Introduction

Angry codices are an attempt to improve internal and external balance. Check out the Angry Codex hub for the other angry codices.

This codex will feature heavy revisions of weapon profiles so just remember a las cannon isn’t a las cannon and a missile launcher might just be worth taking.

Disclaimer

Games Workshop in no way endorses this codex nor any of the other Angry Codices. No infringement is intended with this work, nor any other of the Angry Codices. The intent of the angry codices is NOT to make GW go out of business, but rather to improve the quality of the hobby, which leads to a happier and larger player base.
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SPECIAL RULES

CHAOS WARBANDS

LORDS OF WAR

AHRIMAN

CHAOS WARMONGER

Khârn

Typhus

Lucius

Huron Blackheart

Abaddon

Chaos Thunderhawk Gunship

Chaos Spartan

Chaos Typhon

Chaos Fellblade

Chaos Knight

Chaos Warhound

Chaos Reaver

Brass Scorpion

Chaos Warbands

Alpha Legion Warband

Black Legion Warband

Crimson Slaughter Warband

Death Guard Warband

Emperor's Children Warband

Iron Warriors Warband

Khourne Daemonkin Warband

Tzeentch Daemonkin Warband

Nurgle Daemonkin Warband

Slaanesh Daemonkin Warband

Red Corsairs Warband

Night Lords Warband

Thousand Sons Warband

World Eaters Warband

Word Bearers Warband

SPECIAL RULES
Introduction

Angry codices are an attempt to improve internal and external balance. Check out the Angry Codex hub for the other angry codices.

- Note that missile launchers and plasma cannons have been reworked and combi-bolters have the Shred special rule.
You may choose to use the pdf version of the codex, it is only updated once a month allowing you to settle into the codex and avoid having to check the codex before playing.

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Editing

Feel free to edit wordings to improve readability. Add anything you like to any of the Angry Codices, except the Angry Necrons, Dark Eldar and Daemons, for these documents you should instead first argue in the discussion page before adding or changing anything. If someone objects to something you have written or changed, you should civilly discuss and prove why your idea is good and how it fits with fluff/is more balanced etc. If no conclusion can be made then the Angry Pirate has the final say, if he does not say anything remove any changes from the official codex. If you don’t agree with an edit the Angry Pirate has made you can write in the talk page of the relevant talk page or in my page by clicking the first blue link. Angry Pirate (talk)

CHAOS SPACE MARINES WARGEAR LISTS

CHAOS RELICS LIST

A model can replace one weapon with one of the following. Only one of each Chaos Artefact may be taken per army.

- Dimensional Key*4 ...25 pts
- Burning Brand of Skalathrax ...30 pts
- Axe of Blind Fury*8 ...35 pts
- The Murder Sword ...35 pts
- The Black Mace ...45 pts
- Scrolls of Magnus*4,9 ...45 pts

CHAOS REWARDS LIST
A model can take up to one of each of the following:

- Aura of dark glory …15 pts
- Combat familiar …5 pts
- Spell familiar …35 pts
- Juggernaut of Khorne*3,8 …35 pts
- Disc of Tzeentch*3,9 …30 pts
- Palanquin of Nurgle*3,7 …25 pts
- Steed of Slaanesh*3,6 …20 pts

MARKS OF CHAOS LIST

A model with access to this list may take one of the following special rules:

- Mark of Khorne *1 …10 pts
- Mark of Tzeentch …15 pts
- Mark of Nurgle …15 pts
- Mark of Slaanesh …15 pts

MELEE WEAPONS LIST

A model with access to this list may replace his bolt pistol and/or Melee weapon with one of the following:

- Chainaxe …3 pts
- Lightning claw …15/20*1 pts
- Power weapon …15 pts
- Power fist …25/35*1 pts

RANGED WEAPONS LIST

A model with access to this list may replace his Melee weapon or boltgun with one of the following:

- Combi-bolter …5 pts
- Combi-flamer …5 pts
- Combi-plasma …10 pts
- Combi-melta ...13 pts
- Plasma pistol ...5 pts

TERMINATOR WEAPONS LIST

A model with access to this list may replace his power weapon with one of the following:

- Lightning claw ...3 pts
- Power fist ...10 pts
- Chainfist ...15 pts
- Thunder hammer ...15 pts

A model with access to this list may replace his combi-bolter with one of the following:

- Combi-flamer ...2 pts
- Combi-plasma ...5 pts
- Combi-melta ...8 pts
- Lightning claw ...12 pts
- Power fist ...22 pts
- Chainfist ...27 pts

SPECIAL ISSUE WARGEAR LIST

A model with access to this list may take any of the following:

- Blight grenades (defensive grenades)*7 ...5 pts
- Melta bombs ...5 pts
- Jump pack*3 ...15 pts
- Chaos bike and twin-linked boltgun*3 ...20 pts
- Sigil of corruption ...25 pts

GIFTS OF MUTATION LIST

A model with access to this list may take one of the following (Independent Characters and models with the Daemon special rule may take up to three):
- All-consuming hatred ...10 pts
- Arcane occulum ...5 pts
- Berzerker strength ...15 pts
- Bloated ...2/10/15 pts (if the model has a 6+/3+/2+ armour save)
- Cerebral cogitator ...5 pts (multiplied by the model’s Attack characteristic)
- Cosmic fate ...25/20/15/10/5 pts (if the model has a 6+/5+/4+/3+/2+ armour and/or invulnerable save, choose the highest applicable cost)
- Crystalline body ...5/10*7 pts (multiplied by the model’s Wound characteristic)
- Fleshmetal*2 ...10 pts (multiplied by the model’s Wound characteristic)
- Gun morph ...10 pts
- Ichor blood ...1 pt (multiplied by the models Wound characteristic)
- Icy aura ...10 pts
- Venemous ...15 pts
- Warp frenzy ...15 pts

**DAEMONIC FORGE LIST**

A model with access to this list may take items from the Daemonic Weapons and Daemonic Traits lists.

**DAEMONIC WEAPONS LIST**

A model with access to this list can replace one weapon with one of the following:

- Daemon sword ...35 pts
- Daemon axe ...35 pts
- Daemon mace ...35 pts
- Daemon lance ...35 pts
- Bloodthirsty axe (World Eaters only) ...55 pts
- Daemonic hand cannon (Iron Warriors only) ...50 pts
- Daemon fist (Black Legionaries only) ...55 pts
- Doomfire revolver (Red Corsairs only) ...15 pts
- Quicksilver rapier (Emperor’s Children only) ...45 pts
- Life reaper (Death Guard only) ...60 pts
- Twin swords (Alpha Legionaires only) ...60 pts
- Bat’s Talon (Night Lords only) ...60 pts
- Arcane staff (Thousand Sons only) ...50 pts
- Whispering dagger (Word Bearers only) ...25 pts
- Skullcrushing mace (Khorne Daemonkin only) ...65 pts

**DAEMONIC TRAITS LIST**

A model which has chosen an item from the Daemon Weapons list may add one of the following special rules to his weapon chosen from above:

- **Greedy** ...15 pts
- **Wrathful** ...5 pts
- **Slouthful** ...5 pts
- **Lustful** ...25 pts
- **Chaotic** ...15 pts
- **Envious** ...5 pts
- **Sentient** ...10 pts
- **Deadly** ...15 pts
- **Proud** ...10 pts
- **Gluttonous** ...5 pts

*1 If the model chooses to replace both his bolt pistol and his close combat weapon for two of the chosen weapon.
*2 Models with an Armour Save of 3+ only.
*3 Chaos Lord and Chaos Sorcerer only. Not available to models wearing Terminator armour. These pieces of wargear are all mutually exclusive. For example, a Chaos Lord with a Palanquin of Nurgle cannot also take a jump pack.
*4 Does not replace one of the character's weapons.
*5 Models with the Psyker special rule may not take this.
• *6 Models with the Mark of Slaanesh special rule only.
• *7 Models with the Mark of Nurgle special rule only.
• *8 Models with the Mark of Khorne special rule only.
• *9 Models with the Mark of Tzeentch special rule only.

CHAMPIONS OF DARKNESS

HQ

CHAOS LORD

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UNIT TYPE

Infantry (Character)

UNIT COMPOSITION

1 Chaos Lord ...60 pts

Wargear:

• Bolt pistol
• Close combat weapon
• Frag grenade
• Krak grenade

Special Rules:

• Eye of the Gods
• Eternal Crusade
• Independent Character
• Fearless

Options:

• May take items from the Ranged Weapons, Chaos Rewards, Mark of Chaos, Special Issue Wargear and/or Chaos Artefacts sections of the wargear list or replace bolt pistol, close combat weapon, frag grenades and krak grenades for Terminator armour, power weapon and combi-bolter ...40 pts
If Terminator armour is taken the Chaos Lord may take items from the Terminator Weapons, Chaos Rewards (except daemonic steeds), Mark of Chaos, Special Issue Wargear and/or Chaos Artefacts sections of the wargear list.

**CHAOS SORCERER**

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**UNIT TYPE**

Infantry (Character)

**UNIT COMPOSITION**

1 Chaos Sorcerer ...60 pts

**Wargear:**

- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade

**Special Rules:**

- Eye of the Gods
- Eternal Crusade
- Independent Character
- Psyker (Mastery Level 1)

**Psyker:**

Sorcerers generate their powers from the Biomancy, Pyromancy and Telepathy disciplines.

**Options:**

- May take up to 2 additional Mastery Levels ...25 pts each
- May take items from the Ranged Weapons, Chaos Rewards, Mark of Chaos, Special Issue Wargear and/or Chaos Artefacts sections of the wargear list or replace bolt pistol, close combat weapon, frag grenades and krak
grenades for Terminator armour, Force weapon and combi-bolter...

- If Terminator armour is taken the Chaos Sorcerer may take items from the Terminator Weapons, Chaos Rewards (except daemonic steeds), Mark of Chaos, Special Issue Wargear and/or Chaos Artefacts sections of the wargear list.

**FABIUS BILE**

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**UNIT TYPE**

Infantry (Character)

**UNIT COMPOSITION**

1 (Unique) ...130 pts

**Wargear:**

- Bolt pistol
- Frag grenade
- Krak grenade
- Xyclos Needler

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<td>1</td>
<td>6</td>
<td>Assault 3, Poisoned (2+)</td>
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**Special Rules:**

- Eye of the Gods
- Eternal Crusade
- Independent Character
- Feel No Pain
- Instant Death
- Sellsword: Fabius Bile does not benefit from Warband Tactics.
- Enhanced Warriors: One Chaos Space Marine unit in the same Detachment as Fabius Bile may be upgraded to Enhanced Warriors at
no additional cost. Enhanced Warriors add +1 to their Strength characteristic and gain the Fearless special rule.

**DAEMON PRINCE**

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**UNIT TYPE**

Monstrous Creature (Character)

**UNIT COMPOSITION**

1 Daemon Prince ... 90 pts

**Special Rules:**

- **Eye of the Gods**

- **Ascended:** If a model with this special rule would ever make rolls on the Eye of the Gods Table it instead regains a single wound lost earlier in the battle.

- **Daemon**

- **Eternal Crusade**

- **Fearless**

**Options:**

- Must take one of the following special rules:

  - **Daemon of Khorne** ... 10 pts

Daemons of Khorne have the Fearless, Daemon, Counter-attack, Rage and Preferred Enemy (Daemons of Slaanesh) special rules.

  - **Daemon of Tzeentch** ... 5 pts

Daemons of Tzeentch have the Fearless, Daemon, Daemonic Instability and Preferred Enemy (Daemons of Nurgle) rules and may never summon units with the Daemon of Nurgle special rule. Models with the mark of Tzeentch may re-roll failed saving throws of 2.

  - **Daemon of Nurgle** ... free
Daemons of Nurgle have the Fearless, Daemon, Shrouded, Slow and Purposeful and Preferred Enemy (Daemons of Tzeentch) rules and may never summon units with the Daemon of Tzeentch special rule. Models with the mark of Nurgle are armed with defensive grenades.

- **Daemon of Slaanesh** ...5 pts

Daemons of Slaanesh have the Fearless, Daemon, Jink, Rending, Fleet, Swiftstride and Preferred Enemy (Daemons of Khorne) rules and may never summon units with the Daemon of Khorne special rule.

- **Swiftstride:** Units with one or more models with this rule may run twice during the shooting phase. Vehicles, which are not walkers, gain the Fast vehicle type.
- May take the Deep Strike special rule ...10 pts
- Unless the model has the Daemon of Khorne special rules, it may take one of the following
  - Mastery Level 1 Psyker ...25 pts
  - Mastery Level 2 Psyker ...50 pts
  - Mastery Level 3 Psyker ...75 pts

- A model with the Daemon of Tzeentch special rule may take one additional Mastery Level ...25 pts
- A model with the Daemon of Khorne, Daemon of Tzeentch or Daemon of Slaanesh special rule may be upgraded to a Flying Monstrous Creature (Character) ...40 pts
- A model with the Daemon of Nurgle special rule may be upgraded to a Flying Monstrous Creature (Character) ..60 pts
- A model with the Daemon of Khorne, Daemon of Nurgle or Daemon of Slaanesh special rule may take a 3+ Armour Save ..35 pts
- A model with the Daemon of Tzeentch special rule may take a 3+ Armour Save ..60 pts

**Psyker:**

Daemon Princes with the Mark of Tzeentch special rule generate powers from **Divination,Daemonology Malefic, Chaos** and **Change** disciplines.

Daemon Princes with the Mark of Nurgle special rule generate powers from **Biomancy,Daemonology Malefic, Chaos** and **Plague** disciplines.
Daemon Princes with the Mark of Slaanesh special rule generate powers from **Telepathy, Daemonology**
**Malefic, Chaos** and **Decadence** disciplines.

**DARK APOSTLE**

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**UNIT TYPE**

Infantry (Character)

**UNIT COMPOSITION**

1 Dark Apostle ...90 pts

**Wargear:**

- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade

**Special Rules:**

- **Eye of the Gods**
- **Eternal Crusade**
- **Beseech the Dark Gods:** After deployment the Dark Apostle may roll once on the Eye of the Gods Table re-rolling results of 1 and 6.
- **Demagogue:** All friendly units within 6" of a model with this special rule are leadership 10.
- **Independent Character**
- **Zealot**

**Options:**

- May take items from the **Ranged Weapons, Chaos Rewards** (except daemonic steeds), **Mark of Chaos** and/or **Chaos Artefacts** sections of the wargear list.

**WARPSMITH**

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UNIT TYPE

Infantry (Character)

UNIT COMPOSITION

1 Warpsmith

Wargear:

- Bolt pistol
- Power axe
- Frag grenade
- Krak grenade
- Meltagun
- Flamer
- Mechatendrils

A model armed with mechatendrils add +2 to its Attack characteristic.

Special Rules:

- Eye of the Gods
- Eternal Crusade
- Independent Character
- **Master of Mechanisms:** In each of your Shooting phases a model with this special rule may choose to do one of the following instead of firing a single ranged weapon:

  - Roll a D6 (add +1 if the the model is armed with mecha tendrils) on a 5+ you may restore a single Hull Point lost earlier in the battle to a friendly vehicle within 6", or remove an Immobilized or Weapon Destroyed result from a friendly vehicle within 6". While embarked upon a vehicle the model the Warpsmith may repair the vehicle he is embarked upon, but no other vehicles.
  - Take a leadership test, if successful all Ranged Weapons on an enemy vehicle within 18" gain the Gets Hot special rule until the end of your opponent's next turn.

- **Shatter Defences:** When you deploy your army you may select a number of terrain pieces up to the number of models in your army with this special rule, you may not select the same terrain piece.
multiple times. All terrain pieces selected in this way provide 1 less cover save than normal.

Options:

- May take items from the Ranged Weapons, Chaos Rewards (except daemonic steeds), Mark of Chaos and/or Chaos Artefacts sections of the wargear list.

TROOPS

CHAOS SPACE MARINE SQUAD

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UNIT TYPE

Infantry. The Champion is Infantry (Character)

UNIT COMPOSITION

4 Chaos Space Marines, 1 Champion ...60 pts

Wargear:

- Close combat weapon
- Bolt pistol
- Krak grenades
- Frag grenades

Special Rules:

- Eye of the Gods
- Eternal Crusade
- Stubborn

Options:

- May include up to fifteen additional Chaos Space Marines ...10 pts/model
- Any model may do one of the following:
- Take a boltgun ...4 pts/model
- Replace close combat weapon with boltgun ...3 pt/model

- One Chaos Space Marine may replace bolt pistol with plasma pistol ...
  ...5 pts

  Or replace boltgun with:
  - Flamer ...5 pts
  - Plasma gun ...10 pts
  - Meltagun ...15 pts

- The unit may purchase one of the following Marks of Chaos

  - Mark of Khorne ...2 pts/model
  - Mark of Tzeentch ...2 pts/model
  - Mark of Nurgle ...3 pts/model
  - Mark of Slaanesh ...2 pts/model

- The unit may take a Chaos Rhino as a Dedicated Transport.

**CHAOS CULTIST SQUAD**

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<td>Cultist Champion</td>
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<td>3</td>
<td>2</td>
<td>8</td>
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</table>

**UNIT TYPE**

**Infantry.** The Cultist Champion is **Infantry (Character)**

**UNIT COMPOSITION**

**9 Chaos Cultists, 1 Cultist Champion ...50 pts**

**Wargear:**

- Autopistol
- Close combat weapon

**Special Rules:**
• Eye of the Gods
• Eternal Crusade
• Stubborn

Options:

• May include up to twenty-five additional Chaos Cultists ...3 pts/model
• Any model may replace autopistol with one of the following:
  - Twin-linked shotgun ...1 pt/model
  - Autogun ...1 pt/model
• For every ten models in the unit, one Chaos Cultist may replace his autopistol with one of the following:
  - Heavy stubber ...5 pts/model
  - Flamer ...5 pts/model
• The unit may purchase one of the following Marks of Chaos
  - Mark of Khorne ...1 pt/model
  - Mark of Tzeentch ...1 pt/model
  - Mark of Nurgle ...1 pt/model
  - Mark of Slaanesh ...0.5 pts/model

ELITES

CHOSEN SQUAD

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</tbody>
</table>

UNIT TYPE

Infantry. The Champion is Infantry (Character)

UNIT COMPOSITION

4 Chosen, 1 Chosen Champion ...90 pts
Wargear:

- Bolt pistol
- Boltgun
- Krak grenades
- Flak grenades
- Close combat weapon

Special Rules:

- **Eye of the Gods**
- **Eternal Crusade**
- **Fearless**

Options:

- May include up to five additional Chosen ...18 pts/model
- Up to four Chosen may choose one of the following:
  - Replace bolt pistol with plasma pistol ...5 pts/model
  - Replace close combat weapon with power weapon ...15 pts/model
  - Replace close combat weapon with lightning claw ...15 pts/model
  - Replace close combat weapon with power fist ...25 pts/model
  - Replace bolt pistol and boltgun with two lightning claws ...20 pts/model
  - Replace boltgun with combi-bolter ...3 pts/model
  - Replace boltgun with flamer or combi-flamer ...5 pts/model
  - Replace boltgun with combi-plasma ...5 pts/model
  - Replace boltgun with plasma gun ...10 pts/model
  - Replace boltgun with combi-melta ...13 pts/model
  - Replace boltgun with meltagun ...15 pts/model
- One Chosen may replace boltgun with one of the following:
  - Flamer ...5 pts
  - Heavy bolter ...10 pts
  - Autocannon ...10 pts
  - Plasma gun ...10 pts
- Missile launcher with 1/2/3 ammunition types ...13/17/20
- Meltagun ...15 pts
- Lascannon ...20 pts

- One Chosen Squad in each Detachment may take flesh armour ...8 pts/model
- Any Chosen Squad which is not armed with flesh armour may take the Infiltrate special rule ...3 pts/model
- Chosen Champion may take items from the Gifts of Mutation, Melee Weapons and/or Ranged Weapons sections of the wargear list.
- Chosen Champion may take melta bombs ...5 pts
- The unit may take one of the following:
  - Mark of Khorne ...2 pt/model
  - Mark of Tzeentch ...2 pt/model
  - Mark of Nurgle ...3 pts/model
  - Mark of Slaanesh ...2 pts/model

- One model may take one of the following Chaos Icons:
  - Icon of wrath (models with Mark of Khorne only) ...20 pts
  - Icon of flame (models with Mark of Tzeentch only) ...15 pts
  - Icon of despair (models with Mark of Nurgle only) ...10 pts
  - Icon of excess (models with Mark of Slaanesh only) ...35 pts
  - Icon of vengeance (models without a Mark of Chaos only) ...25 pts

- The unit may take a Chaos Rhino as a Dedicated Transport.

### CHAOS TERMINATOR SQUAD

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### UNIT TYPE

**Infantry.** The Terminator Champion is **Infantry (Character)**
UNIT COMPOSITION

2 Chaos Terminators, 1 Terminator Champion ...105 pts

Wargear:

- Terminator armour
- Combi-bolter
- Power weapon

Special Rules:

- Eye of the Gods
- Eternal Crusade
- Fearless

Options:

- May include up to five additional Chosen ...35 pts/model
- Any Chaos Terminator may choose one of the following options
  - Replace power weapon with one of the following:
    - Lightning claw ...2 pts/model
    - Power fist ...5 pts/model
    - Chainfist ...10 pts/model
  - Replace combi-bolter with one of the following:
    - Combi-flamer ...free
    - Combi-plasma ...5 pts/model
    - Combi-melta ...8 pts/model
  - Replace combi-bolter and power weapon with two lightning claws ...2 pts/model
- For every five models in this unit, one Chaos Terminator may replace his combi-bolter with one of the following:
  - Heavy flamer ...10 pts/model
  - Reaper autocannon ...25 pts/model
- Terminator Champion may take items from the Gifts of Mutation and/or Terminator Weapons list.
- The unit may take one of the following:
- Mark of Khorne ...3 pts/model
- Mark of Tzeentch ...5 pts/model
- Mark of Nurgle ...10 pts/model
- Mark of Slaanesh ...4 pts/model

- One Chaos Terminator may take one of the following:
  - Icon of wrath ...25 pts
  - Icon of flame ...15 pts
  - Icon of despair ...10 pts
  - Icon of excess ...40 pts
  - Icon of vengeance ...35 pts

- The unit may take a Chaos Land Raider as a Dedicated Transport.

**POSSESSED SQUAD**

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</table>

**UNIT TYPE**

Infantry. The Possessed Champion is **Infantry (Character)**

**UNIT COMPOSITION**

4 Possessed, 1 Possessed Champion ...150 pts

**Special Rules**

- Eternal Crusade
- Daemon
- Fearless
- Rending
- **Vessels of Chaos:** Roll a D6 for each unit with this special rule at the start of the game. On a roll of 1 or 2 all models in the unit adds two to its Strength characteristic. On a roll of 3 or 4 the unit gains the Rampage special rule. On a roll of 5 or 6 the unit is armed with a power swords.
Options

- May add up to fifteen additional Possessed ... 30 pts/model
- The Possessed Champion may take favour the gods ... 20 pts

A unit that includes a model with favour of the gods may re-roll its result on the Vessels of Chaos table.

- The unit may take one of the following:
  - Mark of Khorne ... 6 pts/model
  - Mark of Tzeentch ... 5 pts/model
  - Mark of Nurgle ... 6 pts/model
  - Mark of Slaanesh ... 5 pts/model

- One model may take one of the following Chaos Icons:
  - Icon of wrath ... 15 pts
  - Icon of Flame ... 5 pts
  - Icon of Despair ... 5 pts
  - Icon of Excess ... 40 pts
  - Icon of Vengeance ... 25 pts

- May take the Deep Strike special rule ... 10 pts

CHAOS CONTEMPTOR DREADNOUGHT

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<td>Chaos Contemptor</td>
<td>5</td>
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</table>

UNIT TYPE

Vehicle (Walker)

UNIT COMPOSITION

1 Chaos Contemptor ... 175 pts

Wargear:

- Smoke launchers
- Searchlight
- Twin-linked heavy bolter
- Combi-bolter
- Power fist

Special Rules:

- Eye of the Gods
- Scout
- Acute Senses
- Move Through Cover
- Fleet
- Adamantium Will
- Infernal Relic
- **Atomantic Shielding:** A model with this special rule has a 5+ invulnerable save against ranged attacks and a 6+ invulnerable save against melee attacks.
- **Hellfire Reactor:** In the Initiative 10 step of the Fight sub-phase a model with this special rule inflicts a single S 2 AP 2 hit to each enemy psyker in close combat with this model. The range of any Explodes! result a vehicle with this special rule suffers is doubled and is resolved with the Soul Blaze special rule.

Options:

- May replace twin-linked heavy bolter with one of the following:
  - Power fist and combi-bolter …*free*
  - Twin-linked autocannon …5 pts/model
  - Multi-melta …10 pts/model
  - Plasma cannon …10 pts/model
  - Twin-linked lascannon …10 pts
  - Butcher cannon …10 pts
  - Heavy conversion beamer …30 pts/model

- Any Contemptor Dreadnought may replace power fist and combi-bolter with one of the following:
  - Chainfist and combi-bolter …15 pts/model
  - Twin-linked heavy bolter …*free*
  - Multi-melta …10 pts/model
  - Twin-linked autocannon …10 pts/model
- Plasma cannon ...15 pts/model

- May replace combi-bolter with a Heavy flamer ...10 pts/model
- May take extra armour ...5 pts/model
- May take a havoc launcher ...35 pts/model
- May take one of the following special rules:
  - Dedication to Nurgle ...25 pts
  - Dedication to Khorne ...20 pts
  - Dedication to Slaanesh ...10 pts
  - Dedication to Tzeentch ...25 pts

**CHAOS DREADNOUGHT**

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<td>Chaos Dreadnought</td>
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<tr>
<td>Daemonfused Dreadnought</td>
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</tbody>
</table>

**UNIT TYPE**

Vehicle (Walker)

**UNIT COMPOSITION**

1 Chaos Dreadnought ...100 pts

**Wargear:**

- Multi melta
- Combi-bolter
- Smoke launchers
- Power fist

**Special Rules:**

- Eye of the Gods
- Scout
- Acute Senses
- **Daemonic Resilience** (Daemonfused Dreadnought only) A model with this special rule ignore the effects of the Crew Shaken and Crew Stunned vehicle damage table results on a 2+. 
**Options:**

- May be upgraded to a Demonfused Dreadnought
- May take one of the following special rules:

  - **Glory Eternal** ...25 pts

  Roll a D3 when a model with this special rule is wrecked but does not suffer an Explodes! result on the vehicle damage table. On a 1 a Spawn appears anywhere in base contact with this model. On a 2 this model suffers an Explodes! result on the vehicle damage table. On a 3 a Daemon Prince appears anywhere in base contact with this model. If a 1 or 3 is rolled but a model cannot be placed for any reason treat the roll as having been a 2.

  - **Host of Lesser Daemons** ...20 pts

  Whenever a model with this special rule suffers a glancing or penetrating hit in close combat immediately inflict a hit with S 4 AP 3 to the unit that inflicted the hit. Shooting and close combat attacks made by this model have the Soul Blaze special rule.

  - **Destroyer of Cities** ...30 pts

  A model with this special rule has the Armourbane special rule.

  - May replace Multi-melta with one of the following:

    - Power fist and combi-bolter ...free
    - Twin-linked heavy bolter ...free
    - Plasma cannon ...5 pts/model
    - Lascannon ...5 pts/model

  - May take extra armour ...5 pts/model
  - May replace combi-bolter with heavy flamer ...5 pts/model
  - May replace one powerfist and one combi-bolter with one missile launcher with 1/2/3 ammunition types ...0/4/7 pts
  - May take one of the following special rules:

    - **Dedication to Nurgle** ...25 pts
    - **Dedication to Khorne** ...20 pts
    - **Dedication to Slaanesh** ...10 pts
    - **Dedication to Tzeentch** ...10 pts
HELBRUTE

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<tr>
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</table>

UNIT TYPE

Vehicle (Walker)

UNIT COMPOSITION

1 Helbrute ...120 pts

Wargear:

- Multi melta
- Power fist

Special Rules:

- Eye of the Gods
- Scout
- Acute Senses
- Move Through Cover
- Daemonic Possession
- It Will Not Die
- Crazed: Each time a Helbrute takes a glancing or penetrating hit but isn’t destroyed, place a crazed marker by the model. At the start of each of your Movement phases, roll a D3 on the table below if the Helbrute has one or more crazed markers. The Helbrute gains the appropriate special rule.

<table>
<thead>
<tr>
<th>D3 result</th>
<th>Special Rule</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Fire Frenzy: The Helbrute is Immobilized until the end of your turn. If unengaged, it must fire all of its weapons twice this Shooting phase. If possible, the target must be a unit that caused one or more glancing or penetrating hits on the Helbrute in the previous player turn; if not, the target must be the nearest visible enemy.</td>
</tr>
<tr>
<td>2</td>
<td>Rising Fury: The Helbrute has the Rage special rule until the end of the turn.</td>
</tr>
<tr>
<td>3</td>
<td>Blood Rage: The Helbrute has the Fleet and Rage special rules until the end of the current player turn. If not within 12” of an enemy unit in its shooting phase</td>
</tr>
</tbody>
</table>
Options:

- May replace its multi-melta with one of the following:
  - Power fist ...free
  - Thunder hammer ...5 pts
  - Twin-linked heavy bolter ...free
  - Reaper autocannon ...5 pts
  - Power scourge ...10 pts
  - Plasma cannon ...10 pts
  - Twin-linked lascannon ..10 pts

- May take one of the following for each power fist, thunder hammer or power scourge the Helbrute is armed with:
  - Combi-bolter ...5 pts/each
  - Heavy flamer ...15 pts/each

- May take the Deep Strike special rule ...15 pts

**DECIMATOR**

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</table>

**UNIT TYPE**

**Vehicle (Walker)**

**UNIT COMPOSITION**

1 **Decimator** ...150 pts

**Wargear:**
- Two Decimator combat weapons each with an in-built heavy flamer

<table>
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<tr>
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<tr>
<td>Decimator close combat weapon</td>
<td>-</td>
<td>User</td>
<td>2</td>
<td>Melee, Smash, Shred</td>
</tr>
</tbody>
</table>

Special Rules:

- Eye of the Gods
- Scout
- Acute Senses
- Move Through Cover
- Daemon
- Daemonforge
- It Will Not Die

Options:

- May replace any Decimator close combat weapon and its in-built heavy flamer with one of the following:
  - Soulburner petard ...10 pts
  - Storm laser ...15 pts
  - Butcher cannon ...20 pts

- May replace one Decimator close combat weapon and its in-built heavy flamer with a heavy conversion beamer ...35 pts
- May take any of the following:
  - Searchlight ...1 pt
  - Smoke launchers ...5 pts

- May take one of the following special rules:
  - Dedication to Nurgle ...25 pts
  - Dedication to Khorne ...20 pts
  - Dedication to Slaanesh ...10 pts
  - Dedication to Tzeentch ...10 pts

BLOOD SLAUGHTERER
UNIT TYPE

Vehicle (Walker)

UNIT COMPOSITION

1 Blood Slaughterer ...125 pts

Wargear:

- Two power fists

Special Rules:

- Eye of the Gods
- Scout
- Acute Senses
- Dedication to Khorne
- Daemonic Possession
- Fleet
- Rage
- **Blind Fury:** A model with this special rule must re-roll successful cover saves.

Options:

- May take the Deep Strike special rule ...15 pts
- May replace one power fist with an impaler cannon ...5 pts

MUTILATOR SQUAD

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</tbody>
</table>

UNIT TYPE

Infantry

UNIT COMPOSITION

1 Mutilator ...45 pts
Special Rules:

- Bulky
- Daemon
- Deep Strike
- Slow and Purposeful
- Fearless
- **Swiftstrike:** If this model has the mark of Slaanesh it may attack at Initiative 4 with Unwieldy weapons.
- **Mutilator Weapons:** At the start of each Fight sub-phase choose what weapon the unit will use each turn from the following list:
  - Two chainfists
  - Two power swords
  - Two power mauls
  - Two power axes
  - Two lightning claws

  A Mutilator unit cannot choose the same weapons option in two consecutive Fight sub-phases.

Options:

- May add up to four additional Mutilators **...45 pts/model**
- The unit may purchase one of the following:
  - Mark of Khorne **...5 pts/model**
  - Mark of Tzeentch **...8 pts/model**
  - Mark of Nurgle **...6 pts/model**
  - Mark of Slaanesh **...6 pts/model**

**KHORNE BERZERKER SQUAD**

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<tr>
<td>Khorne Berzerker</td>
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<tr>
<td>Berzerker Champion</td>
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<td>10</td>
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</table>

**UNIT TYPE**

**Infantry.** The Berzerker Champion is **Infantry (Character)**

**UNIT COMPOSITION**
4 Khorne Berzerkers, 1 Berzerker Champion ...80 pts

Wargear:

- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Eye of the Gods
- Fearless
- Rampage
- Eternal Crusade
- Mark of Khorne

Options:

- May add up to fifteen additional Khorne Berzerkers ...16 pts/model
- Any model may take a chainaxe ...3 pts/model
- Up to two Khorne Berzerkers may replace their bolt pistol with a plasma pistol ...5 pts/model
- The Berzerker Champion may take items from the Melee Weapons, Gifts of Mutation and/or Ranged Weapons sections of the wargear list.
- The Berzerker Champion may take meltabombs ...5 pts/model
- One Khorne Berzerker may replace any weapon with an icon of wrath ...15 pts
- The unit may take a Chaos Rhino as a Dedicated Transport.

RUBRIC MARINE SQUAD

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</table>

UNIT TYPE

Infantry. The Aspiring Champion is Infantry (Character)

UNIT COMPOSITION

4 Rubric Marines, 1 Aspiring Sorcerer ...150 pts
Wargear:

- **Boltgun** (Rubric Marines only)
- **Frag grenades**
- **Krak grenades**
- **Bolt pistol** (Aspiring Sorcerer only)
- **Force weapon** (Aspiring Sorcerer only)
- **Aura of dark glory**
- **Inferno bolts**

All boltgun and bolt pistol shots fired by models armed with inferno bolts are resolved at AP 3.

Special Rules:

- **Eye of the Gods**
- **Fearless**
- **Eternal Crusade**
- **Mark of Tzeentch**
- **Slow and Purposeful**
- **Feel No Pain** (Rubric Marines only)
- **The Rubric of Ahriman**: Models with this special rule are unaffected by the Eye of the Gods Table.
- **Psyker (Mastery Level 1)** (Aspiring Sorcerer only)

Options:

- May add up to fifteen additional Rubric Marines ...**24 pts/model**
- The Aspiring Sorcerer may take melta bombs ...**3 pts**
- One Rubric Marine may replace any weapon with an icon of flame ...**15 pts**
- The unit may take a Chaos Rhino as a Dedicated Transport.

**PLAGUE MARINE SQUAD**

<table>
<thead>
<tr>
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<th>Ld</th>
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<tr>
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<td>4</td>
<td>5</td>
<td>1</td>
<td>3</td>
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<td>Plague Champion</td>
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<td>4</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>10</td>
<td>3+</td>
</tr>
</tbody>
</table>

**UNIT TYPE**

**Infantry**. The Plague Champion is **Infantry (Character)**

**UNIT COMPOSITION**
4 Plague Marines, 1 Plague Champion ...105 pts

Wargear:

- Boltgun
- Frag grenades
- Krak grenades

Special Rules:

- Eye of the Gods
- Fearless
- Eternal Crusade
- Feel No Pain
- Slow and Purposeful
- Mark of Nurgle

Options:

- May add up to fifteen additional Plague Marines ...21 pts/model
- Up to two Plague Marines may do one of the following:
  - Replace their bolt pistol with a plasma pistol ...5 pts/model
  - Replace boltgun with one of the following:
    - Flamer ...5 pts/model
    - Plasma gun --...10 pts/model
    - Meltagun ...15 pts/model
- The Plague Champion may take items from the Melee Weapons, Gifts of Mutation and/or Ranged Weapons sections of the wargear list.
- The Plague Champion may take melta bombs ...5 pts/model
- One Plague Marines may replace any weapon with an icon of despair ...10 pts
- The unit may take a Chaos Rhino as a Dedicated Transport.

NOISE MARINE SQUAD

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<thead>
<tr>
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<tr>
<td>Noise Champion</td>
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<td>1</td>
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<td>3+</td>
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</tbody>
</table>

UNIT TYPE

Infantry. The Noise Champion is Infantry (Character)
UNIT COMPOSITION

4 Noise Marines, 1 Noise Champion ...65 pts

Wargear:

- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Eye of the Gods
- Fearless
- Eternal Crusade
- Mark of Slaanesh

Options:

- May add up to fifteen additional Noise Marines ..13 pts/model
- Any model may take a close combat weapon ..1 pt/model
- Any model may replace close combat weapon with one of the following:
  - Boltgun ...3 pts/model
  - sonic blaster ...5 pts/model
- For every ten models in the unit one Noise Marine may take a blast master ...30 pts
- The Noise Champion may take items from the Melee Weapons and/or Ranged Weapons lists.
- The Noise Champion may take items from the Melee Weapons, Gifts of Mutation and/or Ranged Weapons sections of the wargear list.
- The Noise Champion may take any of the following:
  - Melta bombs ...5 pts
  - Doom siren ...15
- One Noise Marine may replace any weapon with an icon of excess ...30 pts
- The unit may take a Chaos Rhino as a Dedicated Transport.

FAST ATTACK
CHAOS BIKE SQUAD

UNIT TYPE

Bike. The Biker Champion is Bike (Character)

UNIT COMPOSITION

2 Chaos Bikers, 1 Biker Champion ...65 pts

Wargear:

- Close combat weapon
- Bolt pistol
- Krak grenades
- Flak grenades
- Twin-linked boltgun

Special Rules:

- Eye of the Gods
- Eternal Crusade
- Stubborn

Options:

- May include up to seven additional Chaos Bikers ...21 pts/model
- Up to two Chaos Bikers may replace close combat weapon or twin-linked boltgun with one of the following:
  - Flamer ...5 pts
  - Plasma gun ...10 pts
  - Meltagun ...15 pts

- The Biker Champion may take items from the Melee Weapons, Gifts of Mutation and/or Ranged Weapons sections of the wargear list.
- The Biker Champion may take melta bombs ...5 pts
- The unit may purchase one of the following Marks of Chaos
  - Mark of Khorne ...3 pt/model
- Mark of Tzeentch ...3 pt/model
- Mark of Nurgle ...8 pts/model
- Mark of Slaanesh ...3 pts/model

- One Chaos Biker may replace any weapon with one of the following Chaos Icons:
  - Icon of wrath (models with the Mark of Khorne only) ...20 pts
  - Icon of flame (models with the Mark of Tzeentch only) ...15 pts
  - Icon of despair (models with the Mark of Nurgle only) ...10 pts
  - Icon of excess (models with the Mark of Slaanesh only) ...35 pts
  - Icon of vengeance (models without a Mark of Chaos only) ...25 pts

CHAOS SPAWN PACK

<table>
<thead>
<tr>
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<tr>
<td>Chaos Space Marine</td>
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<td>3</td>
<td>3</td>
<td>D6</td>
<td>10</td>
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</table>

UNIT TYPE

Beast

UNIT COMPOSITION

1 Chaos Spawn ...28 pts

Special Rules:

- Fear
- Fearless
- Rage
- Very Bulky
- Random Attacks: At the beginning of each Fight sub-phase, roll a D6 for each friendly Chaos Spawn unit that is locked in combat. The result is the number of Attacks (before modifiers) that all Chaos Spawn in that unit have this turn.
- Mutated Beyond Reason: At the beginning of each Fight sub-phase, before rolling for their Random Attacks, roll a D3 on the table below for each friendly Chaos Spawn unit that is locked in combat. The mutation affects every Chaos Spawn model in the unit and lasts for the rest of the current player turn.

<table>
<thead>
<tr>
<th>D3</th>
<th>Mutation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>Subcutaneous Armour:</strong> The Chaos Spawn change their Sv to 4+.</td>
</tr>
</tbody>
</table>
**Options:**

- May take up to four additional Chaos Spawn ... \(28\) pts/model
- The unit may purchase one of the following Marks of Chaos
  - Mark of Khorne ... \(3\) pt/model
  - Mark of Tzeentch ... \(7\) pt/model
  - Mark of Nurgle ... \(10\) pts/model
  - Mark of Slaanesh ... \(4\) pts/model

**BLIGHT DRONE**

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blight Drone</td>
<td>2</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>2</td>
</tr>
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</table>

**UNIT TYPE**

Vehicle (Flyer, Hover)

**UNIT COMPOSITION**

1 Blight Drone ... \(150\) pts

**Wargear:**

- Reaper autocannon
- Mawcannon
- Daemonic Possession

**Special Rules:**

- Daemon of Nurgle
- Explosion of Pus: A model with this special rule suffers an Explodes! result on the vehicle damage table whenever it is Wrecked.

**CHAOS DREADCLAW**

<table>
<thead>
<tr>
<th></th>
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<th>RA</th>
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<tbody>
<tr>
<td>Chaos Dreadclaw</td>
<td>0</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>3</td>
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</tbody>
</table>

**UNIT TYPE**
Vehicle (Flyer, Hover)

UNIT COMPOSITION

1 Chaos Dreadclaw ...60 pts

Wargear:

- Frag assault launchers

Special Rules:

- Assault Vehicle
- Daemonic Possession
- Deep Strike
- Drop Pod Assault: Models with this special rule and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your models with this special rule (rounding up) automatically arrive from Reserve. The arrival of remaining models with this special rule is rolled for normally.
- Fire Sweep: When a model with this special rule passes over a unit while in hover mode it may use this special rule to inflict D6 S 5 AP 5 hits on all units (friend and foe) it passed over. Units may not embark upon or disembark from a vehicle the turn it uses this special rule.
- Heat Blast: When a model with this special rule deep strikes it may inflict D6 S 5 AP 5 hits to all enemy units within D6" of this model. Units may not embark upon or disembark from a vehicle the turn it uses this special rule.

Transport:

- Transport Capacity: Ten models or a single Walker with 3 Hull Points.
- Access Points: This model counts as being open-topped for the purpose of access points.

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<tr>
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<th>SA</th>
<th>RA</th>
<th>HP</th>
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<tr>
<td>Kharybdis</td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>5</td>
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</tbody>
</table>

UNIT TYPE

Vehicle (Flyer, Hover)

UNIT COMPOSITION
1 Kharybdis ...100 pts

Wargear:

- Frag assault launchers
- Five Kharybdis storm launchers
- Melta-ram

Special Rules:

- **Assault Vehicle**
- **Independent Gun Spirits**: A model with this special rule may target different units with each of its weapons.
- **Drop Pod Assault**: Models with this special rule and units embarked upon them must be held in Deep Strike Reserves. At the beginning of your first turn, half your models with this special rule (rounding up) automatically arrive from Reserve. The arrival of remaining models with this special rule is rolled for normally.
- **Daemonic Possession**
- **Deep Strike**
- **Fire Sweep**: When a model with this special rule passes over a unit while in hover mode it may use this special rule to inflict D6 S 5 AP 5 hits on all units (friend and foe) it passed over. Units may not embark upon or disembark from a vehicle the turn it uses this special rule.
- **Heat Blast**: When a model with this special rule deep strikes it may inflict D6 S 5 AP 5 hits to all enemy units within D6'' of this model. Units may not embark upon or disembark from a vehicle the turn it uses this special rule.

Transport:

- **Transport Capacity**: Twenty models, a Chaos Rapier and two models or a single Walker with 3 Hull Points.
- **Access Points**: This model counts as being open-topped for the purpose of access points.

**CHAOS FIRE RAPTOR**

<table>
<thead>
<tr>
<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
<th>HP</th>
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<tbody>
<tr>
<td>4</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>4</td>
</tr>
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</table>

UNIT TYPE

Vehicle (Flyer, Hover, Transport)

UNIT COMPOSITION
1 Chaos Fire Raptor ...185 pts

Wargear:

- Ceramite plating
- Extra armour
- Four hellstrike missiles
- Twin-linked autocannon turret
- Twin-linked avenger bolt cannon

Special Rules:

- Infernal Relic

Options:

- May replace two twin-linked quad heavy bolter turrets with two twin-linked quad heavy bolter turrets ...35 pts

CHAOS STORM EAGLE

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chaos Storm Eagle</td>
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<td>12</td>
<td>12</td>
<td>12</td>
<td>4</td>
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</tbody>
</table>

UNIT TYPE

Vehicle (Flyer, Hover, Transport)

UNIT COMPOSITION

1 Chaos Storm Eagle ...200 pts

Wargear:

- Twin-linked heavy bolter
- Ceramite plating
- Vengeance launcher

Special Rules:

- Assault Vehicle

Transport:

- **Transport Capacity:** 20 models. The Chaos Storm Eagle can carry Jump Infantry but they count as having the Bulky special rule.
• **Fire Points:** None.
• **Access Points:** A Chaos Storm Eagle has one Access Point at the front of its hull and one on either side and one at the rear.

**Options:**

• May replace its twin-linked heavy bolter with one of the following:
  - Twin-linked multi-melta ...20 pts
  - Typhoon missile launcher ...35 pts
• May replace its two side Access Points with side sponsons with hurricane bolters ...20 pts
• May take one of the following:
  - Four hellstrike missiles ...40 pts
  - Two twin-linked lascannons ...60 pts
• May take any of the following:
  - Searchlight ...1 pt
  - Ceramite plating ...20 pts
  - Extra armour ...5 pts
  - Warpflame gargoyles ...10 pts
  - Destroyer blades ...10 pts
  - Dirge caster ...5 pts
  - Daemonic possession ...35 pts

**CHAOS HELL BLADE**

<table>
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<tr>
<th>BS</th>
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<th>RA</th>
<th>HP</th>
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<tbody>
<tr>
<td>3</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>2</td>
</tr>
</tbody>
</table>

**UNIT TYPE**

Vehicle (Flyer)

**UNIT COMPOSITION**

1 Hell Blade ...100 pts

**Wargear:**

• Two reaper autocannons
• Daemonic Possession
Special Rules:

- **Supersonic**
- **Baleful Abbaration:** During the movement phase, before moving this vehicle you may reposition it anywhere within D6+2" facing the same direction.

Options:

- May replace two twin-linked autocannons with two twin-linked hellstorm autocannons ...25 pts

**CHAOS HELL TALON**

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
<th>HP</th>
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<tr>
<td>Hell Talon</td>
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<td>10</td>
<td>10</td>
<td>10</td>
<td>4</td>
</tr>
</tbody>
</table>

**UNIT TYPE**

Vehicle (Flyer)

**UNIT COMPOSITION**

1 Hell Talon ...140 pts

Wargear:

- Twin-linked lascannon
- Reaper autocannon
- Eight Pyrax incendiary bombs
- Daemonic Possession

Special Rules:

- **Supersonic**
- **Baleful Abbaration:** During the movement phase, before moving this vehicle you may reposition it anywhere within D6+2" facing the same direction.
- **Strafing Run**

Options:

- May replace reaper autocannon with one of the following:
  - Havoc launcher ...free
  - Hellstorm autocannon ...15 pts
May replace any Pyrax incendiary bomb with one of the following:

- Warp-pulse bomb ...15 pts each
- Alchem cluster bomb ...10 pts each
- Baletalon shatter charge ...free

RAPTOR SQUAD

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<tr>
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<td>Raptor Champion</td>
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<td>4</td>
<td>2</td>
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</table>

UNIT TYPE

Jump Infantry. The Raptor Champion is Jump Infantry (Character)

UNIT COMPOSITION

4 Raptors, 1 Raptor Champion ...75 pts

Wargear:

- Close combat weapon
- Bolt pistol
- Krak grenades
- Flak grenades

Special Rules:

- Eye of the Gods
- Eternal Crusade
- Stubborn
- Fear

Options: Options:

- May add up to ten additional Raptors ...13 pts/model
- Up to two Raptors may do one of the following:
  - Replace their bolt pistol with a plasma pistol ...5 pts/model
  - Replace boltgun with one of the following:
    - Flamer ...5 pts/model
    - Plasma gun ...10 pts/model
    - Meltagun ...15 pts/model
• The Raptor Champion may take items from the **Melee Weapons, Gifts of Mutation** and/or **Ranged Weapons** sections of the wargear list.

• The Biker Champion may take melta bombs **...5 pts**

• The unit may purchase one of the following Marks of Chaos:
  
  - Mark of Khorne **...2 pt/model**
  - Mark of Tzeentch **...2 pt/model**
  - Mark of Nurgle **...3 pts/model**
  - Mark of Slaanesh **...2 pts/model**

• One Chaos Biker may replace any weapon with one of the following Chaos Icons:
  
  - Icon of wrath (models without a Mark of Khorne only) **...15 pts**
  - Icon of flame (models without a Mark of Tzeentch only) **...10 pts**
  - Icon of despair (models without a Mark of Nurgle only) **...10 pts**
  - Icon of excess (models without a Mark of Slaanesh only) **...30 pts**
  - Icon of vengeance (models without a Mark of Chaos only) **...25 pts**

**WARP TALON SQUAD**

<table>
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<tr>
<td>Warp Talon</td>
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<td>4</td>
<td>4</td>
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<td>1</td>
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<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td>Warp Talon Champion</td>
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<td>4</td>
<td>4</td>
<td>4</td>
<td>1</td>
<td>4</td>
<td>2</td>
<td>9</td>
<td>3+</td>
</tr>
</tbody>
</table>

**UNIT TYPE**

**Jump Infantry.** The Warp Talon Champion is **Jump Infantry** (Character)

**UNIT COMPOSITION**

4 Warp Talons, 1 Warp Talon Champion **...110 pts**

**Wargear:**

• Two lightning claws

**Special Rules:**

• Eye of the Gods
• Eternal Crusade
• Stubborn
• Daemon
• **Warpflame Strike:** When Warp talons arrive by Deep Strike, all enemy units within 6" count as having been hit by a weapon with the **Blind**.

**Options:**

- May add up to ten additional Warp Talons ...20 pts/model
- The Warp Talon Champion may take items from the **Gifts of Mutation** section of the wargear list.
- The unit may purchase one of the following Marks of Chaos
  - Mark of Khorne ...4 pt/model
  - Mark of Tzeentch ...4 pt/model
  - Mark of Nurgle ...4 pts/model
  - Mark of Slaanesh ...6 pts/model

**HELLDRAKE**

<table>
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<tr>
<th></th>
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<th>FA</th>
<th>SA</th>
<th>RA</th>
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<tr>
<td>Helldrake</td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>4</td>
</tr>
</tbody>
</table>

**UNIT TYPE**

Vehicle (Flyer) ...170 pts

**UNIT COMPOSITION**

1 Helldrake

**Wargear:**

- Hades autocannon
- Daemonic Possession

**Special Rules:**

- **It Will Not Die**
- **Meteoric Descent:** A model with this special rule can make Vector Strikes as if it were a Swooping Flying Monstrous Creature, these Vector Strikes are resolved at Strength 7 AP -.

**Options:**

- May replace hades autocannon with baleflamer ...30 pts

**HEAVY SUPPORT**
CHAOS SICARIAN

<table>
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<tr>
<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
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<tbody>
<tr>
<td>4</td>
<td>13</td>
<td>12</td>
<td>12</td>
<td>3</td>
</tr>
</tbody>
</table>

UNIT TYPE
Vehicle (Tank, Fast)

UNIT COMPOSITION
1 Chaos Sicarian ...150 pts

Wargear:
- Searchlight
- Smoke launchers
- Heavy bolter
- Extra armour
- Twin-linked accelerator autocannon

Special Rules:
- Infernal Relic

Options:
- May replace twin-linked accelerator autocannon with a neutron laser ...40 pts

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>48”</td>
<td>D</td>
<td>1</td>
<td>Heavy 1, Destroyer, Strikedown, Concussive, Shock Pulse, Dangerous Reactor Core</td>
</tr>
</tbody>
</table>

**Shock Pulse**: A vehicle vehicle that suffers a penetrating hit from a weapon with this special rule automatically suffers the Crew Stunned result on the vehicle damage table in addition to any other damage (this cause it to lose an additional Hull Point). This special rule has no effect on super-heavy vehicles.

**Dangerous Reactor Core**: When rolling on the vehicle damage table against a vehicle armed with a weapon with this special rule your opponent may re-roll results of a 1 on the Vehicle Damage table against this the vehicle. In addition should a vehicle armed with a
weapon with this special rule suffer an Explodes! result, add +D3" to the explosion radius.

- May take any of the following:
  - Warpflame gargoyles ...5 pts
  - Destroyer blades ...10 pts
  - Dirge caster ...5 pts
  - Dozer blade ...5 pts
  - Daemonic possession ...30 pts
  - Ceramite plating ...20 pts
  - Combi-flamer ...5 pts
  - Combi-plasma ...10 pts
  - Combi-melta ...13 pts
  - Havoc launcher ...12 pts

- May take one of the following:
  - Two heavy bolters ...20 pts/model
  - Two lascannons ...40 pts

CHAOS VINDICATOR

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
<th>HP</th>
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<tbody>
<tr>
<td>Chaos Vindicator</td>
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<td>13</td>
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</table>

UNIT TYPE

Vehicle (Tank)

UNIT COMPOSITION

1 Chaos Vindicator ...120 pts

Wargear:

- Demolisher cannon
- Searchlight
- Smoke launchers

Options:

- May take a siege shield ...20 pts/model
A model armed with a siege shield counts as being armed a dozer blade. A model armed with a siege shield counts its front arc as being obscured, receiving a 5+ cover save against any hits inflicted in the front arc.

- May take up to one of each of the following:
  - Warpflame gargoyles ...5 pts
  - Dirge caster ...5 pts
  - Dozer blade ...5 pts
  - Extra armour ...5 pts
  - Combi-bolter or combi-flamer ...5 pts
  - Combi-plasma ...10 pts
  - Combi-melta ...13 pts
  - Havoc launcher ...12 pts
  - Destroyer blades ...5 pts
  - Daemonic possession ...25 pts

**CHAOS PREDATOR**

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</tbody>
</table>

**UNIT TYPE**

Vehicle (Tank)

**UNIT COMPOSITION**

1 Chaos Predator ...75 pts

**Wargear:**

- Autocannon
- Searchlight
- Smoke launchers

**Options:**

- May replace its autocannon with a twin-linked lascannon ...25 pts/model
- May take the Infernal Relic special rule and replace its autocannon with one of the following:
  - Magna-melta cannon ...40 pts
  - Flamestorm cannon ...15 pts
  - Inferno autocannon ...15 pts
- Heavy conversion beamer ...60 pts
- Plasma destroyer ...30 pts

- May take one of the following:
  - Two heavy bolters ...20 pts
  - Two lascannons ...40 pts

- May take up to one of each of the following:
  - Warpflame gargoyles ...5 pts
  - Dirge caster ...5 pts
  - Dozer blade ...5 pts
  - Extra armour ...5 pts
  - Combi-bolter or combi-flamer ...5 pts
  - Combi-plasma ...10 pts
  - Combi-melta ...13 pts
  - Havoc launcher ...12 pts
  - Destroyer blades ...5 pts
  - Daemonic possession ...25 pts

HAVOC SQUAD

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UNIT TYPE

Infantry. The Champion is Infantry (Character)

UNIT COMPOSITION

4 Havocs, 1 Champion ...75 pts

Wargear:

- Boltgun
- Bolt pistol
- Close combat weapon (Champion only)
- Frag grenades
- Krak grenades

Special Rules:
• Eye of the Gods
• Eternal Crusade
• Stubborn

Options:

• May add up to ten additional Havocs ...13 pts/model
• Any Havoc may take a close combat weapon ...1 pt/model
• Up to four Havocs may replace their boltgun with one of the following:
  - Flamer ...5 pts/model
  - Heavy bolter ...10 pts/model
  - Autocannon ...10 pts/model
  - Plasma gun ...10 pts/model
  - Meltagun ...15 pts/model
  - Missile Launcher w. 1/2/3 types of ammunition ...13/17/20 pts
  - Lascannon ...20 pts/model

• The Champion may take items from the Melee Weapons, Gifts of Mutation and/or Ranged Weapons lists.
• The Champion may take melta bombs ...5 pts/model
• The unit may purchase one of the following Marks of Chaos
  - Mark of Khorne ...2 pt/model
  - Mark of Tzeentch ...2 pt/model
  - Mark of Nurgle ...3 pts/model
  - Mark of Slaanesh ...2 pts/model

• One Havoc may replace any weapon with one of the following Chaos Icons:
  - Icon of wrath (models without a Mark of Khorne only) ...20 pts
  - Icon of flame (models without a Mark of Tzeentch only) ...15 pts
  - Icon of despair (models without a Mark of Nurgle only) ...10 pts
  - Icon of excess (models without a Mark of Slaanesh only) ...30 pts
  - Icon of vengeance (models without a Mark of Chaos only) ...25 pts

### CHAOS RAPIER WEAPONS BATTERY

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</table>

**UNIT TYPE**
Artillery

UNIT COMPOSITION

2 Chaos Space Marines, 1 Chaos Rapier ...60 pts

Wargear:

Chaos Space Marine

- Bolt pistol
- Frag grenades
- Krak grenades

Chaos Rapier

- Quad heavy bolter

Special Rules:

- Stubborn
- Hellish Demise: (Chaos Rapier only) All units (friend and foe) suffer a number of S 3 AP - hits when a model with this special rule is destroyed equal to the number of models in the unit within D3" of the model.

Options:

- May include up to two additional Chaos Rapier teams each including 1 Chaos Rapier and 2 Chaos Space Marines ...60 pts/team
- Any Chaos Rapier may replace quad heavy bolter with one of the following:
  - Laser destroyer ...15 pts/model
  - Ectoplasma cannon ...15 pts/model
  - Hades autocannon ...20 pts/model
  - Cyclotrathe pattern conversion beamer ...35 pts/model

OBLITERATOR SQUAD

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</table>

UNIT TYPE

Artillery
UNIT COMPOSITION

2 Chaos Space Marines, 1 Chaos Rapier ...60 pts

Special Rules:

- Bulky
- Daemon
- Deep Strike
- Eye of the Gods
- Eternal Crusade
- Slow and Purposeful
- Obliterator Weapons: At the start of each Shooting phase choose what weapon the unit will use each turn from the following list:
  - Assault cannon
  - Heavy flamer
  - Lascannon
  - Multi-melta
  - Plasma cannon
  - Twin-linked meltagun
  - Twin-linked flamer
  - Twin-linked gravgun
  - Grav cannon

An Obliterator unit cannot choose the same weapons option in two consecutive Shooting phases.

Options:

- May add up to four additional Obliterators

UNIT TYPE

Artillery

UNIT COMPOSITION

2 Chaos Space Marines, 1 Chaos Rapier ...70 pts/model

- The unit may purchase one of the following Marks of Chaos
  - Mark of Khorne ...2 pt/model
  - Mark of Tzeentch ...8 pt/model
  - Mark of Nurgle ...10 pts/model
  - Mark of Slaanesh ...1 pts/model

DEFILER
UNIT TYPE

Vehicle (Walker)

UNIT COMPOSITION

1 Defiler ...200 pts

Wargear:

- Battle cannon
- Reaper autocannon
- Twin-linked heavy flamer
- Three power fists
- Daemonic Possession
- Searchlight
- Smoke Launchers

Special Rules:

- Move Through Cover
- Scout
- It Will Not Die
- Rampant Destruction: This model may target a different unit with each of it’s ranged weapons. This model may not assault a unit which it has not fired upon during a turn in which it has fired a weapon.

Options:

- May replace twin-linked heavy flamer with one of the following:
  - Havoc launcher ...5 pts
  - Power scourge ...25 pts

- May replace one power fist with one of the following:
  - Reaper autocannon ...free
  - Twin-linked heavy bolter ...free
  - Twin-linked lascannon ...20 pts

- May take up to one of each of the following:
  - Warpflame gargoyles ...10 pts

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</table>
- Dirge caster …5 pts
- Dozer blade …5 pts
- Extra armour …5 pts
- Combi-bolter or combi-flamer …5 pts
- Combi-plasma …10 pts
- Combi-melta …13 pts
- Havoc launcher …12 pts

PLAGUE HULK

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</table>

UNIT TYPE

Vehicle (Walker)

UNIT COMPOSITION

1 Plague Hulk …170 pts

Wargear:

- Rancid vomit
- Rot cannon

Special Rules:

- Smash
- Daemon of Nurgle
- Rampant Destruction

Options:

- May replace power fist with warpsword …25 pts

FORGEFIEND

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</table>

UNIT TYPE

Vehicle (Walker)

UNIT COMPOSITION
1 Forgefiend ...150 pts

Wargear:

- Two Hades autocannons
- Daemonic Possession

Special Rules:

- Fleet
- It Will Not Die
- Move Through Cover

Options:

- May replace two Hades autocannons with two ectoplasma cannons ...
  free
- May take an ectoplasma cannon ...25 pts

MAULERFIEND

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<tr>
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</table>

UNIT TYPE

Vehicle (Walker)

UNIT COMPOSITION

1 Maulerfiend ...125 pts

Wargear:

- Two power fists
- Daemonic Possession
- Magma cutters

Special Rules:

- Daemonforge
- Fleet
- It Will Not Die
- Move Through Cover
- Siege Crawler: A model with this special rule can move an addition 6" in the movement phase.
Options:

- May replace magma cutters with lasher tendrils ...10 pts

CHAOS LAND RAIDER

Vehicle (Tank, Fast, Transport)

UNIT COMPOSITION

1 Land Raider ...235 pts

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

Special Rules:

- Assault Vehicle
- Move Through Cover
- Massive: Models with this special rule counts as having the Heavy type for the purpose of ramming.

Transport:

- Transport Capacity: Ten models.
- Fire Points: None
- Access Points: The Land Raider has one Access Point on each side of the hull and one at the front.

Options:

- May replace twin-linked heavy bolter and the Assault Vehicle special rule with the Ark of Unnamable Horror special rule. ...10 pts

Whenever a non-Fearless unit attempts to fire a ranged weapon on a model with the Ark of Unnamable Horror special rule the unit must first pass a leadership test with a -2 modifier to their leadership or immediately go to
ground. Models with this special rule also have the Fear special rule fear tests must also be made with a -2 modifier to their leadership.

- May replace the Assault Vehicle special rule, 4 transport capacity, twin-linked heavy bolter and two twin-linked lascannons with the Infernal Relic special rule, a quad doom mortar and two twin-linked multi-meltas *free*
- May take up to one of each of the following:
  - Warpflame gargoyles *5 pts*
  - Dirge caster *5 pts*
  - Dozer blade *5 pts*
  - Extra armour *5 pts*
  - Combi-bolter or combi-flamer *5 pts*
  - Combi-plasma *10 pts*
  - Combi-melta *13 pts*
  - Havoc launcher *12 pts*
  - Destroyer blades *5 pts*
  - Daemonic possession *30 pts*

**LORDS OF WAR**

**AHRIMAN**

<table>
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<tr>
<th>Wargear</th>
<th>WS</th>
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**UNIT TYPE**

**Infantry (Character)**

**UNIT COMPOSITION**

1 (Unique) *270 pts*

**Wargear:**

- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade
- Aura of dark glory
- Spell familiar
- Inferno bolts
All boltgun and bolt pistol shots fired by models armed with inferno bolts are resolved at AP 3.

- **The Book of a Thousand Truths**

  Increase the range of all Ahriman’s psychic powers by 6”.

- ** Scrolls of Binding**

  Enemy models with the Daemon special rule within 24” of Ahriman may not make Run moves.

- **A thousand tomes**

  Ahriman automatically generates the primaris power in addition to his other powers in all disciplines in which he knows at least one power.

- **The Black Staff of Ahriman**

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<th>Range</th>
<th>S</th>
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<tbody>
<tr>
<td>-</td>
<td>+2</td>
<td>4</td>
<td>Melee, Locus of Power</td>
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</table>

  **Locus of Power**: Increase the Strength value of all *witchfire*, *focussed witchfire*, *nova* and *beam* powers manifested by a model armed with a weapon with this special rule by 1, to a maximum of 10.

**Special Rules:**

- **Eye of the Gods**
- **Eternal Crusade**
- **Independent Character**
- **The Rubric of Ahriman**: Models with this special rule are unaffected by the Eye of the Gods Table.
- **Outcast of the Thousand Sons**: Any detachment including this model must choose the Thousand Sons warband tactic.
- **Psyker (Mastery Level 4)**

**Psyker:**

Ahriman generates his powers from the *Biomancy*, *Pyromancy*, *Telepathy* and *Tzeentch* disciplines.

**CHAOS WARMONGER**
UNIT TYPE

Infantry (Character)

UNIT COMPOSITION

1 Chaos Warmonger...110 pts

Wargear:

- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Chaotic bombardment

Special Rules:

- Eye of the Gods
- Eternal Warrior
- Eternal Crusade
- Independent Character
- Fearless

Options:

- May take items from the Ranged Weapons, Chaos Rewards, Mark of Chaos, Special Issue Wargear and/or Chaos Artefacts sections of the wargear list or replace bolt pistol, close combat weapon, frag grenades and krak grenades for Terminator armour, power weapon and combi-bolter...40 pts
- If Terminator armour is taken the Chaos Lord may take items from the Terminator Weapons, Chaos Rewards (except daemonic steeds), Mark of Chaos, Special Issue Wargear and/or Chaos Artefacts sections of the wargear list.

KHÂRN

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UNIT TYPE

Infantry (Character)

UNIT COMPOSITION

1 (Unique) ... 200 pts

Wargear:

- Aura of Dark Glory
- Bolt pistol
- Close combat weapon
- Frag grenades
- Chaotic bombardment
- Gorechild

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<td>+2</td>
<td>2</td>
<td>Melee, Armourbane, Bloodgreed</td>
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**Bloodgreed:** To Hit rolls made with a weapon with this special rule always hit on a To Hit roll of 2+ (even if they would otherwise hit automatically).

- Krak grenades

Warlord Trait:

- **Master of the Vanguard:** Your Warlord, and all friendly units within 12", add 1" to the distance that they can move when they Run or Charge.

Special Rules:

- Eye of the Gods
- Eternal Warrior
- Eternal Crusade
- Independent Character
- Fearless
- Mark of Khorne
- Endless Rampage At the start of any Fight sub-phase, models with this special rule gain +D3 attacks.
- **Blessings of the Blood God:** Khârn and his unit always pass their Deny the Witch rolls on a 2+.
- **The Betrayer:** Any unmodified rolls of a 1 are not discarded. Instead, they automatically hit a friendly model (except Khârn) locked in the same combat. Randomly determine (for each roll of a 1) which model is hit, from those within 6" of Khârn. If there are no viable targets in range, these Attacks are discarded.

**TYPHUS**

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**UNIT TYPE**

**Infantry (Character)**

**UNIT COMPOSITION**

1 (Unique) ...250 pts

**Wargear:**

- Blight grenades
- Terminator armour
- Manreaper

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<td>+2</td>
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- Plague bombardment

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<td>Ordnance 1, Barrage, Massive Blast, One Use Only, Orbital, Chaotic Bombardment, Fleshbane</td>
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</table>

**Orbital:** If an arrow is rolled on the scatter dice when firing a weapon that has this special rule, the shot always scatters the full 2D6" regardless of the firing model’s Ballistic Skill. In addition, firing an Ordnance weapon that has this special rule does not prevent the firing model from declaring a
charge against the target unit in the same turn. **Chaotic Bombardment:** Before firing this weapon roll a d6, on a 5+ change this weapon to Ordnance 2, on the roll of a 1; your opponents may choose any of your units to be the target of the weapon.

**Special Rules:**

- Eye of the Gods
- Eternal Warrior
- Eternal Crusade
- Independent Character
- Fearless
- Mark of Nurgle
- Psyker (Mastery Level 2)
- Feel No Pain
- **Plaguebringer of the Death Guard:** Any detachment including this model must choose the Death Guard warband tactic.
- **The Destroyer Hive:** Once per game, in any Assault phase, Typhus can unleash me Destro}er I live instead of attacking. At the start of Typhus' Initiative Step, place a large blast marker with tlt' hole rcentred over Typhus (this does not scatter). All units (friend and foe) suffer a number of hits equal to the number of models from their unit that are at least partially under the large blast marker. These hits are resolved at Strength 4 AP 2 and have the Ignores Cover special rule. Do not count Typhus when working out how many hits are caused. Wounds from this attack cannot be allocated to Typhus.

**LUCIUS**

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**UNIT TYPE**

Infantry (Character)

**UNIT COMPOSITION**

1 (Unique) ...220 pts

**Wargear:**

- Doom siren
- Power sword
- Frag grenades
- Krak grenades
• **Armour of Shrieking Souls**

A model wearing this has a 5+ invulnerable save. Each time a model wearing this makes a successful save in close combat the unit that caused the Wound suffers a S 4 AP 2 hit. While fighting in a challenge any hits caused by this are inflicted onto the model fighting Lucius.

• **Chaotic bombardment**

**Special Rules:**

• **Eye of the Gods**
• **Duelist's Pride:** While fighting in a challenge a model with this special rule's Attack characteristic is equal to the WS of the model fighting this model.
• **Eternal Warrior**
• **Eternal Crusade**
• **Independent Character**
• **Fearless**
• **Mark of Slaanesh**
• **Master Swordsman of the Emperor's Children:** Any detachment including this model must choose the Emperor's Children warband tactic.
• **Lash of Torment:** Enemy models in base contact with a model with this special rule reduce their number of attacks by 1.
• **Shred**

**HURON BLACKHEART**

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<th>Ld</th>
<th>Sv</th>
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<tbody>
<tr>
<td>Huron Blackheart</td>
<td>9</td>
<td>10</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>10</td>
<td>3+</td>
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</tbody>
</table>

**UNIT TYPE**

Infantry (Character)

**UNIT COMPOSITION**

1 (Unique) ...210 pts

**Wargear:**

• **Combat Familiar**
• **Frag Grenades**
• **Krak Grenades**
• **Power Axe**
- **Heavy Flamer**
- **Sigil of Corruption**: A model armed with a Sigil of Corruption has a 4+ Invulnerable save.
- **Chaotic bombardment**
- **The Tyrant’s Claw**:

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<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
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<tbody>
<tr>
<td>-</td>
<td>+2</td>
<td>3</td>
<td>Melee, Armourbane, Shred, Specialist Weapon</td>
</tr>
</tbody>
</table>

**Special rules:**

- **Eye of the Gods**
- **Eternal Crusade**
- **Fearless**
- **Independent Character**
- **Psyker (Mastery Level 1)**
- **The Hamadrya**: Huron Blackheart must generate new psychic powers each turn after the first, these psychic powers must be generated from a different discipline than the one he had in the previous turn.
- **Feel No Pain (6+):**
- **Fear**
- **Pirate Lord of the Red Corsairs**: Any detachment including Huron Blackheart must choose the Red Corsairs warband tactic.

**Psyker**: Huron Blackheart generate his powers from the Biomancy, Pyromancy and Divination disciplines.

**ABADDON**

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<tbody>
<tr>
<td>Abaddon</td>
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<td>10</td>
<td>4</td>
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<td>6</td>
<td>4</td>
<td>4</td>
<td>10</td>
<td>2+</td>
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</tbody>
</table>

**UNIT TYPE**

**Infantry (Character)**

**UNIT COMPOSITION**

1 (Unique) ...210 pts

**Wargear:**

- Terminator armour
• Drach'nyen

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<tr>
<th>Range</th>
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<tbody>
<tr>
<td>-</td>
<td>+1</td>
<td>2</td>
<td>Melee, Daemon Weapon</td>
</tr>
</tbody>
</table>

• Talon of Horus

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<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
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</thead>
<tbody>
<tr>
<td>-</td>
<td>x2</td>
<td>3</td>
<td>Melee, Shred, Symbol of Tragedy</td>
</tr>
</tbody>
</table>

**Symbol of Tragedy:** Blood Angels have the Hatred (Abaddon) special rule.

• Chaotic bombardment

**Warlord Trait:**

• **Final Crusade:** Whilst your Warlord is alive all friendly units have the Preferred Enemy (Armies of the Imperium) special rule.

**Special Rules:**

• **Eternal Warrior**
• **Fearless**
• **Independent Character**
• **Mark of Chaos Ascendant:** Abaddon as having all the marks of Chaos and may join units with any Mark of Chaos.
• **Warmaster of the Black Legion:** Any detachment including Abaddon the Despoiler must choose the Black Legion warband tactic.

**CHAOS THUNDERHAWK GUNSHIP**

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<tr>
<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
<th>HP</th>
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<tbody>
<tr>
<td>4</td>
<td>12</td>
<td>12</td>
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<td>12</td>
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</tbody>
</table>

**UNIT TYPE**

**Super-heavy Flyer (Hover, Transport)**

**UNIT COMPOSITION**

1 Chaos Thunderhawk Gunship ... 900 pts
Wargear:

- Thunderhawk cannon
- Ceramite plating
- Four twin-linked heavy bolters
- Two lascannons
- Three bomb pylon sets

Special Rules:

- Assault Vehicle

Transport:

- Transport Capacity: 30 models.
- Fire Points: None.
- Access Points: A Thunderhawk Gunship has one Access Point at the front of its hull and one on either side.

Options:

- May replace thunderhawk cannon with turbo-laser destructor ... 20 pts
- May replace 3 bomb pylon sets with 6 hellstrike missiles ... free

CHAOS SPARTAN

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<thead>
<tr>
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<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chaos Spartan</td>
<td>4</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>5</td>
</tr>
</tbody>
</table>

UNIT TYPE

Super-heavy Vehicle (Tank, Transport)

UNIT COMPOSITION

1 Chaos Spartan ... 300 pts

Wargear:

- Extra armour
- Twin-linked heavy bolter
- Two quad lascannons
- Searchlight
- Smoke launchers
Special Rules:

- Assault Vehicle
- Power of the Machine Spirit
- Move Through Cover
- Land Raider: Models with this special rule always count their name as being "Land Raider" in addition to their true name.

Transport:

- **Transport Capacity:** 25 models.
- **Fire Points:** None
- **Access Points:** The Spartan has one Access Point on each side of the hull and one at the front.

Options:

- May replace twin-linked heavy bolter with twin-linked heavy flamer ...*free*
- May replace two quad lascannons with two laser destroyers ...*free*
- May take any of the following:
  - Ceramite plating ...*20 pts*
  - Warpflame gargoyles ...*10 pts*
  - Destroyer blades ...*10 pts*
  - Dirge caster ...*5 pts*
  - Daemonic possession ...*35 pts*
  - Havoc launcher ...*12 pts*

- May take one of the following:
  - Storm bolter ...*5 pts*
  - Heavy flamer ...*10 pts*
  - Heavy bolter ...*10 pts*
  - Multi-melta ...*15 pts*

**CHAOS TYPHON**

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<thead>
<tr>
<th></th>
<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chaos Typhon</td>
<td>4</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>-</td>
</tr>
</tbody>
</table>

**UNIT TYPE**

Super-heavy Vehicle (Tank)

**UNIT COMPOSITION**
1 Chaos Typhon ... 350 pts

Wargear:

- Dreadhammer siege cannon
- Searchlight
- Smoke launchers

Special Rules:

- Move Through Cover

Options:

- May take one of the following:
  - Two heavy bolters ... 20 pts
  - Two lascannons ... 40 pts

- May take any of the following:
  - Ceramite plating ... 20 pts
  - Warpflame gargoyles ... 10 pts
  - Destroyer blades ... 10 pts
  - Dirge caster ... 5 pts
  - Daemonic possession ... 40 pts
  - Havoc launcher ... 12 pts

- May take one of the following:
  - Heavy flamer ... 15 pts
  - Heavy bolter ... 15 pts
  - Multi-melta ... 25 pts

**CHAOS FELLBLADE**

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<thead>
<tr>
<th></th>
<th>BS</th>
<th>FA</th>
<th>SA</th>
<th>RA</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chaos Fellblade</td>
<td>4</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>12</td>
</tr>
</tbody>
</table>

**UNIT TYPE**

Super-heavy Vehicle (Tank)

**UNIT COMPOSITION**

1 Chaos Fellblade ... 540 pts
Wargear:

- Twin-linked Fellblade accelerator cannon
- Four twin-linked lascannons
- Twin-linked heavy bolter
- Demolisher cannon
- Searchlight
- Smoke launchers

Options:

- May replace Four twin-linked lascannons with two laser destroyers...free
- May replace twin-linked heavy bolter with twin-linked heavy flamer...free
- May take any of the following:
  - Ceramite plating ...25 pts
  - Warpflame gargoyles ...15 pts
  - Destroyer blades ...10 pts
  - Dirge caster ...5 pts
  - Daemonic possession ...55 pts
  - Havoc launcher ...12 pts

- May take one of the following:
  - Heavy flamer ...15 pts
  - Heavy bolter ...15 pts
  - Multi-melta ...25 pts

**CHAOS KNIGHT**

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<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>Chaos Knight</td>
<td>4</td>
<td>4</td>
<td>10</td>
<td>13</td>
<td>12</td>
<td>12</td>
<td>4</td>
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</tbody>
</table>

**UNIT TYPE**

Super-heavy Vehicle (Tank)

**UNIT COMPOSITION**

1 Chaos Knight ...375 pts

Wargear:

- Heavy stubber
- Reaper chainsword
- Thunderstrike gauntlet

Special Rules:

- **Ion shield**

When a model armed with an Ion Shield is deployed and at the start of each enemy Shooting Phase choose front, left, rear or right side of each model armed with an Ion Shield. A model armed with an Ion Shield has a 4+ invulnerable save against all Shooting Attacks conducted against the chosen direction. Ion shields have no effect on weapons with the Barrage special rule.

- **Move Through Cover**
- **Knight Stomp**: Replace the 6 result on the stomp table with the 2-5 result, except carried out at S D AP 2.

Options:

- May replace thunderstrike gauntlet with one of the following:
  - Rapid-fire battle cannon and heavy stubber ...50 pts
  - Thermal cannon ...45 pts
  - Avenger gatling cannon and heavy flamer ...50 pts

- May replace reaper chainsword with one of the following:
  - Rapid-fire battle cannon and heavy stubber ...50 pts
  - Thermal cannon ...45 pts
  - Avenger gatling cannon and heavy flamer ...50 pts
  - Foe-reaper chainsword ...10 pts

- May take one of the following special rules:
  - Daemonic Titan of Khorne ...60 pts
  - Daemonic Titan of Tzeentch ...75 pts
  - Daemonic Titan of Nurgle ...85 pts
  - Daemonic Titan of Slaanesh ...60 pts

**CHAOS WARHOUND**

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<th>WS</th>
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<th>HP</th>
</tr>
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<tbody>
<tr>
<td>Chaos Warhound</td>
<td>2</td>
<td>4</td>
<td>10</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>1</td>
<td>1</td>
<td>9</td>
</tr>
</tbody>
</table>

**UNIT TYPE**
Super-heavy Walker

UNIT COMPOSITION

1 Chaos Warhound ...730 pts

Wargear:

- Two void shields
- Two double-barrelled turbo laser destructors

TITAN WEAPONS

<table>
<thead>
<tr>
<th>Wargear</th>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Double-barrelled turbo laser destructor</td>
<td>96&quot;</td>
<td>D</td>
<td>2</td>
<td>Heavy 2, Large Blast</td>
</tr>
<tr>
<td>Inferno gun</td>
<td>Hellstorm</td>
<td>7</td>
<td>3</td>
<td>Primary Weapon 1</td>
</tr>
<tr>
<td>Plasma blastgun</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Rapid</td>
<td>72&quot;</td>
<td>7</td>
<td>3</td>
<td>Primary Weapon 2, Massive Blast</td>
</tr>
<tr>
<td>- Overload</td>
<td>96&quot;</td>
<td>10</td>
<td>2</td>
<td>Primary Weapon 1, Apocalyptic Blast</td>
</tr>
<tr>
<td>Vulcan mega-bolter</td>
<td>60&quot;</td>
<td>6</td>
<td>3</td>
<td>Heavy 15</td>
</tr>
</tbody>
</table>

Special Rules:

- **Move Through Cover**
- **Scout**
- **Agile:** A model with this special rule may choose to Run 2D6" and still fire a single weapon or Run 4D6" instead of shooting.
- **Battlefield Deity:** A model with this special rule may not be deployed within 36" of your opponents deployment zone or within 24" of either of the sides of the table.

'Options:

- May replace any double-barrelled turbo laser destructor with one of the following:
  - Inferno gun ...free
  - Plasma blastgun ...free
- Vulcan mega-bolter ...free

- May take one of the following special rules:
  - Daemonic Titan of Khorne ...60 pts
  - Daemonic Titan of Tzeentch ...85 pts
  - Daemonic Titan of Nurgle ...110 pts
  - Daemonic Titan of Slaanesh ...60 pts

CHAOS REAVER

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<tr>
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<th>WS</th>
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<th>FA</th>
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<th>RA</th>
<th>I</th>
<th>A</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chaos Reaver</td>
<td>2</td>
<td>4</td>
<td>10</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>1</td>
<td>2</td>
<td>18</td>
</tr>
</tbody>
</table>

UNIT TYPE

Super-heavy Walker

UNIT COMPOSITION

1 Chaos Reaver ...1450 pts

Wargear:

- Four void shields
- Plasma blastgun
- Two gatling blasters

Special Rules:

- Move Through Cover
- God of War: A model with this special rule may not be deployed within 48" of your opponents deployment zone or within 36" of either of the sides of the table.

Options:

- May replace double-barrelled turbo laser destructor with one of the following:
  - Inferno gun ...free
  - Plasma blastgun ...free
  - Vulcan mega-bolter ...free
  - Vortex missile ...free
  - Apocalypse missile launcher ...free
May replace any gatling blaster with one of the following:

- Laser blaster ...free
- Reaver fist ...free
- Volcano cannon ...free

May take one of the following special rules:

- Daemonic Titan of Khorne ...160 pts
- Daemonic Titan of Tzeentch ...160 pts
- Daemonic Titan of Nurgle ...160 pts
- Daemonic Titan of Slaanesh ...160 pts

**BRASS SCORPION**

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<th>HP</th>
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<tr>
<td>3</td>
<td>3</td>
<td>10</td>
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<td>13</td>
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<td>9</td>
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</tbody>
</table>

Vehicle (Super-heavy Walker) 1 Brass Scorpion

**UNIT TYPE**

Super-heavy Walker

**UNIT COMPOSITION**

1 Brass Scorpion ...750 pts

**Wargear:**

- Daemonic Possession
- Scorpion cannon
- Soulburner cannon
- Two hellmaw cannons

**Special Rules:**

- It Will Not Die
- Dedication to Khorne
- Multi-legged Terror: When making Stomp attacks a model with this special rule makes D3+2 Stomps.
- Frenzied Charge: A model with this special rule add 1D6 to its Charge distance.
- Doomsday Reactor: When a model with this special rule suffers catastrophic damage it adds +2 to its roll on the Catastrophic Damage table.
- **Runes of the Blood God:** Any unit which targets a model with this special rule with a psychic power suffers a Perils of the Warp result regardless of whether or not the power is successfully manifested.

- **Battlefield Deity:** A model with this special rule may not be deployed within 36” of your opponent’s deployment zone or within 24” of either of the sides of the table.

### CHAOS WARBANDS

Whenever you include a detachment with one or more Chaos Space Marines units in your army, you may note down one of the following warbands. Add the relevant warband’s special rules and restrictions to the detachment’s special rules and restrictions. Models chosen from a detachment or formation treat all models from a detachment or formation from a different warband than its own as allies of convenience rather than battle brothers.

#### ALPHA LEGION WARBAND

**Restrictions:**

- No models in this detachment may have marks of chaos, this means you cannot include units like Khorne Berzerkers and Thousand Sons in this detachment.
- No models in this detachment may have the Daemon special rule.

**Special Rules:**

- Infiltrate
- Preferred Enemy (Characters)

#### BLACK LEGION WARBAND

**Restrictions:**

None.

**Special Rules:**

- **Lord of Traitors:** If your Warlord has this special rule and the Mark of Khorne special rule, Khorne Berzerkers with this special rule are Troops choices, if he has the Mark of Tzeentch special rule Rubric Marines with this special rule are Troops instead, if he has the Mark of Nurgle special rule Plague Marines with this special rule are Troops instead, if he has the Mark of Slaanesh special rule Noise Marines with this special rule are Troops instead, if he does not have
a Mark of Chaos, Chosen with this special rule are Troops instead. If your Warlord is Abaddon the Despoiler Terminator Squads and Chosen Squads with this special rule and the Infantry unit type are Troops.

- **Thirst for Glory:** If an enemy unit is completely destroyed by a unit with this special rule, all other units with this special rule gain the Preferred Enemy special rule until the end of the current phase.
- **Hatred (Armies of the Imperium)**

**CRIMSON SLAUGHTER WARBAND**

**Restrictions:**

You may not include special characters in a Crimson Slaughter army.

**Special Rules:**

- **Do You Hear the Voices Too?:** Possessed are Troops instead of Elites. Chosen, Chaos Terminators and HQs can choose to roll on the Vessels of Chaos table, and Possessed may re-roll any roll on the Vessels of Chaos table.

- **Twisting Presence: Fear,** when assaulted by non-Fearless units models with this special rule counts as being armed with defensive grenades.

- **Relics of the Crimson Slaughter:** You gain access to the following options and add the following to the *Chaos Artefacts* list:

  - Blade of the Relentless ...30 pts

  Chaos Lord or Chaos Warmonger only.

  - Crozius of the Dark Covenant ...30 pts

  **Warp-medium:** All models in the wearers unit may re-roll any failed invulnerable saving throws of 2, 3, 4 and 5.

  - The Slaugtherer's Horns ...30 pts

  The bearer has the Rampage special rule.

  - The Balestar of Mannon ...35 pts

  - Prophet of the Voices ...40 pts

  The bearer has the Daemon and Fearless special rules. Etc. Etc.

  - Daemonheart ...50 pts
DEATH GUARD WARBAND

Restrictions:

- No models in this detachment may have marks of chaos except the Mark of Nurgle, this means you cannot include units like Noise Marines and Khorne Berzerkers in this detachment.

Special Rules:

- **Lords of Plague Hosts:** Plague Marines with this special rule are Troops choices.
- **Aura of Decay** All close combat attacks made by models with this special rule have the Soul Blaze special rule.
- **Rot Hosts:** Whenever a character with the Mark of Nurgle and this special rule would be removed as a casualty, before removing him, place the Large Blast marker centrally over him. Resolve it like a shooting attack with Strength 4 AP 5, this has no effect on models with the Mark of Nurgle and models with the Daemon of Nurgle special rule.
- **Toxic Ammunition:** All bolt weapons fired by models with this special rule have the Soul Blaze and Pinning special rules.
- **Shambling Zombie Warriors:** Rhinos may not be taken as dedicated transports by Troops choices with this special rule.

EMPEROR'S CHILDREN WARBAND

Restrictions:

- No models in this detachment may have marks of chaos except the Mark of Slaanesh, this means you cannot include units like Plague Marines and Thousand Sons in this detachment.

Special Rules:

- **Lords of Decadence:** Noise Marines with this special rule are Troops choices.
- **Sonic Weaponry:** Any model may exchange a
  - Mutli-Melta/Hades Autocannon/Lascannon for Blastmaster ...free
  - Autocannon/Twin-linked Heavy Bolter for a Blastmaster ...5 pts
  - Havoc Launcher for a Blastmaster ...8 pts
- **Night Vision, Outflank, and Acute Senses**
• **Dark Temptation:** Enemy units within 12" of a model from this detachment must take a Leadership check at the start of each of their movement phases, if failed they must move their allowed movement distance (6" for Infantry 12" for Bikes...) directly towards the closest non flyer/flying monstrous creature from this detachment.

## IRON WARRIORS WARBAND

**Restrictions:**

- No models in this detachment may have marks of chaos, this means you cannot include units like Khorne Berzerkers and Thousand Sons in this detachment.

**Special Rules:**

- **Armsmasters:** Havocs units with this special rule count as troops choices.
- **Meatgrinder:** Each time a unit of Troops with this special rule, including Havocs and Rhinos taken as Dedicated Transports for a Troops choice, is destroyed roll a D6, on a 6+ they are immediately restored to full strength and put into reserves. Cultists are restored on a 2+.
- **Armoured Assault:** Models with this special rule may take Rhinos as dedicated transports for 15 points less than normal.
- **Heavy and Slow:** You may include 1 more Heavy Support choice than normal, and 1 less Fast Attack choice than normal, in detachments which allow for non-specific Heavy Support and/or Fast Attack choices.
- **Eternal Rivalry (Iron Warriors vs. Imperial Fists):** Models with this special rule have the Hatred (Rival) special rule their rivals also have the Hatred (Rival) special rule.

## KHORNE DAEMONKIN WARBAND

**Restrictions:**

- No models in this detachment may have marks of chaos except the Mark of Khorne, this means you cannot include units like Noise Marines and Thousand Sons in this detachment.
- All models which can take the Mark of Khorne must do so.
- No models with Mastery Level(s) may be taken as a part of this detachment.

**Special Rules:**
- **Blood Warriors:** Models with this special rule are treated as having the Daemon of Khorne special rule for the purposes of the Blood Tithe table special rule.

- **Blood Tithe**

Each time a unit with the Daemon of Khorne special rule is destroyed or destroys an enemy unit you gain one Blood Tithe. You may expend Blood Tithes once per turn during your psychic phase on one of the following rewards.

<table>
<thead>
<tr>
<th>Blood Tithe Cost</th>
<th>Reward</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>Infernal Contempt:</strong> All friendly units with the Daemon of Khorne special rule have the Adamantium Will and Stubborn special rules until the start of your next turn. Note that <strong>Stubborn</strong> Daemon units do not subtract from their leadership when taking instability tests.</td>
</tr>
<tr>
<td>2</td>
<td><strong>Insatiable Bloodlust:</strong> All friendly units with the Daemon of Khorne special rule have the Crusader and Furious Charge special rules until the start of your next turn.</td>
</tr>
<tr>
<td>3</td>
<td><strong>Unstoppable Ferocity:</strong> All friendly units with the Daemon of Khorne special rule have the Feel No Pain special rule, but can only use this special rule against ranged attacks.</td>
</tr>
<tr>
<td>4</td>
<td><strong>Apocalyptic Fury:</strong> All friendly units with the Daemon of Khorne special rule add 1 to their Attacks characteristic until the start of your next turn.</td>
</tr>
<tr>
<td>5</td>
<td><strong>Daemontide:</strong> A unit consisting of either 7 Bloodletters, with a Blood Fiend, or 5 Flesh Hounds (controlling player’s choice) is summoned (see below) within 12” of any friendly unit with the Daemon of Khorne special rule.</td>
</tr>
<tr>
<td>6</td>
<td><strong>Daemontide:</strong> A unit consisting of either 8 Bloodletters or 5 Flesh Hounds (controlling player’s choice) is summoned (see below) within 12” of any friendly unit with the Daemon of Khorne special rule.</td>
</tr>
</tbody>
</table>
| 7                | **Dark Apotheosis:** Choose a friendly Chaos Space Marine character with the Mark of Khorne, the chosen character must take a leadership test, if failed, replace the model with a spawn, if passed, replace the model with a Daemon Prince of Khorne with a 3+ Sv. Either way the model must be placed at least 1” away from enemy models and within 6” of the where the chosen Chaos Space Marine character was standing. The model counts as having been summoned using the **Daemonology (Malefic)** discipline. The chosen character counts as having been destroyed for all intents and purposes, if an independent character was chosen, you gain 1 Blood Tithe. If the chosen character was your...
Note Models are summoned following the rules for the summoning powers in the Daemonology (Malefic) discipline.

TZEENTCH DAEMONKIN WARBAND

Restrictions:

- No models in this detachment may have marks of chaos except the Mark of Tzeentch, this means you cannot include units like Noise Marines and Plague Marines in this detachment.
- All models which can take the Mark of Tzeentch must do so.

Special Rules:

- **Tzeentch Daemonkin:** Models with this special rule gain the Fear and Fearless special rules while within 6" of a model with the Daemon of Tzeentch special rule.
- **Summoners of Tzeentch:** Models with this special rule only suffer perils of the warp when manifesting powers from the Daemonology (Malefic) discipline on the roll of a double 6. Models with this special rule may not summon models without the Daemon of Tzeentch special rule.

NURGLE DAEMONKIN WARBAND

Restrictions:

- No models in this detachment may have marks of chaos except the Mark of Nurgle, this means you cannot include units like Noise Marines and Rubric Marines in this detachment.
- All models which can take the Mark of Nurgle must do so.
Special Rules:

- **Nurgle Daemonkin**: Models with this special rule gain the Fear and Fearless special rules while within 6" of a model with the Daemon of Nurgle special rule.
- **Summoners of Nurgle**: Models with this special rule only suffer perils of the warp when manifesting powers from the **Daemonology (Malefic)** discipline on the roll of a double 6. Models with this special rule may not summon models without the Daemon of Nurgle special rule.

**SLAANESH DAEMONKIN WARBAND**

Restrictions:

- No models in this detachment may have marks of chaos except the Mark of Slaanesh, this means you cannot include units like Rubric Marines and Plague Marines in this detachment.
- All models which can take the Mark of Slaanesh must do so.

Special Rules:

- **Slaanesh Daemonkin**: Models with this special rule gain the Fear and Fearless special rules while within 6" of a model with the Daemon of Slaanesh special rule.
- **Summoners of Slaanesh**: Models with this special rule only suffer perils of the warp when manifesting powers from the **Daemonology (Malefic)** discipline on the roll of a double 6. Models with this special rule may not summon models without the Daemon of Slaanesh special rule.

**RED CORSAIRS WARBAND**

Restrictions:

None.

Special Rules:

- **Outflank**
- **Reavers**: Models with this special rule have the Scout special rule but may not move within 18" of their enemy while making their scout move.
- **Pirate Fleet of the Maelstrom**: Units composed entirely of models with this special rule may re-roll failed reserve rolls.

**NIGHT LORDS WARBAND**

**Restrictions:**

None.

**Special Rules:**

- **Fear**
- **Terror**: Enemy units in close combat with a unit from this formation must re-roll successful morale and fear tests.

- **Nightbombs**: Any game featuring at least one of these formations use the night fighting rules the entire game, even if all members of this detachment are destroyed.

- **Light and Fast**: You may take one additional Fast Attack choice than is normally allowed. You may take one less additional Heavy Support choice than is normally allowed, in formations which allow for non-specific Fast Attack/Heavy Support choices.

**THOUSAND SONS WARBAND**

**Restrictions:**

- No models in this detachment may have marks of chaos except the Mark of Tzeentch, this means you cannot include units like Noise Marines and Khorne Berzerkers in this detachment.

**Special Rules:**

- **Masters of Rubricae**: Rubric Marines with this special rule are Troops choices.

- **Flames of War**: Models with this special rule may re-roll To Hit and To Wound rolls of 1 when firing ranged weapons and when using ranged psychic powers.

- **Pushing the Limit**: When manifesting a psychic power you may overcharge it, you manifest warp charges on 3+ but any roll of a double causes a Perils of the Warp.

- **Spire Guard**: Any unit of Chosen or Terminators may be upgraded to Spire Guard ...20 pts/model

Spire Guard have the Brotherhood of Psykers (Mastery Level x) special rule. The units Mastery level is equal to the number of remaining models with the special rule in the unit. They know all powers from
the **Change** Discipline. In addition all their power weapons gain the Force special rule.

- **Librarians, not Mechanics:** Chaos Rhinos with this special rule lose the Repair special rule.
- **Eternal Rivalry (Thousand Sons vs. Space Wolves):** Models with this special rule have the Hatred (Rival) their rivals also have the Hatred (Rival) special rule.

**WORLD EATERS WARBAND**

**Restrictions:**

- No models in this detachment may have marks of chaos except the Mark of Khorne, this means you cannot include units like Noise Marines and Thousand Sons in this detachment.
- No models with Mastery Level(s) may be taken as a part of this detachment.

**Special Rules:**

- **Nexus of Khorne:** Khorne Berzerkers with this special rule are Troops choices.
- **Fleet**
- **Crusader** *

**Hammer of Wrath**

- **Khorne's Fury Knows No Bounds:** All Infantry models with this special rule have the Move Through Cover special rule.
- **Uncontrollable Rage:** When a unit from this formation is able to assault one or more units in the assault phase, it must take a leadership test, if the test is passed nothing happens, otherwise the unit is forced to assault one of the eligible units.

**WORD BEARERS WARBAND**

**Restrictions:** All units with the option to take a chaos icon, must do so.

**Special Rules:**

- **Summoning Scherades:** Sorcerers with this special rule only suffer perils of the warp normally even when using the **Daemonology (Malefic) discipline.**
• Bringers of the Word: Dark Apostles with this special rule gain the Psyker (Mastery Level 1) special rule and generate their powers from the Daemonology (Malefic) discipline.

• Glory to the Dark Gods: During deployment roll a D6 for each unit of Chaos Cultists and each Chaos Space Marine unit without a mark. On the roll of 1 nothing happens. On a roll of 2 the unit gains the mark of Khorne. On a roll of 3 the unit gains the mark of Tzeentch. On a roll of 4 the unit gains the mark of Nurgle. On a roll of 5 the unit gains the mark of Slaanesh. On a roll of 6 the character in the unit may roll once on the Chaos Eye of the Gods Table, re-rolling results of 1 and 6.

SPECIAL RULES

EYE OF THE GODS

When a Character with this special rule destroys an enemy character he is fighting in a challenge, roll on the Eye of the Gods Table for that Character.

DAEMON OF NURGLE

Models with this special rule have the Shrouded, Slow and Purposeful and Preferred Enemy (Daemons of Tzeentch) special rules.

DAEMONFORGE

For one Shooting or Assault phase per game, the model may re-roll all failed To Wounds rolls and all failed armour penetration rolls. At the end of that phase, roll a D6; lose a Hull Point (no saves) if you roll a 1.

DAEMONIC TITAN OF KHORNE

Models with the Deamonic Titan of Khorne upgrade are armed with a daemonic possession and have the Hatred (Daemons of Slaanesh and Rage special rules and may re-roll the number of stomps they make.

DAEMONIC TITAN OF TZEENTCH

Models with the Deamonic Titan of Tzeentch upgrade are armed with a daemonic possession and have the Hatred (Daemons of Nurgle special rules and may re-roll To Hit rolls of 1 and any heavy stubbers they are armed with gain the Soul Fire special rule.

DAEMONIC TITAN OF NURGLE
Models with the Deamonic Titan of Nurgle upgrade are armed with a daemonic possession and have the Hatred (Daemons of Tzeentch and It Will Not Die special rules.

**DAEMONIC TITAN OF SLAANESH**

Models with the Deamonic Titan of Slaanesh upgrade are armed with a daemonic possession and have the Hatred (Daemons of Khorne special rules. All models with a Leadership value in combat with a Daemonic Titan of Slaanesh at the start of the Fight sub-phase must pass a Leadership test with a -2 modifier or reduce their Initiative value to 1 for the duration of that Fight sub-phase.

**DEDICATION TO KHORNE**

A model with this special rule counts as having the Mark of Khorne for the purpose of warband tactics and has the Rampage special rule.

**DEDICATION TO TZEENTCH**

A model with this special rule counts as having the Mark of Tzeentch for the purpose of warband tactics and may re-roll To-Hit rolls of 1 when firing ranged weapons. In addition any heavy flamers it has gain the Soul Blaze special rule.

**DEDICATION TO NURGLE**

A model with this special rule counts as having the Mark of Nurgle for the purpose of warband tactics. If it ever loses its last remaining Hull Point but does not explode you may keep rolling for It Will Not Die at the end of each of your turns, if it ever regains a Hull Point through the It Will Not Die special rule it returns to play with one Hull Point remaining.

**DEDICATION TO SLAANESH**

A model with this special rule counts as having the Mark of Slaanesh for the purpose of warband tactics and is armed with assault grenades and defensive grenades.

**ETERNAL CRUSADE**

Units composed entirely of models with this special rule may use their Sweeping Advance move to move within 1" of their enemy during your Assault Phase provided at least one model from the unit moves into base contact with an enemy model. Your unit counts as having made a disordered charge and may not strike in the ensuing combat. Overwatch may be performed against the unit as normal.
**INFERNAL RELIC**

You may not include more models in your army with the Infernal Relic special rule than you do Infernal Engineers. The following models are Infernal Engineers:

- Psykers with the Chaos Space Marines faction who generate at least one power from the **daemonology (malefic)** discipline.
- Abaddon the Despoiler
- Warpsmiths

The first model with this special rule taken in your primary detachment does not count toward the maximum number of models with this special rule you may include in your army.

**MARK OF KHORNE**

Models with this special rule have the Counter-attack, Rage, Furious Charge, and Adamantium Will special rules and may not join units with one or more models with the Mark of Slaanesh special rule.

A model with this special rule counts as having a Mark of Chaos.

**MARK OF TZEENTCH**

Models with this special rule gain +1 to their Invulnerable save. Models without an Invulnerable save instead gain a 5+ invulnerable save and may not join units with one or more models with the Mark of Nurgle special rule.

A model with this special rule counts as having a Mark of Chaos.

**MARK OF NURGLE**

Models with this special rule gain +1 Toughness, this bonus is already included in the profile of models which start with this special rule and may not join units with one or more models with the Mark of Tzeentch special rule.

A model with this special rule counts as having a Mark of Chaos.

**MARK OF SLAANESH**

Models with this special rule have the Crusader and Fleet special rules. Models which purchase the mark of Slaanesh gain +1 Initiative, this bonus is already included in the profile of models which start with this special rule.
and may not join units with one or more models with the Mark of Khorne special rule.

A model with this special rule counts as having a Mark of Chaos.

**THE FORBIDDEN ARMOURY**

**GIFTS OF MUTATION**

**ARCANEOCCULUM**

The model has +1 Ballistic Skill.

**BERZERKER STRENGTH**

The model has +1 Strength.

**CEREBRAL COGITATOR**

The model has +1 Initiative.

**COSMIC FATE**

Once per game the model may choose to automatically pass any one saving throw before rolling for it. The model may not be used to automatically pass a feel no pain roll.

**CRYSTALLINE BODY**

The model has +1 Toughness.

**GUN MORPH**

Note down one of the model's weapons when making your army list. The chosen weapon gains the Twin-linked special rule.

**ICY AURA**

The model inflicts a single additional hit in close combat at Initiative Step 1 for each enemy model in base contact with the model. These attacks are made at S 4 AP 5 and do not benefit from the model's weapons or other special rules.

**VENEMOUS**

The model has the Poisoned (4+) special rule.
*WARP FRENZY*

The model has +1 Attack.

**VEHICLE EQUIPMENT**

**CERAMITE PLATING**

Melta weapons do not roll an extra D6 armour penetration when shooting a vehicle equipped with ceramite plating at half range or less.

**DAEMONIC POSSESSION**

Vehicles armed with a Daemonic Possesion ignore the result of Crew Shaken and Crew Stunned results on the vehicle damage table on the roll of a 2+.

When a unit embarks upon a vehicle armed with a Daemonic Possesion roll a D6. On a 1 a single model from the unit (chosen by the chaos player) is removed from the game and the vehicle immediately regains a single hull point lost earlier in the battle.

Vehicles armed with a Daemonic Possesion Ballistic Skill is changed 3 and they gain the Daemon and Daemonforge special rules.

**DESTROYER BLADES**

Tank Shocked units take D6 S 5 AP - hits, if they choose Death or Glory, they take D6 additional S 5 AP - hits.

**DIRGE CASTER**

Enemy units within 6" of a model armed with a dirge caster cannot fire Overwatch.

**LASER TENDRILS**

Decrease the WS of all enemy units in base contact with a model armed with lasher tendrils by 1. Non-Walker enemy vehicles in base contact with a friendly model armed with a lasher tendril set are hit automatically.

**MAGMA CUTTERS** A model armed with magma cutters gets 1 additional attack at Initiative step 1 if it hits with 1 or more attacks, it it hits with all of its attacks it makes one further attack at Initiative step 1. These attacks are made using the profile below:
**MELTA-RAM**

A model armed with a melta-ram can Ram while in hover mode.

**VOID SHIELD** Each hit scored with a ranged attack scored against a model armed with a void shield instead hits its void shield. Each void shield counts as an AV 12 vehicle with a single hull point. Penetrating hits offer no additional benefits against a hull point. Once a void shield has suffered a glancing or penetrating hit it stops absorbing hits.

**WARPFLAME GARGOYLES**

All ranged attacks made by a model armed with warpflame gargoyles have the Soul Blaze special rule.

**SPECIAL ISSUE WARGEAR**

**BLIGHT GRENADES**

A model that is armed with blight grenades is armed with assault grenades and defensive grenades.

**CHAOS BIKE**

A model armed with a chaos bike changes its unit type to **Bike (Character)**.

**FLESHMETAL**

A model armed with fleshmetal has a 2+ Sv.

**TERMINATOR ARMOUR**

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Models in Terminator armour have the Bulky, Deep Strike and Relentless special rules. Units including one or more models armed with Terminator armour may not make Sweeping Advances. A model upgraded to have Terminator armour increase their Toughness characteristic by 1. (**this bonus is already included in the profiles of models that have Terminator armour as part of their standard wargear**).
JUMP PACK
A model armed with a jump pack changes its unit type to **Jump Infantry (Character)**.

SIGIL OF CORRUPTION
A model armed with a sigil of corruption has a 4+ invulnerable save.

CHAOS REWARDS

AURA OF DARK GLORY
A model armed with an aura of dark glory has a 5+ invulnerable save.

COMBAT FAMILIAR
A model armed with a combat familiar can make D6 additional attacks at S 4 AP - each round of close combat. These attacks do not benefit from any weapons or special rule the model is armed with.

JUGGERNAUT OF KHORNE
A model armed with a juggernaut of Khorne changes its unit type to **Cavalry (Character)** and adds +1 to its Toughness, Wounds and Attacks characteristics.

DISC OF TZEENTCH
A model armed with a disc of Tzeentch changes its unit type to **Jetbike (Character)**.

PALANQUIN OF NURGLE
A model armed with a disc of Tzeentch changes its unit type to **Jetbike (Character)**.

PALANQUIN OF NURGLE
A model armed with a adds +2 to its Wounds characteristic and +1 to its Attacks characteristic and gains the Very Bulky special rule.

STEEDE OF SLAANESH
A model armed with a steed of Slaanesh changes its unit type to **Cavalry (Character)** and adds +3" to its run distances and gains the Acute Senses and Outflank special rules.

ICHOR BLOOD
Units that inflict unsaved Wounds on a model armed with ichor blood immediately suffer a single Strength 3 AP 4 hit for each Wound caused.
SPELL FAMILIAR

A model armed with a spell familiar may re-roll failed Psychic tests.

CHAOS ICONS

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a Chaos Icon. The Chaos Icon must have been on the battlefield at the start of the turn in order for it to be used. Chaos Icons also have an additional effects, which are listed below.

ICON OF WRATH

Units with the Mark of Khorne only. All models with the Mark of Khorne in a unit equipped with an icon of wrath have the Hammer of Wrath special rule. When determining its charge range, a unit with this icon may re-roll the result.

ICON OF FLAME

Units with the Mark of Tzeentch only. All weapons with "bolt" in their name carried by models with the Mark of Tzeentch in a unit equipped with an icon of flame have the Soul Blaze special rule.

ICON OF DESPAIR

Units with the Mark of Nurgle only. All models with the Mark of Nurgle in a unit equipped with an icon of despair have the Fear special rule.

ICON OF EXCESS

Units with the Mark of Slaanesh only. All models with the Mark of Slaanesh in a unit equipped with an icon of excess have the Feel No Pain special rule.

ICON OF VENGEANCE

All models without a Mark of Chaos in a unit equipped with an Icon of Vengeance have the Zealot special rule.

DAEMONIC FORGE

<table>
<thead>
<tr>
<th>DAEMONIC WEAPON</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range</td>
</tr>
<tr>
<td>-------</td>
</tr>
<tr>
<td>Weapon</td>
</tr>
<tr>
<td>-------------------------</td>
</tr>
<tr>
<td>Daemon sword</td>
</tr>
<tr>
<td>Daemon axe</td>
</tr>
<tr>
<td>Daemon mace</td>
</tr>
<tr>
<td>Daemon lance</td>
</tr>
<tr>
<td>Daemon fist</td>
</tr>
<tr>
<td>Bloodthirsty axe</td>
</tr>
<tr>
<td>Daemonic hand cannon</td>
</tr>
<tr>
<td>Quicksilver rapier</td>
</tr>
<tr>
<td>Skullcrushing mace</td>
</tr>
<tr>
<td>Life reaper</td>
</tr>
<tr>
<td>Doomfire revolver</td>
</tr>
<tr>
<td>Arcane staff</td>
</tr>
<tr>
<td>Bat's talon</td>
</tr>
<tr>
<td>Twin swords</td>
</tr>
<tr>
<td>Whispering dagger</td>
</tr>
</tbody>
</table>

**Daemon Weapon**: Before rolling To-Hit with a weapon with this special rule roll a D6. On a 2+ the bearer gains a number of additional attacks equal to the roll, on a roll of 1 the bearer’s WS characteristic is changed to 0 until the start of the following Shooting Phase and the bearer suffers a wound with no saves of any kind allowed.

**Lance**: A weapon with this special rule has an increased Strength and AP value on the turn its wielder charges.

**Blood Soaked Fury**: Each time a model inflicts a wound with this weapon the model may immediately make an additional attack, these attacks do not generate additional attacks.
**Daemonic Essence:** Get’s Hot results inflicted by this weapon have the Instant Death special rule.

**Quicksilver Strikes:** Attacks made with a weapon with this special rule are resolved at Initiative 10.

**Skullcrusher:** A weapon with this special rule gains the Instant Death special rule against enemy models the wielder is fighting in a challenge.

**Zombie Affliction:** Each enemy model slain with a weapon with this special rule adds a Plague Zombie to the wielder of this weapon's unit.

**Doomfire:** A weapon with this special rule's Strength is randomized each time it is fired. If the Strength rolled is 11 or 12 the shot is resolved at AP 2. Whenever this weapon fires a strength D shot its wielder suffers a with no saves of any kind allowed.

**Sanity Shredder:** A unit which has suffered one or more unsaved wounds from a weapon with this special rule suffer a -1 penalty to its Leadership until the end of the game. A unit in which a Character was killed suffers a -3 penalty to their Leadership until the end of the game.

**Twin Blades:** You may re-roll the dice for the number of attacks received from the Daemon Weapon special rule, including the roll of a 1.

**Forbidden Whispers:** A weapon with this special rule reduces the Leadership of all units (friend and foe) within 12" of the wielder by 2.

---

**DAEMONIC TRAITS**

**WRATHFUL**

A weapon with this special rule has the Soul Blaze special rule.

**LUSTFUL**

The wielder of this weapon must issue and accept challenges whenever possible. While its wielder is fighting in a challenge a weapon with this special rule gains the Shred special rule.

**SLOUTHFUL**

The wielder of a weapon with this special rule gains the It Will Not Die special rule until the end of the turn if it does not move in the Movement phase.

**CHAOTIC**

A weapon with this special rule has the Fleshbane special rule.
GREEDY

Roll 2D6 for the number of bonus attacks from the Daemon Weapon special rule; the wielder suffers the ill effects if either of the D6 result in a 1.

ENVIOUS

While fighting in a challenge a model fighting with a weapon with this special rule replaces its S and T values with that of its opponent.

SENTIENT

A weapon with this special rule has the Master-crafted special rule.

DEADLY

A weapon with this special rule has the Instant Death special rule on any To Wound roll of 6.

PROUD

Every time the wielder kills an enemy in a challenge with a weapon with this special rule the wielder must roll on the Eye of the Gods table.

GLUTTONOUS

A weapon with this special rule nullifies every Blessing, Malediction Focussed Witchfire and Witchfire on its wielder or its wielders unit unit on a 4+.

MELEE WEAPONS

CHAINAXE

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>+1</td>
<td>4</td>
<td>Melee</td>
</tr>
</tbody>
</table>

KNIGHT WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foe-reaper chainsword</td>
<td></td>
<td>D</td>
<td>Melee, Foe-reaper</td>
</tr>
</tbody>
</table>
**Foe-reaper:** When resolving attacks against Monstrous Creatures and Walkers with a weapon with this special rule you may re-roll results of 1 on the destroyer table.

| Reaper chainsword | - | D | 2 | Melee | - | Thunderstrike gauntlet | - | D | 2 | Melee, Hurl, Massive | - |

**Massive:** Attacks made using a weapon with this special rule are resolved at Initiative 1, even if the user is a Walker or Super-heavy Walker.

**Hurl:** If a model destroys an enemy Monstrous Creature or Vehicle using a thunderstrike gauntlet, that model may immediately throw the Monstrous Creature/Vehicle using the following profile. After the shooting attack has been resolved the destroyed model is removed from the table. Any embarked unit on the destroyed vehicle must emergency disembark before the Transport is thrown.

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>*</td>
<td>-</td>
<td>Heavy 1, Large Blast, The Bigger They Are...</td>
</tr>
</tbody>
</table>

**The Bigger They Are...**: The Strength of this attack is equal to the Toughness value of the Monstrous Creature or half the front armour value of the vehicle being throw.

**WARPSWORD**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>User</td>
<td>1</td>
<td>Melee, Armourbane</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

**AUTO WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accelerator autocannon</td>
<td>48”</td>
<td>7</td>
<td>4</td>
</tr>
<tr>
<td>Assault cannon</td>
<td>24”</td>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>Autocannon</td>
<td>48”</td>
<td>7</td>
<td>4</td>
</tr>
<tr>
<td>Autocannon turret</td>
<td>48”</td>
<td>7</td>
<td>4</td>
</tr>
<tr>
<td>Auto pistol</td>
<td>12”</td>
<td>3</td>
<td>-</td>
</tr>
</tbody>
</table>
### Rapid Tracking:
Targets may not take Jink saves against damage from this weapon.

### Independent Turret Fire:
Weapons with this special rule do not count towards the number of weapons a model may fire each turn and may be fired at a separate target from all other weapons the model is armed with.

<table>
<thead>
<tr>
<th>Autogun</th>
<th>24&quot;</th>
<th>3</th>
<th>Rapid Fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>Avenger gatling cannon</td>
<td>36&quot;</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Hades autocannon</td>
<td>36&quot;</td>
<td>8</td>
<td>4</td>
</tr>
<tr>
<td>Heavy stubber</td>
<td>36&quot;</td>
<td>4</td>
<td>6</td>
</tr>
<tr>
<td>Hellstorm autocannon</td>
<td>36&quot;</td>
<td>7</td>
<td>4</td>
</tr>
<tr>
<td>Reaper autocannon</td>
<td>36&quot;</td>
<td>7</td>
<td>4</td>
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</tbody>
</table>

**BATTLE CANNON**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>72&quot;</td>
<td>8</td>
<td>3</td>
<td>Primary Weapon 1, Large Blast</td>
</tr>
</tbody>
</table>

**BOLT WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Avenger bolt cannon</td>
<td>36&quot;</td>
<td>6</td>
<td>3 Heavy 7</td>
</tr>
<tr>
<td>Bolt pistol</td>
<td>12&quot;</td>
<td>4</td>
<td>5 Pistol</td>
</tr>
<tr>
<td>Boltgun</td>
<td>24&quot;</td>
<td>4</td>
<td>5 Rapid Fire</td>
</tr>
<tr>
<td>Combi-bolter</td>
<td>24&quot;</td>
<td>4</td>
<td>5 Rapid Fire, Shred, Twin-linked</td>
</tr>
<tr>
<td>Heavy bolter</td>
<td>36&quot;</td>
<td>5</td>
<td>4 Heavy 3</td>
</tr>
<tr>
<td>Quad heavy bolter turret</td>
<td>36&quot;</td>
<td>5</td>
<td>4 Heavy 6, Independent Turret Fire</td>
</tr>
</tbody>
</table>

**Independent Turret Fire:** Weapons with this special rule do not count towards the number of weapons a model may fire each turn and may be fired at a separate target from all other weapons the model is armed with.

**BOMB WEAPONS**
**Unguided:** A weapon with this special rule is resolved like a Vecotr Strike. Each shot fired by this weapon inflicts a single hit on a 6+.

**BUTCHER CANNON**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>8</td>
<td>4</td>
<td>Heavy 4</td>
</tr>
</tbody>
</table>

**CHAOTIC BOMBARDMENT**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infinite</td>
<td>10</td>
<td>1</td>
<td>Ordnance 1, Barrage, Large Blast, One Use Only, Orbital, Chaotic Bombardment</td>
</tr>
</tbody>
</table>

**Orbital:** If an arrow is rolled on the scatter dice when firing a weapon that has this special rule, the shot always scatters the full 2D6" regardless of the firing model’s Ballistic Skill. In addition, firing an Ordnance weapon that has this special rule does not prevent the firing model from declaring a charge against the target unit in the same turn. **Chaotic Bombardment:** Before firing this weapon roll a d6, on a 5+ change this weapon to Ordnance 2, on the roll of a 1; your opponents may choose any of your units to be the target of the weapon.

**CONVERSION WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conversion beamer</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Up to 18&quot;</td>
<td>6</td>
<td></td>
<td>Heavy 1, Blast, Divert Power</td>
</tr>
</tbody>
</table>
Divert Power: This profile cannot be used if the vehicle using the weapon with this type has moved in the previous movement phase. Ignore the Relentless special rule for the purpose of this special rule.

**DEMONISHER CANNON**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>10</td>
<td>2</td>
<td>Ordnance 1, Large Blast</td>
</tr>
</tbody>
</table>

**DREADHAMMER SIEGE CANNON**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>10</td>
<td>1</td>
<td>Primary Weapon 1, Massive Blast, No Cover Saves Allowed</td>
</tr>
<tr>
<td>48&quot;</td>
<td>10</td>
<td>1</td>
<td>Primary Weapon 1, Divert Power, Massive Blast, No Cover Saves Allowed</td>
</tr>
</tbody>
</table>

Divert Power: This profile cannot be used if the vehicle using the weapon with this type has moved in the previous movement phase. Ignore the Relentless special rule for the purpose of this special rule.

**FELLBLADE ACCELLEATOR CANNON**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>100&quot;</td>
<td>8</td>
<td>3</td>
<td>Primary Weapon 1, Massive Blast</td>
</tr>
</tbody>
</table>
FLAMER WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baleflamer</td>
<td>6</td>
<td>3</td>
<td>Heavy 1, Torrent</td>
</tr>
<tr>
<td>Flamer</td>
<td>4</td>
<td>5</td>
<td>Heavy 1</td>
</tr>
<tr>
<td>Heavy flamer</td>
<td>5</td>
<td>4</td>
<td>Heavy 1</td>
</tr>
</tbody>
</table>

IMPALER-CANNON

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>8</td>
<td>3</td>
<td>Heavy 1, Get Over Here!</td>
</tr>
</tbody>
</table>

Get Over Here!: Add 2D6" to the charge range of any unit attempting to charge a unit which has suffered a penetrating hit from a weapon with this special rule in the same turn.

KHARIBDIS ASSAULT LAUNCHER

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>6</td>
<td>5</td>
<td>Heavy 2, Pinning, Twin-linked</td>
</tr>
</tbody>
</table>

LASER WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>9</td>
<td>2</td>
</tr>
<tr>
<td>Storm laser</td>
<td>36&quot;</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Turbo-laser destructor</td>
<td>72&quot;</td>
<td>D</td>
<td>2</td>
</tr>
<tr>
<td>Quad lascannon</td>
<td>48&quot;</td>
<td>9</td>
<td>2</td>
</tr>
</tbody>
</table>

TITAN WEAPONS
<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Apocalypse missile launcher</td>
<td>24-360&quot;</td>
<td>7</td>
<td>3</td>
<td>Primary Weapon 5, Apocalyptic Barrage</td>
</tr>
<tr>
<td>Double-barrelled turbo laser destructor</td>
<td>96&quot;</td>
<td>D</td>
<td>2</td>
<td>Heavy 2, Large Blast</td>
</tr>
<tr>
<td>Inferno gun</td>
<td>Hellstorm</td>
<td>7</td>
<td>3</td>
<td>Primary Weapon 1</td>
</tr>
<tr>
<td>Plasma blastgun</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Rapid</td>
<td>72&quot;</td>
<td>7</td>
<td>3</td>
<td>Primary Weapon 2, Massive Blast</td>
</tr>
<tr>
<td>- Overload</td>
<td>96&quot;</td>
<td>10</td>
<td>2</td>
<td>Primary Weapon 1, Apocalyptic Blast</td>
</tr>
<tr>
<td>Vulcan mega-bolter</td>
<td>60&quot;</td>
<td>6</td>
<td>3</td>
<td>Heavy 15</td>
</tr>
<tr>
<td>Vortex missile</td>
<td>12-960&quot;</td>
<td>D</td>
<td>1</td>
<td>Heavy 1, Large Blast, Vortex, One Use Only</td>
</tr>
<tr>
<td>Gatling blaster</td>
<td>72&quot;</td>
<td>8</td>
<td>3</td>
<td>Primary Weapon 6, Large Blast</td>
</tr>
<tr>
<td>Laser blaster</td>
<td>96&quot;</td>
<td>D</td>
<td>2</td>
<td>Primary Weapon 3, Large Blast</td>
</tr>
<tr>
<td>Reaver fist</td>
<td>-</td>
<td>D</td>
<td>1</td>
<td>Melee</td>
</tr>
<tr>
<td>Volcano cannon</td>
<td>180&quot;</td>
<td>D</td>
<td>2</td>
<td>Primary Weapon 1, Massive Blast</td>
</tr>
</tbody>
</table>

**MAWCANNON**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Template</td>
<td>6</td>
<td>4</td>
<td>Assault 1</td>
</tr>
<tr>
<td>36&quot;</td>
<td>8</td>
<td>3</td>
<td>Assault 1, Large Blast</td>
</tr>
</tbody>
</table>

**MELTA WEAPONS**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meltagun</td>
<td>12&quot;</td>
<td>8</td>
<td>1</td>
<td>Assault 1, Melta</td>
</tr>
<tr>
<td>Multimelta</td>
<td>24&quot;</td>
<td>8</td>
<td>1</td>
<td>Heavy 1, Melta</td>
</tr>
<tr>
<td>Thermal cannon</td>
<td>36&quot;</td>
<td>8</td>
<td>1</td>
<td>Heavy 1, Large Blast, Melta</td>
</tr>
</tbody>
</table>
**RANCID VOMIT**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Template</td>
<td>5</td>
<td>3</td>
<td>Assault 1, Poisoned (3+)</td>
</tr>
</tbody>
</table>

**RAPID-FIRE BATTLE CANNON**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>72&quot;</td>
<td>8</td>
<td>3</td>
<td>Ordnance 2, Large Blast</td>
</tr>
</tbody>
</table>

**ROT CANNON**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>6</td>
<td>3</td>
<td>Ordnance 1, Rending, Large Blast</td>
</tr>
</tbody>
</table>

**SONIC WEAPONS**

<table>
<thead>
<tr>
<th>Blastmaster</th>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>36&quot;</td>
<td>x</td>
<td>4</td>
<td>Assault 3, Pinning, Ignores Cover</td>
</tr>
<tr>
<td></td>
<td>48&quot;</td>
<td>8</td>
<td>3</td>
<td>Heavy 1, Blast, Pinning, Ignores Cover</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Doom siren</th>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Template</td>
<td></td>
<td>x</td>
<td>3</td>
<td>Assault 1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sonic blaster</th>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>24&quot;</td>
<td>x</td>
<td>5</td>
<td>Assault 2, Blind, Concussive, Pinning, Sensory Overload</td>
</tr>
</tbody>
</table>

**Sensory Overload:** A unit that is hit by a weapon with this rule must take an initiative for each hit suffered, units with Acute Sense must Re Roll failed Initiative tests. The unit suffers a single wound with the AP value of the weapon for each successful Initiative test. Profiles with this rule have no effect on vehicles.

**SCORPION CANNON**

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>6</td>
<td>3</td>
<td>Heavy 10</td>
</tr>
</tbody>
</table>
SOULBURNER WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>10</td>
<td>2</td>
<td>Primary Weapon 1, Large Blast, Ignore Cover</td>
</tr>
<tr>
<td>24&quot;</td>
<td>5</td>
<td>5</td>
<td>Ordnance 1, Large Blast, Rending</td>
</tr>
</tbody>
</table>

THUNDERHAWK CANNON

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>72&quot;</td>
<td>8</td>
<td>3</td>
<td>Primary Weapon 1, Massive Blast</td>
</tr>
</tbody>
</table>

PLASMA WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>7</td>
<td>2</td>
<td>Pistol, Gets Hot</td>
</tr>
<tr>
<td>24&quot;</td>
<td>7</td>
<td>2</td>
<td>Rapid-Fire, Gets Hot</td>
</tr>
<tr>
<td>36&quot;</td>
<td>7</td>
<td>2</td>
<td>Salvo 1/2, Blast, Gets Hot</td>
</tr>
<tr>
<td>24&quot;</td>
<td>8</td>
<td>2</td>
<td>Salvo 1/2, Blast, Gets Hot</td>
</tr>
</tbody>
</table>

HAVOC LAUNCHER

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>4</td>
<td></td>
<td>Heavy 1, Twin-linked, Blast, Ignores Cover, Havoc</td>
</tr>
</tbody>
</table>

**Havoc:** A unit that assaults a unit which has been hit by a weapon with the Havoc rule previously this turn does not suffer penalties for charging through terrain, though it must still subtract 2" from its charge distance. A unit which has been hit by a weapon with the Havoc rule cannot perform Overwatch for the rest of the turn.

HELLMAW CANNON

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Template</td>
<td>6</td>
<td>3</td>
<td>Assault 1</td>
</tr>
</tbody>
</table>
MISSILE WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hellstrike missile</td>
<td>72&quot;</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Missile launcher</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Krak Missile</td>
<td>48&quot;</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>- Frag Missile</td>
<td>48&quot;</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>- Flakk Missile</td>
<td>48&quot;</td>
<td>8</td>
<td>2</td>
</tr>
</tbody>
</table>

VENGEANCE LAUNCHER

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>48&quot;</td>
<td>5</td>
<td>4</td>
<td>Heavy 2, Large Blast</td>
</tr>
</tbody>
</table>

QUAD DOOM MORTAR

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quad doom mortar</td>
<td>12-60&quot;</td>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

**Fuelled By Hate:** The Strength of this weapon is increased by 1 and the AP of this weapon is lowered by 1 for each glancing or penetrating hit this weapon has inflicted upon enemy vehicles during this game. **Shell Shock:** Pinning test taken against a weapon with this special rule are taken with a -1 modifier and an additional -1 modifier for each glancing or penetrating hit this weapon has inflicted upon enemy vehicles during this game.

PSYCHIC POWERS

All Psykers and Psychic Brotherhoods with one of the four marks of Chaos must generate at least one power from the discipline of their god. All Psykers and Psychic Brotherhoods with the Chaos Space Marines faction
with one of the four marks of Chaos automatically know the Primaris (0.) power from the discipline of their god.

**DISCIPLINE OF CHAOS**

**0. Warp Surge.... Warp Charge 1**

Warp Surge is a **Blessing** that targets a model in the Psyker´s unit. The target must immediately take a Leadership test, if the test is passed the target regains D3 wounds lost earlier in the battle and gains +3 Strength and Initiative until the start of the next friendly psychic phase.

**1. Dark Blessings.... Warp Charge 1**

Dark Blessings is a **Blessing** that targets the Psyker´s unit. All weapons carried by models in the Psykers unit gain the Shred, Soul Blaze and Gets Hot special rules. Models affected by this psychic power suffer an AP wound for each To Hit roll of 1 they make in close combat, if the To Hit roll is re-rolled then the wound is nullified.

**2. Chaotic Infestation..... Warp Charge 2**

Chaotic Infestation is a psychic power which targets any point within 12" of the Psyker. All enemy units without the the Stubborn and/or Fearless special rules reduce their leadership by 3 while within 3.5" of the point. All enemy ground units treat all terrain, including open ground within 3.5" of the point as Difficult and Dangerous Terrain. All friendly models gain the Daemon special rule while within 3,5" of the point. Friendly models attempting to Deep Strike within 3,5" of the point do not scatter. Remove the point at the start of your next psychic phase.

**3. Lingering Darkness.... Warp Charge 3**

Lingering Darkness is a **Malediction** with a range of 24". At the start of each of your opponents turns the unit must take a Leadership test on 3D6, the unit gains a Dark Token for each point the test is failed by. Control of the unit along with any characters in the unit is immediately transferred to you once the unit´s number of Dark Tokens exceeds the highest leadership value in the unit. This power has no effect on models with the Soulless, Synaptic Creature or Instinctive Behaviour special rule.

**DISCIPLINE OF CHANGE**

**0. Doombolt.... Warp Charge 2**

Doombolt is a **Witchfire** power with the profile given below
1-2. Boon of Mutation.... Warp Charge 1

Boon of Mutation is a **Blessing** that targets a single friendly Character within 12" the character rolls on the Eye of the Gods table re-rolling results of 2, 7, and 12. The result stays in effect until the end of the game.

3-4. Tzeentch´ Firestorm.... Warp Charge 2

Tzeentch´ Firestorm is a **Witchfire** power with the profile given below

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tzeentch´ Firestorm</td>
<td>24</td>
<td>D6</td>
<td>D6</td>
</tr>
</tbody>
</table>

**Inferno:** When a shooting attack with this rule causes an unsaved wound, inflict D3 hits with the strength and AP of the weapon fired with this rule for each unsaved wound. These additional hits do not inflict any further damage.

5-6. Breath of Chaos.... Warp Charge 3

Breath of Chaos is a **Witchfire** power with the profile given below

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Breath of Chaos</td>
<td>Template</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

**Spawnification:** After resolving the shooting attack, form a new unit of chaos spawn with a number of models equal to the number of models removed by the shooting attack. The new unit must start in combat with the unit, which was the target of the Breath of Chaos, counting as having assaulted that unit. Place the spawns within 8" of the caster of the Breath of Chaos and within unit coherency of the newly formed unit, in addition all the summoned spawn must be within 3" of the target of the Breath of Chaos. The summoned spawn count as a summoned unit from the **Daemonology Malefic** discipline.

**DISCIPLINE OF PLAGUE**
0. Fathers Love.... Warp Charge 1

Fathers Love is a **Blessing** that targets a single friendly unit within 12". All the units ranged and melee weapons gain the Poisoned special rule, those that already have the Poisoned special rule (even if only Poisoned (6+)) gain the Fleshbane special rule.

1-2. Curse of Rust.... Warp Charge 1

Curse of Rust is a **Witchfire** power with the profile below.

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Curse of Rust</td>
<td>24</td>
<td>x</td>
<td>2</td>
</tr>
</tbody>
</table>

3-4. Rancid Visitations.... Warp Charge 2

Rancid Visitations is a **Nova** power which hits all models (friend and foe) within 12". All models hit must take a toughness test or suffer a wound with no saves of any kind allowed.

5-6. Mortality.... Warp Charge 3

Mortality is a **Malediction** which targets an enemy unit within 24". The targets Toughness is 1 and its Save is -.

**DISCIPLINE OF DECADENCE**

0. Symphony of Pain.... Warp Charge 1

Symphony of Pain is a **Witchfire** power with the profile below.

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sensory Overload</td>
<td>24</td>
<td>x</td>
<td>5</td>
</tr>
</tbody>
</table>

**Sensory Overload:** A unit that is hit by a weapon with this rule must take an initiative for each hit suffered, units with Acute Sense must Re Roll failed Initiative tests. The unit suffers a single wound with AP 5 for each succesful Initiative test. Weapons with this rule have no effect on vehicles.

1-2. Hightened Senses.... Warp Charge 1
Hightened Senses can either be used as a **Malediction** that targets an enemy unit within 24", or a **Blessing** that targets a friendly unit within 24". The target’s initiative is increased to 10 and it gains the Acute Senses special rule.

### 3-4. Pavane of Slaanesh.... Warp Charge 2

Pavane of Slaanesh is a **Focussed Witchfire** power with a range of 6". The target must pass a Leadership on 4D6 test or suffer a single wound with no armour or cover saves allowed for each point the test was failed by.

### 5-6. Death Metal.... Warp Charge 3

While the psyker insists that it is music Death Metal is a **Nova** with the profile below.

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Death Metal</td>
<td>24</td>
<td>x 5</td>
<td>Assault 2D6, Blind, Concussive, Pinning, Sensory Overload</td>
</tr>
</tbody>
</table>

**Sensory Overload:** A unit that is hit by a weapon with this rule must take an initiative for each hit suffered, units with Acute Sense must Re Roll failed Initiative tests. The unit suffers a single wound with AP 5 for each successful Initiative test. Weapons with this rule have no effect on vehicles.

**CHAOS SPACE MARINE OBJECTIVES**

If your primary detachment contains Chaos Space Marines replace tactical objective 11, 12, 13, 14, 15 and 16 with the Champions of Chaos tactical objective.

### 11-16. CHAMPION OF CHAOS

Score 1 Victory Point if you issued a challenge during your turn.

**EYE OF THE GODS TABLE**

When asked to roll on the Eye of the Gods Table; roll 1 D6 and consult the table below:

<table>
<thead>
<tr>
<th>D6 result</th>
<th>Effect</th>
</tr>
</thead>
</table>

Bask in the Glory of the Gods All other models in a unit with a character which is affected by results 2-5 are affected by the same results he is, while he remains in the unit.

The Gods are Fickle

- When a model receives result 2, 3, 4 or 5 for a second time in a battle it is turned into a Spawn.

  If possible, place a Spawn model within 6" of the original model and at least 1" away from enemy models.
  If the model had a Mark of Chaos the Spawn now has the same Mark of Chaos.
  Remove the original model, it counts as having been destroyed, even if no Spawn was placed.

Ascension at Last!

- When a model has received at least 3 of results 2, 3, 4 and 5 it may be ascended.

  When a model is ascended its profile changed to that presented below. Any wounds lost earlier in the battle are immediately restored.

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>4</td>
<td>8</td>
<td>5</td>
<td>9</td>
<td>-</td>
</tr>
</tbody>
</table>
The Character's unit type is changed to Monstrous Creature, if the Character had the Bike or Jump Infantry unit type before ascending its unit type changes to Flying Monstrous Creature instead. If the model was equipped with Terminator it loses its Terminator armour and instead gains a 3+ Armour Save. The model gains the Daemon special rule. The ascended model loses any other effects from the Eye of the Gods Table, if it would ever make further rolls on the Eye of the Gods Table it instead regains a single wound lost earlier in the battle. Place a Daemon Prince model within 6" of the original model to represent the ascended model. Remove the original model, it **does not** count as having been destroyed.