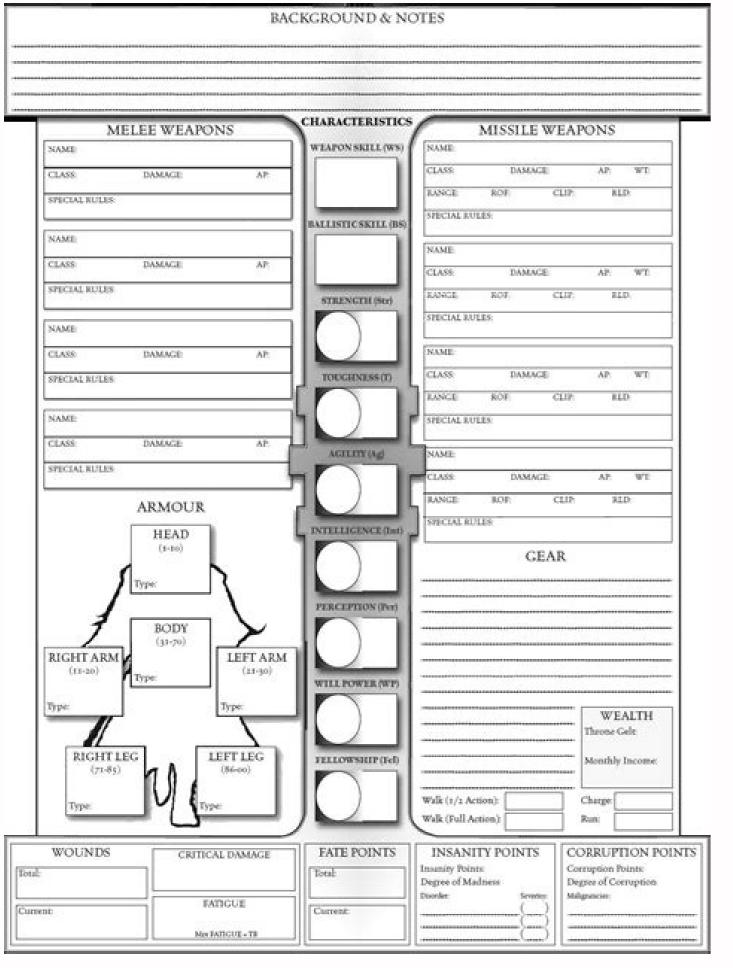


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DAEMONIC GIFTS

Many Daemons are given mighty weapons, great Daemonic mounts and supernatural powers by their patron god. The following pages include Gifts of Chaos, Gifts of Khorne, Gifts of Tzeentch, Gifts of Slaanesh, Gifts of Nurgle, Marks of Chaos and Daemonic Steeds, which are equivalent to the weapons and other wargear used by mere mortals.

GIFTS OF CHAOS

DAEMONIC FLIGHT

Great pinioned wings or unfathomable arcane powers enable the Daemon to make great bounding leaps across the battlefield and swiftly race into close combat. Models with Daemonic Flight move like Jump Infantry, as described in the Warhammer 40,000 rulebook.

CHAOS ARMOUR

Some Daemon Princes once were mighty Chaos Lords from a Traitor Legion or a Renegade Chapter of Space Marines. Their bodies often still wear the impenetrable power armour of the Adeptus Astartes. Daemon Princes equipped with Chaos armour receive a 3+ Armour Save.

CHAOS ICON

An icon to the Dark Gods shines with the baleful energies of Chaos and is a perfect homing beacon for the Daemons as they break into reality. When a friendly unit Deep Strikes within 6° of an Icon of Chaos it does not roll for scatter, provided that the icon was on the table from the beginning of the turn and has not arrived from Reserve in the same turn. In addition, units entering the game this way are allowed to Assault in the same turn they arrive.

INSTRUMENT OF CHAOS

The Daemon carries a supernatural version of a warhorn, drum or other musical instrument, or perhaps it can emit a blood-chilling howl or a terrifying battlecry. If the daemon bearing this gift is involved in a fight which results in a draw, its side counts as having won by one wound. If both sides include an Instrument of Chaos, the result remains a draw.

UNHOLY MIGHT

The daemon has been granted exceptional strength, a true Champion among its peers. The model has +1 Strength on its profile.

DAEMONIC GAZE

Rays of pure unholy energy burst from the eyes of the Daemon, incinerating its enemies. Daemonic gaze is a ranged weapon with the following profile:



BREATH OF CHAOS

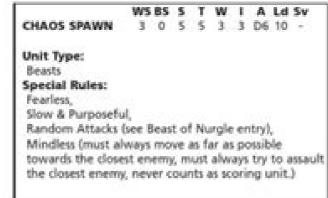
The Daemon can exhale a cloud of toxic gas or a cloud of mutagenic vapours against which no fortification is proof. Breath of Chaos is a template weapon. Any models fully or partially under the template suffer one wound on a D6 roll of 4+, with no armour or cover saves allowed! Vehicles touched by the template suffer a glancing hit on a D6 roll of 4+.

BOON OF MUTATION

The Daemon may open a small conduit to the Immaterium, for a second exposing the victim to the touch of the raw stuff of the Warp. This normally causes uncontrollable, lethal mutation in a mortal. Boon of Mutation is a ranged weapon, but the Daemon may be in close combat at the time it uses it, as may the target.

Pick any one enemy model, and if the target is found to be within 6" of the Daemon, roll a D6. If the D6 roll scores over the victim's Toughness, the victim is transformed into a shapeless blob of flesh and is removed as a casualty. Note that, as no wounds are taken. no saves apply! Use the model's base Toughness (not the modified Toughness for being on a Bike for example), and a roll of 6 is always successful regardless of the target's Toughness value. Models without a Toughness characteristic cannot be affected.

If the player using this Gift has a Chaos Spawn model available, he may replace the victim with a Spawn. The Spawn is not a Daemon, but it is a normal unit under the control of the player that used the Gift (with the profile and rules given here below) and it's worth 40 victory points if killed. If the model was in base contact with friendly models, move it so that it is 1" away from them.



DAFMONIC FORCES 73 • Any model may replace its chainaxe with one item from the Terminator Melee Weapons list. 6" Grenade 1 6 -1 D3 • Any Chosen may take one item from the Melee User -2 3 Melee Melee User -2 2 Melee Melee User -2 1 If the bearer made a charge move or performed a Heroic Intervention Melee He -2 -2 this turn, attacks with this weapon are made with a Strength characteristic of x2 instead of +2. KHORNE model with power axe only. Khârn 8 the Betrayer KHÂRN THE BETRAYER NAME M WS BS S T W A Ld Sv Khârn the Betrayer 6" 2+ 2+ 5 4 5 6 9 3+ Khârn the Betrayer is a single model armed with Gorechild, a unique plasma pistol, frag grenades and krak grenades. Roll a D6 for that wound is not lost. Make a single attack using this weapon profile in addition to the Helstalker's bladed limbs and tail. Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. Use this Stratagem in your Shooting phase, just before a Helbrute shoots. - +2 -2 2 Mechatendrils Melee User 0 1 Frag grenade Krak grenade Helstalker Magma cutter 6" 6" Grenade D6 Grenade D6 Grenade D6 Grenade D6 Grenade D7 I D3 6" Pistol 1 8 -4 3 ABILITIES 7-12 + AP Melee WARGEAR OPTIONS ADDITIONAL ATTACKS S Melee Techno-virus injector M TYPE Impaler chainglaive Bladed limbs and tail REMAINING W After the Lord Discordant makes his close combat attacks, you can attack with his Helstalker. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. Having fought countless campaigns of terror in complete darkness, the Night Lords know how to make an ally of the shadows. ALPHA LEGION model with chainsword only. The bearer of the Talisman of Burning Blood can Advance and charge in the same turn. 6" Pistol D6 7 - 2 2 6" Pistol D7 - 2 KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, KHÂRN THE BETRAYER Khârn the Betrayer charges forwards to be first into the fray, his chainaxe Gorechild roaring in anticipation of the slaughter to come. Warp-sighted Butcher: After the enemy has completed all of their char POSSESSION while they are model regains 1 lost wound. The Hamadrya: After Huron Blackheart has manifested a psychic power, his Hamadrya can lend him additional power if it is still alive. • This model may replace its hades autocannon with a baleflamer. Mere Mortals CHAOS CULTIST units do not gain a Legion Trait. 48" Heavy 12 8 -2 2 48" Heavy D6 7 -4 D3 When attacking units with 10 or more models, change 60" Heavy D6 9 -3 D3 this weapon's Type to Heavy 2D6. MARK OF CHAOS PSYCHIC POWERS A PSYKER that can use powers from the Dark Hereticus discipline can replace one of its Dark Hereticus powers with the appropriate psychic power on the right. You can re-roll failed Heavy 2 9 -3 D6 • This model may replace its Predator autocannon with a twin lascannon. ability also affects friendly DAEMON units within 6", but only if they owe their allegiance to the same Chaos Daemonic Allegiance: When you must choose which of the KHORNE Daemon Princes. It can include up to 5 additional Fallen (Power Rating +4). Mutated Invigoration has a warp charge value of 7. • This model may replace its power sword with one item from the Terminator Melee Weapons list. WEAPON RANGE Cypher's plasma pistol Frag grenade Krak grenade Krak grenade 16" Pistol 3 4 -1 1 12" Pistol 2 8 -3 2 6" Grenade D6 3 0 1 6" Grenade D6 3 0 1 6" Grenade 1 6 -1 D3 Mysterious Protection: Cypher has a 4+ invulnerable save. If the target is within half range, add 1 to this 12" Assault 2 3 0 1 weapon's Strength. Icon of Flame TZEENTCH units only At the start of your Psychic phase, roll a D6 for each unit from your army with an Icon of Flame. On a roll of 2+, Cypher's model is still removed from play, but he is not considered to have been slain for the purposes of any mission victory conditions. Use this Stratagem at the end of your Shooting phase. • The Chosen Champion may either take one item from the Melee Weapons list, or replace his boltgun and bolt pistol with items from the Champion Equipment list. Fabius 5 Bile FABIUS BILE NAME M WS BS S T W A Ld Sv Fabius Bile 6" 2+ 3+ 5 4 5 6 9 3+ Fabius Bile is a single model armed with the Xyclos Needler, the Rod of Torment, frag grenades and krak grenades. FOR THE DARK GODS! Chaos Space Marines Though they may differ in how they choose to achieve it, all of the Chaos Gods are united in their goal of spreading fear and wanton slaughter throughout the galaxy. BENEDICTION OF DARKNESS prayer is heard, add 2 to this priest's Strength characteristic. 24" Rapid Fire 1 4 0 1 If the target is within half range of this weapon, roll two dice 12" Assault 1 8 -4 D6 when inflicting damage with it and discard the lowest result. No models flee and D6 slain Plaguebearers are instead added to the unit. 20 or more Pink Horrors. WEAPON RANGE Bolt pistol 12" Chainsword Frag grenade WARGEAR OPTIONS ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon. You can re-roll all failed hit and wound rolls for that model until the end of the phase. In addition, at the end of a within 6" of any friendly VENOMCRAWLERS. Use this Stratagem when a BLACK LEGION INFANTRY or BIKER unit is selected to attack in a Shooting or Fight phase. 6 WARPTIME The power of the immaterium bursts from the psyker, warping time and heightening the speed of his allies. That model can replace any of its psychic powers with a power of your choice from the Dark Hereticus discipline. the end of any of your Movement phases he can use a teleport strike to arrive on the battlefield - set him up Sigil of Corruption: This model has a 4+ anywhere on the battlefield that is more than 9" away invulnerable save. 12" Pistol 1 7 -3 1 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. Add 1 to the result if the unit being rolled for has 10 or more models, but subtract 1 if the unit being rolled for is a CHARACTER. Even when the wielder swipes the air near a foe, not quite making contact, the victim's armour and flesh still mysteriously part as if slashed open by a fierce and invisible beast. 6" Grenade D6 3 0 1 6" Grenade D6 3 0 Weapons list. Artefacts of Chaos ARTEFACTS OF CHAOS Amongst the myriad warbands of the Chaos Space Marines there exist tools of murder whose very names inspire terror. Add 1 to wound rolls for attacks made with melee weapons by models in that unit. Death to the False Emperor (pg 118) All is Dust: Add 1 to saving throws for Rubric Marines if the attack has a Damage characteristic of Favoured of Tzeentch: Models in this unit have a 5+ 1. - Standard 12" Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain. increases its Attacks characteristic by 1. WORD BEARERS model with a power maul only. At the start of each battle round, you can pick one of the prayers this model knows and roll a D6. FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS INFANTRY, CHAOS CULTISTS Chaos Cultists charge in teeming throngs towards the enemy in the hope of earning the favour of the Dark Gods. If this prayer is heard, friendly models have a 5+ invulnerable save while they are within 6" of this priest. WEAPON RANGE Talon of Horus (shooting) 24" TYPE S AP D Rapid Fire 2 4 -1 D3 Melee +1 -3 3 -4 D3 Drach'nyen Melee Talon of Horus (melee) Melee x2 Death to the False Emperor (pg 118) ABILITIES The Warmaster: If your army is Battle-forged and Abaddon the Despoiler is your Warlord, you receive 2 additional Command Points. If you do, set up the Chaos Spawn within 6" of your character before removing them. • The Noise Champion may take a Daemonic Icon. If the unit numbers ten or more models, a second Noise Marine may do this. When enough Orks gather together they form a Hereticus discipline (pg 168). Such a unit that is within range of an objective marker controls it even if there are more enemy models within range of it. Bomb his worlds from orbit. • One Noise Marine may replace his boltgun with a blastmaster. Enemy models automatically hit this model in the Fight phase - do not make hit rolls. Since the Daemon Prince Gharual of the Nine Sundered Souls was bound inside it, however, the blade has been a fiendish tool of destruction. Roll a D6 for each model in the unit; the unit suffers 1 mortal wound for each roll of 6 (only the strong survive Bile's experimental cocktails). PRIEST Dark Zealotry: If this prayer is heard, you can re-roll hit rolls in the Fight phase Bolt pistol Boltgun When attacking with this weapon, choose one of the profiles below. Plasma pistol When attacking with this weapon, choose one of the profiles below. Until the start of your next Psychic phase, your opponent must subtract 1 from all hit rolls that target that unit. GRANDFATHER'S BLESSINGS Chaos Space Marines Stratagement at the profiles below. Grandfather Nurgle is eager to bestow daemonic fecundity upon his faithful servants, sealing their gaping wounds with pulsating growths and replacing their spilt blood with curdling ichor. WEAPON RANGE Warp bolter Daemonic axe Hellforged sword Malefic talons WARGEAR OPTIONS ABILITIES PSYKER 24" TYPE S AP D Assault 2 4 -1 2 ABILITIES When attacking with this weapon, you must subtract 1 Melee Melee +1 -3 3 from the hit roll. BLACK LEGION model only. If this unit contains 20 or more models invulnerable save. Noctilith Crowns form vital strongpoints, for these arcane devices can draw in the raw energy of Chaos itself. • This model may replace its Hades gatling cannon with a skullhurler. You can re-roll wound rolls of 1 for this weapon. Instruments of Chaos adds 1 to their Advance and charge rolls. FACTION KEYWORDS VEHICLE, DAEMON, DAEMON ENGINE, FLY, HELDRAKE Soaring over the advancing Black Legion forces like some nightmarish beast of antiquity, a Heldrake sights its next prey. When doing so, roll up to 4 dice instead of up to 3. If the enemy has units that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place. WEAPON Piercing claws WARGEAR OPTIONS ABILITIES RANGE TYPE S AP D ABILITIES RANGE TYPE S AP Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. The psyker blasts away their enemy's soul so that the spiritless shell left behind can be possessed by a Daemon, who quickly transforms it into a more pleasing form. Melee Melee He spiritless shell left behind can be possessed by a Daemon, who quickly transforms it into a more pleasing form. 0 1 attack with this weapon. SPECIAL WEAPONS • Chainaxe • Chainfist • Lightning claw • Power fist • Power fist • Power fist • Power maul • Power sword • Thunder hammer TERMINATOR MELEE WEAPONS • Chainaxe • Chainfist • Lightning claw • Power fist • Powe DAEMONIC RITUAL Through dark pacts and blasphemous rituals, a champion of Chaos weakens the fabric of reality, opening a gateway to the warp through which daemonic allies can pour to rend and tear the enemies of the Dark Gods. 6" Grenade 1 6 -1 D3 • Any Khorne Berzerker may replace his chainsword or bolt pistol with a chainaxe. Crazed: At the end of any phase in which this model Battering Onslaught: Add 1 to this model's Attacks suffers any unsaved wounds or mortal wounds, roll characteristic if it is equipped with two melee weapons. It can include up to 5 additional Khorne Berzerkers (Power Rating +4), up to 10 additional Khorne Berzerkers (Power Rating +8) or up to 15 additional Khorne Berzerkers (Power Rating +12). When attacking with this weapon, you must subtract 1 from the hit roll. LET THE GALAXY BURN Black Legion attack with a ferocity that is terrible to behold. In addition, Fallen units can never lose 24" Heavy 8 5 -1 1 If the target is within half range, add 1 to this 12" Assault 2 3 0 1 weapon's Strength. In addition, each time the psyker destroys an enemy VEHICLE model in the Fight phase that could explode, it automatically explodes; no dice roll is made and any mortal wounds suffered by the psyker in the resulting explosion are ignored. MARK Chaos Space Marines Stratagem Those not driven mad by the worship of Tzeentch are given the power to harness the energies of the warp like no other, so long as this gift is used against the Great Mutator's enemies. NURGLE PRIEST only. Death to the False Emperor (pg 118) Raptor Strike: During deployment, you can set up this model in low orbit instead of placing it on the battlefield. - Take one item from the Melee Weapons list. WEAPON RANGE Coruscating flames 18" Assault 2 User 0 1 • For every ten models in the unit, one Pink Horror may take an Instrument of Chaos. If your army is Battle-forged, all Troops units in Chaos Space Marine Detachments gain this ability. Infernal Gaze has a warp charge value of 5. If your army is led by a Chaos Space Marine Warlord, you may give one of the following Artefacts of Chaos to a Chaos Space Marine CHARACTER in your army is led by a Chaos Space Marine Warlord, you may give one of the following profile: Puscleaver Melee User -2 D3 Abilities: This weapon wounds on a 2+, unless the target is a VEHICLE, in which case roll to wound as normal. • One additional Fallen may replace his boltgun with one item from the Special Weapons or Heavy Weapons list. 5 SOULTEARER PORTENT The priest calls upon the Dark Gods to offer his foes all manner of whispered temptations, sapping their will to fight. • This model may replace its Daemon jaws with an ectoplasma cannon. Models in enemy units must subtract 1 from their Leadership characteristic for each unit with this trait that is within 6" of the machine as it is for the machine as it is for the mortal mind. TRANSPORT Fight phase. • This model may take a jump pack (Power Rating +1). Titanic Daemon Engine: A Khorne Lord of Skulls can shoot if there are enemy models have the INFANTRY keyword. In addition, if this prayer is heard, this priest's melee weapons have an Armour Penetration characteristic of -4. • Up to two Plague Marines can each replace their boltgun with either a great plague cleaver or a flail of corruption. It can include up to 10 additional Horrors (Power Rating +4) or up to 20 additional Horrors (Power Rating +4) or up to 20 additional Horrors (Power Rating +8). For example, if the rolls were a 1, followed by a 2, then the weapon would have a Strength of 7, an AP of -3 and flamer Helbrute plasma cannon Missile launcher - Frag missile - Krak missile Multi-melta Reaper autocannon Twin heavy bolter Twin lascannon Helbrute fist Helbrute hammer Power scourge WARGEAR OPTIONS ABILITIES RANGE 24" 8" TYPE S AP D Rapid Fire 2 Heavy D6 4 5 0 -1 1 1 This weapon automatically hits its target. It knows the Smite TERMINATORS , CULT OF DESTRUCTION or JUMP PACK models. Use this Stratagem at the end of a Fight phase in which one of your HERETIC ASTARTES (excluding DAEMON model within 18" of the psyker. This is shorthand TERMINATORS, CULT OF DESTRUCTION or JUMP PACK models. Use this Stratagem at the end of a Fight phase in which one of your HERETIC ASTARTES (excluding DAEMON model within 18" of the psyker. This is shorthand the end of a Fight phase in which one of your HERETIC ASTARTES (excluding DAEMON model within 18" of the psyker. This is shorthand the end of a Fight phase in which one of your HERETIC ASTARTES (excluding DAEMON model within 18" of the psyker. This is shorthand the end of a Fight phase in which one of your HERETIC ASTARTES (excluding DAEMON model within 18" of the psyker. This weapon always hits on a roll of 2+, regardless of any modifiers. • The Noise Champion may replace his bolt pistol and boltgun with items from the Champion Equipment list. 4 Temporal Distortion: Add 3" to the characteristic. Add 1 to the bearer's Strength and Model with power sword only. Burn his cities. WEAPON RANGE Bolt pistol Force axe Force stave Force St squad, you can re-roll all failed hit rolls for it instead. 24" Assault 2 4 -1 2 6" Pistol D6 3 -2 1 This weapon automatically hits its target. When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility etc. • Up to two Bikers may either take one additional item from the Special Weapons list, or replace their bike's combibolter with one item from the Special Weapons list. Smoke Launchers: Once per game, instead of shooting phase model can use Infernal Regeneration: At the start of your turn, this its smoke launchers; until your next Shooting phase model regains 1 lost wound. Each model is armed with an autogun. Some say the liquid, which grants those that partake it with unholy physical power, is a nectar distilled from Slaanesh's own pleasure gardens. Excess damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead, keep allocating damage from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of Corruption Melee H2 -2 2 this weapon is not lost; instead from Flail of Corruption 1 throws for attacks made with this weapon. The profiles for the weapons in these lists can be found in the Forbidden Armoury section (pg 156-159). At the end of any friendly units within 6" of this model. Use this Stratagem at the start of your Psychic phase. As a result, you cannot choose one of these keywords when determining which Legion a unit in this codex is from. Each Obliterator is armed with fleshmetal guns and crushing fists. 12" Pistol 1 4 0 1 24" Rapid Fire 2 4 0 1 When attacking with this weapon, choose one or both of the profiles below. Chaos Space Marines Stratagem ENDLESS CACOPHONY In the as shown in the damage table above, using this weapon profile. Make a single attack using this weapon profile in addition to the Melee Helbrute fist. TALISMAN OF BURNING BLOOD This talisman constantly drips with thick, bubbling gore. WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES PSYKER Instrument of Chaos: A unit that includes any Magical Horde: Change the Type of this unit's Instruments of Chaos adds 1 to their Advance and coruscating flames to Assault 3 while the unit contains charge rolls. Though diminutive in stature, many lesser warp entities whisper dark secrets that can shift the tide of battle. Many Heretic Astartes units dedicate themselves to a single Chaos God, whilst others worship the entire pantheon in all its dark glory. KEYWORDS Throughout this section you will come across keywords that are within angular brackets, specifically and . Select a HERETIC ASTARTES KHORNE INFANTRY or BIKER unit - that unit can immediately fight again. mortal wounds. At the end of any of your Movement phases the unit can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models. VETERANS OF THE LONG WAR TIDE OF TRAITORS Chaos Space Marines Stratagem Chaos Space Marines Stratagem The hatred of the Traitor Legions has burned for millennia. When attacking 18" Heavy D6 User -2 2 units with 10 or more models, choose any model within 2" of the psyker; that model suffers 1 mortal wound. Before the battle, generate the psychic powers from the Malefic discipline using the table below. It can include up to 5 additional Raptors (Power Rating +4) or up to 10 additional Raptors (Power Rating +8). • The Lord Discordant can replace his autocannon with a baleflamer. AXE OF BLIND FURY Bound within this fabled axe is the essence of a Greater Daemon. His Helstalker is armed with bladed limbs and tail and a techno-virus injector. FACTION KEYWORDS BEAST, CHAOS SPAWN Bikers 4 BIKERS NAME M WS BS S T W A Ld Sv Biker 14" 3+ 4 5 2 1 7 3+ Biker Champion 14" 3+ 3+ 4 5 2 2 8 3+ nominated aspirants seeking to throw themselves upon our mercy in the vain hope that we may deem them worthy to join our ranks. • Up to two Khorne Berzerkers may replace their bolt pistol with a plasma pistol. Select a unit with the keyword that has not dedicated itself to one of the Chaos Gods. If this prayer is heard, your opponent rolls two D6 discarding the lowest result, each time they take a Morale test for a unit within 6" of this priest. It can attempt to manifest one psychic power in each friendly Psychic power in each f seared away by the vicious energy field that runs about each claw. Death to the False Emperor (pg 118) Prince of Chaos: You can re-roll hit rolls of 1 made for friendly units within 6" of this model. Blade of the Hydra Melee Helee +1 -2 2 Abilities: Each time the bearer fights, it can make D3 additional attacks with this weapon. 5 KHORNE 5+ invulnerable save. ABILITIES Roll a D6 each time the bearer fights. It can include up to 5 additional Rubric Marines (Power Rating +11) or up to 10 additional Rubric Marines (Power Rating +11) or up to 15 additional Rubric Marines (Power Rating +11) or up to 15 additional Rubric Marines (Power Rating +16). 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. 2 DEATH HEX The Sorcerer places a dire hex upon his enemies. IRON WARRIORS: COLD AND BITTER The Warlords of the Iron Warriors have little room for emotion left in their soul - they are driven only by bitterness and ruthless efficiency. Death to the False Emperor (pg 118) Daemonic: This model has a 5+ invulnerable save. The psyker will not suffer any mortal wounds as a result of doubles or triples being rolled for this Daemonic Ritual. You can only make a single hit roll with the weapon (or boltour profile) this phase, which you cannot re-roll with this trait always fight first in the Fight phase even if they didn't charge. Forgefiend 8 NAME DAMAGE FORGEFIEND M Forgefiend WS BS 4+ S T W 6 7 12 A Some of this model's characteristics change as it suffers damage, as shown below: Ld Sv REMAINING W M BS A 8 3+ 7-12+ 4-6 1-3 8" 6" 4" 4+ 5+ 6+ 4 3 2 A Forgefiend is a single model. equipped with two hades autocannons and Daemon jaws. If 3 or more enemy IMPERIUM units were destroyed during this turn, score 3 victory points, and if 6 or more enemy IMPERIUM units were destroyed during this turn, score 3 victory points instead. It rages against its eternity of servitude, resulting in grievous violence against the enemy and, sometimes, its owner or his allies. WEAPON RANGE Bolt pistol Force stave Frag grenade 12" Pistol 1 4 Melee Melee +2 6" Grenade 16 Death to the False Emperor (pg 118) ABILITIES Rite of Possession: PSYKERS suffer Perils of the Warp on any Psychic test roll of a double that is made for them, Daemonkin: This model has a 5+ invulnerable save. Until the end of the phase, that vehicle can ignore the penalties for moving and firing Assault weapons, or for Advancing a Morale test loses a wound, roll a D6; on a roll of 5 or 6, the model for a unit with any Daemonic Icons, reality blinks and does not lose that wound. The methods I have developed over the last millennia are more stringent, for we must be pure in our hatred and hard of heart, body and soul. • This model may take either two heavy bolters or two lascannons. • Any Rubric Marine may replace his inferno boltgun with a warpflamer. It can include up to 10 additional Daemonettes (Power Rating +4) or up to 20 additional Daemonettes (Power Rating +4). A VEHICLE cannot be repaired or cursed by more than one Warpsmith in the same turn. WEAPON RANGE Inferno boltgun Plasma pistol -Standard - Supercharge Soulreaper cannon Warpflame pistol Warpflamer Force stave 12" Pistol 1 4 -2 1 24" Rapid Fire 1 4 -2 1 When attacking with this weapon, choose one of the profiles below. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS VEHICLE, CHAOS VINDICATOR 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 hit rolls for ranged weapons that target this vehicle. The bearer of the Eye of Tzeentch adds 1 to their Psychic test when attempting to manifest the Smite power. Until the start of your next Psychic phase, add 2 to that model's Strength characteristic and 1 to its Attacks characteristic and 1 to its Attacks characteristic and 1 to its Attacks characteristic and 2 to that model's Strength characteristic and 2 to that model's Strength characteristic and 1 to its Attacks characteristic and 1 to its Attacks characteristic and 2 to that model's Strength characteristic and 3 to its Attacks characteristic and 2 to that model's Strength characteristic and 3 to its Attacks characteristic and happens. The Aspiring Champion is armed with a flamer, chainsword, frag grenades and krak grenades and -1 1 D3 - Master-crafted power sword Frag grenade Krak grenade ABILITIES Melee Armour of Shrieking Souls: Lucius the Eternal has a 5+ invulnerable save. In addition, PSYKERS cannot be from the World Eaters Legion. No models flee and D6 slain Pink Horrors are instead added to the unit. WEAPON RANGE Close combat weapon Melee Melee User 0 1 Followers: Only one unit of Dark Disciples can be included in your army for each Dark Apostle in your army. The rules and abilities for the Death Guard and Thousand Sons Legions are detailed in their own codexes, and both of the datasheets that describe the forces of the Fallen can be found later in this book. They are incredibly tough and single-minded, seeking little beyond the thunder of guns, the roar of fast vehicles, and the satisfying crunch of their knuckles into their enemies' teeth. FACTION KEYWORDS CHARACTER, INFANTRY, EXALTED CHAMPION Lord9 Discordant on DISCORDANT Helstalker LORD DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: ON HELSTALKER NAME M Lord Discordant on Helstalker WS BS S T W A Ld Sv 2+ 2+ 4 6 12 4 9 2+ A Lord Discordant on Helstalker is a single model armed with an autocannon, bolt pistol, impaler chainglaive, mechatendrils, frag grenades and krak grenades. A blade that manages to penetrate his armour will blunt itself on the hardened flesh beneath, and those enemies that somehow deal the warrior significant damage will see their adversary's cabled muscles reknit in a frenzy of silvered fibres until they are rebuilt as strong as ever. Pink Horrors attack with coruscating flames, while Blue Horrors and Brimstone Horrors simply scrabble at anyone who comes too close. • This model may have wings (Power Rating +1). • Any Chaos Cultist may replace their autopistol and brutal assault weapon. The Murder Sword replaces the bearer's power sword and has the following profile: Attacks characteristics. When attacking with this Mace of contagion Melee Melee +2 -1 3 weapon, you must subtract 1 from the hit roll. • If the unit numbers ten or more models, an additional Chaos Space Marine may replace his boltqun with one item from the Special Weapons or Heavy Weapons list. Subtract 1 from hit rolls made for attacks with ranged weapons that target that unit. KILLSHOT Chaos Space Marines Stratagem The bloodthirsty Predator battle tanks of the Heretic Astartes hunt in packs to bring down especially large foes. Plague knife Melee User 0 1 Plague weapon (see below). By focusing his warp-sight the psyker can immediately attempt to summon a unit of DAEMONS to the battlefield using the Daemonic Ritual ability (pg 119) as if it were the Movement phase. If there are no friendly units within 1" of Khârn, the hits are discarded. Greater Possessed 4 GREATER POSSESSED NAME M WS BS S T W A Ld Sv Greater Possessed 7" 2+ 3+ 5 5 5 5 8 3+ This unit contains 1 Greater Possessed. You can re-roll failed wound rolls for this weapon automatically hits its target. Prescience has a warp charge value of 7. four Chaos Gods it owes its allegiance to: KHORNE, TZEENTCH, NURGLE or SLAANESH. • One Noise Marine may take an Icon of Excess (pg 159). 11 Fragment of Immortality: Add 1 to the character's Wounds characteristic. An Aspiring Sorcerer can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to manifest one psychic power in each friendly Psychic phase. WEAPON RANGE TYPE S Xyclos Needler 18" Pistol 3 Rod of Torment Melee Melee Frag grenade Krak grenade 6" Grenade 1 Death to the False Emperor (pg 118) ABILITIES AP D ABILITIES AP D ABILITIES This weapon wounds on a 2+, unless it is targeting a VEHICLE, in which case it wounds on a 6+. • Up to two Plaque Marines can each replace their boltqun with either a plaque spewer, a plaque belcher, a blight launcher, a meltagun or a plasma gun. LEGION TRAITS BLACK LEGION: BLACK CRUSADERS NIGHT LORDS: TERROR TACTICS If your army is Battle-forged, all Daemon Prince, INFANTRY, BIKERS and HELBRUTE units in Chaos Space Marine Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion. This battle is but one of many. Cypher can never have a Warlord Trait. At the end of any of your Movement phases he can use a teleport strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models. FORWARD OPERATIVES EXCESS OF VIOLENCE Alpha Legion Stratagem Emperor's Children Stratagem The deceitful strategies of the Alpha Legion are as illusive as a shadow and as tangled as a nest of vipers. EMPEROR'S CHILDREN: FLAWLESS PERFECTION Inured to everyday sensations by lifetimes of indulgence, the Emperor's Children find stimulation only in excess, be it shocking acts of violence or gratuitous displays of martial prowess. But do not stop there. Death to the False Emperor (pg 118) Aspire to Glory: You can re-roll failed wound rolls in the Fight phase for friendly units that are within 6" of an Exalted Champion. If an enemy CHARACTER model is wounded by Blissgiver but not slain, roll a D6 at the end of the phase; on a 6, they suffer D3 mortal wounds. Chaos Lord Chaos Lord in Terminator Armour Chaos Lord with Jump Pack Daemon Prince Daemon Da Land Raider Chaos Predator Chaos Predator Chaos Predator Chaos Vindicator Defiler Forgefiend Havocs Maulerfiend Obliterators Venomcrawler 1 1 1 1 1 5 1 3 1 200 90 125 120 100 14 5 14 70 60 16 35 15 16 20 16 26 Khorne Lord of Skulls 1 380 10-30 10-30 7 6 3-9 1-5 5-15 5-10 21 25 15 12 Abaddon the Despoiler Cypher Fabius Bile Haarken Worldclaimer Huron Blackheart Khârn the Betrayer Lucius the Eternal 1 100 Bloodletters Daemonettes Horrors - Pink Horrors - Pairs of Brimstone Horrors - Pink Horrors - Pink Horrors - Pink Horrors - Pairs of Brimstone Horrors - Pink H pistol Boltgun Combi-bolter Combi-flamer Combi-flamer Combi-flamer Combi-flamer Combi-flamer Heavy stubber Helbrute plasma cannon Ichor cannon Hades autocannon Hades autocanno Hades autocanno Hades autocanno Hades autocanno Hades autocanno Hades autocanno Hades Inferno bolt pistol Inferno boltgun Lascannon Reaper chaincannon Reape Warp bolter Warpflame pistol Warpflame pistol Warpflamer 10 0 0 30 0 20 10 0 0 2 8 15 11 71 0 8 20 0 6 0 74 20 184 6 10 14 2 16 58 0 2 25 0 16 14 20 22 7 15 11 5 40 10 20 0 98 4 10 17 28 40 3 3 10 Blight grenades Daemonic Icon of Flame Icon of Vengeance Icon of Wrath 10 10 5 5 10 Accursed crozius Axe of dismemberment Bladed limbs and tail Brutal assault weapon Bubotic axe Chainaxe Chainfist Chainsword Crushing fists Daemonic mutations Defiler claws Defiler scourge Eviscerating claws Flail of corruption Fleshmetal weapons Force axe Force stave Force sword Great cleaver of Khorne Great plague cleaver Helbrute fist (single/pair) Helbrute hammer Heldrake claws (single/pair) Mace of contagion Malefic talons (one set/ two sets) Maulerfiend fists Mechatendrils Plague knife Plaguesword Power axe Power fist Power maul Power scourge Power sword Soulflayer tendrils Techno-virus injector Thunder hammer (CHARACTERS) Thunder hammer (other models) 0 0 0 1 5 9 4 35 4 0 0 21 16 Tactical Objectives TACTICAL OBJECTIVES Chaos Space Marines are as fearsome and versatile in warfare as their corpse-worshipping brothers, but where the Adeptus Astartes uphold the Imperium, the Heretic Astartes would see it burn. WARGEAR OPTIONS ABILITIES TYPE S FACTION KEYWORDS CHAOS, NURGLE, DAEMON WS BS S T W A Ld Sv Daemonette 7" 3+ 3+ 3 3 1 2 7 6+ Alluress 7" 3+ 3+ 3 3 1 2 7 6+ Alluress and 9 Daemonettes. You can re-roll failed wound rolls for attacks made by your Warlord in the Fight phase against targets with the ADEPTUS ASTARTES keyword. IRON WARRIORS: SIEGE LORDS Cold-hearted warriors whose only faith is in their wargear, the Iron Warriors have perfected siege warfare, and are able to gouge out even the most stubbornly entrenched enemies. FURY OF KHORNE Chaos Space Marines Stratagem The bloodlust of Khorne's followers is never sated, and is only heightened by the arterial sprays of their enemies. Further than the stratagem of the stratagem of the stratagem of the stratagem. a HERETIC ASTARTES model within 12" of the psyker. A Daemon Prince of TZEENTCH, NURGLE or SLAANESH gains the PSYKER keyword. Cursed Earth has a warp charge value of 7. Use this Stratagem at the end of your Psychic phase. Plasma gun When attacking with this weapon, choose one of the profiles below. Chaos 3 Cultists CHAOS CULTISTS NAME M WS BS S T W A Ld Sv Chaos Cultist 6" 4+ 4+ 3 3 1 1 5 6+ Cultist Champion 6" 4+ 4+ 3 3 1 2 6 6+ This unit contains 1 Cultist S WORLD EATERS: BUTCHER'S NAILS WORD BEARERS: PROFANE ZEAL Angron's sons hurl themselves towards their foe, intent on tearing them apart in a brutal whirlwind of violence. When this is the case, the unit may take any item from the appropriate list below. For example, all such units in a NIGHT LORDS Detachment gain the Terror Tactics trait. Use this Stratagem in your Shooting phase if a Chaos Vindicator is within 6" of 2 other friendly Chaos Vindicators. After the Lord Discordant makes his close combat attacks, you can Melee Melee +3 -2 D3 attack with his Helstalker. Furthermore, until the start of your next Psychic phase, each time the psyker destroys an enemy INFANTRY CHARACTER in the Fight phase, you can add a Chaos Spawn model to your army. If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing it on the battlefield. This model can transport 10 INFANTRY models. WEAPON RANGE Hideous mutations Melee Fearsome: Enemy units within 1" of any Chaos Spawn must subtract 1 from their Leadership. Inexorable and unflinching, the Black Legion exemplify the threat posed by the Heretic Astartes, emerging from the Eye of Terror for the sole purpose of erasing the Imperium from the galaxy. In addition, if a unit with this trait Advanced, it treats all its Rapid Fire weapons as Assault weapons until the end of the turn (e.g. a Rapid Fire 2). weapon is treated as an Assault 2 weapon). WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS VEHICLE, DAEMON, DAEMO suffers damage, as shown below: A Ld Sv REMAINING W M BS A 8 3+ 8-14+ 4-7 1-3 8" 6" 4" 4+ 5+ 5+ 4 3 2 A Defiler claws. In addition, roll a D6 if Cypher is slain. Instead, those attacks automatically hit a friendly unit within 1". • The Raptor Champion may replace his bolt pistol and chainsword with items from the Champion Equipment list. Each model is armed with two lightning claws, with two plague knives, a plague Melee Melee x2 -4 2 When attacking with this weapon, you must subtract 1 from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. Head-claimer: Each time an enemy CHARACTER is slain by an attack made by this model, add 1 to this Herald of the Apocalypse: Enemy units within model's Attacks characteristic. Daemonic Icons, reality blinks Daemonic Icons, reality blinks Daemonic Icons. If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks Daemonic Icons, reality blinks Daemonic Icons. If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks Daemonic Icons. characteristic. Only one of this model may be included in your army. • Up to four Fallen may choose one of the following options: - Replace bolt pistol with a plasma pistol. Select a HERETIC ASTARTES NURGLE INFANTRY or BIKER unit. SLAANESH PRIEST only. Each time the bearer fight, it can make 2 additional attacks with this weapon. Crush his armies and leave none alive. These extra blades are insubstantial when the wielder wills it, and razor-sharp when the glaxy, they often do so with the goal of despoiling that which their enemies hold sacred out of cruel spite. For simplicity we

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will refer to all of these as Legions, even though in truth Renegade Chapters have a different genesis. Use this Stratagem at the end of your Movement phase. One struck by the blade typically has only a few agonising seconds left to live before they finally realise the glory of Nurgle's generosity and keel over gurgling phlegm. Give me glory, or give
me death!' - Gauwe Psgas 9 NAME DAMAGE CHAOS PREDATOR M Chaos Predator WS 6+ BS S T W 6 7 11 A Some of this model equipped with a Predator autocannon. of your Movement phases this model can assault from above - set it up
anywhere on the battlefield that is more Sigil of Corruption: This model has a 4+ than 9" away from any enemy models. Magic Made Manifest: A unit of Horror is slain, you can add up phase, and attempt to deny one psychic power in each to two Blue
Horrors to its unit before you remove the enemy Psychic phase. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS VEHICLE, TRANSPORT, CHAOS LAND RAIDER Eager to grind warm flesh beneath its tracks, a Chaos Land Raider ploughs towards the foe, its engine roaring for death. Whenever you make a successful saving throw
for Lucius in the Fight phase, roll a D6. While this unit is within 2" of any friendly Dark Apostles, enemy models can only shoot this unit is the closest enemy unit to the firing model). Malefic Discipline MALEFIC DISCIPLINE
Masters of Possession have studied the profane lore of conjuration, learning how to draw forth daemonic beings, taint their surroundings with the mutating energies of Chaos, and blast asunder the souls of their foes. Select a HERETIC ASTARTES SLAANESH INFANTRY or BIKER unit - that unit can immediately shoot again. Use this Stratagem at the
end of the Fight phase. KHORNE units only You can re-roll charge rolls for units with an Icon of Wrath. FACTION KEYWORDS BUILDING, VEHICLE, NOCTILITH CROWN Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Each time a Blue Horror is slain, you can roll a single D6 for the Psychic
test or Deny the Witch add one pair of Brimstone Horrors to its unit before test, and use the result to determine the outcome. If you do, set up the Daemon Prince within 6" of your character before removing them. Use this Stratagem just before a HERETIC ASTARTES CHARACTER attacks with a bolt pistol, boltgun, combibolter or the boltgun profile
of a combi-weapon. Add 1 to your Warlord's Attacks characteristic for each wound he has suffered (to a maximum of +3). Chainsword Lightning claw Frag grenade WARGEAR OPTIONS ABILITIES Raptors 5 RAPTORS NAME M WS BS
S T W A Ld Sv Raptor 12" 3+ 3+ 4 4 1 1 7 3+ Raptor Champion 12" 3+ 4 4 1 1 7 3+ Raptor Champion and 4 Raptors. Score 1 victory point if you control the objective marker whose number corresponds to the D6 result you rolled at the start of this turn. it up anywhere on the battlefield that is more than 9" away from any
enemy models. TRANSPORT Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. You can re-roll all hit rolls of 1 for that unit for the rest of the phase. Self-repair: Roll a D6 at the start of yourself.
turn; on a 6, this model regains 1 lost wound. Huron is armed with the Tyrant's Claw, a power axe, frag grenades and krak grenades. ABILITIES TYPE S AP D ABILITIES User -2 2 Mutated Beyond Reason: When a unit of Chaos Spawn makes its close combat attacks, roll a D3 and consult the table below: D3 Result 1 Razor Claws: The hideous
mutations of all Chaos Spawn in the unit have an AP of -4 until the end of the Fight phase. Units do not 8" Assault D6 5 -2 1 receive the benefit of cover to their saving throws for attacks made with this weapon. Together, these rules reflect the
character and fighting style of the Chaos Space Marines in your games of Warhammer 40,000. Miasma of Pestilence has a warp charge value of 6. a D6. • For every ten models in the unit, one Chaos Cultist may replace their autogun with a heavy stubber or a flamer. Roll a D6 when this Tactical Objective is generated, and the start of each of your
turns thereafter. Each model is armed with a combi-bolter and chainaxe. When you include such a unit in your army, you must nominate which Legion that unit is from. The weaponry and armour they bear is often a mix of ancient marks, more recent designs plundered during raids, and the insane creations of the Warpsmiths, though all of it is heavily
twisted by the energies of the warp to reflect the blackened soul of the bearer. WEAPON RANGE Fleshmetal Weapons: When a unit of Mutilators is chosen to fight, roll three D3, one after the other. 2 Grasping Pseudopods: Each Chaos Spawn
in the unit adds 2 to its Attacks characteristic until the end of the Fight phase. When attacking a VEHICLE, this weapon has a Damage of 1. Soul-shredding Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds. If you choose both,
subtract 1 from all hit rolls made for this weapon. MUTATED INVIGORATION A wave of insanity and mutation flows from the psyker's fingers, enveloping their Daemonkin allies with bountiful gifts. Daemonic Ritual (pg 119) Quicksilver Swiftness: This unit always fights first in the Fight phase even if it didn't charge. It can include up to 4 additional
Chaos Spawn (Power Rating +2 per model). This weapon automatically hits its target. Baleflamer 18" Assault D6 6 -2 2 Hades autocannon 36" Heavy 4 8 -1 2 Heldrake claws WARGEAR OPTIONS ABILITIES When attacking models that can FLY, add 1 to this Melee Melee User -1 D3 weapon's hit roll. For each hit roll of 1, the Helbrute suffers 1 mortal
36" Heavy D3 8 -3 2 wound after all of this weapon's attacks have been resolved. The Blade of the Hydra replaces the bearer's chainsword and has the following profile: THE CURSED CROZIUS This was once the rod of office for a founding member of Lorgar's Chaplains, one of the first of his kind to be sent into the Legiones Astartes in order to watch
for signs of sedition. Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades and krak grenades and krak grenades. Malefic talons Melee Melee User x2 -3 -3 2 3 Mechatendrils Melee Melee User of 1 Piercing claws Melee Melee User -1 1 Plague knife Plaguesword Power axe
Power fist Power maul Melee Me
injector Melee Melee +4 -4 D3 Thunder hammer Tyrant's Claw (melee) Melee Melee Melee Melee Melee Melee Melee Melee Melee talons fights, it can make 1 additional attack with this weapon. If this prayer is heard, add 2 to this priest's Toughness characteristic. Smoke Launchers: Once per game, instead of shooting any weapons in
the Shooting phase, a Chaos Land Raider can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. The air around it is so heavy with the charnel stench of the slaughterhouse that it imbues the bearer's limbs with a supernatural swiftness to match their
 eagerness to butcher the foe. The Chaos God a unit is dedicated to is denoted by the Mark of Chaos that it bears. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS VEHICLE, TRANSPORT, CHAOS RHINO Heldrake 9 NAME DAMAGE HELDRAKE M WS Heldrake BS S T W 4+ 7 7 12 Some of this model's characteristics change as it
suffers damage, as shown below: A Ld Sv REMAINING W M WS A 8 3 + 7-12 + 4-6 1-3 30" 20" 10" 3 + 4 + 5 + 4 3 2 A Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hades autocannon and Heldrake is a single model equipped with a hade is a si
characteristic of models in units with this trait. For example, all of the units described above that are in a RED CORSAIRS Detachment would have the Dark Raiders trait. Slaughter everything and everyone until he kneels in the ashes of those he sought to protect. Model with power maul only. The visceral sensation of every fresh kill causes the
warriors of the Emperor's Children to enter an ecstatic frenzy of butchery and dismemberment. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS INFANTRY, HAVOCS Obliterators 6 OBLITERATORS NAME M WS BS S T W A Ld Sv Obliterator 4" 3+ 3+ 5 5 4 3 8 2+ This unit contains 1 Obliterator. WEAPON TYPE S AP D ABILITIES
12" Pistol 1 4 0 1 Axe of dismemberment Melee Melee x2 -3 D3 Frag grenade 6" Grenade D6 3 6" G
marker that was controlled by your opponent at the start of the turn. It then gains the Might over Magic: A Daemon Prince of KHORNE appropriate keyword. CLAIM AND DESPOIL Chaos Space Marines If the deeds of their mortal vassals greatly
rewarded. However, before removing the model as a casualty, you can add a Chaos Spawn to your army. • This model makes a successful Deny the Witch test, the psyker that was attempting to manifest the power immediately suffers Perils of the Warp
 FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, MONSTER, DAEMON, DAEMON PRINCE A mighty Daemon Prince stands tall over the battlefield, spurring the Heretic Astartes on with his blood-curdling bellows. When 18" Heavy D6 User -2 2 attacking units with 10 or more models, change this weapon's Type to
Heavy 2D6. If the destroyed model was ADEPTUS ASTARTES or HERETIC ASTARTES or HERETIC ASTARTES or HERETIC ASTARTES, you can instead add a Greater Possessed model to your army. Roll a D6 for each unit within 3" of that point. In addition, this model heals 1 wounds; if the shot misses, your
character suffers D3 mortal wounds. FACTION KEYWORDS CHAOS, TZEENTCH, DAEMON KEYWORDS in filled with pathetic wretches who give themselves willingly to Chaos for the chance to win power and glory. Smoke Launchers: Once per game, instead
of shooting Explodes: If this model is reduced to 0 wounds, roll any weapons in the Shooting phase on a 6 it explodes, and each unit within 6" suffers D3 your opponent must subtract 1 from all hit rolls for mortal wounds.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS INFANTRY, DAEMON, POSSESSED Helbrute is a single model equipped with a multi-melta and a Helbrute fist. Each time a wound roll for an attack made with this weapon is
successful when targeting a VEHICLE unit, that unit suffers D3 mortal wounds in addition to any normal damage. Sorcerers who stare into the artefact's unblinking depths can glean the secrets of the warp, and use such knowledge to focus their own eldritch powers. The Legion Trait gained depends upon the Legion they are from, as shown in the
table opposite. If your Chaos Space Marines are from a Renegade Chapter, or if they do not otherwise have an associated trait, use the Renegade Chapters trait opposite. If the wound on the target in addition to any other damage. INTOXICATING ELIXIR THE
MURDER SWORD This dispenser is filled with a self-replenishing liquid that is pumped into the bearer's bloodstream by the pint. No models flee Instrument of Chaos: A unit that includes any and D6 slain Daemonettes are instead added to the unit. If you choose to repair a friendly DAEMON ENGINE (other than models flee Instrument of Chaos: A unit that includes any and D6 slain Daemonettes are instead added to the unit.
that can FLY) within 3" of this model. 6" Grenade D6 3 0 1 6" Gren
and can target enemy units within 1" of friendly units. The Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power maul and has the following profile: Black Mace replaces the bearer's power manul and has the following profile: Black Mace replaces the bearer's power manul and has the bearer's power manul and has the bearer's power manul
warriors dodge bullets and sword blows with seemingly supernatural reflexes. • For every ten models in the unit, one Daemonette may take an Instrument of Chaos. ABILITIES See below Fleshmetal Guns: When this unit is chosen to shoot in the Shooting phase or fires Overwatch, roll three D3, one after the other, to determine the characteristics of
 the unit's fleshmetal guns for that Shooting phase or Overwatch attack. It can include up to 5 additional Terminators (Power Rating +10). Locus of Power: Add 1 to the Strength characteristic of DAEMON units while they are within 6" of any friendly models with this ability. Each time you make a wound roll of 6+ for this weapon, that hit is Melee
Melee User -3 1 resolved with a Damage of 2. ALPHA LEGION: I AM ALPHARIUS The Alpha Legion are experts in the art of deception, and none more so than this warlord. It can include up to 5 additional Possessed (Power Rating +15), Each attack
made with the Murder Sword that hits the selected character automatically inflicts 1 mortal wound upon that character instead of the normal damage. • This model may replace its chainsword with one item from the Pistols or Melee Weapons list. Incursion has a warp charge value of 7. Each time a model in your unit slays an enemy model, it can
immediately make another hit roll using the same weapon at the same target (these bonus attacks). Krak grenade 6 "Grenade 1 6 -1 D3 • The Plague Champion may replace his plaguesword. • This model ma
added to your army, set it up within 6" of the psyker and more than 1" from any enemy models. WORLD EATERS: SLAUGHTERBORN This warlord bears the favour of Khorne, his murderous prowess growing with each worthy skull claimed in his master's name. It can include up to 2 additional Obliterators (Power Rating +6 per model). Note 6 to
additional attacks as shown in the damage chart, using this weapon profile. The slightest caress of the ebon beam it can unleash causes machines to suffer massive power failure or catastrophic internal damage. BRASS COLLAR OF BHORGHASTER This collar of heavy brass is the bane of sorcerers, for bound within it is a Greater Daemon that
despises magic. - Replace boltgun with one item from the Combi-weapons or Special Weapons list. Each time the bearer fights, it can make 2 additional attacks with this weapon. Score 1 victory point if you manifested a psychic power during your turn or if you summoned a unit of DAEMONS to the battlefield with a Daemonic Ritual. TZEENTCH
PSYKER only. 24" Assault 6 6+D3 -D3 D3 See Obliterators datasheet (pg 147) 6" Grenade D6 3 0 1 This weapon automatically hits its target. MARK OF NURGLE: MIASMA OF PESTILENCE As the psyker chants in a phlegm-choked drone, a dark cloud of filth and flies shrouds his allies from view. OMEN OF POTENCY The priest begins to glow with
the unbridled power of the warp. If a CHARACTER is slain by this power, you can add a Chaos Spawn to your army and set it up within 1" of the character before it is removed. Fallen Angels: You can re-roll hit rolls of 1 for any Fallen unit when shooting (including when firing Overwatch) as long as the unit did not move in its last Movement phase.
This model may replace its twin heavy flamer with a havoc launcher or Defiler scourge. Legion Traits LEGION TRAITS Each of the Traitor Legions has been uniquely twisted by the Ruinous Powers, and has perfected its own methods of slaughter and destruction. test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is
bolstered. Your army can have one extra Artefacts of Chaos for 1 CP, or two extra Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 1 CP, or two extra Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 1 CP, or two extra Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 1 CP, or two extra Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All of the Artefacts of Chaos for 3 CPs. All 
will have the keyword. It is not for warrior glory nor for self-aggrandisement they fight, but for the furtherance of their patron god's cause - as such they can call upon the favour of the Ruinous Powers to lend them strength at a critical moment. Chaos Spawn or Daemon Princes created by a boon must have the same Mark of Chaos as the model had
(if any), and they do not cost any reinforcement points in a matched play game. Blood for the Blood God: This unit can fight twice in each Fight phase, instead of placing him on the battlefield. • An additional Chosen may replace his boltgun
with one item from the Special Weapons or Heavy Weapons list. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon a KHORNE unit. WEAPON RANGE Bolt pistol Accursed crozius Frag grenade Krak grenade 12"
Pistol 1 4 Melee Melee +1 6" Grenade D6 3 6" G
Champion Equipment or Special Weapons list. PSYKER Lord of the Red Corsairs: You can re-roll hit rolls of 1 for friendly RED CORSAIRS units within 18" of the psyker. 24" Rapid Fire 1 7 -3 1 On a hit roll of 1, the bearer is slain after all of this weapon's
24" Rapid Fire 1 8 -3 2 attacks have been resolved. RISE TO GLORY Chaos Space Marines 11 For the Dark Gods! 12 Rise to Glory 13 The Will of Chaos Space Marines The warp has ever been both a sanctuary and a source of terrible strength and for
the mortal servants of Chaos. Possession has a warp charge value of 5. 24" Rapid Fire 1 4 0 1 8" Assault D6 4 0 1 This weapon automatically hits its target. WEAPON RANGE TYPE S AP D ABILITIES of the mortal servants of Chaos. Possession has a warp charge value of 5. 24" Rapid Fire 1 4 0 1 8" Assault D6 4 0 1 This weapon automatically hits its target.
Chaos Space Marine Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. Increases the range of any aura abilities on your Warlord's datasheet (e.g. Lord of Chaos, Demagogue) by 3". FACTION KEYWORDS IMPERIUM, CHAOS, FALLEN KEYWORDS
CHARACTER, INFANTRY, CYPHER ABILITIES Blazing Weapons: Cypher can use his pistols in your Shooting phase even if he has Advanced or Fallen Back in the same turn. In addition, if the unit that Horrors that flee do not generate any extra models manifests the Smite psychic power while it contains less for their unit. DAEMON SHELL CHAOS
BOON Chaos Space Marines Stratagem Chaos Space Marines Marines Marines Marines Marines Marines
profile: Axe of Blind Fury Melee Melee +3 -3 D3 Abilities: You cannot re-roll or modify hit rolls of 1 for attacks made with the Axe of Blind Fury. Do not remove the slain model yet - after the attacks, the slain model yet - after the attacks, the slain model yet - after the attacks, and a green of the slain model yet - after the attacks, and a green of the slain model yet - after the attacks made with the Axe of Blind Fury. Do not remove the slain model yet - after the attacks, and a green of the slain model yet - after the attacks made with the Axe of Blind Fury.
model's unit is within 1" of the enemy. In truth, it has always been the weapon of an arch-traitor. If they cannot consume the soul of their target, they will seek out another's essence. Mark of Chaos Ascendant: Friendly HERETIC ASTARTES units automatically pass Morale tests while they are within 12" of Abaddon the Despoiler. • This model may
replace its multi-melta with a second Helbrute fist, or a twin heavy bolter, twin lascannon, Helbrute plasma cannon, or reaper autocannon. When it does so, Huron Blackheart can immediately attempt to manifest an additional psychic power. Write down any Artefacts of Chaos your characters may have on your army roster. Daemonic Ritual (pg 119)
Cloud of Flies: Large groups of Plaguebearers attract great clouds of flies that buzz about them, obscuring Daemonic: Models in this unit have a 5+ them from view. D3 1 2 3 0 1 Bonus Swollen Musculature: +1 Strength Calcific Growths: +1 Toughness Berserk Rage: +1 Attack FACTION KEYWORDS CHAOS, HERETIC ASTARTES KEYWORDS
CHARACTER, INFANTRY, FABIUS BILE Lucius the Eternal 5 LUCIUS THE ETERNAL NAME M WS BS S T W A Ld Sv Lucius the Eternal 6" 2+ 2+ 4 4 5 5 9 3+ Lucius the Eternal is a single model armed with the Lash of Torment, a master-crafted power sword, a doom siren, frag grenades and krak grenades. Before the battle, generate the psychic
powers for PSYKERS that can use the Dark Hereticus discipline using the table below. But know this truth, and remember it as the night skies curdle above you - we have already won.' - Hyperlogus Phaevra, Lord Sensorium of the Silken Death For example, if you were to include a Chaos Lord in your army, and you decided he was from the Alpha
 Legion, his Faction keyword is changed to ALPHA LEGION and his Lord of Chaos ability would then read: 'You can re-roll hit rolls of 1 made for friendly ALPHA LEGION units within 6" of this model.' The Death Guard, Thousand Sons and Fallen deviate significantly in terms of organisation and fighting styles. 6 INFERNAL POWER The fell power of
the immaterium flows from the psyker, imbuing the Daemons that reside within his followers' bodies with even greater ferocity. - If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. 6 Warp Frenzy: Add 1 to the character's Attacks characteristic. ABILITIES See below Daemonic
Models in this unit have a 5+ invulnerable save. - Replace his boltgun and bolt pistol with a lightning claws. One Daemonette may take a Daemonic Icon. 12" Assault 1 
+1 -3 D3 48" Heavy D6 7 -4 D3 12" Pistol 1 4 -2 1 24" Rapid Fire 1 4 -2 1 Each time you roll a hit roll of 1 when firing this weapon, 12" Pistol 1 8 -3 2 the bearer suffers 1 mortal wound. 48" Heavy 2 9 -3 D6 9" Assault D6 5 -1 1 This weapon, 12" Pistol 1 8 -3 2 the bearer suffers 1 mortal wound Melee Melee +1 -3 3 and cannot use this weapon
further during this phase. 36" Assault D6 4 -1 1 12" Pistol 1 4 0 1 24" Rapid Fire 1 4 0 1 This weapon automatically hits its target. Death to the False Emperor (pg 118) Stabilisation Talons: This unit can move and fire Heavy weapons without suffering the penalty to their hit rolls. Add 1 to your Warlord's Attacks and Strength characteristics each time
he slays an enemy CHARACTER, MONSTER or TITANIC model. Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades and krak grenades. Remember to tell your opponent which character you have nominated. This model can chant prayers randomly (re-roll
duplicates), or you can select the prayers you wish them to have. UNHOLY FORTITUDE Add 1 to the Wounds characteristic of your Warlord. FACTION KEYWORDS INFANTRY, KHORNE BERZERKERS Rubric 6 Marines RUBRIC MARINES NAME M WS BS S T W A Ld Sv Rubric Marine 5" 3+ 3+
4 4 1 1 7 3+ Aspiring Sorcerer 6" 3+ 3+ 4 4 1 2 8 3+ This unit contains 1 Aspiring Sorcerer and 4 Rubric Marines. Use this Stratagem just before a HERETIC ASTARTES VEHICLE attacks in the Shooting phase. Unstable Energies: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One who is struck by it instantly
collapses into a mouldering pile of bones, while the curse spreads in a deadly shock wave. WEAPON TYPE S AP D 12" Pistol 1 8 -3 2 Gorechild Melee He to the False Emperor (pg 118) 0 -1 1 D3 Khârn's plasma pistol ABILITIES RANGE The Betrayer: You cannot re-roll or
modify hit rolls of 1 made for Khârn the Betrayer in the Fight phase. ABILITIES The Tyrant of Badab: If your army is Battle-forged and Huron Blackheart is your Warlord, you receive 1 additional Command Point. 24" Rapid Fire 1 7 -3 1 See plasma gun 18" Assault 2 User 0 1 16" Pistol 2 8 -3 2 18" Heavy D6
4+441276+ This unit contains 1 Plagueridden and 9 Plaguebearers. Daemonic: This model has a 5+ invulnerable save. ALPHA LEGION: HIDDEN IN PLAIN SIGHT RENEGADE CHAPTERS: DARK RAIDERS Freed from the constraints of the Imperium, Renegade Astartes indulge their enhanced capacity for violence. Mutilators 6 MUTILATORS
WS BS S T W A Ld Sv Chaos Space Marine 6" 3+ 3+ 4 4 1 1 7 3+ Aspiring Champion 6" 3+ 3+ 4 4 1 1 7 3+ Aspiring Champion and 4 Chaos Space Marines. Death to the False Emperor (pg 118) WARGEAR OPTIONS ABILITIES Jump Pack Assault: During deployment, if this model has a jump pack
for a keyword of your own choosing, as described below. Death to the False Emperor (pg 118) Raptor Strike: During deployment, you can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up this unit in low orbit instead of placing it on the battlefield. You can set up the battlefield in low orbit instead of placing it of the battlefield in low orbit instead of placing it of the battlefield in low orbit instead 
preferred style of waging war. Each model is armed with a bolt pistol, frag grenades and krak grenades, and rides a bike equipped with a combi-bolter. FACTION KEYWORDS CHAOS, HERETIC ASTARTES, RED CORSAIRS KEYWORDS CHAOS LORD NAME M
hunger. Randomly determine which unit is hit if there is more than one. On a roll of 6 inflict 1 mortal wound on the closest enemy unit within 12" of the model carrying the Icon of Flame. This is seen by some as a clear sign of a gory blessing from destructive gods. This unit can attempt to manifest one psychic power in each friendly Psychic phase, and
attempt to deny one psychic power in each enemy Psychic phase. This 9" Assault D6 4 0 1 weapon automatically hits its target. On a roll of 6, this model immediately makes a shooting attack as if it were your Shooting phase if there Explodes: If this model immediately makes a shooting attack as if it a D6 before
removing the model from the battlefield; were the Fight phase if there are enemies within 1". SLAANESH model only. Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as
reinforcements this turn, or if they themselves have been summoned to the battlefield this turn). WEAPON RANGE Autopistol Flamer Heavy stubber Shotgun Brutal assault D6 Heavy 3 3 4 4 0 0 0 0 1 1 1 1 ABILITIES This weapon automatically hits its
target. When attacking with Melee Melee +2 -1 3 this weapon, you must subtract 1 from the hit roll. ABILITIES TYPE S AP D Lord Cypher. In addition, you can re-roll failed wound rolls for this weapon. Death to the False Emperor (pg 118) Doom siren Sonic blaster
Chainsword Frag grenade Krak grenade WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES Music of the Apocalypse: Each time a model in this unit is slain, it is driven to make one last attack before succumbing to its injuries. from any enemy models. Instead, these attacks automatically hit a friendly unit within 1". Note that unlike other
prayers, whose effects last only until the end of the battle round, wounds regained from this prayer are not lost again at the end of the battle round. Roll 2D6 and look up the result below. Look upon the great wound in the sky if you disbelieve it. Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge
rolls. Plaguesword Melee Melee User 0 1 You can re-roll failed wound rolls for attacks made by DAEMON ENGINE units while they are within 6" of any friendly models with this ability. WEAPON Combi-bolter Havoc launcher WARGEAR OPTIONS ABILITIES RANGE 24" 48" • This model may take a havoc
launcher and/or one item from the Combi-weapons list. GIFTS OF CHAOS Chaos Space Marines Stratagem Though fickle with their gifts, the Chaos Gods will reward those champions who continue to prove themselves worthy. Abaddon the Despoiler 12 ABADDON THE DESPOILER NAME M WS BS S T W A Ld Sv Abaddon the Despoiler 6" 2+ 2+ 5 5
8 6 10 2+ Abaddon the Despoiler is a single model armed with Drach'nyen and the Talon of Horus. 48" Heavy 1 8 -2 D6 If the target is within half range of this weapon, roll two dice 24" Heavy 1 8 -4 D6 when inflicting damage with it and discard the lowest result. Heavy bolter 36" Heavy 3 5 -1 1 - Lascannon 48" Heavy 1 9 -3 D6
Chainsword Frag grenade Krak grenade Krak grenade WARGEAR OPTIONS ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon. Sigil of Corruption: This model has a 4+ invulnerable save. WEAPON Lord Discordant Autocannon Baleflamer Bolt pistol RANGE 48" 18" 12" 12" 5 4-6 9" 4 1-3 6" 3 D ABILITIES
Heavy 2 Assault D6 Pistol 1 7 6 4 -1 -2 0 2 2 1 This weapon automatically hits its target. FACTION KEYWORDS CHAOS, SLAANESH, HERETIC ASTARTES, KEYWORDS INFANTRY, NOISE MARINES The soul-blasting cacophony generated by sonic weaponry is as invigorating to the Noise Marines as it is lethal to their victims. Plague weapon (see
below). It knows the Smite psychic power and two psychic powers from the Dark Hereticus discipline (pg 168). Chainsword Frag grenade WARGEAR OPTIONS TYPE S AP D ABILITIES Death to the False Emperor (pg 118) FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS INFANTRY, CHAOS SPACE
MARINES With weapons and armour emblazoned with profane iconography, Chaos Space Marines stride boldly across the field of battle, howling promises of death to all who would dare stand in their path. Until the start of your next Psychic phase, roll a D6 each time a model in that unit loses a wound; on a 5+ it does not lose that wound.
FLESHMETAL EXOSKELETON The fleshmetal exoskeleton so prized by the Eye of Terror's Warpsmiths bonds with the wearer's wargear and anatomy alike, so that they embody the maxim 'Iron Within, Iron Without' in a quite literal sense. This weapon automatically Plague belcher 9" Assault D6 4 0 1 hits its target. Add 1 to hit rolls for attacks made
with ranged weapons by models in that unit. Each model attacks with daemonic mutations. If that DAEMON model is a DAEMON ENGINE and the model you chose to inflict the mortal wound on was a friendly WARPSMITH, the model regains 3 lost wounds instead. - Bolt pistol Flamer 12" 8" Pistol 1 Assault D6 4 4 0 0 1 1 Meltagun 12" Assault 1 8 -4
every Blue and Ephemeral Daemons: Pink Horrors have an Brimstone Horror model that you add to a unit of invulnerable save of 4+. Friendly IRON WARRIORS units within 6" of your Warlord automatically pass Morale tests. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them. FACTIONNE
KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS BIKER, BIKERS Havocs 7 HAVOCS NAME M WS BS S T W A Ld Sv Havoc 6" 3+ 3+ 4 5 1 2 8 3+ This unit contains 1 Aspiring Champion and 4 Havocs. On a roll of 6, your warlord shrugs off the damage and does not lose the wound. WEAPON
Hellblade WARGEAR OPTIONS ABILITIES RANGE TYPE S AP D ABILITIES Each time you make a wound roll of 6+ for this weapon, that hit is resolved with a Damage of 2. Use this Stratagem in your Shooting phase if a Chaos Predators. You can only use this Stratagem once per battle. Dark Hereticuseting that his is resolved with a Damage of 2. Use this Stratagem in your Shooting phase if a Chaos Predators. You can only use this Stratagem once per battle. Dark Hereticuseting that his is resolved with a Damage of 2. Use this Stratagem once per battle.
Discipline DARK HERETICUS DISCIPLINE Chaos Space Marine psykers open their minds fully to the horrors of the warp, drawing immense power from this nightmare dimension to rip apart their enemies and infuse their allies with strength. You can add 1 to all hit rolls made for that unit until the start of your next Psychic phase. SCORN OF
SORCERY World Eaters Stratagem Like the god they worship, the warriors of the World Eaters despise psykers and through sheer force of Khorne-fuelled hatred can sever the sorcerous powers of others. Even those who put aside gratification for a greater duty find their oaths and promises forgotten, washed away in a tide of
sensation that drowns the mind completely. Blissgiver replaces the bearer's bolt pistol and has the following profile: Blissgiver 6" Assault D6 User -1 1 Abilities: This weapon can be fired within 1" of an enemy unit, and can target enemy unit, and can target enemy units. 5 Strength of the Berzerker: Add 1 to the character's Strength characteristic. The
target suffers 1 mortal wound for each roll of 4+. It is our duty to create this blessed state of union.' - Teachings of Gaiak Krustellam, Dark Magos Helbrute plasma cannon Helspear Ichor cannon Inferno boltgun Khârn's plasma cannon Helspear Ichor cannon Helspear 
launcher - Frag missile - Krak missile - Krak missile Multi-melta Plague belcher Plague spewer Plasma gun - Standard - Supercharge Plasma pistol - Standard - Supercharge Predator autocannon Reaper cannon Talon of Horus (shooting) Twin heavy bolter Twin heavy flamer Twin
lascannon Tyrant's Claw (shooting) Warp bolter Warpflame pistol Warpflame pistol Warpflamer Xyclos Needler For each hit roll of 1, the Helbrute suffers 1 mortal wound after all of this weapon's attacks have been resolved. • This model may replace each Helbrute fist with a Helbrute fist with a Helbrute suffers 1 mortal wound after all of this weapon's attacks have been resolved. • This model may replace each Helbrute fist with a Helbrute fist with
options: - Replace his bolt pistol with a plasma pistol. - Standard 24" Rapid Fire 1 7 -3 1 On a hit roll of 1, the bearer is slain after all of this - Supercharge 24" Rapid Fire 1 8 -3 2 weapon's attacks have been resolved. The slain model is then removed as a casualty as normal. Until the start of your next Psychic phase, that unit cannot take invulnerable
saves. WEAPON RANGE Lashing warp energies 6" Pistol D6 7 -2 2 Malevolent Locus: PSYKERS attempting to manifest powers within 24" of this model may take a warp bolter. 2 LITANY OF DESPAIR 3 The priest entreats
his dark masters to guide his followers' aim, granting their shots unerring accuracy. The Word Bearers march to war for the glory of the Ruinous Powers. ABILITIES TYPE S AP D ABILITIES Relic of Corruption: While any Dark
Disciples units are within 2" of a friendly Dark Apostle, add 1 to dice rolls to see if a prayer chanted by that Dark Apostle is heard. On a 6, each unit within D6" of this model suffers D6 mortal wounds. If manifested, then until the start of your next Psychic phase, the Armour Penetration characteristic of the psyker's melee weapons is improved by 2
(e.g. an AP of -1 becomes -3). For that fight, the first roll is added to the Mutilators' Strength for the unit's attacks, and the third roll is the AP for the unit's attacks, the second roll is the Damage for the unit's attacks, and the third roll is the Damage for the unit's attacks. Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades and krak grenades. 24" Assault 2 6 -2 D3 You can re-roll wound rolls attacks.
of 1 for this weapon. Score D3 instead if any enemy IMPERIUM units were destroyed this turn. WEAPON RANGE TYPE S AP D ABILITIES Each time the bearer fights, it can make 6 additional attacks with this weapon. WEAPON RANGE TYPE S AP D ABILITIES Each time the bearer fights, it can make 6 additional attacks with this weapon.
of the profiles below. In addition to this Warlord Trait, your Warlord has one randomly selected Chaos Space Marine Warlord Trait (see left). Add 1 to the wound rolls and damage for all of the Predators' attacks that target MONSTERS or VEHICLES this phase. Lord of the Black Legion: You can re-roll hit rolls for friendly BLACK LEGION units while
they are within 6" of Abaddon the Despoiler. Furthermore, the bearer can re-roll failed charge rolls. D6 RESULT 1 INFERNAL GAZE 4 PRESCIENCE Unholy power streams from the psyker's eyes, charring and melting everything caught in its path. If the mission you are playing grants victory points for slaying the enemy Warlord, your opponent will
only achieve that objective if all of the ALPHA LEGION CHARACTERS in your army have been slain. At the end of any of your Movement phases this models. 48" Heavy D6 4 0 1 48" Heavy D6 4 0 1 48" Heavy 18 -2 D6 If the target is within half range of this
weapon, roll 24" Heavy 1 8 -4 D6 two dice when inflicting damage with it and discard the lowest result. A Warpsmith can instead curse a single enemy VEHICLE within 18". Each model is armed with a close combat weapon. - Khârn the Betrayer 6 This warlord's bitterness burns so fiercely that his weapons flicker with the fires of Chaos. WEAPON
RANGE Havoc launcher Twin heavy bolter Twin lascannon WARGEAR OPTIONS ABILITIES 48" 36" 48" TYPE S AP D Heavy D6 Heavy D7 In the better to release them from the Combi-weapons list. The priest's flock strike at their victim's very souls, the better to release them from the Combi-weapons list.
their mortal bonds as an offering to the Dark Gods. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS INFANTRY, TERMINATORS Though ponderous compared to their heretical brethren, Terminators are capable of weathering hails of incoming fire as they close the ground to slaughter their next victims. FACTION KEYWORDS
CHAOS, HERETIC ASTARTES, BLACK LEGION KEYWORDS CHARACTER, INFANTRY, RAPTOR, JUMP PACK, FLY, HAARKEN WORLDCLAIMER 8 DAEMON PRINCE NAME M WS BS S T W A Ld Sv Daemon Prince 8" 2+ 2+ 7 6 8 4 10 3+ A Daemon Prince is a single model armed with a hellforged sword and a set of malefic talons. Use this Stratagen
the model as a casualty, you can add a Daemon Prince to your army. WEAPON RANGE TYPE S AP D Excruciator cannon Eviscerating claws 36" Melee +2 +2 -3 D3 3 Soulflayer tendrils ABILITIES Each time the bearer fight, it can make 2 additional Melee H2 +2 -2 -3 D3 3 Soulflayer tendrils ABILITIES ABILIT
Horrors have above its starting strength. The first roll is added to 6 to determine the Strength, the second roll is the AP, and the third roll is the Damage. Melee Melee +4 -2 3 this weapon. If a Brimstone Horror is selected, it is slain after
the psychic power has been attempted and, if successful, resolved. If a Heretic Astartes datasheet does not specify which Mark of Chaos a unit has, it will have the keyword. Each time the bearer fights, it can make 3 additional Melee Melee +4 -2 3 attacks with this weapon. FIRE FRENZY Chaos Space Marines Stratagem The unbridled wrath of a
Helbrute is a useful tool in the hands of a commander who can direct it. Melee Melee User -2 3 Each time this model fights, it can make 1 additional attack with this weapon. For example, if the rolls were a 1, followed by a 3, 
section also includes the Chaos Space Marines' unique Warlord Traits, Psychic Disciplines, Relics and Tactical Objectives. Infantry, war machines and Daemon Engines work in brutal concert to obliterate their foes, filling the battlefield with the sounds of carnage and profane prayer. Explodes: If this model is reduced to 0 wounds, roll a D6 before
removing the model from the battlefield; Infernal Regeneration: At the start of your turn, this on a 6 it explodes, and each unit within 6" suffers D3 model regains 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested, select an enemy unit that is within 6" suffers D3 model regains 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested, select an enemy unit that is within 6" suffers D3 model regains 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested, select an enemy unit that is within 6" suffers D3 model regains 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested, select an enemy unit that is within 6" suffers D3 model regains 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested, select an enemy unit that is within 6" suffers D3 model regains 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested, select an enemy unit that is within 6" suffers D3 model regains 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested, select an enemy unit that is within 6" suffers D3 model regains 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested, select an enemy unit that is within 6" suffers D3 model regains 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested is not only 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested is not only 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested is not only 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested is not only 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested is not only 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested is not only 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested is not only 1 lost wound. 3 Diabolic Strength has a warp charge value of 6. If manifested is not only 1 lost wound. 4 D
only slain model. When attacking with this weapon, choose one or both of the profiles below. WEAPON RANGE Plaguesword Melee Melee User 0 1 You can re-roll failed wound rolls for this weapon. Chaos Space Marines Wargear Lists CHAOS SPACE MARINES WARGEAR LISTS Many of the units you will find on the following pages reference one or
more of the following wargear lists (e.g. Special Weapons). Excess damage from this weapon Melee +2 -2 2 is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit until either all the damage from this weapon Melee +2 -2 2 is not lost; instead, keep allocating damage to another model in the target unit until either all the damage from this weapon Melee +2 -2 2 is not lost; instead, keep allocating damage to another model in the target unit until either all the damage from this weapon Melee +2 -2 2 is not lost; instead, keep allocating damage from this weapon Melee +2 -2 2 is not lost; instead and chainsword with items
from the Champion Equipment list. In addition, enemy units cannot fire Overwatch against units that arrived by warpflame strike in the same turn. Score D3 victory points instead if you manifested a psychic power and you summoned a unit of DAEMONS to the battlefield during your turn. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES,
KEYWORDS CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION 6 Sorcerer SORCERER NAME M WS BS S T W A Ld Sv Sorcerer is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades. Prayers to the Dark Gods PRAYERS TO THE DARK GODS The Dark Apostles of
Chaos have a singular connection with their deities. Each model is armed with a boltgun, a bolt pistol, frag grenades and krak grenades and krak grenades and krak grenades. Melee Melee +1 -1 D3 Melee Melee User -1 2 Melee Melee +1 -1 D3 Mel
a 5+ units that have charged, or that have a similar ability, invulnerable save. Death to the False Emperor (pg 118) Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice. This model can transport 10 INFANTRY models (each TERMINATOR and JUMP PACK model takes up the space
of two other models, and each CULT OF DESTRUCTION model takes up the space of three other models). FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS VEHICLE, DAEMON, DAEMON ENGINE, MAULERFIEND Venomcrawler 7 NAME DAMAGE VENOMCRAWLER M Venomcrawler WS BS 4+ 4+ S T W 7 10 A Some of this
mortal wounds. It can include up to 2 additional Plague Marines (Power Rating +2), up to 5 additional Plague Marines (Power Rating +5), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional Plague Marines (Power Rating +6), up to 10 additional 
KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, KEYWORDS INFANTRY, PLAGUE MARINES Noise 6 Marines NOISE MARINES NAME M WS BS S T W A Ld Sv Noise Marines. IRON WARRIORS model only. at the start of a start 
 Psychic phase, that unit will gain a bonus depending on what unit it is, as follows: • You can re-roll the dice when rolling for that Chaos Spawn's Mutated Beyond Reason ability. Each model is armed with a plaguesword. At the beginning of the first battle round but before the f
on the battlefield that is more than 9" away from any enemy models. Your opponent must subtract 1 from hit rolls that target units with this trait if they are more than 12" away. You can immediately dedicate that unit to one of the Chaos Gods as described on page 118. • The Aspiring Sorcerer is armed with a force stave and an inferno bolt pistol.
FACTION KEYWORDS CHAOS, SLAANESH, HERETIC ASTARTES, EMPEROR'S CHILDREN KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, LUCIUS THE ETERNAL Cypher 4 CYPHER NAME M WS BS S T W A Ld Sv Cypher 7" 2+ 2+ 4 4 5 4 9 3+ Cypher is a single model armed with his unique pistols - a bolt pistol and a plasma pistol - frag
grenades and krak grenades. It can include up to 5 additional Warp Talons (Power Rating +6). WEAPON RANGE TYPE S AP D ABILITIES Tyrant's Claw (melee) Melee 4 2 -3 D3 Frag grenade Krak grenade 6" Grenade D6 3 6" Grenade 1 6 Death to the False Emperor
(pg 118) 0 -1 1 D3 This weapon automatically hits its target. No models invulnerable save. Melee Melee x2 -4 6 Melee Melee user -2 D3 Make 3 hit rolls for each attack made with this weapon. This Daemonic: This model has a 5+ invulnerable save.
Warlord Trait for them (including this one). FACTION KEYWORDS CHAOS, KHORNE, HERETIC ASTARTES, KEYWORDS TITANIC, VEHICLE, DAEMON, DAEM
equipped with lashing warp energies. Sigil of Corruption: Khârn the Betrayer has a 4+ invulnerable save. • For every ten models in the unit, one Pink Horror may take a Daemonic Icon. Icon of Vengeance Cannot be taken by KHORNE, TZEENTCH, NURGLE or SLAANESH units Add 1 to the Leadership of all models in a unit that has an Icon of
Vengeance. Chainsword Frag grenade Krak grenade WARGEAR OPTIONS ABILITIES TYPE S AP D ABILITIES TYPE S AP D ABILITIES FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS INFANTRY, JUMP PACK, FLY, RAPTORS Warp Talons 6 WARP TALONS NAME M WS BS S T W A Ld Sv Warp Talon 12" 3+ 3+ 4 4 1 1 8 3+ Warp Talon Champion 12" 3+
weapon that is being replaced. Use this Stratagem at the start of any of your turns. If you choose to release a beam of energy, pick an enemy VEHICLE within 12" of this model and roll a D6. Those who succumb are immediately sucked into Khorne's realm, there to die a thousand times over. When attacking with this weapon, you must subtract 1
Power fist Melee Melee x2 -3 D3 from the hit roll. If manifested, select a visible enemy unit within 18" of the psyker and roll 3 dice. FACTION KEYWORDS CHARACTER, INFANTRY, WARPSMITH Master of Executions 4 MASTER OF EXECUTIONS NAME M WS BS S T W A Ld Sv Master of Executions 6" 2+
3+ 4 4 4 5 9 3+ A Master of Executions is a single model armed with an axe of dismemberment, bolt pistol, frag grenades and krak grenades and krak grenades and krak grenades. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Chaos Space Marines player generates a Capture and Control objectives.
  numbers 11-16), they instead generate the corresponding Chaos Space Marines Tactical Objective, as shown below. • Each Rubric Marine is armed with an inferno boltqun. charge rolls. Each Mutilator is armed with fleshmetal weapons. First used in anger to bludgeon a Praetor of the White Scars to death, it still bears the indelible stains of that firs
treacherous kill to this day. 5 DIABOLIC STRENGTH The unholy energies of Chaos course through the recipient, swelling his frame with the strength to tear a tank in two. If you do, pick a unit of Chaos Cultists and remove it from the battlefield. Wards and energised shields flicker and fail, leaving the foe exposed. We have seen many fall today and
must remember, even as we die, that our blood too is welcome...' - Last words of the Renegade Harkan Ironfist Khorne Berzerkers Khorne Berzerkers Khorne Berzerkers thorne Berzerkers Khorne Ber
gorestorm cannon with an ichor cannon or daemongore cannon. NAMED CHARACTERS AND WARLORD TRAITS If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below. Death Hex has a warp charge value of 8. ABILITIES Each time you roll a hit roll of 1 when firing this weapon, the
bearer suffers 1 mortal wound. Each model attacks with horrifying mutations. 3 Toxic Haemorrhage: You can re-roll failed wound rolls for this unit until the end of the Fight phase. Melee Melee x2 -4 D6 When attacks with horrifying mutations. 3 Toxic Haemorrhage: You can re-roll failed wound rolls for this unit until the end of the Fight phase. Melee Melee x2 -4 D6 When attacks with horrifying mutations. 3 Toxic Haemorrhage: You can re-roll failed wound rolls for this unit until the end of the Fight phase.
has a similar ability, then it is controlled by the player who has the most models within range as normal. Death to the False Emperor (pg 118) Daemonic: Models in this unit have a 5+ invulnerable save. The opposing player must roll an extra dice when taking Morale tests for units within 6" of your Warlord, and use the highest result. Though their
lives are cruelly torn away almost immediately afterwards, for a few short moments, they truly know ecstasy and agony entwined. MARK OF CHAOS PRAYERS A PRIEST that can chant prayers from the Prayers to the Dark Gods also knows the appropriate prayer on the right. NIGHT LORDS model with two lightning claws only. On a 2+ they can make
that many additional attacks with this weapon. WEAPON RANGE Fleshmetal guns Crushing fists 24" Assault 6 6+D3 Melee Havoc is armed with a heavy bolter or lascannon, and frag grenades and
krak grenades. Use this Stratagem when you can set up an ALPHA LEGION INFANTRY unit during deployment. WEAPON RANGE Helspear 12" Lightning claw ABILITIES TYPE S AP D Assault 1 +1 -3 D3 ABILITIES You can re-roll failed wound rolls for this weapon. GIFT OF CHAOS As the power of the warp surges through the psyker's victim, bones
snap and flesh rips as a new form takes shape. At the second and third battle rounds, the range of both these aura abilities is increased by 3" (i.e. it is 9" in the second battle rounds, the range of both these aura abilities is increased by 3" (i.e. it is 9" in the second battle rounds, the range of both these aura abilities is increased by 3" (i.e. it is 9" in the second battle rounds, and 12" in the second batt
of Despair must subtract 1 from their Leadership characteristic. 'I murdered thousands for the Emperor and he gave me nothing except his damning silence. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS INFANTRY, DAEMON, CULT OF DESTRUCTION, MUTILATORS 6 FALLEN NAME M WS BS S T W A Ld Sv Fallen 6" 3+ 3+ 4
4 1 2 8 3+ Fallen Champion 6" 3+ 3+ 4 4 1 3 9 3+ Fallen Champion and 4 Fallen. - WARGEAR OPTIONS ABILITIES • This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic
power in each enemy Psychic phase. If you do so, the Vindicators cannot fire their demolisher cannons this phase - instead, select a visible point on the battlefield within 24" of all three vehicles. Roll a D6; on a 4+, the effects of that psychic power are negated. Use this Stratagem when an enemy PSYKER manifests a psychic power within 24" of a
friendly WORLD EATERS unit. Each model is armed with a plague knife, boltgun, blight grenades and krak grenades. Haarken Worldclaimer FACTION KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, TERMINATOR, ABADDON THE
DESPOILER 6 HAARKEN WORLDCLAIMER NAME M WS BS S T W A Ld Sv Haarken Worldclaimer 12" 2+ 2+ 4 4 5 5 9 3+ Haarken Worldclaimer is a single model armed with the Helspear and a lightning claw. The Cursed Crozius Melee +2 -2 3 Abilities: Re-roll all
failed wound rolls for this weapon when targeting an IMPERIUM unit. If this D6 PRAYER 1 WRATHFUL ENTREATY 6 ILLUSORY SUPPLICATION Chanting words that would drive most mortals mad, the priest alters the very fabric of reality, creating shadowy doppelgängers of nearby allies. WEAPON Blight launcher Bolt pistol Boltgun RANGE 24" 12"
24" TYPE S AP D Assault 2 Pistol 1 Rapid Fire 1 6 4 4 -2 0 0 D3 1 1 ABILITIES Plague weapon (see below). You do not want to; if you do not that the unit has not dedicated itself to a specific Dark God. THE WILL OF CHAOS Chaos Space Marines Though the bidding of the Chaos
Gods can at times seem whimsical, rich reward awaits those with the wit to take advantage of their ephemeral desires. 4 WARP-SIGHT PLEA As their words grow louder, inky blackness pours from the priest's eyes, forming a swirling mist around their allies. • One Rubric Marine may take an Icon of Flame (pg 159). Icon of Wrath A teeming force of
Heretic Astartes surges forwards to crush the defenders of this Imperial world. Melee H1 -2 1 You can re-roll wound rolls of 1 for this weapon. Enemy units attacked by units with this trait do not gain any bonus to their saving throws for being in cover. If your Warlord heals any wounds, he loses the associated bonus attacks. CHAOS SPACE
MARINE UNITS ABILITIES In the rules described in this section we often refer to 'Chaos Space Marine units'. If manifested, select a visible TZEENTCH HERETIC ASTARTES unit within 18" of the psyker. Fight phase in which this model destroyed any enemy models, this model regains 1 lost wound. - Chainsword Melee Frag grenade 6" Krak grenade
WARGEAR OPTIONS ABILITIES Melee Grenade D6 6" Grenade D6 6
this model's characteristics change as it suffers damage, as shown below: A Ld Sv REMAINING W M S A 8 3+ 7-12+ 4-6 1-3 10" 8" 6" 6 5 4 4 3 2 A Maulerfiend is a single model equipped with Maulerfiend fists and two magma cutters. You only make a single hit roll with the weapon this phase; however, add 1 to the hit roll and, if it hits, the target
suffers D3 mortal wounds. 3 0 1 6 -1 D3 Enhanced Warriors: Fabius Bile can enhance one unit of HERETIC ASTARTES INFANTRY (but not CHARACTERS - they refuse the dubious honour of Bile's gifts) that is within 1" of him at the end of any Movement phase. • One model may take a Chaos Icon (pg 159). WORLD EATERS models only. However,
Fabius Bile and the FALLEN units can never themselves benefit from a Legion Trait. Death to the False Emperor (pg 118) Master of Mechanisms: At the end of your Movement phase, a Warpsmith can repair a single friendly VEHICLE (other than models that can FLY) within 1". Kill! Maim! Burn!: You can re-roll failed hit rolls made for friendly
WORLD EATERS units within 1" of Khârn the Betrayer. Models that do not have an invulnerable save instead gain a 5+ invulnerable save. If a unit has the TZEENTCH, NURGLE keywords, it cannot be from the Emperor's
Children Legion. At the end of any of your Movement phases he can use a teleport strike to arrive on the Terminator Armour: battlefield - set him up anywhere on the battlefield - set him up anywhere on the Terminator Armour: battlefield - set him up anywhere on the battlefield - set him up anywhere on the Terminator Armour: battlefield - set him up anywhere on the battlefield - set him up anywhere on the Terminator Armour: battlefield - set him up anywhere on the battlefield - set hi
DAEMON, DAEMON ENGINE, WARPSMITH, HELSTALKER, LORD DISCORDANT Warpsmith 4 WARPSMITH NAME M WS BS S T W A Ld Sv Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 2+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A Warpsmith 6" 3+ 4 4 4 3 9 2+ A W
replace his boltgun and/or bolt pistol with one item from the Champion Equipment list. The path of Chaos Spawn. The wielder of the Cursed Crozius is instilled with all the knowledge they need to slay the loyalist thralls of the Corpse God. • One Chaos Space
Marine may replace his bolt pistol with a plasma pistol, or replace his boltgun with one item from the Special Weapons or Terminator Melee User -3 1 • This model may replace its combi-bolter with one item from the Combi-weapons or Terminator Melee
Weapons list. So deadly are the wounds from this blade that some believe it is actually the Anathame - the weapon suspected to have laid low Warmaster Horus within the swamps of Davin's moon. When an Aspiring Sorcerer manifests the Smite psychic power, he inflicts 1 mortal wound instead of D3, or D3 mortal wounds instead of D6 if the result of
the Psychic test is more than 10. One model in the unit heals D3 wounds. Accept that Tzeentch has a place for all of us in his grand scheme, and be happy in the part you have to play.' - Magnus the Red Plague 6 Marines PLAGUE MARINES NAME M WS BS S T W A Ld Sv Plague Marines 5" 3+ 4 5 1 1 7 3+ Plague Champion 5" 3+ 3+ 4 5 1 2 8 3+
This unit contains 1 Plague Champion and 4 Plague Marines. than 10 Pink Horror models, it only inflicts 1 mortal wound rather than D3. In addition, you can re-roll Psychic tests for CHAOS PSYKERS while they are within 6" of this model. If this prayer is heard, this priest regains D3 lost wounds. WARGEAR • The Plague Champion may replace his
boltqun with a bolt pistol, a plasma gun. Vehicles so possessed are typically unable to contain the Daemon within, and explode in a scream of emptyric energy. That DAEMON ENGINE regains D3 lost wounds. Khorne Lord of Skulls 30 KHORNE LORD OF SKULLS NAME M Khorne Lord of Skulls WS BS 3+ 3+ S T W 8 28 A DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below: Ld Sv REMAINING W M S A 8 3+ 14-28+ 7-13 1-6 10" 7" 4" 10 8 5 4 6 8 A Khorne Lord of Skulls is a single model equipped with a gorestorm cannon, and a great cleaver of Khorne. CHAMPION EQUIPMENT HEAVY WEAPONS The champion
can take up to two weapons chosen from the following list: • Autocannon • Heavy bolter • Lascannon • Missile launcher • Reaper chaincannon* • Bolt pistol • Power maul • Power sword One of the champion's weapons can be chosen from the following list: • Boltgun
• Combi-bolter • Combi-flamer • Combi-flamer • Combi-flamer • Combi-plasma COMBI-WEAPONS • Combi-bolter • Combi-plasma PISTOLS • Bolt pistol • Plasma pistol *Cannot be taken by Fallen. The psyker can immediately attempt to manifest one additional psychic power this turn. Note you remove the slain model. On a 4+ that unit
suffers 3D3 mortal wounds. If it is, it can use a Warpflame Strike to arrive on the battlefield at the end of any of your Movement phases; when it does so, set the unit up anywhere that is more than 9" from any enemy models. - Magma cutter 6" Pistol 1 8 -4 3 Lasher tendrils Melee Melee User -2 2 Maulerfiend fists Melee Melee x2 -3 3 WARGEAR
OPTIONS ABILITIES • This model may replace both magma cutters with lasher tendrils. 8 Blademaster: Subtract 1 from hit rolls that target the character in the Fight phase. ranged weapons that target this vehicle. WEAPON RANGE TYPE S AP D ABILITIES Bolt pistol 12" Pistol 1 4 0 1 - Combi-bolter 24" Rapid Fire 2 4 0 1 User 0 1 3 0 1 Each time
the bearer fights, it can make 1 additional attack with this weapon. Some datasheets specify what Legion the unit is from (e.g. Abaddon the Despoiler has the BLACK LEGION keyword, so is from the Black Legion). 9 Cosmic Fate: Add 1 to all saving throws made for the character. 24" Heavy 4 5 -3 1 6" Pistol D6 3 -2 1 This weapon automatically hits its
target. For the Dark Gods: You can re-roll failed hit rolls for this model if the target is an enemy CHARACTER. WEAPON RANGE Ectoplasma cannon Hades autocannon Daemon jaws 24" Heavy D3 7 -3 D3 36" Heavy 4 8 -1 2 Melee Melee User -1 2 • This model may replace both hades autocannons with ectoplasma cannons. Murder Sword Melee
Melee +1 -4 1 Abilities: At the start of the first battle round but before the first turn has begun, you must nominate one enemy CHARACTER to be the target of the bearer of the Murder Sword (this can be a character that is not yet set up on the battlefield). It knows the Dark Zealotry prayer (below) and one prayer from the Prayers to the Dark Gods
(pg 167). • This model may replace its force sword with a force stave or force axe. If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords. WEAPON Daemongore cannon Gorestorm cannon Hades gatling cannon Ichor cannon Skullhurler Great cleaver of Khorne - Smash - Slash WARGEAR OPTIONS
ABILITIES RANGE 18" TYPE Heavy D6 S AP D User -2 3 ABILITIES This weapon automatically hits its target. WEAPON Bolt pistol Plasma pistol - Standard - Supercharge Chainsword Frag grenade WARGEAR OPTIONS ABILITIES RANGE 12" TYPE S AP D ABILITIES Pistol 1 4 0 1 - When attacking with this weapon, choose one
of the profiles below. You can summon one new unit with the 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 you chose at the start. Each model attacks with piercing claws. That unit can immediately move as if it were its Movement phase. The power
of the warp flows through this warlord's vein's, imbuing him with unnatural resilience. FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS VEHICLE, HELBRUTE 'I salute you! For though our path has been long and bloody, you have served our Lord with unflinching courage and the honour of true warriors. FACTION KEYWORDS
CHAOS, KHORNE, DAEMON KEYWORDS INFANTRY, BLOODLETTERS Horrors 4 HORRORS NAME M WS BS S T W A Ld Sv Pink Horror 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horrors 6" 5+ - 2 3 1 1 7 6+ Blue Horro
Eye of Tzeentch is a relic that has been exposed to wild psychic energies for ten millennia. THE LOST AND THE DAMNED In this section you'll find rules for Battle-forged armies that include Chaos Space Marine Detachment which only includes Chaos Space Marine units (as defined below). A
model armed with two sets Melee Melee User -2 2 of malefic talons can make 3 additional attacks with them instead. CLAWS OF THE BLACK HUNT These vicious hooked talons have spilt the blood of thousands of victims since their creation in the soul forges. The result is the Attacks characteristic of each model in the unit. WEAPON RANGE TYPE S
AP D Battle cannon Havoc launcher Reaper autocannon Twin heavy bolter Twin heavy bolter Twin heavy 18" 36" 8" 48" Melee Heavy 206 Heavy 
automatically hits its target. You can add 1 to hit rolls made for each model in this unit while it contains 20 or more models. You cannot use Warptime on a unit more than once per Psychic phase. Units with this trait can Advance and charge in the same turn. 6" Grenade D6 3 0 1 6" Gren
chainsword or sonic blaster. • You can re-roll the dice when rolling for the Attacks characteristic of that unit of Possessed due to its Writhing Tentacles ability. ABILITIES The following ability is common to several Chaos Space Marines harbour for the Corpse
Emperor and his weakling Imperium is a weapon unto itself. This weapon wounds on a 2+, unless it is targeting a 18" Pistol 3 * 0 1 VEHICLE, in which case it wounds on a 6+. Lord of Slaanesh: You can re-roll all hit rolls of 1 made for friendly EMPEROR'S CHILDREN units within 6" of Lucius the Eternal. Sigil of Corruption: Huron Blackheart has a
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4+ invulnerable save. The bearer can unleash 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 for an
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 D6
WARRIORS unit loses a wound. Stratagems 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 race for whom might makes right, the
greenskins live for war. flee and D6 slain Bloodletters are instead added to the unit. FACTION KEYWORDS CHARACTER, INFANTRY, PSYKER, SORCERER 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 stave and combi-bolter. Melee Melee +2 -3 3 You can re-roll 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, Advance 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 Spawn 7" 4+ - 5 5 4 D6 9 5+ This unit contains 1 Chaos Spawn. THE LONG WAR Chaos Spawn The LONG WAR Chaos Spawn 7" 4+ - 5 5 4 D6 9 5+ This unit contains 1 Chaos Spawn. THE LONG WAR Chaos Spawn The Long War
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 Daemonhood: 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 one of these keywords. WEAPON RANGE TYPE S AP D ABILITIES This weapon automatically hits its target. 36" Heavy 4 8 -1 2 48" Heavy 12 8 -2 2 48" Heavy D6 5 0 1 36" Heavy 3 5 -1 1 8" Heavy D6 5 -1 1 This weapon
automatically hits its target. It can include up to 3 additional Bikers (Power Rating +4) or up to 6 additional Bikers (Power Rating +7). PUSCLEAVER This blade bears the infamous Gurgling Doom contagion. • This model may replace one Helbrute fist with a missile launcher. Use this Stratagem just before an EMPEROR'S CHILDREN INFANTRY unit
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: Khârn 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 M WEAPON WARGEAR OPTIONS TYPE REMAINING W ABILITIES FACTION KEYWORDS CHAOS, , HERETIC ASTARTES, KEYWORDS VEHICLE, CHAOS PREDATOR Chaos 16 Land Raider DAMAGE 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 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
psychic power. DAEMONFORGE Chaos Space Marines are driven by a fathomless hatred born of the warp. Only those already inured to the maddening taint of Chaos Space Marines are driven by a fathomless hatred born of the warp. Only those already inured to the maddening taint of Chaos Space Marines are driven by a fathomless hatred born of the warp. Only those already inured to the maddening taint of Chaos Space Marines are driven by a fathomless hatred born of the warp.
144) Melee Melee +1 -2 D3 Melee Melee +2 -1 D3 Melee Melee +2 -1 D3 Melee Melee +2 -1 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. The aura of despair and hopelessness that surrounds this
warlord hangs 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 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 D3 8 -3 2 Accursed crozius Axe of dismemberment Bladed limbs and tail Brutal assault weapon Bubotic axe Chainaxe Chainfist
Chainsword Close combat weapon Crushing fists Daemonic axe Daemonic mutations Defiler scourge Drach'nyen Eviscerating claws Flail of corruption Fleshmetal weapons Force stave Force Stave
claws Hellblade Hellforged sword Hideous mutations Horrifying mutations Horrifying mutations Impaler chainglaive 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 2D6. 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" Heavy 1 9 -3 D6 This weapon can be fired within 1" of friendly 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 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 battlefield and more than 9" from any enemy models, at its full starting strength. The Claws of the Black Hunt Melee Helee +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, 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 Smite 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 LORGAR This warlord speaks with the authority of his Primarch; when he commands, others follow without question or hesitation. If this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6" of this prayer is heard, pick one friendly unit within 6
the curse of foresight that plagued their Primarch. WEAPON RANGE Daemonic mutations 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 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
Krak 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 Bloodletter may take a Daemonic Icon. The warriors of the Alpha Legion are masters of the Alpha Legion are master are master as a superficient are m
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 AGONIES 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 eldritch 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 DESPOILERS 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 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. 2D6 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 firer. 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 Dark Apostle is a single model armed with an accursed crozius, 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
(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 beligerent and amongst the most beligered and amongst the
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 x2 -3 D6 weapon, you must
subtract 1 from the hit roll. He knows the Smite 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 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 +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 1 Lightning claw WARGEAR OPTIONS 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, 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 +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 from the 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 of Possession MASTER OF Possession is a single
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 stave F
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 WEAPON Autocannon Autogun Autopistol Baleflamer Battle cannon Blastmaster - Single frequency - Varied frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-bolter Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-bolter Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-bolter Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-bolter Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-bolter Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-bolter Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-bolter Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-bolter Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-flamer - Single frequency Blight grenade Blight launcher Bolt pistol Boltgun Combi-flamer - Single frequency Blight grenade Blight grenade Blight launcher Bolt pistol Boltgun Combi-flamer - Single frequency Blight grenade 
Havoc launcher Heavy bolter 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 12" Pistol 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.
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; until your next Shooting phase your opponent must subtract 1 from all hit
rolls for ranged weapons that target this vehicle. Melee He 2-1 D3 • The Aspiring Sorcerer 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 fury 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 phases
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 weapons twice but 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 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. Khârn the Betrayer has a Warptime 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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