3	D6	inflict	ts D3 n				unit in addition
Cataclysmic strike	Melee	Mele	9		x2	-4	3			HICLE, BUILD becomes Dama		r MO	NSTER targets
	Ephemo Emissa this mo Mantle is reflec suffers a Render Dark Je DAEMO attack n the usua	ry of the del when of Twiste ted back of mortal vof the Veralousy: HON PRIN	n: Add Great Moral ed Fate on a D vound eils: Yo f at the ICE is ed aga r selec	1 to an  Mutato e tests a es: Any 6 roll o ou may beginn within winst the	y invulnare taken successf f 5+, the re-roll arming of the 12" of Acceptage to see the regets).	nay use  ully ma effects  ny failed ne contretaos'rat LORD	this mod nifested of the ps l attempt colling pl i'keres, OF CH/	enemy por ychic pow by Aetac ayer's She coll a D6.	ership sychic wer are os'rau'l ooting On a	power directed e ignored and the keres to invoke a phase, any LOI result of 4+, the MON PRINCE (	agains ae man a Daen RD OF Staff o	t Aeta ifestin nonic CHA f Cata or fo	nits within 9" of os'rau'keres og PSYKER  Ritual.  NGE or oclysm's ranged e, contrary to
PSYKER	4+ it ex Aetaos'r to deny and thre Aetaos'r	plodes wi au'keres three psy ee psychic au'keres	th sore can attended chic power attemp	empt to owers i ers from	energy, and manifest of the Tzeenanifest of the Tzeenanifest of the Tzeenanifest of the tanifest of ta	nd each st three nemy Ps entch D r deny a	psychic psychic phoiscipline piscipline psychic	powers in ase. Aeta (see <i>Wa</i> ); power, a	suffers n each aos'rau rhamn add the	D6 mortal wou friendly Psychio keres knows th her 40,000 – Ind bonus shown i os'rau'keres.	nds. c phase e Smite ex: Che	e, and e psycaos). V	hic power Whenever

TITANIC, CHARACTER, MONSTER, <del>DAEMON,</del> FLY, PSYKER, LORD OF CHANGE, AETAOS'RAU'KERES

FACTION KEYWORDS

KEYWORDS

CHAOS, TZEENTCH

9		M	AM	ON	I TR	RAN	ISF	IGU	URED
40wet			F	EL IC	CON O	F TH	E TAI	NTE	D
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mamon Transfigured	5"	3+	3+	6	7	8	5	9	5+
Mamon Transfigured is a included in your army.	single mode	el armed	l with tl	ne cont	agion spr	ay, pust	ulant sto	mp and	d fist of decay. Only one of this model may be
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES
Contagion spray	9"	Pisto	ol 2D3		*	-2	1	the s resul	cks made with this weapon automatically hit selected target. This weapon always wounds on a lt of a 2+ unless the target unit has the <b>VEHICLE</b> word, in which case a result of 6+ is required.
Pustulant stomp	Melee	Mel	ee		+2	-3	D3	phas	en targeting a unit with this weapon during the Fight se, add +3 to the Damage caused if the target unit the <b>INFANTRY</b> keyword.
Fist of decay	Melee	Mel	ee		+3	-1	1	wou	attack made with this weapon causes an unsaved nd to a model, roll a D6. On a 4+, the model suffers dditional D6 wounds.
WARGEAR OPTIONS	• None		1 1150	194		44			
ABILITIES	Daemo	nic: Thi	s unit h	as a 5+	invulner	able sav	e.	7	
F	Disgust a wound		esilient	: Each	time Mar	non los	es a wou	nd, roll	a D6; on a roll of 5 or 6, the model does not lose
	Daemon	nic Ritu	al: See	Warhar	mmer 40,	000 – Ir	ıdex: Ch	aos for 1	more details.
					can re-ro			of 1 dui	ring the Fight phase for all friendly models with
FACTION KEYWORDS	CHAO	s, NUI	RGLE,	THE'	TAINTI	ED <sub>A</sub>			The American Company of the Company
KEYWORDS	CHAR	ACTE	R, MO	NSTE	R, DAE	MON,	MAMO	ON TR	ANSFIGURED

### **COR'BAX UTTERBLIGHT** DAEMON PRINCE OF THE RUINSTORM

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cor'bax Utterblight	*	*	4+	6	8	12	*	10	6+

Cor'bax Utterblight is a single model. In combat, he feeds his foes to his vast, tooth-lined maw, which can swallow whole almost anything his rotting limbs can catch, while his canker worms scrabble for whatever morsels his vast jaws miss. Only one of this model may be included in

### DAMAGE

Some of Cor'bax Utterblight's characteristics change as he suffers damage in battle, as shown below:

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

your army.													
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES							
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.							
WARGEAR OPTIONS	• None.												
ABILITIES	Daemon	ic: The model h	as a 5+ invulne	rable sa	ve.								
	Disgusti not lose a		Each time Cor'	bax Utt	erblight	loses a wound, roll a D6; on a roll of 5 or 6, the model does							
	Daemonic Ritual: See Warhammer 40,000 - Index: Chaos.												
	<b>Daemon Prince of the Ruinstorm:</b> If an enemy <b>PSYKER</b> is within 9" of this model, their player must subtract 1 from their rolls to manifest psychic powers for that <b>PSYKER</b> . Friendly models within 9" attempting a Daemonic Ritual can also re-roll their summoning dice when doing so.												
	<b>Poison Slime:</b> Each time Cor'bax Utterblight successfully completes a charge move, roll a D6 for each enemy unit within 1". For each roll of a 2+, that unit suffers a mortal wound.												
	<b>Noisome Tide of Flesh:</b> Cor'bax's feculent mass is a seething, half-liquid horror that simply flows over obstacles and swamps anything, be it blade or bullet, that strikes it, with little outward effect. Cor'bax ignores any penalty to charge rolls made for him because of terrain. In addition, when making rolls for Cor'bax's Disgustingly Resilient ability against wounds caused by attacks with a Damage of 1, wounds are ignored on a 4+.												
						nds, roll a D6 before removing it from the battlefield; on a 5" suffers D6 mortal wounds.							
FACTION KEYWORDS	CHAOS	S, NURGLE											
KEYWORDS		ACTER, MON AX UTTERBI		MON,	DAEM	ON PRINCE OF THE RUINSTORM,							

# (6 hows	P	LA	GL	JE 7	Γ <b>O</b> A	DS	OF	NU	JRGLE
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Toad	7"	4+	4+	5	5	4	3	7	6+
This unit contains 3 Plage Rating +12). Each mode									ing +6) or up to 6 additional Plague Toads (Power
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Grasping tongue	7"	Pist	ol 1		4	0	1	_	
Yawning maw	Melee	7" Pistol 1  Melee Melee				-1	D3		t rolls of a 6 made when using this weapon ate a single additional automatic hit.
WARGEAR OPTIONS	• None						1104	100	
ABILITIES	Daemoi	nic: Thi	s unit h	as a 5+ i	invulner	able sav	e.		
	loses a v	vound,	roll a D	6; on a r	oll of a 5	or 6, th	ne model	l does no	RGLE or DAEMON keywords with this ability at lose a wound.
FACTION VEVILOPED				warnan	ımer 40,	000 – In	iaex: Chi	aos for m	nore details.
FACTION KEYWORDS	CHAO			19	The Part			1000	
KEYWORDS	BEAST	, DAE	MON,	FLY, P	LAGU	E TOA	DS OF	NURG	LE

<b>4</b> (8)		PC	OX :	RID	ER	es c	)F 1	NUF	RGLE
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Pox Rider	7"	4+	4+	5	5	5	3	7	6+
This unit contains 3 Pox ( <b>Power Rating +14</b> ). Each									+8) or up to 6 additional Pox Riders plaguesword.
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES
Grasping tongue	7"	Pist	ol 1		4	0	1	-	
Yawning maw	Melee	Mel	ee		5	-1	D3		it rolls of a 6 made when using this weapon rate a single additional automatic hit.
Rider's plaguesword	Melee	Mel	ee		4	0	1	equip may 1	rall other attacks have been made by a model oped with this weapon during the Fight phase, it make an additional two attacks using this weapon le, re-rolling all failed wound rolls.
WARGEAR OPTIONS	• One	Pox Rid	er may t	ake an ii ake a Da monic Ic	emoni			der that l	has taken an Instrument of Chaos may not also be
ABILITIES	Disgust loses a v	ingly R	esilient: roll a De		me a moll of a 5	odel wit 5 or 6, th	h either ne mode	l does no	RGLE or DAEMON keywords with this ability ot lose a wound.
									start of any phase then any attacks that target this uration of that phase.
		ality blii							g a Morale test for a unit equipped with a Daemonic odels flee and one slain Pox Rider is returned to
	<b>Instrun</b> for it.	nent of	Chaos:	A unit th	at inclu	ides an	Instrum	ent of C	haos adds +1 to any Charge or Advance rolls made
FACTION KEYWORDS	CHAO	S, NU	RGLE			1,-61	ADV.		
KEYWORDS	BEAST	, DAE	MON,	FLY, PO	OX RI	DERS (	OF NU	RGLE	

(10)	5	SPII	NEI	) C	HA	os	BE	AST		DAMAGE Some of a Spined Chaos Beast's characteric change as it suffers damage in battle, as shown below:				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	A	
<b>Spined Chaos Beast</b>	*	*	-	7	6	12	*	6	4+	7-12+	10"	3+	8	
A Spined Chaos Beast is warp spines.	a single mod	del. It is	armed w	ith a tu	isked ma	w, jagge	ed claws	and		4-6 1-3	8" 4"	4+ 5+	5	
WEAPON	RANGE	TYP	<u> </u>		S	AP	D	ABILIT	TIES				_	
Tusked maw	Melee	Mel	ee		x2	-3	D6	Fight	phase.	ack may be made with If a model is slain as a Chaos Beast heals 1 wo	result of			
Jagged claws	Melee	Mel	lee		User	-1	2	-					8	
Warp spines	*	*			4	0	1	Instea Char withi Spine	ad, if th ge moven n 1", ro ed Chac	cks may not be made vole Spined Chaos Beaster, or any enemy unit end a D6 for each enemy so Beast. On a result of the automatic hit.	completes nds a pile unit with	a successfu in move in 1" of the		
WARGEAR OPTIONS	• None	e.											1	
	Daemo select o keywor	onic Allo one of the od: KHO chosen l	egiance: e followi RNE, N ceyword, esilient; i	when to the second when the se	r keyword E, SLAA ORNE is	el is cho ds to ad NESH, chosen	sen as p d to this TZEEN , it gains	eart of an s model's TCH. The s Blood f	Faction Faction Faction Faction	or Detachment, the corn keywords, replacing lel will gain one addition of God; if NURGL. Fate; and if SLAANES	the <all onal abilit E is chose</all 	EĞIANCE: y based n, it gains		
		Interve								either charges, is char of all models in the un				
	_				time a mo					<b>AEMON</b> keywords and	l this abili	ty loses a		
	woulid,						1915						1	
		eral Fo	m: Add	1 to an	y invulne	erable s	aving th	rows ma	de for a	TZEENTCH DAEMO	ON with t	his ability.	1	
	Ephem Quicks If the en	ilver Sw	r <b>iftness:</b> so has ur	A <b>SLA</b> nits tha	ANESH	DAEM arged, o	ON alway	ays attacl ave a sim	ks first i	in the Fight phase, eve ility, then alternate cho	n if it didr	i't charge.		
FACTION KEYWORDS	Ephemo Quicks If the en with, st	ilver Sw nemy al- arting w	r <b>iftness:</b> so has ur	A <b>SLA</b> nits tha player v	ANESH t have ch vhose tur	DAEM arged, o	ON alway	ays attacl ave a sim	ks first i	in the Fight phase, eve	n if it didr	i't charge.		

5 AOWER		GIA	NT	'Cl	HAC	os s	SPA	WN		DAMAGE Some of a Giant change as it suff shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	S	A
Giant Chaos Spawn	*	4+	-	*	5	10	*	10	4+	20+	8+D6"	6+D6	6+D6
A Giant Chaos Spawn is a s	ingle mod	del. It is	armed v	with ch	urning fa	ngs and	l claws.	a field		10-19	6+D6"	6+D3	6+D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	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  O  O  O	Daemo Eternal Chaos S and a 1 gains D of 10 W more W	onic: The onic Riturn onic Riturn on a 6 is or	nt: Whe mutable s rolled o ds. This	Warhar enever a charac on any l may be iant Ch the TI	invulnera mmer 40, a roll is materistics of D6 or D3 e used to aos Spaw	ade to a see the stake it in ever	n g total 20 or	At the start of ea Spawn's mutable the first time it is roll for Moveme roll is made to d based on the nu- currently posses characteristic ur at which point it	characters called up nt, Strengt etermine t mber of W s. That roll til the end	istics are recont to use, the or Attachat charactories the founds the list then used of the cu	reset, and test or cks, a new cteristic e model sed for that rrent turn,		
FACTION KEYWORDS	CHAC	OS	13.82	1424	A.C.				aer:			.1.97	
KEYWORDS	CHAC	S, MO	NSTE	R, DAI	EMON,	GIAN	T CHA	OS SPA	WN				

### 30 ower

### SCABEIATHRAX THE BLOATED

### LORD OF THE BLIGHTED PIT

BANK THE TOTAL STREET	THE PARTY	100			With the Park	100		01.	
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scabeiathrax	*	2+	2+	*	9	22	*	10	6+

Scabeiathrax the Bloated is a single model. He wields the nightmarish Blade of Decay at whose touch all flesh rots, stone crumbles and metal corrodes to dust, while from his stomach he can project vast sprays of lethally infected vomit which kills those it covers with unimaginable suffering. The Daemon Lord is accompanied by swarms of Nurglings which bite and rip at anything that cannot escape. Only one of this model may be included in your army.

### DAMAGE

Some of Scabeiathrax the Bloated's characteristics change as he suffers damage in battle, as shown below:

REMAINING W	M	S	A
11-22+	7"	10	6
6-10	5"	8	5
1-5	3"	6	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Horrific vomit	9"	Pistol 2D6	6	-2	D3	This weapon hits automatically.							
Blade of Decay	Melee	Melee	+2	-4	6	-							
Nurglings	Melee	Melee	2	0	1	After this model makes its close combat attacks, the Nurglings 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.							
WARGEAR OPTIONS	• None.												
ABILITIES	Daemon	Lord: The model h	as a 4+ inv	ulnerab	le save.								
	Arch-da Emissar	<ul> <li>Disgustingly Resilient: Each time Scabeiathrax the Bloated loses a wound, roll a D6; on a roll of 5 or 6, the mode does not lose a wound.</li> <li>Arch-daemonic Ritual: See page 4.</li> <li>Emissary of the Plague God: You may use this model's Leadership for friendly NURGLE units within 6" of this model when Morale tests are taken.</li> </ul>											
	<b>Exhalations of the Plague Pit:</b> Your opponent must subtract 1 from any hit rolls that target friendly <b>NURGLE</b> an <b>DAEMON</b> units within 6" of Scabeiathrax the Bloated in the Fight phase.												
						ds, roll a D6 before removing it from the battlefield; on a " suffers D6 mortal wounds.							
PSYKER	to deny	three psychic pow	ers in eacl	n enem	y Psychi	powers in each friendly Psychic phase, and attempt ic phase. Scabeiathrax knows the <i>Smite</i> psychic power (see <i>Warhammer 40,000 – Index: Chaos</i> ).							
FACTION KEYWORDS	CHAOS	S, NURGLE	44.00	11/3/4									
						ON, PSYKER, GREAT UNCLEAN ONE,							



\$\begin{align*} 25 \\ \text{w.s.} \end{align*}		RE	NE	GA ACF	DE HER	KN ON	NG.	HT		DAMAGE Some of a Renegade characteristics chan battle, as shown bel	ige as it su		age in
NAME	M	WS	BS	S	Ī	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 Acheron reaper chainfist with an inbu										7-14 1-6	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPI	E		S	AP	D	ABIL	ITIES	10		<u> </u>	
Acheron flame cannon	18"	Hea	vy 2D6		7	-2	3	This	weapon	automatically hits its	target.		12
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Reaper chainfist	Melee	elee Melee x2 -4 6 When attacking with this weapon, subtract 1 from the hit roll.											
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro	olls for each attack mad	de with th	is weapon	
WARGEAR OPTIONS	• None		2237					1	34				1 6
<ul><li>Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+, the model hea one wound.</li><li>Flank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the maximum distance it may move.</li></ul>													
	charge of models, can show keyword within re move are	luring i though ot if the l. In thi range an	ts turn, tat the core are es s case, ind more Heavy w	When a end of its nemy most can shout than 1" eapons v	Renegaes move it odels without the earth away from without	de Knig t must t thin 1" nemy u om any sufferin	ht Ache of it, as lanit that friendly g the pe	ron Fall than 1" long as a is within models enalty to	s Back, i from all all of the n 1" of it . In addi its hit re	the Movement phase a tean even move over of enemy units. A Reneg enemy models have the or any other visible er tion, the Renegade Kn olls. Finally, the Renega occurred from the bearer	enemy IN gade Knigh ne INFAN nemy unit night Ache ade Knigh	FANTRY of Acheron TRY that is ron can	
	Explode it explode									ving the model from th	ne battlefie	eld; on a 6+	
FACTION KEYWORDS	CHAO	S, QU	ESTOI	TRAI	TORO	US OF	DARI	K MEC	HANIC	CUS	35 . P & 1	121	3
KEYWORDS	TITAN	IIC, VI	EHICL	E, REN	IEGAD	E KN	IGHT A	ACHEI	RON	1 7 1 1 1 1		15,31 - 1	

### RENEGADE KNIGHT LANCER

 NAME
 M
 WS
 BS
 S
 T
 W
 A
 Ld
 Sv

 Renegade Knight Lancer
 \*
 \*
 \*
 8
 8
 27
 4
 9
 3+

A Renegade Knight Lancer is a single model. It is equipped with a cerastus shock lance which it wields in melee combat and can also use it to discharge a lethal shock blast. It may also crush its foes beneath its titanic feet.

### DAMAGE

Some of a Renegade Knight Lancer's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

foes beneath its titanic feet.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Shock blast	18"	Heavy 6	6	-1	D3	-
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.
WARGEAR OPTIONS	• None.			THY.		
ABILITIES	in the Fig from thei	ght phase of any ir hit rolls when <b>Autosimulacra</b>	turn. In additional directing their	on, ene attacks	my units against	a 5+ invulnerable save, increasing to a 4+ invulnerable save s with the <b>TITANIC</b> keyword within 1" must subtract 1 the Renegade Knight Lancer (to a maximum of 6+ to hit). our turns, roll a D6; on the result of a 5+ the model heals
	Infernal charge du models, t can shoot keyword. within ra move and	m distance it ma Knight Titan: / uring its turn, W hough at the end t if there are end In this case, it of nge and more that I fire Heavy wea	A Renegade Kn Then a Renegad d of its move it my models wit can shoot the er han 1" away fro upons without s	ight La le Knig must l hin 1" o nemy u m any u	ncer can ht Lance be more to of it, as h nit that i friendly g the per	Fall Back in the Movement phase and still shoot and/or refalls Back, it can even move over enemy INFANTRY than 1" from all enemy units. A Renegade Knight Lancer ong as all of the enemy models have the INFANTRY s within 1" of it or any other visible enemy unit that is models. In addition, the Renegade Knight Lancer can nalty to its hit rolls. Finally, the Renegade Knight Lancer he model is obscured from the bearer.
	Explodes		s reduced to 0 v	wounds	s, roll a I	O6 before removing the model from the battlefield; on a 6+
FACTION KEYWORDS	CHAOS	, QUESTOR	TRAITOROU	JS OR	DARK	MECHANICUS
KEYWORDS		C, VEHICLE				

25 (25)		RE			DE [IG/			HT		DAMAGE Some of a Renegade characteristics char battle, as shown bel	ige as it su		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	
Renegade Knight Castigator	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	
A Renegade Knight Castig Tempest warblade. It may						a Castig	ator bol	t cannon	and a	7-14 1-6	10" 6"	4+ 5+	
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TIES				
Castigator bolt cannon	36"	Hea	vy 14		6	-2	2	_					
Tempest warblade	Melee	Mel	ee		+6	-3	5	weap addit	on agair	of a 6 is rolled on any nst a <b>MONSTER</b> or <b>V</b> 3 mortal wounds are a	EHICLE,	then an	•
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit road of 1.	olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS	• None	e.	Mary Service								2 5 7	and the second	6
ABILITIES	Inferna	l Autos und. peed: V	<b>imulacı</b> Vhen m	a: At ta	advance r	ning of e	each of y	our turn	ıs, roll a	D6; on the result of a			
	and/or- INFAN Knight INFAN unit the Castige	charge control TRY more Castigate TRY keep to the control TRY keep to the cont	luring it odels, the or can o yword. I nin rang move ar	s turn, nough i shoot i In this e and i ad fire	When a at the end f there are case, it can be more than Heavy we	Renegae of its me enemy on shoot of 1" away apons w	le Knigl nove it n models the ene of thom a	nt Castig nust be n within 1 my unit ny friend uffering	ator Fal nore tha l" of it, a that is v dly mod the pen	the Movement phase ls Back, it can even m in 1" from all enemy u as long as all of the end within 1" of it or any o lels. In addition, the R halty to its hit rolls. Fir of the model is obscur	ove over e units. A Re emy mode ther visible enegade k nally, the R	nemy negade Is have the e enemy (night enegade	
					uced to 0 nin 2D6" s					ring the model from the	he battlefic	eld; on a 6-	+
FACTION KEYWORDS	CHAO	S, QU	ESTOR	TRA	ITORO	US OR	DARE	MECI	HANIC	CUS			

TITANIC, VEHICLE, RENEGADE KNIGHT CASTIGATOR

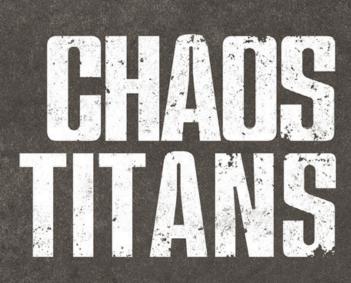
KEYWORDS

NARAE	D/I	We ne		ROF			ld	Cu	characteristics char battle, as shown bel		ffers dam	age
NAME	M	WS BS	S	ı	W	A	Ld	Sv	REMAINING W	M	WS	
Renegade Knight Atropos	*	* *	. 8	8	27	4	9	3+	15-27+	14"	3+	
A Renegade Knight Atropos graviton singularity cannon							er and a		7-14	10"	4+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITII	ES	1-6	6"	5+	
Atropos lascutter (shooting)  Atropos lascutter	9" Melee	Heavy 1  Melee		12 14	-4	6	or MO immed target genera	NSTI liately unit w te furt	with this weapon slays IR unit in the Shooting make another attack a ithin range. This bonuher attacks.	g phase, yo against a se as attack do	eparate bes not	3
(melee)	Weice	Weier		11	1	Ü	this we <b>BUILI</b> Roll a	eapon <b>DING</b> D6 eac	against targets with the or <b>VEHICLE</b> keyword the time before this were bearer suffers a mor	ne <b>MONST</b> d. apon is fire	ER, ed. On a	
Graviton singularity cannon	36"	Heavy 4		8	-3	3	weapo a roll o its liste are ins	n fires of 2-5, ed pro tead c	normally (if the beard the attack is carried or file. On a roll of a 6, the arried out at Strength normal profile.	er survives ut normall ne weapon's	this). On y using attacks	<b>,</b>
Titanic feet	Melee	Melee		User	-2	D3	Make instead		olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS ABILITIES	Knight A	t <b>Evil:</b> All ene. Atropos. <b>I Veil:</b> This m							teristic when within 6			
	melee at			h	ing of a				DC on the moult of a	F 1	del heals	
	one wou		cra: At tl	ie beginn	ing or e	each of yo	our turns	, roll a	D6; on the result of a	5+ the mo	del lieulo	
	one wou	ınd.	otocols:	You may	add 1 to				model when making			
	Macro-e against t	ind.  extinction Protargets with the	otocols: ne TITAN making a	You may NIC keyw dvance ro	add 1 to ord.	o your hi	t rolls wit	th this		Shooting a	ttacks	
	Macro-against to Flank S maximus charge comodels, can shook keywork within r move ar	extinction Pr targets with the peed: When raim distance it I Knight Tital during its turn though at the ot if there are I. In this case, range and more	naking a may mo n: A Ren o end of i enemy n it can she than 1' weapons	You may NIC keyw dvance rove.  egade Kranegade Kranegade to move it models without out the ewithout out the ewit ou	add 1 to ord. olls for t le Knig t must b thin 1" onemy u om any is	o your hi ropos can ht Atropose more to of it, as le nit that if friendly	t rolls with the second	ch this  Ch and  Ck in the  Com all  of the  I'' of it  n addi  s hit re	model when making	Shooting a ner to deter nd still sho enemy INF gade Knigh he INFAN' nemy unit- night Atrop	ttacks  mine the  ot and/or  ANTRY  it Atropos  FRY  that is  oos can	
	Macro-against to Flank Symaximus Infernational Charge Comodels, can shook keywork within rowe aronly gain Explode	extinction Pr targets with the peed: When rain distance it I Knight Tital during its turn though at the ot if there are I. In this case, range and more and fire Heavy as a bonus to es (Unstable I	naking a may mo n: A Ren of i enemy n it can she than 1' weapons its save i	You may NIC keyw dvance rove.  egade Kr n Renegat ts move it nodels without on the e without on cover if	add 1 to ord. olls for t hight At le Knig t must b thin 1" on nemy u om any t sufferin at least	o your hi  chis mod  ropos ca  ht Atrop  be more t  of it, as ke  nit that i  friendly  g the per  half of t	t rolls with the roll of the rolls within the rolls of th	ch this  26 and  2k in to  2ack, it  2m all  of the  1" of it  2n addi  3s hit re  4 is obe  ads, re	model when making add the results togeth ne Movement phase as can even move over concern units. A Renegenemy models have to any other visible ention, the Renegade Krolls. Finally, the Reneg	Shooting a ner to deter nd still sho enemy INF gade Knigh he INFAN' nemy unit night Atrop gade Knigh	ttacks  mine the  ot and/or  ANTRY  that is  oos can  thropos	
FACTION KEYWORDS	Macro-against to Flank S maximus charge comodels, can shook keywork within r move ar only gai Explode the battle	extinction Pr targets with the peed: When rain distance it I Knight Tital during its turn though at the ot if there are I. In this case, range and more and fire Heavy as a bonus to es (Unstable I	naking a may mo n: A Ren o end of i enemy n it can she than I' weapons its save i	You may NIC keyw dvance rove.  egade Kran Renegates move it models without the ewithout the cover if this modes and ewithout the cover if the sand ewithout the cover if	add 1 to ord. bills for t le Knig t must b thin 1" on many u om any to suffering at least nodel is	o your his modernopos can ht Atropos e more to fit, as ken it that if friendly gen the per half of treduced it within	t rolls with the rolls with the rolls of the	ch this  ch in the  ch in the  ch in addition addition is obtained.	add the results together Movement phase as can even move over enemy units. A Renegonemy models have to or any other visible ention, the Renegode Krolls. Finally, the Renegoured from the firer.	Shooting a ner to deter nd still sho enemy INF gade Knigh he INFAN' nemy unit night Atrop gade Knigh	ttacks  mine the  ot and/or  ANTRY  that is  oos can  thropos	

28			EGAD MAG	<u>AE</u>	R.A	IIGI A			DAMAGE Some of a Renegade characteristics chan battle, as shown bel	ge as it su		ıage i
NAME	M	WS BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Ren. Knight Magaera	*	* *			24	4	9	3+	13-24+	12"	3+	3-
A Renegade Knight Mag an ectoplasma fusil and									7-12	9"	4+	4
WEAPON	RANGE	TYPE			AP		ABILITIE	S	1-6	6"	5+	5-
Lightning cannon	48"	Heavy 6		7 -	-1	D3	that hit	is res	ou make a wound roll of solved with an AP of sistead of D3.			n,
Ectoplasma fusil	24"	Rapid Fire	e 2	6 .	-3	2	-					
Twin rad cleanser	9"	Assault 21	<b>D</b> 6	*	0	3	on a 3+	, exce	hits automatically, and ept against <b>TITANIC</b> ah it always wounds on	and <b>VEHI</b>		,
Reaper chainsword	Melee	Melee	-	+4	-3	6	-					
Hekaton siege claw	Melee	Melee	2	x2 -	-4	6	Subtrac weapor		om hit rolls for attacks	made wit	h this	
Titanic feet	Melee	Melee	U	ser -	-2	D3	Make 3 instead		olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS			ght Magaera i				r chainsw	ord w	ith a hekaton siege cla	w with an	inbuilt tw	in
ABILITIES	Empyre						not claim	the b	onus +1 to their save f	or being in	cover	
	melee at	tacks.							attacks, and a 5+ invul		30	
	Infernal one wou		cra: At the be	ginning	g of e	each of y	our turns,	roll a	D6; on the result of a	5+ the mo	del heals	
	charge d models, can shoo keyword within ra move an	uring its turr though at the ot if there are . In this case ange and mod d fire Heavy	n, When a Rer e end of its mo enemy mode , it can shoot t re than 1" awa weapons with	negade I ove it m ls within the ener ny from nout suff	Knig nust b n 1" ( my u any l ferin	tht Maga be more to of it, as lo unit that if friendly og the per	era Falls B than 1" fro ong as all- is within 1 models. Ir nalty to its	Back, i om all of the " of it addi hit re	the Movement phase a t can even move over enemy units. A Reneg enemy models have the or any other visible en ition, the Renegade Kr olls. Finally, the Reneg scured from the bearer	enemy INI gade Knigh ne INFAN' nemy unit night Maga ade Knigh	ANTRY t Magaera FRY that is era can	a
									oll a D6 before removin 6 mortal wounds.	ng the moo	lel from	
FACTION KEYWORDS	CHAO	S, QUESTO	R TRAITO	ROUS	OR	DARK	MECH	ANIC	CUS	1 1 1	1	12.7
KEYWORDS												

NAME	M				4501	RIC	<u>N</u>	НТ		Some of a Renegado characteristics char battle, as shown bel	ige as it su		
		WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	В
Renegade Knight Porphyrion	*	*	*	8	9	30	3	9	3+	23-30+	10"	3+	2
A Renegade Knight Porphy	rion is a s	ingle m	odel It i	c equin	ned with	two tw	in magr	na laccan	non	16-22	8"	4+	3
two autocannon and an iron										9-15	6"	5+	4
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TIES	1-8	4"	6+	Ē
Twin magna lascannon	72"	Hea	vy 2D3		12	-3	6	This attacl		may not be used to m	ake Overv	vatch	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Autocannon	48"	Hea	vy 2		7	-1	2	-					
Ironstorm missile pod	72"	Hea	vy D6		5	-	D3	This beare		can target units that a	are not visi	ble to the	
Helios defence missiles	60"	Hea	vy 2		8	-2	3			hit rolls made against om all hit rolls against			•
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit road of 1.	olls for each attack ma	de with th	is weapon	Ĺ
WARGEAR OPTIONS										non with lascannon. pod with Helios defer	nce missile	s.	
ABILITIES	Inferna one wor Inferna and/or-INFAN Knight INFAN unit the Porphys Knight Explod the batt	I Autosi and.  I Knight charge of TRY mo Porphyr TRY keet is with rion can Porphyr es (Unst lefield; of	t Titan: luring it odels, th ion can yword. I in range move a ion only table Re	A Render sturn.  Ough at shoot if this cand me and fire y gains the cartor):	egade Kr When a l t the end f there ar case, it ca nore than Heavy w a bonus t If this m des and e	ing of e	each of y rphyriod le Knigl nove it n y model the ene y from a without we in cov reduced it withir	n can Fant Porphinust be no les within my unit suffering ver if at let to 0 word 2D6" su	ll Back yrion F nore the 1" of it that is dly more g the pre- east hal unds, ro	in the Movement phase alls Back, it can even run 1" from all enemy us, as long as all of the enwithin 1" of it or any object. In addition, the Repalty to its hit rolls. Fit of the model is observed a D6 before removing mortal wounds.	ne and still nove over nits. A Re nemy mod ther visible enegade K inally, the ired from ng the mo	shoot enemy negade els have the e enemy night Renegade the bearer del from	he 1
CARTION VEVINORDO	it explo	des and	each un	it withi	n 2D6" s	uffers E	06 morta	al wound	ls.	ving the model from the	ic vatticile	ara, on a 0	1
FACTION KEYWORDS KEYWORDS					ITORO NEGAD	_							

24		RE.	NE(	GAD STY	E K RIX	NIC	}}	TT —		UAMAGE Some of a Renegade characteristics chan battle, as shown bel	ge as it su		age
NAME	M	WS	BS	S T	W	A		Ld	Sv	REMAINING W	M	WS	
Renegade Knight Styrix	*	*	*	8 8	24	4		9	3+	13-24+	12"	3+	
A Renegade Knight Styrix								ile, a gr	aviton	7-12	9"	4+	
crusher and reaper chainsw <b>WEAPON</b>	RANGE	iy aiso ti <b>TYPE</b>		rioes benea				ABILIT	rieg	1-6	6"	5+	
Hellburner chieorovile	45"	Hea		8				Each the w weapo initia addit	time yo reapon s on's nor l attack	ou make a wound roll of scores an additional aurmal profile which is rest for the weapon on the dist do not themselves gots.	tomatic hi esolved afte e same un	t at the er the it. These	a,
Graviton crusher	18"	Hea	vy D3	6	-2	2				unit's armour save is 3- nis weapon's attacks inc			
Twin rad cleanser	9"	Assa	ult 2D6	*	0	3		a 3+,	except	hits automatically and against <b>TITANIC</b> and h it always wounds on	VEHICLI		
Reaper chainsword	Melee	Mel	ee	+	-3	6		-					
Hekaton siege claw	Melee	Mel	ee	X	2 -4	6		Subtr weap		om hit rolls for attacks	made wit	h this	
Titanic feet	Melee	Mel	ee	Us	er -2	D3	3		e 3 hit road of 1.	olls for each attack mad	de with thi	is weapon	
ABILITIES	Inferna one wou Inferna charge comodels, shoot if In this como Heavy when the charge to the charge of the charge o	eal Preyethis mooth that tacks.  I Autosi and. I Knighthuring it though there are than weapons o its save	sight: Un del. This mode mulacra  t Titan: / s turn, W at the en e enemy an shoot 1" away fi without e in cover	A Renegade A Renegade Then a Rened of its momodels with the enemyerom any frisuffering the if at least	nvulnera ginning of Knight egade Krive it mus hin 1" of unit that endly more penalt	ble save  Styrix co  ight Sty  t be mo  it, as lo  is within  dels. In  y to its le  model	e aga of yo an F vrix: re tl ng a in 1" add is o	ur turn all Back Falls Back nan 1" f s all of of it or lition, t obscure	ooting as, roll as, roll as, roll as the energy of the Remally, the different control of the Remally control of the Remal	attacks, and a 5+ invuluable. D6; on the result of a Movement phase and an even move over ene enemy units. A Renegmy models have the Inher visible enemy unit egade Knight Styrix cae Renegade Knight Stythe bearer, bill a D6 before removing	nerable save 5+ the mo still shoot my INFA! ade Knigh NFANTRY that is wit n move an rix only ga	del heals  and/or NTRY  t Styrix co keyword hin range ad fire hins a	an L
FACTION KEYWORDS				explodes a <b>TRAITO</b>						6 mortal wounds.		10	
KEYWORDS				, RENEG							II		
VT I AA NWAA	IIIAN	110, VI	LITTLE	, KLITEG	ADE K	11011	. 01	LIMIA	0.0	The second second second			-



### 

The Chaos Warlord Titan is a single model. It is equipped with two carapace-mounted weapons and two arm-mounted weapons selected from the lists in this datasheet as shown. It is also armed with two ardex-defensor mauler bolter cannon turrets, and two ardex-defensor twin lascannon turrets. It may also crush its enemies beneath its greater titanic stride.

### DAMAGE

Some of a Chaos Warlord Titan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS	VOID SHIELD
60-70+	18"	4+	2+	3+
40-59	14"	4+	3+	4+
20-39	12"	5+	4+	4+
10-19	10"	5+	4+	5+
1-9	8"	6+	5+	6+

also crush its enemies beneatl	h its greater t	itanic stride.				125 12 10 v	10-19	10"	5+	4+	5
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	1-9	8"	6+	5+	6
Greater titanic stride	Melee	Melee	User	-4	3	Make 4 hit rolls for each	attack made wi	ith this w	eapon,	instead of	1.
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by th	nis weapon mu and cannot Ac	st halve tl	heir Mo	ove	
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	for every othe	g all damage of r unit within 6 suffers D3 hits	5" of the ta	arget ui	nit; on a 4-	+
Warlord gatling blaster	72"	Macro 12	8	-3	3		NTRY units, en instead become			it inflicted	l
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2		can target units			visible to t	ne
Reaver gatling blaster	72"	Macro 6	8	-3	3		NTRY units, e is weapon inst				
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6		oll of a 6 made v itional D3 mor				ly
Arioch Titan power claw	Melee	Melee	x2	-5	12	have the <b>TITA</b> claw, select an	TEHICLE or MANIC keyword enemy unit waffers D6 mort rown at it.	l, with the rithin 12" :	Warlo and rol	rd power ll a D6; on	
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	you may imm the same targe successful, you either you mis After the total	e rolled a succe ediately roll fo et unit, if this a u may roll to h ss or a total of unmber of hit esolve the attac	or an addit additional ait again an 12 hits ha ts has been	tional h hit rol nd agai s been	nit against l is in until achieved.	
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12		oll failed hit rol ne MONSTER,				Е
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6		oll of a 6 made inflicts an add				
Belicosa volcano cannon	180"	Macro D6	30	-6	12		oll of a 6 made mortal wound			n inflicts a	ın
Titan plasma blastgun	This weapo	on has two firing m	odes, decl	are wh	ich is bei	ng used before th	ne attack is ma	de:			
- Normal	72"	Macro 2D6	8	-3	3	-					
- Overcharged	72"	Macro 2D6	10	-4	4	Titan suffers a shots have bee	his firing mode mortal wound en resolved. The the Titan's own	d after all nese morta	of this al wour	weapon's	
Titan Vulcan mega-bolter	72"	Heavy 20	6	-3	2	_					
Twin Titan mega-bolter	72"	Heavy 40	6	-3	2	-					
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	rolled for this weapon do no	NTRY, the nu weapon is dou ot gain any bon. This weapon the bearer.	ıbled. Uni ıus to thei	its attac ir savin	cked by th g throws f	or
Ardex-defensor maulers	36"	Heavy 6	6	-2	2	Overwatch att regardless of r	tacks with this nodifiers.	weapon h	nit on a	ı 5+	
Ardex-defensor twin lascannon	48"	Heavy 2	9	-3	D6	Overwatch att	tacks with this nodifiers. Thes				t
						4 11 11 11 11 11					

## WARGEAR OPTIONS

- 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
- 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 TITAN LEGION>

**KEYWORDS** 

TITANIC, VEHICLE, GOD-ENGINE, CHAOS WARLORD BATTLE TITAN

### **CHAOS REAVER** Some of a Chaos Reaver Titan's characteristics BATTLE TITAN change as it suffers damage in battle, as shown below: M WS Ld Sv **REMAINING W VOID SHIELD Chaos Reaver Titan** 10 10 60 5 10 3+ 50-60+ 20 4+ 2+3+The Chaos Reaver Titan is a single model. It is equipped with a single carapace-mounted weapon 35-49 18' 3+ 4+ and two arm-mounted weapons selected from the lists in this datasheet. It may also crush its enemies 20-34 15" 5+ 4+ 5+ beneath its titanic stride. 10-19 12" 5+ 5+6+ WEAPON RANGE **TYPE** S 0 **ABILITIES** 10" 1-9 6+ 6+ 7+ Titanic stride Melee User -3 3 Make 3 hit Melee rolls for each attack made with this weapon, instead of 1. Apocalypse missile This weapon can target units which are not visible to 24"-360" Heavy 12 7 -2 2 launcher Against INFANTRY units, each successful hit 3 Reaver gatling blaster 72" Macro 6 8 -3 roll inflicted by this weapon instead becomes 3 hits. Any wound roll of a 6 made with this attack Reaver laser blaster 96" Macro 3D3 10 -3 2D6 automatically inflicts an additional D3 mortal wounds on the target. Reaver volcano cannon 180" Macro D6 25 -5 12 48" Macro 2D6 Reaver melta cannon 16 6 -4 If you slay a **VEHICLE** or **MONSTER** that does not have the TITANIC keyword with the Reaver power fist, Melee Reaver power fist Melee **v**2 -5 10 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. Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on any Reaver chainfist Melee Melee 10 x2-5 VEHICLE, MONSTER or BUILDING automatically inflicts an additional 2D6 mortal wounds on the target. Any wound roll of a 6 made with this attack Dual turbo-laser destructor Macro 2D3 16 -3 2D6 automatically inflicts an additional D3 mortal wounds on the target. This weapon has two firing modes, declare which is being used before the attack is made: Titan plasma blastgun - Normal 72" Macro 2D6 - Overcharged 72" Macro 2D6 10 -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. 7 Titan inferno gun 18" Heavy 4D6 -3 4 This weapon hits automatically. Titan vulcan mega-bolter 72" Heavy 20 -3 2 Against **INFANTRY**, the number of successful hits rolled for this weapon is doubled. Units attacked by this Incinerator missile bank 24"-360" Heavy 10 -2 2 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 firer. **WARGEAR OPTIONS** • This model must take an option from the following list of carapace-mounted weapons: Dual turbo-laser destructor - Titan plasma blastgun - Titan inferno gun - Titan vulcan mega-bolter - Apocalypse missile launcher Incinerator missile bank The model must take two of the following arm-mounted weapons: Reaver gatling blaster Reaver laser blaster - Reaver volcano cannon - Reaver melta cannon - Reaver power fist

DAMAGE

- Reaver chainfist

### **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 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 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 TITAN LEGION>

**KEYWORDS** 

TITANIC, VEHICLE, GOD-ENGINE, CHAOS REAVER BATTLE TITAN

(75)			101 000	WAR UT T	ΊΤΑ	N			DAMAGE Some of a Chao characteristics battle, as show	change	as it su		
NAME	M		BS S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	VOID SH
Chaos Warhound Titan	*	*	* 10		35	4	10	3+	30-35+	24"	5+	2+	4+
The Chaos Warhound Titan is from the list in this datasheet.							ons sele	ected	20-29	18"	5+	3+	5+
WEAPON	RANGE	TYPE	enemies b	S	AP	D	ABILIT	TES	10-19	12"	6+	4+	6+
								3 hit	1-9	8"	6+	4+	7+
Titanic stride	Melee	Melee		User	-3	3			attack made witl	h this w	eapon,	instea	d of 1.
Dual turbo-laser destructor	96"	Macro	2D3	16	-3	2D6	auton		oll of a 6 made w inflicts an addit			al wou	nds
Titan plasma blastgun	This we	apon has t	wo firing r	nodes, dec	lare whi	ich is bei	ng used	before t	he attack is made	e:			
- Normal	72"	Macro	2D6	8	-3	3	_						
- Overcharged	72"	Macro	2D6	10	-4	4	Titan shots	suffers have be	this firing mode, a mortal wound en resolved. The y the Titan's own	after all se morta	of this al wour	weapo	n's
Titan inferno gun	18"	Heavy	4D6	7	-3	4	This	weapon	hits automaticall	у.			
Titan vulcan mega-bolter	72"	Heavy	20	6	-3	2	-						
ABILITIES	charge of though fire its s	during its to at the end hooting w	turn. When of its move eapons eve	n a Chaos Ve it must be en if there a	Warhous e more t are enen	nd Titan than 1" av	Falls Ba	ick, it ca n all end	Movement phase and move over ene emy units. A Chases those enemy r	my <b>INF</b> os Warł nodels a	ANTRY nound ' are TIT	Y mod Titan 'ANIC	dels, can
	and mo			emv iinit tr		thin 1" of				nit that i	S WITHII	n rano	
	weapon cover if	s without	away from	any friend y to its hit	lly moderolls. Fi	els. In adnally, a C	it or and dition, a haos Wa	y other Chaos	visible enemy ur Warhound Titan Titan only gains	can mo	ve and	fire F	e Ieavy
	Titan V projecte attacks throw v form of unaffec In this o ignored operatio	s without at least ha void Shield ed out at a and missil which the coated by the case, roll of if the save	away from any penalty If of the me Is: Titans a distance fr es against to controlling ept from w AP of an al ne dice for e roll is pas as the Tita	any friend y to its hit is odel is observed protected om their hichem. In gaplayer can yeapons wittack, but useach mort sed. Titan	lly moderolls. Fince the second of the secon	els. In adnally, a Com the becialised ayers and ms, Titan use insteadele typo and that hat elds mus	Fit or an dition, a haos Wa earer. woid shi design void sh d of the e. Like i le saves s been i t be con	y other a Chaos arhound deld gen- ed to de ields ar- ir norm nvulner they m inflicted tinuous	visible enemy ur Warhound Titan	can most a bonu  benetrab the imple a unique erable so void shi to negate th the m nd rene	le barri act of he kind of ave aga eld sav mortal nortal w	fire F save i iers of nigh-er of savi inst are es are I wound comb	fe feavy n fe force nergy ng ny nds. being at
	Titan V projecte attacks throw v form of unaffec In this of ignored operation table list	s without at least ha roid Shield ed out at a and missil which the cattack excited by the case, roll of if the save ons and so ted for the	away from any penalty lf of the mo- ls: Titans a distance fr es against to controlling ept from w AP of an ar ne dice for e roll is pas as the Titan).	any friend y to its hit is odel is observed and their his come their his chem. In gaplayer can reapons wittack, but up each mort sed. Titan in is damag	lly moderolls. Find by speulls in language option to the Manlike ir all wour void shinged, the	els. In adnally, a Crom the becialised ayers and ase insteadelee typervulnerabed that had the defensive	Fit or an dition, a haos Wa earer. woid shi design void sh d of the e. Like i le saves s been i t be con e potent	y other a Chaos arhound deld gene ed to de ields ar- ir norm nvulner they m inflicted tinuous ial of its	visible enemy ur Warhound Titan Titan only gains erators, near-imp flect and absorb e represented by al save or invuln able saves, Titan ay also be used to l on the Titan, wi ly re-energised a	can mos a bonu benetrab the impla unique erable sa void shi to negate th the m nd rene educed (	le barri act of he kind of ave aga eld sav mortal mortal wed in see the	iers of high-endings are of savi inst are l wound comb	e feavy n
	Titan V projecte attacks throw v form of unaffee In this o ignored operatio table lis Flank S Catacly	s without at least ha void Shield ed out at a and missil which the coattack excited by the case, roll on if the save ons and so ted for the speed: Where we will be smic Expl	away from any penalty lf of the mo- ls: Titans a distance frees against to controlling ept from w AP of an at ne dice for e roll is pas as the Tita Titan). en this mo-	any friend y to its hit is odel is observed their heads and player can reapons wittack, but to each mort sed. Titan in is damag	lly moderolls. Find by speulls in lands are terror opt to ut the Munlike ir all wours void shinged, the	els. In adnally, a Crom the becialised ayers and ms, Titan use insteadelee typonyulnerabed that had elds mus defensive ease its Med to 0 weed to 0	Fit or an dition, a haos Wa earer. void shi designo void shi designo void she dof the e. Like i elle saves so been it be content to be content dove chapter of the content ounds, i	y other a Chaos arhound deld geneed to de ields ar- ir norm nvulner they m inflicted tinuous ial of its	visible enemy ur Warhound Titan I Titan only gains erators, near-imp flect and absorb e represented by all save or invulnable saves, Titan ay also be used to lon the Titan, will y re-energised a sooid shields is re-	enetrab the impa a unique erable se void shi o negate th the mand rene educed (	le barriact of he kind of ave aga eld sav mortal weed in (see the	fire F save i iers of high-er of savi inst ares are I wound comb e Dam	re leavy n force nergy ng ny nds. being at age
FACTION KEYWORDS	Titan V projecte attacks throw v form of unaffec In this o ignored operatic table lis Flank S Catacly battlefie	s without at least ha roid Shield ed out at a and missil which the contact attack excited by the case, roll on if the save ons and so ted for the speed: Where the case is the	away from any penalty lf of the mo- ls: Titans a distance frees against to controlling ept from w AP of an at ne dice for e roll is pas as the Tita Titan). en this mo-	any friend y to its hit is odel is observed and their his come their his chem. In gaplayer can yeapons wittack, but useach mort sed. Titan in is damaged del advance his model is a cataclysi	lly moderolls. Find by speulls in leading to ut the Manlike irral wour void shinged, the sees, increase reduceronic explanations.	els. In admally, a Crom the becialised ayers and ase insteadelee type and that had elds mus defensive ease its Med to 0 wellosion, ar	Fit or an dition, a haos Wa earer. woid shi design void shi design void she dof the e. Like i ele saves is been it be context potent. Iove chapter of the context of the co	y other a Chaos arhound deld geneed to de ields are ir norm nvulner they m inflicted tinuous ial of its aracteris	visible enemy ur Warhound Titan only gains erators, near-imp flect and absorb e represented by all save or invulnable saves, Titan ay also be used to lon the Titan, willy re-energised a s void shields is restic by 12" instead to before removing hin 3D6" suffers	enetrab the impa a unique erable se void shi o negate th the mand rene educed (	le barriact of he kind of ave aga eld sav mortal weed in (see the	fire F save i iers of high-er of savi inst ares are I wound comb e Dam	fe deavy in a force mergy in a force hergy in a force her

# APPENDIGES

If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.





If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.



If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.



If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.



If you are playing a matched play game, or a game that uses a points limit, you can use the points costs to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.



### DAEMON BOUND WARGEAR

DAEMON BOUND RANG	ED WEAPO	NS			20 147 21	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Impaler harpoon	12"	Assault 1	8	-3	3	If the bearer charges a <b>VEHICLE</b> or <b>MONSTER</b> 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 <b>INFANTRY</b> 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 <b>VEHICLE</b> , <b>BUILDING</b> and <b>MONSTER</b> 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									
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 atta	acking with th	is weapon,	choose	one of th	ne 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	NFAPONS	ALL DE COMMENTS	1.0850			
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 <b>FLY</b> 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 vale 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	-
- 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.

HELLFORGED RANGED W	EVDUNG			1 17.5	EFREIGHT.						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Combi-flamer						oth of the profiles below. If you choose both, subtract 1 from all					
Comoi-namer		ade for this wear				·					
– Boltgun	24"	Rapid Fire 1	4	0	1	-					
– Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.					
Combi-plasma	nit rous 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 – 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		ng this weapon, s	select on	e of the	two prof	files below:					
- HE shells	100"	Heavy 2D6	8	-3	<del>1</del>	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 <b>TITANIC</b> units with this weapon.					

HELLFORGED RANGED WEAPONS								
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 <b>FLY</b> . 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 W	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	٦				
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 <b>VEHICLE</b> , <b>MONSTER</b> or <b>TITANIC</b> 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 GULT RANGED W	EAPONS					
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	-

# 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 <b>VEHICLE</b> .					
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 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 <b>CHARACTER</b> 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 <b>VEHICLE</b> .		
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

CHILDREN OF THE WA	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 <b>INFANTRY</b> models has its last models slain by this attack, a unit of 3 <b>FLAMERS OF TZEENTCH</b> 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 <b>VEHICLE</b> 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.			

CHILDREN OF THE WARP	MELEE W	EAPONS				
WEAPON	RANGE	TYPE	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 Damage 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 <b>INFANTRY</b> 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 <b>VEHICLE</b> , <b>BUILDING</b> or <b>MONSTER</b> 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 <b>INFANTRY</b> 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 additional 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 all 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, if 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 Nurglings 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.
rurginigo	IVICICE	WICICE		U	1	

# TRAITOR QUESTORIS WARGEAR

TRAITOR QUESTORIS RA	NGED WE	APONS				
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 <b>VEHICLE</b> or <b>MONSTER</b> 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 <b>TITANIC</b> and <b>VEHICLE</b> 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 <b>FLY</b> . 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.

TRAITOR QUESTORIS MELEE WEAPONS							
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 <b>MONSTER</b> or <b>VEHICLE</b> , then an additional D3 mortal wounds are also inflicted on the enemy unit.	
Reaper chainsword	Melee	Melee	+4	-3	6	-	
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon.	

### HERETIC TITAN LEGION WARGEAR

HERETIC TITAN LEGION R	ANGED W	FAPINS	9.7%	According to		The second secon
WEAPON	RANGE	TYPE	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 <b>INFANTRY</b> 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 <b>INFANTRY</b> 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 <b>INFANTRY</b> , 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 <b>VEHICLE</b> or <b>MONSTER</b> that does not have the <b>TITANIC</b> 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 <b>VEHICLE</b> or <b>MONSTER</b> that does not have the <b>TITANIC</b> 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 <b>VEHICLE</b> , <b>MONSTER</b> or <b>BUILDING</b> automatically inflicts an additional 2D6 mortal wounds on the target.	

## WE THINK YOU'D LIKE...

YOUR ARMY IS READY. NOW TAKE IT TO THE BATTLEFIELD WITH THE FULL RULES FOR WARHAMMER 40,000, ALONGSIDE A HOST OF MISSIONS, ALTERNATIVE WAYS TO PLAY AND MUCH MORE.

