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4+ invulnerable save. The bearer can wield the power of the Eye of Night once per battle, in their Shooting phase, instead of firing any other weapons. Other Tactical Objectives (numbers 21-66) are generated normally. Bolt pistol ABILITIES RANGE Trophy-taker: Once per Fight phase, you can re-roll one hit roll, wound roll or damage roll or attack made by this model that targets a CHARACTER. In addition, roll a D6 each time your Warlord loses a wound. 6" Grenade D6 3 0 1 6" Grenade 1 6 -1 D3 + Up to two Raptors may replace their bolt pistol and chainsword with a plasma pistol and chainpow, or with one item from the Special Weapons list. Use this Stratagem when an IRON WARRIORS unit loses a wound. STRATAGEMS If your army is Battle-forged and includes any Chaos Space Marine Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, meaning you can spend Command Points to activate them. A brutal warrior rare for whom might makes right, the greenskins live for war. flec and D6 slain Bloodletters are instead added to the unit. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, PSYKER, SORCERER Sorcerer in Terminator Armour 7 SORCÉRER IN TERMINATOR ARMOUR NAME M WS BS S T W A Ld Sv Sorcerer in Terminator Armour 5" 3+ 3+ 4 4 5 3 9 2+ A Sorcerer in Terminator Armour is a single model armed with a force stove and combi-bolter. Melee Melee +2 -3 3 You can re-roll wound rolls of 1 for this weapon. If it contained any triples, it instead suffers D3 mortal wounds. Masters of the Kakophoni: The Battlefield Role of EMPEROR'S CHILDREN Noise Marines is Troops instead of Elites. If manifested, then until the start of your next Psychic phase, the invulnerable save of friendly DAEMON units is improved by 1 (to a maximum of 3+) while they are within 6" of this psyker. Once per battle round, you can re-roll a single hit roll, wound roll, damage roll, charge roll or saving throw made for your Warlord. It can include up to 10 additional Chaos Cultists (Power Rating +3) or up to 20 additional Chaos Cultists (Power Rating +6). That model regains D3 lost wounds. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. When you include such a unit in your army, you must nominate which Mark of Chaos that unit has. Spirit Thief: Each time this model destroys an enemy VEHICLE unit in the Fight phase, this model can either repair a friendly Daemon Engine or release a beam of energy. Make D3 hit rolls each time you attack with this weapon. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS INFANTRY, DAEMON, JUMP PACK, FLY, WARP TALONS Chaos 2 Spawn CHAOS SPAWN NAME M WS BS S T W A Ld Sv Chaos Spawns 7" 4+ 5 5 4 D6 9 5+ This unit contains 1 Chaos Spawn. THE LONG WAR Chaos Space Marines Chaos Space Marines have been slaughtering the False Emperor's warriors enemies for millennia. From that point onwards, each Greater Possessed is treated as a separate unit. THE EYE OF NIGHT BLADE OF THE HYDRA One of the artefacts used by Abaddon to take command of the dreaded Blackstone Fortresses, the Eye of Night is a multifaceted obsidian crystal of unknown origin. On a 3+, the prayer is heard. 4 HATRED INCARNATE The intense animosity that festers in this warlord's soul lends his strikes a terrible, hate-fuelled strength. BLASPHEMOUS MACHINES 12 Daemnonhood: Your character is slain. Not even the thickest armour can resist its malignant touch. That prayer takes effect until the end of that battle round. Unstoppable Ferocity: If this unit charges or is charged, add 1 to the Strength and Attacks Instrument of Chaos: A unit that includes any characteristics of all models in the unit until the end Instruments of Chaos adds 1 to their Advance and of the turn. The Forbidden Armoury THE FORBIDDEN ARMOURY Having severed themselves from the industry of the Imperium, the Chaos Space Marines have been forced to become self-sufficient. Roll up to three D6 – this is your summoning roll. Chaos Space Marine Detachments gain the following abilities: Note that the Death Guard and Thousand Sons Legions deviate significantly in terms of organisation and therefore cannot make use of any of the rules or abilities listed in this section; instead they have bespoke rules and abilities detailed in their own codexes. - Replace bolt pistol and boltgun with two lightning claws. A Chaos Space Marine Detachment is therefore one which only includes units with the following keywords. 2 SACRIFICE The psyker uses a sacrificial soul to remould and repair an unholy Daemon-form. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds. WEAPON RANGE TYPE S AP D ABILITIES Flamer 8" Assault D6 4 0 1 This weapon automatically hits its target. 8" Assault D6 4 -2 1 This weapon automatically hits its target. The aura of despair and hopelessness that surrounds this attacks in the Fight phase. Chaos Space Marines belong to a Legion or Renegade Chapter. Note that PSYKERS cannot have the KHORNE keyword. Blood for the Blood God: Kharn the Betrayer can fight twice in each Fight phase, instead of only once. BLISSGIVER This long-tongued whip can render those who feel its sting insensible with indescribable pleasure. ABILITIES S WAPGAR WARGEAR OPTIONS TYPE REMAINING W ABILITIES FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS VEHICLE, CHAOS PREDATOR Chaos 16 Land Raider DAMAGE CHAOS LAND RAIDER NAME M Chaos Land Raider WS BS 6+ S T W 8 16 A Some of this model's characteristics change as it suffers damage, as shown below: Ld Sv REMAINING W M BS A 9 2+ 9-16+ 5-8 1-4 10" 5" 3" 3+ 4+ 5+ 6 D6 1 A Chaos Land Raider is a single model equipped with a twin heavy bolter and two twin lascannons. Select a HERETIC ASTARTES TZEENTCH PSYKER. The exceptions are units from the World Eaters or Emperor's Children Legions: all WORLD EATERS units must have the KHORNE keyword if they are able to do so, and all EMPEROR'S CHILDREN units must have the SLAANESH keyword if they are able to do so. Sacrifice has a warp charge value of 4. Chaos Predator 'It is the fate of the weak to die unknown, and the destiny of the strong to rule for eternity. He knows the Smitic psychic power. DAEMONFORGE Chaos Space Marines Stratagem The Daemon Engines of the Chaos Space Marines are driven by a fathomless hatred born of the war. Only those already inured to the maddening taint of Chaos can wield such raw power without losing all remnants of sanity. Melee Melee +D3 -D3 D3 See Mutilators datasheet (pg 144) Melee Melee +1 -2 D3 Melee Melee +2 -1 D3 Melee Melee User -3 D3 Melee Melee +1 -4 D3 This weapon always hits on a roll of 2+, regardless of any modifiers. 2 SACRIFICE The psyker uses a sacrificial soul to remould and repair an unholy Daemon-form. Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds. WEAPON RANGE TYPE S AP D ABILITIES Flamer 8" Assault D6 4 0 1 This weapon automatically hits its target. 8" Assault D6 4 -2 1 This weapon automatically hits its target. The aura of despair and hopelessness that surrounds this attacks in the air and brings to mind all of his victims' worst nightmares. Some of these artefacts date back to before the Horus Heresy, before their bearers were corrupted by the whispers of the Dark Gods. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have. You can re-roll any of the dice used in the summoning roll, and your character will not suffer any mortal wounds for rolling doubles or triples. Score 1 victory point if an enemy unit was destroyed during this turn. Those loyal to the shrunken corpse on Terra still cling to their own processes by which perhaps one in a hundred neophytes may survive to become a battle-brother. • This model may replace its reaper autocannon with a twin heavy bolter or twin lascannon. These extra attacks cannot themselves generate any further attacks. 36" Heavy D3 8 -3 2 Accursed cruzius Axe of dismemberment Bladed limbs and tail Brutal assault weapon Bubotic axe Chainaxe Chainfist Chainsword Close combat weapon Crushing fists Daemon jaws Daemonic axe Daemonic mutations Defiler claws Defiler scourge Drach'nyen Eviscerating claws Flail of corruption Fleshmetal weapons Force axe Force stove Force sword Gorechild Great cleaver of Khorne - Smash - Slash Great plague cleaver Helbrute fist Helbrute hammer Heldrake claws Hellblade Hellforged sword Hideous mutations Horrifying mutations Impaler chainglave Lasher tendrils Lightning claw Mace of contagion Melee Melee +1 -1 -2 Each time you make a wound roll of 6+ for this weapon, the target unit Melee Melee x2 -3 D3 suffers 1 mortal wound in addition to any other damage. BLACK LEGION: FIRST AMONGST TRAITORS Black Legion warlords have sworn never to rest in their eternal vendetta against their hated loyalist foes, and the daemonic horde is bolstered. If a Melee Melee User -2 1 model is armed with two lightning claws, each time it fights it can make 1 additional attack with them. When attacking units with 10 or more models, change this 60" Heavy D6 9 -3 D3 weapon's Type to Heavy D26. Fearsome Visage: Units within 1" of any At the end of any of your Movement phases the unit enemy Raptors must subtract 1 from their can use a Raptor strike to arrive on the battlefield - set Leadership characteristic: THE BLACK MACE This malefic mace is said to have been cursed by each of the Daemon Primarchs. 6" Grenade 1 6 -1 D3 48" Heav 1 9 -3 D6 This weapon can be fired within 1" of an enemy unit, and 6" Assault 2 User -1 2 can target enemy units within 1" of friendly units. Shadowy Allies The inclusion of Fabius Bile or FALLEN units in a Detachment does not prevent other units in that Detachment from gaining a Legion Trait. Chaos Space Marines Stratagem Heretic Astartes vehicles can be goaded to fury like wild beasts. LEGION WARLORD TRAITS If you wish, you can pick a Legion Warlord Trait from the list below instead of the Chaos Space Marine Warlord Traits below, but only if your Warlord is from that Legion. Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model. You can then set it up again wholly within 6" of the edge of the battlefield and more than 9" from any enemy models, as its full starting strength. The Claws of the Black Hunt replaces both of the bearer's lightning claws and have the following profile: Claws of the Black Hunt Melee Melee +1 -3 D3 Abilities: Increase the wielder's Attacks characteristic by 1. up anywhere on the battlefield that is more than 9" from any enemy models. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds. invulnerable save. Each time the bearer fights, it can make 3 additional attacks with this weapon. Hardened by the most gruelling theatres of war in the galaxy, the Iron Warriors will continue to fight long after others of their ilk have fallen. It knows the Smitic psychic power and two psychic powers from the Malefic discipline (pg 169). It can include up to 5 additional Noise Marines (Power Rating +5), up to 10 additional Noise Marines (Power Rating +9) or up to 15 additional Noise Marines (Power Rating +13). In addition, the -1 modifier to hit rolls for moving invulnerable save, instead of just double 1 or 6, while they are within 12" of any enemy models with this ability. Melee Melee User -1 D3 When attacking models that can FLY, add 1 to this weapon's hit roll. WORD BEARERS, THE VOICE OF LOGAN This warlord speaks with the authority of his Primarch; when he commands, others follow without question or hesitation. If his prayer is heard, pick one friendly unit within 6" of this priest. NIGHT LORDS: NIGHT HAUNTER'S CURSE Some Night Lords warriors share the curse of foresight that plagued their Primarch. WEAPON RANGE Daemonic mutations Melee Melee User Death to the False Emperor (pg 118) ABILITIES TYPE S AP D 2 D3 Champions of the Host: The first time this unit is set up, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. Icon of Excess SLAANESH units only if a unit has an Icon of Excess, its Death to the False Emperor ability takes effect on any hit rolls of 5+, rather than 6+. Lord of the Raptors: You can re-roll hit rolls for attacks At the end of any of your Movement phases, this model made with melee weapons used by friendly RAPTOR can use a Raptor strike to arrive on the battlefield - set it units within 6" of this model. • Any Chaos Space Marine may replace his boltgun with a chainsword. • This model may take one item from the Combi-weapons list. Fight us by all means, for we relish every stinging bullet, every slash of the blade, just as you might relish a delicious feast. If manifested, select a visible SLAANESH HERETIC ASTARTES unit within 18" of the psyker. However, friendly units can still target enemy units that are within 1" of this model in the Shooting phase. 1 INCURSION 4 POSSESSION The psyker opens a portal to the Realm of Chaos, allowing the warp's daemonic denizens to spill forth into reality. WEAPON Bolt pistol Chainsword Frag grenade Krav grenade WARGEAR OPTIONS ABILITIES RANGE 12" TYPE S AP D Pistol 1 4 0 1 ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon. • This model may take a havoc launcher and/or one item from the Combi-weapons list. Huron Blackheart can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. • For every five models in the unit, one Terminator may replace his combi-bolter with a heavy flamer or reaper autocannon. • For every ten models in the unit, one Bloodletter may take a Daemonic Icon. The warriors of the Alpha Legion are masters of duplicity, able to mislead and misdirect even the most vigilant of enemies before delivering the killing blow. Only one of this unit may be included in your army. MARK OF SLAANESH: DELIGHTFUL ACONIES Those whose minds are touched by the psyker's caress are wracked by waves of exquisite pain, over which physical trauma has no hold. EMPEROR'S CHILDREN model with bolt pistol only. • For every ten models in the unit, one Rubric Marine may replace his inferno boltgun with a soulreaper cannon. A psyker with the temerity to unleash eidritch power near this relic finds his mind screaming with pain. Now his lapdogs yap for every life I take, whilst the gods promise me the galaxy.' - Svane Vulfbad DESPOLIERS OF THE GALAXY Consumed by hatred of the Imperium, the Chaos Space Marines advance not to conquer, but to set the galaxy ablaze. It can include up to 5 additional Chaos Space Marines (Power Rating +4), up to 10 additional Chaos Space Marines (Power Rating +7) or up to 15 additional Chaos Space Marines (Power Rating +10). Bloodletters 4 BLOODLETTERS NAME M WS BS S T W A Ld Sv Bloodletter 6" 3+ 3+ 4 3 1 1 7 6+ Bloodreaper 6" 3+ 3+ 4 3 1 2 7 6+ This unit contains 1 Bloodreaper and 9 Bloodletters. You then simply replace the keyword in every instance on that unit's datasheet with one of the following: KHORNE, TZEENTCH, NURGLE or SLAANESH. BESEECH THE CHAOS GODS Chaos Space Marines Stratagem Boon The Chaos Gods will always reveal themselves to the willing. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, PRIEST, DARK APOSTLE Dark Disciples 1 DARK DISCIPLES NAME M WS BS S T W A Ld Sv Dark Disciple 6" 4+ 5+ 3 3 1 1 6 5+ This unit contains 2 Dark Disciples. D26 2 Spawndom: Your character is slain. Infernal Power has a warp charge value of 6. • Any Plague Marine can replace their boltgun with either a bubotic axe or a second plague knife. Finally, a Khorne Lord of Skulls only gains a bonus to its save in cover if at least half of the model is obscured from the frer. Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+). No-one's Puppet: Cypher cannot use the Daemonic Ritual ability, even though he has the CHAOS and CHARACTER keywords. You can add 1 to all wound rolls made for the unit until the end of the phase. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, MASTER OF EXECUTIONS Dark5 Apostle DARK APOSTLE NAME M WS BS S T W A Ld Sv Dark Apostle 6" 2+ 3+ 4 4 4 9 3+ A Dark Apostle is a single model armed with an accursed cruzius, bolt pistol, frag grenades and krak grenades. If manifested, select a friendly CHAOS SPAWN - POSSESSED or CULT OF DESTRUCTION unit within 18" of the psyker. An invulnerable save of 6+. When attacking with Melee Melee x2 -3 D6 this weapon, you must subtract 1 from the hit roll. Moments later, the empyric energies he has conjured into being are turned back upon him in a raging inferno of white-hot flame. Boons last for the rest of the battle, and shooting with a Heavy weapon does not apply to Rubric Marines. LINEBREAKER BOMBARDMENT Chaos Space Marines Stratagem The Chaos Space Marines learnt long ago that excessive force pays for itself in the terror that it causes. • The Helstalker can replace its techno-virus injector with a magma crotter. Warpflame Strike: When you set up this unit during deployment, it can be set up in the warp, ready to strike, instead of being placed on the battlefield. 24" Heavy 4 5 -3 1 24" Rapid Fire 2 4 -1 D3 36" Heavy 6 5 -1 1 8" Heavy D26 5 -1 1 This weapon automatically hits its target. In addition, all damage suffered by Abaddon the Despoiler is halved (rounding up). FLAKK MISSILE IRON WITHIN, IRON WITHOUT Chaos Space Marines Stratagem Iron Warriors Stratagem Flakk missiles are designed to eliminate light aircraft by unleashing a payload of shrapnel that shreds armour and ruptures vital systems. Aura of Discord: Subtract 1 from hit rolls for attacks made by VEHICLE units while they are within 6" of any enemy models with this ability. Death to the False Emperor (pg 118) Terminator Armour: Models in this unit have a 5+ invulnerable save. The replacement models that this means the Horrors cannot roll a double 1 or cannot be placed within 1" of an enemy model, then alternate choosing units to fight with, starting with the player whose turn is taking place. The Orks are the most barbaric, the most belligerent and amongst the most numerous beings in the galaxy. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS INFANTRY, DAEMON, CULT OF DESTRUCTION, OBLITERATORS Chaos 7 Vindicator CHAOS VINDICATOR NAME M Chaos Vindicator WS BS 6+ S T W 6 8 11 A DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: Ld Sv REMAINING W M BS A 8 3+ 6-11 + 3-5 1-2 10" 5" 3" 3+ 4+ 5+ 3 D3 1 A Chaos Vindicator is a single model equipped with a demolisher cannon. When attacking with this Great plague cleaver Melee Melee x2 -3 D6 weapon, you must subtract 1 from the hit roll. He knows the Smitic psychic power and one psychic power from the Dark Hereticus discipline (pg 168). Huron 6 Blackheart HURON BLACKHEART NAME M WS BS S T W A Ld Sv Huron Blackheart 6" 2+ 2+ 4 4 5 9 3+ Hamadrya 6" 6+ -2 4 1 1 9 3+ Huron Blackheart and his Hamadrya are a single unit. Score 1 victory point if at least one enemy CHARACTER , VEHICLE or MONSTER was destroyed during this turn and the last wound it suffered was inflicted by a friendly HERETIC ASTARTES CHARACTER . Worn by the master of the Black Hunt, a vicious ritual that precedes the greatest of Night Lords invasions, they are so encrusted with gore they are almost black. WEAPON RANGE Bolt pistol Boltgun Plasma pistol - Standard - Supercharge 12" Pistol 1 4 0 1 24" Rapid Fire 1 4 0 1 When attacking with this weapon, choose one of the profiles below. Death to the False Emperor (pg 118) Teleport Strike: During deployment, you can set up a Chaos Lord in Terminator armour in a teleportarium Lord of Chaos: You can re-roll hit rolls of 1 made for chamber instead of placing him on the battlefield. Bubotic axe Melee Melee +1 -2 1 Plague weapon (see below). Roll a D6; on a roll of 2+, that vehicle suffers 1 mortal wound. The Death to the False Emperor ability triggers an extra attack on rolls of 5+ instead of 6+ for models in friendly BLACK LEGION units that are within 6" of your Warlord. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned. It can include up to 5 additional Chosen (Power Rating +5). WEAPON RANGE TYPE S AP D Combi-bolter Heavy flamer Reaper autocannon Chainaxe 24" 8" 36" Melee Rapid Fire 2 Heavy D6 Heavy 4 Melee 4 5 7 +1 0 -1 -1 -1 1 1 1 Lightning claw WARGEAR OPTIONS ABILITIES ABILITIES This weapon automatically hits its target. ABILITIES TYPE S AP Loathsome Aura: CHAOS units have a 5+ invulnerable save while they are wholly within 6" of this model. 3 Arcane Occulum: Add 6" to the Range of all of the character's ranged weapons. Weaver of Fates has a warp charge value of 6. 18" of this model must subtract 1 from their Leadership characteristic. Blue Horrors have an Horrors, but the additional models can take the unit invulnerable save of 5+. If there are no friendly units within 1", the hit is ignored. OPTIONS • The Plague Champion may take a power fist. Use this Stratagem when a HERETIC ASTARTES INFANTRY or BIKER unit is selected to attack in a Shooting or Fight phase (excluding units from Renegade Chapters). These rules include the abilities below and a series of Stratagems. Score 1 victory point if an enemy unit was destroyed or failed a Morale test during this turn. It can include 1 additional Greater Possessed (Power Rating +4). WE THINK YOU'D LIKE... NURGLE model with power sword only. It can include up to 10 additional Plaguebearers (Power Rating +4) or up to 20 additional Plaguebearers (Power Rating +8). Death to the False Emperor (pg 118) Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Lord of Chaos: You can re-roll hit rolls of 1 made for instead of placing it on the battlefield. These extra attacks must also be directed at that character. You can either roll a D6 to generate their powers randomly (re-roll duplicates), or you can select the powers you wish them to have. Death to the False Emperor (pg 118) Disgustingly Resilient: Each time a model in this unit loses a ABILITIES wound, roll a D6; on a roll of 5 or 6, the model does not lose Vectors of Death and Disease: A Plague Marine equipped that wound. Each time the bearer fights, it can make 3 additional Melee Melee +2 -2 2 attacks with this weapon. • The Biker Champion may replace his bolt pistol with one item from the Champion Equipment list. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, TERMINATOR, CHAOS LORD WARGEAR OPTIONS TYPE S AP D ABILITIES Master 5 of Possession MASTER OF POSSESSION NAME M WS BS S T W A Ld Sv Master of Possession 6" 3+ 3+ 4 4 4 3 9 3+ A Master of Possession is a single model armed with a force stove, bolt pistol, frag grenades and krak grenades. Fewer than one in every thousand survive, and 1 strive each day to lengthen these odds still further.' - Fabius Bile Points Values POINTS VALUES If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. If manifested, then until the start of your next Psychic phase re-roll hit and wound rolls of 1 for attacks made by friendly DAEMON units while they are within 6" of this psyker. Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon. Now, with the coming of the Great Rift, the Orks are on the warpath like never before, and the very stars tremble in fear. Before the battle, generate the prayers for PRIESTS that can chant prayers from Prayers to the Dark Gods using the table below. WEAPON RANGE TYPE S AP D ABILITIES Lightning claw Melee Melee User -2 1 You can re-roll failed wound rolls for this weapon. WEAPON RANGE Combi-bolter Force axe Force stove Force sword 24" Rapid Fire 2 4 0 1 Melee Melee +1 -2 D3 Melee Melee +2 -1 D3 Melee Melee User -3 D3 . This model may replace its combi-bolter with one item from the Combi-weapons or Terminator Melee Weapons list. This 9" Heavy D6 5 -1 1 weapon automatically hits its target. WARGEAR OPTIONS ABILITIES PSYKER TYPE S AP D ABILITIES FACTION KEYWORDS CHAOS, TZEENTCH, HERETIC ASTARTES, KEYWORDS INFANTRY, PSYKER, RUBRIC MARINES 'The minds of gods are not for mortals to know or to judge. D6 WARLORD TRAIT 1 ETERNAL VENDETTA This warlord has sworn never to rest in his dark crusade against his loyalist foes. If manifested, pick a HERETIC ASTARTES unit within 3" of the psyker. On a 2+ that VEHICLE suffers D3 mortal wounds. RANGED WEAPONS WEAPON Autocannon Autogun Autopistol Balefammer Battle cannon Blastmaster - Single frequency - Varied frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-bolter Combi-flamer - Boltgun - Flamer Combi-melta - Boltgun - Meltagun Combi-plasma - Boltgun - Plasma gun Coruscating flames Cypher's bolt pistol Cypher's plasma pistol Daemongore cannon Demolisher cannon Doom siren Ectoplasma cannon Excruciator cannon Flamer Fleshmetal guns Frag grenade Gorestorm cannon Hades autocannon Hades gatling cannon Havoc launcher Heavy bolter Heavy flamer Heavy stubber RANGE TYPE S AP D ABILITIES 48" Heavy 2 7 -1 2 24" Rapid Fire 1 3 0 1 18" Assault D6 6 -2 2 This weapon automatically hits its target. WEAPON RANGE TYPE S AP D 5 -2 1 ABILITIES This weapon automatically hits its target. The sword is undoubtedly eidritch provenance, for with a sacrificial ritual it can become the bane of a certain foe above all others. Select a friendly HERETIC ASTARTES PSYKER. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all rolls for ranged weapons that target this vehicle. Melee Melee +2 -1 D3 + The Aspiring Sorcerer may replace his inferno bolt pistol with a plasma pistol or warpflame pistol. • Any model may replace its combi-bolter with one item from the Combi-weapons list. 48" Heavy D3 8 -2 D3 Units do not receive the benefit of cover to their saving throws for attacks made with this weapon. MUTATING INVOCATION Speaking riddles, the priest bargains with the Master of Fate to make his flesh flow like liquid, absorbing enemy blows. This is our time. Drawing blood from his palm, the priest requests Khorne impart a measure of his godly strength to him. You then simply replace the keyword in every instance on that unit's datasheet with the name of your chosen Legion. 36" Assault D6 4 -1 1 6" Grenade D6 3 0 1 You can re-roll wound rolls of 1 for this weapon. Dark Disciples units do not take up slots in a Detachment that includes any Dark Apostles. 6" Grenade D6 3 0 1 6" Grenade 1 6 -1 D3 . The Aspiring Champion may replace his bolt pistol and boltgun with items from the Champion Equipment list. 2 FLAMES OF SPITE 3 EXALTED CHAMPION Favoured amongst the Dark Gods, this warlord is bequeathed the power of the warp itself. • The Aspiring Champion may replace his chainsword with one item from the Champion Equipment list. Use this Stratagem in your Shooting or Fight phase when a Chaos Space Marine DAEMON VEHICLE is chosen to attack. Each time the bearer fights, it can make 1 additional attack with Melee Melee User 0 1 this weapon. - Duellist's Pride: If Lucius the Eternal directs all of his attacks against a single enemy CHARACTER , roll an extra 2 attacks. DARK PACT IN MIDNIGHT CLAD Word Bearers Stratagem Night Lords Stratagem The Word Bearers are expert at drawing the twisted minions of the Dark Gods into realspace using profane rituals and gruesome sacrifices. If a Chaos Space Marine CHARACTER is your Warlord, he can generate a Warlord Trait from the following table instead of the one in the Warhammer 40,000 rulebook. TZEENTCH PRIEST only. If that Helbrute did not move in its Movement phase, it can fire all of its attacks must target the nearest visible enemy unit. Simply add together the points costs of all your models and the wargear they are armed with to determine your army's total points value. Warlord Traits WARLORD TRAITS Those grim commanders who lead the armies of the Chaos Space Marines are fearsome warriors and ingenious strategists, whose barbarous campaigns across the Imperium are marked by corpse-strewn planets and nightmarish legends. If manifested, select a HERETIC ASTARTES unit within 18" of the psyker. Daemonic Ritual (pg 119) Iridescent Horror: When you set up this unit for the first time, you may select a single Pink Horror in the unit Daemonic Icon: If you roll a 1 when taking a Morale - that model has an Attacks characteristic of 2, instead test for a unit with any Daemonic Icons, reality blinks of 1. Death to the False Teleport Strike: During deployment, you can set up a Sorcerer in Terminator Emperor (pg 118) armour in a teleportarium chamber instead of placing him on the battlefield. EMPEROR'S CHILDREN: STIMULATED BY PAIN The warlords of the Emperor's Children thrive on pain; the more grievous their injuries, the deadlier they become. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and more than 9" from any enemy model. Graceful Killers: Increase the Attacks characteristic of each model in this unit by 1 while it contains 20 or Daemonic Icon: If you roll a 1 when taking a Morale more models. Blight grenade 6" Grenade D6 3 0 1 Plague weapon (see below). Use this Stratagem when a NIGHT LORDS INFANTRY unit is targeted by a shooting attack. Some datasheets specify the Mark of Chaos for a unit (e.g. Kharn the Betrayer has the KHORNE keyword). Warrptime has a warp charge value of 6. When attacking a VEHICLE, this weapon has a Damage User -1 D3 of 1. On a 1 they suffer 1 mortal wound and cannot use this weapon further during this phase. • Up to two Plague Marines can each replace their boltgun with a mace of contagion and a bubotic axe.

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