







## HQ

The Cardinals of the Ecclesiarchy are extremely charismatic individuals who are responsible for the spiritual health of the Emperor's flock. An Apostate Cardinal has fallen from the Emperor's grace and become twisted, evil and often insane. These megalomaniacs will do everything in their power to exploit faith in the emperor for personal gain. Subtly, the Apostate preaches blasphemy and counter-Imperial dogma until his charges spit dark prayers of hate and rage instead of hymns of purity. An Apostate Cardinal is a dire threat to the Imperium, as lies can spread faster than the most virulent plague.

# 0-1 APOSTATE CARDINAL

115 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Apostate Cardinal	3	3	3	3	3	3	1	10	6+
Pontifex Guard	4	3	3	3	1	3	1	8	4+

### Unit Composition:

1 Apostate Cardinal.  
they may be joined by  
up to five Pontifex  
Guard (see options),  
forming a unit with  
them.

### Unit Type:

\* Infantry (Independent  
Character)

### Wargear

#### (Apostate Cardinal):

- \* Rosarius
- \* Pledge of Deliverence
- \* Chainsword

### Wargear

#### (Pontifex Guard):

- \* Carapace armour
- \* Power sword
- \* Suppression Shield
- \* Frag grenades
- \* Krak grenades

### Special Rules

#### (Apostate Cardinal):

- \* Retinue
- \* False Dominion
- \* The Flock

### Options:

\* The Apostate Cardinal may be joined by:

- Up to 5 Pontifex Guard ..... +20points each

### Retinue

If the Apostate Cardinal forms a Retinue with any amount of Pontifex Guard, then they cannot leave that unit while any Pontifex Guard are still alive.

### False Dominion

Such is the power of the Apostate Cardinal's constant oratory that he instils total devotion in his followers.

The Apostate Cardinal can make a Leadership test at the start of his turn. If this is passed then any friendly squad with a model 12" of the Apostate Cardinal will automatically pass all Morale and Pinning tests, even if failure is normally automatic, until the beginning of the Apostate player's next turn.

### The Flock

Traitor units do not count towards the maximum Troops units that may be taken in an army with an Apostate Cardinal as an HQ choice.

### Rosarius

A Rosarius is a badge of faith which incorporates a powerful conversion field that protects its bearer from harm.

A model with a Rosarius gains a 4+ Invulnerable save.

### Pledge of Deliverence

Lisiting the many penalties of failure, this dreaded document outlines the punishments that will be meted out to those who falter in their duty to free their world from the strangle-hold of the Imperium.

A model bearing a Pledge of Deliverence may reveal it once per battle. This may be done at any time, as long as the model with the Pledge doesn't move in the turn it is revealed. On the trn the Pledge is revealed, all friendly models within 2D6" recieve a +1 Attack bonus for the rest of the turn, in addition to any other modifiers. Note that the Pledge may be revealed in an opposing player's turn if you wish.

### Suppression Shield

A model with this weapon has a 4+ Invulnerable save and counts as being armed with an additional close combat weapon in close combat.



0-1 ROGUE PSYKER20 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	2	2	2	3	5	3	1	9	-

**Unit Composition:**  
1 Rogue Psyker

**Unit Type:**  
\* Infantry (Independent Character)

**Wargear:**  
\* Laspistol

**Special Rules :**  
\* Psyker (Mastery Level 1).

**Options:**

- \* The Rogue Psyker may replace its Laspistol with one of the following:
  - Bolt Pistol ..... +2 points
  - Plasma Pistol ..... +15points
  - Shotgun ..... free
  - Bolt Pistol ..... free
  - Bolt Pistol ..... +1 point
- \* The Rogue Psyker may take any of the following:
  - Chainsword ..... +1 point
- \* If the Rogue Psyker has a Chainsword, it may upgrade it to a Power Weapon for: ..... +15points
- \* A Rogue Psyker may take an Enhancer for:..... +15points

**Enhancer**

Rogue Psykers are often equipped with spook dispensers, xeno artifacts, familiers or other channeling devices that allow them to draw deeper on the powers of the warp.

A Rogue Psyker equipped with an Enhancer is Mastery Level 2, and as such they can use two Rogue Psychic Powers per turn.

**Psychic Powers**

Rogue Psykers can be equipped with any number of Rogue Psyker Powers (below). These powers are not randomly generated and are all bought for +20 points each, though they must buy at least one.

- \* **Brain Flayer**
  - **Phase:** Psyker’s shooting phase, instead of shooting.
  - **Effect:** Choose an enemy model within 18” of the Psyker and in line of sight of the target. Both Players roll a D6 and add the Ld of their models, for each point the winning model wins by, the loser takes a wound with no Armour save allowed
- \* **Soul Shrive**
  - **Phase:** Psyker’s shooting phase, instead of shooting.
  - **Effect:** Not a Psychic shooting attack, choose an enemy unit within 18” of the Psyker, they suffer a psychic attack with the profile: S 4, AP -,Assault 2D6, roll a D6 each time the power is used, on a 6 the attack is AP 3, on a 1 the psyker shoots a friendly unit in their madness (chosen by the opponent). Friendly units shot do not have to take a morale test for casualties caused.
- \* **Puppet Dance**
  - **Phase:** Psyker’s Assault Phase, instead of Assaulting.
  - **Effect:** This power affects one enemy unit within 12” and in line of sight of the Psyker. Before Blows are struck, the targeted unit must resolve one round of close combat against itself using whichever valid weapon options the Psyker pleases. If the unit was already in an assault, then the survivors will fight on normally during the remainder of the phase. Independent Characters are not affected by this power.



HQ

Untrained and Untutored, Rogue Psykers pose a terrible threat to everyone around them, with the risk of possession ever present. Little by little they learn to master their powers and defend themselves from the things that reach out for them in the night. Without the restraints and safeguards that proper training imposes they can become formidable indeed. Few of them are remotely sane and confronting a powerful Rogue Psyker is one of the greatest challenges an Inquisitor of the Ordo Hereticus might ever face.





## HQ

The enemies of the Imperium are not just beings of flesh and blood, sometimes they are creatures (human or otherwise) who can have strong connections to the Warp or Warp-spawned entities (knowingly or not). Through Sorcery, a sudden mutant gift, or in the early stages of possession they can develop spontaneously develop Warp-spawned powers making each of them even more powerful foes.

# 0-1 PSYCHIC APOCALYPSE

0 POINTS

When using this army, you can choose to give one friendly HQ unit one of the fearsome Psychic Powers listed below.

This costs no points and does not count as using an HQ choice in your Force Organization Chart.

This option does not have to be used if you do not want to use it.

Any model given this ability counts as a Mastery Level 1 Psyker (can only have and use one power) for all intents and purposes.

All powers listed follow the normal rules for Psychic abilities and require a successful psychic test to be used.

Models who are already Psykers, or Necrons, cannot be given this option.

Unlike Rogue Psykers, models with this choice have to randomly generate which Psychic Power on the table below that they receive.

### Selecting A Random Power

To randomly generate a Psychic Power, roll a D6 at the start of the game (before deployment), and roll on the table below. The model gains the power that matches up to that dice roll.

#### 1-2 \* Brain Flayer

- **Phase:** Psyker's shooting phase, instead of shooting.
- **Effect:** Choose an enemy model within 18" of the Psyker and in line of sight of the target. Both Players roll a D6 and add the Ld of their models, for each point the winning model wins by, the loser takes a wound with no Armour save allowed

#### 3-4 \* Soul Shrive

- **Phase:** Psyker's shooting phase, instead of shooting.
- **Effect:** Not a Psychic shooting attack, choose an enemy unit within 18" of the Psyker, they suffer a psychic attack with the profile: S 4, AP -, Assault 2D6, roll a D6 each time the power is used, on a 6 the attack is AP 3, on a 1 the psyker shoots a friendly unit in their madness (chosen by the opponent). Friendly units shot do not have to take a morale test for casualties caused.

#### 5-6 \* Puppet Dance

- **Phase:** Psyker's Assault Phase, instead of Assaulting.
- **Effect:** This power affects one enemy unit within 12" and in line of sight of the Psyker. Before Blows are struck, the targeted unit must resolve one round of close combat against itself using whichever valid weapon options the Psyker pleases. If the unit was already in an assault, then the survivors will fight on normally during the remainder of the phase. Independent Characters are not affected by this power.



# RHINO

50 POINTS



## Armour

	BS	Front	Side	Rear	HP
Rhino	3	11	11	10	3

### Unit Composition:

- \* 1 Rhino

### Unit Type:

- \* Vehicle (Tank)

### Transport Capacity:

A Rhino has a transport capacity of 10 models and cannot carry models in Terminator Armour.

### Special Rules:

- \* Repair

### Wargear:

- \* Storm Bolter

### Access Points:

- \* 3 Access Points

### Fire Points:

- \* 1 Fire Point

### Options:

- \* The Rhino may buy any equipment from the Rhino Upgrades section of the armoury.

## DEDICATED TRANSPORTS

The Rhino personnel carrier is a common part of many Imperial forces and allows units to move swiftly to seize an objective or strike deep into the heart of an enemy force.





## DEDICATED TRANSPORTS

The Chimera is a highly versatile vehicle and over the millenia it has been pressed into service in a variety of different forms. By far the most common variant has a turret-mounted multi-laser and hull-mounted heavy bolter. The weapon ports on the side of the hull allow passengers to shoot their lasguns in a hail of anti-personel fire.

# CHIMERA

70 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Chimera	3	12	10	10	3
<b>Unit Composition:</b>					
* 1 Chimera					
<b>Unit Type:</b>					
* Vehicle (Tank)					
<b>Transport Capacity:</b>					
A Chimera has a transport capacity of 12 models.					
<b>Special Rules:</b>					
* None					
<b>Wargear:</b>					
* None					
<b>Access Points:</b>					
* 1 Access Point					
<b>Fire Points:</b>					
* 2 Fire Points					
<b>Options:</b>					
* The Chimera may buy any equipment from the Chimera Upgrades section of the armoury.					
* The Chimera must buy one of the following turret weapons:					
- Multi-laser					+10points
- Heavy Flamer					+10points
- Heavy Bolter					+10points
The Chimera may buy one of the following hull-mounted weapons:					
- Heavy Bolter					+5 points
- Heavy Flamer					+5 points



# MUTANTS

8 POINTS



## TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv
Mutant	3	2	3	3(4)	1	3	1(2)	7	5+
Mutant Boss	3	2	3	3(4)	2	3	2(3)	8	5+

### Unit Composition:

15-30 Mutants

### Options:

\* The Mutants may replace their close combat weapons with one of the following:

- Autopistol ..... +1 point
- Laspistol ..... +1 point
- Firearms ..... free

### Unit Type:

\* Infantry

\* The squad may be equipped with the following:

- Krak Grenades ..... +2 points

### Wargear:

\* Close Combat Weapon

\* Frag Grenades

\* Up to two members in the squad may buy the following:

- Flamer ..... +3 points
- Heavy Stubber ..... +5 points

\* One Mutant may be upgraded to a Mutant Boss: +10points

- Mutant Bosses may take up to 15 points of weapons and wargear allowed from the Armoury.

\* Mutants may have one of the following Mutations, which must be bought from the whole squad and cannot be taken more than once:

- Bloated ..... +3 points
- Burly, brawny or goat-headed ..... +3 points
- Horrific, hypnotic or brightly coloured..... +2 points
- Leaping, floating or winged ..... +6 points

### Bloated

Models with this mutation have a 4+ Armour save.

### Burly, brawny or goat-headed

Models with this mutation have a +1 Strength.

### Horrific, hypnotic or brightly coloured

Models with this mutation inflict a -1 Ld modifier on all enemies in close combat.

### Leaping, floating or winged

Models with this mutation count as Cavalry instead of Infantry.

The curse of mutation blights the realm of the Emperor of Mankind, damning entire populations to brutal pogroms of cleansing and incarceration. Scrofulous tides of hideous mutants often march to war at the behest of charismatic individuals; the dregs of Humanity who can be easily manipulated by a skilled orator or powerful Psyker. Acting as his or her minions in achieving domination of a world, these twisted and deformed creatures shamle into battle, only too eager to wreak revenge on those who have oppressed them.





## TROOPS

Traitors are those who have turned from the Emperor's light and joined their fortunes with the servants of darkness. Whether seduced by promises of wealth or dominated by psychic powers, whole regiments - even entire worlds - can turn traitor and trample on their oaths of loyalty. Traitors are typically well armed with weaponry stolen and scavenged from a variety of sources, and have not yet descended so far into madness that their skills are completely lost.

# TRAITORS

8 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Traitor	3	3	3	3	1	3	1	6	5+
Agitator	3	3	3	3	1	3	2	7	5+

### Unit Composition:

5-15 Traitors

### Options:

\* Any Traitor may replace their Lasgun with one of the following:

- Autogun ..... free
- Shotgun ..... free
- Laspistol/Autopistol and Chainsword..... free

### Unit Type:

\* Infantry

### Wargear:

\* Lasgun

\* Frag Grenades

\* The squad may be equipped with the following:

- Krak Grenades ..... +2 points

\* Two Traitors can form a weapon team with one of the following:

- Heavy Bolter ..... +10points
- Mortar ..... +15points
- Autocannon ..... +15points
- Missile Launcher ..... +15points
- Lascannon ..... +20points

### Special Rules:

\* Infiltrate

\* Fast Transports

\* Weapon Teams

### Dedicated Transports:

Units that number 10 or fewer models may buy a Rhino as a Dedicated Transport.

Units that number 12 or fewer models may buy a Chimera as a Dedicated Transport.

\* One Model can exchange their weapon(s) for one of the following:

- Flamer ..... +3 points
- Sniper Rifle ..... +5 points
- Meltagun ..... +10points
- Plasma Gun ..... +10points
- Heavy Stubber ..... +10points
- Grenade Launcher ..... +10points

\* One Traitor may be upgraded to an Agitator:..... +10points  
- Agitators may take up to 15 points of weapons and wargear allowed from the Armoury.

### Infiltrate

All Traitors/Agitators in the army have the Infiltrate special rule.

### Fast Transports

Traitor units that have bought a Dedicated Transport are no longer troops, they are Fast Attack choices.

### Weapon Teams

Weapon Teams count as two models, but function as a single model with +1 Wound and +1 Attack on their original profile.



# ARMOURY

## SINGLE-HANDED WEAPONS:

Weapons	S	Range	AP	Points	Rules
Autopistol	3	12"	-	-	Pistol
Laspistol	3	12"	-	-	Pistol
Bolt Pistol	4	12"	5	1 pts	Pistol
Plasma Pistol	7	12"	2	10 pts	Pistol
Close Combat Weapon	Usr	-	-	1 pts	Melee
Lightning Claw**	Usr	-	2	15 pts	Melee, Specialist Weapon, Shred
Power Fist	x2	-	2	15 pts	Melee, Specialist Weapon, Unwieldy
Power Weapon**	Usr	-	2	10 pts	Melee
--Power Sword	Usr	-	3	10 pts	Melee
--Power Axe	+1	-	2	10 pts	Melee, Unwieldy
--Power Maul	+2	-	4	10 pts	Melee, Concussive
--Power Lance	+1/Usr	-	3/4	10pts	Melee

*\*These Weapons are AP3 if using 6th/7th edition.*

*Weapons with a - under the Points costs can only be bought for specific units at the price listed under their entries.*

*Weapons with -- at the start of their name are only used if you're playing 6th/7th edition, since those editions do not use generic power weapons.*

*Also the Lance's first profile (S+1, AP3) only applies in the round the user charged into combat.*

## TWO-HANDED WEAPONS:

Weapons	S	Range	AP	Points	Rules
Autogun	3	24"	-	-	Rapid Fire
Autocannon	7	48"	4	-	Heavy 2
Bolter	4	24"	5	2 pts	Rapid Fire
Combi-bolter	4	24"	5	3 pts	Rapid Fire, Twin-linked
Combi-flamer	4	Template	5	5 pts	Assault 1
Combi-melta	8	12"	2	10 pts	Assault 1, Melta
Flamer	4	Template	5	-	Assault 1
Firearms	4	24"	6	-	Rapid Fire, Get's Hot!
Grenade Launcher:	-	-	-	-	Two Profiles
Frag	3	24"	6	-	Assault 1, Blast
Krak	6	24"	4	-	Assault 1
Heavy Bolter	5	36"	4	-	Heavy 3
Heavy Stubber	4	36"	-	-	Heavy 3
Lascannon	9	48"	2	-	Heavy 1
Lasgun	3	24"	-	-	Rapid Fire
Meltagun	8	12"	2	-	Assault 1, Melta
Missile Launcher	-	-	-	-	Two Profiles
Frag	4	48"	6	-	Heavy 1, Blast
Krak	8	48"	3	-	Heavy 1
Mortar	4	48"	6	-	Heavy 1, Blast, Barrage, Pinning
Multi-laser	6	36"	6	-	Heavy 3
Plasma Gun	7	24"	2	-	Rapid Fire, Get's Hot!
Shotgun	3	12"	-	-	Assault 2
Sniper Rifle	X	36"	6	-	Heavy 1, Sniper, Rending, Pinning
Storm Bolter	4	24"	5	-	Assault 2
Great Weapon	+1	-	-	3 pts	Melee, Two-Handed

*\*\*May be fired as a Bolter, or the weapon listed, which can only be fired once.*

*Weapons with a - under the Points costs can only be bought for specific units at the price listed under their entries.*

*Weapons with the Two Profiles rule can fire one of the profiles, or the other, but not both in the same turn.*



# ARMOURY

## WARGEAR

**Bionics** 5 pts  
6+ Feel No Pain Save

**Krak Grenades** 2 pts  
Range 8", S6, AP4, Assault 1  
Krak Grenades can be used in Melee, but they only grant one attack per model with them against Monstrous Creatures or vehicles.

**Spiky Bits** 10 pts  
The model with this rule may re-roll one miss in close combat per turn.

**Chaos Hound** 12 pts  
This is an extra model that joins the unit of its owner with the following profile:  
WS BS S T W I A Ld Sv  
4 0 4 4 1 4 2 9 6+

It also has the Move Through Cover rule, it takes up one Transport space, moves as its master does, and dies if its master dies.

**Master Crafted** 10 pts  
Must be applied to an existing weapon. The owner of that weapon may re-roll one miss per turn.

**Frag Grenades** 1 pt  
Range 8" S 3 Ap - Assault 1, Blast  
The user has no difficult terrain charge penalty when charging through Cover.

**Melta Bombs** 5 pts  
Range - S 8 Ap 1 Melee  
Must be used in melee, but only against Monstrous Creatures or vehicles. The models using them can only make one attack each.

**Teleport Homer** 5 pts  
Teleporting friendly models do not scatter if they arrive within 1.5" of the carrier.

## RHINO UPGRADES

**Blasphemous Rune** 10 pts  
Enemies that are Tank Shocked by a Rhino with this upgrade subtract 1 from their Leadership in addition to any other modifiers.

**Dozer Blade** 5 pts  
The Rhino may re-roll a failed difficult as long as they are not moving more than 6" that turn.

**Mutated Hull** 30 pts  
Increase the Armour Value of each side of the vehicle by +1 point (up to a maximum of 14).

**Daemonic Possession** 12 pts  
This Rhino may not transport models, but it ignores Shaken/Stunned results.

**Extra Armour** 5 pts  
A Rhino with this upgrade counts "Crew Stunned" as "Crew Shaken".

**Living Vehicle** 20 pts  
The Rhino may make a shooting attack in the Shooting phase in addition to any other shooting with the following profile: Range 3", BS 4, S 4, AP -.  
The attack fires at one unit D6 times.

**Pintle Mounted Combi-bolter: 10 pts**  
This is an extra Combi-bolter that can be fired in addition to any other weapons, unless the Rhino has moved more than 6" earlier that turn. This can be upgraded to a Combi-flamer or a Combi-melta at +5 pts.

**Dirge Caster** 15 pt  
All friendly models within 6" of the vehicle become Fearless.

**Havoc Launcher** 25 pts  
This is a ranged weapon attached to the Rhino, it is fired as normal.  
Range 48" S 4 AP 6 Heavy 2, Blast

**Smoke Launchers** 3 pts  
See the main Rulebook.

**Parasitic Possession** 20 pts  
At the end of the chaos player's turn, roll a D6, any Immobilised or Weapon Destroyed are repaired on a 4+.

**Searchlight** 1 pts  
One enemy unit spotted by the vehicle during night fighting can be shot at normally by all friendly units. The vehicle itself can be shot at normally by enemy units in the turn this is used.

## CHIMERA UPGRADES

**Extra Armour** 5 pts  
A Chimera with this upgrade counts "Crew Stunned" as "Crew Shaken".

**Improved Comms** 20 pts  
The owning player may re-roll one reserves roll per turn.

**Smoke Launchers** 3 pts  
See the main Rulebook.

**Hunter-Killer Missile** 10 pts  
This is a ranged weapon attached to the Chimera, it is fired as normal.  
Range: Infinite" S 8 AP 3.

**Rough Terrain Modification** 5 pts  
The Chimera may re-roll a failed difficult as long as they are not moving more than 6" that turn.

**Searchlight** 1 pt  
One enemy unit spotted by the vehicle during night fighting can be shot at normally by all friendly units. The vehicle itself can be shot at normally by enemy units in the turn this is used.

**Mine Sweeper** 5 pts  
Any Minefield touched by this Chimera is removed from play.

**Storm Bolter** 10 pts  
**OR Heavy Stubber** 12 pts  
This is an extra weapon that can be fired in addition to any other weapons, unless the Chimera has moved more than 6" earlier that turn.

**Track Guards** 10 pts  
A Chimera with this counts "Immobilised" as "Crew Stunned" instead (ignore extra armour for this result) on a D6 roll of 4+.



