IMPERIAL ARMOUR.

INDEX: FORCES OF CHAOS





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forge World®



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INTRODUCTION

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

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

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

ADDITIONAL RULES

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

MACRO WEAPONS

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

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

ARCH-DAEMONIC RITUAL

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

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

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

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

COMBI-WEAPONS LIST

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

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

DATASHEETS

1. Battlefield Role

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

2. Power Rating

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

3. Unit Name

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

4. Profiles

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

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

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

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

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

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

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

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

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

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

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

5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

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

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

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

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

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

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

7. Wargear Options

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

8. Abilities

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

9. Keywords

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

10. Damage

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

7 9	В	LO	OD O	SI F K	LAU KHC	GH ORN	TE E	RE	R	characteristics char					
NAME	М	Shown below: REMAINING W M S REMAINING W MS REMAINING													
Blood Slaughterer of Khorne	*	Shown below: REMAINING W										6			
A Blood Slaughterer of I	Khorne is a si	ngle m	odel. It i	s equip	ped with	a slaugl	nter bla	de and a	n		Ü	•	5 4		
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				39		
Slaughter blade	Melee	Some of a Blood Slaughterer of Khorne characteristics change as it suffers dame shown below: 1													
Impaler harpoon	12"	Ass	ault 1		8	-3	3	has p the S	revious hooting	sly successfully hit with g phase of the same tur	n this weap	on in			
WARGEAR OPTIONS	A Blo	is a single model. It is equipped with a slaughter blade and an 4-6 8" 7 5 1-3 6" 6 4 ANGE TYPE S AP D ABILITIES Table Melee													
ABILITIES	Bloody it gains	* 3+ 4+ * 7 10 * 7 3+ 7-10+ 10" 8 The is a single model. It is equipped with a slaughter blade and an 1-3 6" 6 RANGE TYPE S AP D ABILITIES Melee Melee +2 -3 3 A model equipped with two slaughter blades may make 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													
	Inferna	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. A Blood Slaughterer of Khorne can replace its impaler harpoon with a second slaughter blade. Daemon Engine: The model has a 5+ invulnerable save. Rloody Rampage: At the start of every Fight phase where this model is within 1" of any enemy INFANTRY units, gains +2 to its current Attacks characteristic for the duration of the phase. Cuttling Gait: When this model Advances, add 6" to its Move characteristic instead of rolling a dice.													
	Blind F	t gains +2 to its current Attacks characteristic for the duration of the phase. Scuttling Gait: When this model Advances, add 6" to its Move characteristic instead of rolling a dice. Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.													
		Blind Fury: This model may not Fall Back if within 1" of any enemy INFANTRY units. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it													
FACTION KEYWORDS	CHAC	S, KH	ORNE,	HER	ETIC A	START	ES, <i< td=""><td>EGION</td><td>V></td><td></td><td></td><td>Side of the</td><td></td></i<>	EGION	V >			Side of the			
KEYWORDS	VEHIC	CLE, D	AEMO	N, DA	AEMON	ENGI	NE, B	LOOD	SLAU	GHTERER OF KHO	ORNE		7		

		Main.	Colon fill	Minis		1 6584		36376	ETK WALL			Y- Comme	196.2
T) (11)	GR	EA	TE	R E	BLIG	HI	ľ D	RO	NE	DAMAGE Some of a Greater I characteristics char shown below:			age,
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	S	A
Greater Blight Drone	*	4+	3+	*	7	12	*	7	3+	8-12+	14"	6	3
A Greater Blight Drone is and a plague probe.	a single mo	del. It i	s equipp	ed wit	h a Blight	reaper o	cannon	a bile m	naw	4-7	10"	5	D:
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-3	6"	4	1
Bile maw	12"	Pist	ol D3		8	-2	D3		can re-ro this wea	oll any wound rolls of apon.	1 when att	acking	200
Blightreaper cannon	36"	Hea	avy 4		7	-1	2			ou make a wound roll olved with an AP of -			1,
Plague probe	Melee	Mel	lee		User	-2	D3		can re-ro this wea	oll any wound rolls of apon.	1 when att	acking	
WARGEAR OPTIONS	• None	•	4 inf				11/2/		i de la companion de la compan			The Cart	7 - 100
ABILITIES	Inferna Carrior It canno	Regent Haunt of end th	ter: At the	: At the	t of the fir	ng of ead st battle y enemy	ch of yo	our turns	re the tu	odel heals one wound arn begins, you can m ave units that can do	ove this un		
	the batt	lefield;	on a 4+	it explo	odes, and	each un	it withi	n 7" suff	ers D3 n	oll a D6 before removi nortal wounds.	ng the mod	del from	
FACTION KEYWORDS					ETIC AS			-		DI IOITE DROVE		e 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1
KEYWORDS	VEHIC	LE, D	AEMC	\mathbf{N}, \mathbf{D}	AEMON	ENGL	NE, FI	ly, GRI	EATER	BLIGHT DRONE			1

NA PAT		wo	no.			w	•	1.4	
NAME	M	WS	BS	S	ı	W	A	Ld	Sv
Chaos Decimator	10"	3+	3+	7	7	8	5	8	3+
A Chaos Decimator is a si	ngle model	It is eq	uipped v	with two	Decim	ator sie	ge claws	each wi	th an inbuilt hellflamer.
WEAPON	RANGE	TYP	E		S	AP	D	ABILI1	TIES
Decimator siege claw	Melee	Mel	ee		+2	-3	3	-	
Hellflamer	8"	Hea	vy D6		5	-1	2	This	weapon automatically hits its target.
Decimator storm laser	24"	Ass	ault 5		6	-2	1	-	
Soulburner petard	24"	Ass	ault 2D3	,	-	0	1	a mor hit ro then can o	successful hit roll made with this weapon inflicts rtal wound instead of the normal damage. If any oll made in a given phase results in a score or a '1', the firing unit suffers one mortal wound. This effectively occur once per phase regardless of how many ts of '1' are rolled.
Butcher cannon	36"	Hea	vy 4		8	-1	2	the Sl Lead	nit has any models slain by any butcher cannon in hooting phase, the unit must subtract 2 from its ership for the rest of the turn. This modifier is not lative.
C-beam cannon	72"	Hea	vy 1		6	-3	D3	mode betwee by +2 from weap at Str	weapon may not be fired on any turn in which the el carrying it has moved. In addition, for each 24" een the bearer and the target, increase the Strength 2 and the Damage by +D3. If a model is removed play as a casualty due to wounds caused by this on, then the target unit suffers 2D6 additional hits rength 6, AP 0, causing 1 Damage. These additional do not trigger further hits themselves.
WARGEAR OPTIONS	follov - Sou - C-b - But	ving we lburner eam ca cher ca	apons: petard nnon		lace any	of its Γ	Decimato		claws with an inbuilt hellflamer with any of the
ABILITIES	Daemo	n Engir	e: The n	nodel ha	as a 5+ i	nvulner	able save	e.	
	Inferna	Regen	eration	At the	heginni	ng of ea	ch of voi	ır turns	, this model heals one wound.
	Explode	es: If th	is model	is redu	ced to 0	wound	1000	06 befor	re removing the model from the battlefield; on a 6 i
									it gains +1 attack.
FACTION KEYWORDS									S, <legion></legion>
KEYWORDS									E, CHAOS DECIMATOR

12		shown below: State													
NAME	M														
Plague Hulk of Nurgle	*	4+	shown below: REMAINING W M BS A												
		nodel. It	Some of a Plague Hulk of Nurgle's characteristics change as it suffers damage, as shown below: REMAINING W M BS A												
can spew rancid vomit on WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-3	3"	6+	D3		
Rot cannon	36"	NURGLE WS BS S T W A Ltd SV 4+ * 8 8 14 * 7 3+ e model. It is equipped with an iron claw and a rot cannon, and Heavy D6 6 -3 2 Against INFANTRY targets, failed wound rolls for this weapon are re-rolled. Pistol D6 5 -2 1 This weapon automatically hits its target. Heavy D6 6 5 -2 1 This weapon automatically hits its target. Heavy D6 6 -3 3 You can re-roll failed hit rolls for this weapon. Plague Hulk of Nurgle can replace its iron claw with a warpsword. Plague Hulk of Nurgle can replace its iron claw with a warpsword. Inonic: The model has a 5+ invulnerable save. Some of a Plague Hulk of Nurgles as it suffers damage, shown below: REMAINING W M BS 8-14+ 7" 4+ 4-7 5" 5+ 1-3 3" 6+ II This weapon are re-rolled. Plague Hulk of Nurgle are re-rolled. Plague Hulk of Nurgle can replace its iron claw with a warpsword. Inonic: The model has a 5+ invulnerable save. Sustingly Resilient: Each time the Plague Hulk of Nurgle loses a wound, roll a D6; on a roll of 5 or 6, the el does not lose that wound. Sing Curse: All enemy VEHICLE units within 1" of a Plague Hulk of Nurgle must subtract 1 from their type throws. Inonic Ritual: See Warhammer 40,000 – Index: Chaos. Sodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6, it odes and each unit within 6" suffers D3 mortal wounds.													
Rancid vomit	7"	NS BS S T W A Ltd SV 4+ * 8 8 14 * 7 3+ le model. It is equipped with an iron claw and a rot cannon, and Heavy D6 6 -3 2 Against INFANTRY targets, failed wound rolls for this weapon are re-rolled. Pistol D6 5 -2 1 This weapon automatically hits its target. Be Melee x2 -3 D6 - Be Melee User -3 3 You can re-roll failed hit rolls for this weapon. Plague Hulk of Nurgle can replace its iron claw with a warpsword. By Resilient: Each time the Plague Hulk of Nurgle loses a wound, roll a D6; on a roll of 5 or 6, the led does not lose that wound. By Resilient: Each time the Plague Hulk of Nurgle loses a wound, roll a D6; on a roll of 5 or 6, the led does not lose that wound. By Resilient: Each time the Plague Hulk of Nurgle loses a wound, roll a D6; on a roll of 5 or 6, the led does not lose that wound. By Resilient: Each time the Plague Hulk of Nurgle loses a wound, roll a D6; on a roll of 5 or 6, the led does not lose that wound. By Resilient: Each time the Plague Hulk of Nurgle loses a wound, roll a D6; on a roll of 5 or 6, the led does not lose that wound. By Resilient: Each time the Plague Hulk of Nurgle must subtract 1 from their neg throws. By Resilient: See Warhammer 40,000 – Index: Chaos. By Resilient: See Warhammer 40,000 – Index: Chaos.													
Iron claw	Melee														
Warpsword	Melee	Me	lee		User	-3	3	You	can re-r	oll failed hit rolls for th	is weapoi	n.			
WARGEAR OPTIONS	A Pla	lee Melee x2 -3 D6 - lee Melee User -3 3 You can re-roll failed hit rolls for this weapon. A Plague Hulk of Nurgle can replace its iron claw with a warpsword. emonic: The model has a 5+ invulnerable save. sgustingly Resilient: Each time the Plague Hulk of Nurgle loses a wound, roll a D6; on a roll of 5 or 6, the													
ABILITIES	Disgusting	RANGE TYPE S AP D ABILITIES 36" Heavy D6 6 -3 2 Against INFANTRY targets, failed wound rolls for this weapon are re-rolled. 7" Pistol D6 5 -2 1 This weapon automatically hits its target. Melee Melee x2 -3 D6 - Melee Melee User -3 3 You can re-roll failed hit rolls for this weapon. • A Plague Hulk of Nurgle can replace its iron claw with a warpsword. Daemonic: The model has a 5+ invulnerable save. 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. Rusting Curse: All enemy VEHICLE units within 1" of a Plague Hulk of Nurgle must subtract 1 from their saving throws. Daemonic Ritual: See Warhammer 40,000 - Index: Chaos.													
									re remo	ving the model from th	e battlefi	eld; on a 6,	it		
FACTION KEYWORDS	CHAC	S, NU	RGLE				17.30					10/14点			
KEYWORDS	VEHIC	CLE, D	AEMC	N. PI	AGUE	HULK	OF NU	JRGLE							

25		K	ΥT	'AN	RA	VA	GEI	₹		DAMAGE Some of a Kytan Ra change as it suffers			
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	S	
Kytan Ravager	*	3+	3+	*	8	22	*	9	3+	11-22+	12"	10	
A Kytan Ravager is a single Kytan gatling cannon.	e model. It	is equip	pped wit	h a gre	at cleaver	of Kho	rne and	a		5-10 1-4	10" 8"	8 5	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Kytan gatling cannon	48"	Hea	avy 8		8	-2	2	-					
Great cleaver of Khorne	When a	attacking	g with th	nis weap	pon, choo	ose one	of the p	ofiles be	elow:				
- Smash	Melee	Me	lee		x2	-4	6	-					
- Slash	Melee	Me	lee		User	-2	D3			olls for each attack mad	de with thi	is weapon	
WARGEAR OPTIONS	• None	e.	Mich										
ABILITIES	Melee Melee User -2 D3 Make 3 hit rolls for each attack made with this weapon instead of 1. • None. Daemon Engine: The model has a 5+ invulnerable save. Infernal Regeneration: At the beginning of each of your turns, this model heals one wound. Titanic Daemon Engine: A Kytan Ravager 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 Kytan Ravager can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Kytan Ravager only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.												
	may mo	ove. l es: If th	is mode	l is redu	uced to 0	wound	s, roll a l	06 befor		determine the maxim			
PARTICAL VEVWORDS					6" suffer				Te				
FACTION KEYWORDS					ETIC AS					ANI DAVACED			
KEYWORDS	IIIAN	NIC, V	EHICL	E, DA	EMON,	DAEN	ION E	NGINE	L, KYT	AN RAVAGER			

32 50WS	S	G COR	REA PIC	TER N O	BR F K	RASS HO	S RN	E	DAMAGE Some of a Greater B characteristics chan shown below:		
NAME	M	WS I	BS S	3 T	W	A	Ld	Sv	REMAINING W	М	S
Greater Brass Scorpion	*	3+	3+	8	20	*	9	3+	11-20+	12"	10
A Greater Brass Scorpion a scorpion cannon, a souls						ellcrushe	r claws,	No.	4-10 1-3	10" 8"	8 5
WEAPON	RANGE	TYPE		S	AP	0	ABILIT	TIES			
Hellcrusher claws	Melee	Melee		+4	-4	6	-				
Scorpion cannon	36"	Heavy	10	6	-2	2	-				
Soulshatter bombard	24"	Heavy	D6	12	-3	D6			IICLE, BUILDING an attacks are Damage 21		
Twin hellmaw blasters	8"	Pistol 2	2D6	User	-2	1	This	weapon	automatically hits its t	arget.	
WARGEAR OPTIONS	• None	2.	7.17.6			Page 10				P. T. D. F.	
	it, as lor is within models. the pen	ng as all of n 1" of it on In additio alty to its h	the enem r any othe on, the Gr nit rolls. F	y models ha er visible en eater Brass S	ave the lemy uni Scorpion Greater I	INFANT it that is n of Kho Brass Sco	RY keyw within ra rne can	word. In ange and move ar	ot if there are enemy not this case, it can shoot do more than 1" away frond fire Heavy weapons to only gains a bonus to	the enemy om any fri without su	unit that endly offering
				e Greater B naximum di					a charge move, roll 3D e.	6 and add	the results
	mortal	wounds on	the Grea		orpion	of Khori	ne, the P	SYKER	ots to manifest a psych suffers Perils of the W		
									fore removing the mod ortal wounds.	lel from th	e
FACTION KEYWORDS	CILAO	C VIIOI	NIE III	EDETIC A	CTA DT	TEC T	ECION	т.		No. 1 Comment	
TAUTIUM KETWUNDO	CHAO	S, KHUI	CNE, HI	ERETIC A	SIAKI	E5, <l< td=""><td>EGION</td><td>N></td><td>*</td><td>F- 5 9 1</td><td>1914 and</td></l<>	EGION	N >	*	F- 5 9 1	1914 and

HELLFORGED CONTEMPTOR Some of a Hellforged Contemptor's DREADNOUGHT characteristics change as it suffers damage in battle, as shown below: M WS BS S Ld NAME Sv REMAINING W WS **Hellforged Contemptor** 10 8 6-10+ 2+ A Hellforged Contemptor Dreadnought is a single model. It is equipped with two hellforged 6" 3-5 3+ deathclaws and two combi-bolters. 1-2 4" 4+ **ABILITIES** WEAPON **RANGE** TYPE AP S Hellforged deathclaw Melee Melee x2-3 3 Hellforged chainclaw Melee Melee x2 -4 4 Combi-bolter 24" Rapid Fire 2 0 4 1 If any hit roll made in a given phase results in a score of a Ectoplasma blaster 18" Assault 2 8 -3 2 '1', then the firing unit suffers one mortal wound. Hellflamer 8" Heavy D6 5 -1 2 Attacks made by this weapon automatically hit. Each successful hit roll made with this weapon inflicts a Soulburner Assault D3 0 24" 1 mortal wound instead of the normal damage. If a unit has any models slain by any butcher cannon in the Shooting phase, the unit must subtract 2 from its Butcher cannon Heavy 4 2 36" 8 -1 Leadership for the rest of the turn. This modifier is not cumulative. Twin heavy bolter Heavy 6 5 -1 1 36" If the target is within half range of this weapon, roll Multi-melta 24" Heavy 1 D6 two dice when inflicting damage with it and discard the lowest result. Twin autocannon 48" Heavy 4 -1 2 Ectoplasma cannon 24" Heavy D3 -3 D3Kheres assault cannon 24" Heavy 6 -1 1 This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed C-beam cannon 72" D3 Heavy 1 -3 from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves. · A Hellforged Contemptor may replace one or both deathclaws with chainclaws. **WARGEAR OPTIONS** A Hellforged Contemptor may replace one deathclaw and one combi-bolter with one of the following (both deathclaw and combi bolter must be exchanged): Twin heavy bolter - Multi-melta - Twin autocannon - Ectoplasma cannon - Kheres assault cannon C-beam cannon Butcher cannor One or both combi-bolters may be replaced with one of the following: - Hellflamer - Ectoplasma blaster - Soulburner **ABILITIES** Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used, Hellfire Reactor: A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a

BS

2+

3+

4+

FACTION KEYWORDS

wounds unless it is a PSYKER, in which case it suffers D6 mortal wounds instead. CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

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

4+ invulnerable save against Melee attacks in the Fight phase.

KEYWORDS

VEHICLE, DREADNOUGHT, HELLFORGED, HELLFORGED CONTEMPTOR DREADNOUGHT

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

19		HELI RAI	LFO DE				ND JS		DAMAGE Some of a Hellforgo characteristics char	nge as it su		
NAME	M	WS BS	S	Ţ	W	A	Ld	Sv	battle, as shown be	low:	WS	
Hellforged Proteus	*	* *	8	8	16	4	9	2+	9-16+	10"	5+	
A Hellforged Land Raid two twin lascannon and			el. It is eq	uipped w	ith a tw	in heavy	bolter,		5-8	5" 3"	4+	
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TIES	1-4	3	3+	
Infernal hunger	Melee	Melee		User	-3	1	_					
Twin heavy bolter	36"	Heavy 6		5	-1	1	-					
Twin lascannon	48"	Heavy 2		9	-3	D6	_					
Twin heavy flamer	8"	Heavy 21	D6	5	-1	1	This	weapon	automatically hits its	target.		
Havoc launcher	48"	Heavy D	6	5	0	1	-					
ABILITIES	Machin	a Malifica: 4	At the end	of any tu	ırn in w	hich a u	nit with	this abi	en this model may only	els in the I	ight phase	_
	Accurse Hellforg and if a orbit, te Proteus mortal	ed Phylacter ged Proteus in ny enemy un eleport, from the arriving wounds as it	s a result of remeans in the fall of the f	of 5+ hear the same len and to all units vot to enter in halls of introlling	ormente within 9 r the gar f the We player n battlefic	ed souls " (both f me from bway, et nust roll eld.	bound to riendly a a position.) anyw a D6. If	o the phand ene on that here with	ne number of models it this rule. This unit can invalid and a subtract 1 fr is not represented on the ithin 12" of the Hellfor re is a '1' or a '2' then the	rirl about tom their I the tableto ged Land he unit su	he he .eadership p (i.e., in Raider ffers D3	
	a roll of wounds	a 6 it explod s unless it is a	es and the	e hellish (k, in whic	energies ch case i	at its co	ore are ur D6 mort	nleashed tal wou	before removing it from the discovery discover	suffers 2D	3 mortal	
FAOTION VEVINODO	from all	l hit rolls for	Shooting	attacks n	nade aga	inst this	unit.	1	y enemy units targetin	g this unit	subtract	1
FACTION KEYWORDS		S, <mark< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></mark<>										
KEYWORDS	VEHIC	LE, TRANS	PORT, HI	ELLFOR	GED, L	AND R	AIDER,	HELLI	FORGED LAND RAII	DER PRO	TEUS	1

(20)	Achilles is a single model. It is equipped with a soulburner bombard, ti-meltas and an infernal hunger. The content of the														
NAME	M	WS	BS	S	T	W	A	Ld	Sv			WS	BS		
Hellforged Achilles	RAIDER ACHILLES M WS BS S T W A Ld SV * * * * 8 8 19 4 9 2+ is a single model. It is equipped with a soulburner bombard, s and an infernal hunger. Melee Melee User -3 1 - 48" Heavy D6 5 0 1 - 124" Heavy 2 8 -4 D6 We will heavy 2 8 -4 D6 Heavy 2 D3 - 0 1 This weapon may target enemy units which the bearer cannot see. • A Hellforged Achilles may also be equipped with a havoc launcher or one item from the Combi-weapons list. This model can transport six < LEGION> INFANTRY models (each TERMINATOR and JUMP PACK model takes up the space of two other models). Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of														
		RAIDER ACHILLES M WS BS S T W A Ld SV													
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-4		31			
Infernal hunger	Melee	Me	lee		User	-3	1	-					123		
Havoc launcher	48"	Hea	avy D6		5	0	1	-					19		
Twin multi-melta	24"	Неа	avy 2		8	-4	D6	two	dice when						
Soulburner bombard	48"	odel. It is equipped with a soulburner bombard, nal hunger. TYPE S AP D ABILITIES 1-4 3" 3+ 5+ 1-4 1-4 3" 3+ 5+ 1-4 1-4 3" 3+ 5+ 1-4 1-4 3" 3+ 5+ 1-4 1-4 3" 3+ 5+ 1-4 1-4 3" 3+ 5+ 1-4 1-4 1-4 3" 3+ 5+ 1-4 1-4 1-4 1-4 3" 3+ 5+ 1-4 1-4 1-4 1-4 1-4 1-4 1-4 1-4 1-4 1-4													
WARGEAR OPTIONS	• A He														
TRANSPORT	takes up	the sp	ace of tv												
ABILITIES	other th these di- wounds	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. This weapon may target enemy units which the bearer cannot see. A Hellforged Achilles may also be equipped with a havoc launcher or one item from the Combi-weapons list. This model can transport six < 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 mree other models). Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase													
	Contair a roll of	nment ? a 6 it e	Breach: xplodes	If this and th	model is a	reduced energies	to 0 wo	ounds, ro	ınleashed.	efore removing it from Each unit within 6" su ds instead					
	smoke la	aunche	rs. Until	the co		player's	next Sh	ooting		the Shooting phase, the renemy units targeting					
FACTION KEYWORDS	CHAO	S, <m< td=""><td>ARK C</td><td>F CH</td><td>AOS>, I</td><td>HERE</td><td>ΓIC AS</td><td>TARTI</td><td>ES, <lec< td=""><td>GION></td><td></td><td></td><td></td></lec<></td></m<>	ARK C	F CH	AOS>, I	HERE	ΓIC AS	TARTI	ES, <lec< td=""><td>GION></td><td></td><td></td><td></td></lec<>	GION>					
KEYWORDS	VEHIC	IE TD	ANICDO	DT II	ELLEOD	CED I	ANDD	AIDED	TIPLIE	ORGED LAND RAID		teranic 1 This	100		

Hellforged Predator is a single model. It is equipped with a plasma destroyer and an infernal hunger. WEAPON RAMBE TYPE S AP 0 ABUILTS This weapon may not be freed on any turn in which the model serrous destroyer and an additional diction for each 2 strength 6, AP 0, causing 1 Damage. These additional his strength 12 may 2D6 C-beam cannon 72" Heavy 1 6 -3 D3 Plasma destroyer 36' Heavy 2D3 7 -3 2 - Strength 6, AP 0, causing 1 Damage. These additional his strength 6, AP 0, causing 1 Damage. These additional for the large from plants are successfully charge the Heavy 2D9 7 -1 1 1 1 This weapon automatically hits its target. Plasma destroyer 36' Heavy 2D3 7 -3 2 - Strength 6, AP 0, causing 1 Damage. These additional first on trigger further hits themselves. Plasma destroyer 36' Heavy 1 9 -3 D6 - Heavy 2D3 7 -1 1 1 This weapon automatically hits its target. Plasma destroyer 8' Heavy 1 9 -3 D6 - Heavy 2D3 7 -1 1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 1 9 -3 D6 - Heavy 2D3 7 -1 1 3 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 1 9 -3 D6 - Heavy 2D3 7 -1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 This weapon automatically hits its target. Predator autocannon 48' Heavy 2D3 7 -1 1 This weapon automatically hits its target. Predator au	12 bws	HE	ELL	FOR	RGE	D	PR	EDA	ATC	PR	DAMAGE Some of a Hellforge characteristics chan	ge as it su		ıag
Hellforged Predator is a single model. It is equipped with a plasma destroyer with a plant of the plant of th	NAME	M	WS	BS	S	T	W	A	Ld	Sv			WS	
A Hellforged Predator is a single model. It is equipped with a plasma destroyer and an infernal hunger MRAPON RAMGE TYPE S AP D ABILITIES Melee Melee User 3 1 - Infernal flamestorm amon 8" Heavy 2D6 5 - 1 2 This weapon automatically hits its target. Magna-melta cannon 24" Heavy D3 10 - 4 D6 frange, roll an additional disc when inflicting damage with it and discard the lowest result. This weapon may not be fired on any turn in which the model carrying it has moved. In additional disc when inflicting damage with it and discard the lowest result. This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" heavy 1 6 -3 D3 C beam cannon 72" Heavy 1 6 -3 D3 Plasma destroyer 36" Heavy 2D3 7 -3 2 - Heavy 2D3 10	Hellforged Predator	*	*	*	6	7	11	4	8	3+				
Melec Melec Melec User -3 1 -1		a single mod	el. It is	equipped '	with a p	lasma	destroy	er and			1			
Infernal hunger Infernal flamestorm annon 8" Heavy 2D6 5 -1 2 This weapon automatically hits its target. If the target of an attack by this weapon is within half and the standard of the st		A Partie		A print		11.	The Co		11,71,51		1-2	3"	3+	
Ambien Service of the entropy of the									ABILI	IES				_
Magna-melta cannon 24" Heavy D3 10 -4 D6 This weapon automatically hits its target. 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. This weapon may not fire dro 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 casually due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits do not trigger further hits themselves. Plasma destroyer 36" Heavy 2D3 7 -3 2 - Lascannon 48" Heavy 1 9 -3 D6 - Heavy flamer 8" Heavy D6 5 -1 1 This weapon automatically hits its target. Predator autocannon 48" Heavy D7 7 -1 3 - Heavy Lascannon 48" Heavy D7 5 -1 This weapon automatically hits its target. Predator autocannon 48" Heavy D7 5 -1 This weapon automatically hits its target. Predator autocannon 48" Heavy D7 5 -1 This weapon automatically hits its target. Predator autocannon - A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flame		Melee	Mel	ee	Ţ	User	-3	1	-					
Magna-melta cannon 24" Heavy D3 10 -4 D6 range, roil an additional dice when inflicting damage with an discard the lowest result. 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 to two 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. Plasma destroyer 36" Heavy 2D3 7 -3 2 - Heavy bolter 36" Heavy 1 9 -3 D6 - Heavy flamer 48" Heavy D6 5 -1 1 This weapon automatically hits its target. Predator autocannon 48" Heavy D7 5 -1 1 This weapon automatically hits its target. Predator autocannon 48" Heavy D8 5 0 1 - Havo launcher 48" Heavy D8 5 0 1 - Havo launcher 48" Heavy D8 5 0 1 - A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - Nagna-melta cannon - C-beam cannon - C-beam cannon - Predator autocannon - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers, - A Hellforged Predator may also be equipped with a havoc launcher or one item from the Combi-weapons list. Machina Malifica: At the end of any turn in which a unit with this ability has alain any models in the Fight phase of the following has been been been been been been been bee		8"	Hea	vy 2D6		5	-1	2	This	weapon	automatically hits its t	arget.		
C-beam cannon 72" Heavy 1 6 -3 D3 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 casually due to wounds caused by this wayon, then target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves. Pleasy bolter 36" Heavy 2D3 7 1 1 - Lascannon 48" Heavy 2D3 7 - 1 3 - This weapon automatically hits its target. Predator autocannon 48" Heavy 2D 9 3 D6 - Heavy 1D6 - This weapon automatically hits its target. Predator autocannon 48" Heavy 2D 9 3 D6 - Heavy 1D6 - This weapon automatically hits its target. **A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - Magna-melta cannon - C-beam cannon - Infernal flamestorm cannon - Predator autocannon - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. - A Hellforged Predator may also be equipped with a havoc launcher or one item from the Combi-weapons list. **Machina Malifica: At the end of any turn in which a unit with this ability has dain any models in the Fight phase other-than-through Overwatch attacks, roll a number of D6 equal to the unither 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 can make D3 additional Attacks during the Fight phase 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 can make D3 addit	Magna-melta cannon	24"	Hea	vy D3		10	-4	D6	range	e, roll an	additional dice when	inflicting		
Heavy bolter Lascannon 48" Heavy 1 9 -3 D6 - Heavy flamer 8" Heavy D6 5 -1 1 This weapon automatically hits its target. Predator autocannon 48" Heavy 2D3 7 -1 3 - WARGEAR OPTIONS Havoc launcher 48" Heavy D6 5 0 1 - A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - Magna-melta cannon - C-beam cannon - Infernal flamestorm cannon - Predator autocannon - Twin lascannon - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. - A Hellforged Predator may also be equipped with a havoc launcher or one item from the Combi-weapons list. Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used. Hate-fuelled Rampage: A model with this ability can make D3 additional Attacks during the Fight phase if it successfully charged in the same turn. Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 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 any weapons in the Shooting phase, this model can use its smoke launchers. Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Once per game, instead of shooting any weapons in the Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks m	C-beam cannon	72"	Hea	wy 1		6	-3	D3	mode betwee by +2 from weap at Str	el carryi een the 2 and the play as on, ther ength 6	ing it has moved. In add bearer and the target, it e Damage by +D3. If a a casualty due to wound the target unit suffers , AP 0, causing 1 Dama	dition, for ncrease the model is ds caused 2D6 addi age. These	each 24" ne Strength removed I by this itional hits	h s
Heavy flamer 8" Heavy D6 5 -1 1 This weapon automatically hits its target. Predator autocannon 48" Heavy 2D3 7 -1 3 - Twin lascannon 48" Heavy 2 9 -3 D6 - Havoc launcher 48" Heavy D6 5 0 1 - WARGEAR OPTIONS • A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - Magna-melta cannon - C-beam cannon - Infernal flamestorm cannon - Predator autocannon - Twin lascannon - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers A Hellforged Predator may also be equipped with a havoc launcher or one item from the Combi-weapons list. ABILITIES Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used. Hate-fuelled Rampage: A model with this ability can make D3 additional Attacks during the Fight phase if it successfully charged in the same turn. Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 mortal wounds instead. Smoke Launchers: Once per game, instead of shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit. FACTION KEYWORDS CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>	Plasma destroyer	36"	Hea	vy 2D3		7	-3	2	-					
Heavy flamer 8" Heavy D6 5 -1 1 This weapon automatically hits its target. Predator autocannon 48" Heavy 2D3 7 -1 3 - War Havy 2D3 -3 D6 - Havoc launcher 48" Heavy D6 5 0 1 - War Havy 2D3 -3 D6 - War Havy 2D3 -	Heavy bolter	36"	Hea	vy 3		5	-1	1	-					
Predator autocannon 48" Heavy 2D3 7 -1 3 - Wargear Options • A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - Magna-melta cannon - C-beam cannon - Infernal flamestorm cannon - Predator autocannon - Twin lascannon • A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. • A Hellforged Predator may also be equipped with a havoc launcher or one item from the Combi-weapons list. **Machina Malifica: At-the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 51 heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used. Hate-fuelled Rampage: A model with this ability can make D3 additional Attacks during the Fight phase if it successfully charged in the same turn. Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 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. CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>	Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Havoc launcher 48" Heavy 2 9 -3 D6 - Havoc launcher 48" Heavy D6 5 0 1 - WARGEAR OPTIONS • A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - Magna-melta cannon - C-beam cannon - Infernal flamestorm cannon - Predator autocannon - Twin lascannon • A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers. • A Hellforged Predator may also be equipped with a havoc launcher or one item from the Combi-weapons list. ABILITIES Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used. Hate-fuelled Rampage: A model with this ability can make D3 additional Attacks during the Fight phase if it successfully charged in the same turn. Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 mortal wounds instead. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it 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. CHADOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>	Heavy flamer	8"	Hea	vy D6		5	-1	1	This	weapon	automatically hits its t	arget.		
### Heavy D6	Predator autocannon	48"	Hea	vy 2D3		7	-1	3	-					
• A Hellforged Predator may replace its plasma destroyer with any one of the following weapons: - Magna-melta cannon - C-beam cannon - Infernal flamestorm cannon - Predator autocannon - Twin lascannon - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers A Hellforged Predator may also be equipped with a havoc launcher or one item from the Combi-weapons list. ABILITIES Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used. Hate-fuelled Rampage: A model with this ability can make D3 additional Attacks during the Fight phase if it successfully charged in the same turn. Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 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. FACTION KEYWORDS CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>	Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
- Magna-melta cannon - C-beam cannon - Infernal flamestorm cannon - Predator autocannon - Predator autocannon - Twin lascannon - Twin lascannon - A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers A Hellforged Predator may also be equipped with a havoc launcher or one item from the Combi-weapons list. Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used. Hate-fuelled Rampage: A model with this ability can make D3 additional Attacks during the Fight phase if it successfully charged in the same turn. Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 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. FACTION KEYWORDS CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>	Havoc launcher	48"	Hea	vy D6		5	0	1	-					
other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used. Hate-fuelled Rampage: A model with this ability can make D3 additional Attacks during the Fight phase if it successfully charged in the same turn. Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 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. FACTION KEYWORDS CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>		- Maş - C-b - Infe - Pred - Twi • A Hel	gna-me eam ca rnal fla dator au n lascar llforged	lta cannon nnon mestorm c itocannon nnon Predator Predator	cannon may also may also	o be eo	quippec quippec	l with eit l with a l	her two	heavy l	polters, two lascannon or one item from the C	or two he:	pons list.	4
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. 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. FACTION KEYWORDS CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>	ABILITIES	other the these die wounds Hate-fue	an thro ce that the second sec	ugh Overv scores a res other mea ampage: A	watch at sult of 5 ans in the A model	tacks, + heal e same with	roll a n s one w e turn a	umber o round or s this ab	f D6 equ the uni lity is u	ial to th t with the sed,	e number of models it his rule. This unit cann	has slain. ot be heal	Each of led of	40
FACTION KEYWORDS CHAOS, <mark chaos="" of="">, HERETIC ASTARTES, <legion></legion></mark>		a roll of wounds Smoke I smoke la	a 6 it ex unless Launch auncher	cplodes and it is a PSY ers: Once rs. Until th	d the he KER, in per gam	ellish e which ne, inst olling	nergies h case it tead of player's	at its co t suffers shooting next Sho	re are un D6 mort any wes poting p	nleashed tal wour apons ir	d. Each unit within 6" s nds instead. In the Shooting phase, t	uffers D3 nis model	mortal can use its	S
	FACTION VEVWORDS									C ALE	CIONS			
	27 1				CHAU	3>, F		1C A5	AKIE	5, <le< td=""><td>GION></td><td></td><td></td><td></td></le<>	GION>			

12 20ms	HI	ELI	FO	RC	GED	SC	OF	RPI	US	DAMAGE Some of a Hellforge change as it suffers shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Hellforged Scorpius	*	*	*	6	7	11	4	8	3+	7-11+	12"	5+	3-
A Hellforged Scorpius is a combi-bolter and an inferr			equippe	d witl	n a Scorpi	us mult	i-launch	ner,		3-6	6"	4+	4-
WEAPON	RANGE	TYP	E		S	AP	D	ABIL	ITIES	1-2	3"	3+	5-
Infernal hunger	Melee	Mel	.ee		User	-3	1	-					12
Scorpius multi-launcher	48"	Hea	ivy 3D3		6	-2	2		weapon not see.	may target enemy units	the beare	r	
Combi-bolter	24"	Rap	oid Fire 2		4	0	1	-					
Havoc launcher	48"	Hea	vy D6		5	0	1	_					100
WARGEAR OPTIONS	• A He	llforged	Scorpiu	is may	y also be e	quippe	d with a	havoc l	auncher	or one item from the Co	ombi-weap	ons list.	
ABILITIES	other the these di wounds Rocket Scorpiu	ean thro ce that to by any Barrago s multi-	egh Over scores a other m e: On an launche	erwate result eans i y turr r twic	ch attacks of 5+ hea in the sam in which se in the fo	, roll a nolls one we turn a the Scool of th	number vound on as this a prpius d g Shooti	of D6 econ the unbility is oes not ng phas	qual to th nit with th used, move du e.	lity has slain any model e number of models it l his rule. This unit canno ring the Movement pha	nas slain. I ot be heale se, it may	ed of fire its	COLUMN CO
	a roll of	a 6 it ex	xplodes a	and th	ne hellish	energies	s at its c	ore are ı	unleashed	before removing it from d. Each unit within 6" sunds instead.			
	smoke l	aunchei	rs. Until	the co		player's	next Sh	nooting		n the Shooting phase, they enemy units targeting			
FACTION KEYWORDS	СНАО	S, <m.< td=""><td>ARK O</td><td>F CH</td><td>IAOS>, l</td><td>HERE</td><td>ΓIC AS</td><td>TART</td><td>ES, <le< td=""><td>GION></td><td></td><td></td><td></td></le<></td></m.<>	ARK O	F CH	IAOS>, l	HERE	ΓIC AS	TART	ES, <le< td=""><td>GION></td><td></td><td></td><td></td></le<>	GION>			
KEYWORDS	VEHIC				- Jan 1								

14					GED					DAMAGE Some of a Hellforgochange as it suffers shown below:		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Hellforged Sicaran	*	4+	*	6	7	14	*	8	3+	7-14+	14"	3+
A Hellforged Sicaran is a heavy bolter and an in			equipped	d with t	win accel	erator a	autocan	non,		3-6 1-2	10" 8"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-2		J+
Infernal hunger	Melee	Me	lee		User	-3	1	_				
Twin accelerator autocannon	48"	Ass	ault 8		7	-1	2	hit ro addi	oll when tion, eve	e with this weapon suffer targeting units with the cry wound roll of 6 made AP of that individual w	e FLY keyv e with this	vord. In weapon
Heavy bolter	36"	Hea	avy 3		5	-1	1	-				
Lascannon	48"	Hea	avy 1		9	-3	D6	-				
Havoc launcher	48"	Hea	avy D6		5	0	1	-				
WARGEAR OPTIONS										olters or two lascannon or one item from the <i>Co</i>		ns list.
ABILITIES	other these di wounds	nan thro ice that by any	ough Ov scores a other n	result one and in	h attacks, of 5+ hea n the sam	roll a n ls one v e turn a	number vound o as this al	of D6 econ the urbility is t	ual to the nit with to used,	lity has slain any mode ne number of models it his rule. This unit cann	has slain. I ot be heald	Each of ed of
	a roll of	a 6 it e	xplodes	and the	e hellish e	energies	s at its co	ore are u	ınleashe	before removing it fron d. Each unit within 6" s nds instead.		
	smoke l	launche	rs. Until	the co		player's	next Sh	nooting j		n the Shooting phase, the ny enemy units targetin		
FACTION KEYWORDS	CHAO	S, <m< td=""><td>ARK C</td><td>F CH</td><td>AOS>, I</td><td>HERE</td><td>ΓIC AS</td><td>TARTI</td><td>ES, <le< td=""><td>EGION></td><td></td><td></td></le<></td></m<>	ARK C	F CH	AOS>, I	HERE	ΓIC AS	TARTI	ES, <le< td=""><td>EGION></td><td></td><td></td></le<>	EGION>		
KEYWORDS	VEHIC	CLE, H	IELLFO	ORGE	D, HELI	FOR	GED SI	CARA	N		£ 1.747	

NAME	M	WS	BS	S .	NAT	W	A	Ld	Sv	characteristics chan battle, as shown bel	ow:	
Hellforged Sicaran	141	AA m	UU	u	•		A	LU	UV	REMAINING W	M	BS
Venator	*	4+	*	6	7	14	*	8	3+	7-14+	14"	3+
A Hellforged Sicaran Vena a heavy bolter and an infe			el. It is	equipp	ed with a	Malign	atas bea	m laser,	1	3-6 1-2	10" 8"	4+ 5+
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Infernal hunger	Melee	Mel	ee		User	-3	1	_				
Malignatas beam laser	36"	Неа	vy 1		*	-5	2D6	norm the ta	al, instea	th this weapon does no ad roll 3D6 and compar del's Leadership charac eeds it then the target m	re the total teristic, if	rolled to
Heavy bolter	36"	Hea	vy 3		5	-1	1	-				
Lascannon	48"	Hea	vy 1		9	-3	D6	-				
Havoc launcher	48"	Hea	vy D6		5	0	1	-				
WARGEAR OPTIONS	 A He 	llforged		n Venat						heavy bolters or two las incher or one item from		
ABILITIES	other the these diswounds Undyin removed	an throce that the by any g Hatre I as a ca	ugh Over the correct of the correct	result result result reans in the proint rolls	h attacks, of 5+ hea n the sam eceding t an addition	roll a r ls one v e turn a urn, a I onal did	number of wound or as this ab Hellforge te when i	of D6 eq n the un ility is u d Sicara making	ual to the it with the ised, ised, wound r	ity has slain any model e number of models it l nis rule. This unit canno or has caused any enem olls for its Malignatas b	has slain. I ot be heale y model to	ed of obe
	discards	the lov	vest dic	e before	e calculat	ing the	result of	the roll				
										pefore removing it from I. Each unit within 6" su		
					k, in whic	h case i	t suffers	D6 mor		nds instead.	inero Do n	iortar

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION> VEHICLE, HELLFORGED, HELLFORGED SICARAN VENATOR

FACTION KEYWORDS KEYWORDS

21 ower	ŀ				GED JLT					UAMAGE Some of a Hellforge change as it suffers			
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	shown below:			
Hellforged Spartan	*	*	*	8	8	20	4	9	2+	REMAINING W	M	WS	B
A Hellforged Spartan is a	a single mod	ol It is a	quipped							12-20+	10"	5+	3
and an infernal hunger.	a siligic illou	C1. 1t 15 t	quipped	with a	twiii iica	avy bon	ci, two q	luad iasc	amon	6-11	5" 3"	4+	4
WEAPON	RANGE	ТҮР	E		S	AP	D	ABILI	TIES	1-5	3	3+	5
Infernal hunger	Melee	Mel	ee		User	-3	1	_					
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Quad lascannon	48"	Hea	vy 4		9	-3	D6	_					- 1
Laser destroyer	36"	Неа	vy 1		12	-4	D6	addit dama	ional Do	n successfully inflicts of 5. On a result of a '3-5', creased to 2D6. On a rage is increased to 3D	the weapo	on's	
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon	automatically hits its t	arget.		
Havoc launcher	48"	Hea	vy D6		5	0	1	-					
ABILITIES	Machin other these di	na Malif nan thro ice that	ica: At t ugh Ove scores a	he end erwatch result o	of any tu attacks,	rn in w roll a n ls one w	hich a ur umber o ound or	nit with of D6 equ or the uni	this abil al to the t with th	el takes up the space of ity has slain any mode e number of models it nis rule. This unit cann	ls in the F has slain.	ight phase Each of	_
	In the I	Pally of						iiity is u	sed,				1
	Hellforg player, i	ged Spar is slain.	tan, roll The nun	a D6. 0 ber of	On the ro	oll of a 'emoved	ovement 1', one m	phase in odel fro the effec	n which m a dise	one or more units dise embarking unit, choses s rule are counted as sl	n by the co	ontrolling	
	Hellforg player, i Spartan' Contai n a roll of	ged Spar is slain. 's Mach nment l	rtan, roll The num ina Mali Breach: I xplodes a	a D6. (aber of fica abi	On the romodels relity at the nodel is reliable.	oll of a 'cemoved end of ceduced energies	ovement 1', one m I due to the turn to 0 wor at its co	phase in lodel from the effect in. unds, rounds, rounds are under the effect in the e	n which om a dise ets of this ll a D6 b nleashed	embarking unit, choses	n by the collain model	ontrolling is for the efield. On	
	Hellforg player, i Spartan Contain a roll of wounds Smoke smoke l	ged Span is slain. Is Mach nment l a 6 it es unless Launch	rtan, roll The num ina Mali Breach: I explodes a it is a PS ers: Once s. Until	a D6. (aber of fica abide fithis mand the fixed per get the continuation).	On the romodels relity at the nodel is resulting hellish ending, in which game, inserted	oll of a 'removede end of energies h case it tead of player's	ovement 1, one m 1 due to 1 the turn 1 to 0 won 1 at its co 2 suffers 2 shooting 2 next Sho	phase in lodel from the effect in. unds, rounds, rounds in logarithms are uncommended in logarithms any we cotting p	n which om a dise its of this ll a D6 b nleashed rtal wou apons in	embarking unit, choses is rule are counted as sl before removing it from an Each unit within 2Do	n by the colain model in the battl 6" suffers I his model	ontrolling is for the efield. On O6 mortal can use its	
	Hellforg player, i Spartan Contain a roll of wounds Smoke smoke I from all Steel Bo controll	ged Span is slain. S Mach nment l S a 6 it es s unless Launche launche l hit roll ehemot ling play	rtan, roll The num ina Mali Breach: Explodes a it is a PS ers: Onces. Until is for Sho h: This mer's turn	a D6. On the property of this mand the by KER, the corrections and the corrections are model man. It may	On the romodels relity at the nodel is repelled hellish end in which ame, insultrolling attacks may Fall I y fire its v	oll of a 'cemovece end of reduced energies h case it tead of player's ade aga Back in weapon	ovement 1', one m I due to the turn to 0 wo at its co at suffers shooting next Sho inst this the Mov s if enen	phase in loadel from the effect in. unds, roure are un 2D3 moog any we cooting punit. ement proposition of the proposition of	n which madise the dise the di	embarking unit, choses is rule are counted as sl before removing it from . Each unit within 2Do nds instead.	n by the colain model in the battl 6" suffers I his model ag this unit	ontrolling is for the efield. On D6 mortal can use its subtract I	
FACTION KEYWORDS	Hellforg player, i Spartan' Contain a roll of wounds Smoke smoke I from all Steel Bo controll gains a	ged Spanis slain. S Mach mment l a 6 it es unless Launch aunche l hit roll chemot ling play bonus t	tan, roll The num ina Mali Breach: Explodes a it is a PS ers: Once s. Until s for Sho h: This neer's turn to its save	a D6. Caber of fice abidification and the syker. The correction are model in a literature in covering a literature in covering a literature in covering a literature and li	On the romodels relity at the nodel is repelled hellish end in which ame, insultrolling attacks may Fall I y fire its v	oll of a 'cemovede end of educed energies h case it tead of player's ade aga Back in weapon ast half	ovement 1', one m I due to the turn to 0 wo at its co t suffers shooting next Sho inst this the Mov s if enem of the m	phase in codel from the effect in. unds, rounds, rounds, rounds, rounds, any we cooting punit. ement proportion in the proportion of the	n which m a disects of this classification which a D6 be compared to the classification where and the classification with the classification where the classification which is the classi	embarking unit, choses a rule are counted as slower removing it from a reach unit within 2D ands instead. If the Shooting phase, to the still shoot and/or Chin 1" of it. In addition, it from the bearer.	n by the colain model in the battl 6" suffers I his model ag this unit	ontrolling is for the efield. On D6 mortal can use its subtract I	

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NAME	М	WS	BS	S	Ţ	W	A	Ld	Sv	battle, as shown bel		we	n
Hellforged Deredeo	*	*	*	7	7	14	2	8	3+	REMAINING W	M 7"	WS 4+	B
A Hellforged Deredeo Dra and a twin heavy bolter.	eadnought	is a sin	gle mod	el. It is e	equipped	l with a	butcher	cannon	array	5-9 1-4	5" 3"	5+ 6+	3
WEAPON	RANGE	TYI	PE		S	AP	D	ABILI	TIES	1-4		O T	
Butcher cannon array	36"	Не	eavy 8		8	-1	2	in th Lead	e Shootin	ny models slain by any ng phase, the unit subtr r the rest of the turn. T	acts 2 fron	n its	200120000000000000000000000000000000000
Ectoplasma battery	24"	Не	eavy 5		8	-3	3			made in a given phase firing unit suffers one i			3
Dual Malignatas saker	48"	Не	eavy 2		*	-5	D6	roll 3 mod exce	3D6 and o el's Leade	does not roll to wound compare the total rolled ership characteristic, if eadership characteristic nded.	d to the ta the total e	rget quals or	
Greater havoc launcher	48"	Не	avy 3D3	.	6	-1	1	This bear	-	can target units that are	e not visib	le to the	0.0000000000000000000000000000000000000
Twin heavy bolter	36"	He	avy 6		5	-1	1	-					- 8
Twin heavy flamer	8"		avy 2D6		5	-1	1			hits its target automatic	ally.		
WARGEAR OPTIONS ABILITIES	• A Ho - Gr • A Ho - Ec - Du Machin other th	ellforge eater he ellforge toplasm nal Mali na Mali nan thr ice that	d Dered avoc laud d Dered na batter ignatas s ifica: At ough Ov	eo may ncher eo may y aker the end rerwatch	replace i	its butch urn in v , roll a r	th one one canroller canroller canroller and the canroller canroll	f the folloon array unit with of D6 economic the ur	owing: with one this abilities that to the hit with the	heavy flamer. e of the following: ity has slain any model e number of models it nis rule. This unit cann	has slain. 1	Each of	
					this abili Melee atta				e save aga	inst Shooting or Overv	watch atta	cks and a	
	6" of th	e Hellfe		eredeo l						CHAOS and <legio This invulnerable save</legio 			
	targetir move,	ng array Advanc targetir	is active e or chang ng array	e. While rge in a remains	e the heli ny phase s active f	ical targ , but ad rom the	eting ar ds 1 to i e start of	ray is act ts hit rol the turr	tive, the I ls for targ n in which	player may declare tha Hellforged Deredeo Dregeting vehicles with the h their use is declared u	eadnough FLY keyv until the b	t may not word. The	

of the controlling player's next turn. The helical targeting array may be activated any number of times during a game, but not in consecutive turns.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

VEHICLE, DREADNOUGHT, HELLFORGED, HELLFORGED DEREDEO DREADNOUGHT

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

FACTION KEYWORDS

4 (nower)	HI	ELL	FOl	RGI	ED	RA	PIE	RB	ATTERY	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Hellforged Rapier	4"	6+	3+	3	5	4	2	8	3+	
Chaos Space Marine Crew	6"	3+	3+	4	4	1	1	8	3+	

This unit contains one Hellforged Rapier and two Chaos Space Marine Crewmen. Each Hellforged Rapier is equipped with a quad heavy bolter and each Chaos Space Marine Crewman is armed with a boltgun and bolt pistol.

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

Rapier and four Chaos Sp	•				-	
WEAPON	RANGE	TYPE	S	AP	<u>D</u>	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	_
WARGEAR OPTIONS ABILITIES	- Lase - Ecto - C-b Chaos S must be Hellforge	deployed with each t ed Rapier and each t	A Hellforg model with wo-model	ed Rapi nin 3" of group (er Batter fat least of Chaos	y, including its accompanying Chaos Space Marine Crew, one other model from their unit. From that point on, each Space Marine Crewmen acts as a single, independent unit.
	- Lase - Ecto - C-b Chaos S must be Hellforg The Cha unit to tl Artiller Crewma Hellforg within 6	er destroyer oplasma cannon eam cannon pace Marine Crew: deployed with each ted Rapier and each to os Space Marine Cre he model that is shoot y: A Hellforged Rapier n model from the sa ed Rapiers in this wa " of a Hellforged Rapier	A Hellforg model with wo model w may on oting; er can only me unit is y in a sing	red Rapinin 3" of group of ly be chown within a le turn. in, it los	er Batter f at least of Chaos osen as a ranged v 3". A sing If all of t	ry, including its accompanying Chaos Space Marine Crew, one other model from their unit. From that point on, each Space Marine Crewmen acts as a single, independent unitate target in the Shooting phase if they are the closest visible weapon if a friendly LEGION Chaos Space Marine gle Chaos Space Marine Crewman cannot operate multiple the Chaos Space Marine Crewmen from the same unit
	- Lase - Ecto - C-b Chaos S must be Hellforge The Cha unit to tl Artiller Crewma Hellforge within 6 operates Daemon are slain. visible en player w within 6 of that p Machina models i models i	er destroyer oplasma cannon eam cannon pace Marine Crew: deployed with each t ed Rapier and each t os Space Marine Cre he model that is shoo y: A Hellforged Rapier n model from the sa ed Rapiers in this wa " of a Hellforged Rap under the rules of the the Unleashed: A Hellf the While a Hellforged memy unit during the ishes), it may fire no " and must declare a hase. Malifica (Hellforge the Fight phase oth thas slain. Each of the	A Hellforg model with wo model ew may on oting, er can only me unit is y in a sing oier are slai nat ability i forged Rap Rapier has e Movemen rmally in t Charge in ed Rapier her than the	y fire its within a le turn. in, it los instead. oier gain the Shoot the Charough (hat score):	er Batter f at least of Chaos osen as a ranged v 3". A sing If all of t es the An es this ab- ility, it m e (it does oting phase oting phase At the en- overwaters a resu	ry, including its accompanying Chaos Space Marine Crew, one other model from their unit. From that point on, each Space Marine Crewmen acts as a single, independent unit. It target in the Shooting phase if they are the closest visible weapon if a friendly LEGION Chaos Space Marine gle Chaos Space Marine Crewman cannot operate multiple the Chaos Space Marine Crewmen from the same unit rillery 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 ont 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 dof any turn in which a unit with this ability has slain any chattacks, roll a number of D6 equal to the number of lit of 5+ heals one wound on the unit with this rule. This
ABILITIES	- Lase - Ecto - C-b Chaos S must be Hellforge The Cha unit to tl Artiller Crewma Hellforge within 6 operates Daemon are slain visible en player w within 6 of that p Machina models i unit can	er destroyer oplasma cannon eam cannon pace Marine Crew: deployed with each is ed Rapier and each toos Space Marine Cre he model that is shoot y: A Hellforged Rapier n model from the sa ed Rapiers in this wa " of a Hellforged Rapi under the rules of the Unleashed: A Hellforged hemy unit during the ishes), it may fire no " and must declare a hase. Malifica (Hellforge n the Fight phase oth thas slain. Each of the not be healed of wou	A Hellforg model with wo model we may on oting. er can only me unit is a sing vier are slainat ability in a sing of the companier and the companier and the companier in the companier and the	group of gro	er Batter fat least of Chaos osen as a ranged v 3". A sing If all of t es the Ar sility, it m e (it does oting phase arge phase At the en Overwate es a resu means in	ry, including its accompanying Chaos Space Marine Crew, one other model from their unit. From that point on, each Space Marine Crewmen acts as a single, independent unit. It target in the Shooting phase if they are the closest visible weapon if a friendly LEGION 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 mot 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 attention of the same turn as this ability is used.
	- Lase - Ecto - C-b Chaos S must be Hellforge The Cha unit to tl Artiller: Crewma Hellforge within 6 operates Daemor are slain. visible et player w within 6 of that p Machina models i unit can CHAOS	er destroyer oplasma cannon eam cannon pace Marine Crew: deployed with each ted Rapier and each toos Space Marine Green model that is shooty: A Hellforged Rapier model from the sated Rapiers in this was and Hellforged Rapiers in this was and Hellforged Rapiers in the rules of the Model of the Hellforged Rapiers in the rules of the Model of the Hellforged Rapiers in the rules of the Hellforged memy unit during the ishes), it may fire not and must declare a hase. A Malifica (Hellforgen the Fight phase of the Fight phase of the Hellforgen th	A Hellforg model with we may only the may only the may only the me unit is by in a sing the me the mally in the charge in the the dice the the the the the the the the the th	y fire its within a le turn. in, it los instead. oier gains the Charles only): A mough (hat scory other unit of the Charles of	er Batter f at least of Chaos osen as a ranged v 3". A sing If all of t es the Ai s this abi ility, it m e (it does oting pha arge phas At the en- Overwates a resu means in	ry, including its accompanying Chaos Space Marine Crew, one other model from their unit. From that point on, each Space Marine Crewmen acts as a single, independent unit. It target in the Shooting phase if they are the closest visible weapon if a friendly LEGION Chaos Space Marine gle Chaos Space Marine Crewman cannot operate multiple the Chaos Space Marine Crewmen from the same unit rillery 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 onthave 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 dof any turn in which a unit with this ability has slain any chattacks, roll a number of D6 equal to the number of left of 5+ heals one wound on the unit with this rule. This

16	HE	_						$\mathbf{T}\mathbf{H}$	AN	DAMAGE Some of a Hellforge	d Leviath	an's	
			JKŁ	LAL	DNC		<u>GH</u>	Ι΄		characteristics chan battle, as shown bel	ge as it su		age
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	
Hellforged Leviathan	*	*	*	8	8	14	4	8	2+	8-14+	8"	2+	_
A Hellforged Leviathan D				del. It is	equippe	ed with t	two hell	forged		4-7	5"	3+	
siege claws, two meltagun								0 DU U		1-3	3"	4+	
WEAPON	RANGE	TYF			S	AP	D	ABILI	TIES				_
Hellforged siege claw	Melee		elee		x2	-3	3	7					
Hellforged siege drill	Melee		elee		x2	-4	4	-					
Hellflamer	8"	He	avy D6		5	-1	2			by this weapon automa	•		
Butcher cannon array	36"	Не	avy 8		8	-1	2	in the	e Shootir	ny models slain by any ng phase, the unit subtr r the rest of the turn. T	acts 2 from	n its	
Soulburner ribaudkin	18"	Не	avy 2D3		-	0	1			ul hit roll made with th d instead of the normal		inflicts a	
Grav-flux bombard	18"	Не	avy D3		9	-5	2	VEH of da mode	IICLE or mage suf els in the	nodel has any of the MO TITANIC keywords the ffered becomes 5 per hi target unit, add D3 to by this weapon.	nen the an t. For eve	ount y five	
Meltagun	12"	As	sault 1		8	-4	D6	two o		within half range of th n inflicting damage with			
WARGEAR OPTIONS ABILITIES	• A Hel and n - But - Sou - Gra	llforge neltagu cher ca lburne v-flux	d Leviat in must annon ar er ribaud bombar	han ma be exch ray lkin d	y replace anged fo	e one sie or a sing	ege claw le other	and one option).		ge drills. n with one of the follow ity has slain any model			
		ce that	scores a	result o	of 5+ hea	als one v	wound c	n the un	it with th	e number of models it l nis rule. This unit canno			
	Hellfire 4+ invul								save aga	inst Shooting or Overv	vatch attac	cks and a	
		10-4	_	If this	model is	reduced		ounds, ro	oll a D6 b	efore removing it from		efield. On	
	a roll of	a 6 it e	explodes	and the	e hellish				nleashed	l. Each unit within 6" sunds instead.	ıffers D3 1	nortal	
	a roll of wounds	a 6 it e unless	explodes it is a P	and the	e hellish k, in whic	ch case i	it suffers	D6 mor	nleashed tal wour	l. Each unit within 6" su	ıffers D3 1	mortal	
FACTION KEYWORDS	a roll of wounds Dark F u	a 6 it e unless iry: If	explodes it is a P this mod	and the SYKER lel is eq	e hellish k, in which uipped v	ch case i	it suffers	s D6 mor	nleashed tal wour	l. Each unit within 6" su nds instead. +1 attack.	ıffers D3 1	mortal	

10	D	RE.	HE AD(ELI CL	JFOI 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	T	W	A	Ld	Sv	REMAINING W	S S	A
Hellforged Dreadclaw	15"	4+	5+	*	7	10	*	8	3+	8-10+	7	4
A Hellforged Dreadclaw is	s a single m	odel. It	is equipp	ped wi	ith blade s	truts an	d thern	nal jets.	MARK	4-7	5	3
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	1-3	3	D3
Blade struts	Melee	Mel	lee		User	-2	2	-				
Thermal jets	6"	Pist	ol D6		6	-1	1	on e	ach unit, in range	this weapon automatic friendly or enemy, wi . The weapon can only will be affected than fr	th at least be used i	one model f more
WARGEAR OPTIONS	• None	e.	+ 154	1		H. T.	717		ALVA			
TRANSPORT	TERMI	NATOI	R model	takes	the space	of two	other m	odels, or	r it can b	FANTRY models. Eac e used to transport a s o other models.		
ABILITIES	other th	an thro	ough Ove scores a	erwatel result	h attacks,	roll a n s one w	umber o	of D6 eq n the un	ual to th it with t	lity has slain any mode e number of models it his rule. This unit canr	has slain.	Each of
	a roll of	a 6 it es	xplodes a	and the	e hellish e	nergies	at its co	re are u	nleashed	pefore removing it from d. Each unit within 6" s nds instead.		
	units en the end 9" from	nbarked of any o any ene	l within it of your Nemy modern	it, in o Movem lels. A	orbit, ready nent phase ny model	for a I es. Whe	Orop Poo n it does ked insi	d Assaul s so, set ide must	lt. If you it up any t immed	ar army, you can set it do so, it can make a D where on the battlefie iately disembark, but t use there is not enoug	Prop Pod A ld that is I hey canno	Assault at more than ot be set up
FACTION KEYWORDS	CHAO	S, <m.< td=""><td>ARK O</td><td>F CH</td><td>AOS>, I</td><td>IERET</td><td>'IC AS'</td><td>TARTE</td><td>ES, <le< td=""><td>GION></td><td>19 11 14 17</td><td>170010000000000000000000000000000000000</td></le<></td></m.<>	ARK O	F CH	AOS>, I	IERET	'IC AS'	TARTE	ES, <le< td=""><td>GION></td><td>19 11 14 17</td><td>170010000000000000000000000000000000000</td></le<>	GION>	19 11 14 17	170010000000000000000000000000000000000
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15	HE		FOI ASS		ED I		ARY AW		OIS	DAMAGE Some of a Hellforge characteristics chan	ige as it si		e iı
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown bel	ow:	A	
Hellforged Kharybdis	15"	4+	4+	*	8	16	*	8	3+	10-16+	9	8 8	
A Hellforged Kharybdis is a melta cutters and five Khary				ped witl	h blade s	truts, a	thermal	jet arra	у,	5-9 1-4	7 5	6 D6	
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	1-4		D0	
Blade struts	Melee	Me	lee		User	-2	2	_					I
Melta cutters	Melee	Me	lee		16	-5	2D6	inste a mo keyw all of	ad if the odel with words, the fits stand	ks may not be made us Hellforged Kharybdis the VEHICLE, MON e controlling player madard attacks to make a lat hits its target on a 2	successfu STER or ' ay choose single atta	lly charges FITANIC to forfeit	SHOULD SHOW THE SHOW
Thermal jet array	6"	Pis	tol D6		8	-1	D3	on ea	ach unit, in range.	this weapon automatic friendly or enemy, wit The weapon can only will be affected than fr	th at least be used i	one model f more	STATE OF THE STATE OF
Kharybdis storm launchers	24"	He	avy 3		6	-1	1	-	Ì		·		ı
WARGEAR OPTIONS	• None		1111/2				PATE.	419		1 , 1 , 1 , 1 , 1 , 1 , 1 , 1 , 1 , 1		1.50	ı
TRANSPORT	TERMIN	NATOR	model	takes th	e space o	of two o	ther mo	dels, or	it can be	TRY models, Each JUI used to transport a sire CHAOS HELLBRUT.	ngle HELI	FORGED	
ABILITIES	other the these di wounds Contain a roll of	an throce that by any nment a 6 it e	scores a other m Breach: xplodes	erwatch result o reans in If this n and the	attacks, of 5+ hea the sam nodel is a hellish e	roll a not some verturn a reduced energies	wumber of wound or as this ab I to 0 wo s at its co	of D6 eq n the un vility is u unds, ro ore are u	ual to the it with the ised; oll a D6 be nleashed	ity has slain any mode e number of models it nis rule. This unit cann before removing it fron I. Each unit within 6" s ads instead.	has slain. not be head n the battl	Each of led of efield. On	APPROVED LANGERS
	units en the end 9" from	nbarked of any any en	d within of your l emy mo	it, in or Moveme dels. An	bit, readent phase by model	y for a les. Whe	Drop Poe en it does rked insi	d Assaul s so, set de must	lt. If you it up any t immedi	or army, you can set it or do so, it can make a D where on the battlefiel ately disembark, but the use there is not enougl	Prop Pod A ld that is r hey canno	Assault at more than ot be set up	Charles Control of the
FACTION KEYWORDS										GION>	P		
KEYWORDS					DROP DIS AS				D, FLY,				

23	HI	ELLFO HEAV	RG YY I	ED DES	CF TR	RB OY	ERU ER	J S	DAMAGE Some of a Hellforge change as it suffers shown below:			
NAME	M	WS BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	В
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 Maligi	natas be	eam cann	on and		6-16 1-5	5" 3"	4+ 3+	3
WEAPON	RANGE	TYPE		S	AP	D	ABILIT	TES	13		<i>3</i> 1	_
Infernal hunger	Melee	Melee		User	-3	1	-					
Heavy bolter	36"	Heavy 3		5	-1	1	-					
Lascannon	48"	Heavy 1		9	-3	D6	-					
Malignatas beam cannon	72"	Heavy 4		*	-6	4+D6	roll 3 mode	D6 and el's Ld c	does not roll to wound compare the total roll haracteristic, if the total cteristic then the targe	ed to the ta	arget r exceeds	
Havoc launcher	48"	Heavy D6		5	0	1	_					
	these di wounds Eternal	ce that scores a by any other r Hatred: If, in t	result coneans in the prec	of 5+ hea the sam	ls one v e turn a	vound on as this abi	the uni lity is us	t with t	e number of models it his rule. This unit canr used any enemy mode	not be heal	ed of	
		est dice before		ditional c	dice wh	en makin			or its Malignatas beam			
	the lower Contain a roll of	est dice before on the same of	calculati If this r and the	ditional on the remodel is the hellish e	dice who esult of reduced energies	en makin the roll. I to 0 wou s at its con	g wound ands, roles e are un	d rolls f ll a D6 l nleashed	or its Malignatas beam pefore removing it from l. Each unit within 2De	n cannon a	nd discard	
	Contain a roll of wounds Smoke I	est dice before on the ment Breach: a 6 it explodes unless it is a P Launchers: On	If this rand the SYKER nee per g	ditional of the re- model is a hellish of in which game, ins	dice who esult of reduced energies h case it stead of player's	en makin the roll. I to 0 wor s at its con t suffers 2 shooting next Sho	g wound ands, roll re are ur D3 mor any wea	d rolls f ll a D6 l nleasheo tal wou	or its Malignatas beam pefore removing it from l. Each unit within 2De	n cannon a m the battl 6" suffers l his model	nd discard efield. On D6 mortal can use its	ls S
	Contain a roll of wounds Smoke I smoke I from all Steel Be controll cannon	est dice before on the ment Breach: a 6 it explodes unless it is a P Launchers: Or aunchers. Until hit rolls for Shehemoth: This ing player's tur	If this r and the SYKER ace per gl the corrocoting a model n n. It marget other	ditional of the re- model is a hellish of in which game, insurtrolling attacks may Fall I by fire its fer units).	dice who esult of reduced energies h case it stead of player's nade aga Back in weapon . In add	en makin the roll. I to 0 wor s at its con t suffers 2 shooting next Sho ainst this the Move as if enem	g wound ands, role are are ur D3 mor any wea ooting pl unit. ement p	d rolls f ll a D6 l nleashec tal wou apons in hase, an hase an	or its Malignatas beam before removing it from l. Each unit within 2D nds instead. n the Shooting phase, t	n the battl 6" suffers l his model ng this unit narge durir ts Maligna	efield. On O6 mortal can use its subtract	ls S
FACTION KEYWORDS	Contain a roll of wounds Smoke I from all Steel Be controll cannon half of t	est dice before on the ment Breach: a 6 it explodes unless it is a P Launchers: Or aunchers. Until hit rolls for Shehemoth: This ing player's tur which must tax	If this rand the SYKER arce per gl the corrocoting a model m. It marget others curred f	ditional of the result of the	dice who esult of reduced energies h case it stead of player's hade aga Back in weapon . In add firer.	en makin the roll. I to 0 wor s at its con s suffers 2 shooting next Sho ainst this the Move as if enem- ition, this	g wound ands, rol ee are ur D3 mor any wea ooting pl unit.	d rolls full a D6 laleashed tal wou apons in hase, and hase and are with only ga	perfore removing it from the Each unit within 2D and instead. In the Shooting phase, the enemy units targeting the still shoot and/or Chain 1" of it (except for it ins a bonus to its save	n the battl 6" suffers l his model ng this unit narge durir ts Maligna	efield. On O6 mortal can use its subtract	ls

towis	Н	ELLF HEA	OR VY	GEI SIEC) T GE	YPI TAI	HO NK	N	DAMAGE Some of a Hellforge change as it suffers shown below:			
NAME	M	WS BS	S	T	W	A	Ld	Sv	REMAINING W	М	WS	BS
Hellforged Typhon	*	* *	8	9	22	7	9	2+	17-22+	10"	5+	2+
A Hellforged Typhon is a san infernal hunger.	single mode	el. It is equipp	ed with a	a dreadha	ammer	siege car	nnon an	d	6-16 1-5	5" 3"	4+ 3+	3+ 4+
WEAPON	RANGE	TYPE		S	AP	D	ABILI	TIES	1-3	3	3+	4+
Infernal hunger	Melee	Melee		User	-3	1	_					123
Heavy bolter	36"	Heavy 3		5	-1	1	-					193
Lascannon	48"	Heavy 1		9	-3	D6	-					133
Dreadhammer siege cannon	24"	Heavy 2D	06	10	-5	3	then	the range	does not move in the l of this weapon is incr current turn.	Movement eased to 48	phase, 8" for the	
Havoc launcher	48"	Heavy De	5	5	0	1	-					
		0 /1			luippeu	with a i	iavoc iai	uncher or	one item from the Co	тої-жеаро	ms nst.	75/01
ABILITIES	other the these die wounds Contain a roll of	a Malifica: A an through C ee that scores by any other ament Breacl	t the end everwated a result of means in the sand the	of any tune of attacks, of 5 + head the same model is the hellish of	rn in w roll a r ls one v e turn o	which a unumber of wound of this all to 0 wo	unit with of D6 eq n the un oility is u ounds, ro ore are u	this abili ual to the lit with the used, oll a D6 be nleashed.	ty has slain any model number of models it l is rule. This unit canno efore removing it from Each unit within 2D6	s in the Fighas slain. For be heale	cht phase Each of od of field. On	
ABILITIES	other the these die wounds Contain a roll of wounds Smoke I smoke Ia	a Malifica: A an through Coe that scores by any other ament Breacl a 6 it explode unless it is a Launchers: C	t the end overwated a result of means in a: If this in es and the PSYKER Once per still the con-	of any te h attacks, of 5+ hea n the sam model is e hellish o t, in whice game, ins	rrn in w roll a r ls one v e turn or reduced energies th case i	which a unumber of wound on this all to 0 wo at its continue to the work of th	nit with of D6 eq n the un bility is to ounds, ro ore are u 2D3 mo g any we	this ability that the thit with the the the the the the the the the t	ty has slain any model number of models it l is rule. This unit canno efore removing it from Each unit within 2D6	s in the Fighas slain. For be healer the battle suffers D	ght phase Each of d of field. On 6 mortal	
ABILITIES	contain a roll of wounds Smoke I smoke la from all Steel Be controlli siege car	a Malifica: A an through Coe that scores by any other a 6 it explode unless it is a Launchers: Caunchers. Un hit rolls for Shemoth: Thing player's tu	t the end overwatel a result of means in the stand the PSYKER Once per still the co- shooting s model in the manust targ	of any te h attacks, of 5+ hea n the sam model is e hellish e k, in whice game, ins ntrolling attacks m may Fall lay fire its et other t	reliar in we roll a relis one ve turn or reduced energies the case i stead of player's nade against lack in weapor units). I	which a trumber of wound on this all to 0 wo so at its control of the suffers shootin next Shainst thin the Monas if enem addition	unit with of D6 eq n the un oility is to ounds, roore are u 2D3 mog any we cooting ps unit.	this ability that to the control with the control would be control with the control with the control would be control would b	ty has slain any model number of models it lis rule. This unit cannot be removing it from Each unit within 2D6 ands instead.	s in the Fighas slain. For the healer the battle suffers Dais model of this unit arge during s dreadhar	cht phase Each of d of field. On 6 mortal can use its subtract 1	
ABILITIES FACTION KEYWORDS	contain a roll of wounds Smoke I smoke la from all Steel Be controlli siege car least hal	a Malifica: A an through Coe that scores by any other a 6 it explode unless it is a Launchers: Caunchers. Un hit rolls for Shemoth: Thing player's tunnon which r	t the end overwated a result of means in a: If this is es and the PSYKER Once per still the con- shooting is model in irn. It manual targed is observed	of any tune the attacks, of 5+ hearthe same model is the hellish of the controlling attacks may Fall in the true of the runned from	roll a relation in we reduced energies the case is stead of player's nade against the latin weapon in the be	which a trumber of wound on this all to 0 works at its continuent Shainst thin the Moras if ener additionarer.	unit with of D6 eq n the un oility is to ounds, roore are u 2D3 mo g any we cooting I s unit.	this ability that the content of the	ty has slain any model number of models it lis rule. This unit cannot be fore removing it from Each unit within 2D6 ands instead. the Shooting phase, the enemy units targeting still shoot and/or Chan 1" of it (except for its ly gains a bonus to its stream of the shoots and the shoots are shoots as the shoots are shown as the shoots are shoots as the shoots are sh	s in the Fighas slain. For the healer the battle suffers Dais model of this unit arge during s dreadhar	cht phase Each of d of field. On 6 mortal can use its subtract 1	

NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	battle, as shown bel		wo				
Hellforged Fellblade	*	*	*	9	9	26	8	9	2+	REMAINING W	M 10"	WS 5+				
A Hellforged Fellblade is	a single mod	del. It is	equippe	d with a	a twin h	eavy bol	ter, den	nolisher	cannon,		7"	4+				
two quad lascannon, a fe	llblade accel	erator c	annon ai	nd an et	ernal hu	inger.				1-6	4"	3+				
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES				_			
Eternal hunger	Melee	Mel			User	-3	D3	-								
Twin heavy bolter	36"		vy 6		5	-1	1	-								
Quad lascannon	48"	Hea	vy 4		9	-3	D6	-				-				
Laser destroyer	36"	Hea	vy 1		12	-4	D6	addit dama	ional Do	on successfully inflicts damage, roll an D6. On a result of a '3-5', the weapon's increased to 2D6. On a result of a '6', the mage is increased to 3D6.						
Demolisher cannon	24"	Hea	vy D3		10	-3	D6			ing units with five or r Type to Heavy D6.	nore mode	els, change				
Fellblade accelerator cannon	When f	iring thi	s weapo	n, select	t one of	the two	profiles	below:								
- HE shells	100"	Hea	vy 2D6		8	-3	1		rolled to	ing units with five or r decide the number of						
- AE shells	100"	Hea	vy 2		14	-4	6	-								
Twin heavy flamer	8"	Hea	vy 2D6		5	-1	1	This	weapon	hits its target automat	ically.					
Havoc launcher	48"	Hea	vy D6		5	0	1									
WARGEAR OPTIONS	 A He 	llforged	Fellblad	e may r	eplace i	ts twin l	neavy be		h a twin	stroyers, heavy flamer. or one item from the 0	Combi-wea	pons list.				
ABILITIES	other th these di	an thro	ugh Ove scores a	rwatch esult of	attacks, f5+ hea	roll a n ls one w	umber o	of D6 equ	ual to th it with th	ity has slain any mode e number of models it nis rule. This unit canr	has slain.	Each of				
	roll of a	6 it exp	lodes an	d the he	ellish en	ergies a	its core	are unl	eashed a	pefore removing it from and each unit within 2 ands 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 quad las are with	ing play scannon sin 1" of	er's turn , laser d it its o	. It may estroyer ther gu	fire its s, havoo ns must	weapon launch	s if ener ers or w ther un	ny units reapons l its), In a	are with	d still shoot and/or chin 1" of it (but only its Combi weapons list combi model only gains	twin heav an target u	y bolters, inits that	n			

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>
TITANIC, VEHICLE, HELLFORGED, HELLFORGED FELLBLADE

FACTION KEYWORDS

(38) (38)	HI	ELL	.FO	RG	ED	FA	LCI	HIC	ON	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	ı
Hellforged Falchion	*	*	*	9	9	26	8	9	2+	14-26+	10"	5+	3
A Hellforged Falchion is a				d with	a twin h	eavy bo	olter, two	quad l	ascannon,	-	7"	4+	4
a twin volcano cannon an							Libbert.	X		1-6	4"	3+	
WEAPON	RANGE	TYP			S	AP			.ITIES				_
Eternal hunger	Melee	Me			User	-3	D3	-					_
Twin heavy bolter	36"		avy 6		5	-1	1	-					-1
Quad lascannon	48"	Hea	avy 4		9	-3	D6	-					_
Laser destroyer	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.									ris			
Twin volcano cannon	120"	Hea	avy 2D6		16	-5	2D6			ll failed wound rolls whits with this weapon.	nen targeti	ng	1
Twin heavy flamer	8"	Hea	avy 2D6		5	-1	1	Thi	s weapon l	nits its target automatic	ally.		
Havoc launcher	48"	Hea	avy D6		5	0	1	_					
WARGEAR OPTIONS ABILITIES	• A He • A He Machin other th these di	ellforged ellforged a Mali an thro ce that	d Falchion d Falchion fica: At though Ove	n may n may ne end rwatch result o	replace i also be e of any to h attacks, of 5+ hea	ts twin equippe arn in v roll a	heavy bed with a which a unumber of wound of	olter with avocumit with of D6 en the u	launcher on the sabile of the	troyers, heavy flamer. or one item from the Co ity has slain any model e number of models it l nis rule. This unit canno	s in the Fig	ght phase, Each of	,
	On a ro	ll of a 6	it explod	les and	d the hell	ish ene	rgies at i	ts core	are unleas	before removing it from shed. Each model withi tal 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 quad la are with	ing play scannor in 1" of	yer's turn n , laser d e	. It ma estroye ther g	y fire its ers, havo uns must	weapor c launc t target	ns if ener hers or w other un	ny unit veapon its), In	ts are with s from the addition,	l still shoot and/or cha in 1" of it (but only its Combi weapons list ca this model only gains a	twin heavy n target ui	bolters,	1
FACTION KEYWORDS	CHAC	S, <m< td=""><td>ARK O</td><td>F CH</td><td>AOS>, 1</td><td>HERE</td><td>TIC AS</td><td>TART</td><td>ES, <le< td=""><td>GION></td><td></td><td></td><td></td></le<></td></m<>	ARK O	F CH	AOS>, 1	HERE	TIC AS	TART	ES, <le< td=""><td>GION></td><td></td><td></td><td></td></le<>	GION>			

TITANIC, VEHICLE, HELLFORGED, HELLFORGED FALCHION

42 ower	HE	LL	FOI	RG]	ED I	MA	STO	ODO	ON	DAMAGE Some of a Hellfor change as it suffe shown below:				
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	M	WS	BS	Void Shiel
Hellforged Mastodon	*	*	*	9	9	30	8	9	2+	16-30+	10"	5+	3+	5+
A Hellforged Mastodon i						lflamer	s, two la	scannon	,	8-15	7"	4+	4+	6+
one skyreaper battery, a s				rnal hu		XII 2				1-7	4"	3+	5+	7+
WEAPON	RANGE	TYP			<u>S</u>	AP		ABILI	IES					10000
Eternal hunger	Melee	Me			User	-3	D3	-						
Lascannon	48"		avy 1		9	-3	D6	- ^	1	. 1	4 4 *	11 1. '		
Hellflamer	8"	He	avy D6		5	-1	2			e by this weapon au				- 100
Skyreaper battery	48"	He	avy 8		7	-1	5	targe	ts that c	nit rolls made for th an FLY . Subtract 1 i on against all other	from th	ne hit r		ade
Siege melta array	12"	If the target is within half range of this weapon, roll												the
WARGEAR OPTIONS	• None	e.												
ABILITIES	Machir other these di	IATOR na Mali nan thre ice that	S or CH fica: At tough Ov scores a	AOS F the end erwate result	IELLBRU of any tu h attacks, of 5+ heal	TES, earn in words roll a noll	ach taki hich a u umber o round o	ng up the nit with of D6 equ of the uni	e space of this abilual to the twith the	EMPTOR DREAD of ten models. lity has slain any mo e number of model his rule. This unit co	odels in s it has	the Fi	ight ph	ase,
	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.													
	In the Belly of the Beast: At the end of any Movement phase in which one or more units disembarks from a Hellforged Mastodon, 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 Machina Malifica ability at the end of the turn.													
	smoke l	launche	rs. Until	the co		player's	next Sh	ooting p		n the Shooting phase by enemy units targe				
	barriers impact kind of against unaffec In this	of force of high saving any for ted by to case how	e project energy throw w m of atta he AP of wever, ro	ted out attacks hich th ack exc f an att	at a dista and miss e controll ept from ack, but u	nce from iles aga ling pla weapon inlike ir ach mo	m their inst their yer can as with the invulnera	hulls in l m. In gar opt to us ne Melee ble saves nd that l	ayers and the term to the term	shield generators, no ad designed to defle s, void shields are ro d of their normal sa ike invulnerable sav ay also be used to n a inflicted on the He	ect and a epreser ave or inves, voice egate r	absorb nted by nvulne d shield nortal	the a union rable so d saves wound	ave are ls.
FACTION KEYWORDS	control lascann only ga	ling pla on can ins a bo	yer's turi target un nus to it	n. It ma nits that is save i	ny fire its It are with	weapon in 1" of f at leas	s if ener it its of t half of	ny units other gui the mod	are with ns must el is obs	d still shoot and/or nin 1" of it (but only target other units), cured from the bear	its hell In add	flamer	s and	odel

TITANIC, VEHICLE, TRANSPORT, HELLFORGED, HELLFORGED MASTODON



\$ (8)		CH	IAC	S F	HEL	L B	LA	DE				
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	l with tv	vo Helst	orm car	non.		13/25/5/				
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES			
Helstorm cannon	36"	Hea	avy 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"	Hea	avy 1		9	-3	D6	-				
WARGEAR OPTIONS	• This	model 1	nay repl	lace its t	wo Hels	torm ca	nnon wi	ith two l	ascannon.			
	Preterna contribu pivot it a until the	Aberra Hit: You atural lite to he again use end of	our oppo Manoeu ow far the p to 90° f the pha	his mode onent m vrabilit he mode to face a ase – do s model	el has a aust subt ty: Each el moves a new di not roll is reduc	5+ invul tract 1 fr time th s), and the rection. a dice.	nerable from hit is is mode nen mov When t	rolls for a moves, re the mother model, roll a D	attacks that target this model in the Shooting phase. first pivot it on the spot up to 90° (this does not odel straight forwards. You may then if you wish del Advances, increase its Move characteristic by 20" D6 before removing the model from the battlefield and explodes, and each unit within 6" suffers D3			
FACTION KEYWORDS	mortal v Skybori	wounds n Preda	itor: Wh	nen targe	eting un	its that	can FLY	, add 1 t	to your hit rolls for this model. ES, EYRINE CULTS, <legion></legion>			
KEYWORDS	VEHIC											

12 (12)		CE	IAO	SI	HEL	LT	AL	ON		DAMAGE Some of a Hell Talo as it suffers damag			hang
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Hell Talon	*	6+	*	7	7	12	*	8	3+	7-12+	20"-60"	3+	3
A Hell Talon is a single			l with a h	nelstorr	n canno	n, a twir	n lascann	ion		4-6 1-3	20"-40"	4+ 4+	D 1
and a cluster of pyrax in WEAPON	ncendiary bor RANGE	nbs. TYP	F		S	AP	D	ABILI	TIFC	13		- I	
Helstorm cannon	36"		avy 2		6	-2	3	Each the t	time y	ou roll a wound roll o offers a mortal wound ge.			
Havoc launcher	48"	Hea	avy D6		5	0	1	-					
Twin lascannon	48"	Hea	avy 2		9	-3	D6	_					
WARGEAR OPTIONS			may repla may repla							: rp-pulse bombs or Ba	letalon shat	ter charge	es.
ABILITIES	Baleful Hard to Superso the moo pivot. V a dice.	d in the Aberra Hit: Your Eadel mow	Fight phation: The our opposite time res), and his model	nase by nis mod onent n this mo then m I Advan	el has a nust sub- odel mo- ove the aces, inc	at can Fi 5+ invul tract 1 fi wes, first model s rease its	LY. Inerable com hit r pivot it of traight fo Move ch	save. olls for some the some t	attacks pot up t . Note t istic by	that target this model to 90° (this does not c that it cannot pivot aga 20" until the end of the	in the Shoo contribute to ain after the ne phase – de	ting phas how far initial o not roll	
		ore any	embarke							plodes, and each unit			
	Daemo	nic Ma	chine Sp	irit: Ig	nore the	-1 to hi	t modifie	er for m	oving a	nd shooting Heavy we	eapons for tl	nis mode	l.
	bombir has mo	ng run a ved, pic 6. Add	gainst a s k an ene: 1 to the r	single e my uni	nemy u	nit it mo flew ove	ves over r then ro	during ll a D6	one of i	th Pyrax incendiary b its Movement phases. ry model in the unit, u For each roll of a 5+, th	After the Hop to a maxim	ell Talon mum	
	against pick an every o In addi	a single enemy ther mo tion, the	e enemy unit that odel in the	unit it r t it flew ne unit, d unit s	noves over. The over.	ver durii nen roll : maximu	ng one of 3D6 for o m of 9D	f its Move each VE 6. For ev	vement HICLE very rol	rp-pulse bombs can n phases. After the Hell c or MONSTER in the ll of a 5+, the unit suff thip characteristic unti	l Talon has r e unit or a si ers a mortal	noved, ngle D6 f wound.	for
	bombin has mo the uni	ng run a ved, pic t, or a si	gainst a s k an ene	single e my uni for eve	nemy u t that it ry other	nit it mo flew ove model i	oves over r, then ro	during oll 6D6	one of i	vith Baletalon shatter of its Movement phases. In VEHICLE, BUILDI imum of 6D6. For each	After the H NG or MON	ell Talon NSTER ir	
	Mid Halling												M

VEHICLE, FLY, CHAOS HELL TALON

FACTION KEYWORDS

KEYWORDS

[†]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>

18 (18)			AOS SSAU			RM UN			3	characteristics cha	DAMAGE Some of a Chaos Storm Eagle Gu characteristics change as it suffer shown below:				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A		
Storm Eagle Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	3		
A Chaos Storm Eagle Ass				del. It is	equipp	ed with	a twin h	neavy bol	ter,	4-7	20"-30"	4+	D		
a vengeance launcher and					dilini.		dily and	12.5/2	C. A.	1-3	20"	4+]		
WEAPON	RANGE	TYPI			S	AP	D	ABILIT	TES				_		
Twin heavy bolter	36"		vy 6		5	-1	1	-							
Vengeance launcher	48"		vy 2D6		5	-1	1	-							
Hellstrike missiles	72"		vy 2		8	-3	3	-					_		
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-							
Balefire missiles	36"	Hea	vy 2D3		6	-1	D3			ed by this weapon do throws for being in c		bonus to	0		
Twin multi-melta	24"	Hea	vy 2		8	-4	D6	two d		is within half range o en inflicting damage t.			ie		
Havoc launcher	48"	Hea	vy D6		5	0	1	_							
Reaper autocannon	36"		vy 4		7	-1	1	_							
TRANSPORT	The Ch model t	aos Stor	m Eagle the spac	can tran	nsport 2	20 <le< b="">C</le<>	GION> I	NFANT	RY mo	or two twin lascannor dels (each TERMINA ESTRUCTION mode	ATOR and JU				
ABILITIES	Hard to Superso	d in the hit: You hit: You hit: Eadel move	Fight phour opposing time es), and	nase by un onent mu this moo then mo	nits that ast subta del move eve the	at can Fl tract 1 fi ves, first model s	LY. rom hit i pivot it traight f	rolls for a on the sp orwards.	nttacks oot up t Note t	that target this mode to 90° (this does not c hat it cannot pivot ag 20" until the end of th	l in the Shoo contribute to ain after the	ting phas how far initial			
	and bef		embarke							re removing the mode plodes, and each unit			7		
	become	es 20" un	itil the e		e phase	, and it l				n declare it will hover. d to Hit and Supersor			tic		
	Daemo	nic Mac	chine Sp	irit: Ign	ore the	-1 to hi	t modifi	er for mo	oving a	nd shooting Heavy w	eapons for th	nis mode	l.		
FACTION KEYWORDS						-				RINE CULTS, <le< td=""><td></td><td></td><td></td></le<>					
KEYWORDS	VEHIC	CLE, T	RANSP	PORT, 1	FLY, C	CHAOS	STOR	M EAG	LE AS	SAULT GUNSHII)	ME.			

19				S FI ULT			APT SH	OR IP		DAMAGE Some of a Fire Rap change as it suffers			
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	BS	A
Fire Raptor Gunship	*	6+	*	8	7	16	*	9	3+	8-16+	20"-45"	3+	3
A Chaos Fire Raptor Gunsh two quad heavy bolters and		gle mod			l with a		enger bo	olt canno	on,	4-7 1-3	20"-30" 20"	4+ 4+	D 1
WEAPON	RANGE	ТУРЕ			S	AP	D	ABILIT	TES				П
Twin avenger bolt cannon	36"	Heav			6	-2	2	_					╗
Reaper battery	36"	Heav			7	-1	1	_					
Quad heavy bolter	36"	Heav	/у 12		5	-1	1	-					П
Hellstrike missiles	72"	Heav	лу 2		8	-3	3	_					
Twin lascannon	48"	Heav	лу 2		9	-3	D6	-					П
Balefire missiles	36"	Heav	y 2D3		6	-1	D3			ed by this weapon do throws for being in co		bonus to	
ABILITIES	Hard to Superso the moo pivot. W a dice.	Hin the In the I	Fight phore of the composition o	ase by unonent muthis mod then mod Advance	nits that ast subtanded lel move ve the res, incr	t can FI ract 1 fres, first model stease its	CY. Tom hit repivot it of traight for Move characters.	olls for a on the sporwards. aracteris	oot up t Note the Stic by 2	that target this model o 90° (this does not chat it cannot pivot ag 20" until the end of the	in the Shoot ontribute to ain after the ne phase – do	ting phas how far initial o not roll	
	and before mortal with the mor	wounds. et: Before s 20" under ng of you	re this n til the en ar next	nodel mo nd of the Moveme	oves in phase,	your Mo and it l se.	ovement oses the	phase, y Airborn	ou can	olodes, and each unit declare it will hover. I to Hit and Superson and shooting Heavy we	Its Move cha ic abilities u	nracterist ntil the	
FACTION KEYWORDS	Hover J become beginni Daemo	wounds. et: Before s 20" under s 20" under second points of your mic Mac	re this n til the en ur next	nodel mond of the Moveme	oves in phase, ore the	your Mo and it l se.	ovement oses the	phase, y Airborn er for mo	vou can e, Harc	declare it will hover. I to Hit and Superson	Its Move cha ic abilities u eapons for th	nracterist ntil the	

# (42)	CI	HAG AS	OS SSA	TE UI	IUI T (NDI GUI	ERH NSH	IAW IIP	K	DAMAGE Some of a Chaos T characteristics cha shown below:				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A	
Chaos Thunderhawk	*	6+	*	10	9	30	*	9	3+	24-30+	20"-50"	2+	— A	
Gunship							-1 1 1			15-23	20"-40"	3+	4	
A Chaos Thunderhawk (four twin heavy bolters,						with a T	Chunderh	awk heav	y cannon,	8-14	20"-30"	4+	3	
WEAPON	RANGE	ТҮР		inc ou	S.	AP	0	ABILITI	IFS	1-7	20"	5+	2	
Twin heavy bolter	36"		avy 6		5	-1	1		iLU				_	
Lascannon	48"		avy 1		9	-3	D6	_						
Hellstrike battery	72"		avy 4		8	-3	3	_					7	
Reaper battery	36"		avy 6		7	-1	1	_						
Thunderhawk heavy cannon	48"	He	avy 2D6		8	-2	D6	-						
Turbo-laser destructor	96"	inflicts an additional D3 mortal wounds on the target.												
Balefire missiles	36"	Unite targeted by this weapon do not gain any honus to												
TRANSPORT	• The m The Chae JUMP P	odel mos Thur ACK me of three	ay replanderhave odel talee other	ce any vk Gun ces up	of its to ship cathe spa	win hea in transp ce of tw	oort 30 <	s with a r LEGION nodels, ar	eaper batte > INFANT nd each CU	nunderhawk cluster bery. FRY models (each TRUCT) LRY models, these also	ERMINATO ION model	takes up	 f	
	the Fight phase by units that can FLY . Colossal Flyer: When targeting this unit with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit can FLY , add 12" to the measured distance to determine the range when making shooting attacks against it. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase. 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.													
	this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.										9			
	Void-hardened Hull: The Chaos Thunderhawk Gunship has a 5+ invulnerable save. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6+ it crashes and explodes, and each unit within D6" suffers 2D6													
	Crash an	d Burr re any e	: If this	model	is redu	iced to 0	wounds,	ip has a 5 roll a D6	+ invulner before ren	able save. noving the model fror	n the battlefi			
	Crash an and before mortal w	nd Burr re any e rounds. t: Befor 20" un	embarke this metil the en	model d mod nodel n	is redu els dise noves ir ne phaso	nced to 0 mbark. on your Me, and it	wounds, On a 6+ i	ip has a 5 roll a D6 t crashes phase, yo	+ invulner before ren and explod	able save. noving the model fror	n the battlefi hin D6" suffe Iove characte	ers 2D6		
	Crash and and before mortal we Hover Je becomes beginning	re any erounds. t: Before 20" units g of you	en: If this embarked the this metal the end are next.	model d mod nodel n nd of th Movem	is redu els dise noves in ne phaso nent pha	n your Me, and it ase.	wounds, On a 6+ i lovement loses the	roll a D6 t crashes phase, yo Airborne	+ invulner before ren and exploc ou can decl c, Colossal	able save. noving the model from les, and each unit with are it will hover. Its M	n the battlefi hin D6" suffe love characte abilities unti	ers 2D6 eristic I the		
	Crash and and before mortal we have Je becomes beginnin Daemon Thunder bombs cathe Chao or MON	t: Before 20" uning of your ic Macchawk Can makes Thun	re this metal the enur next hine Sp Cluster I e a bom derhawior a D6	model model model model model model model model model model. Movement in the model	is reduced is disconnected in the phase and the concern agair hip has ry othe	n your Me, and it ase. e -1 to he per batt as ings moved, or model	wounds, On a 6+ i Iovement loses the it modifie le a Chao gle enemy pick a sii in the un	roll a D6 t crashes phase, yo Airborne er for mov s Thunde y unit it m ngle enen it, up to a	+ invulner before ren and explor ou can decle c, Colossal ving and sh erhawk Gun oves over ony unit that a maximum	able save. noving the model fror les, and each unit with are it will hover. Its M Flyer and Supersonic	n the battlefin not be suffered by the character abilities untiles for this more from the control of the contro	eristic I the odel. k cluster s. After EHICLE		
FACTION KEYWORDS	Crash an and before mortal we Hover Je becomes beginnin Daemon Thunder bombs cathe Chao or MON unit suffer	re any evounds. t: Before 20" unit g of you ic Machen make the service of the service and the service of the s	re this metal the entitle the	model nodel	is reduced is reduced in over the concern agair hip has ry other unit will be discount of the concern agair will be discount of the concern agair will be discount will be discount of the concern agair agair will be discount of the concern agair agair agair will be discount of the concern agair	n your Me, and it ase. e -1 to h per batt nst a sing moved, r model hich cor	wounds, On a 6+ i Iovement loses the it modifie le a Chao gle enemy pick a sii in the un asists only	roll a D6 t crashes phase, yo Airborne er for mov s Thunde y unit it m ngle enen it, up to a	+ invulner before ren and exploo ou can decl c, Colossal wing and sh erhawk Gur noves over ny unit that a maximun RACTERS	able save. noving the model from les, and each unit with are it will hover. Its Mare it will hover and Supersonic anoting Heavy weapon aship equipped with Tolduring one of its Move it flew over. Roll 3De nof 12D6 per unit. For	n the battlefind D6" suffer suffer this more than the second of the seco	eristic I the odel. k cluster s. After EHICLE		

\$ (50)	C	HAC TO	OS RM	SOI (BI	KA] RD	R P. GU	ATT JNS	ER HII	N	DAMAGE Some of a Chac characteristics	change as			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	battle, as shown	n below:	BS	A	VOID SHIE
Chaos Sokar Pattern	*	6+	*	10	9	40	*	9	3+	30-40+	20"-50"	2+	A	4+
Stormbird									<u> </u>	20-29	20"-40"	3+	4	5+
A Chaos Sokar Pattern S				It is equi	ipped w	ith four	twin las	cannon,		10-19	20"-30"	4+	3	6+
three twin heavy bolters WEAPON	RANGE				e	ΔП	п	ABILI	rice	1-9	20"	5+	2	7+
WEAPUN Twin heavy bolter	36"	TYPI			S 5	AP -1	1	Abilii _	1169	.,	20	<i>J</i> 1		
Twin lascannon	48"	Неа	vy 6		9	-3	D6	_						13
Dreadstrike missiles	120"	Hea	•		10	-3	2D3	_						20
Reaper battery	36"	Hea	•		7	-3 -1	1	_						
WARGEAR OPTIONS				ace any				- with roo	nor bot	tarr		. 201	100	- 10
	takes uj models a single disemb	p the spa , these a c CHAO arking, t	ace of the lso take S RHIN The Rhi	nree others up the s NO, inclu no may o	er mode space of ading its only exit	ls. It ma three of s own tra t via the	y also tr ther mod ansporte rear of t	ansport lels). Th d mode he Chao	<legio e Chaos ls, occu os Sokar</legio 	each CULT OF DI ON> BIKER and a Sokar Pattern Sto pying 25 models' Pattern Stormbir	<legion d.<="" m="" of="" ormbird="" sp="" th="" worth=""><th>> CAV ay also pace. V</th><th>trans Vhen</th><th>r sport</th></legion>	> CAV ay also pace. V	trans Vhen	r sport
ABILITIES				cannot cl s that car		an only l	oe charge	d by un	its that o	can FLY , and can o	only attack	or be a	ttacke	ed in
	Colossal Flyer: When targeting this unit with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if is on a flying base. In addition, unless the attacking unit can FLY add 12" to the measured distance to determine the range when making shooting attacks against it. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase. Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.													
	When t	his mod	el Adva	nces, inc	rease its	Move c	haracter	istic by 2	20" until	the end of the ph				
	Void-ha	ardened	Hull:	The Chac	s Sokar	Pattern	Stormbi	d has a	5+ invu	lnerable save.				
	before a		arked m							removing the mod s, and each unit w				
	become	es 20" un	til the e		e phase,	and it lo				eclare it will hove al Flyer and Super				
	Daemo	nic Mac	hine Sp	oirit: Ign	ore the -	1 to hit	modifie	for mov	ing and	l shooting Heavy v	weapons for	r this n	nodel	1/1
	Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model. Projected Void Shields: The Chaos Sokar Pattern Stormbird is protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, these void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves, they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Sokar, with the mortal wound being ignored if the save roll is passed. Void shields must be continuously re-energised and renewed in combat operations and so as the Sokar is damaged, the defensive potential of its void shields is reduced (see the Damage table for the Chaos Sokar Pattern Stormbird).													
	previou projecti	isly), and ing its vo	l does n oid shiel	ot move ds beyon	at all du nd its hu	ring the	turn, yo start of t	u may d he Move	eclare tl ment pl	g the Hover Jet ab nat the Chaos Sok hase. If this is the o tern 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

KEYWORDS

11 (11)		(CHA INT			IPH PT				DAMAGE Some of Chaos Xip characteristics cha shown below:		
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS
Chaos Xiphon Interceptor	*	6+	*	6	7	10	2	8	3+	6-10+	20"-70"	3+
A Chaos Xiphon Interceptor and a Soulstalker missile lau		le mode	l. It is equ	ipped w	ith tw	vo twin l	ascannoi	1		3-5	20"-40"	4+
WEAPON	RANGE	TYPE			S	AP	D	ABILI	ITIES	1-2	20"	5+
Twin lascannon	48"	Hea	vy 2		9	-3	D6	_				
Soulstalker missiles	60"	Hea	vy D3		7	-2	2	the t	arget suf	ou roll a wound roll offers a mortal wound The mal damage.		
WARGEAR OPTIONS	• None	e.	-1/19	Y Table								
ABILITIES	in the F Hard to Pretern contributit again	ight phane Hit: You atural M ate to ho up to 90	se by units ur oppone Ianoeuvr w far the	s that can ent must ability: I model m new dir	subtr Each t noves)	act 1 fro ime this , and the	m hit roll model m	ls for at noves, f	ttacks tha first pivot del straig	an FLY, and can only at target this model in it on the spot up to 9 tht forwards. You may crease its Move chara	the Shooting 0° (this does 7 then if you	g phase. not wish pivot
	and bef									removing the model foodes, and each unit w		
	Termin	al Targe	ting: Igno	re the -1	l to hi	t modifi	er for mo	ving ar	nd shooti	ng Heavy weapons fo	r this model.	
	Skybor	n Predat	or: When	targetir	ng uni	ts that ca	an FLY , a	dd 1 to	your hit	rolls for this model.	430	
FACTION KEYWORDS	CHAC	S, <m< td=""><td>ARK OF</td><td>CHAC</td><td>)S>, I</td><td>HERET</td><td>IC AST</td><td>ARTE</td><td>ES, EYR</td><td>INE CULTS, <le< td=""><td>GION></td><td></td></le<></td></m<>	ARK OF	CHAC)S>, I	HERET	IC AST	ARTE	ES, EYR	INE CULTS, <le< td=""><td>GION></td><td></td></le<>	GION>	
KEYWORDS	VEHIC	CLE, FI	Y, CHA	OS XII	PHO	N INTI	ERCEPT	OR				



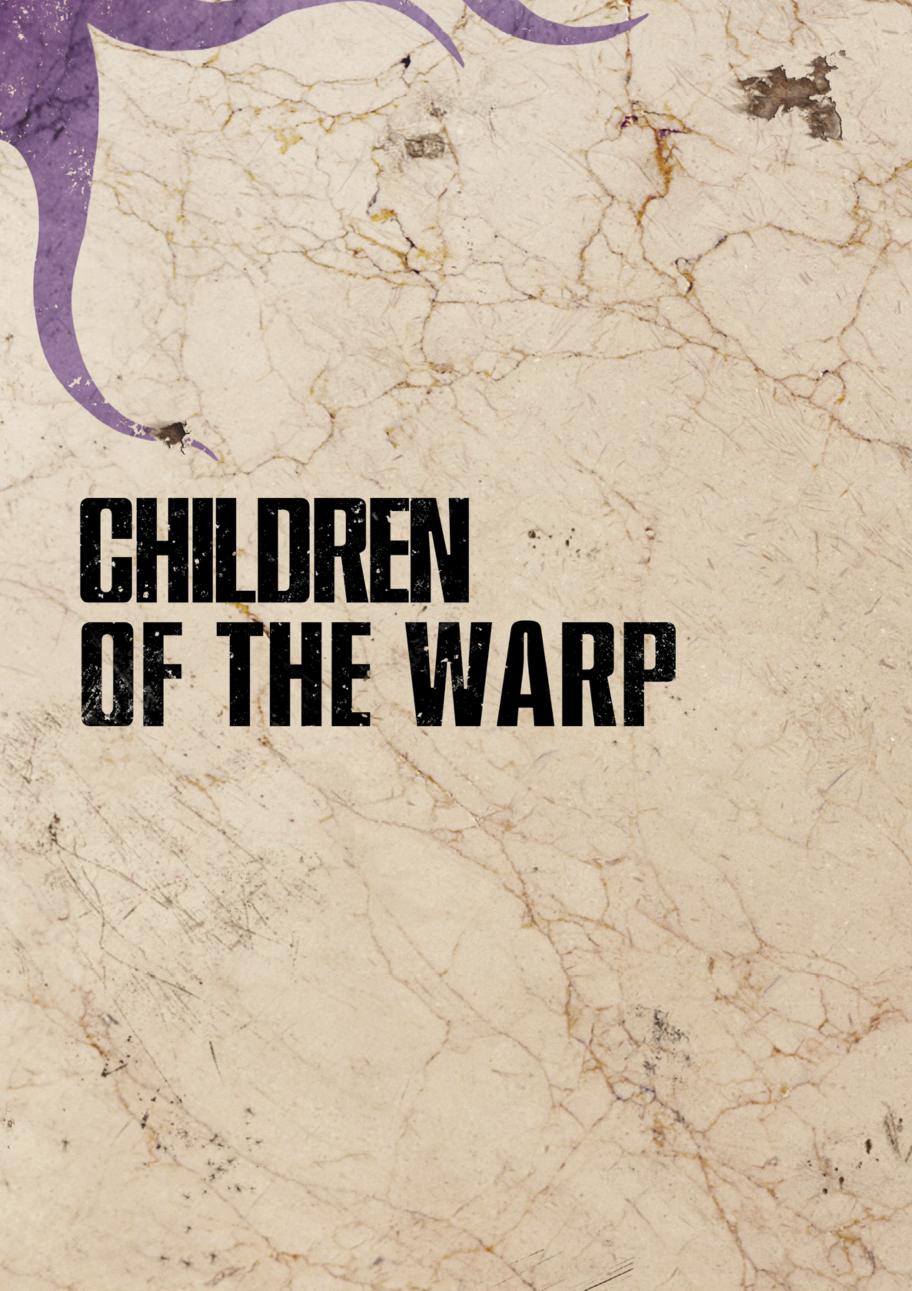
ZHUFOR THE IMPALER LORD OF THE SKULLTAKERS												
NAME	М	WS	BS	S T	W	A	Ld	Sv				
Zhufor the Impaler	5"	2+	2+	5 4	7	5	9	2+				
Zhufor the Impaler is a s Terminator armour. Onl						nos, a D	emnos bo	olter and the Skulltaker axe. He also wears a suit of				
WEAPON	RANGE	TYP	E	S	AP	D	ABILITI	IES				
Demnos bolter	24"	Rap	oid Fire 2	4	-1	1	_					
Claw of Demnos	Melee	Me	lee	x2	-3	D3		attacking with this weapon, you must subtract 1 the hit roll.				
Skulltaker axe	Melee	Me	lee	User	-2	2	roll of	targeting a CHARACTER model, every wound 6+ inflicts becomes AP -4 and Damage 3. Roll for these wounds separately.				
WARGEAR OPTIONS	• None	e.					ME-L'A					
ABILITIES	it can, it	f it was	targeting a	an IMPERIU	M unit,	immedia	ately mak	for a model with this ability in the Fight phase, e an extra attack against the same unit using the ny further attacks.				
	Sigil of	Corru	otion: The	model has a	4+ invu	lnerable	save.					
	Lord of	the Sk	ulltakers:	You can re-re	oll hit ro	lls of 1 fo	or friendl	y SKULLTAKERS units within 6" of this model.				
	instead	of placi	ng him on	the battlefie	ld. At th	e end of	any of yo	Impaler in the teleportarium of his grand cruiser ur Movement phases, Zhufor the Impaler can use a nore than 9" away from any enemy models.				
	Favour Psychic		Blood Goo	d: Zhufor the	Impalei	may att	empt to d	leny one psychic power a turn in each enemy				
			ter: Such i		gendered	l by Zhu	for that e	nemy units within 6" must add 1 to the result of				
FACTION KEYWORDS	CHAO	S, KH	ORNE, I	HERETIC A	STAR	res, sk	ULLTA	KERS				
KEYWORDS	CHAR	ACTE	R, INFA	NTRY, CH	AOS LO	ORD, T	ERMIN	ATOR, ZHUFOR THE IMPALER				

Power.									YING
NAME	M	WS	IR CI BS	<u>(-SO)</u> S	RCERI I	ER OI W	A A	ETAIN Ld	NTED Sv
Necrosius the Undying	5"	3+	3+	4	5	6	4	9	3+
Necrosius the Undying is a Only one of this model ma					th a taint	ed force	blade a	nd a pox	pistol, blight grenades and krak grenades.
WEAPON	RANGE	TYPI			S	AP	0	ABILIT	TIES
Pox pistol	12"	Pist	ol 1		4	-1	2	_	
Tainted force blade	Melee	Mel	ee		+1	-2	D3	You o	can re-roll wound rolls of 1 for this weapon.
Blight grenade	6"	Gre	nade Do	6	3	0	1	You o	can re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Gre	nade 1		6	-1	D3	_	
WARGEAR OPTIONS	 None 								
									for a model with this ability in the Fight phase,
	Disgust lose a w	eapon. T t ingly R round.	hese ex	tra atta	IPERIUN icks cann	M unit, i ot them rosius t	mmedia selves go he Undy	ntely male enerate a ring loses	ce an extra attack against the same unit using the my further attacks.
	Disgust lose a w	eapon. Tound. Corrup corcerer	These exemples the control of the Total	tra atta : Each he mod	TPERIUM Acks cann time Nec	M unit, i ot them rosius the	immedia iselves go he Undy nerable	ately male enerate a ring loses save.	se an extra attack against the same unit using the any further attacks. Is a wound, roll a D6; on a roll of 5 or 6, he does not
	Disgust lose a w Sigil of Arch-So this mo	tingly R round. Corrup orcerer del duri of the I	tion: Tof the Ing the I	tra atta : Each he mod fainted Fight pl	TPERIUM The Nec The	M unit, i ot them rosius the 1+ invul y add 1	immedia iselves go he Undy nerable to your	ately malenerate a ring loses save. hit rolls	se an extra attack against the same unit using the any further attacks. Is a wound, roll a D6; on a roll of 5 or 6, he does no
PSYKER	Disgust lose a w Sigil of Arch-So this mo Master Disgust Necrosi psychic	tingly Recound. Corrup orcerer del duri of the I ingly Re us can a powers	esilient tion: T of the T ng the I Dead: W esilient a ttempt in each	ttra atta t: Each he mod Tainted Fight pl /hen wi ability. to man	time Necelel has a 4: You may hase.	unit, i ot them rosius the them the invul y add 1 f Necros psychic phase. I	mmedia selves gu he Undy nerable to your sius, PO powers He know	save. hit rolls: XWALK in each is series the Sm	tee an extra attack against the same unit using the any further attacks. Is a wound, roll a D6; on a roll of 5 or 6, he does not for any friendly THE TAINTED units within 6" of ER units can re-roll results of a 1 for their friendly Psychic phase, and attempt to deny three wite psychic power and three psychic powers from
PSYKER FACTION KEYWORDS	Same working states a way sigil of Arch-Se this moo Master Disgust Necrosi psychic the Cor	tingly Revound. Corrup orcerer del duri of the I ingly Re us can a powers ttagion of	tion: T of the T ng the I Dead: W esilient a ttempt in each disciplir	ttra atta Each he mod Fainted Fight pl Then with ability. to man a enemy ne (see	time Necestellel has a 4 second record recor	If unit, if of them rosius the ro	mmedia selves go he Undy nerable to your sius, PO powers He know	save. hit rolls: XWALK in each is stress the Smiles Chao	tee an extra attack against the same unit using the any further attacks. Is a wound, roll a D6; on a roll of 5 or 6, he does not for any friendly THE TAINTED units within 6" of ER units can re-roll results of a 1 for their friendly Psychic phase, and attempt to deny three wite psychic powers from

2 (7)			M		ORD ER OF				SS
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Lord Arkos	6"	2+	2+	4	4	5	5	9	3+
Lord Arkos is a single mo Only one of this model m					Blade of	Venom	and a c	ombi-m	eltagun, frag grenades and krak grenades.
WEAPON	RANGE	TYPI	<u> </u>		S	AP	0	ABILI	ries
Black Blade of Venom	Melee	Mel	ee		User	-2	3		1 to all wound rolls for this weapon against any t that is not a VEHICLE .
Combi-melta	When a hit rolls					ose one	or both	of the pr	rofiles below. If you choose both, subtract 1 from all
- Bolter	24"	Rap	id Fire 1	_	4	0	1	-	
- Meltagun	12"	Assa	ault 1		8	-4	D6	two c	target is within half range of this weapon, roll lice when inflicting damage with it and discard the st result.
Frag grenade	6"	Gre	nade D6	5	3	0	1	-	
Krak grenade	6"	Gre	nade 1		6	-1	D3	_	
WARGEAR OPTIONS	• None			1116			T. TA		
ABILITIES	it can, it	f it was t eapon. T	argeting These ex	g an IM tra atta	IPERIUM icks canno	I unit, in the state of the sta	immedia iselves ge	tely mal	for a model with this ability in the Fight phase, see an extra attack against the same unit using the uny further attacks. In addition, subtract 1 from all hit rolls made
	against					a 5+ III	vumerab	ie save. i	in addition, subtract 1 from an introns made
	Lord of 6" of thi			You ma	y add 1 to	o Advar	nce and (Charge r	olls for any friendly THE FAITHLESS units within
	Arch-vi			where	Stratagen	ns are b	eing use	d, if Ark	tos is your warlord you gain +1 Command points at
					nt, Lord A				where on the battlefield that is not within your emy unit.
FACTION KEYWORDS	CHAO	S, HEI	RETIC	ASTA	RTES,	CHE F	AITHL	ESS OI	R ALPHA LEGION
KEYWORDS	CHAR	ACTE	R, INF	ANTR	Y, CHA	OS LC	ORD, LO	ORD A	RKOS

NAME	М	WS	BS	S	ī	W	A	Ld	Sv	
Chaos Hellwright	6"	3+	2+	5	5	5	3	9	2+	
	a single model	. It is eq	uipped	with ar	n infernal	axe, me	echatend	lrils, a vo	oidcutter, a flamer, a soulburner pistol,	
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES	
Infernal axe	Melee	Mel	.ee		+1	-3	2	-		
Mechatendrils	Melee	Mel	ee		User	0	1		time the bearer fights, it can make 2 additional ks with this weapon.	
Voidcutter	8"	Ass	ault 1		8	-4	3		1 to wound rolls made for this weapon if the target VEHICLE .	
Soulburner pistol	Successful hit rolls with this weapon inflict									
Frag grenade	6"	Gre	nade D6	i	3	0	1	-		
Krak grenade	6"	Gre	nade 1		6	-1	D3	-		
Flamer	8"	Ass	ault D6		4	0	1	This	weapon hits its target automatically.	
WARGEAR OPTIONS	• None		2/013							
ABILITIES	it can, if same we Inferna Gift of t	f it was to eapon. The Augment of the Hell	targeting Γhese ext etics: Th	an IM tra atta nis moo	IPERIUM acks canno del heals o	I unit, in the state of the mone wou	mmedia selves ge and at th	tely mal enerate a ne start o	+ for a model with this ability in the Fight phase, ke an extra attack against the same unit using the any further attacks. of each of your turns. of the Hellwright adds +1 to their Attacks and	
		V/17/2	racterist hanisms		e end of v	our Mo	vement	phase, a	a Hellwright can repair a single <legion></legion> /	
	DAEMO can FLY	ON ENC	GINE/Q n 1". Tha l a D6; or	UEST at mode n a roll	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	IECHANICUS VEHICLE (other than models that lwright can instead curse a single enemy VEHICL mortal wound. A VEHICLE cannot be repaired or	
		y more	than on	e mod	lel with M	aster of	Mechai	nsms m	the same turn.	
FACTION KEYWORDS	cursed l	•							is, <legion> OR DARK MECHANICUS</legion>	

S S S S S S S S S S S S S S S S S S S		CH		S H				HT
NAME	M	WS BS	S	Ī	W	A	Ld	Sv
Chaos Hellwright on Dark Abeyant	8"	3+ 2+	5	5	6	3	9	2+
A Chaos Hellwright on I a flamer and a soulburne								rith an infernal axe, mechatendrils, a voidcutter,
WEAPON	RANGE	TYPE	cyant is	S	AP		ABILIT	IES
Infernal axe	Melee	Melee		+1	-3	2	_	
Mechatendrils	Melee	Melee		User	0	1		time the bearer fights, it can make 2 additional as with this weapon.
Voidcutter	8"	Assault 1		8	-4	3		to wound rolls made for this weapon if the target EHICLE.
Soulburner pistol	12"	Pistol 2		-	0	1	woun weapo	ds. If any hit roll made in a given phase with this on results in a score of a '1', then the firing unit on mortal wound at the end of the phase.
Warpfire lance	15"	Heavy 2		6	-3	D6	the weapo initial additi	time you make a wound roll of 6+ for this weapon, eapon scores an additional automatic hit at the on's normal profile which is resolved after the lattacks for the weapon on the same unit. These ional hits do not themselves generate more ional hits.
Flamer	8"	Assault D6		4	0	1	This v	weapon hits its target automatically.
WARGEAR OPTIONS	• None.					100		
ABILITIES	it can, if same we	it was targetin apon. These ex	g an IM ktra atta	PERIUM cks canno	unit, i ot them	mmedia selves ge	tely mak enerate a	for a model with this ability in the Fight phase, the an extra attack against the same unit using the my further attacks. If each of your turns.
	Warp-flu	ux Shield: Thi	s model	has a 5+	invulne	erable sa	ve.	
		he Hellforge:		LLFORG	GED mo	odels wit	hin 6" of	the Hellwright adds +1 to their Attacks and
	Implaca Heavy w		el can oi	nly Advai	nce D3"	', but ign	ores the	-1 penalty to its hit rolls for moving and firing a
	A Letter		n taking	g up space	es withi	n a TRA	NSPORT	Γ , this model takes up three spaces, rather than one.
	Master of DAEMO can FLY) within 18	of Mechanism ON ENGINE/) within 1". Th 8". Roll a D6; o	s: At the QUEST at mode on a roll	e end of y OR TRA el regains of 2+, th	our Mo ITORO D3 lost at VEH	ovement OUS or D t wounds IICLE su	phase, a DARK M s. A Hellu offers a m	Hellwright can repair a single <legion>/ (ECHANICUS VEHICLE (other than models that wright can instead curse a single enemy VEHICLE nortal wound. A VEHICLE cannot be repaired or the same turn.</legion>
FACTION KEYWORDS	CHAOS	S, <mark c<="" td=""><td>F CHA</td><td>AOS>, I</td><td>HERET</td><td>TIC AST</td><td>TARTES</td><td>S, <legion> OR DARK MECHANICUS</legion></td></mark>	F CHA	AOS>, I	HERET	TIC AST	TARTES	S, <legion> OR DARK MECHANICUS</legion>
KEYWORDS	CHARA	ACTER, INF	ANTR	Y, WAR	PSMI	ГН, СН	IAOS H	IELLWRIGHT ON DARK ABEYANT



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

Uraka Uraka the Warfiend is a sing WEAPON The Executioner's Axe Bloody Arc (melee) Vengeful Cast (shooting)	7" gle model a RANGE Melee	TYPE Melec		6 Executi	6 oner's A \$ +2	8 xe. On: AP	5 ly one of	ABILITI	3+ lel may be included in your army.					
WEAPON The Executioner's Axe Bloody Arc (melee)	RANGE Melee	TYPE Melec		Executi	S	AP	D	ABILITI						
The Executioner's Axe Bloody Arc (melee)	Melee	Mele	e						ES					
Bloody Arc (melee)			e		+2	-3	2	г						
,			e		+2	-3	2	г						
Vengeful Cast (shooting)	*	A ccar					_	Dama; model	ch wound roll of 6 made using this weapon, the ge value of that attack is increased to D6. If a is slain as a casualty by one of these enhanced s, add +1 to Uraka's Unholy Frenzy total.					
		Assac	alt D3		User	-3	D6	Streng piles in phase, the Fig	nge of this weapon is equal to Uraka's current th in inches. Unless Uraka successfully charges or a to the unit targeted by this attack in the Shooting he may not use the Bloody Arc attack ability in ght phase of a turn in which he has attacked with ful Cast.					
WARGEAR OPTIONS	• None.	111/4			A ST	NE 78								
ABILITIES	Daemonic: This model has a 5+ invulnerable save.													
	Daemonic Ritual: See Warhammer 40,000 – Index: Chaos.													
	Unstopp	oable Fer	rocity: I	f a KH	ORNE I)AEM(ON unit	with this	ability either charges, is charged, or performs a ristics of all models in the unit until the end of					
	The Blace Psychic		r of Kho	orne: U	Iraka's co	ontrollii	ng player	may atte	empt to deny a single psychic power in each enemy					
		y with th	ne Blood	dy Arc	attack ab	oility. T	he benefi	ts are as	teristics based on the number of models removed follows and Uraka gains the benefits of the current ae:					
	Total Sc	ore	Ben	efits										
	0	1 111111		benefit	44 17	1495	11.							
	1			Move										
	2-3			Strengtl		HAY.								
	4-6	An additional +1 Strength and +1 Attacks For each additional point scored, Uraka heals one wound.												
FACTION KEYWORDS	7+ CHAOS			each ac	aditional	point	scorea, C	така пеа	is one wound.					

12	DA	AEMC)N PI		AMU E OF T		RUIN	ISTOF	RM	DAMAGE Some of Samus' cha suffers damage in b			
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	WS	ı
Samus	*	*	4+	7	7	12	*	9	4+	7-12+	8"	2+	(
Samus is a single model be included in your arm		ed with	the Sla	ughterii	ng blade.	Only o	ne of th	is mode	el may	4-6 1-3	6" 4"	3+ 4+	
WEAPON	RANGE	TYPI	E		S	AP	D	ABIL	ITIES				
Slaughtering blade	Melee	Mel	ee		User	-3	3			cking INFANTRY mod- ur wound rolls.	els with th	is weapon	,
WARGEAR OPTIONS	• None		711		1					THE PAYMENT NAMED			
ABILITIES	Heroic the turn	Interver	e model	ld 1 to t		gth and erable sa	Attacks	s charact		ry either charges, is char s of all models in the un			
	from th Ritual c	eir rolls an also	to man re-roll t	ifest psy heir sur	ychic pov nmoning	vers for g roll wh	that PS nen doi:	oyker.	Friendl	of this model, their play models within 9" atte	mpting a	Daemonic	77
	Whispe their Le					do not	have th	e MARI	K OF K	HORNE within 6" of Sa	amus subt	ract 1 fron	1
FACTION KEYWORDS	CHAO	S, KH	ORNE			7 7 7		VALLE	N. O.	3. 年,19. 19. 19. 19. 19. 19. 19. 19. 19. 19.	7 27		1310
KEYWORDS	CHAR	ACTE	R, DA I	EMON	, MON	STER,	DAEM	ION P	RINCI	E OF THE RUINSTO	ORM, SA	MUS	

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

35 Jowes		AE			'RA YER (ES		II .			' characteristics age in battle, as	
NAME	M	WS	BS	S	I)r sc	A	Ld	Sv	shown below:		uaiii	ige iii battle, as	
Aetaos'rau'keres	*	2+	2+	8	8	27	*	10	3+	REMAINING W	M	A_	PSYCHIC TEST BON	
										13-27+	20"	6	+2	
Aetaos'rau'keres is an in talons or lay them to wa Only one of this model	ste with the p	ower of	the sorc	erous				iirouded		6-12 1-5	14" 8"	2	+1 +0	
WEAPON	RANGE	TYPI	E		S	AP	D	ABILIT	TES					
Staff of Cataclysm	60"	Assa	ault 2D6	i	9	-4	3	and ca I f a ur mode TZE F	an targ nit of a els slair ENTCI	n can be fired wi get enemy units w at least 10 INFAN a by this attack, o T is added to you in 1" of the slain	vithin I NTRY 1 unit (ur arm	l" of fi mode of 3 Fi y and	riendly models. els has its last LAMERS OF immediately	
Warpfire talons	Melee	Mel	ee		User	-3	D6	inflict	ts D3 r	rolls a 6 for its v mortal wounds o damage.			immediately unit in addition	
Cataclysmic strike	Melee	Mel	ee		x2	-4	3			HICLE, BUILD becomes Dama		r MO	NSTER targets	
WARGEAR OPTIONS	• None	e.	1/2	ri la								7		
ABILITIES	Daemo	Daemon Lord: The model has a 4+ invulnerable save. Arch-daemonic Ritual: See page 4.												
	Arch-da	aemoni	c Ritual	: See p	age 4.								A PROPERTY OF	
	Epheme	eral For	m: Add	1 to aı	nv invuln	erable s	aving th	rows mad	de for	a TZEENTCH I	DAEM	ON w	vith this ability.	
	Emissa	ry of the	e Great	Mutat		nay use							nits within 9" of	
	is reflec	ted back		6 roll o						power directed and the				
	Render	of the V	Veils: Yo	u may	re-roll ar	ny failed	l attempt	by Aeta	os'rau'l	keres to invoke a	n Daen	nonic	Ritual.	
	DAEMO attack n	ON PRI	NCE is	within inst th	12" of Ae	etaos'raı	ı'keres, 1	roll a D6.	On a	phase, any LOR result of 4+, the MON PRINCE (Staff o	f Cata	clysm's ranged	
	-									before removing D6 mortal wou		n the	battlefield; on a	
PSYKER	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.													
	OTT 1 O					- F 5/ CII	, r 5 C1				1	1771		

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

FACTION KEYWORDS

KEYWORDS

CHAOS, TZEENTCH

9 2000000		M					ISF. E TAI		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	el armed	d with tl	he conta	igion spi	ray, pust	culant 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 server	cks made with this weapon automatically hit elected target. This weapon always wounds on a t of a 2+ unless the target unit has the VEHICLE word, in which case a result of 6+ is required.
Pustulant stomp	Melee	Mel	ee		+2	-3	D3	phase	on targeting a unit with this weapon during the Fight e, add +3 to the Damage caused if the target unit he INFANTRY keyword.
Fist of decay	Melee	Mel	ee		+3	-1	1	wour	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		J. Mari	一便4.	1 (6) (6)	APA -	N. ST	11.11	
ABILITIES	Daemoi	nic: Thi	s unit h	as a 5+ i	invulner	able sav	e.	1/1/2	
	Disgust a wound		esilient	: Each t	ime Maı	non los	es a wou	nd, roll	a D6; on a roll of 5 or 6, the model does not lose
	Daemon	nic Ritu	ıal: See	Warhan	ımer 40	,000 – Ir	ıdex: Ch	aos for r	more details.
	Fel Icon THE TA							of 1 dur	ring the Fight phase for all friendly models with
FACTION KEYWORDS	CHAO	s, NU	RGLE,	THE	AINT	ED			TENNERS OF THE STATE OF THE STA
KEYWORDS	CHAR	ACTE	R, MO	NSTEI	R, DAE	MON,	MAMO	ON TR	ANSFIGURED

COR'BAX UTTERBLIGHT DAEMON PRINCE OF THE RUINSTORM

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

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

DAMAGE

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

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

your army.													
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES							
Gaping maw	Melee	Melee	User	-3	3	All rolls of 6 to hit with this weapon become 3 hits each.							
Canker worms	Melee	Melee	2	0	1	After this model makes their close combat attacks, the canker worms infesting Cor'bax make their attacks separately. Make D6 additional attacks using this weapon profile.							
WARGEAR OPTIONS	• None.												
ABILITIES	Daemon	ic: The model h	as a 5+ invulne	rable sa	ve.								
	Disgusti not lose a		Each time Cor'	bax Utt	erblight	loses a wound, roll a D6; on a roll of 5 or 6, the model does							
	Daemonic Ritual: See Warhammer 40,000 - Index: Chaos.												
	Daemon Prince of the Ruinstorm: If an enemy PSYKER is within 9" of this model, their player must subtract 1 from their rolls to manifest psychic powers for that PSYKER . Friendly models within 9" attempting a Daemonic Ritual can also re-roll their summoning dice when doing so.												
	Poison Slime: Each time Cor'bax Utterblight successfully completes a charge move, roll a D6 for each enemy unit within 1". For each roll of a 2+, that unit suffers a mortal wound.												
	Noisome Tide of Flesh: Cor'bax's feculent mass is a seething, half-liquid horror that simply flows over obstacles and swamps anything, be it blade or bullet, that strikes it, with little outward effect. Cor'bax ignores any penalty to charge rolls made for him because of terrain. In addition, when making rolls for Cor'bax's Disgustingly Resilient ability against wounds caused by attacks with a Damage of 1, wounds are ignored on a 4+.												
						nds, roll a D6 before removing it from the battlefield; on a 5" suffers D6 mortal wounds.							
FACTION KEYWORDS	CHAOS	S, NURGLE											
KEYWORDS		ACTER, MON AX UTTERBI		MON,	DAEM	ON PRINCE OF THE RUINSTORM,							

# (6 howes	P	LA	GL	JE 7	Γ O A	DS	OF	NU	JRGLE
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Toad	7"	4+	4+	5	5	4	3	7	6+
This unit contains 3 Plage Rating +12). Each mode									ing +6) or up to 6 additional Plague Toads (Power
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	IES
Grasping tongue	7"	Pist	ol 1		4	0	1	_	
Yawning maw	Melee	7" Pistol 1 Melee Melee				-1	D3		t rolls of a 6 made when using this weapon ate a single additional automatic hit.
WARGEAR OPTIONS	• None						1104	100	
ABILITIES	Daemoi	nic: Thi	s unit h	as a 5+ i	invulner	able sav	e.		
	loses a v	vound,	roll a D	6; on a r	oll of a 5	or 6, th	ne model	l does no	RGLE or DAEMON keywords with this ability at lose a wound.
FACTION VEVILOPED				warnan	ımer 40,	000 – In	iaex: Chi	aos for m	nore details.
FACTION KEYWORDS	CHAO			191	The Part			1000	
KEYWORDS	BEAST	, DAE	MON,	FLY, P	LAGU	E TOA	DS OF	NURG	LE

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

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

5 AOWER		GIA	NT	'Cl	HAC	os s	SPA	WN		DAMAGE Some of a Giant change as it suff shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	S	A
Giant Chaos Spawn	*	4+	-	*	5	10	*	10	4+	20+	8+D6"	6+D6	6+D6
A Giant Chaos Spawn is a s	ingle mod	del. It is	armed v	with ch	urning fa	ngs and	l claws.	a field		10-19	6+D6"	6+D3	6+D3
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	5-9	3+D3"	3+D6	3+D6
Churning fangs and claws	Melee	Me	lee		User	-1	D3	_		1-4	D6"	2D6	2D6
WARGEAR OPTIONS ABILITIES O O O	Daemo Eternal Chaos S and a 1 gains D of 10 W more W	onic: The onic Riturn onic Riturn on a 6 is or	nt: Whe mutable s rolled o ds. This	Warhar enever a charac on any l may be iant Ch the TI	invulnera mmer 40, a roll is materistics of D6 or D3 e used to aos Spaw	ade to a see the stake it in ever	n g total 20 or	At the start of ea Spawn's mutable the first time it is roll for Moveme roll is made to d based on the nu- currently posses characteristic ur at which point it	characters called up nt, Strengt etermine t mber of W s. That roll til the end	istics are recont to use, the or Attachat charactories the founds the list then used of the cu	reset, and test or cks, a new cteristic e model sed for that rrent turn,		
FACTION KEYWORDS	CHAC	OS	13.82	1424	A.C.				aer:			.1.97	
KEYWORDS	CHAC	S, MO	NSTE	R, DAI	EMON,	GIAN	T CHA	OS SPA	WN				

30 ower

SCABEIATHRAX THE BLOATED

LORD OF THE BLIGHTED PIT

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

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

DAMAGE

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

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

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



\$\begin{align*}(25) \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\		RE	NE	GA ACF	DE HER	KN ON	NG.	HT		DAMAGE Some of a Renegade characteristics chan battle, as shown bel	ige as it su		age in
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	M	WS	BS
Renegade Knight Acheron	*	*	*	8	8	27	4	9	3+	15-27+	14"	3+	3+
A Renegade Knight Acheron reaper chainfist with an inbu										7-14 1-6	10" 6"	4+ 5+	4+ 5+
WEAPON	RANGE	TYPI	E		S	AP	D	ABIL	ITIES	10		<u> </u>	
Acheron flame cannon	18"	Hea	vy 2D6		7	-2	3	This	weapon	automatically hits its	target.		12
Twin heavy bolter	36"	Hea	vy 6		5	-1	1	-					
Reaper chainfist	Melee	elee Melee x2 -4 6 When attacking with this weapon, subtract 1 from the hit roll.											
Titanic feet	Melee	Mel	ee		User	-2	D3		e 3 hit ro	olls for each attack mad	de with th	is weapon	
WARGEAR OPTIONS	• None		2237					1	34		10		1 6
Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+, the model here one wound.Flank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the maximum distance it may move.													
	charge of models, can show keyword within re move are	luring i though ot if the l. In thi range an	ts turn, tat the core are es s case, ind more Heavy w	When a end of its nemy most can shout than 1" eapons v	Renegaes move it odels without the earth away from without	de Knig t must t thin 1" nemy u om any sufferin	ht Ache of it, as lanit that friendly g the pe	ron Fall than 1" long as a is within models enalty to	s Back, i from all all of the n 1" of it . In addi its hit re	the Movement phase a tean even move over of enemy units. A Reneg enemy models have the or any other visible er tion, the Renegade Kn olls. Finally, the Renega occurred from the bearer	enemy IN gade Knigh ne INFAN nemy unit night Ache ade Knigh	FANTRY of Acheron TRY that is ron can	
	Explode it explode									ving the model from th	ne battlefie	eld; on a 6+	
FACTION KEYWORDS	CHAO	S, QU	ESTOI	TRAI	TORO	US OF	DARI	K MEC	HANIC	CUS	35 . P & 1	121	3
KEYWORDS	TITAN	IIC, VI	EHICL	E, REN	IEGAD	E KN	IGHT A	ACHEI	RON	1 7 1 1		15,31 - 1	

RENEGADE KNIGHT LANCER

 NAME
 M
 WS
 BS
 S
 T
 W
 A
 Ld
 Sv

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

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

DAMAGE

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

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

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

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

TITANIC, VEHICLE, RENEGADE KNIGHT CASTIGATOR

KEYWORDS

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

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

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

24		RE.	NE(GAD STY	E K RIX	NIC	}}	TT —		UAMAGE Some of a Renegade characteristics chan battle, as shown bel	ge as it su		age
NAME	M	WS	BS	S T	W	A		Ld	Sv	REMAINING W	M	WS	
Renegade Knight Styrix	*	*	*	8 8	24	4		9	3+	13-24+	12"	3+	
A Renegade Knight Styrix								ile, a gr	aviton	7-12	9"	4+	
crusher and reaper chainsw WEAPON	RANGE	iy aiso ti TYPE		rioes benea				ABILIT	rieg	1-6	6"	5+	
Hellburner chieorovile	45"	Hea		8				Each the w weapo initia addit	time yo reapon s on's nor l attack	ou make a wound roll of scores an additional aurmal profile which is rest for the weapon on the dist do not themselves gots.	tomatic hi esolved afte e same un	t at the er the it. These	a,
Graviton crusher	18"	Hea	vy D3	6	-2	2				unit's armour save is 3- nis weapon's attacks inc			
Twin rad cleanser	9"	Assa	ult 2D6	*	0	3		a 3+,	except	hits automatically and against TITANIC and h it always wounds on	VEHICLI		
Reaper chainsword	Melee	Mel	ee	+	-3	6		-					
Hekaton siege claw	Melee	Mel	ee	X	2 -4	6		Subtr weap		om hit rolls for attacks	made wit	h this	
Titanic feet	Melee	Mel	ee	Us	er -2	D3	3		e 3 hit road of 1.	olls for each attack mad	de with thi	is weapon	
ABILITIES	Inferna one wou Inferna charge comodels, shoot if In this country to bonus to	eal Preyethis mooth that tacks. I Autosi and. I Knighthuring it though there are than weapons o its save	sight: Un del. This mode mulacra t Titan: / s turn, W at the en e enemy an shoot 1" away fi without e in cover	A Renegade A Renegade Then a Rened of its momodels with the enemyerom any frisuffering the if at least	nvulnera ginning of Knight egade Krive it mus hin 1" of unit that endly more penalt	ble save Styrix co ight Sty t be mo it, as lo is within dels. In y to its le model	e aga of yo an F vrix: re tl ng a in 1" add is o	ur turn all Back Falls Back nan 1" f s all of of it or lition, t obscure	ooting as, roll as, roll as, roll as the energy of the Remally, the different control of the Remally control of the Remal	attacks, and a 5+ invuluable. D6; on the result of a Movement phase and an even move over ene enemy units. A Renegmy models have the Inher visible enemy unit egade Knight Styrix cae Renegade Knight Stythe bearer, bill a D6 before removing	nerable save 5+ the mo still shoot my INFA! ade Knigh NFANTRY that is wit n move an rix only ga	del heals and/or NTRY t Styrix co keyword hin range ad fire hins a	an L
FACTION KEYWORDS				explodes a TRAITO						6 mortal wounds.		10	
KEYWORDS				, RENEG							II		
VT I AA NWAA	IIIAN	110, VI	LITTLE	, KLITEG	ADE K	11011	. 01	LIMIA	000	The second second second			-



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

DAMAGE

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

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

also crush its enemies beneath	n its greater t	tanic stride.					10-19	10"	5+	4+	5
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	1-9	8"	6+	5+	6
Greater titanic stride	Melee	Melee	User	-4	3	Make 4 hit rolls for each attach	ck made wi	ith this w	eapon,	instead of	1.
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by this we characteristic and Movement phase.	veapon mu l cannot Ac	st halve tl	heir Mo	ove	
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	After resolving all for every other ur that unit also suff	nit within 6	of the ta	arget ui	nit; on a 4	+
Warlord gatling blaster	72"	Macro 12	8	-3	3	Against INFANT by this weapon in				it inflicted	i
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can bearer.	target units	which ar	e not v	visible to t	he
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against INFANT inflicted by this w					
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of inflicts an addition	f a 6 made v	with this a	attack a	utomatica	lly
Arioch Titan power claw	Melee	Melee	x2	-5	12	If you slay a VEH have the TITANIO claw, select an ene 4+ that unit suffer or debris is throw	C keyword emy unit w rs D6 mort	l, with the ithin 12"	Warlo and rol	rd power ll a D6; on	
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	After you have roll you may immediathe same target un successful, you meither you miss on After the total nut the weapon, resolution.	ately roll for nit, if this a ay roll to h r a total of i mber of hit	r an addit additional it again a 12 hits ha ts has bee	tional h hit rol nd agai s been	nit against l is in until achieved.	
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12	You may re-roll fatargets with the Makeyword.					E
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll o automatically infl on the target.				al wounds	
Belicosa volcano cannon	180"	Macro D6	30	-6	12	Any wound roll o additional D6 mo	f a 6 made ortal wound	with this ls on the	weapo target.	n inflicts	ın
Γitan plasma blastgun	This weapo	n has two firing m	odes, decl	are wh	ich is beir	ng used before the at	ttack is ma	de:			
Normal	72"	Macro 2D6	8	-3	3	_					
· Overcharged	72"	Macro 2D6	10	-4	4	When using this f Titan suffers a mo shots have been ro be stopped by the	ortal wound esolved. Th	d after all nese morta	of this al wour	weapon's	
Γitan Vulcan mega-bolter	72"	Heavy 20	6	-3	2	-					
Twin Titan mega-bolter	72"	Heavy 40	6	-3	2	-					
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against INFANT rolled for this wea weapon do not ga being in cover. Th not visible to the	apon is dou iin any bon iis weapon	ıbled. Uni ıus to thei	its attac ir savin	cked by th g throws t	or
Ardex-defensor maulers	36"	Heavy 6	6	-2	2	Overwatch attack regardless of mod		weapon h	nit on a	15+	
Ardex-defensor twin lascannon	48"	Heavy 2	9	-3	D6	Overwatch attack regardless of mod targets behind the	lifiers. 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>

KEYWORDS

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

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

- Reaver chainfist

ABILITIES

Infernal God-engine: A Chaos Reaver Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Chaos Reaver Titan Falls Back, it can move over enemy INFANTRY models, though at the end of its move it must be more than 1" away from all enemy units. A Chaos Reaver Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are TITANIC. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Chaos Reaver Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Chaos Reaver Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously re-energised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its voids shields is reduced (see the Damage table listed for the Titan).

Titanic Gait: When this model advances, increase its Move characteristic by 8" instead of rolling a dice.

Icon of the Apocalypse: All enemy models within 9" add an additional D6 to the result of any Morale tests they make.

Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion and each unit within 3D6" suffers 2D6 mortal wounds.

FACTION KEYWORDS

CHAOS, TITANICUS TRAITORIS, <HERETIC TITAN LEGION>

KEYWORDS

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

(75)			100	WAR UT T	ITA	N			DAMAGE Some of a Chao characteristics battle, as show	change	as it su		
NAME	M		BS S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS	VOID SH
Chaos Warhound Titan	*	*	* 10		35	4	10	3+	30-35+	24"	5+	2+	4+
The Chaos Warhound Titan is from the list in this datasheet.							ons sele	ected	20-29	18"	5+	3+	5+
WEAPON	RANGE	TYPE	enemies b	S	AP	D	ABILIT	TES	10-19	12"	6+	4+	6+
								3 hit	1-9	8"	6+	4+	7+
Titanic stride	Melee	Melee		User	-3	3			attack made witl	h this w	eapon,	instea	d of 1.
Dual turbo-laser destructor	96"	Macro	2D3	16	-3	2D6	auton		oll of a 6 made w inflicts an addit			al wou	nds
Titan plasma blastgun	This we	apon has t	wo firing r	nodes, dec	lare whi	ich is bei	ng used	before t	he attack is made	e:			
- Normal	72"	Macro	2D6	8	-3	3	_						
- Overcharged	72"	Macro	2D6	10	-4	4	Titan shots	suffers have be	this firing mode, a mortal wound en resolved. The y the Titan's own	after all se morta	of this al wour	weapo	n's
Titan inferno gun	18"	Heavy	4D6	7	-3	4	This	weapon	hits automaticall	у.			
Titan vulcan mega-bolter	72"	Heavy	20	6	-3	2	-						
ABILITIES	charge of though fire its s	during its to at the end hooting w	turn. When of its move eapons eve	n a Chaos Ve it must be en if there a	Warhous e more t are enen	nd Titan than 1" av	Falls Ba	ick, it ca n all end	Movement phase and move over ene emy units. A Chases those enemy r	my INF os Warł nodels a	ANTRY nound ' are TIT	Y mod Titan 'ANIC	dels, can
	and mo			emv iinit tr		thin 1" of				nit that i	S WITHII	n rano	
	weapon cover if	s without	away from	any friend y to its hit	lly moderolls. Fi	els. In adnally, a C	it or and dition, a haos Wa	y other Chaos	visible enemy ur Warhound Titan Titan only gains	can mo	ve and	fire F	e Ieavy
	Titan V projecte attacks throw v form of unaffec In this o ignored operatio	s without at least ha void Shield ed out at a and missil which the coated by the case, roll of if the save	away from any penalty lf of the me ls: Titans a distance fr es against to controlling ept from w AP of an al ne dice for e roll is pas as the Tita	any friend y to its hit is odel is observed protected om their hichem. In gaplayer can yeapons wittack, but useach mort sed. Titan	lly moderolls. Find the curred from the curred from the current of the current the current was all wound the current would ship the current would ship to current the current would ship the current would ship to current the current would ship the current would ship the current would ship the current would ship the current was all would ship the current was all the	els. In adnally, a Com the becialised ayers and ms, Titan use insteadele typo and that hat elds mus	Fit or an dition, a haos Wa earer. woid shi design void sh d of the e. Like i le saves s been it be con	y other a Chaos arhound deld gen- ed to de ields ar- ir norm nvulner they m inflicted tinuous	visible enemy ur Warhound Titan	can mos a bonu benetrab the imple a unique erable so void shi to negate th the m nd rene	le barri act of he kind of ave aga eld sav mortal nortal w	fire F save i iers of nigh-er of savi inst are es are I wound comb	fe feavy n fe force nergy ng ny nds. being at
	Titan V projecte attacks throw v form of unaffec In this of ignored operation table list	s without at least ha roid Shield ed out at a and missil which the cattack excited by the case, roll of if the save ons and so ted for the	away from any penalty lf of the mo- ls: Titans a distance fr es against to controlling ept from w AP of an ar ne dice for e roll is pas as the Titan).	any friend y to its hit is odel is observed and their his common their his chem. In gaplayer can reapons wittack, but upeach mort sed. Titan in is damag	lly moderolls. Find by speulls in language option to the Manlike ir all wour void shinged, the	els. In adnally, a Crom the becialised ayers and ase insteadelee typervulnerabed that had the defensive	Fit or an dition, a haos Wa earer. woid shi design void sh d of the e. Like i le saves s been i t be con e potent	y other a Chaos arhound deld gene ed to de ields ar- ir norm nvulner they m inflicted tinuous ial of its	visible enemy ur Warhound Titan Titan only gains erators, near-imp flect and absorb e represented by al save or invuln able saves, Titan ay also be used to l on the Titan, wi ly re-energised a	can mos a bonu benetrab the impla unique erable sa void shi to negate th the m nd rene educed (le barri act of he kind of ave aga eld sav mortal mortal wed in see the	iers of high-endings are of savi inst are l wound comb	e feavy n
	Titan V projecte attacks throw v form of unaffee In this o ignored operatio table lis Flank S Catacly	s without at least ha void Shield ed out at a and missil which the coattack excited by the case, roll on if the save ons and so ted for the speed: Where we will be smic Expl	away from any penalty lf of the mo- ls: Titans a distance frees against to controlling ept from w AP of an at ne dice for e roll is pas as the Tita Titan). en this mo-	any friend y to its hit is odel is observed their heads and player can reapons wittack, but to each mort sed. Titan in is damag	lly moderolls. Find by speulls in lands are terror opt to ut the Munlike ir all wours void shinged, the	els. In adnally, a Crom the becialised ayers and ms, Titan use insteadelee typonyulnerabed that had elds mus defensive ease its Med to 0 weed to 0	Fit or an dition, a haos Wa earer. void shi designo void shi designo void she dof the e. Like i elle saves so been it be content to be content dove chapter of the content ounds, i	y other a Chaos arhound deld geneed to de ields ar- ir norm nvulner they m inflicted tinuous ial of its	visible enemy ur Warhound Titan I Titan only gains erators, near-imp flect and absorb e represented by all save or invulnable saves, Titan ay also be used to lon the Titan, will y re-energised a sooid shields is re-	enetrab the impa a unique erable se void shi o negate th the mand rene educed (le barriact of he kind of ave aga eld sav mortal weed in (see the	fire F save i iers of high-er of savi inst ares are I wound comb e Dam	re leavy n force nergy ng ny nds. being at age
FACTION KEYWORDS	Titan V projecte attacks throw v form of unaffec In this o ignored operatio table lis Flank S Catacly battlefie	s without at least ha roid Shield ed out at a and missil which the contact attack excited by the case, roll on if the save ons and so ted for the speed: Where the case is the	away from any penalty lf of the mo- ls: Titans a distance frees against to controlling ept from w AP of an at ne dice for e roll is pas as the Tita Titan). en this mo-	any friend y to its hit is odel is observed and their his come their his chem. In gaplayer can yeapons wittack, but useach mort sed. Titan in is damaged del advance his model is a cataclysi	lly moderolls. Find by speulls in leading to ut the Manlike irral wour void shipped, the test, increase reduces a reduced in complex speulls.	els. In admally, a Crom the becialised ayers and ase insteadelee type and that had elds mus defensive ease its Med to 0 wellosion, ar	Fit or an dition, a haos Wa earer. woid shi design void shi design void she dof the e. Like i ele saves is been it be context potent. Iove chapter of the context of the co	y other a Chaos arhound deld geneed to de ields are ir norm nvulner they m inflicted tinuous ial of its aracteris	visible enemy ur Warhound Titan only gains erators, near-imp flect and absorb e represented by all save or invulnable saves, Titan ay also be used to lon the Titan, willy re-energised a s void shields is restic by 12" instead to before removing hin 3D6" suffers	enetrab the impa a unique erable se void shi o negate th the mand rene educed (le barriact of he kind of ave aga eld sav mortal weed in (see the	fire F save i iers of high-er of savi inst ares are I wound comb e Dam	fe deavy in a force mergy in a force hergy in a force her

APPENDIGES

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

^{*}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

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Plasma destroyer	52
Infernal flamestorm cannon	45
Magna-melta cannon	52
Heavy bolter	10
Lascannon	25
Heavy flamer	17
Predator autocannon	49
Scorpius multi-launcher	40
Twin accelerator autocannon	75
Malignatas beam laser	60
Ectoplasma battery	40
Dual malignatas saker	65
Greater havoc launcher	21
Ectoplasma cannon	26
Quad heavy bolter	36
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

*There may	only	be a single	e unit of	this typ	be in any	given army.
/	/	0	,	/1	/	0

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

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

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

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

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

TRAITOR QUESTORIS POINTS VALUES

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

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

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

DAEMON BOUND WARGEAR

DAEMON BOUND RANG	ED WEAPO	NS			20 147 21	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Impaler harpoon	12"	Assault 1	8	-3	3	If the bearer charges a VEHICLE or MONSTER unit it has previously successfully hit with this weapon in the Shooting phase of the same turn, add +2 to their charge rolls.
Bile maw	12"	Pistol D3	8	-2	D3	You can re-roll any wound rolls of 1 when attacking with this weapon.
Blightreaper cannon	36"	Heavy 4	7	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1.
Hellflamer	8"	Heavy D6	5	-1	2	This weapon automatically hits its target.
Decimator storm laser	24"	Assault 5	6	-2	1	-
Soulburner petard	24"	Assault 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound. This effect can only occur once per phase regardless of how many results of '1' are rolled.
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit must subtract 2 from to its Leadership for the rest of the turn. This modifier is not cumulative.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0 and causing 1 Damage. These additional hits do not trigger further hits themselves.
Rot cannon	36"	Heavy D6	6	-3	2	Against INFANTRY targets, failed wound rolls for this weapon are re-rolled.
Rancid vomit	7"	Pistol D6	5	-2	1	This weapon automatically hits its target.
Kytan gatling cannon	48"	Heavy 8	8	-2	2	-
Scorpion cannon	36"	Heavy 10	6	-2	2	-
Soulshatter bombard	24"	Heavy D6	12	-3	D6	Against VEHICLE , BUILDING and MONSTER units, this weapon's attacks are Damage 2D6 rather than D6.
Twin hellmaw blasters	8"	Pistol 2D6	User	-2	1	This weapon automatically hits its target.

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

HELLFORGED WARGEAR

HELLFORGED RANGED V	NFAPONS	ALL DE COMMENTS	1.0850			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Ectoplasma blaster	18"	Assault 2	8	-3	2	If any hit roll made in a given phase results in a score of a '1', then the firing unit suffers one mortal wound.
Hellflamer	8"	Heavy D6	5	-1	2	Attacks made by this weapon automatically hit.
Soulburner	24"	Assault D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage.
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by this weapon in the Shooting phase, the unit must subtract 2 from its Leadership for the rest of the turn. This modifier is not cumulative.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Kheres assault cannon	24"	Heavy 6	7	-1	1	-
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Havoc launcher	48"	Heavy D6	5	0	1	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Soulburner bombard	48"	Heavy 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. This weapon may target enemy units which the bearer cannot see.
Infernal flamestorm cannon	8"	Heavy 2D6	5	-1	2	This weapon automatically hits its target.
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target of an attack by this weapon is within half range, roll an additional dice when inflicting damage with it and discard the lowest result.
Plasma destroyer	36"	Heavy 2D3	7	-3	2	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	This weapon may target enemy units the bearer cannot see.
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the FLY keyword. In addition, every wound roll of 6 made with this weapon increases the AP of that individual wound to -3.
Malignatas beam laser	36"	Heavy 1	*	-5	2D6	The player with this weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Leadership characteristic, if the total equals or exceeds it then the target model is wounded.
Combi-melta		cking with this vale for this wear		choose	one or b	oth of the profiles below. If you choose both, subtract 1 from all
– Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

HELLFORGED RANGED W	EVDUNG			1 17.5	EFREIGHT.	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
						oth of the profiles below. If you choose both, subtract 1 from all
Combi-flamer		ade for this wear				, ,
– Boltgun	24"	Rapid Fire 1	4	0	1	-
– Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-plasma		cking with this vade for this wear		choose	one or b	oth of the profiles below. If you choose both, subtract 1 from all
– Boltgun	24"	Rapid Fire 1	4	0	1	-
– Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun – page 123 of <i>Warhammer 40,000 – Index: Chaos</i> for details.
Quad lascannon	48"	Heavy 4	9	-3	D6	-
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Butcher cannon array	36"	Heavy 8	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit subtracts 2 from its Leadership for the rest of the turn. This modifier is not cumulative.
Ectoplasma battery	24"	Heavy 5	8	-3	3	If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound.
Dual Malignatas saker	48"	Heavy 2	*	-5	D6	This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Leadership characteristic, if the total equals or exceeds the Leadership characteristic then the target model is wounded.
Greater havoc launcher	48"	Heavy 3D3	6	-1	1	This weapon can target units that are not visible to the bearer.
Ectoplasma cannon	24"	Heavy D3	7	-3	D3	-
Quad heavy bolter	48"	Heavy 12	5	-1	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Soulburner ribaudkin	18"	Heavy 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage.
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model has any of the MONSTER, VEHICLE or TITANIC keywords then the amount of damage suffered becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Thermal jets	6"	Pistol D6	6	-1	1	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.
Thermal jet array	6"	Pistol D6	8	-1	D3	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.
Kharybdis storm launchers	24"	Heavy 3	6	-1	1	-
Malignatas beam cannon	72"	Heavy 4	*	-5	4+D6	This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Ld characteristic, if the total equals or exceeds the Ld characteristic then the target model is wounded.
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with five or more models, change this weapon's Type to Heavy D6.
Fellblade accelerator cannon		ng this weapon, s	select on	e of the	two prof	
- HE shells	100"	Heavy 2D6	8	-3	1	When attacking units with five or more models, the dice rolled to decide the number of shots fired may be re-rolled.
- AE shells	100"	Heavy 2	14	-4	6	-
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targetting TITANIC units with this weapon.

HELLFORGED RANGED W	IEAPONS					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skyreaper battery	48"	Heavy 8	7	-1	5	Add 1 to all hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

HELLFORGED MELEE W	VEAPONS					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellforged deathclaw	Melee	Melee	x2	-3	3	-
Hellforged chainclaw	Melee	Melee	x2	-4	4	-
Infernal hunger	Melee	Melee	User	-3	1	-
Hellforged siege claw	Melee	Melee	x2	-3	3	٦
Hellforged siege drill	Melee	Melee	x2	-4	4	-
Blade struts	Melee	Melee	User	-2	2	-
Melta cutters	Melee	Melee	16	-5	2D6	Normal attacks may not be made using this profile, instead if the Hellforged Kharybdis successfully charges a model with the 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 GULT RANGED W	EAPONS					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Helstorm cannon	36"	Heavy 2	6	-2	3	Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Lascannon	48"	Heavy 1	9	-3	D6	-
Havoc launcher	48"	Heavy D6	5	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Vengeance launcher	48"	Heavy 2D6	5	-1	1	-
Hellstrike missiles	72"	Heavy 2	8	-3	3	-
Hellstrike battery	72"	Heavy 4	8	-3	3	-
Balefire missiles	36"	Heavy 2D3	6	-1	D3	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	-
Reaper battery	36"	Heavy 6	7	-1	1	-
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	-
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Dreadstrike missiles	120"	Heavy 4	10	-3	2D3	-
Soulstalker missiles	60"	Heavy D3	7	-2	2	Each time you roll a wound roll of 5+ for this weapon, the target suffers a mortal wound in addition to the weapon's normal damage.
Quad heavy bolter	36"	Heavy 12	5	-1	1	-

LORDS OF RUIN WARGEAR

LORDS OF RUIN RANGE	D WEAPON	S				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demnos bolter	24"	Rapid Fire 2	4	-1	1	-
Pox pistol	12"	Pistol 1	4	-1	2	-
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Combi-melta		cking with this v ade for this weap		choose	one or b	oth of the profiles below. If you choose both, subtract 1 from all
- Bolter	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Frag grenade	6"	Grenade D6	3	0	1	-
Voidcutter	8"	Assault 1	8	-4	3	Add 1 to wound rolls made for this weapon if the target is a VEHICLE .
Soulburner pistol	12"	Pistol 2	-	0	1	Successful hit rolls with this weapon inflict mortal wounds. If any hit roll made in a given phase with this weapon results in a score of a '1', then the firing unit suffers one mortal wound at the end of the phase.
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Warpfire lance	15"	Heavy 2	6	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.

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

CHILDREN OF THE WARP WARGEAR

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

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

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

TRAITOR QUESTORIS MELEE WEAPONS								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Reaper chainfist	Melee	Melee	x2	-4	6	When attacking with this weapon, subtract 1 from the hit roll.		
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.		
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re roll failed hit rolls with this weapon if the Renegade Knight Lancer has successfully charged in your Charge phase.		
Tempest warblade	Melee	Melee	+6	-3	5	If any result of a 6 is rolled on any wound roll with this weapon against a 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 RANGED WEAPONS								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES		
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by this weapon must halve their Move characteristic and cannot Advance in their following Movement phase.		
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that unit also suffers D3 hits using the weapon's profile.		
Warlord gatling blaster	72"	Macro 12	8	-3	3	Against INFANTRY units, each successful hit inflicted by this weapon instead becomes 3 hits.		
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units which are not visible to the bearer.		
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against INFANTRY units, each successful hit roll inflicted by this weapon instead becomes 3 hits.		
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.		
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same target unit, if this additional hit roll is successful, you may roll to hit again and again until either you miss or a total of 12 hits has been achieved. After the total number of hits has been determined for the weapon, resolve the attack.		
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12	You may re-roll failed hit rolls for this weapon against targets with the MONSTER, BUILDING or VEHICLE keyword.		
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.		
Belicosa volcano cannon	180"	Macro D6	30	-6	12	Any wound roll of a 6 made with this weapon inflicts an additional D6 mortal wounds on the target.		
Titan plasma blastgun	This weapo	on has two firing	g modes,	declare	which i	s being used before the attack is made:		
- Normal	72"	Macro 2D6	8	-3	3	-		
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.		
Titan Vulcan mega-bolter	72"	Heavy 20	6	-3	2	-		
Twin Titan Vulcan mega-bolter	72"	Heavy 40	6	-3	2	-		
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against INFANTRY , the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target units which are not visible to the bearer.		
Ardex-defensor maulers	36"	Heavy 6	6	-2	2	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers.		
Ardex-defensor twin lascannon	48"	Heavy 2	9	-3	D6	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. These weapons may only fire at targets behind the Titan.		
Reaver volcano cannon	180"	Macro D6	25	-5	12	-		
Reaver melta cannon	48"	Macro 2D6	16	-4	6	-		
Titan inferno gun	18"	Heavy 4D6	7	-3	4	This weapon automatically hits its target.		
Titan vulcan mega-bolter	72"	Heavy 20	6	-3	2	-		

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 VEHICLE or MONSTER that does not have the TITANIC keyword, with the Warlord power claw, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.	
Reaver power fist	Melee	Melee	x2	-5	10	If you slay a VEHICLE or MONSTER that does not have the TITANIC keyword with the Reaver power fist, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.	
Reaver chainfist	Melee	Melee	x2	-5	10	Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on any VEHICLE , MONSTER or BUILDING automatically inflicts an additional 2D6 mortal wounds on the target.	

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