# IMPERIAL! ARMOUR!

INDEX: FORCES OF CHAOS





# INDEX: FORCES OF CHAOS

forge World<sup>®</sup>



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

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ISBN: 978-1-78826-114-2

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

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

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# INTRODUCTION

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

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

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

## ADDITIONAL RULES

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

### **MACRO WEAPONS**

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

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

### ARCH-DAEMONIC RITUAL

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

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

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

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

### **COMBI-WEAPONS LIST**

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

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

# DATASHEETS

### 1. Battlefield Role

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

### 2. Power Rating

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

### 3. Unit Name

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

### 4. Profiles

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

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

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

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

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

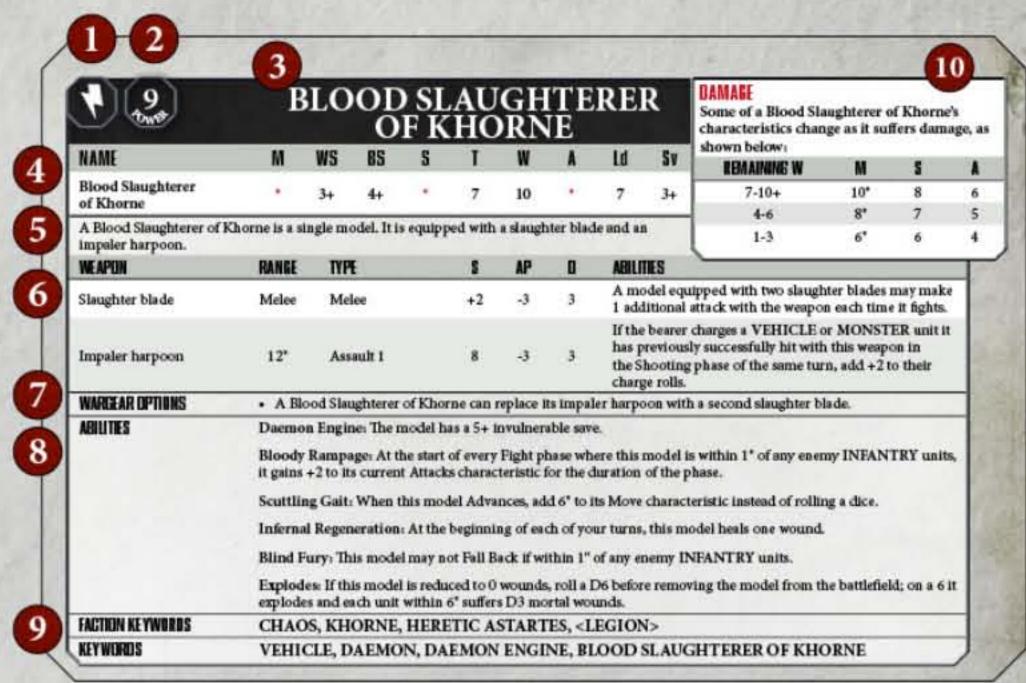
**Toughness** (T): This reflects the model's resilience against physical harm.

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

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

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

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



### 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.

1 (9)	В	LO			AU HC			RE	R	DAMAGE Some of a Blood Sla characteristics char shown below:					
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	М	S	A		
Blood Slaughterer of Khorne	*	3+	4+	*	7	10	*	7	3+	7-10+	10"	8	6		
A Blood Slaughterer of impaler harpoon.	Khorne is a si	ngle m	odel. It i	s equip <sub>l</sub>	ped with	a slaugl	nter blac	de and a	n	4-6 1-3	6"	7 6	5 4		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				3		
Slaughter blade	Melee	Me	lee		+2	-3	3			uipped with two slaugh attack with the weapo					
Impaler harpoon	12"	12" Assault 1  Assault 1  Assault 1  Assault 1  Assault 1  Assault 1  1 additional attack with the weapon each time it fights.  If the bearer charges a VEHICLE or MONSTER unit it has previously successfully hit with this weapon in the Shooting phase of the same turn, add +2 to their charge rolls.													
WARGEAR OPTIONS	charge rolls.  • A Blood Slaughterer of Khorne can replace its impaler harpoon with a second slaughter blade.														
ABILITIES	Bloody it gains Scuttlin Inferna	<ul> <li>A Blood Slaughterer of Khorne can replace its impaler harpoon with a second slaughter blade.</li> <li>Daemon Engine: The model has a 5+ invulnerable save.</li> <li>Bloody Rampage: At the start of every Fight phase where this model is within 1" of any enemy INFANTRY units, it gains +2 to its current Attacks characteristic for the duration of the phase.</li> <li>Scuttling Gait: When this model Advances, add 6" to its Move characteristic instead of rolling a dice.</li> <li>Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.</li> <li>Blind Fury: This model may not Fall Back if within 1" of any enemy INFANTRY units.</li> </ul>													
FACTION KEYWORDS	explode	s and e	ach unit	within	6" suffer	s D3 mo	ortal wo	unds.					-1		
KEYWORDS		STATES OF	2011 0 000	AND DESIGNATION	S OF DECEMBER		Name of Street	LOOD	SU VICTO	GHTERER OF KHO	ORNE				

11 (11)	GR	REA	TE	R F	BLIG	ΉΊ	' <b>D</b> ]	RO]	NE	DAMAGE Some of a Greater E characteristics chan			iage,
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	shown below:  REMAINING W	M	S	ı
Greater Blight Drone	*	4+	3+	*	7	12	*	7	3+	8-12+	14"	6	3
A Greater Blight Drone is	a single mo	odel. It i	is equipp	ed wit	h a Blight	reaper c	annon,	a bile m	iaw	4-7	10"	5	D
and a plague probe.  WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	1-3	6"	4	1
Bile maw	12"		tol D3		8	-2	D3	You o		oll any wound rolls of apon.	1 when att	acking	
Blightreaper cannon	36"	Hea	avy 4		7	-1	2			ou make a wound roll o solved with an AP of -:			n,
Plague probe	Melee	Me	lee		User	-2	D3		can re-re this wea	oll any wound rolls of apon.	1 when att	acking	
WARGEAR OPTIONS	• None		- 14	100				100					
ABILITIES	Inferna Carrior It canno	l Reger n Haun ot end t	neration: ter: At th his move	At the	of the fir	ng of eac st battle y enemy	h of yo	ur turns out befo	re the ti	odel heals one wound. arn begins, you can me ave units that can do t	ove this un		
										oll a D6 before removi nortal wounds.	ng the mo	del from	
FACTION KEYWORDS	CHAO	s, NU	RGLE,	HERI	ETIC AS	TARTI	ES, <l< td=""><td>EGION</td><td><b>I</b>&gt;</td><td></td><td></td><td></td><td></td></l<>	EGION	<b>I</b> >				
KEYWORDS	VEHIC	CIF D	AFMO	N D	FMON	FNGI	VE EI	V GRE	ATER	BLIGHT DRONE			

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Decimator	10"	3+	3+	7	7	8	5	8	3+
A Chaos Decimator is a si	ingle model	. It is eq	uipped v	vith tw	o Decim	ator sie	ge claws	each wi	ith an inbuilt hellflamer.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Decimator siege claw	Melee	Mel	ee		+2	-3	3	Ti-	
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		ā	0	1	a mo hit ro then can o	successful hit roll made with this weapon inflicts ortal wound instead of the normal damage. If any oll made in a given phase results in a score or a '1', the firing unit suffers one mortal wound. This effect only occur once per phase regardless of how many its of '1' are rolled.
Butcher cannon	36"	Hea	vy 4		8	-1	2	the S Lead	init has any models slain by any butcher cannon in Shooting phase, the unit must subtract 2 from its lership for the rest of the turn. This modifier is not ulative.
C-beam cannon	72"	Hea	vy 1		6	-3	D3	mod betw 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 a play as a casualty due to wounds caused by this bon, then the target unit suffers 2D6 additional hits rength 6, AP 0, causing 1 Damage. These additional do not trigger further hits themselves.
WARGEAR OPTIONS	follov - Sou - C-b - But	wing we ilburne beam ca icher ca	apons: petard nnon		olace any	of its I	Pecimato		claws with an inbuilt hellflamer with any of the
ABILITIES	11000000	MILET STREET	e: The n		as a 5+ i	nvulner	able sav	e.	
	Inferna	l Regen	eration:	At the	beginni	ng of ea	ch of yo	ur turns	s, this model heals one wound.
	Explod	es: If th		is redu	ced to 0	wound	s, roll a I	D6 befor	re removing the model from the battlefield; on a 6 i
	Dark F	ury: If t	his mode	el is equ	iipped v	vith two	melee w	veapons,	, it gains +1 attack.
FACTION KEYWORDS	5000 KIND 25		ALTER MARKAGER	an record	J. S. W. S. S.	NAME OF THE	Control of the State	and the same state	S, <legion></legion>
KEYWORDS	TITAN	IIC. V	EHICLI	E DAI	FMON	DAFN	ION E	NGINI	E, CHAOS DECIMATOR

12		P	LAC	GU NU	E H JRG	UL LE	K C	F		DAMAGE Some of a Plague Hi characteristics chan shown below:			age,
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	ı
Plague Hulk of Nurgle	*	4+	*	8	8	14	*	7	3+	8-14+	7"	4+	3
A Plague Hulk of Nurgle i		odel. It	is equip	ped wi	th an iro	n claw a	nd a rot	cannon	, and	4-7	5"	5+	3
can spew rancid vomit on			_							1-3	3"	6+	D
WEAPON	RANGE	TYP	ŧ		S	AP	0	ABILI	TIES				_
Rot cannon	36"	Hea	vy D6		6	-3	2			ANTRY targets, failed re-rolled.	wound ro	lls for this	
Rancid vomit	7"	Pist	ol D6		5	-2	1	This	weapon	automatically hits its	target.		
Iron claw	Melee	Melee Melee x2 -3 D6 -											
Warpsword	Melee	Mel	lee		User	-3	3	You	can re-r	oll failed hit rolls for th	nis weapor	1.	
WARGEAR OPTIONS	A Pla	gue Hu	lk of Nu	ırgle ca	n replace	its iron	claw wi	th a war	rpsword	l	100		
ABILITIES	<ul> <li>A Plague Hulk of Nurgle can replace its iron claw with a warpsword.</li> <li>Daemonic: The model has a 5+ invulnerable save.</li> <li>Disgustingly Resilient: Each time the Plague Hulk of Nurgle loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose that wound.</li> <li>Rusting Curse: All enemy VEHICLE units within 1" of a Plague Hulk of Nurgle must subtract 1 from their saving throws.</li> </ul>												
	Daemo	nic Riti	ual: See	Warha	nmer 40,	000 – Ir	ıdex: Ch	aos.					
					uced to 0 6" suffer				re remo	ving the model from th	ne battlefie	eld; on a 6,	it
FACTION KEYWORDS	CHAO	S, NU	RGLE										
KEYWORDS	VEHIC	CLE, D	AEMO	N, PL	AGUE	HULK	OF NU	RGLE					

25 bwee		K	ΥT	AN	RA	VA	GE	R		DAMAGE Some of a Kytan Ra change as it suffers			
NAME	М	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	M	S	
Kytan Ravager	1 <b>*</b>	3+	3+	*	8	22	*	9	3+	11-22+	12"	10	ļ
A Kytan Ravager is a single Kytan gatling cannon.	e model. It	SSEA	8975	h a grea	26.0	8,8276	rne and	- 63		5-10 1-4	10" 8"	5	
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES				
Kytan gatling cannon	48"	Hea	avy 8		8	-2	2	. <del></del>					
Great cleaver of Khorne	When a	ttackin	g with th	nis weap	on, choc	se one	of the p	rofiles b	elow:				
- Smash	Melee	Me	lee		x2	-4	6	5					- 1
- Slash	Melee	Me	lee		User	-2	D3		e 3 hit ro	olls for each attack mad	de with thi	s weapon	
WARGEAR OPTIONS	• None	e.	1100			300		140			Lar Hi		
ABILITIES	Daemo	n Engi	ne: The r	nodel h	nas a 5+ ii	nvulner	able sav	e.					
	Inferna	l Reger	eration	: At the	beginnii	ng of ea	ch of yo	ur turns	s, this mo	odel heals one wound.			
	enemy other vi Kytan F	models isible en Ravager	have the emy uni can mov	INFAI it that is ve and f	NTRY ke s within r fire Heavy	yword. ange ar weapo	In this ond more ons with	case, it can than 1" out suffe	an shoot away fro ering the	y models within 1" of the enemy unit that is om any friendly model penalty to its hit rolls. del is obscured from th	s within 1" s. In additi . Finally, th	of it or any	
	Battle V		When n	naking	advance	rolls for	r this mo	odel, rol	l 2D6 to	determine the maxim	um distano	ce it	
					aced to 0 6" suffers				re remov	ring the model from th	ne battlefiel	d; on a 6 it	t
FACTION KEYWORDS	CHAC	S KH	ORNE	HERI	ETIC AS	START	FS <i< td=""><td>EGION</td><td>NT.</td><td></td><td></td><td></td><td></td></i<>	EGION	NT.				
LAUTION UT LAADUDO	CILAC	o, Iti	OILLI,	IIII	CIICII	JIIII	10,	LUIUI	N>				

32 Tower	S	CO	GRE RPI	[A] [O]	ER Ol	BR F K	AS HO	S RN	E	DAMAGE Some of a Greater B characteristics chan shown below:	The state of the s	
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	M	S
<b>Greater Brass Scorpion</b>	*	3+	3+	*	8	20	*	9	3+	11-20+	12"	10
A Greater Brass Scorpion o		100					ellcrushe	r claws,	Line	4-10	10"	8
a scorpion cannon, a souls	and the same of			nellma	w blasters		п	ADILI	TIEC	1-3	8"	5
WEAPON Hellcrusher claws	RANGE Melee	TYPI Mel	frie .		+4	AP -4	6	ABILI	1169			
Scorpion cannon	36"		vy 10		6	-2	2	-				
Soulshatter bombard	24"		vy D6		12	-3	D6			HICLE, BUILDING an attacks are Damage 21		
Twin hellmaw blasters	8"	Pist	ol 2D6		User	-2	1	This	weapon	automatically hits its t	arget.	
WARGEAR OPTIONS	• None	e.						E / 100				Ly Je
	it, as los is withi models the pen	ng as all n 1" of it . In addi alty to it	of the enterior of the enterior any ition, the tits hit rol	nemy r other v e Great ls. Fina	nodels ha visible ene er Brass S	ve the lemy uni Scorpion reater I	INFANT at that is n of Kho Brass Sco	RY key within r rne can	word. Ir ange an move a	oot if there are enemy not if this case, it can shoot id more than 1" away frond fire Heavy weapons to only gains a bonus to	the enemy om any fri without s	unit that endly uffering
					Greater Br cimum di		SHAPPER THE STATE OF THE STATE		CHANGE STREET, STORY BOX	a charge move, roll 3D ge.	6 and add	the results
	mortal	wounds	on the 0	Greater		orpion	of Khori	ne, the <b>F</b>	SYKER	pts to manifest a psych Suffers Perils of the W		
	Dooms	day Rea	ctor: If		odel is red	duced to	o 0 wour	ds, roll	a D6 be	efore removing the mod	lel from th	
		eld; on a		plodes		unit w	ithin 2D			ortal wounds.		ie
FACTION KEYWORDS	battlefie	AND RECORDS	4+ it ex	·		On the second	AND DOD	6" suffer	rs D6 m	ortal wounds.		ie.

10	HE				D C DNC			(PT)	OR	DAMAGE Some of a Hellforge characteristics char	ige as it su	nptor's iffers dama	age in
NAME	M	WS	BS	S	I	W	A	Ld	Sv	battle, as shown bel		wn	no
Hellforged Contemptor	*	*	*:	7	7	10	4	8	3+	REMAINING W	M O"	WS	BS
A Hellforged Contemptor	Dreadnou	ght is a	single n	7.7	2013	1455055	1-600		397.2	6-10+ 3-5	9" 6"	2+ 3+	2+
deathclaws and two combi-		0	0		1-1	1	45, 111, 121, 131			1-2	4"	4+	4+
WEAPON	RANGE	TYI	PE		S	AP	D	ABILIT	TES		- 1	Tach	-
Hellforged deathclaw	Melee		elee		x2	-3	3	14-7					
Hellforged chainclaw	Melee		elee		x2	-4	4	2					
Combi-bolter	24"	Ra	pid Fire	2	4	0	1	-		- 145 W	191		-10
Ectoplasma blaster	18"	As	sault 2		8	-3	2	CARL STATE OF THE		made in a given phase i ring unit suffers one mo			1
Hellflamer	8"	Не	eavy D6		5	-1	2	Attac	ks made	by this weapon automa	atically hit		
Soulburner	24"	As	sault D3		(¥)	0	1	mort	al wound	ul hit roll made with th I instead of the normal	damage.		
Butcher cannon	36"	Не	eavy 4		8	-1	2	the Sl Leade	nooting p	ny models slain by any phase, the unit must su r the rest of the turn. T	btract 2 fr	om its	
Twin heavy bolter	36"	Не	eavy 6		5	-1	1	77.					
Multi-melta	24"	Не	eavy 1		8	-4	D6	two d		within half range of the inflicting damage with			
Twin autocannon	48"	Не	eavy 4		7	-1	2	-					
Ectoplasma cannon	24"		eavy D3		7	-3	D3	-					100
Kheres assault cannon	24"	Не	eavy 6		7	-1	1	777					
C-beam cannon	72"	Не	eavy 1		6	-3	D3	betwee by +2 from weape hits a	een the b and the play as a on, then t Strengt	ng it has moved. In additional the target, in Damage by +D3. If a national casualty due to wound the target unit suffers 2 h 6, AP 0, causing 1 Days do not trigger further	crease the nodel is re ls caused b 2D6 additi amage. The	Strength moved by this onal ese	
WARGEAR OPTIONS	• A He (both - Tw - Mu - Tw - Ect - Kh - C-1 - Bu - Ect - Sot	ellforge h death in heav ilti-mel in auto toplash eres as beam c tcher ca or both llflame toplash ulburne	d Content claw and y bolter lta cannon a canno sault can annon annon annon annon annon annon annon annon annon annon annon	mptor non bolters	nay repla -bolter r	replaced	deathcla exchang	w and or ed): ne of the	followin				
ABILITIES	other these d	nan thr ice that s by any	ough Ov scores a y other n	rerwatch result oneans in	n attacks of 5+ hea n the san	, roll a n als one v ne turn a	number of wound of as this al	of D6 equ n the un oility is u	ual to the it with th sed.	ity has slain any model e number of models it l nis rule. This unit canno sinct Shooting or Overw	has slain. Ì ot be heale	Each of ed of	
	4+ invu	llnerab	le save a	gainst M	Ielee att	acks in t	he Figh	t phase.		inst Shooting or Overv	vatch attac	eks, and a	7
	Dark F	ury: If	this mod	del is eq	uipped v	with two	melee	weapons,	it gains	+1 attack.			3
	a roll of	fa6" it	explode	s and th	e hellish	energie	es at its o	ore are u	ınleashe	efore removing it from d. Each unit within 6 su ids instead.			
FACTION KEYWORDS	1072 (MODELLO S. 102			Company of the Comment of	A	Water Control of the Control	STREET, STREET	us announce to consider	THAT INCOME.	GION>			
KEYWORDS	VEHIC	CLE, DI	READN	OUGH'	r. Heli	FORGE	ED, HEI	LFORG	ED CON	NTEMPTOR DREAD	NOUGHT	,	

19 20wes		HE R	LL AII	FOI DEI	RGI RPI	ED RO	LA CEU	ND JS		DAMAGE Some of a Hellforge characteristics chan	ge as it su		
NAME	M	WS	BS	S	I	W	A	Ld	Sv	battle, as shown bel	ow:	WS	В
Hellforged Proteus	*	*	*	8	8	16	4	9	2+	9-16+	10"	5+	3
A Hellforged Land Raid			model.	It is equ	iipped w	ith a tw	in heav	y bolter,		5-8	5"	4+	4
two twin lascannon and		100000000				100	1000	A 17 U I	TIFO	1-4	3"	3+	5
WEAPON	RANGE	TYP			S	AP	D	ABILI	HES				$\neg$
Infernal hunger	Melee	Mel			User	-3	1.						_
Twin heavy bolter	36"		vy 6		5	-1	1						-
Twin lascannon	48"		avy 2		9	-3	D6			4 4 4 7			_
Twin heavy flamer	8"		avy 2D6		5	-1	1	This	weapon	automatically hits its t	arget.		-
Havoc launcher	48"	Hea	avy D6		5	0	1						_
ABILITIES	Machin other th these di	a Malif nan thro ice that	fica: At to ough Ove scores a	he end erwatch result o	of any tu attacks, of 5+ hea	ırn in w roll a n	hich a u umber o	init with of D6 eq	this abi ual to th it with t	en this model may only ility has slain any mode ne number of models it this rule. This unit can	els in the F has slain.	ight phase Each of	_
	Hellforg and if a orbit, te Proteus	ged Prot ny enen leport, , the arr	teus in b ny units from the	attle. A attempt hidder nit's con	ll units v to enter halls of trolling	vithin 9 r the gar f the We player r	" (both i me from bway, e nust roll	friendly a n a positi tc.) anyw	and ene on that where w	nylactery constantly switch emy) must subtract 1 from is not represented on the ithin 12" of the Hellforg re is a '1' or a '2' then the	om their I he tableto ged Land I	.eadership p (i.e., in Raider	*
	a roll of	a 6 it ex	xplodes	and the	hellish (	energies	at its co	ore are u	nleashe	before removing it fror d. Each unit within 6" s nds instead.			36
	smoke l	aunche		the cor	ntrolling	player's	next Sh	nooting p		n the Shooting phase, t y enemy units targetin			
FACTION KEYWORDS	311-320-320-3-32	NUM ROLLS	V.V	0.1411.000.000.000.00	Markey or		- Justines VIII-e	- FERTHERING COST	S, <le< td=""><td>EGION&gt;</td><td>J. t</td><td>W. D</td><td></td></le<>	EGION>	J. t	W. D	
KEYWORDS	VEHIC	LE, TR	ANSPO	RT, HE	LLFOR	GED, L	AND R	AIDER,	HELLI	FORGED LAND RAII	DER PRO	TEUS	一

20 Power					RGI R AC					DAMAGE Some of a Hellforge characteristics characteristics characteristics	ige as it su	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel	iow:	WS
Hellforged Achilles	*	*	*	8	8	19	4	9	2+	10-19+	10"	5+
A Hellforged Achilles is a two twin multi-meltas and	single mod d an inferna	el. It is	equippe er.	d with	a soulbur	ner bo	mbard,			5-9 1-4	5" 3"	4+ 3+
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	1-4	2.	3+
Infernal hunger	Melee	Me	lee		User	-3	1	<u> </u>				
Havoc launcher	48"	Hea	avy D6		5	0	1	, <del></del>				
Twin multi-melta	24"	Неа	avy 2		8	-4	D6	two	e target is dice wher st result.	within half range of the inflicting damage wit	nis weapon h it and di	, roll scard the
Soulburner bombard	48"	Hea	avy 2D3		<del>-</del> :	0	1	mort This	tal wound	ul hit roll made with the d instead of the normal may target enemy units	damage.	
WARGEAR OPTIONS	• A He	llforged	l Achille	es may	also be ec	quipped	with a	havoc la	uncher o	r one item from the Co	mbi-weap	ons list.
TRANSPORT		the sp	ace of tv							ERMINATOR and JUN UCTION model takes		
ABILITIES	other th these di wounds	an thro ce that by any	ough Ov scores a other n	erwatc result neans in	h attacks,	roll a r ls one v e turn a	number o vound o as this al	of D6 eq n the ur pility is t	ual to the	ity has slain any model e number of models it l nis rule. This unit cann	has slain. I	Each of
	Contain a roll of	nment	Breach: xplodes	If this	model is e hellish e	reduceo energies	to 0 wo	ounds, ro	inleashed	efore removing it from . Each unit within 6" su ds instead.		
	smoke l	aunche	rs. Until	the co		player's	next Sh	ooting		the Shooting phase, thy enemy units targeting		
FACTION KEYWORDS	CHAO	S, <m< td=""><td>ARK C</td><td>F CH</td><td>AOS&gt;, I</td><td>HERE</td><td>ΓIC AS</td><td>TARTI</td><td>ES, <le< td=""><td>GION&gt;</td><td></td><td></td></le<></td></m<>	ARK C	F CH	AOS>, I	HERE	ΓIC AS	TARTI	ES, <le< td=""><td>GION&gt;</td><td></td><td></td></le<>	GION>		
KEYWORDS	VEHIC	IF TR	ANSPO	RT H	FLLFOR	GED I	ANDR	AIDER	HELLE	ORGED LAND RAID	ED ACHI	LIEC

12 bws	=1.0021		FO		ED					DAMAGE Some of a Hellforge characteristics char battle, as shown be	ige as it su		ag
NAME	M	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	M	WS	
Hellforged Predator	*	<b>*</b>	*	6	7	11	4	8	3+	7-11+	12"	5+	_
A Hellforged Predator is	a single mod	del. It is	equippe	d with a	a plasma	destroy	er and			3-6	6"	4+	
an infernal hunger.	DANIDE	TVD	9.5 T			40	9.000		THE STATE OF THE S	1-2	3"	3+	
WEAPON	RANGE	TYP			S	AP	0	ABILI	HES				_
Infernal hunger	Melee	Mel	ee		User	-3	1						
Infernal flamestorm cannon	8"	Hea	vy 2D6		5	-1	2	This	weapon	automatically hits its	target.		
Magna-melta cannon	24"	Hea	vy D3		10	-4	D6	range	e, roll aı	of an attack by this we n additional dice when liscard the lowest resul	inflicting		
C-beam cannon	72"	Hea	vy 1		6	-3	D3	mod betw by +2 from weap at Str	el carry een the 2 and th play as oon, the rength 6	may not be fired on a ing it has moved. In act bearer and the target, a Casualty due to would the target unit suffer AP 0, causing 1 Dam rigger further hits ther	ldition, for increase the model is nds caused s 2D6 add age. These	each 24" ne Strength removed I by this itional hits	
Plasma destroyer	36"	Hea	vy 2D3		7	-3	2	Æ.					
Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Lascannon	48"	Hea	vy 1		9	-3	D6	<del>-55</del> .6					
Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its	target.		
Predator autocannon	48"	Hea	vy 2D3		7	-1	3	22		•			
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
Havoc launcher	48"	Hea	vy D6		5	0	1	4:					
WARGEAR OPTIONS	- Ma - C-l - Inf - Pre - Tw • A He • A He	gna-me beam ca ernal fla edator au in lasca ellforged ellforged	lta canno nnon mestorm itocanno nnon Predato Predato	on canno on r may a	on also be ed	quippec	l with eit l with a l	her two	heavy luncher	oolters, two lascannon	or two he Combi-wea	pons list.	
ABILITIES	other th these di wounds Hate-fu	nan thro ice that s by any relled R	ugh Ove scores a r other me	rwatch result o eans in A moo	attacks, f 5+ heal the same	roll a n s one w e turn a	umber o round on s this ab	f D6 equ the un ility is u	ual to th it with t ised.	lity has slain any mode ne number of models it his rule. This unit can onal Attacks during the	has slain. not be hea	Each of led of	
		nment I	Breach: I							before removing it from		efield. On	
	a roll of wounds Smoke	a 6 it ea unless Launch	cplodes a it is a <b>PS</b> <b>ers:</b> Onc	YKER, e per g	in which ame, ins	n case it tead of	suffers l shooting	D6 mor any we	tal wou apons i	nds instead. n the Shooting phase, t	this model	can use its	3
	a roll of wounds Smoke smoke l	a 6 it ex s unless <b>Launch</b> launcher	cplodes a it is a <b>PS</b> <b>ers:</b> Onc	YKER, e per g the con	in which ame, inst trolling	n case it tead of player's	suffers l shooting next Sho	D6 mor any we ooting p	tal wou apons i	nds instead.	this model	can use its	3
FACTION KEYWORDS	a roll of wounds Smoke smoke l from al	a 6 it ex s unless Launch launcher l hit roll	tplodes a it is a PS ers: Oncoins. Until to s for Sho	YKER, e per g the con oting a	in which ame, inst trolling ttacks m	n case it tead of player's ade aga	shooting next Sho inst this	D6 mor any we ooting p unit.	tal wou apons in hase, ar	nds instead. n the Shooting phase, t	this model	can use its	3

12 bwe	H	E) L)	FO	RC	ED	SC	OR	PIU	JS	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 Scorpius	*	*	*	6	7	11	4	8	3+	7-11+	12"	5+	3+
A Hellforged Scorpius is a combi-bolter and an inferr	THE RESERVE AND ADDRESS OF THE PARTY OF THE		equippe	ed with	a Scorpi	us multi	i-launch	er,		3-6	6"	4+	4+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2	3"	3+	5+
Infernal hunger	Melee	Me	lee		User	-3	1						
Scorpius multi-launcher	48"	He	avy 3D3		6	-2	2		weapon ot see.	may target enemy units	the beare	r	1
Combi-bolter	24"	Rap	oid Fire	2	4	0	1	-					3
Havoc launcher	48"	He	avy D6		5	0	1	12					_ 79
WARGEAR OPTIONS	• A He	ellforged	d Scorpi	us may	also be e	quipped	d with a	havoc la	nuncher	or one item from the Co	ombi-weap	ons list.	
ABILITIES	other th these di wounds	nan thro ice that s by any	ough Over scores a other m	erwatc result neans in	h attacks, of 5+ hea n the sam	, roll a n ds one w e turn a	umber vound o is this al	of D6 eq n the un pility is u	ual to th it with t ised.	lity has slain any model te number of models it l his rule. This unit canno ring the Movement pha	has slain. I ot be heale	Each of ed of	
					e in the fo					0			
	a roll of	fa6ite	xplodes	and th	e hellish	energies	at its co	ore are u	nleashed	before removing it from d. Each unit within 6" su nds instead.			
	smoke l	launche	rs. Until	the co		player's	next Sh	ooting p		n the Shooting phase, th ny enemy units targetinչ			_
FACTION KEYWORDS	CHAC	)S, <m< td=""><td>ARK C</td><td>F CH</td><td>AOS&gt;, 1</td><td>HERET</td><td>TIC AS</td><td>TARTE</td><td>ES, <le< td=""><td>GION&gt;</td><td></td><td></td><td></td></le<></td></m<>	ARK C	F CH	AOS>, 1	HERET	TIC AS	TARTE	ES, <le< td=""><td>GION&gt;</td><td></td><td></td><td></td></le<>	GION>			
KEYWORDS	VEHIC	CLE, F	IELLFO	RGE	D, HEL	LFORG	GED S	CORPI	US				-)

14 20west	H	7410400	LFC	OR	GEL	) SI	CA	RA	N	DAMAGE Some of a Hellforge change as it suffers shown below:								
NAME	M	WS	BS	S	I	W	A	Ld	Sv	REMAINING W	M	BS	A					
Hellforged Sicaran	*	4+	*	6	7	14	*	8	3+	7-14+	14"	3+	4					
A Hellforged Sicaran is a			equippe	d with	twin acce	lerator a	autocan	non,		3-6	10"	4+	3					
a heavy bolter and an in: WEAPON	RANGE	r. Typ	F		S	AP	D	ABILI	TIFS	1-2	8"	5+	2					
Infernal hunger	Melee	Me			User	-3	1	- ADIL	Managaran.									
Twin accelerator autocannon	48"	Ass	sault 8		7	-1	2	hit re addi	oll when tion, eve	e with this weapon suffe targeting units with the ery wound roll of 6 made AP of that individual w	e <b>FLY</b> keyv e with this	vord. In weapon						
Heavy bolter	36"	He	avy 3		5	-1	1	1 <del>2</del>					8					
Lascannon	48"	He	avy 1		9	-3	D6	0 <u>43</u>					10					
Havoc launcher	48"	He	avy D6		5	0	1	8 <del>55</del>										
WARGEAR OPTIONS	• A He	ellforged	d Sicarai d Sicarai	n may a	also be eq	uipped uipped	with eit	her two	heavy b	olters or two lascannon or one item from the Con	mbi-weapo	ns list.	16					
ABILITIES	Machin other th these di wounds	na Malinan thro ice that is by any	fica: At ough Ov scores a other n	the enc verwato result neans i	d of any to th attacks of 5+ hea n the sam	urn in w , roll a n als one v ne turn a	which a unumber wound o	unit with of D6 economics on the unbility is the	n this abi qual to th nit with t used.	ility has slain any model ne number of models it this rule. This unit cann	s in the Fi has slain. I ot be heale	ght phase Each of ed of						
	a roll of	fa6ite	xplodes	and th	e hellish	energies	s at its co	ore are u	inleashe		has slain any models in the Fight phase number of models it has slain. Each of rule. This unit cannot be healed of fore removing it from the battlefield. On Each unit within 6" suffers D3 mortal instead.							
	smoke l	launche	rs. Unti	l the co		player's	next Sh	nooting		n the Shooting phase, th ny enemy units targeting								
FACTION KEYWORDS	CHAC	)S, <m< td=""><td>ARK C</td><td>F CH</td><td>IAOS&gt;,</td><td>HERE</td><td>TIC AS</td><td>TARTI</td><td>ES, <le< td=""><td>EGION&gt;</td><td></td><td></td><td>1</td></le<></td></m<>	ARK C	F CH	IAOS>,	HERE	TIC AS	TARTI	ES, <le< td=""><td>EGION&gt;</td><td></td><td></td><td>1</td></le<>	EGION>			1					
KEYWORDS	VEHIC	CLE, H	IELLF	ORGE	D, HEL	LFOR	GED SI	CARA	N				)					

14 Tower	H	IEL			GEL NAT			RA	N	DAMAGE Some of a Hellforge characteristics char	ige as it su	
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	battle, as shown bel	.ow:	BS
Hellforged Sicaran Venator	*	4+	*	6	7	14	*	8	3+	7-14+	14"	3+
A Hellforged Sicaran Vena a heavy bolter and an infe			del. It is	equipp	ed with a	Maligr	atas bea	m laser,	0	3-6 1-2	10" 8"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Infernal hunger	Melee	Me	lee		User	-3	1	12				
Malignatas beam laser	36"	He	avy 1		*	-5	2D6	norm the ta	nal, inste arget mo	th this weapon does no ad roll 3D6 and compa del's Leadership charac eeds it then the target n	re the tota teristic, if	l rolled to the total
Heavy bolter	36"	He	avy 3		.5	-1	1	e e e e e e e e e e e e e e e e e e e				
Lascannon	48"	Не	avy 1		9	-3	D6	24				
Havoc launcher	48"	Не	avy D6		5	0	1	10 TE				
WARGEAR OPTIONS	• A H		d Sicarai	n Venat						heavy bolters or two la incher or one item fron		
ABILITIES	other t these d wound <b>Undyi</b> remove	han thro lice that ls by any ng Hatr ed as a c	ough Overscores and other nother noth	result of result of neans in the pro- it rolls	h attacks, of 5+ hea n the sam eceding t an additi	, roll a r ils one v ne turn a urn, a I onal did	number of wound or as this ab Hellforge te when	of D6 eq n the un oility is u d Sicara making	ual to that with the sed.  I Venate wound in	lity has slain any model e number of models it l his rule. This unit cannot or has caused any enem rolls for its Malignatas b	has slain. I ot be heale y model to	Each of ed of be
	removed as a casualty, it rolls an additional dice when making wound rolls for its Malignatas beam laser 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 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 mortal wounds instead.											
						player's		ooting p		n the Shooting phase, the		
		ll hit rol		ooting	attacks n	nade ag	ainst this	unit.				
FACTION KEYWORDS	from a		ls for Sh						ES, <le< td=""><td>GION&gt;</td><td></td><td></td></le<>	GION>		

21 ower		EL	LFO ASS	ORO SAU	GEL JLT	) SF TA	AR' NK	TAI	N	Some of a Hellforge change as it suffers						
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	UTGHORA (ACTIVIDATION AND THE	A.5	wn				
Hellforged Spartan	*	*	*	8	8	20	4	9	2+	5 20 PM ( 5 50 C V)			2772			
	a single mode	el It is o	equipped	l with a	twin he	11/1/2	237		365000			1201				
and an infernal hunger.	a omgre mou		quipper			ary con	ci, tho c	luud luo	cumon	1000000	200	70-T-1				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-5	3.	3+	9+			
Infernal hunger	Melee	Me	lee		User	-3	1	77.5					-			
Twin heavy bolter	36"	Hea	avy 6		5	-1	1	+					- 2			
Quad lascannon	48"	Hea	avy 4		9	-3	D6	=					9			
Laser destroyer	ASSAULT TANK  M WS BS S T W A Ld SV  * * 8 8 20 4 9 2+  is a single model. It is equipped with a twin heavy bolter, two quad lascannon  * * * 8 8 20 4 9 2+  is a single model. It is equipped with a twin heavy bolter, two quad lascannon  * * * * 8 8 20 4 9 2+  Is a single model. It is equipped with a twin heavy bolter, two quad lascannon  * * * * * 8 8 20 4 9 2+  Is a single model. It is equipped with a twin heavy bolter, two quad lascannon  * * * * * * 8 8 20 4 9 2+  Is a single model. It is equipped with a twin heavy bolter.  * * * * * * * * 8 8 20 4 9 2+  Is a single model. It is equipped with a twin heavy bolter.  * * * * * * * * 8 8 20 4 9 2+  Is a single model. It is equipped with a twin heavy bolter.  * * * * * * * * * * * * * * * * * * *															
Twin heavy flamer	8"	Hea	avy 2D6		5	change as it suffers damage in battle, as shown below:  REMAINING W M WS BS  12-20+ 10" 5+ 3+ 6-11 5" 4+ 4+ 1-5 3" 3+ 5+  1-5 3" 3+ 5+  1-7 1 1 - 1-7 3 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.  1 This weapon automatically hits its target.  2 -4 D6 additional D6. On a result of a '3-5', the weapon's damage is increased to 3D6.  1 This weapon automatically hits its target.  2 -4 D6 both of its quad lascannon with laser destroyers.  2 its twin heavy bolter with a twin heavy flamer.  3 equipped with a havoc launcher or one item from the Combi-weapons list.  2 PONSINFANTRY models (each TERMINATOR and JUMP PACK model takes up ach CULT OF DESTRUCTION model takes up the space of three other models). If turn in which a unit with this ability has slain any models in the Fight phase cheals one wound on the unit with this rule. This unit cannot be healed of heals one wound on the unit with this rule. This unit cannot be healed of ame turn as this ability is used.  3 do fany Movement phase in which one or more units disembarks from a leer oll of a '1', one model from a disembarking unit, chosen by the controlling else removed due to the effects of this rule are counted as slain models for the the end of the turn.  3 is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On she energies at its core are unleashed. Each unit within 2D6" suffers D6 mortal hich case it suffers 2D3 mortal wounds instead.  4 instead of shooting any weapons in the Shooting phase, this model can use its ung player's next Shooting phase, any enemy units targeting this unit subtract 1										
Havoc launcher	Heavy 1  12  -4  D6  Heavy 1  10  Heavy 1  11  12  -4  D6  Heavy 2D6  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.  8"  Heavy 2D6  5  -1  1  This weapon automatically hits its target.  48"  Heavy D6  5  0  1  -  A Hellforged Spartan may replace both of its quad lascannon with laser destroyers.  A Hellforged Spartan may replace its twin heavy bolter with a twin heavy flamer.  A Hellforged Spartan may also be equipped with a havoc launcher or one item from the Combi-weapons list.  This model can transport 25 < 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).									100						
TRANSPORT Arii ities	the spac	e of two	o other n	nodels,	and each	CULT (	OF DEST	RUCTIO	ON mod	lel takes up the space of	three oth	er models).				
ABILITIES	Machin other th	a Malit	fica: At to	he end erwatch	of any tu attacks,	ırn in w roll a n	hich a u umber o	nit with of D6 equ	this abi	lity has slain any mode e number of models it	ls in the F has slain.	ight phase Each of	_			
										ms ruie. This unit cam	iot de nea.	ieu oi	1			
	Hellforg player, i	ged Spa s slain.	rtan, rol The nun	a D6. ( aber of	On the ro models i	oll of a ' emoved	1', one m l due to	nodel fro the effec	om a dis	embarking unit, chose	n by the co	ontrolling				
	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 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.												_			
	controll	ing play	yer's turi	n. It ma	y fire its	all Back in the Movement phase and still shoot and/or Charge during the its weapons if enemy units are within 1" of it. In addition, this model only										
FACTION 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 wounds by any other means in the same turn as this ability is used.  In the Belly of the Beast: At the end of any Movement phase in which one or more units disembarks from a Hellforged Spartan, roll a D6. On the roll of a '1', one model from a disembarking unit, chosen by the controlling player, is slain. The number of models removed due to the effects of this rule are counted as slain models for the Spartan's Machina Malifica ability at the end of the turn.  Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 2D6" suffers D6 mortal wounds unless it is a PSYKER, in which case it suffers 2D3 mortal wounds instead.  Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1															
KEYWORDS	* * * * 8 8 20 4 9 2+ s a single model. It is equipped with a twin heavy bolter, two quad lascannon  **RANGE TYPE S AP D ABILITIES  **Melee Melee User -3 1 36" Heavy 6 5 -1 1 36" Heavy 1 9 -3 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 2D6. On a result of a '6', the weapon's damage is increased to 3D6.  **B" Heavy 2D6 5 -1 1 This weapon automatically hits its target.  **A Hellforged Spartan may replace both of its quad lascannon with laser destroyers.  **A Hellforged Spartan may replace both of its quad lascannon with laser destroyers.  **A Hellforged Spartan may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.**  This model can transport 25 cLEGION> 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 two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the sp															

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NAME	M	WS	BS	S	Ī	W	A	Ld	Sv			WS	В					
Hellforged Deredeo	*	*	*	7	7	14	2	8	3+		7"		2					
A Hellforged Deredeo Dre	adnought	is a sin	gle mode	el. It is e	quipped	l with a	butcher	cannon	array	5-9	5"	5+						
and a twin heavy bolter.	DANDE	TVE	IF.			4.0		onu n	rico	1-4	3"	6+	4					
WEAPON	RANGE	TYP	Ł		S	AP	B	ABILI	17.753	11 1: 1	1 1		-1					
Butcher cannon array	36"	Не	avy 8		8	-1	2	in the	e Shootii	ng phase, the unit subtr	cs change as it suffers dama wn below:  GW M WS  7" 4+ 5" 5+ 3" 6+  by any butcher cannon it subtracts 2 from its turn. This modifier is not  phase results in a score or as one mortal wound.  wound as normal, instead all rolled to the target istic, if the total equals or a cteristic then the target  that are not visible to the  comatically.  g:  models in the Fight phase dels it has slain. Each of it cannot be healed of  a Overwatch attacks and a  LEGION> keywords within are that the helical							
Ectoplasma battery	24"	Не	avy 5		8	-3	3	a '1',	then the	firing unit suffers one i	This modifier is not sturn. This modifier is not some mortal wound. The total equals or content that are not visible to the stomatically.  The models in the Fight phase dels it has slain. Each of it cannot be healed of the content							
Dual Malignatas saker	48"	Не	avy 2		*	-5	D6	roll 3 mode excee	D6 and el's Lead	compare the total rolled ership characteristic, if eadership characteristic	M WS  7" 4+  5" 5+  3" 6+  butcher cannon racts 2 from its his modifier is not results in a score or mortal wound. as normal, instead d to the target the total equals or c then the target e not visible to the rack ally.  Is in the Fight phase has slain. Each of ot be healed of watch attacks and a N keywords within a does not stack with the helical readnought may not be FLY keyword. The intil the beginning the results in a score or mortal wound.							
Greater havoc launcher	48"	Не	avy 3D3		6	-1	1	This beare	William server transport use	can target units that are	not visib	le to the						
Twin heavy bolter	36"	He	avy 6		5	-1	1	NE										
Twin heavy flamer	8"	He	avy 2D6		- 5	-1	1	This	weapon	hits its target automatic	els slain by any butcher cannon e, the unit subtracts 2 from its st of the turn. This modifier is not a given phase results in a score or init suffers one mortal wound. It roll to wound as normal, instead e the total rolled to the target haracteristic, if the total equals or ip characteristic then the target et units that are not visible to the larget automatically.  The arget automatically amer.  Islain any models in the Fight phase er of models it has slain. Each of This unit cannot be healed of the larget and company to the larget automatically amer.  So and CLEGION keywords within vulnerable save does not stack with may declare that the helical							
ABILITIES	- Green - Ect - Du Machin other the	eater had ellforged toplasm al Mali na Mali nan thro ice that	a batter gnatas sa <b>fica:</b> At tough Ov	ncher eo may aker the end rerwatch result o	of any to attacks of 5+ hea	urn in w	hich a unumber o	on array init with of D6 eq n the un	with on this abil ual to th it with t	e number of models it l	arget units that are not visible to the  ts target automatically.  y flamer.							
			or: A un e save aş			and the second s			save aga	ainst Shooting or Overv	Is slain any models in the Fight phase of models it has slain. Each of le. This unit cannot be healed of the chooting or Overwatch attacks and a cost of less and cost of less a							
	6" of the	e Hellfo		eredeo I														
	targetin move, A helical t of the c	ng array Advance targetin ontrolli	is active or char g array i	e. While ge in ar remains er's next	the heli ny phase active f turn. Tl	ical targe, but addrom the	eting ari ds 1 to it start of	ay is act s hit rol the turn	ive, the l ls for tar in whic	Hellforged Deredeo Dro geting vehicles with the h their use is declared t	Shooting or Overwatch attacks and a AOS and <legion> keywords within is invulnerable save does not stack with forged Deredeo Dreadnought may not ag vehicles with the FLY keyword. The eir use is declared until the beginning vated any number of times during a</legion>							
	a roll of	fa6ite	xplodes	and the	hellish	energies	s at its co	ore are u	nleashed	pefore removing it from l. Each unit within 6" su nds instead.								

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

VEHICLE, DREADNOUGHT, HELLFORGED, HELLFORGED DEREDEO DREADNOUGHT

**FACTION KEYWORDS** 

4 Aower		ELL	FOI	RGI	ED :	RA]	PIE	RB	ATTERY
NAME	M	WS	BS	S	ī	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+

th a quad heavy bolter

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

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	- Ector - C-b  Chaos S  must be  Hellforgo The Cha	deployed with each ed Rapier and each os Space Marine Cr	model witl two-model ew may on	hin 3" of group o	f at least of Chaos	
ABILITIES	- Ector - C-b  Chaos S must be Hellforge The Chaounit to the Chaounit to the Chaounit to the Crewman Hellforge Within 6	pplasma cannon eam cannon  pace Marine Crew: deployed with each ed Rapier and each os Space Marine Cre he model that is sho y: A Hellforged Rapier n model from the sa ed Rapiers in this wa " of a Hellforged Rapier	model with two-model ew may on oting. ier can only ame unit is ay in a sing pier are slai	group of group of ly be cho y fire its within it le turn. in, it los	f at least of Chaos osen as a ranged v 3". A sing If all of t es the Ar	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 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
ABILITIES	- Ector - C-b  Chaos S must be Hellforgo The Chaunit to the Chaunit to the Chaunit to the Crewman Hellforgo within 6 operates  Daemor are slain visible en player would be entabled and the control of that published in models in	pplasma cannon  pace Marine Crew: deployed with each ed Rapier and each os Space Marine Cre he model that is sho y: A Hellforged Rapier of a Hellforged Rapier under the rules of the the While a Hellforged nemy unit during the sishes), it may fire no "and must declare a hase.  Malifica (Hellforge in the Fight phase of the has slain. Each of the	model with two-model ew may on oting. ier can only me unit is ay in a sing pier are slaid hat ability forged Rap Rapier has e Movement ormally in the Charge in the Charge in these dice to	group of group of ly be che within a gle turn. in, it loss instead. bier gain a this about phase the Shoot the Charough only): A prough of hat scor	ranged varies this about the endower water the endower a result the endower water th	one other model from their unit. From that point on, each Space Marine Crewmen acts as a single, independent unit a target in the Shooting phase if they are the closest visible 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 the same unit must move as far as possible directly towards the nearest anot 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 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 alt of 5+ heals one wound on the unit with this rule. This
	- Ector - C-b  Chaos S must be Hellforgo The Chaunit to the Chaunit to the Chaunit to the Crewman Hellforgo within 6 operates  Daemor are slain visible en player would be entabled and the Control of that pundels in models in m	plasma cannon  pace Marine Crew: deployed with each ed Rapier and each os Space Marine Cre he model that is sho y: A Hellforged Rapi en model from the sa ed Rapiers in this wa " of a Hellforged Rapi under the rules of the the While a Hellforged nemy unit during the shes), it may fire no " and must declare a hase.  Malifica (Hellforgen en the Fight phase of the that slain. Each of the not be healed of wor	model with two-model ew may on oting. ier can only me unit is ay in a sing pier are slaid hat ability forged Rap le Movemen ormally in the Charge in the Charge in the chese dice the ands by any	group of group of ly be che within a gle turn. in, it loss instead. bier gain s this about phase the Shoot the Charough only): A prough of hat score y other in the control of the control	ranged varies this about the endower water the endower area area in eans in eas ears ears ears ears ears ears ears	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 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 fility if all Chaos Space Marine Crewmen in the same unit must move as far as possible directly towards the nearest anot 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 d of any turn in which a unit with this ability has slain any chattacks, roll a number of D6 equal to the number of alt of 5+ heals one wound on the unit with this rule. This is the same turn as this ability is used.
FACTION KEYWORDS KEYWORDS	- Ector - C-b  Chaos S must be Hellforgo The Chao unit to the Chao unit to the Crewman Hellforgo within 6 operates  Daemor are slain visible emplayer would within 6 of that possible in models in models in models in unit can compare the CHAO in th	pplasma cannon  pace Marine Crew: deployed with each ed Rapier and each os Space Marine Cre he model that is sho y: A Hellforged Rapier on model from the sa ed Rapiers in this way " of a Hellforged Rapiers " of a Hellforged Rapiers " of a Hellforged Rapiers " under the rules of the " While a Hellforged nemy unit during the ishes), it may fire no " and must declare a hase.  a Malifica (Hellforgen thas slain. Each of the not be healed of wor S, <mark ci<="" of="" td=""><td>model with two-model ew may on oting. ier can only me unit is ay in a sing pier are slaid hat ability forged Rap le Movemen ormally in the Charge in the Charge in the than the these dice to unds by any HAOS&gt;, I</td><td>y fire its within a le turn. in, it lose instead. bier gain a this about phase the Shoot the Charles arough Cha</td><td>ranged variable of Chaos osen as a ranged variable of the Ariable of the Ariable of the State of the end of th</td><td>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 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 the same unit must move as far as possible directly towards the nearest anot 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 d of any turn in which a unit with this ability has slain any chattacks, roll a number of D6 equal to the number of alt of 5+ heals one wound on the unit with this rule. This</td></mark>	model with two-model ew may on oting. ier can only me unit is ay in a sing pier are slaid hat ability forged Rap le Movemen ormally in the Charge in the Charge in the than the these dice to unds by any HAOS>, I	y fire its within a le turn. in, it lose instead. bier gain a this about phase the Shoot the Charles arough Cha	ranged variable of Chaos osen as a ranged variable of the Ariable of the Ariable of the State of the end of th	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 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 the same unit must move as far as possible directly towards the nearest anot 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 d of any turn in which a unit with this ability has slain any chattacks, roll a number of D6 equal to the number of alt of 5+ heals one wound on the unit with this rule. This

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NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel		we	В				
Hellforged Leviathan	*	*	*	8	8	14	4	8	2+	8-14+		Water L	2				
A Hellforged Leviathan D				del. It is	equippe	ed with	two hell	forged		4-7	5"	3+	3				
siege claws, two meltagun					* 20%			21		1-3	3"	4+	4				
WEAPON	RANGE	TYF			S	AP	D	ABILI	TIES				-1				
Hellforged siege claw	Melee		elee		x2	-3	3	N#					_				
Hellforged siege drill	Melee	Me	lee		x2	-4	4	31 <del>12</del>									
Hellflamer	8"	He	avy D6		5	-1	2			Service Control of the Control of th	Inge as it suffers damage low:    M	_					
Butcher cannon array	36"	Не	avy 8		8	-1	2	in th Lead	e Shooti	ng phase, the unit subtr	acts 2 from	n its					
Soulburner ribaudkin	18"	Не	avy 2D3		27	0	1					inflicts a					
Grav-flux bombard	18"	Не	avy D3		9	-5	2	of da mod	ICLE or mage su els in the	r <b>TITANIC</b> keywords th affered becomes 5 per hi	nen the an t. For ever	w:  M WS  8" 2+  5" 3+  3" 4+  ically hit.  outcher cannon cts 2 from its is modifier is not  s weapon inflicts a damage.  NSTER, en the amount For every five ne number of  s weapon, roll it and discard the  in the Fight phase as slain. Each of the healed of  atch attacks and a  the battlefield. On					
Meltagun	12"	As	sault 1		8	-4	D6	two o		en inflicting damage wit	hin half range of this weapon, roll flicting damage with it and discard the rills.  Ith one of the following (both siege claw has slain any models in the Fight phase amber of models it has slain. Each of						
WARGEAR OPTIONS  ABILITIES	• A He and - Bu - So - Gr	ellforge meltagu tcher ca ulburne av-flux	d Leviat in must innon ai er ribauc bombar	han ma be exch rray lkin d	replace anged fo	one sie or a sing	ge claw le other	and one option).	meltagu								
ADILITIE	other these d	han thre	ough Ov scores a	erwatch result o	attacks of 5+ hea	s, roll a r als one v	number vound o	of D6 eq	ual to the		has slain. l	tcher cannon as 2 from its modifier is not weapon inflicts a mage.  STER, the amount for every five number of weapon, roll t and discard the and discard the slain. Each of the healed of ch attacks and a the battlefield. On					
	Confidence of the party of the		or: A un e save a			A CHARLES OF THE PARTY OF THE P			save ag	ainst Shooting or Overv	vatch atta	cks and a	9				
	a roll o	fa6ite	xplodes	and the	hellish	energies	s at its co	ore are u	nleashed	before removing it from d. Each unit within 6" su nds instead.							
	Dark F	ury: If	this mod	del is eq	uipped v	with two	melee	weapons	, it gains	s +1 attack.							
FARTION VEWWORDS			SULPHICK SHIPE IN			POR SHEAD SOURCE	S INCOME DOCUMENT	A PLANSA MALANCIS		CONTRACTOR OF THE CONTRACTOR O			-1				
FACTION KEYWORDS	CHAC	, \IV	AKK	of CH.	103>,	HEKE.	IIC AS	IAKII	es, <le< td=""><td>EGION&gt;</td><td></td><td></td><td></td></le<>	EGION>							

10	D	RE.	HE AD(	ELI CL	JFO] AW	RGI DR	ED OP	PC	D	DAMAGE Some of a Hellforge characteristics chan battle, as shown bel	ige as it si		
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	S	A	
Hellforged Dreadclaw	15"	4+	5+	*	7	10	*	8	3+	8-10+	7	4	
A Hellforged Dreadclaw is	s a single m	odel. It	is equip	ped wi	th blade s	struts 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	<u> </u>					
Thermal jets	6"	Melee Melee User -2 2 -  By 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.  None.  This model can transport 10 < LEGION> or < MARK OF CHAOS> INFANTRY models. Each JUMP PACK or											
WARGEAR OPTIONS	• None	e.	-17			170		400				7/7/10	
TRANSPORT	TERMI	NATO	R model	takes	the space	of two	other me	odels, or	r it can b	oe used to transport a s			
ABILITIES	This model can transport 10 <b>LEGION</b> or <b>MARK OF CHAOS INFANTRY</b> models. Each <b>JUMP PACK</b> or <b>TERMINATOR</b> model takes the space of two other models, or it can be used to transport a single <b>HELLFORGED CONTEMPTOR DREADNOUGHT</b> or <b>CHAOS HELLBRUTE</b> and no other models. <b>Machina Malifica</b> : 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.												
	these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of												
	units er the end 9" from	nbarked of any any ene	l within of your I emy mod	it, in o Moven dels. A	rbit, read ent phase ny model	y for a I es. Whe s embar	Prop Poon n it doe: ked insi	d Assau s so, set ide mus	lt. If you it up an t immed	ur army, you can set it i do so, it can make a D ywhere on the battlefie liately disembark, but t ause there is not enougl	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>HERET</td><td>IC AS</td><td>TARTE</td><td>ES, <le< td=""><td>EGION&gt;</td><td></td><td></td></le<></td></m<>	ARK O	F CH	AOS>, I	HERET	IC AS	TARTE	ES, <le< td=""><td>EGION&gt;</td><td></td><td></td></le<>	EGION>			
KEYWORDS	VEHIC	TE TR	ANSDO	DT D	DOD DOI	A TIELI	FORC	ED EIX					

15 (15)	HE	LLI	FOI ASS	RGI SAU	ED ]	KH CL	ARY AW	BI	OIS	characteristics chan	ge as it su	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel		Δ.
Hellforged Kharybdis	15"	4+	4+	*	8	16	*	8	3+	REMAINING W	9	Α
A Hellforged Kharybdis is a	single m	odel. It i	s equip	ped wit	h blade s	truts, a	thermal	jet array	7,	10-16+ 5-9	7	8
melta cutters and five Khar	A STATE OF THE STA									1-4	5	D6
WEAPON	RANGE	TYPE			S	AP	D	ABILI	TIES			
Blade struts	Melee	Mel	ee		User	-2	2	25%				
Melta cutters	Melee	Mele	ee		16	-5	2D6	instea a mo keyw all of	ad if the del with ords, th its stand	ks may not be made use Hellforged Kharybdis the VEHICLE, MON e controlling player made a tacks to make a nat hits its target on a 2	successfu STER or ' ny choose single atta	lly charges FITANIC to forfeit
Thermal jet array	6"	Pisto	ol D6		8	-1	D3	on ea withi	ich unit, n range.	this weapon automatical friendly or enemy, with The weapon can only will be affected than fr	h at least be used it	one model more
Kharybdis storm launchers	24"	Hea	vy 3		6	-1	1	-	IV.			
WARGEAR OPTIONS	• None	1.		The same								
TRANSPORT	TERMI	NATOR	model	takes th	e space o	of two o	ther mod	dels, or i	t can be	TRY models. Each JUN used to transport a sir or CHAOS HELLBRUT	ngle HELI	FORGED
ABILITIES	other the these di wounds  Contain a roll of	ce that so by any nment B	ugh Over scores a other manual reach: plodes	erwatch result on eans in If this rand the	n attacks, of 5+ hea the sam model is hellish e	roll a n ls one w e turn a reduced energies	number of wound on is this about I to 0 work at its co	f D6 equality is usually independent of the contraction of the contrac	ial to the it with the sed.  Il a D6 be the seds of the sed of the	lity has slain any mode e number of models it his rule. This unit cann before removing it fron l. Each unit within 6" s nds instead.	has slain. ot be hea n the battl	Each of led of efield. On
	Drop P units en the end 9" from	od Assa nbarked of any o any ene	ult: Ins within of your l my mo	tead of it, in or Moveme dels. Ar	deployin bit, read ent phase ny model	g this n y for a I es. Whe s emba	nodel wit Drop Poc en it does rked insi	h the re l Assaul so, set i de must	st of you t. If you t up any immed	ir army, you can set it i do so, it can make a D where on the battlefiel iately disembark, but the use there is not enough	rop Pod A d that is r ney canno	Assault at nore than of be set up
FACTION KEYWORDS	CHAO	S, <m< td=""><td>ARK C</td><td>F CH</td><td>AOS&gt;, I</td><td>HERET</td><td>TIC AST</td><td>ARTE</td><td>S, <le< td=""><td>GION&gt;</td><td></td><td></td></le<></td></m<>	ARK C	F CH	AOS>, I	HERET	TIC AST	ARTE	S, <le< td=""><td>GION&gt;</td><td></td><td></td></le<>	GION>		
KEYWORDS					DROP DIS AS	The state of the s			D, FLY,			

23 Tower	100	ELI HI	FO EAV	RG Y I	ED DES	CE TR	RB OY	ERU ER	JS	change as it suffers	ne of a Hellforged Cerberus' characterist nge as it suffers damage in battle, as wn below:				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	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	equipp	ed with	a Malig	natas b	eam cann	on and		6-16	5" 3"	4+	3+		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-5	3	3+	4+		
Infernal hunger	RANGE         TYPE         S         AP         D         ABILITIES           Melee         Melee         User         -3         1         -           36"         Heavy 3         5         -1         1         -           48"         Heavy 1         9         -3         D6         -           This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target											30			
Heavy bolter	Melee Melee User -3 1 -  36" Heavy 3 5 -1 1 -  48" Heavy 1 9 -3 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.										120				
Lascannon	48"	48" Heavy 1 9 -3 D6 -  This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target									10				
Malignatas beam cannon	Heavy 1 9 -3 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														
Havoc launcher	48"	Hea	avy D6		5	0	1.	14 (7)					55		
ABILITIES	casualty the lowe  Contain a roll of wounds  Smoke smoke I from all  Steel Be controll	han throuse that is by any left Hatred, the place of the ment of a 6 it extends a much launched with the motor of the moto	ough Over scores a other made of the scores of the score	erwatch result of eans in he precess an add alculation of the extention of the conting and the	attacks, of 5+ hea the sam eding tur litional c ng the re nodel is hellish e in which ame, ins trolling attacks m hay Fall l y fire its	roll a relation of the turn a He dice whe sult of the reduced of the player's hade against the agents of the tead of the player's hade against the tead of the player's hade against the tead of the player's hade against the tead of the	number of vound on as this abit ellforged of en making the roll. It to 0 works at its containst this ainst this the Moves of enem of the moves of th	f D6 equality is under the unit of the unit.	ual to the it with to sed.  Is has can d rolls for the all a D6 le all a be real wou apons in hase, an ohase an are with	lity has slain any mode in number of models it his rule. This unit cannot used any enemy mode for its Malignatas beam of the Shooting phase, the Shooting phase, the sy enemy units targeting of it (except for it ins a bonus to its save)	has slain. not be head el to be ren n cannon a n the battl 6" suffers l his model ng this uni harge durin	Each of led of noved as a and discard efield. On D6 mortal can use its t subtract 1	s		
FACTION KEYWORDS	half of t	the mod	lel is obs	cured fi	rom the	firer.	TIC AST	SHALL SHOULD STATE					- Carrier		
KEYWORDS	TITAN	NIC, V	EHICL	E, HEI	LLFOR	GED,	HELLFO	ORGEI	CER	BERUS HEAVY DE	STROYI	ER	)		

25 tower	J.				GEI SIE(				N	DAMAGE Some of a Hellforge change as it suffers							
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	M	WS	BS				
Hellforged Typhon	*	*	*	8	9	22	7	9	2+	17-22+	10"	5+	2+				
A Hellforged Typhon is an infernal hunger.	a single mod	lel. It is	equippe	d with	a dreadh	ammer	siege cai	nnon and	d	6-16 1-5	5" 3"	4+ 3+	3+ 4+				
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	1-5	5.	2.7	9.7				
Infernal hunger	Melee	Me	lee		User	-3	1	124					172				
Heavy bolter	36"	He	avy 3		5	-1	1	275									
Lascannon	48"	He	avy 1		9	-3	D6	<u> </u>					7.3				
Dreadhammer siege cannon	24"	Не	avy 2D6		10	-5	3	then	the rang	does not move in the l se of this weapon is incr ne current turn.		COMPRESSOR STATE					
Havoc launcher	48"	Не	avy D6		5	0	1	<u></u>					300				
WARGEAR OPTIONS											mbi-weapo	ons list.					
ABILITIES	duration of the current turn.																
	control	ling pla	yer's tur	n. It ma ust targ	ay fire its et other i	tacks made against this unit.  ay Fall Back in the Movement phase and still shoot and/or Charge during the fire its weapons if enemy units are within 1" of it (except for its dreadhammer other units). In addition, this model only gains a bonus to its save in cover if at											
	3.67 (C.E.) (C.E.) (C.E.)	lf of the	model	is obsci	ured fron	n the be	earer.										
FACTION KEYWORDS	least ha	siege cannon which 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.  CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>															

35 ower	1808		FOI	≀G]	ED :	FE)	LLB	LA	DE	DAMAGE Some of a Hellforge characteristics char	ige as it su		nage
NAME	М	WS	BS	S	ī	W	A	Ld	Sv	battle, as shown bel	low:	WS	1
Hellforged Fellblade	*	*	*	9	9	26	8	9	2+	14-26+	10"	5+	3
A Hellforged Fellblade is	_						lter, dem	olisher	cannon,		7"	4+	4
two quad lascannon, a fe	llblade accel RANGE	erator o	100	nd an e	ternal hu g	inger.	D	ABILIT	TIFS	1-6	4"	3+	5
Eternal hunger	Melee	Me	1201		User	-3	D3	- AUILI	IILU				
Twin heavy bolter	36"		avy 6		5	-1	1	41					
Quad lascannon	48"		avy 4		9	-3	D6	-					7
Laser destroyer	36"		avy I		12	-4	D6	addit dama	ional D age is in	n successfully inflicts of 6. On a result of a '3-5' creased to 2D6. On a r nage is increased to 3I	the weap esult of a	ons	
Demolisher cannon	24"	Не	avy D3		10	-3	D6			ing units with five or r Type to Heavy D6.	nore mod	els, change	2
Fellblade accelerator cannon	When f	iring th	is weapo	n, selec	t one of	the two	profiles	below:					
- HE shells	100"	00" Heavy 2D6 8 -3 1 When attacking units with five or more models, the dice rolled to decide the number of shots fired may be re-rolled.											
- AE shells	100"	He	avy 2		14	-4	6	-					
Twin heavy flamer	8"	He	avy 2D6		5	-1	1	This	weapon	hits its target automat	ically.		-1
Havoc launcher	48"	He	avy D6		5	0	1	22					
WARGEAR OPTIONS  ABILITIES	A He     A He     Machin     other th	ellforged ellforged na Mali nan thro	d Fellblad fica: At tl ough Ove	le may le may ne end rwatch	replace i also be e of any tu attacks,	ts twin quippe irn in w roll a n	heavy bod d with a hich a unumber o	olter with havoc la nit with of D6 equ	h a twin uncher this abil ual to th	stroyers.  heavy flamer.  or one item from the G  lity has slain any mode  e number of models it  his rule. This unit can	els in the F has slain.	ight phase Each of	_
	wounds  Contain  roll of a	by any  nment  6 it exp	other mo Breach: I plodes an	eans in f this n d the h	the sam nodel is ellish en	e turn a reduced ergies a	s this ab to 0 wo t its core	ility is u unds, ro are unl	sed. Il a D6 l eashed a	pefore removing it from and each unit within 2 ands instead.	m the battl	efield. On	
	smoke l	launche	ners: Onc ers. Until ls for Sho	the con	trolling	player's	next Sho	ooting p	apons ir hase, an	n the Shooting phase, t y enemy units targetir	this model ng this uni	can use it t subtract	s 1
	controll quad la are with	ling pla scanno nin 1" o	yer's turn n, laser d	. It may estroyed ther gu	y fire its rs, havoo ns must	weapon launch target o	s if enen ners or w other uni	ny units eapons f its). In a	are with from the	d still shoot and/or chain 1" of it (but only its e <i>Combi-weapons</i> list c this model only gains	s 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 30wer	1000				ED	DAMAGE Some of a Hellforged Falchion's characterist change as it suffers damage in battle, as shown below:										
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	WS	BS			
Hellforged Falchion	*	*	*	9	9	26	8	9	2+	14-26+	10"	5+	3+			
A Hellforged Falchion is a twin volcano cannon a				ed with	a twin h	eavy bo	lter, two	quad la	scannon	7-13 1-6	7" 4"	4+ 3+	4+ 5+			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			3501	350			
Eternal hunger	Melee	Me	lee		User	-3	D3	)( <u>*</u>								
Twin heavy bolter	36"	He	avy 6		5	-1	1	17 <del>7</del>								
Quad lascannon	48"	He	avy 4		9	-3	D6	9 <b>4</b> 4					100			
Laser destroyer	36"	He	avy 1		12	-4	D6	addit dama	ional De	on successfully inflicts damage, roll an D6. On a result of a '3-5', the weapon's acreased to 2D6. On a result of a '6', the mage is increased to 3D6.						
Twin volcano cannon	120"	He	avy 2D6		16	-5	2D6			oll failed wound rolls when targeting aits with this weapon.						
Twin heavy flamer	8"	He	avy 2D6		5	-1	1	This	weapon	hits its target automatic	ally.					
Havoc launcher	48"	He	avy D6		5	0	1	15 <del>70</del>								
WARGEAR OPTIONS ABILITIES	A He     A He     Machin     other these di	ellforged ellforged na Mali nan thro ice that	d Falchio d Falchio fica: At to ough Ov scores a	on may on may the end erwatch result o	also be e of any tu n attacks,	ts twin quippe irn in w roll a r ls one v	heavy bo d with a which a u number o vound or	olter with havoc land it with of D6 eq on the un	h a twin uncher of this abilual to thit it with the	heavy flamer. or one item from the Collity has slain any model te number of models it l his rule. This unit cannot	s in the Fi nas slain. I	ght phase, Each of				
	Contai On a ro	nment oll of a 6	Breach:	If this i	model is	reduced ish ene	d to 0 wo	unds, ro s core a	oll a D6 l re unleas	before removing it from shed. Each model withi rtal wounds instead.						
	smoke	launche	rs. Until	the co		player's	next Sh	ooting p		n the Shooting phase, th ny enemy units targeting						
	control quad la are witl	<b>Steel Behemoth:</b> This model may Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (but only its twin heavy bolters, quad lascannon, laser destroyers, havoc launchers or weapons from the <i>Combi-weapons list</i> can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.														
FACTION KEYWORDS	CHAC	)S, <m< td=""><td>ARK C</td><td>F CH</td><td>AOS&gt;, I</td><td>HERE'</td><td>TIC AS</td><td><b>FARTE</b></td><td>S, <le< td=""><td>GION&gt;</td><td></td><td></td><td></td></le<></td></m<>	ARK C	F CH	AOS>, I	HERE'	TIC AS	<b>FARTE</b>	S, <le< td=""><td>GION&gt;</td><td></td><td></td><td></td></le<>	GION>						

42 fower			500		ED 1				803	DAMAGE Some of a Hellfor change as it suffe shown below:				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	Void Skie
Hellforged Mastodon	*	*	*	9	9	30	8	9	2+	16-30+	10"	5+	3+	5+
A Hellforged Mastodon is	967					lflamer	s, two la	scannon	,	8-15	7"	4+	4+	6+
one skyreaper battery, a sie	ASS	100000000000000000000000000000000000000	100	nal hur	120	ΛD	п	ADILI	rice	1-7	4"	3+	5+	7+
WEAPON Transport Incompany	RANGE	TYP	10.00		S	AP	D2	ABILIT	lita					
Eternal hunger	Melee 48"	Mel			User	-3 -3	D3 D6	#5 ***						63
Lascannon Hellflamer	48 8"		vy 1 vy D6		9	-1	2	- Attac	lee mad	e by this weapon au	tomatic	ally hi	+	90
Skyreaper battery	48"		vy 8		7	-1	5	Add targe for th	I to all l ts that c nis weap	nit rolls made for th an <b>FLY</b> . Subtract 1 i on against all other	is weap from th targets	on aga e hit re	inst olls ma	nde
Siege melta array	12"	Hea	vy 4D3		9	-4	D6	two d		s within half range on inflicting damage				the
WARGEAR OPTIONS	• None	e.												18
ABILITIES	other the these di wounds Contain	nan thro ice that s s by any nment I	ugh Ove scores a other m <b>3reach:</b> l	erwatch result o eans in If this n	attacks, of 5+ heal the same	roll a n ls one w e turn a educed	umber of ound or s this ab to 0 wo	of D6 equ the uni ility is u unds, ro	ial to th it with th sed. ll a D6 l	lity has slain any models e number of models his rule. This unit ca before removing it follows:	s it has annot b rom the	slain. I e heale e battle	Each o ed of efield.	f On
	In the I a Hellfo controll models  Smoke smoke I from all Void SI barriers impact kind of	Belly of orged Maling play for the Launchellauncher hit roll of high-saving to	the Beast astodon, wer, is sla Machina ers: Once is for Show A Hellfor e project energy a hrow wh	st: At the roll a I in. The Malifice per goting a ged Malificed out attacks which the	, in which ne end of D6. On the number ca ability game, insentrolling attacks m astodon i at a dista and miss e controll	any Mone roll of moderat the ead of splayer's ade against ling playing	suffers ovement of a '1', or els remo end of the shooting next Shooting ted by so ted by so inst their l inst their	phase in the mode oved due turn. In gar opt to us	rtal wou n which of from a to the of apons in hase, an ed void s ayers an ne term e instead	one or more units of disembarking unit effects of this rule are the Shooting phase by enemy units targed and designed to deflects, void shields are red of their normal sa	disemba , chosen e coun e, this re eting the ear-imp ct and a epresent	arks from the design the design the design the design to the design to the design that the design the design that the design thas the design that the design that the design that the design tha	om e slain can us subtra ble the a unic	e its act 1
	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 Hellforged Mastodon, with the mortal wound being ignored if the save roll is passed.  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													

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

TITANIC, VEHICLE, TRANSPORT, HELLFORGED, HELLFORGED MASTODON

**FACTION KEYWORDS** 

NAME	M	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	with tw	vo Helst	orm car	ınon.	100						
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Helstorm cannon	36"	Each time you roll a wound roll of 6+ for this we 36" Heavy 2 6 -2 3 the target suffers a mortal wound in addition to other damage.											
Lascannon	48"	Hea	vy 1		9	-3	D6	500					
WARGEAR OPTIONS	This i	nodel r	nay repl	ace its t	wo Hels	torm car	non wi	th two la	ascannon.				
ABILITIES	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												
	contribu pivot it a	Preternatural Manoeuvrability: 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. You may then if you wish pivot it again up to 90° to face a new direction. When this model Advances, increase its Move characteristic by 20 until the end of the phase – do not roll a dice.											
		ore any	embark						06 before removing the model from the battlefield and explodes, and each unit within 6" suffers D3				
	Skyborn Predator: When targeting units that can FLY, add 1 to your hit rolls for this model.												
	Skyboli												
FACTION KEYWORDS									S, EYRINE CULTS, <legion></legion>				

12 ower		CH	IAO	S I	HEL	LΊ	'AL	ON		DAMAGE Some of a Hell Tale as it suffers damag			hang	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	BS	- 1	
Hell Talon	*	6+	*	7	7	12	(*	8	3+	7-12+	20"-60"	3+		
A Hell Talon is a single	model. It is e	10700	l with a l		n canno	558860	ı lascann	73.5	1.774.1	4-6	20"-40"	4+	Γ	
and a cluster of pyrax in						2000000				1-3	20"	4+		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES					
Helstorm cannon	36"	Не	avy 2		6	-2	3	the t	- 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1	ou roll a wound roll o ıffers a mortal wound ge.				
Havoc launcher	48"	He	avy D6		5	0	1	-						
Twin lascannon	48"	He	avy 2		9	-3	D6	Ξī.						
WARGEAR OPTIONS			may repl							: rp-pulse bombs or Ba				
	<ul> <li>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</li> <li>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.</li> <li>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.</li> </ul>													
	Daemo	nic Ma	chine Sp	irit: Ig	nore the	-1 to hi	t modifie	er for m	oving a	nd shooting Heavy w	eapons for th	nis mode	1.	
	bombir has mo of 20 D mortal †Warp-	ng run a ved, pic 6. Add wound. <b>pulse</b> B	gainst a k an ene l to the i	single e my uni results o	nemy un t that it it of the did r battle,	nit it mo flew ove ce if the a Hell T	ves over r then ro target is alon equ	during oll a D6 i INFAN	one of for ever TRY . F		After the He up to a maxin ne unit suffer	ell Talon num rs a ing run		
	*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.													
	bombir has mo the uni	ng run a ved, pic t, or a si	gainst a k an ene	single e my uni for eve	nemy until that it is ry other	nit it mo flew ove model i	ves over r, then ro	during oll 6D6 t	one of for each	vith Baletalon shatter of its Movement phases. In VEHICLE, BUILDI imum of 6D6. For eac	After the He NG or MON	ell Talon ISTER in	n	

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

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

VEHICLE, FLY, CHAOS HELL TALON

**FACTION KEYWORDS** 

18 (18)		CHA AS	AOS SSA	S ST UL	[Ο] Γ G	RM UN	EA SH	GLI IP	3	DAMAGE Some of a Chaos S characteristics cha				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	shown below:  REMAINING W	М	BS		
Storm Eagle Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	- 4	
A Chaos Storm Eagle Assa a vengeance launcher and				del. It is	equipp	ed with	a twin h	eavy bol	ter,	4-7 1-3	20"-30"	4+ 4+	D	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	13	20	( <b>4</b> )		
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	些						
Vengeance launcher	48"	Hea	vy 2D6		5	-1	1							
Hellstrike missiles	72"	Hea	vy 2		8	-3	3	4						
Twin lascannon	48"	Hea	vy 2		9	-3	D6	177						
Balefire missiles	36"	Hea	vy 2D3		6	-1	D3			ed by this weapon do throws for being in c		bonus to	<b>D</b>	
Twin multi-melta	24"	Hea	ivy 2		8	-4	D6	two c		is within half range o en inflicting damage			e	
Havoc launcher	48"	Hea	vy D6		5	0	1	-						
Reaper autocannon	36"	Hea	vy 4		7	-1	1	20						
TRANSPORT	The 1 The Ch	aos Stor akes up	nay repla m Eagle the spac	can tra	nsport :	20 <b><leg< b=""></leg<></b>	GION> I	NFANT	RY mo	or two twin lascannor dels (each TERMINA STRUCTION mode	TOR and J			
ABILITIES	Airbor	ne: This I in the	model c Fight ph	ase by 1	inits th	at can Fl	LY.			t can <b>FLY</b> , and can o			se.	
	Superso the mod	onic: Ea	ch time es), and	this mo	del mo	ves, first model s	pivot it traight f	on the sports.	oot up t Note t	o 90° (this does not o hat it cannot pivot ag 20" until the end of tl	contribute to ain after the	how far initial		
	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.													
	become	s 20" un		nd of th	e phase	, and it l				declare it will hover. I to Hit and Supersor			ic	
	Daemo	nic Mac	chine Sp	irit: Igr	ore the	-1 to hi	t modifi	er for me	oving a	nd shooting Heavy w	eapons for tl	nis mode	1.	
FACTION KEYWORDS	THE CONTRACT RANGE	NUMBER OF STREET	A COLORDON SEE	CHAPTER STATE	F 2 3 4 7 1 0	outroits yet artists	- AND THE TAX - 100	THE RESERVE OF THE SAME		RINE CULTS, <le< td=""><td>COLOR DO COLOR DE CO</td><td></td><td><math>\neg</math></td></le<>	COLOR DO COLOR DE CO		$\neg$	
KEYWORDS	VEHIC	CLE, T	RANSP	ORT,	FLY, C	HAOS	STOR	M EAG	LE AS	SAULT GUNSHIE	)	J-VIII		

NAME Fire Raptor Gunship A Chaos Fire Raptor Gunsh	M *	WS	BS S	7170			IP		change as it suffers	5, 10		101
Fire Raptor Gunship	*				W	A	Ld	Sv	REMAINING W	M	BS	10
	in is a sinc	6+	* 8		16	*	9	3+	8-16+	20"-45"	3+	- 2
two quad heavy bolters and				pped with	a twin a	venger be	olt canno	on,	4-7 1-3	20"-30" 20"	4+ 4+	I
WEAPON	RANGE	TYPE		S	AP	0	ABILIT	TIES				
Twin avenger bolt cannon	36"	Heav	y 10	6	-2	2	些					
Reaper battery	36"	Heav	y 6	7	-1	1	-					
Quad heavy bolter	36"	Heav	y 12	5	-1	1	-					
Hellstrike missiles	72"	Heav	y 2	8	-3	3	177.1					
Twin lascannon	48"	Heav	y 2	9	-3	D6	, <del></del> , -:					
Balefire missiles	36"	Heav	y 2D3	6	-1	D3		THE PARTY OF THE P	ed by this weapon do throws for being in co		bonus to	2000
WARGEAR OPTIONS			ay replace i ay replace it						batteries. or two twin lascannon			
ABILITIES			nodel cann ight phase				ged by u	nits tha	t can FLY, and can or	nly attack or	be	
							olls for a	ittacks	that target this model	in the Shoot	ting phase	2.
	the mod	el move	s), and ther	move the	model s	traight fo	orwards.	Note t	to 90° (this does not contact that it cannot pivot again 20" until the end of the	ain after the	initial	
		ore any e							e removing the mode blodes, and each unit			
	becomes	s 20" unt		f the phase	, and it			ACCUST A PROPERTY OF STREET, AND ADDRESS OF S	declare it will hover. I to Hit and Superson			С
	Daemor	nic Macl	nine Spirit:	Ignore the	-1 to hi	t modifie	er for mo	oving a	nd shooting Heavy we	eapons for th	is model.	
FACTION KEYWORDS	CHAO	S, <ma< td=""><td>RK OF C</td><td>HAOS&gt;,</td><td>HERE</td><td>TIC AS</td><td>TARTES</td><td>s, EYI</td><td>RINE CULTS, <le< td=""><td>GION&gt;</td><td></td><td></td></le<></td></ma<>	RK OF C	HAOS>,	HERE	TIC AS	TARTES	s, EYI	RINE CULTS, <le< td=""><td>GION&gt;</td><td></td><td></td></le<>	GION>		

VEHICLE, FLY, CHAOS FIRE RAPTOR ASSAULT GUNSHIP

42 bws	C)	HA AS	OS SSA	TI UI	IUI T	DAMAGE Some of a Chaos Thunderhawk Gunship's characteristics change as it suffers damage, a									
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	shown below:  REMAINING W	M	BS	٨		
Chaos Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+	24-30+	20"-50"	2+	<b>A</b>		
A Chaos Thunderhawk ( four twin heavy bolters,						l with a	Thunderh	awk hea	vy cannon,	15-23 8-14	20"-40" 20"-30"	3+ 4+	4		
WEAPON	RANGE	TYF			S	AP	D	ABILIT	TIES	1-7	20"	5+	2		
Twin heavy bolter	36"	Не	avy 6		5	-1	1	923	ALCO III						
Lascannon	48"	Не	avy 1		9	-3	D6	122					19		
Hellstrike battery	72"	Не	avy 4		8	-3	3	924							
Reaper battery	36"	Не	avy 6		7	-1	1	9.5					1		
Thunderhawk heavy cannon	48"	Не	avy 2D	6	8	-2	D6	s <del>=</del>							
Turbo-laser destructor	96"	Не	avy D3		16	-4	2D6	100		of a 6 made with this ional D3 mortal wou					
Balefire missiles	36"	36" Heavy 2D3 6 -1 D3 Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.  • This model may replace its Thunderhawk heavy cannon with a turbo-laser destructor.													
TRANSPORT	The Cha JUMP P the spac	os Thu PACK n e of thr	nderhav nodel ta	wk Gui kes up	nship ca the spa	an trans ace of tw	port 30 < o other n	LEGION nodels, a	nd each CU	FRY models (each T ULT OF DESTRUCT LRY models, these a	TON model	takes up	of		
ABILITIES	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											1			
	Superso model n	hat targ nic: Eachoves),	et this r ch time and the	nodel i this m n move	n the So odel mo the mo	hooting oves, firs odel stra	phase. t pivot it o ight forw	on the sp ards. Not	ot up to 90 te that it car	onent must also subt  of this does not contri  nnot pivot again after  of the phase – do not	ibute to how the initial pi	far the			
									5+ invulner		ron a dice.		1		
	Crash a	nd Bur	n: If this	s mode	l is redu	aced to 0	) wounds,	roll a De	6 before ren	noving the model fro des, and each unit wit					
	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.														
	Daemor	nic Mac	hine Sp	oirit: Ig	nore th	e -1 to h	it modifie	er for mo	oving and sl	nooting Heavy weapo	ns for this m	odel.			
	bombs c the Chao or <b>MON</b>	Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model.  Thunderhawk Cluster Bombs: Once per battle a Chaos Thunderhawk Gunship equipped with Thunderhawk cluster bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After 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.													
FACTION KEYWORDS	CHAO	S, <m.< td=""><td>ARK C</td><td>F CH</td><td>AOS&gt;</td><td>, HER</td><td>ETIC AS</td><td>STARTI</td><td>ES, EYRII</td><td>NE CULTS, <leg< td=""><td>ION&gt;</td><td></td><td></td></leg<></td></m.<>	ARK C	F CH	AOS>	, HER	ETIC AS	STARTI	ES, EYRII	NE CULTS, <leg< td=""><td>ION&gt;</td><td></td><td></td></leg<>	ION>				
KEYWORDS	TITAN	IC, V	EHICI	E, TR	ANSF	ORT,	FLY, CH	AOS T	HUNDER	RHAWK ASSAULT	<b>GUNSHI</b>	P			

<b>50</b>	C]	TO	OS RM	SO IBI	KA RD	R P. GU	AT'I JNS	ER HII	P	DAMAGE Some of a Chac characteristics battle, as shown	change as			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A	VOID S
Chaos Sokar Pattern Stormbird	*	6+	*	10	9	40	*	9	3+	30-40+	20"-50"	2+	6	4-
A Chaos Sokar Pattern St	ormbird is:	a single	model 1	It is eau	ipped w	ith four	twin las	cannon.		20-29	20"-40"	3+	4	5-
three twin heavy bolters				it is equ	ippea ii	mi rour	CTVIII IGG	cumon,		10-19	20"-30"	4+	3	6-
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-9	20"	5+	2	7-
Twin heavy bolter	36"	Hea	ıvy 6		5	-1	1	¥3:						
Twin lascannon	48"	Hea	vy 2		9	-3	D6	70						
Dreadstrike missiles	120"	Hea	vy 4		10	-3	2D3	-						
Reaper battery	36"	Hea	ıvy 6		7	-1	1	20						
WARGEAR OPTIONS	• The	model n	nay repla	ace any	of its tw	in heavy	bolters	with rea	per bat	ttery.				
ABILITIES	a single disemb	CHAO arking,	S RHIN	O, inch no may o	uding its only exi	own tra	ansporte rear of t	d mode he Chac	ls, occu s Soka	s Sokar Pattern Sto pying 25 models' r Pattern Stormbir can <b>FLY</b> , and can o	worth of sp d.	oace. V	Vhen	
ADILITIEU			by units			an only c	re emarge	d by dil	ito tiiat	can I LI, and can	my attack	or oc a	ttuck	cu m
	Superso model 1	onic: Ea	ch time and ther	this mo	del mov	el straigl	oivot it on nt forwar	n the spo rds. Note	that it	90° (this does not cannot pivot agair l the end of the ph	after the in	nitial p	ivot.	
	Void-ha	ardened	Hull: T	he Chao	os Sokar	Pattern	Stormbi	rd has a	5+ invu	ilnerable save.				
	before a		arked m							removing the modes, and each unit w				
	become	es 20" un		nd of the	e phase,	and it lo				declare it will hove sal Flyer and Super				
	Daemo	nic Mac	hine Sp	irit: Ign	ore the	1 to hit	modifier	for mov	ving and	d shooting Heavy v	weapons for	r this n	nodel	1.
	impene the imp unique save aga are una In this o being ig operation	trable bact of his kind of a hinst any ffected bacase how anored if ons and	arriers of igh-eners saving the form of y the Alvever, roll f the save	f force p gy attac nrow wh f attack of P of an a ll one di e roll is p e Sokar i	rojected ks and raich the except frattack, but ce for ea passed. V	out at a nissiles a controlli om wea ut unlike ach mort Void shie ged, the o	distance gainst the ng playe pons with invulner al wound elds mus	e from the f	eir hull game te t to use elee typ ves, they as been tinuous	d by specialised vols in layers and des rms, these void shi instead of their note. Like invulnerably may also be used inflicted on the Soly re-energised and void shields is red	igned to de elds are rep ormal save of le saves, voi to negate r kar, with the d renewed i	eflect a present or invuid shie nortal ne mor n com	nd ab ed by ilnera ld sav wour tal wo bat	osorb y a able ves nds. ound
	previou projecti	sly), and ng its vo	l does no oid shield	ot move ds beyor	at all du nd its hu	ring the	turn, yo start of t	u may d he Move	eclare t ement p	ng the Hover Jet ab hat the Chaos Sok hase. If this is the o ttern Stormbird's h	ar Pattern S case, the vo	Stormb id shie	ird is	

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

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

**FACTION KEYWORDS** 

11 ower		(	CHA IN'I	AOS l'ER	X CE	IPH PT	ION OR			DAMAGE Some of Chaos Xip characteristics cha shown below:	phon Interce nge as it suf	ptor's fers damage,
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS
Chaos Xiphon Interceptor	*	6+	*	6	7	10	2	8	3+	6-10+	20"-70"	3+
A Chaos Xiphon Interceptor and a Soulstalker missile lau		le mode	l. It is eq	luipped v	vith tv	vo twin l	ascanno	n		3-5	20"-40"	4+
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES	1-2	20"	5+
Twin lascannon	48"	Hea	vy 2		9	-3	D6	23				
Soulstalker missiles	60"	Hea	vy D3		7	-2	2	the ta	arget su	ou roll a wound roll o ffers a mortal wound rmal damage.		
WARGEAR OPTIONS	• None	2.										
ABILITIES	in the F Hard to Pretern	ight pha Hit: Yo atural N	se by un ur oppor Aanoeuv	its that can nent mus rability:	n FLY t subti Each	ract 1 fro time this	m hit rol model n	ls for at	tacks th	can <b>FLY</b> , and can only at target this model in at it on the spot up to 9 ght forwards. You may	the Shooting	g phase.
	it again	up to 90	o to face		rection					crease its Move chara		CONTRACTOR OF THE PROPERTY OF
	and befo		embarke							removing the model frodes, and each unit w		
	Termin	al Targe	ting: Igr	nore the -	1 to hi	it modifi	er for mo	oving an	d shoot	ing Heavy weapons fo	or this model.	
	Skybor	n Preda	tor: Whe	en targeti	ng uni	its that ca	an FLY, a	dd 1 to	your hi	t rolls for this model.		
FACTION KEYWORDS	CHAC	S, <m< td=""><td>ARK O</td><td>F CHAC</td><td>OS&gt;,</td><td>HERET</td><td>IC AST</td><td>ARTE</td><td>S, EYI</td><td>RINE CULTS, <le< td=""><td>GION&gt;</td><td></td></le<></td></m<>	ARK O	F CHAC	OS>,	HERET	IC AST	ARTE	S, EYI	RINE CULTS, <le< td=""><td>GION&gt;</td><td></td></le<>	GION>	
KEYWORDS	VEHIC	CLE, FI	Y, CH	AOS XI	РНО	N INTI	ERCEP	FOR				



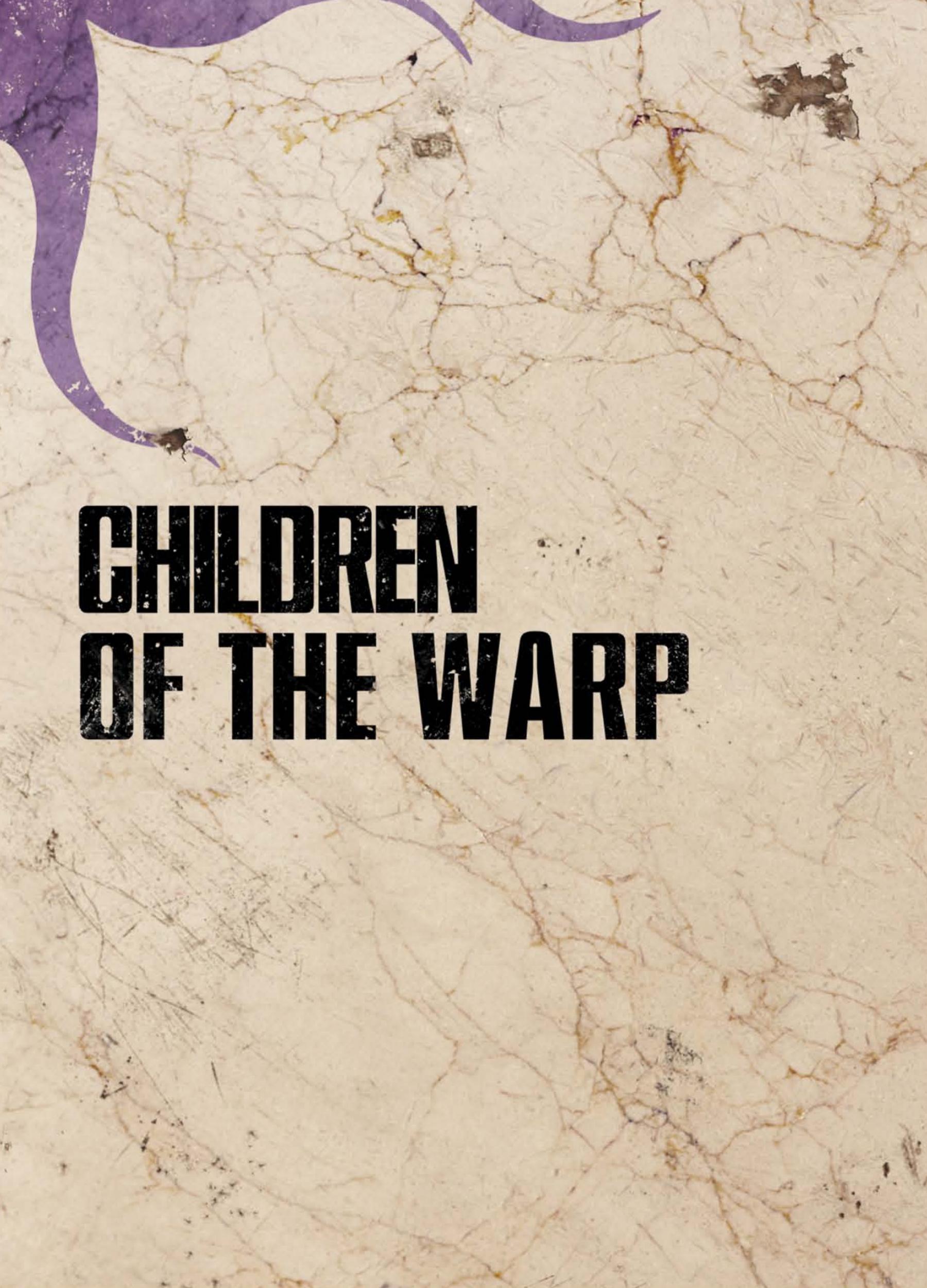
R S S S S S S S S S S S S S S S S S S S		Z			R T				LER RS
NAME	M	WS	BS	S	I	W	A	Ld	Sv
Zhufor the Impaler	5"	2+	2+	5	4	7	5	9	2+
Zhufor the Impaler is a s Terminator armour. Onl							nos, a De	emnos be	olter and the Skulltaker axe. He also wears a suit of
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES
Demnos bolter	24"	Rap	id Fire 2		4	-1	1	<u>=</u>	
Claw of Demnos	Melee	Mel	ee		x2	-3	D3		n attacking with this weapon, you must subtract 1 the hit roll.
Skulltaker axe	Melee	Mel	ee		User	-2	2	roll o	n targeting a <b>CHARACTER</b> model, every wound of 6+ inflicts becomes AP -4 and Damage 3. Roll of for these wounds separately,
WARGEAR OPTIONS	• None	3.							
ABILITIES	it can, it same we Sigil of	f it was teapon. T	targeting These extr otion: The	an IM ra attac e mode	PERIUN cks canno el has a 4	f unit, i ot them + invul	mmedia selves ge nerable s	tely malenerate a	for a model with this ability in the Fight phase, ke an extra attack against the same unit using the any further attacks.  ly SKULLTAKERS units within 6" of this model.
	instead	of placi	ng him oi	n the b	attlefield	l. At the	end of	any of yo	e Impaler in the teleportarium of his grand cruiser our Movement phases, Zhufor the Impaler can use a nore than 9" away from any enemy models.
	Favour Psychic		Blood Go	d: Zhu	ifor the I	mpaler	may atte	empt to	deny one psychic power a turn in each enemy
			ter: Such s they ma		fear enge	ndered	by Zhuf	for that e	enemy units within 6" must add 1 to the result of
FACTION KEYWORDS	CHAO	S, KH	ORNE, I	HERE	ETIC AS	START	ES, SK	ULLTA	KERS
KEYWORDS	CHAR	ACTE	R, INFA	NTRY	у, СНА	OS LO	RD, T	ERMIN	ATOR, ZHUFOR THE IMPALER

		-	RCH	12-2	CEN	JR O			
NAME	M	WS	BS	S	T	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	a single mo ay be includ	del. He ded in y	is equip our arm	ped wit y.	h a taint	ed force	blade a	nd a pox	pistol, blight grenades and krak grenades.
WEAPON	RANGE	TYP			S	AP	0	ABILIT	TES
Pox pistol	12"	Pist	ol 1		4	-1	2	π)	
Tainted force blade	Melee	Mel	ee		+1	-2	D3	You c	an re-roll wound rolls of 1 for this weapon.
Blight grenade	6"	Gre	nade D6	5	3	0	1	You c	an re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Gre	nade 1		6	-1	D3		
WARGEAR OPTIONS	None								
ABILITIES	Death t	o the Fa							for a model with this ability in the Fight phase,
ABILITIES	Death to it can, it same we be	to the Far f it was the eapon. The tingly Repond.	argeting hese ex esilient	g an <b>IM</b> tra attac Each t	PERIUM eks cann ime Nec	I unit, i ot them rosius tl	mmedia selves ge	tely mak enerate a ing loses	for a model with this ability in the Fight phase, te an extra attack against the same unit using the ny further attacks.  To a wound, roll a D6; on a roll of 5 or 6, he does not be a wound.
ABILITIES	Death to it can, it same we be same we lose a we sigil of	tingly Round.  Corrup	argeting These ex esilient etion: The	tra attach Each the mode	PERIUM eks cann ime Nec el has a 4 You ma	I unit, i ot them rosius the	mmedia selves ge he Undy nerable s	tely makenerate a ing loses	te an extra attack against the same unit using the ny further attacks.
ABILITIES	Death to it can, it same we be same we lose a we sigil of this mo	tingly Round.  Corruporcerer del duri	argeting These ex esilient of the Tong the Follower	an IM tra attac Each t e mode ainted: light ph hen wit	PERIUM ks cann ime Nec el has a 4 You ma	I unit, i ot them rosius the l+ invul y add 1	mmedia selves ge he Undy nerable s to your l	tely makenerate a ing loses save.	te an extra attack against the same unit using the ny further attacks.  s a wound, roll a D6; on a roll of 5 or 6, he does not
ABILITIES PSYKER	Death to it can, it same we be same we be be be a we be be be a we be	tingly Round.  Corruporcerer del duri of the I ingly Re us can a powers	argeting these ex esilient of the T ng the F Dead: W esilient a ttempt to in each	tra attach tra attach Each tra Each tra enemy	PERIUM Eks cann Ime Nec El has a 4 You ma ase. hin 6" o	of them rosius the ros	mmedia selves ge he Undy nerable s to your l	tely makenerate a ing loses save.  Save.  Mit rolls for the same save.  Save save.	te an extra attack against the same unit using the ny further attacks.  To a wound, roll a D6; on a roll of 5 or 6, he does not for any friendly THE TAINTED units within 6" of the units can re-roll results of a 1 for their friendly Psychic phase, and attempt to deny three ite psychic power and three psychic powers from
	Death to it can, it same we be same we be same we be same we be same as we same as	tingly Round.  Corruporcerer del duri of the I ingly Re us can a powers itagion of	argeting These ex esilient of the T ng the F Dead: W esilient a ttempt to in each disciplin	tra attach tra attach Each tra Each tra einted: Tight ph hen with bility. To maniferemy e (see V	PERIUM Eks cann Ime Nec El has a 4 You ma ase. hin 6" o fest two Psychic Varhamr	ot them rosius the ros	mmedia selves ge he Undy nerable s to your l sius, PO powers He know	tely makenerate along loses save.  Save.  Mit rolls for the Smilex Chao	te an extra attack against the same unit using the ny further attacks.  To a wound, roll a D6; on a roll of 5 or 6, he does not for any friendly THE TAINTED units within 6" of the units can re-roll results of a 1 for their friendly Psychic phase, and attempt to deny three ite psychic power and three psychic powers from

7 Zower			M		ORD er of				SS			
NAME	M	WS	BS	S	I	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					c Blade of	Venom	and a co	ombi-m	eltagun, frag grenades and krak grenades.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Black Blade of Venom	Melee	Mel	lee		User	-2	3		1 to all wound rolls for this weapon against any et that is not a <b>VEHICLE</b> .			
Combi-melta			g with th or this v			ose one	or both	of the pi	rofiles below. If you choose both, subtract 1 from all			
- Bolter	24"	Rap	id Fire	1	4	0	1	27				
- Meltagun	12"	Ass	ault 1		8	-4	D6	two c	e target is within half range of this weapon, roll dice when inflicting damage with it and discard the st result.			
Frag grenade	6"	Gre	nade De	6	3	0	1	=				
Krak grenade	6"	Gre	nade 1		6	-1	D3	: <del></del> :				
WARGEAR OPTIONS	• None											
ABILITIES	it can, it same w	f it was t eapon. ' f <b>Dark</b> N	targeting These ex <b>Majesty:</b>	g an <b>IN</b> tra atta The m	IPERIUN icks cann iodel has	1 unit, i ot them	mmedia selves ge	tely 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.  In addition, subtract 1 from all hit rolls made			
	against it in the Shooting phase.  Lord of the Faithless: You may add 1 to Advance and Charge rolls for any friendly THE FAITHLESS units within 6" of this model.											
	Arch-vi		The state of the s	where	Stratager	ns are b	eing use	d, if Ark	kos is your warlord you gain +1 Command points at			
									where on the battlefield that is not within your emy unit.			
FACTION KEYWORDS	CHAO	S, HE	RETIC	ASTA	RTES,	ГНЕ Б	AITHL	ESS OI	R ALPHA LEGION			
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Х, СНА	OS LC	RD, LO	ORD A	RKOS			

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Hellwright	6"	3+	2+	5	5	5	3	9	2+
A Chaos Hellwright is a frag grenades and krak		. It is ec	uipped v	with ar	n infernal	axe, me	chatend	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	27	
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 / EHICLE.
Soulburner pistol	12"	Pist	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.
Frag grenade	6"	Gre	nade D6		3	0	1	<b>⇒</b> 7	
Krak grenade	6"	Gre	nade 1		6	-1	D3	73	
Flamer	8"	Ass	ault D6		4	0	1	This	weapon hits its target automatically.
WARGEAR OPTIONS	• None								
ABILITIES	it can, it same we same we Inferna Gift of the Leaders	f it was teapon. The Hellship cha	targeting These exi etics: The Iforge: A	an IN tra atta nis mo ny HI ics.	IPERIUM ocks canno del heals o ELLFORG	I unit, i ot them one wou SED mo	mmedia selves ge ind at th odels wit	tely malenerate and start of the start of the him 6" of	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.  Of the Hellwright adds +1 to their Attacks and
	can FLY within	ON ENG () within 18". Roll	GINE/Q n 1". Tha l a D6; o	UEST t 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	Hellwright can repair a single <legion>/ ECHANICUS VEHICLE (other than models that lwright can instead curse a single enemy VEHICLI nortal wound. A VEHICLE cannot be repaired or the same turn.</legion>
SARES NEW YORKS PROPERTY.			DIZO	CII	AOCS I	IEDET	TC AST	CADTE	C ALECTON, OR DARK MECHANICHE
FACTION KEYWORDS	CHAO	)S, <m< td=""><td>ARK O</td><td>FCH</td><td>AUS&gt;, F</td><td>LEKEI</td><td>IC AS</td><td>IAKIE</td><td>S, <legion> OR DARK MECHANICUS</legion></td></m<>	ARK O	FCH	AUS>, F	LEKEI	IC AS	IAKIE	S, <legion> OR DARK MECHANICUS</legion>

				O]	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 flamer and a soulburne	r pistol, whi	le the D	ark Abe			d with a		e lance.	vith an infernal axe, mechatendrils, a voidcutter,
WEAPON	RANGE	TYP			S	AP	0	ABILIT	TIES
Infernal axe Mechatendrils	Melee Melee	Mel Mel			+1 User	-3 0	1		time the bearer fights, it can make 2 additional ks with this weapon.
Voidcutter	8"	Ass	ault 1		8	-4	3	Add	1 to wound rolls made for this weapon if the target /EHICLE.
Soulburner pistol	12"	Pist	ol 2		5	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	ivy 2		6	-3	D6	the weap initia addit	time you make a wound roll of 6+ for this weapon weapon scores an additional automatic hit at the on's normal profile which is resolved after the al attacks for the weapon on the same unit. These tional hits do not themselves generate more tional hits.
Flamer	8"	Ass	ault D6		4	0	1	This	weapon hits its target automatically.
WARGEAR OPTIONS	None								
ABILITIES	it can, if same we Inferna Warp-fl	it was to capon. The l Augm ux Shie	targeting These ex etics: The	g an IM tra atta nis model model	cks cannoted the case of the c	I unit, interpretation of them one working invulne	mmedia selves ge and at the erable sa	tely malenerate a se start o ve.	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 racterist		LLFORG	GED mo	odels wit	hin 6" o	f the Hellwright adds +1 to their Attacks and
	Implaca Heavy v			l can o	nly Adva	nce D3'	, but ign	ores the	e -1 penalty to its hit rolls for moving and firing a
	Monstr	ous Bul	k: When	takin	g up space	es withi	n a TRA	NSPOR	T, this model takes up three spaces, rather than one
	can FLY within 1	ON ENG ) within .8". Roll	GINE/ C n 1". Tha l a D6; o	UEST it mode n a roll	OR TRA el regains of 2+, th	D3 lost at VEH	OUS or I t wounds IICLE su	ARK M s. A Hell offers a n	Hellwright can repair a single <legion>/ IECHANICUS VEHICLE (other than models that lwright can instead curse a single enemy VEHICL mortal wound. A VEHICLE cannot be repaired or the same turn.</legion>
FARTION VEVIUORIN	COC								
FACTION KEYWORDS	CHAO	5, <m< td=""><td>AKK O</td><td>F CH.</td><td>AUS&gt;, F</td><td>TERE</td><td>IC AS</td><td>IAKIE</td><td>S, <legion> OR DARK MECHANICUS</legion></td></m<>	AKK O	F CH.	AUS>, F	TERE	IC AS	IAKIE	S, <legion> OR DARK MECHANICUS</legion>



NAME	M	WS	BS	S	T	W	TUHUR A	Ld	Sv	REMAINING W	M	S		
An'ggrath	*	2+	4+	*	8	24	*	10	2+	13-24+	16"	12		
An'ggrath is a single mo Only one of this model					horne a	nd the I	Bloodlasl	1.	1	7-12 1-6	12" 8"	10 8		
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES					
Bloodlash	12"	Assa	ault 2D6	í	7	-3	2			can be used within 1" nemy units within 1" of				
Axe of Khorne	Melee	Mel	ee		+3	-4	D6	=:						
WARGEAR OPTIONS	• None	2.												
	Heroic the turr Daemo Arch-d	Interven n. n Lord: aemonio	The mo	d 1 to the del has : See pa	he Stren a 4+ inv ge 4.	gth and ulnerab	Attacks le save.	characte	eristics	either charges, is char of all models in the un	it until the	end of		
		ry of the when Mo				use this	model's	Leaders	hip for	friendly KHORNE un	its within	9" of this		
										npt to deny two psych	ic powers p	er turn in		
	each enemy Psychic phase and adds +3 to any attempt to do so.  Shattering Onslaught: On any turn in which An'ggrath the Unbound successfully charges, roll a D6 for each unit within 1" at the end of its charge move. On a result of a 2+, the unit suffers D3 mortal wounds.													
	Shatter		CONTRACTOR OF CARLES	The Section of the Control of the Co								each unit		

CHARACTER, DAEMON, MONSTER, TITANIC, BLOODTHIRSTER, FLY, AN'GGRATH THE UNBOUND

FACTION KEYWORDS

KEYWORDS

CHAOS, KHORNE

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv					
Uraka	7"	2+	3+	6	6	8	5	9	3+					
	ingle model armed with the Executioner's Axe. Only one of this model may be included in your army.													
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	TIES					
The Executioner's Axe														
Bloody Arc (melee)	Melee	Mele	ee		+2	-3	2	Dam: mode	ach wound roll of 6 made using this weapon, the age value of that attack is increased to D6. If a el is slain as a casualty by one of these enhanced ks, add +1 to Uraka's Unholy Frenzy total.					
Vengeful Cast (shooting)	*	Assa	ult D3		User	-3	D6	The r Stren piles phase the F	range of this weapon is equal to Uraka's current gth in inches. Unless Uraka successfully charges or in to the unit targeted by this attack in the Shooting e, he may not use the Bloody Arc attack ability in ight phase of a turn in which he has attacked with eful Cast.					
WARGEAR OPTIONS	• None	2.	Jac.	14/4	360		1431							
ABILITIES	Daemo	Daemonic: This model has a 5+ invulnerable save.  Daemonic Ritual: See Warhammer 40,000 – Index: Chaos.												
	Daemo	nic Ritu	al: See	Warhar	nmer 40,	000 – Ir	ıdex: Ch	aos.						
	C. S. C. S.	Înterven							s ability either charges, is charged, or performs a eristics of all models in the unit until the end of					
	The Bla Psychic		r of Kh	orne:	Uraka's co	ontrollir	ng player	r may att	tempt to deny a single psychic power in each enem					
	from pl	ay with t	Frenzy: Uraka the Warfiend gains a bonus to his characteristics based on the number of models rem y with the Bloody Arc attack ability. The benefits are as follows and Uraka gains the benefits of the c ched and all previous scores for the duration of the game:											
	Total So					Benefits								
	0		No	No benefit										
	1		411970	Move										
	2-3			Streng				A 44 1						
	10					生 キャノス・キス・デザー ラス・	21271	Attacke						
	4-6 7+				onal +1 S				eals one wound.					

12 ower	DA	AEMC	ON PE		MU E OF T		RUIN	STOR	м	DAMAGE Some of Samus' cha suffers damage in ba			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	WS	A
Samus	3 <b>*</b> :	*	4+	7	7	12	3+-	9	4+	7-12+	8"	2+	6
Samus is a single model. H be included in your army.	le is equipp	oed with	the Sla	ughterii	ng blade.	Only or	ne of th	is model	may	1-3	6" 4"	3+ 4+	5 4
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				T
Slaughtering blade	Melee	Mel	ee		User	-3	3			king INFANTRY mode or wound rolls.	els with th	is weapon,	1
WARGEAR OPTIONS	• None	e.			1 10						13130		
ABILITIES	Heroic the turn  Daemo  Daemo  Daemo	Interver n. onic: The onic Ritu on Princ	model  al: See  of the	ld 1 to t has a 5- Warhan Ruinst	he Streng + invulne nmer 40, orm: If a	gth and crable sa 000 – In n enemy	Attacks we. dex: Ch y PSYK that PS	charactor aos. ER is wi	eristics thin 9"	of this model, their pla	it until the	e end of	
				heir sur	nmoning	roll wh	en doin	ig so.	erge ordenselve d				

CHARACTER, DAEMON, MONSTER, DAEMON PRINCE OF THE RUINSTORM, SAMUS

FACTION KEYWORDS

KEYWORDS

CHAOS, KHORNE

23 bwer		Tŀ	Z <i>I</i> ie br	AR/				TS		DAMAGE Some of Zarakyi characteristics cl	hange as		
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	battle, as shown REMAINING W	below:	A	LD PENALT
Zarakynel	*	2+	2+	7	8	20	*	10	4+	11-20+	12"	6	-2
Zarakynel the Bringer of as well as its slicing claw		1000						olade		4-10 1-3	9" 6"	5	-1 0
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES			,,	
Souleater blade	Melee	Mel	lee		+1	-4	3	weap	on, it in	ou make a wound re aflicts 3 mortal wou nst the target unit.			
Slicing claws	Melee	Mel	lee		User	-2	D6		on, that	ou make a wound re hit is resolved with			
WARGEAR OPTIONS	• None	40											
	Arch-da Dance o Lissom	aemoni of Serpo Terror:		: See pag d 1 to an nel can l	ge 4. ny save r ooth Ad	vance a				Melee attacks.	e turn, in	addition	, its
	Emissa this mo	r <b>y of th</b> del whe	e Prince n Moral	of Exce e tests ar	ess: You re taken	may us				p for friendly <b>SLA</b> Damage table fror			
		171 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	thin 6" o	COMMITTEE 450		e penai	ty snow.	11 111 11115	moders	Damage table Iroi	ii tiic Lea	dersinp (	01
PSYKER	psychic	powers	17.00	enemy I	Psychic	phase. I	t knows	the Smit		dly Psychic phase, a ic power and two p			
FACTION KEYWORDS	CHAO	S, SLA	ANES	Н									
KEYWORDS			HARAG L THE						YKER,	, KEEPER OF SE	CRETS	,	

35 ower		AE			'RAI			ES		change as he s	uffers		characteristics age in battle, as	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	shown below: REMAINING W	M	A	PSYCHIC TEST BON	
Aetaos'rau'keres	*	2+	2+	8	8	27	*	10	3+	13-27+	20"	6	+2	
Aetaos'rau'keres is an in talons or lay them to wa Only one of this model i	ste with the p	ower of	the sorc	erous				nrouded		6-12 1-5	14" 8"	4 2	+1 +0	
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	IES					
Staff of Cataclysm	60"	TZEENTCH is added to your army and immer placed within 1" of the slain unit before it is researched.  Any hit that rolls a 6 for its wound rolls immediately find a first and										riendly models. Is has its last LAMERS OF immediately it is removed.		
Warpfire talons	Melee	Mele	ee		User	-3	D6	inflic	ts D3 n				unit in addition	
Cataclysmic strike	Melee	Mele	ee		x2	-4	3			HICLE, BUILD becomes Dama		MO	NSTER targets	
	Ephemo Emissa this mo	ry of the del when	m: Add Great n Moral	1 to ar  Mutate e tests	ny invulne or: You m are taken	ay use	this mod	el's Lead	lership	28	EENT	C <b>H</b> uı	nits within 9" of	
	is reflec		on a D	6 roll c						power directed e ignored and th				
	Render	of the V	eils: Yo	u may	re-roll an	y failed	attempt	by Aeta	os'rau'l	teres to invoke a	Daen	nonic	Ritual.	
	Render of the Veils: You may re-roll any failed attempt by Aetaos'rau'keres to invoke a Daemonic Ritual.  Dark Jealousy: If at the beginning of the controlling player's Shooting phase, any LORD OF CHANGE or DAEMON PRINCE is within 12" of Aetaos'rau'keres, roll a D6. On a result of 4+, the Staff of Cataclysm's ranged attack must be used against the closest LORD OF CHANGE or DAEMON PRINCE (friend or foe, contrary to the usual rules for selecting targets).													
												n the	battlefield; on a	
PSYKER	Aetaos'r to deny and thre Aetaos'r	Spiteful Demise: When this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes with sorcerous energy, and each unit within D6" suffers D6 mortal wounds.  Aetaos'rau'keres can attempt to manifest three psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. Aetaos'rau'keres knows the Smite psychic power and three psychic powers from the Tzeentch Discipline (see Warhammer 40,000 – Index: Chaos). Whenever Aetaos'rau'keres attempts to manifest or deny a psychic power, add the bonus shown in his Damage table. In addition, increase the range of the Smite psychic power to 48" for Aetaos'rau'keres.												
		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	100 01 10				-							

TITANIC, CHARACTER, MONSTER, DAEMON, FLY, PSYKER, LORD OF CHANGE, AETAOS'RAU'KERES

**FACTION KEYWORDS** 

KEYWORDS

CHAOS, TZEENTCH

9 Power		M.					ISF.		JRED
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	l arme	d with th	ne conta	gion spi	ay, pust	tulant sto	omp and	l fist of decay. Only one of this model may be
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Contagion spray	9"	Pist	ol 2D3		*.	-2	1	the s resul	cks made with this weapon automatically hit elected target. This weapon always wounds on a t of a 2+ unless the target unit has the <b>VEHICLE</b> word, in which case a result of 6+ is required.
Pustulant stomp	Melee	Me	lee		+2	-3	D3	phas	n targeting a unit with this weapon during the Figh e, add +3 to the Damage caused if the target unit he INFANTRY keyword.
Fist of decay	Melee	Mel	lee		+3	-1	1	woui	attack made with this weapon causes an unsaved nd to a model, roll a D6. On a 4+, the model suffers dditional D6 wounds.
WARGEAR OPTIONS	None.								
ABILITIES	Daemor	ic: Thi	s unit h	as a 5+ i	nvulner	able sav	e.	-,	
	Disgusti a wound		esilient	: Each t	ime Mar	non los	es a wou	nd, roll	a D6; on a roll of 5 or 6, the model does not lose
	Daemon	ic Rit	ıal: See	Warhan	ımer 40,	000 – Ii	ndex: Ch	aos for 1	nore details.
	Fel Icon THE TA							of 1 dur	ring the Fight phase for all friendly models with
FACTION KEYWORDS	CHAO	s, NU	RGLE,	THE T	CAINTI	ED			
KEYWORDS	CHAR	ACTE	R, MO	NSTE	R, DAE	MON,	MAMO	ON TR	ANSFIGURED

12 20ws	COR'BAX UTTERBLIGHT
OWE	DATMON DRINGE OF THE DUNGTORM

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 your army.

### 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	D	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	<ul> <li>None.</li> </ul>					
ABILITIES	Daemon	ic: The model h	as a 5+ invulne	rable sa	ve.	
		ngly Resilient: I a wound.	Each time Cor'	bax Utt	erblight	loses a wound, roll a D6; on a roll of 5 or 6, the model does
	Daemon	ic Ritual: See W	arhammer 40,	000 – In	dex: Ch	aos.
	from the		est psychic pow	ers for	that PS	ER is within 9"of this model, their player must subtract 1 YKER. Friendly models within 9" attempting a Daemonic ng so.
		lime: Each time '. For each roll o		-		ally completes a charge move, roll a D6 for each enemy unit al wound.
	and swar	nps anything, be olls made for hin	it blade or but because of te	llet, that rrain. In	strikes additio	ething, half-liquid horror that simply flows over obstacles it, with little outward effect. Cor'bax ignores any penalty to on, when making rolls for Cor'bax's Disgustingly Resilient e of 1, wounds are ignored on a 4+.
						nds, roll a D6 before removing it from the battlefield; on a 6" suffers D6 mortal wounds.
FACTION KEYWORDS	CHAOS	S, NURGLE				
KEYWORDS	CHARA	The second secon	the state of the s	MON,	DAEM	ON PRINCE OF THE RUINSTORM,

NAME	М	WS	BS	S	Ţ	W	A	Ld	Sv		
Plague Toad	7"	4+	4+	5	5	4	3	7	6+		
Rating +12). Each mod WEAPON			oth gras						ting +6) or up to 6 additional Plague Toads (Powe		
Grasping tongue	7"	Pist	ol 1		4	0	1	<u> 11</u> 11			
Yawning maw	Melee	Me	ee		5	-1	D3		it rolls of a 6 made when using this weapon rate a single additional automatic hit.		
WARGEAR OPTIONS	• Non	e.									
ABILITIES	Daemo	nic: Thi	s unit h	as a 5+ i	nvulner	able sav	e.				
									RGLE or DAEMON keywords with this ability ot lose a wound.		
	Daemo	nic Rit	ıal: See	Warhan	ımer 40	,000 – In	ıdex: Ch	aos for r	nore details.		
FACTION KEYWORDS	CHAC	S, NU	RGLE			7					
KEYWORDS	2500 HOURS	BEAST, DAEMON, FLY, PLAGUE TOADS OF NURGLE									

4 (8)		PC	OX :	RII	DER	es c	)F N	NUF	RGLE
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pox Rider	7"	4+	4+	5	5	5	3	7	6+
This unit contains 3 Pox (Power Rating +14). Eac									+8) or up to 6 additional Pox Riders plaguesword.
WEAPON	RANGE	TYPI			S	AP	0	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	all 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		Pox Rid	Contract the second	take a D	aemoni			ler that l	has taken an Instrument of Chaos may not also be
ABILITIES	loses a v	ingly R	esilient roll a De	: Each ti 5; on a r	ime a m	odel wit 5 or 6, th	h either ne mode	l does no	RGLE or DAEMON keywords with this ability ot lose a wound.
							ıdex: Ch		
									tart of any phase then any attacks that target this uration of that phase.
		ality bli							g a Morale test for a unit equipped with a Daemonic odels flee and one slain Pox Rider is returned to
	Instrun for it.	nent of	Chaos:	A unit t	hat incl	ıdes an	Instrum	ent of C	haos adds +1 to any Charge or Advance rolls made
FACTION KEYWORDS	CHAO	s, NU	RGLE						
KEYWORDS	BEAST	, DAE	MON,	FLY, P	OX RI	DERS	OF NU	RGLE	

10 tower	5	SPII	NEI	o c	HA	os	BE	AS]	[	DAMAGE Some of a Spined C change as it suffers			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	shown below:  REMAINING W	M	WS	A
Spined Chaos Beast	*	*	n.	7	6	12	*	6	4+	7-12+	10"	3+	8
A Spined Chaos Beast is	a single mod	del. It is	armed v	with a tu	usked ma	ıw, jagg	ed claws	and		4-6	8"	4+	5
warp spines. WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-3	4"	5+	3
Tusked maw	Melee	Me			x2	-3	D6	Only Figh	one at	tack may be made with . If a model is slain as a Chaos Beast heals 1 wo	result of		
Jagged claws	Melee	Mel	ee		User	-1	2	÷:	•				
Warp spines	*	*			4	0	1	Inste Char with Spin	ead, if the rge mov in 1", ro ed Cha	icks may not be made we ne Spined Chaos Beast ye, or any enemy unit e oll a D6 for each enemy os Beast. On a result of gle automatic hit.	completes nds a pile unit with	s a successf in move nin 1" of the	e
WARGEAR OPTIONS	• None	e.		111	1 11 1								
	Daemo select o keywor on the o	nic Allo ne of th d: KHO chosen l ingly Re	egiance: e follow RNE, N keyword esilient;	when ting four	r keywor E, SLAA ORNE is	el is cho ds to ad NESH, chosen	osen as pld to this  TZEEN  I, it gains	oart of ar s model's TCH. To s Blood	Faction Factin Faction Faction Faction Faction Faction Faction Faction Faction	or Detachment, the con in keywords, replacing del will gain one addition Blood God; if <b>NURGL</b> Fate; and if <b>SLAANES</b>	the <all onal abilit E is chose</all 	EGIANCE y based n, it gains	>
		Întervei								y either charges, is char of all models in the un			
	TOTAL COLUMN TO FACE				ime a m					<b>AEMON</b> keywords and d.	l this abili	ty loses a	
	Ephem	eral Fo	m: Add	l 1 to an	y invuln	erable s	aving th	rows ma	de for	a TZEENTCH DAEM	ON with t	his ability.	
	If the er	nemy al	so has u	nits tha		arged,	or that h	ave a sir		in the Fight phase, eve oility, then alternate cho		2000	1
FACTION KEYWORDS	CHAC	S, <al< td=""><td>LEGIA</td><td>ANCE</td><td>&gt;</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></al<>	LEGIA	ANCE	>								
Wild House Control	500 B2 70 00 52	and the state of	Land Street Williams	U. 25550 (m)	MILLION SULLING	Att Non-1866	Harar Albert	Vincia in Alberta	2604745 23/27				

CHAOS, MONSTER, DAEMON, SPINED CHAOS BEAST

5 Sower	(	GIA	NI	` <b>C</b> ]	HAC	os s	SPA	WN		DAMAGE Some of a Giant change as it suff			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	shown below: REMAINING W	М	S	A
Giant Chaos Spawn	*	4+	7.	*	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	claws.			10-19	6+D6"	6+D3	6+D3
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	5-9	3+D3"	3+D6	3+D6
Churning fangs and claws	Melee	Me	lee		User	-1	D3	25		1-4	D6"	2D6	2D6
ABILITIES	Daemo Eternal Chaos S and a 1 gains D of 10 W more W	Torme Spawn's or a 6 is 3 Wounds.	nt: Who mutable s rolled ds. This If the G it gains	Warhan enever a charac on any s may b iant Ch the TI	invulnera mmer 40, a roll is ma teristics ( D6 or D3 e used to aos Spaw TANIC k	ooo – in ade to s see the , the Gi take it a	et one of Damage ant Cha above its	of the Gi e table) os Spaw s starting a total of	n g total f 20 or	Spawn's mutable the first time it is roll for Movemer roll is made to do based on the nur currently posses characteristic unat which point it	s called up nt, Strengt etermine t nber of W s. That roll til the end	on to use, h or Attac hat charac ounds the is then us	test or ks, a new teristic model sed for that
FACTION KEYWORDS	CHAC	S											
KEYWORDS	CHAC	S, MO	NSTE	R, DA	EMON,	GIAN'	Т СНА	OS SPA	WN				

### 30 30

### SCABELATHRAX THE BLOATED

### LORD OF THE BLIGHTED PIT

NAME	М	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	<ul> <li>None.</li> </ul>		43,64			
ABILITIES	Daemon	Lord: The model l	nas a 4+ inv	ulnerab	le save.	
	does not	ngly Resilient: Eac lose a wound. emonic Ritual: See		eiathra	x the Blo	oated loses a wound, roll a D6; on a roll of 5 or 6, the model
		<b>y of the Plague Go</b> hen Morale tests ar		use this	model's	Leadership for friendly NURGLE units within 6" of this
	Exhalati DAEMO	ons of the Plague l N units within 6" o	Pit: Your op of Scabeiath	ponent rax the	must su Bloated	btract 1 from any hit rolls that target friendly <b>NURGLE</b> and 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 pov	vers 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	, NURGLE				
KEYWORDS		IC, CHARACTE			DAEMO	ON, PSYKER, GREAT UNCLEAN ONE,



25 bws		RE			DE HER			ΗT		DAMAGE Some of a Renegado characteristics char	ige as it su		age i
NAME	M	WS	BS	S	I	W	A	Ld	Sv	battle, as shown bel	ow:	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-
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES		1.5%		
Acheron flame cannon	18"	Hea	vy 2D6		7	-2	3	This	weapon	automatically hits its	target.		
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	<del>5</del> .0					
Reaper chainfist	Melee	Mel	ee		x2	-4	6	Whe		ing with this weapon,	subtract 1	from the	
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit read of 1.	olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS	• None	е.											
	one wor	und. S <b>peed:</b> V		king a	dvance re		N/D			D6; on the result of a			
	charge of models, can sho keyword within in move an	during i , though ot if the d. In thi range an	ts turn, V at the enter re are enter s case, it ad more Heavy we	When and of index of	a Renegac ts move it nodels wit noot the e " away fro without s	de Knig must b thin 1" o nemy u om any sufferin	ht Acher be more of it, as l nit that friendly g the pe	ron Falls than 1" ong as a is within models nalty to	s Back, if rom all all of the name of the	the Movement phase a it can even move over of enemy units. A Reneg enemy models have the or any other visible en ition, the Renegade Kra olls. Finally, the Renegation	enemy IN gade Knigh ne INFAN nemy unit night Ache ade Knigh	FANTRY of Acheron TRY that is ron can	i.
					uced to 0 in 2D6" s					ving the model from th	ne battlefie	eld; on a 6-	+
FACTION KEYWORDS	CHAO	s, QU	ESTOR	TRA	ITORO	US OR	DARK	MEC	HANIC	CUS			
KEYWORDS	TITAN	VIC, V	EHICL	E, RE	NEGAD	E KNI	GHT A	ACHEF	RON				

## RENEGADE KNIGHT LANCER NAME M WS BS S I 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+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re roll f Renegade Knigh your Charge pha	t Lancer has suc	to the first of the second of	
Shock blast	18"	Heavy 6	6	-1	D3	T			
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls instead of 1.	for each attack r	nade with th	is weapon
WARGEAR OPTIONS	None.								
	Infernal one wou	Autosimulacra: nd.	At the beginn	ing of e	ach of yo	the Renegade Knig our turns, roll a D6;	; on the result of	a 5+ the mo	del heals
	// Line	eed: When mak n distance it may		lls for t	his mod	el, roll 2D6 and add	d the result toget	ther to deteri	nine the
	charge do models, to can shoot keyword within ra move and	uring its turn, W though at the end t if there are ener In this case, it can inge and more the d fire Heavy wear	hen a Renegade of its move it my models with an shoot the ender an 1" away fro	le Knig must b hin 1" o nemy u m any f ufferin	ht Lance be more to of it, as lo nit that i friendly in g the per	Fall Back in the More Falls Back, it can other han 1" from all enemong as all of the enemone within 1" of it or a models. In additionalty to its hit rolls. The model is obscurbed.	even move over emy units. A Rer emy models have any other visible a, the Renegade Finally, the Ren	enemy INFA negade Knigh the INFAN enemy unit Knight Lance egade Knigh	NTRY It Lancer FRY that is
		s: If this model is es and each unit				06 before removing l wounds.	the model from	the battlefie	ld; on a 6+
FACTION KEYWORDS	CHAOS	S, QUESTOR T	TRAITORO	US OR	DARK	MECHANICUS	3		

25 ower			CA	GA AST	DE IG	KN ATC	IG )R	HT		DAMAGE Some of a Renegade characteristics chan battle, as shown bel	ige as it su		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	B
Renegade Knight Castigator	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3-
A Renegade Knight Casti Tempest warblade. It may						a Castig	ator bol	cannon	and a	7-14 1-6	10" 6"	4+ 5+	4- 5-
WEAPON	RANGE	TYP	E		S	AP	0	ABILIT	TIES				
Castigator bolt cannon	36"	Hea	vy 14		6	-2	2	227					
Tempest warblade	Melee	Mel	ee		+6	-3	5	weap addit	on agai	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 read of 1.	olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS	• None	ė.											
ABILITIES	Inferna one wor	d Autos und. Speed: V	<b>imula</b> ci Vhen m	ra: At tl aking a	dvance re	ning of e	each of y	our turn	ıs, roll a	cks.  D6; on the result of a ladd the result together			
	and/or INFAN Knight INFAN unit tha Castigat Knight Explod	I Knight charge of TRY me Castigate to the can be Castigate to Castiga	t Titan luring it odels, the or can a yword. in rang move are for only	: A Rents turn, nough a shoot if In this ge and not fire I gains a	egade Kr When a t the end there are case, it ca nore than Heavy we bonus to	Renegac of its me enemy n shoot 1" away apons we its save	de Knigh nove it m models the ene y from a vithout s in cove s, roll a l	at Castig nust be n within 1 my unit ny friend uffering r if at lea	ator Fal nore that I" of it, a that is we dly mod the per ast half	n the Movement phase lls Back, it can even me an 1" from all enemy u as long as all of the ene within 1" of it or any of dels. In addition, the R halty to its hit rolls. Fin of the model is obscur ving the model from the	ove over endits. A Resemy mode ther visible enegade Kally, the Red from the	nemy negade ls have the e enemy Inight enegade ne bearer.	

CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

TITANIC, VEHICLE, RENEGADE KNIGHT CASTIGATOR

**FACTION KEYWORDS** 

POWER		RE		GAD TRO				HT		DAMAGE Some of a Renegade characteristics chan	ge as it su		age i
NAME	M	WS	BS	S 1	T	W	A	Ld	Sv	battle, as shown bel	ow: M	WS	В
Renegade Knight Atropos	<u>*</u>	*	*	8 8	8	27	4	9	3+	15-27+	14"	3+	3-
A Renegade Knight Atropo								er and a		7-14	10"	4+	4
graviton singularity cannon				beneath its	s titan		_	ADILITI	FP	1-6	6"	5+	5
Atropos loscuttor	RANGE 9"	ТУРЕ		- 1	2	AP	0	ABILITI		vith this weapon slays	an anamır	VELLICIE	_
Atropos lascutter (shooting)  Atropos lascutter (melee)	Melee	Hear Mele			.4	-4	6	or MC immed target genera You m	DNSTE diately unit w ate furt ay re-1	R unit in the Shooting make another attack a ithin range. This bonu her attacks. coll failed hit and wour against targets with the	g phase, yo gainst a se s attack do nd rolls for	u may parate es not	
										or VEHICLE keyword			- 1
Graviton singularity cannon	36"	Hea	vy 4		8	-3	3	roll of weapo a roll o its liste are ins	a 1, the on fires of 2-5, ed prof stead c	ch time before this wea e bearer suffers a mort normally (if the beare the attack is carried ou file. On a roll of a 6, the arried out at Strength normal profile.	al wound r survives it normally e weapon's	and the this). On using attacks	
Titanic feet	Melee	Mele	ee	Us	ser	-2	D3	Make instead		olls for each attack mad	de with thi	s weapon	
WARGEAR OPTIONS	• None	(2)											_
ABILITIES	Knight A	Atropos. <b>l Veil:</b> T								teristic when within 6'			
													_
	Infernal one wou		mulacra:	At the be	ginni	ng of e	ach of yo	our turns	s, roll a	D6; on the result of a	5+ the mo	del heals	
	one wou	ınd. extincti	on Proto		may a	dd 1 to				D6; on the result of a model when making s			
	Macro-e against t	ind. extinction targets v peed: W	on Protovith the T	cols: You r TTANIC l	may a keywo	dd 1 to ord.	your hi	t rolls wi	th this		Shooting a	ttacks	
	Macro-e against to Flank Symaximu Infernal charge of models, can shoot keyword within re move an	extinction targets where the distance if the langer and fire Head of the langer and fire Head fi	on Protocyith the Township on Protocy ithe Township of the English	cols: You ranged and an allow the a Renegador and a Renegador and a Renegador and an allow the anal 1" away pons with	may a keywo ce rol e Knig negade ove it i ls with the en y fron out su	dd 1 to ord. ls for t ght Atr e Knigl must b nin 1" o emy ur n any f	his mode ropos can ht Atropo e more to of it, as lo nit that in friendly in	t rolls wi el, roll 2I n Fall Ba os Falls I han 1" fr ong as all s within models. I nalty to it	th this  D6 and  Ck in the  Sack, it  om all  of the  1" of it  In addits hit re	model when making S	Shooting a er to deter nd still sho nemy INF ade Knigh ne INFAN' nemy unit t ight Atrop	ttacks mine the ot and/or ANTRY t Atropos FRY that is os can	
	Macro-e against to Flank Symaximus Infernal charge of models, can shook keyword within ramove an only gain Explode	extinction targets where the distance of the interest of the i	on Protocyith the Township on Protocy with the Township of the end	cols: You ranged and an armodel an shoot to an armodel ar	may a keywood ce roll e Knig ade ove it is with the en out surer if a nis mo	dd 1 to ord. Is for t ght Atr e Knigl must b nin 1" o emy ur n any f affering at least	his mode ropos can ht Atropo e more to f it, as lo nit that is friendly in g the per half of t	t rolls wi el, roll 2I n Fall Ba os Falls I han 1" fr ong as all s within models. I nalty to it he mode to 0 wou	th this  26 and  ck in the Back, it om all of the 1" of it In addit ts hit re this obs  nds, re	model when making so add the results togeth he Movement phase ar can even move over e enemy units. A Reneg enemy models have th or any other visible er tion, the Renegade Kn olls. Finally, the Renega	shooting a er to deter nd still sho nemy INF. ade Knigh ne INFAN' nemy unit to ight Atrop	ttacks mine the ot and/or ANTRY t Atropos TRY that is os can that Atropos	
FACTION KEYWORDS	Macro-e against to Flank Symaximus Infernal charge of models, can shook keyword within ramove an only gain Explode the battle	extinction targets where the distance and the extinction of the extinction of the extinct of the	on Protocyith the Towns with the Towns on the end of th	cols: You ranged and an armodel an shoot to an armodel ar	may a keywood ce roll e Knig ade ove it is with the en out surer if a nis mond earling and earling ear	dd 1 to ord. Is for t ght Atr ght Atr e Knigl must b nin 1" o emy ur n any f affering at least odel is r och uni	his mode ropos can ht Atropo e more to f it, as lo nit that is friendly in g the per half of to reduced it within	t rolls wi el, roll 2I n Fall Ba os Falls I han 1" fr ong as all s within models. I nalty to it he mode to 0 wou 2D6" suf	th this  26 and  ck in the Back, it for all of the 1" of it In addi as hit re this obs ands, re ffers De	model when making so add the results togeth he Movement phase are can even move over elenemy units. A Reneg enemy models have the or any other visible ention, the Renegade Knoolls. Finally, the Renegation of the firer. The source of the firer of the mortal wounds.	shooting a er to deter nd still sho nemy INF. ade Knigh ne INFAN' nemy unit to ight Atrop	ttacks mine the ot and/or ANTRY t Atropos TRY that is os can that Atropos	

28 OWE		RENI	EGA MA				HT		DAMAGE Some of a Renegado characteristics char	ige as it su		age
NAME	M	WS BS	S	Ţ	W	A	Ld	Sv	battle, as shown bel	ow:	WS	
Ren. Knight Magaera	*	* *	8	8	24	4	9	3+	13-24+	12"	3+	
A Renegade Knight Maga									7-12	9"	4+	
an ectoplasma fusil and re WEAPON	eaper chains RANGE	TYPE	also crus	n its foes	AP	n its titai	nic feet. ABILI1	TIEC	1-6	6"	5+	
ITEM OIL	HANGE	IIIL			Al-		2000 7000		ou make a wound roll	of 6+ for t	his weapo	n.
Lightning cannon	48"	Heavy 6		7	-1	D3	that h	nit is res	solved with an AP of - stead of D3.			,
Ectoplasma fusil	24"	Rapid Fir	e 2	6	-3	2	-					
Twin rad cleanser	9"	Assault 2	D6	*:	0	3	on a :	3+, exc	hits automatically, an ept against <b>TITANIC</b> : This it always wounds on	and <b>VEHI</b>		
Reaper chainsword	Melee	Melee		+4	-3	6	121					
Hekaton siege claw	Melee	Melee		x2	-4	6	Subtr weap		om hit rolls for attacks	s made wit	th this	
Titanic feet	Melee	Melee		User	-2	D3		e 3 hit rad of 1.	olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS		Renegade Kni leanser, this i		11.0			r chains	word w	rith a hekaton siege cla	w with an	inbuilt tw	in
ABILITIES	COLUMN TO THE OWNER OF THE PARTY.	eal Preysight this model.	: Units of	her than	VEHIC	CLES can	not clair	n the b	onus +1 to their save f	or being i	n cover	
	Inferna melee at		nodel has	a 4+ invı	ılnerabl	e save ag	ainst sh	ooting	attacks, and a 5+ invul	nerable sa	ve against	
	Inferna one wou		icra: At tl	he begini	ning of o	each of y	our turn	ıs, roll a	D6; on the result of a	5+ the mo	odel heals	
	charge of models, can show keyword within r move ar	during its turn though at th ot if there are d. In this case ange and mo and fire Heavy	n, When a e end of i e enemy n e, it can sh re than 1' weapons	a Renega ts move i nodels wi noot the e " away fro without	de Knig t must l thin 1" enemy u om any sufferin	tht Maga be more of it, as l init that friendly g the per	era Falls than 1" f ong as a is within models. nalty to i	Back, if from all ll of the 1" of it In add its hit re	the Movement phase a it can even move over lenemy units. A Reneg e enemy models have to or any other visible en ition, the Renegade Kr olls. Finally, the Renegade scured from the bearer	enemy IN gade Knigh he INFAN nemy unit night Maga ade Knigh	FANTRY  It Magaers TRY  that is aera can	a
	The Control of the Co								oll a D6 before removi 6 mortal wounds.	ng the mo	del from	
FACTION KEYWORDS	The same of the same	s, QUESTO	-				-					
	200202030000	During the Manual States	SEAR MAN	Manual Commence				West N. C.				

TITANIC, VEHICLE, RENEGADE KNIGHT MAGAERA

Renegade Knight Porphyrion  A Renegade Knight Porphyrion is a single model. It is equipped with two twin magna lascannon, two autocannon and an ironstorm missile pod. It may also crush its foes beneath its titanic feet.  WEAPON  RANGE  TWPE  S  AP  D  ABILITIES  This weapon may not be used to make Overwatch attacks.  Lascannon  48"  Heavy 2  7  -1  2  -3  Autocannon  48"  Heavy 2  7  -1  2  -1  Tronstorm missile pod  72"  Heavy 2  8  -2  3  Add 1 to all hit rolls made against targets that can FLY. Subtract 1 from all hit rolls against all other targets.  Titanic feet  Melee  Melee  Melee  User  -2  D3  Make 3 hit rolls for each attack made with this weapon instead of 1.	40 (40)		RE			DE HY			HT		DAMAGE Some of a Renegade characteristics chan battle, as shown bel	ge as it su		
Renegade Knight Porphyrion	NAME	M	WS	BS	S	I	W	A	Ld	Sv		122	WS	- 1
A Renegade Knight Porphyrion is a single model. It is equipped with two twin magna lascannon, two autocannon and an ironstorm missile pod. It may also crush its foes beneath its titanic feet.  WEAPON RANGE TYPE S AP D ABILITIES  This weapon may not be used to make Overwatch attacks.  Tomagna lascannon 48" Heavy 1 9 -3 D6 - Autocannon 48" Heavy 2 7 -1 2 -  Itronstorm missile pod 72" Heavy D6 5 - D3  This weapon can target units that are not visible to the bearer.  Helios defence missiles 60" Heavy 2 8 -2 3 Add 1 to all hit rolls made against targets that can FLY. Subtract 1 from all hit rolls against all other targets.  Titanic feet Melee Melee User -2 D3 Make 3 hit rolls for each attack made with this weapon instead of 1.  **The Renegade Knight Porphyrion may replace either of its autocannon with lascannon.**  **The Renegade Knight Porphyrion may replace its ironstorm missile pod with Helios defence missiles.  Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.  Infernal Knight Titan: A Renegade Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Porphyrion Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Porphyrion can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INPANTRY keyword. In this case, it can shoot to its save in cover if at least half of the model is obscured from the bearer.  Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  Explodes (Chaos, QUESTOR TRAITOROUS OR DARK MECHANICUS	Renegade Knight	*	*	*	8	9	30	3	9	3+	PROVIDENCE PROPERTY.		48372	
Try magna lascannon  72" Heavy 2D3 12 -3 6 This weapon may not be used to make Overwatch attacks.  Lascannon  48" Heavy 1 9 -3 D6 - Autocannon  48" Heavy 2 7 -1 2 -  Try mostorm missile pod  72" Heavy D6 5 - D3 This weapon can target units that are not visible to the bearer.  Helios defence missiles  60" Heavy 2 8 -2 3 Add 1 to all hit rolls made against targets that can FLY. Subtract 1 from all hit rolls against all other targets.  Titanic feet  Melee Melee User -2 D3 Make 3 hit rolls for each attack made with this weapon instead of 1.  The Renegade Knight Porphyrion may replace its ironstorm missile pod with Helios defence missiles.  Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.  Infernal Knight Titan: A Renegade Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Porphyrion Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Porphyrion can shoot if there are enemy models within 1" of it, or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Porphyrion only gains a bonus to its save in cover if at least half of the model is obscured from the beattefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.		urion is a s	ingle m	adal Iti	is equip	anad with	two tw	in magn	a lascan	non	16-22	8"	4+	
Tryin magna lascannon  72° Heavy 2D3  12 -3 6  This weapon may not be used to make Overwatch attacks.  Lascannon  48° Heavy 1  9 -3 D6  Autocannon  48° Heavy 2  7 -1  2 -  Ironstorm missile pod  72° Heavy D6  5 - D3  This weapon can target units that are not visible to the bearer.  Helios defence missiles  60° Heavy 2  8 -2  3 Add 1 to all hit rolls made against targets that can FLY. Subtract 1 from all hit rolls against all other targets.  Titanic feet  Melee  Melee			Sec.			•					9-15	6"	5+	
Lascannon  48" Heavy 1 9 -3 D6 - Autocannon  48" Heavy 2 7 -1 2 -  Ironstorm missile pod  72" Heavy D6 5 - D3 This weapon can target units that are not visible to the bearer.  Helios defence missiles  60" Heavy 2 8 -2 3 Add 1 to all hit rolls made against targets that can FLY. Subtract 1 from all hit rolls against all other targets.  Titanic feet  Melee Melee User -2 D3 Make 3 hit rolls for each attack made with this weapon instead of 1.  WARGEAR OPTIONS  • The Renegade Knight Porphyrion may replace either of its autocannon with lascannon.  • The Renegade Knight Porphyrion may replace its ironstorm missile pod with Helios defence missiles.  Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.  Infernal Knight Titan: A Renegade Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Porphyrion Fall Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Porphyrion can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit that is within 1" of it or any other visible enemy unit has a submit and the prophyrion only gains a bonus to its save in cover if at least half of the model is obscured	WEAPON		1207510	day	i.	7225	72 EC	227			1-8	4"	6+	
Autocannon  48" Heavy 2 7 -1 2 -  Ironstorm missile pod  72" Heavy D6 5 - D3 This weapon can target units that are not visible to the bearer.  Helios defence missiles  60" Heavy 2 8 -2 3 Add 1 to all hit rolls made against targets that can FLY. Subtract 1 from all hit rolls against all other targets.  Titanic feet Melee Melee User -2 D3 Make 3 hit rolls for each attack made with this weapon instead of 1.  **The Renegade Knight Porphyrion may replace either of its autocannon with lascannon.  **The Renegade Knight Porphyrion may replace its ironstorm missile pod with Helios defence missiles.  **Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.  **Infernal Knight Titan: A Renegade Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Porphyrion Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Porphyrion can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Porphyrion can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Porphyrion only gains a bonus to its save in cover if at least half of the model is obscured from the beatrer.  Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.	Twin magna lascannon	72"	Неа	avy 2D3		12	-3	6			n may not be used to m	ake Overv	watch	
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Helios defence missiles  60" Heavy 2 8 -2 3 Add 1 to all hit rolls made against targets that can FLY. Subtract 1 from all hit rolls against all other targets.  Titanic feet  Melee Melee User -2 D3 Make 3 hit rolls for each attack made with this weapon instead of 1.  **The Renegade Knight Porphyrion may replace either of its autocannon with lascannon.**  **The Renegade Knight Porphyrion may replace either of its autocannon with lascannon.**  **In Renegade Knight Porphyrion may replace either of its autocannon with lascannon.**  **Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.**  Infernal Knight Titan: A Renegade Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Porphyrion Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Porphyrion can shoot if there are enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Porphyrion can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Porphyrion only gains a bonus to its save in cover if at least half of the model is obscured from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS	Autocannon	48"	Hea	avy 2		7	-1	2	w.					
Titanic feet  Melee  Melee  User  -2  D3  Make 3 hit rolls for each attack made with this weapon instead of 1.  The Renegade Knight Porphyrion may replace either of its autocannon with lascannon.  The Renegade Knight Porphyrion may replace its ironstorm missile pod with Helios defence missiles.  Ion shield: The model has a 5+ invulnerable save against shooting attacks.  Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.  Infernal Knight Titan: A Renegade Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Porphyrion Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Porphyrion can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Porphyrion can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Porphyrion only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.  Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.	Ironstorm missile pod	72"	Hea	avy D6		5	B	D3			n can target units that a	re not visi	ble to the	
**MRGEAR OPTIONS**  * The Renegade Knight Porphyrion may replace either of its autocannon with lascannon.  * The Renegade Knight Porphyrion may replace its ironstorm missile pod with Helios defence missiles.  **Infernal Autosimulacra:* At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.  **Infernal Knight Titan:* A Renegade Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Porphyrion Falls Back, it can even move over enemy INFANTRY models, though at the end of its move it must be more than 1° from all enemy units. A Renegade Knight Porphyrion can shoot if there are enemy models within 1° of it, as long as all of the enemy models have the INFANTRY keyword. In this case, it can shoot the enemy unit that is within 1° of it or any other visible enemy unit that is within range and more than 1° away from any friendly models. In addition, the Renegade Knight Porphyrion can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Porphyrion only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.  **Explodes** (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  **Explodes** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.  **Explodes** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.	Helios defence missiles	60"	Hea	avy 2		8	-2	3						10
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FACTION KEYWORDS CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS	ABILITIES	Infernatione wood Infernational American Infernational Inf	I Autos und. I Knight charge of TRY m Porphys TRY ke at is with rion car Porphys les (Uns lefield; les: If th	t Titan: during it odels, the rion can eyword. I hin range in move a rion only table Re on a 5+ is model	A Ren s turn. shoot i In this o e and n and fire y gains eactor): it explo	egade Kn When a l t the end if there ar case, it ca nore than Heavy w a bonus t If this m des and e	ing of e night Po Renegae of its m e enem n shoot 1" away eapons to its say odel is each un	each of y orphyrion de Knigh nove it m y model the ene y from a without ve in cov reduced it within	our turn our turn our turn our ten oust be r swithin my unit my frien sufferin er if at l to 0 wo 2D6" so	all Back lyrion F nore th 1" of it that is dly mo g the pole least had unds, re uffers D	in the Movement phase alls Back, it can even not an 1" from all enemy us, as long as all of the entitle within 1" of it or any of dels. In addition, the Renalty to its hit rolls. Fill of the model is obscuroll a D6 before removing mortal wounds.	e and still nove over nits. A Re nemy mod ther visible enegade K nally, the ared from	shoot enemy negade els have the e enemy Inight Renegade the bearer del from	ne
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NAME	M	WS	BS	S	Τ	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								vile, a g	raviton	7-12	9"	4+	į
crusher and reaper chainsv WEAPON	RANGE	ty also t		s toes be	neath S	AP	lc leet,	ABILI	TIES	1-6	6"	5+	
Hellburner chieorovile	45"		ivy 5		8	-3	D6	Each the v wear initia	n time yo weapon oon's no al attack	ou make a wound roll of scores an additional au ermal profile which is re as for the weapon on the sits do not themselves g sits.	itomatic h esolved aft e same un	it at the er the it. These	n,
Graviton crusher	18"	Неа	vy D3		6	-2	2		CONTROL AND IN A PARTY OF THE	unit's armour save is 3- his weapon's attacks inc			
Twin rad cleanser	9"	Ass	ault 2D6		*	0	3	a 3+	, except	n hits automatically and against <b>TITANIC</b> and the chirt always wounds on	VEHICL		
Reaper chainsword	Melee	Mel	ee		+4	-3	6	-		•			
Hekaton siege claw	Melee	Mel	ee		x2	-4	6	Subt wear		rom hit rolls for attacks	made wit	h this	
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit read of 1.	olls for each attack ma	de with th	is weapon	
WARGEAR OPTIONS ABILITIES	this i	ncrease eal Prey	s its cost sight: Ui	by +1 Po	wer.		HR 1			n a hekaton siege claw a bonus +1 to their save			r,
	Inferna melee a	l Veil: T ttacks.	his mod							attacks, and a 5+ invul			
	Inferna charge of models, shoot if In this of and mo Heavy v	I Knight during it there are case, it case, it case re than weapons	ts turn, V at the er re enemy an shoot 1" away f without e in cove	When a Rend of its in models the energy suffering rif at lease	denega move in within my unit frience g the past half	ide Knig it must b it 1" of it, it that is dly mode benalty t f of the r	ht Styrix be more as long within I els. In ac o its hit nodel is	than 1" as all of I" of it o Idition, rolls. Fi	from all from all f the end or any of the Ren nally, the	Movement phase and can even move over energlenemy units. A Renegony models have the Inther visible enemy unit negade Knight Styrix can Renegade Knight Styrix the bearer.	emy INFA gade Knigh NFANTRY that is with an move ar rix only ga	NTRY  It Styrix can  It keyword  Thin range  Ind fire  It ains a	
										oll a D6 before removir 06 mortal wounds.	ng the mo	del from	

CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

TITANIC, VEHICLE, RENEGADE KNIGHT STYRIX

**FACTION KEYWORDS** 

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### CHAOS WARLORD BATTLE TITAN NAME M WS BS S I W A Ld Sv Chaos Warlord Titan \* \* 16 16 70 5 10 2+

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.					10-19	10"	5+	4+	5		
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES	1-9	8"	6+	5+	6		
Greater titanic stride	Melee	Melee	User	-4	3	Make 4 hit rolls for each a	ttack made wi	th this w	eapon,	instead of	1.		
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by thi characteristic a Movement pha	nd cannot Ad						
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	After resolving for every other that unit also s	unit within 6	" of the ta	arget ui	nit; on a 4-	+		
Warlord gatling blaster	72"	Macro 12	8	-3	3	Against INFAN by this weapon				it inflicted	l		
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon ca bearer.	n target units	which a	re not v	visible to t	ne		
Reaver gatling blaster	72"	Macro 6	8	-3	3				successful hit roll becomes 3 hits.				
Reaver laser blaster	96"	Macro 3D3	Macro 3D3 10 -3 2D6 Any wound roll of a 6 made with this attack inflicts an additional D3 mortal wounds on the second sec								lly		
Arioch Titan power claw	Melee	Melee	x2	-5	12	If you slay a VI have the TITAL claw, select an e 4+ that unit su or debris is three	NIC keyword enemy unit wi ffers D6 morta	, with the ithin 12"	Warlo	rd power ll a D6; on	a ly		
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	you may imme the same target successful, you either you miss	ou have rolled a successful hit with this vay immediately roll for an additional hit are target unit, if this additional hit roll is sful, you may roll to hit again and again uyou miss or a total of 12 hits has been ach he total number of hits has been determi						
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12	You may re-rol targets with the keyword.							
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound rol automatically i on the target.				al wounds			
Belicosa volcano cannon	180"	Macro D6	30	-6	12	Any wound rol additional D6 i				n inflicts a	ın		
Titan plasma blastgun	This weapo	on has two firing m	odes, decl	are whi	ich is beir	ng used before the	e attack is mad	de:					
Normal	72"	Macro 2D6	8	-3	3	-							
- Overcharged	72"	Macro 2D6	10	-4	4	When using th Titan suffers a shots have been be stopped by t	mortal wound n resolved. Th	l after all ese morta	of this al wour	weapon's			
Titan Vulcan mega-bolter	72"	Heavy 20	6	-3	2	<del>78</del> 3							
Twin Titan mega-bolter	72"	Heavy 40	6	-3	2	<del>-</del>							
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against INFAN rolled for this weapon do not being in cover.	veapon is dou gain any bon This weapon	bled. Uni us to thei	its attac ir savin	cked by th g throws f	or		
Ardex-defensor maulers	36"	Heavy 6	6	-2	2	Overwatch atta regardless of m		weapon l	nit on a	5+			
Ardex-defensor twin lascannon	48"	Heavy 2	9	-3	D6	Overwatch atta regardless of m targets behind	odifiers. Thes				t		

### **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>

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: NAME Ld Sv M WS BS **REMAINING W VOID SHIELD** BS Chaos Reaver Titan 10 10 3+ 10 60 20" 50-60+ 2+ 3+ 4+ The Chaos Reaver Titan is a single model. It is equipped with a single carapace-mounted weapon 18" 35-49 4+ 3+ and two arm-mounted weapons selected from the lists in this datasheet. It may also crush its enemies 15" 5+ 20-34 4+ beneath its titanic stride. 12" 10-19 5+ 6+ WEAPON TYPE ABILITIES RANGE AP 0 10" 6+ 7+ 1 - 9Melee Melee Titanic stride Make 3 hit User -3 3 rolls for each attack made with this weapon, instead of 1. This weapon can target units which are not visible to Apocalypse missile 24"-360" Heavy 12 2 -2 launcher the firer. Against INFANTRY units, each successful hit 72" -3 Reaver gatling blaster 3 Macro 6 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 2D6 automatically inflicts an additional D3 mortal wounds 10 -3 on the target. Reaver volcano cannon 180" Macro D6 -5 25 12 48" 16 Reaver melta cannon Macro 2D6 -4 6 If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with the Reaver power fist, select an enemy unit within 12" and roll a D6; on a 4+ Reaver power fist Melee Melee -5 10 x2that 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 -5 10 x2 VEHICLE, MONSTER or BUILDING automatically inflicts an additional 2D6 mortal wounds on the target. Any wound roll of a 6 made with this attack Macro 2D3 automatically inflicts an additional D3 mortal wounds Dual turbo-laser destructor 96" 2D6 on the target. This weapon has two firing modes, declare which is being used before the attack is made: Titan plasma blastgun - Normal Macro 2D6 72" - Overcharged Macro 2D6 When using this firing mode, for each hit roll of 1, the 10 -4 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 inferno gun 18" Heavy 4D6 This weapon hits automatically. -3 4 Titan vulcan mega-bolter 72" Heavy 20 6 -3 2 Against INFANTRY, the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for Incinerator missile bank 24"-360" Heavy 10 2 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

DAMAGE

- Reaver power fist - 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.

CHAOS, TITANICUS TRAITORIS, <HERETIC TITAN LEGION>

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

**FACTION KEYWORDS** 

KEYWORDS

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.

75 ower		C			WAR UT T			O		DAMAGE Some of a Cha characteristics	change	as it s		
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	battle, as show	n below	v: WS	BS	VOID SHII
Chaos Warhound Titan	*	*	*	10	9	35	4	10	3+	30-35+	24"	5+	2+	4+
The Chaos Warhound Titan i	s a single	model. I	t is equip	ped w	ith two ar	m-mou	inted wea	pons sel	ected	20-29	18"	5+	3+	5+
from the list in this datasheet.				ies bei	neath its ti					10-19	12"	6+	4+	6+
WEAPON	RANGE	TYP	1		S	AP	0	ABILI		1-9	8"	6+	4+	7+
Titanic stride	Melee	Mel	ee		User	-3	3		e 3 hit for eacl	h attack made wit	h this w	reanon	inste	d of 1
Dual turbo-laser destructor	96"	Mac	cro 2D3		16	-3	2D6	Any	wound	roll of a 6 made v ly inflicts an addit	vith this	attack		
Titan plasma blastgun	This we	apon ha	s two fir	ing m	odes, dec	lare wh	ich is bei	ng used	l before	the attack is mad	e:			- 1
- Normal	72"	Mac	cro 2D6		8	-3	3	<del>-1</del> 3						
- Overcharged	72"	Mac	cro 2D6		10	-4	4	Titar shots	suffers	this firing mode, s a mortal wound een resolved. The by the Titan's own	after all se mort	of this	weap	on's
Titan inferno gun	18"	Hea	vy 4D6		7	-3	4	This	weapor	n hits automaticall	ly.			
Titan vulcan mega-bolter	72"	Hea	vy 20		6	-3	2	-						
ABILITIES	- Tita	l God-e	n mega- engine: A	Chac	s Warhou					Movement phase an move over ene				A PORT AND ADDRESS OF THE PARTY
	though fire its s this case and mo weapon	at the enchooting e, it can re than as withou	nd of its weapon shoot th 1" away i ut any pe	move s even e enen from a enalty	it must be if there a ny unit th ny friend	e more are ener at is wi lly mod rolls. Fi	than 1" a ny mode ithin 1" o lels. In ad nally, a C	way fro ls withi of it or a ldition, Chaos W	m all er n 1" un ny othe a Chao	nemy units. A Cha less those enemy u r visible enemy u s Warhound Titar d Titan only gain	nos War models nit that n can me	hound are TIT is withi ove and	Titan ANIC n rang l fire I	can C. In ge Heavy
	projected attacks throw we form of unaffect In this of ignored operation	ed out at and mis which the attack ed ted by the case, roll if the sa	a distantication and a distant	inst the lling pom we an attace for ease Titan	m their h em. In ga layer can apons wi ack, but u ach mort ed. Titan	ulls in lane-ter opt to the the Mandike in all wour void sh	ayers and ms, Titar use instead whelee type nyulneral ad that he ields musticles in the ields musticles in the ields musticles in the ields in the i	d design ad of the e. Like ble save as been st be con	ned to described to describe the described to described the described to describe the described to described the described to describe the described	nerators, near-imperators, near-imperators and absorb re represented by nal save or invulnable saves, Titan nay also be used to on the Titan, with the resident of the saves are saved as the void shields is resident and the saves are saved as the saved	the imp a uniqual erable so void sh o negate th the n	e kind ave aga ield sav mortal wed in	of sav of sav ainst a ves are al wou wound comb	nergy ing ny nds. I being oat
	Flank S	peed: V	Vhen thi	s mod	el advanc	es, incr	ease its N	Move ch	aracteri	istic by 12" instead	d of roll	ing a di	ice.	
	P4. 11. 11. 11. 12. 12. 12. 12. 12. 12. 12									6 before removin thin 3D6" suffers				2

CHAOS, TITANICUS TRAITORIS, <CHAOS TITAN LEGION>

TITANIC, VEHICLE, GOD-ENGINE, CHAOS WARHOUND SCOUT TITAN

FACTION KEYWORDS

# APPENDIGES

#### DAEMON BOUND POINTS VALUES

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

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

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

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

#### HELLFORGED POINTS VALUES

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

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

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

<sup>\*</sup>Each Hellforged Rapier must be accompanied by two Chaos Space Marine Crewmen.

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

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

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

OTHER WARGEAR	
ITEM	POINTS PER ITEM
Hellfire veil	35

#### EYRINE CULTS POINTS VALUES

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

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

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

#### LORDS OF RUIN POINTS VALUES

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

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

4.771	1 1	. 1	4.4	C .1 .	1 2 2	43
There may	only be	e a single	unit c	of this	tvpe in a	ny given army.
The state of the s						

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

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

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

#### CHILDREN OF THE WARP POINTS VALUES

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

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

<sup>\*</sup>There may only be a single unit of this type in any given army.

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

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

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

# TRAITOR QUESTORIS POINTS VALUES

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

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

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

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

#### HERETIC TITAN LEGIONS POINTS VALUES

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

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

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

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

# DAEMON BOUND WARGEAR

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	<b>≅</b>	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound. This effect can only occur once per phase regardless of how many results of '1' are rolled.
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit must subtract 2 from to its Leadership for the rest of the turn. This modifier is not cumulative.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0 and causing 1 Damage. These additional hits do not trigger further hits themselves.
Rot cannon	36"	Heavy D6	6	-3	2	Against INFANTRY targets, failed wound rolls for this weapon are re-rolled.
Rancid vomit	7"	Pistol D6	5	-2	1	This weapon automatically hits its target.
Kytan gatling cannon	48"	Heavy 8	8	-2	2	
Scorpion cannon	36"	Heavy 10	6	-2	2	
Soulshatter bombard	24"	Heavy D6	12	-3	D6	Against VEHICLE, BUILDING and MONSTER units, this weapon's attacks are Damage 2D6 rather than D6.
Twin hellmaw blasters	8"	Pistol 2D6	User	-2	1	This weapon automatically hits its target.

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	( <del></del> )
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	<del>-</del> 1

## HELLFORGED WARGEAR

HELLEORIGED RANGED V		TVDF	п	AD	n	ADILITIE
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-  If any hit roll made in a given phase results in a score of a '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	5	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 res 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	V <del>T</del> 3
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	æ	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	(元)
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Predator autocannon	48"	Heavy 2D3	7	-1	3	ion:
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, ever 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 exceed it then the target model is wounded.
Combi-melta		cking with this wade for this weap		choose	one or b	ooth of the profiles below. If you choose both, subtract 1 from al
– 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	FAPRINS		G III	2 - 2	-	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-flamer	When atta	cking with this v	weapon,	(7/7/7/1)	one or b	oth of the profiles below. If you choose both, subtract 1 from all
Comor-namer	hit rolls m	ade for this weap	oon.			
– Boltgun	24"	Rapid Fire 1	4	0	1	
– Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-plasma		cking with this vade for this weap		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	
– 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	<u>4.9</u>
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	429
Quad heavy bolter	48"	Heavy 12	5	-1	1	e.
Boltgun	24"	Rapid Fire 1	4	0	1	
Bolt pistol	12"	Pistol 1	4	0	1	
Soulburner ribaudkin	18"	Heavy 2D3	ū	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage.
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model has any of the MONSTER, VEHICLE or TITANIC keywords then the amount of damage suffered becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Thermal jets	6"	Pistol D6	6	-1	1	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.
Thermal jet array	6"	Pistol D6	8	-1	D3	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.
Kharybdis storm launchers	24"	Heavy 3	6	-1	1	=
Malignatas beam cannon	72"	Heavy 4	*	-5	4+D6	This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Ld characteristic, if the total equals or exceeds the Ld characteristic then the target model is wounded.
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with five or more models, change this weapon's Type to Heavy D6.
Fellblade accelerator cannon	When firir	ng this weapon, s	select on	e of the	two prof	files below:
- HE shells	100"	Heavy 2D6	8	-3	1	When attacking units with five or more models, the dice rolled to decide the number of shots fired may be re-rolled.
- AE shells	100"	Heavy 2	14	-4	6	
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targetting <b>TITANIC</b> units with this weapon.

HELLFORGED RANGED	WEAPONS					
WEAPON	RANGE	TYPE	S	AP	0	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.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellforged deathclaw	Melee	Melee	x2	-3	3	<del>-</del>
Hellforged chainclaw	Melee	Melee	x2	-4	4	
Infernal hunger	Melee	Melee	User	-3	1	V <del>V</del> 1
Hellforged siege claw	Melee	Melee	x2	-3	3	1441
Hellforged siege drill	Melee	Melee	x2	-4	4	A <u>2.3</u>
Blade struts	Melee	Melee	User	-2	2	; <del></del> :
Melta cutters	Melee	Melee	16	-5	2D6	Normal attacks may not be made using this profile, instead if the Hellforged Kharybdis successfully charges a model with the VEHICLE, MONSTER or TITANIC keywords, the controlling player may choose to forfeit all of its standard attacks to make a single attack with this profile that hits its target on a 2+.
Eternal hunger	Melee	Melee	User	-3	D3	

# EYRINE CULTS WARGEAR

EYRINE CULT RANGED W	EAPUNS					
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.
Lascannon	48"	Heavy 1	9	-3	D6	(#C)
Havoc launcher	48"	Heavy D6	5	0	1	
Twin lascannon	48"	Heavy 2	9	-3	D6	( <del>40</del> )
Twin heavy bolter	36"	Heavy 6	5	-1	1	
Vengeance launcher	48"	Heavy 2D6	5	-1	1	( <del>11</del> )
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 thei 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	<del>-</del> 1
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	<u>22</u> 1

### LORDS OF RUIN WARGEAR

LOROS OF RUIN RAI	IGED WEAPON	S				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demnos bolter	24"	Rapid Fire 2	4	-1	1	120
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		cking with this v ade for this wear		choose	one or b	ooth of the profiles below. If you choose both, subtract 1 from all
- Bolter	24"	Rapid Fire 1	4	0	1	( <del>=</del> )
- 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 MELE	E WEAPON:	S				
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	V <del>5</del> 78
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

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 WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Axe of Khorne	Melee	Melee	727/1	10,0004	D6	Machine Market M
The Executioner's Axe	Melee	Melee	+3	-4	Do	
Bloody Arc (melee)	Melee	Melee	+2	-3	2	For each wound roll of 6 made using this weapon, the Damag
bloody Arc (melec)	Wielee	Wiciec	74	5 <b>.4</b> 5	2	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, tha hit is resolved with an AP of -4 instead of -1.
Warpfire talons	Melee	Melee	User	-3	D6	Any hit that rolls a 6 for its wound rolls immediately inflicts D3 mortal wounds on the target unit in addition to any other damage.
Cataclysmic strike	Melee	Melee	x2	-4	3	Against VEHICLE, BUILDING or MONSTER targets this weapon becomes Damage 6.
Pustulant stomp	Melee	Melee	+2	-3	D3	When targeting a unit with this weapon during the Fight phase, add +3 to the Damage caused if the target unit has the INFANTRY keyword.
Fist of decay	Melee	Melee	+3	-1	1	If an attack made with this weapon causes an unsaved wound to a model, roll a D6. On a 4+, the model suffers an additiona D6 wounds.
Gaping maw	Melee	Melee	User	-3	3	All rolls of 6 to hit with this weapon become 3 hits each.
Canker worms	Melee	Melee	2	0	1	After this model makes their close combat attacks, the canker worms infesting Cor'bax make their attacks separately. Make D6 additional attacks using this weapon profile.
Yawning maw	Melee	Melee	5	-1	D3	All hit rolls of a 6 made when using this weapon generate a single additional automatic hit.
Rider's plaguesword	Melee	Melee	4	0	ì	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	NAME OF THE PARTY
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	( <del>-</del> )
Blade of Decay	Melee	Melee	+2	-4	6	
Nurglings	Melee	Melee	2	0	1	After this model makes its close combat attacks, the Nurgling infesting Scabeiathrax the Bloated make their attacks separately. Make D6 additional attacks using this weapon profile. You can re-roll wound rolls of a 1 for these attacks.

# TRAITOR QUESTORIS WARGEAR

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	<del></del>
fronstorm 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.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaper chainfist	Melee	Melee	x2	-4	6	When attacking with this weapon, subtract 1 from the hit roll.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re roll failed hit rolls with this weapon if the Renegade Knight Lancer has successfully charged in your Charge phase.
Tempest warblade	Melee	Melee	+6	-3	5	If any result of a 6 is rolled on any wound roll with this weapon against a MONSTER or VEHICLE, then an additional D3 mortal wounds are also inflicted on the enemy unit.
Reaper chainsword	Melee	Melee	+4	-3	6	
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		Maybear and		AB	-	ADULTIFO
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by this weapon must halve their Move characteristic and cannot Advance in their following Movement phase.
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that unit also suffers D3 hits using the weapon's profile.
Warlord gatling blaster	72"	Macro 12	8	-3	3	Against INFANTRY units, each successful hit inflicted by this weapon instead becomes 3 hits.
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units which are not visible to the bearer.
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against INFANTRY units, each successful hit roll inflicted by this weapon instead becomes 3 hits.
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same target unit, if this additional hit roll is successful, you may roll to hit again and again until either you miss or a total of 12 hits has been achieved. After the total number of hits has been determined for the weapon, resolve the attack.
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12	You may re-roll failed hit rolls for this weapon against targets with the MONSTER, BUILDING or VEHICLE keyword.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Belicosa volcano cannon	180"	Macro D6	30	-6	12	Any wound roll of a 6 made with this weapon inflicts an additional D6 mortal wounds on the target.
Titan plasma blastgun	This weapo	on has two firing	g modes	declare	which i	s being used before the attack is made:
- Normal	72"	Macro 2D6	8	-3	3	
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan Vulcan mega-bolter	72"	Heavy 20	6	-3	2	
Twin Titan Vulcan mega-bolter	72"	Heavy 40	6	-3	2	; <del></del> ;
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	t <del>al</del>
Reaver melta cannon	48"	Macro 2D6	16	-4	6	A2.3
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	545

HERETIC 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.	

ATT

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