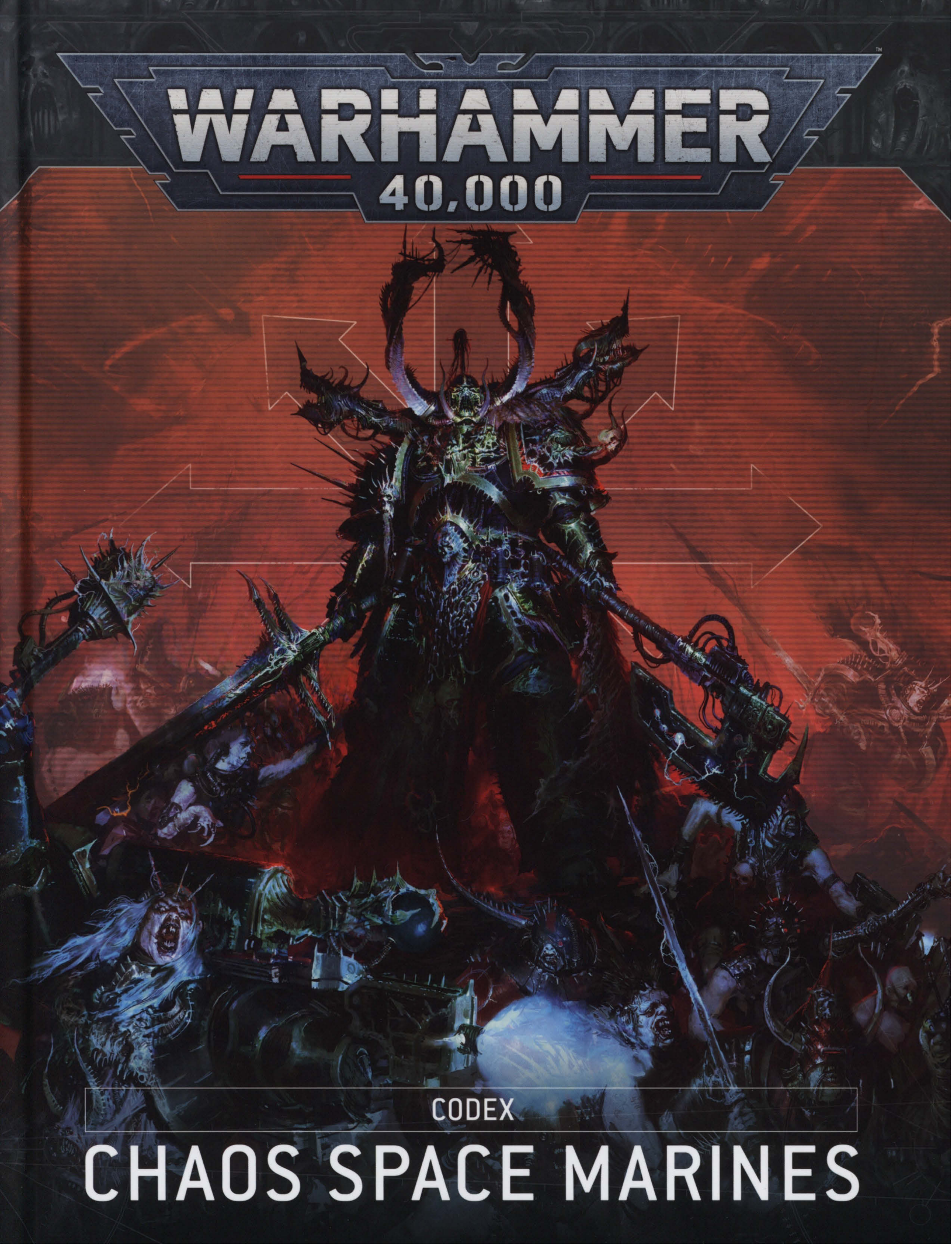
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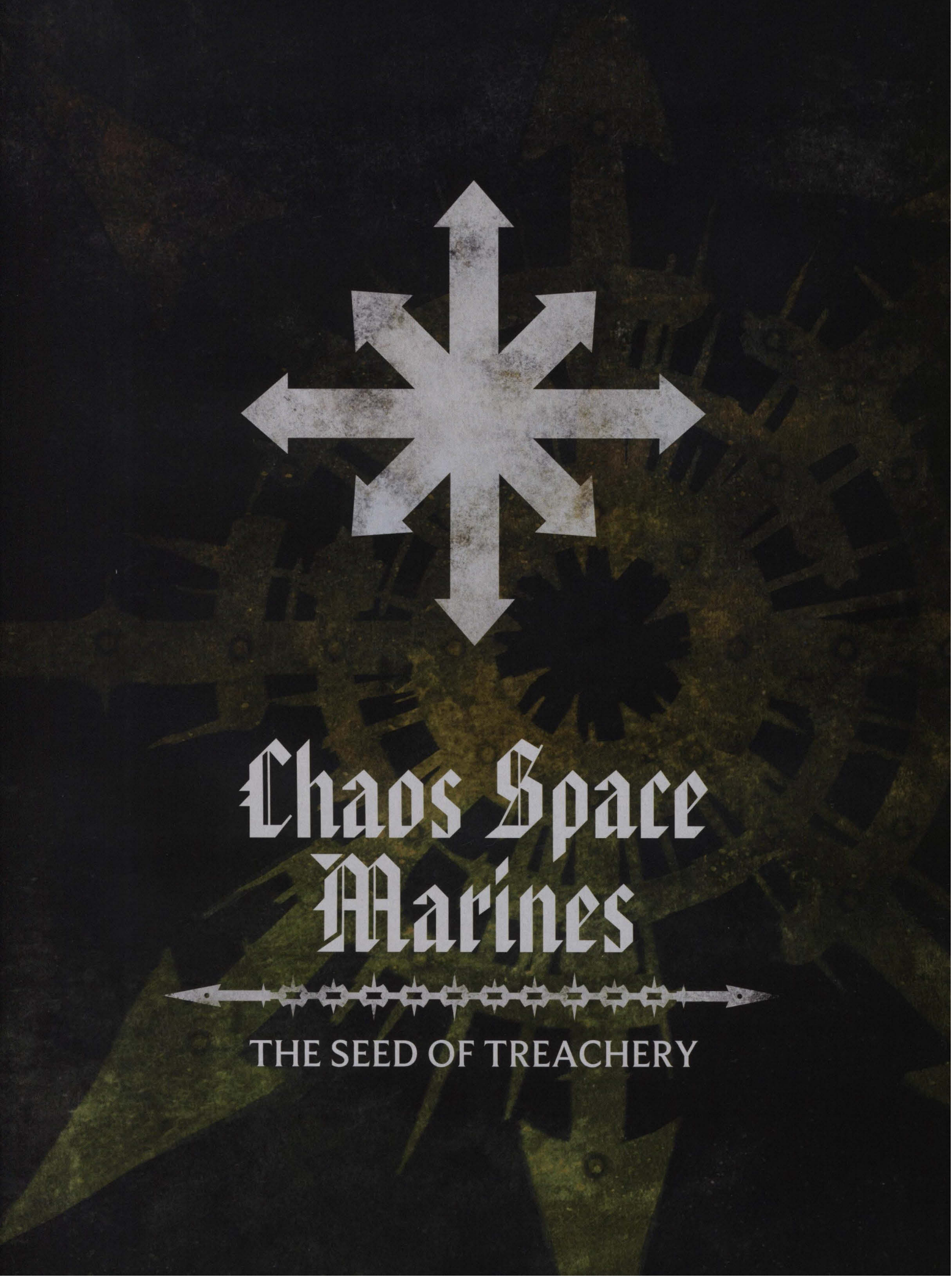


CODEX

CHAOS SPACE MARINES






Chaos Space Marines
THE SEED OF TREACHERY

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The priest's words rang through crackling laud hailers. His voice reverberated across the bullet-scarred and cratered remnants of the sanctorum complex – drifting upon an ashen breeze to echo over blood-drenched rubble.

'The light of the Emperor falls upon us, brothers and sisters. He is with us. He is your salvation.'

Tarask Krath of the Black Legion let out a hacking peel of laughter at the hollow words. This world was beyond salvation. He strode between the fallen effigies of long-dead saints, boltgun clasped tightly in ebon-armoured gauntlets. Before him, Human soldiers fled deeper into the ruins, wailing pleas for aid to their unheeding corpse-god and clasping holy icons in trembling hands. Their faith would not save them.

Tarask levelled his bolt pistol towards the fleeing rabble. The auto-senses of his ancient helm projected targeting runes across his mind's eye. Selecting a victim, he pulled the trigger. The weapon's daemon-maw muzzle flared and a shell slammed into a fleeing Human's back. Flak armour erupted, blood, viscera and fragments of shattered bone splattering across marble flagstones and fallen statues. His fellow Legionaries opened fire with their own boltguns. Fleeing soldiers dropped in their dozens and the wounded wailed their last.

Krath's brothers followed him through the crumbling city of Sarinth, their black and gold armour caked in dust and gore. He felt his twin hearts beating hard within his chest, adrenaline and combat stimulants coursing through his blood. How long he had awaited this opportunity, to tread upon the soil of the Imperium and bring destruction and ruin to its treacherous heart. Victory was near. Only Sarinth's primary cathedrum remained.

A haze of smoke and ash had settled over Sarinth's burning streets, thrown up by orbital bombardment and bitter fighting. The shell-scarred and partially destroyed facade of the cathedrum rose out of the gloom before the Heretic Astartes. It stood atop a steep mound, the skeletal remains of its spire smouldering, wisps of smoke spiralling towards the dusky sky. The remnants of glassaic shimmered in the dying light. At the base of the structure, Imperial soldiery scurried between sandbags, tank traps and coils of razor wire. Krath let out a guttural cry and raised his chainaxe above his head to signal the advance.

'*Storm the cathedrum!*' he cried. '*Slay them all. Glory to the Despoiler!*'

Cowled cultists, turncoat Guardsmen and shambling mutants surged forwards past the Legionaries, howling their fury. They clasped an array of primitive weapons in hands and tentacular appendages. Toiling up the rubble slope towards the base of the cathedrum, they charged into a lethal rain of bullets and las-bolts. Scores fell in seconds, yet dozens more reached trenches and bunkers, hurling themselves upon the defenders with crude clubs and axes. Others followed, seizing weapons from fallen soldiers and hurling makeshift explosives and incendiary bombs into the vision slits of squat bunkers. The stench of charred flesh drifted on the ashen breeze.

Krath and his Legionaries moved forward steadily, stepping over the ruined bodies of the cultists and soldiers, firing point-blank boltgun shots at anything that moved. The slope was already littered with the bodies of the fallen, slumped over trench parapets. Severed limbs and viscera coated the ground and the anguished cries of the wounded and dying were audible above the priest's febrile prayers.

Through the carnage and choking smoke the Legionaries marched, boltguns roaring with each heavy stride. Lasgun fire and autogun shells slammed into Krath's ebon armour, scoring shallow marks upon the ancient plate. Mortar rounds exploded in their midst, flensing clouds of shrapnel and shattered rock felling robed cultists. Still the Black Legion advanced, the fervent, futile prayers of the priest ringing loud above the din of battle.

Krath's eyes were drawn up towards the gigantic stone arch that marked the cathedrum's entrance. Movement. Wooden doors swung slowly open, and out of the smouldering structure strode five figures clad in gleaming bronze power armour, bulls-head icons emblazoned on their white pauldrons. Krath grimaced, teeth grinding together, hearts pumping ever faster as the fury swelled within him. Adeptus Astartes. The Emperor's puppets were here.

The Space Marines raised long bolt rifles and began opening fire, thinning the surging tide of cultists with disciplined volleys. Krath growled at the sight of the Loyalists.

So proud. He thought to himself. *So... honourable. I will paint this cathedrum with their blood and offer their bones to the Dark Gods.*

Krath broke into a loping run, armoured feet crushing wire and bodies as he pounded relentlessly forward. His brothers followed him up the slope, tossing grenades into trenches and bludgeoning Human soldiers with the stocks of their boltguns as they went. Krath lashed out at a cowering Guardsman, chainaxe ripping clean through armour and flesh, bisecting his victim in a single stroke. The defenders quailed before the assault, fleeing from the Black Legionnaires, scrambling for the cathedrum doors

'Steel yourselves against the darkness. Fall not into temptation nor cowardice. The Emperor protects! His Angels come!' The priest howled again.

Leaping over a trench, Krath barrelled into a trio of cowering Humans, knocking them from their feet. One unfortunate fell backwards into the dirt, the Heretic Astartes' ceramite boot crashing down on his chest, splintering bones and pressing him deep into cloying mud. Krath dispatched the remaining soldiers with well-aimed axe strokes, never taking his eyes from the Space Marines. Hundreds of years of bitter enmity burned within his breast.

The Space Marines had now turned their attention upon the Black Legionnaires, bolt rifles snapping towards Krath and his fellow warriors. A volley of shells streaked into the Heretic Astartes. To Krath's left, one of their number was struck, an explosive bolt round embedding itself in his vox-grille and detonating with a dull thud. Ceramite armour splintered, taking half of the Legionary's face with it. He fell backwards, gargling, grasping at his throat as thick blood filled his lungs. His brothers lumbered on, leaving him to expire in the filth.

Krath felt a shell impact his right knee pad, causing him to stumble but failing to penetrate his power armour. He was close now, no more than twenty feet from his quarry. The Space Marines spread out to meet the charge, drawing bolt pistols from leather holsters. Krath bellowed a war cry as he covered the remaining distance in long, bounding strides.

'*We are returned! Death to the False Emperor!*'

The Space Marine Sergeant slid a power sword from its sheath and raised it into a guard position. A shimmering force field hummed into life around the polished blade. The smouldering lenses of Krath's daemonic helm met the blank stare of the Loyalist warrior.

The two combatants hit with bone-crushing force, the energy field of the Space Marine's power sword emitting a shower of sparks as it met the adamantine teeth of Krath's chainaxe. Weapons locked together, breast plates clashing; they lashed out with elbows, knees and feet to strike the foe.

Breaking apart again, Krath launched immediately into a flurry of strikes. His opponent's sword flashed left and right to turn aside the killing blows before thrusting forwards to counter. Black Legionnaires' bolt pistols roared, shells punching craters in ceramite plate. The blades of Loyalist and Traitor Space Marines sliced and gouged though metal and flesh. Both warriors were oblivious to the battle escalating around them, utterly absorbed by their duel.

A backhand strike from the Space Marine caught Krath's bolt pistol, shearing through its muzzle. He released his grip upon the ruined weapon and struck back with his chainaxe, burying its teeth into the bronze warrior's flank. The chain blade whined as it bit deep, releasing a shower of shredded armour and flecks of blood. The Loyalist kicked out, knocking Krath backwards.

'*Traitor!*' the Space Marine growled, his pained voice dripping with contempt.

Krath grunted dismissively, lunging forward and kicking the left leg from under the Space Marine Sergeant. His opponent stumbled. Krath grasped his chainaxe in two hands, raising it over his head before bringing it down in an overhead strike. The wounded Space Marine raised his sword to block the blow. The force of Krath's blow drove the Loyalist to his knees. Krath struck again, the whirring teeth grinding through ceramite armour, flesh and bone, severing the Loyalist's left arm at the elbow. A brief spurt of blood emerged from the stump. The severed hand twitched, bolt pistol still clutched in its grasp. Krath's boot slammed down onto the Space Marine's sword arm, pinning it to the floor.

Glaring at the prone Loyalist, Krath recalled the lies he had once believed. To die for the Emperor is the greatest reward. The Emperor protects. Such notions were as false as the Corpse-Emperor's divinity.

He swung his chainaxe again, driving it into the helm of his victim. Blood splashed across the gilt trim of his armour. Still grasping the hilt of his blood-splattered weapon, Krath gazed around at the remains of the smouldering city. From all directions, Black Legionnaires emerged from burning streets alongside ranks of Traitor Guardsmen and lumbering Daemon Engines bristling with hellish weapons. The sky churned with contrails and plumes of smoke. Through the clouds thundered Loyalist reinforcements – bronze-coloured aerial transports and the burning comet-trails of descending Drop Pods.

Krath laughed – a wheezing cackle devoid of mirth – wrenching his weapon free from the skull of the dead Space Marine and turning to face the foe. The Long War was far from over.



Veterans of the Long War

FOR TEN THOUSAND YEARS THE TRAITOR LEGIONS HAVE DWELT WITHIN THE MADDENING DEPTHS OF THE WARP, FORGING PACTS WITH INFERNAL POWERS AND PLOTTING THEIR VENGEANCE UPON THE EMPEROR'S THRALLS. FOR MILLENNIA THE SPECTRE OF THE HORUS HERESY HAS HAUNTED THESE ACCURSED TRAITORS – THE LINGERING ANGUISH OF DEFEAT GNAWING AT THEIR PITCH BLACK SOULS. FOR THESE BITTER WARRIORS, THE FIGHT HAS NEVER ENDED. WHILST THE IMPERIUM STILL STANDS, THEIR LONG WAR CONTINUES.

IN THE LINGERING SHADOW OF THE GREAT RIFT – THE FRUIT OF THE WARMASTER'S CEASELESS LABOUR WRIT LARGE ACROSS THE STARS – HERETIC ASTARTES, TRAITOROUS RENEGADES AND ZEALOUS CULTISTS RALLY TO THE BANNERS OF THE DARK GODS AND THEIR MALEFIC CHAMPIONS. BEFORE THIS TIDE OF CHAOS, MANY WITHIN THE IMPERIUM QUAKE, DESPERATELY SEEKING SUCCOUR IN FAITH AND DEVOTION TO THE EMPEROR. THEIR PRAYERS AND PETITIONS ARE MADE IN VAIN, FOR BORNE UPON THE HOWLING WINDS OF THE WARP DOES THEIR DOOM APPROACH.

NOW BEGINS THE AGE OF VENGEANCE.

THE GALAXY WILL BURN.





Many of the varied dread armoured Legionaries who threaten the galaxy have survived for ten thousand years, from a time before any Space Marines had fallen to the twisted promises of Chaos. To the Imperium, such eras are shrouded in myth and secrecy. To the heretics who lived through them, they were formative times that shaped the beginnings of their unerring paths towards damnation and ruin.

Space Marines are genetically augmented super-soldiers, taken apart and remade by arcane science and bio-tech from darker ages. They are armoured in advanced suits of powered battle plate connected directly to their bodies, granting them even more speed, strength and resilience, and wield weapons at the zenith of Mankind's ability to conceive. Only the Emperor – a being of towering intellect, psychic strength and foresight – could have brought such technology to fruition. In the waning years of the Age of Strife, he needed armies for his ambitious designs of conquest, first of Terra and then of the entire galaxy.

It is said that amongst the Emperor's earliest works were the Primarchs. Traditionally said to have been twenty in number, these numinous beings are described as the pinnacle of the Emperor's craft – demigods that shared a portion of his soul or else mirrored a facet of his divine persona. Glassaics within the Ecclesiarchal Palace upon Terra tell how, from the Primarchs, the Emperor created the first Legions of Space Marines. These were forged in their respective gene-sire's images, so that they shared the same range of nigh on supernatural gifts but filtered through the prism of their Primarch's unique attributes. Thus the Space Marines were granted a sliver of their gene-fathers' power, inheriting portions of their specialist strengths as well as their particular foibles.

An unknown calamity overtook the Primarchs, however, before the Emperor's work upon them was complete. Some inexplicable, cosmic catastrophe scattered the nascent beings throughout the galaxy. Only a handful of Ordo Malleus Inquisitors can even speculate

as to what occurred, but some have wondered whether it was during this tragedy that the tendrils of Chaos first touched a number of them.

Whatever the truth, the Primarchs were not initially at the Emperor's side when he unified Terra and set out on his Great Crusade, with the Space Marine Legions – his Angels of Death – at the vanguard of his armies. The Legions were enormous, thousands upon thousands of elite warriors endowed with the finest equipment the growing Imperium could provide. They were granted whole fleets of starships, as well as the autonomy to undertake campaigns as they saw fit. Forge worlds of the Mechanicum, countless regiments of the Imperial Army, Legios of Titans and Knight households pledged themselves to the Legions. The Space Marines were the hammer that forged the Imperium, the Emperor's heralds.

PRIDE AND BETRAYAL

The Great Crusade ground on for years, and in time the Primarchs that had been sundered from the Emperor's side are believed to have been rediscovered. United with the Space Marines that bore their genetic legacy, they commanded the armies of Humanity into the darkest and most terrifying depths of the galaxy. Mankind seemed poised to conquer everything before them; xenos empires crumbled, virgin sectors opened to exploitation and forgotten offshoots of Humanity were rediscovered and brought into the Imperium – willingly or not.

Yet at the pinnacle of the Emperor's might, there arose an enemy that would almost destroy his Imperium. Whether through whispering battlefield winds, feverish nightmares or sorcerous infections, the insidious taint of Chaos wormed its way amongst the Imperium's greatest heroes, and a corruption of body and spirit took hold. Truths were twisted. Pride and martial prowess were appealed to. Perfectionism and courage were perverted – and all the while doubts were cast on the Emperor and his plans. It is unlikely that any single Primarch was wholly resistant to this evil, each being tested in turn and standing or bending beneath the deceptively subtle assault. As a result, fully half the Primarchs and the Legions that served them turned their faces from the Emperor's light. The apocalyptic civil war that they ignited is known to historitors as the Horus Heresy, named after its chief instigator – he who was once the most trusted of the Emperor's generals.

The Primarch Horus and his Legion led the galactic insurrection. In the Era Indomitus, precious little is still known of the Heresy. Records have been destroyed, sequestered by secretive organisations or perhaps in some cases still lie buried beneath the forgotten fastnesses toppled during that time. The names of monstrous evildoers and saintly heroes continue to be reviled and revered, even when their deeds are lost to time or official censure. The details of events whose names echo through time are either contradictory or so fantastic as to be beyond belief. Nonetheless, it seems that at the Drop Site Massacre of Isstvan V, the Battle of Calth, even the Siege of Terra itself, the turncoat Traitor Legions unleashed their Emperor-given strength and the fell power of their new masters.



It very nearly proved enough. The Imperium was driven to the brink of extinction, yet the Ecclesiarchy tells that, by His supreme sacrifice, the Emperor cast down the Arch-traitor Horus and turned the battle's tide. The Heresy died with its leader, and the Traitors were driven from Terra's gates.

THE SCOURING

The Imperial survivors pursued the defeated Traitor Legions in a furious reckoning that became known as the Scouring. It was a years-long campaign of vengeance, the Imperium's abhorrence fuelled by the depths of the Traitors' betrayal. To have threatened Terra in the first place, the Traitor Legions and their myriad allies had virtually drowned the galaxy in blood. Uncounted worlds had

THE TRAITOR LEGIONS

As the Horus Heresy took hold, nine of the Emperor's Space Marine Legions would eventually be swayed to Horus' cause: the Warmaster's own Sons of Horus; the Emperor's Children, led by Fulgrim; Mortarion's Death Guard; Perturabo's Iron Warriors; the Thousand Sons, under the command of Magnus the Red; the Night Lords of Konrad Kurze; Lorgar's Word Bearers; Alpharius and Omegon's Alpha Legion; and the World Eaters, led by Angron. Together, these Traitors conspired to destroy all the Emperor had worked to achieve, plunging the Imperium into darkness and ushering in the era of superstition, fear and endless warfare that continues into the 41st Millennium.

THE MARK OF THE HERETIC

Raised to the pinnacle of heroism and convinced that their elevated abilities serve the noblest of goals, Space Marines are idols of inspiration and hope. When one of them falls, therefore, they fall further than most. Space Marines have the power to fulfil the darkest of dreams and act upon the vilest obsessions. Slowly, through fell deeds, a shadow will form on their souls, invisible at first but seeping inexorably to the fore until their corruption is visible for all to see.

Whether he be a Traitor from the prehistory of the Imperium or a renegade turncoat from a recent war, a Chaos Space Marine will find himself slowly reshaped by the eldritch powers he worships into a form that better echoes the darkness in his soul. The warrior's flesh and blood will meld with his armour over time, just as his consciousness conjoins with the machine spirits of his wargear. A Chaos Space Marine obsessed with death may find his helm transforming into a flayed skull that is fused to his own features, while one who seeks to glut himself on flesh may find his intestines mingling with the recycler cables of his armour until he is a living engine of consumption. Often, these perverted anatomies echo the shapes and hues of the daemons of the Ruinous Powers, marking the Chaos Space Marine as the property of his patron, body and soul.

been conquered in the heretics' path to the Throneworld. Countless more had willingly thrown in their lot with Horus and his followers, whether seeking mere survival or banking on the power such an affiliation would bring them. The Traitors regrouped in their fortresses and home worlds and continued the fight – no longer for the conquest of the Imperium, but for their survival. War was so incessant that at times the threat to the Emperor's realm was almost as great as it had been at the height of the Heresy.

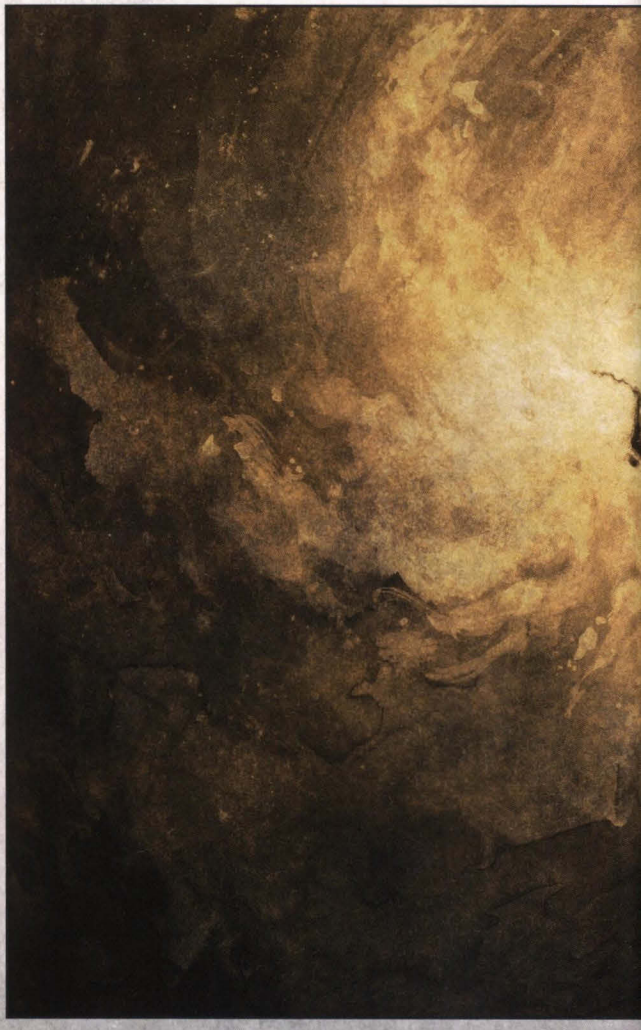
Many of the Traitor Legions were eventually hounded into the Eye of Terror, an ancient warp rift within the Segmentum Obscurus, a vast interstitial zone where the warp and realspace overlapped, a place of madness and mutation where daemon worlds endured against natural laws. Hemmed in by the Cadian Gate – a solitary channel of open space guarded by the bastion world Cadia – the Traitors were believed trapped. Upon insane worlds twisted and corrupted by the warp's tides, many of the Traitor Legions conquered new holdings, raised baleful fortresses and carved out diabolical empires of their own. Yet it was not a region any of them were content to inhabit indefinitely; their existence became one filled with hatred and an obsession for vengeance, and they plotted to punish the Imperium for daring to believe them caged. The Imperium, weakened dreadfully by the Heresy, perhaps should have driven onwards and ensured the Traitors' destruction – but xenos uprisings and continued war against recidivist systems blinded them to the canker that grew within the Eye of Terror.

RISE OF THE DESPOILER

Within the Eye of Terror, the remnants of the Traitor Legions set about establishing domains of their own. All, however, found themselves deprived of the leadership and focus Horus and his fellow Primarchs had provided during the Heresy. The Traitor Primarchs had by now either been slain or had ascended to daemonhood. Those that still lived were too distracted by their own obsessions and ambitions to attempt unifying the Heretic Astartes as a whole.

Mortarion of the Death Guard and Lorgar of the Word Bearers both largely shunned realspace in favour of the immaterium. Mortarion concerned himself with shaping his Legion's daemon world – the Plague Planet – in the shape of his destroyed home world, Barbarus. Lorgar, meanwhile, secluded himself upon the daemon world of Sicarus. Fulgrim busied himself with the pursuit of perfection and excess, showing little interest in leading his gene-sons to war. Magnus turned his attention to reversing the terrible mutations wrought upon his Legion by their own sorcery. Perturabo, meanwhile, remained too fixated upon his Legion's bloody feud with the Imperial Fists to care for conquest on a grand scale. Without Horus to unify them, the Traitor Legions soon fractured and turned on one another as they battled for resources. The infighting ground on, warlords rising and falling as time unravelled around them, altered by the unnatural currents of the warp. The balance of power waxed and waned in favour of one Lord and then another in a mortal reflection of the Dark Gods' endless conflicts. One of the most brutal conflicts to erupt during this era pitted the Emperor's Children against the Sons of Horus. A series of battles resulted in the destruction of the Sons of Horus' fortress on Maeleum and the theft of Horus' corpse – long held in state within that baroque stronghold – by Fabius Bile.

In the wake of this bitter defeat, Abaddon the Despoiler, formerly the First Captain of the Sons of Horus, formed the Black Legion from the remnants of his Primarch's shattered armies and took his gene-sire's title of Warmaster.



Upon ascending to this position, Abaddon resolved to learn from his dead Primarch's mistakes. Though the Despoiler has at times made pacts with the warp's daemonic denizens, he long ago swore never to owe allegiance to the Dark Gods of Chaos, nor to surrender his soul to them in exchange for power, no matter how tempting an offer they extend. He would guard his mortality jealously and would not be distracted from his goals. United under his leadership, the Black Legion were resurgent, defeating the Emperor's Children and destroying their primary fortress, along with wretched clones of their Primarch created in Bile's laboratories.

With the Traitor Legions continuing to tear one another apart, the Black Legion only grew in strength. As more disillusioned warriors swore themselves to the Warmaster, his forces swelled in number. Though the ceaseless conflicts continued, the Black Legion became the foremost power in this realm.

His position as Warmaster solidified, Abaddon turned his attention to the Imperium. With the Traitor Legions focused on internecine conflict, the Loyalists had been afforded time to gather their strength. To break them would be no easy task. The Despoiler knew he would require patience if he were to emerge from the Long War victorious. Thus did he begin mustering the first of his Black Crusades.

ABADDON'S BLACK CRUSADES

A Black Crusade is an unsteady alliance between the infernal servants of the Dark Gods, drawing together a terrifying army of Heretic Astartes, daemons, mutants and renegades. The most destructive of these invasions have been the thirteen led by Abaddon the Despoiler himself. When the Warmaster first returned to the Imperium, it was at the head of a diabolic horde ravaging planet after planet, system after system, around the Eye of Terror. His Black Legion were at the forefront of the attack, destroying all in their path. During this





First Black Crusade, Abaddon formed many bloody pacts in the name of the Chaos Gods. While his armies laid waste to myriad worlds around Cadia, the Despoiler descended into the hidden crypts below the Tower of Silence on Uralan, where he recovered a daemon sword of prodigious power. The arcane weapon contained the bound essence of Drach'nyen, a writhing warp entity that the Despoiler's heralds claim can rend reality apart. With the howling blade in his armoured fist, Abaddon became nigh on unstoppable. More Black Crusades followed, each with their own dark and esoteric goals beyond simple plunder and conquest.

During the second of his apocalyptic campaigns, Abaddon reached out his armies to curse the worlds of the Belis Corona Sector. His fleet destroyed dozens of cruisers within the sector's shipyards, while in a devastating teleport attack Abaddon led his Terminator elite to the Inquisitorial stronghold of Nemesis Tessera. He toppled the world's hexagrammatic Eldritch Needles, and when Inquisitors later sifted through the installation's ruins they discovered the rupture of a critical cell and the disappearance of its daemonic prisoner.

Abaddon's Fifth Black Crusade targeted the Elysia Sector. Cities home to millions, sacred shrines and forge temples across dozens of the sector's worlds – each was destroyed in an act of empyric violation. The wanton slaughter shattered warp-seals that had held back tides of psychic mutation. On Tarinth, Abaddon lured the vengeful Warhawks and Venerators Chapters into a city-wide ambush, trapping them between his Black Legion and a slavering host of Khornate daemons. Both Loyalist Chapters were completely destroyed, and the skulls of every deceived warrior taken by the triumphant daemons as their promised due.

The Twelfth Black Crusade ignited the Gothic War. The eponymous sector this campaign targeted was home to the arcane and prehistoric Blackstone Fortresses, megalithic voidborne stations of unknown origin. The Imperium had long employed the deserted and seemingly inert edifices in the Gothic Sector as star forts. Through the use of occult artefacts, Abaddon was able to gain control of several of the Fortresses. He used their warp-fuelled weapons not only to annihilate enemy ships, but also to flense planets of life and finally to destroy the star Tarantis. Two of the Blackstone Fortresses were known to still be in Abaddon's clutches when the Gothic War eventually concluded.

Now, as Abaddon's Thirteenth Black Crusade reaches its peak in the Era Indomitus, Cadia has finally been overrun, its surface reduced to a burning wasteland. Though the planet itself has fallen, possession of the Cadian Gate hangs in the balance. Abaddon's gaze has also turned to the Nachmund Gauntlet, as he seeks to control the primary route through the Cicatrix Maledictum. These are just some of the schemes of dominion the Despoiler masterminds in his drive to wipe the Imperium from existence. Should he triumph, the dark tide of Chaos will pour from the warp to strike at last at the most prized world of all: Holy Terra itself.

THE CRIMSON PATH

With the strength of the Black Legion at his command, Abaddon intends to succeed where his predecessor failed, to break the Imperial

Palace open and tear the Emperor's corpse from the Golden Throne. Over the millennia, each of his conquests has gradually paved the way from the Eye of Terror towards the Sol System. Less obvious, however, is that along that path, his actions have gradually unpicked the veil between realspace and the warp. During the course of his long years on the threshold of the Eye, Abaddon discovered a strange truth about the barrier between the warp and the immaterium. Dotted across the galaxy were ancient structures of blackstone, stark and monolithic on the outside but extremely complex within. There were many of these upon the fortress world of Cadia. Known as pylons to the planet's militarised populace, they were so old that none gave them more than a passing thought. It was Abaddon's belief that these structures were the very things that maintained the stability of the Cadian Gate – keeping the energies of the warp from spilling through the Eye of Terror and cascading into realspace.

For thousands of years, the Despoiler sent his agents across the galaxy to locate these monoliths of blackstone. He spent many years calling in old alliances, striking daemonic bargains and invoking ancient pacts with the Traitor Legions and their corrupted Primarchs. Thread by tenuous thread, the Despoiler put together a plan to isolate and destroy these structures, using false objectives or even entire Black Crusades to conceal his true motives. Over the course of several world-scouring invasions, Abaddon shattered or toppled these structures wherever he found them – sometimes in person, at other times using his agents, his apocalyptic ship the *Planet Killer*, or the immense Blackstone Fortresses he co-opted during the Gothic War. The last and greatest of these destructive campaigns was levelled at Cadia itself. Abaddon's Thirteenth Black Crusade brought about so much death and destruction that his daemonic allies were able to breach realspace throughout the Cadian System, sustained by the unbridled mayhem that raged around them. The demolition of the strange black monoliths scattered across Cadia's surface was finally achieved, the capstone of a grand design that tied together the cataclysmic events on Pandorax, Fenris, the Planet of the Sorcerers and a dozen worlds besides. Suddenly, the manifold armies of Chaos were free to pour into realspace like blood from a deep wound. As the galaxy was split along its length, with warp storms raging in a hundred locations and more, those Traitor Legions and Renegade Chapters who had sworn allegiance to the Warmaster formed the vanguard of the invasion. They formed a broad-headed spear that has plunged deep into the heart of the Cadian System and emerged from the other side. Abaddon cared little how many casualties were amassed as his great agenda came to fruition. His only concern was to saturate Imperial territory with blood, summoning more daemonic armies to his cause. This is a strategy Abaddon intended to see replicated on world after world as he extended the trail of destruction known as the Crimson Path. Each planetary invasion brought him closer to Terra, with the nightmare armies of the daemon lords following in his wake.

Yet Abaddon's own ambition extends far beyond assaulting the Sol System and the destruction of the Golden Throne. The Crimson Path is but one element of his vengeance. While the Dark Gods and their followers see Terra as the ultimate prize, the final battleground in the war between reality and unreality, Abaddon is only too aware that such an eventuality bodes ill for a mortal being, even one as powerful as he. He has no intention of relying upon gods in order to achieve the victory he desires. The Despoiler is, however, more than content for the forces of Chaos to drive on towards the Sol System. The High Lords of Terra live in fear of realspace collapsing entirely, and are sending every military force they can muster to halt Abaddon's rampage. In doing so they draw ships and soldiers away from other regions of the galaxy, weakening other targets and priming them for Abaddon's invasion. As the drama plays out to its desperate conclusion, one thing remains certain: unending war.

ERA OF VENGEANCE

The advent of the Great Rift has provided an opportunity for the forces of Chaos to operate within reality in numbers not seen since the Horus Heresy. While the Imperium Sanctus has not been spared from their predations, it is in the Imperium Nihilus that the forces of Chaos are strongest. This is a realm shrouded in darkness and riven by warp storms. Deprived of the light of the Astronomican – the psychic beacon that guides the Imperium's astropathic Navigators through the void – the systems of the Imperium Nihilus find themselves vulnerable to the attacks of vengeful Heretic Astartes, ravening daemon hordes and Renegade warbands.

The defenders of those Imperial worlds within the Imperium Nihilus are for the most part scattered – separated from one another by vast gulfs of space. These isolated systems, severed from the Imperium at large, have proven fertile breeding grounds for Chaos cults and prime targets for invasion. The Word Bearers and their Dark Apostles sow blasphemous worship through underhives and manufactorums, conducting

TYROS AKYLLA

Tyros Akylla has, over the course of many centuries bludgeoned, scoured and slaughtered his way to a position of power. He now leads his own warband, the Ineluctable, maintaining control through a combination of manipulation and brutality. Akylla is known to consort with the Dark Mechanicum, and his warband have been furnished with a number of unique Daemon Engines. With these monstrous war beasts at his command, he seeks to carve out a domain of his own upon the abandoned worlds of the Gorandahl Sub-sector. To this end, the Chaos Lord has committed his forces to the battle for Sangua Terra, hoping to aid Haarken Worldclaimer in crushing the remaining Imperial resistance upon this world.



blood-drenched rituals as they bring the malefic word of the Dark Gods to the malcontented and downtrodden. Predatory Night Lords warbands descend upon terrified populaces, slaughtering millions. The Iron Warriors seek to besiege and lay low the mightiest fortresses, breaking open the walls of colossal bastions before establishing their own labyrinthine strongholds atop the crumbling foundations.

In the face of such aggression, Imperial defenders struggle to stem the tide of Chaos. In the Baal System, Commander Dante musters what strength he can to defend the Imperium Nihilus, dispatching the Sons of Sanguinius to lend aid to those he can. The newly returned Primarch of the Dark Angels, Lion El'Jonson, leads the battle-depleted Chapter in bold campaigns to liberate worlds. Knight Lances, Astra Militarum relief forces and overstretched elements of multiple Space Marine Chapters do what they can to fight the darkness. Yet all these efforts are but vain gestures; mere drops in a boiling ocean of violence and misery.

The Imperium Sanctus may still benefit from the Emperor's light, but it has not managed to escape the attentions of Chaos. In the Nachmund Gauntlet, that region of space that connects the Imperiums Nihilus and Sanctus, Haarken Worldclaimer, the Herald of Abaddon, drives the Black Legion ever forward, planting his Helspear in the surfaces of Imperial worlds and proclaiming their doom. In the Ultima Segmentum and beyond the Alpha Legion undertake insidious plots under the noses of Imperial warmasters, assassinating key officials and inciting rebellions that consume entire systems. In the regions surrounding the warp rift known as the Maelstrom, the Red Corsairs continue to prey upon shipping both Imperial and xenos.

Imperial armies have responded as best they can to these ever-present threats. Upon the orders of Roboute Guilliman, the Indomitus Crusade Fleets struck out from Terra to relieve worlds lost or besieged in the wake of the Great Rift. Yet even these colossal battle fleets cannot hope to extinguish every blazing inferno. Conflicts rage across scores of systems, and in each one can be found the hand of the Despoiler.

Under Abaddon's domineering leadership, the Black Legion presses onwards across dozens of fronts. The Arks of Omen and their attendant Balefleets, in the hands of Daemon Princes, Chaos Lords and Sorcerers steeped in the dark magicks of the warp, ride upon the tides of the immaterium. These baleful vessels emerge from the void to inflict devastation upon the systems unfortunate enough to lie in their path. Whilst the armies of Chaos are ascendant, Abaddon knows that his crusade must continue its unrelenting momentum, for only through continual conquest may he maintain the fragile alliances required in order to bring the Imperium to its knees.

RENEGADE ASTARTES

The Traitor Legions are not the only Space Marines to have turned against the Emperor. Whilst it is rare for the indoctrinated warriors of the Adeptus Astartes to break their oaths of allegiance, it is not unheard of. Some have done so alone and of their own accord – disillusioned with Chapter or Imperium or having been tempted into pacts with the Dark Gods. Many of these turncoats have joined warbands formed from the ranks of the Traitor Legions, with significant numbers donning the ebon plate of the Black Legion. These Renegades are valued by the Black Legion's commanders, for they bring with them plentiful information on the wider Imperium and its defences. With this knowledge Abaddon assembles an ever more accurate picture of Imperial troop numbers, movements and strategies across swathes of Imperial space. This data has on many occasions proven essential, enabling Abaddon, with his formidable intellect and foresight, to formulate complex battle plans designed to inflict maximum damage upon Loyalist forces. More than once turncoat agents have used their knowledge to deceive sector fleets, infiltrate fortress monasteries in search of gene-seed or strike en-masse at key manufactorum facilities.

Not all Renegades owe allegiance to Abaddon or the Traitor Legions, however. Some possess the ambition and resources to strike out alone, forming their own warbands in the pursuit of power and infamy. There have even been occasions upon which entire Chapters have even turned Renegade in one fell swoop. The Astral Claws are an example of such a mass betrayal. Motivated by their Chapter Master Lugft Huron's thirst for power, they cast aside their allegiance to the Imperium and dubbed themselves the Red Corsairs. These piratical Renegades have since carved out territory of their own in the vicinity of the Maelstrom and remain a constant thorn in the side of Loyalist forces of this region of the Imperium.

There are many other infamous renegade warbands that bedevil Imperial and xenos space alike. The Purge, a warband dedicated to the worship of the Plague God Nurgle, have disparate origins but are united in purpose. It is their belief that the galaxy is irrevocably corrupted and can only

IORDAX QUAN

There are few warriors within the Black Legion as singularly dedicated to the annihilation of the Imperium as Lord Iordax Quan. Steadfastly refusing the blessings of empyric powers, Quan surrounds himself with true veterans of the Long War, those whose desire for vengeance remains undimmed by the passage of millennia. Quan's furious dedication to the cause often leads him to be deployed to war zones considered crucial to Abaddon's goals. He is currently active in the Cadian System, aiding the Black Legion in purging the last obstinate Loyalists from their holdfasts.





THE GHOST LEGION

There are few Alpha Legion commanders with the foresight of Harrowmaster Solomon Akurra. Having seized control of the Serpent's Teeth warband following the death of his predecessor, Akurra now commands the mobile star fort known as the Unseen. From this behemoth he oversees a loose coalition of Alpha Legion warbands he has dubbed the Ghost Legion. Where most Alpha Legion champions confine themselves to the shadows, utilising stealth, subterfuge and eternal patience, Akurra is a bold strategic leader with a burning desire to take the fight to the Imperium. With the Imperium's defenders spread thin by incessant warfare, Akurra seeks to take advantage, threatening and deceiving entire systems into swearing fealty to his Ghost Legion and by doing so destabilising further an already crumbling Imperium. Akurra now has the vast majority of the Psyphos Sub-sector under his sway. This is but the first of the many seeds of anarchy Akurra plans to sow throughout the Segmentum Pacificus.

be purified by the annihilation of all life. The once noble Crimson Sabres were corrupted in a far more insidious manner. Having purged the planet Umidia of its supposed Chaos taint, the Chapter's battle-brothers descended into wholesale madness. Soon after the massacre, they began to be haunted by visions of those they had slain. Within days of the slaughter, the entire Chapter had been completely consumed by creeping guilt and paranoia. The battle-brothers of the Crimson Sabres would find that the torturous visions and haunting whispers only abated when they engaged in brutal, mindless slaughter. With each massacre they committed, the Chapter fell further from their once impecable standards. Now known as the Crimson Slaughter, these pitiless Renegades must wage an ever-escalating campaign of violence in order to attain increasingly fleeting moments of peace.

IMPERIUM NIHILUS



THE INFERNI GATES



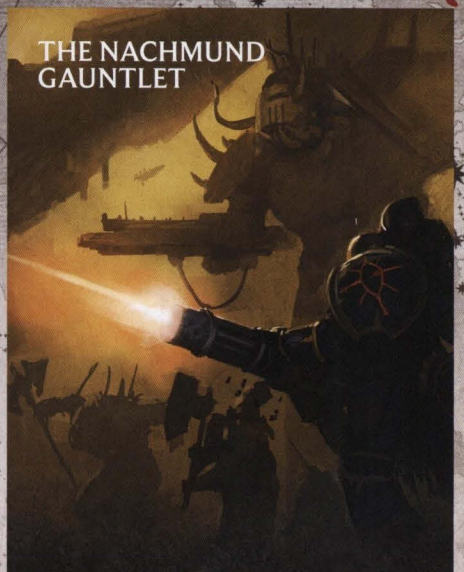
The twin singularities known as the Inferni Gates orbit one another in a swirling vortex of blazing gas and gravitic energy. Renegades under the command of the Sorcerer Kazik Gyle have repeatedly raided Imperial worlds and shipping in this region of space, seeding rebellions across dozens of worlds. Gyle has made use of these raging conflicts to further enrich and empower himself, drawing more mortal forces into his service and the favour of the Ruinous Powers. How Gyle and his forces are able to navigate the singularities without falling victim to their inescapable gravitational pull remains a mystery.

THE HADEAN TRINARY



This stellar anomaly lies close to the galactic core, bordering territories claimed by the Greater Thurian League. In the wake of the Cicatrix Maledictum's opening, three stars comprising a previously uncharted system were engulfed by the expanding warp storm known to the Kin as Örgvayr. The resultant outpouring of warp energy triggered simultaneous supernovas in the triple stars, each of which resulted in the creation of a distinct nebula steeped in warp energy and riven with festering rifts. These malignant clouds of astral debris now provide refuge for many Chaos warbands, foremost among them Abrial's Claw. These grimly determined Iron Warriors have besieged and overcome several formidable Kin strongholds.

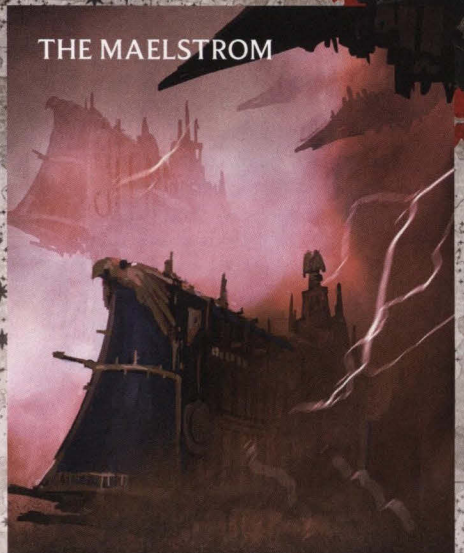
THE NACHMUND GAUNTLET



The most stable and navigable of the known passages from the Imperium Nihilus into the Imperium Sanctus, the Nachmund Gauntlet has seen some of the most savage fighting since the Fall of Cadia. Forces led by Abaddon's herald, Haarken Worldclaimer, have ground their way through the Gauntlet system by system, subjugating dozens of worlds and slaughtering billions. The fighting in this region continues to press ever closer to the key Imperial world of Sangua Terra. By seizing this important supply centre and reinforcement hub, Haarken intends to secure the Nachmund Gauntlet on behalf of the Warmaster of Chaos.

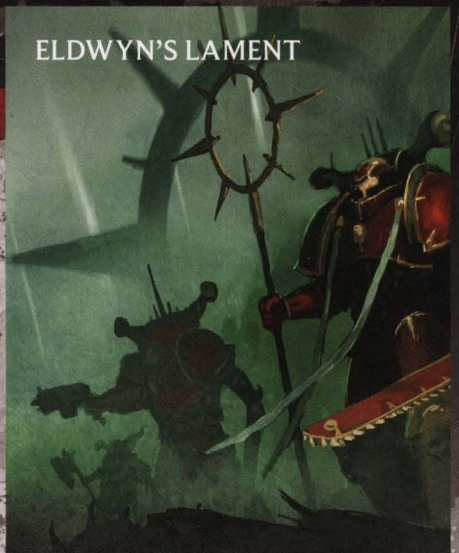


THE MAELSTROM



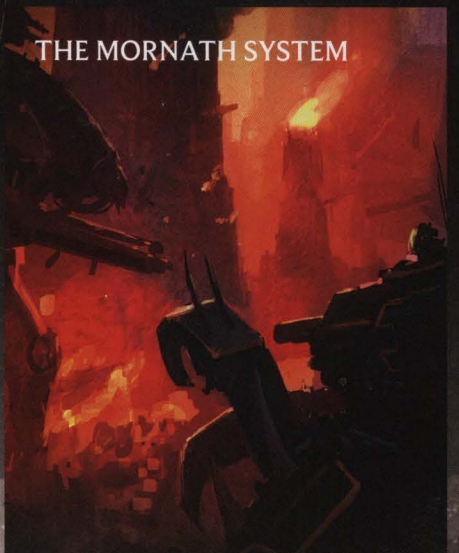
This persistent warp storm has been the doom of many unwary travellers. The spatial phenomena that plague its surroundings render warp jumps unpredictable and potentially lethal. The Maelstrom now acts as a refuge for the Red Corsairs and other Renegades, who regularly strike forth to prey upon shipping, vulnerable worlds and other targets of opportunity.

ELDWYN'S LAMENT



Once a pilgrim-thronged shrine world, Eldwyn's Lament was consumed by raging warp storms in the catastrophic aftermath of the Cicatrix Maledictum's opening. When the tides of the Immaterium retreated, its marble cathedrums, soaring basilicas and thronging statuaries had crumbled away as if eroded by the passage of centuries. In their place stood jagged eight-pointed monuments, blood-splattered shrines and sky-piercing vox-spires from which Word Bearers Dark Apostles broadcast cursed orisons into the void.

THE MORNATH SYSTEM



Under the command of the Warsmith Malek Ugor, a loose alliance of Iron Warriors warbands swept into the Mornath System and unleashed their combined forces upon the Imperial fortress world of Althis. To Ugor's grim satisfaction, the grinding conflict has drawn in elements of several Space Marine Chapters, amongst them no fewer than three successors of the Imperial Fists. The Warsmith's obstinate forces relish the opportunity to humble the Sons of Dorn, and are prepared for a long and bloody siege.

THE TRAITOR'S TAROT



The Eightfold Path

The Sign of the Pantheon. The eight-bladed that symbolises the infinite possibilities offered by the gods to their faithful. Here, it is carved with knives and claws onto a surface of bloodstained bronze.

Vasar came to the underworld with bone in one hand and a weapon in the other. The former was an offering, a token of necessary sacrifice. The latter was a guard against treachery; a bared blade, generations old – a thing of mutated steel that drank life with a parasite's thirst.

The armour he wore was the brass-edged red of holiness or heresy, depending just where one stood on the matter of either precept. His helmet, once crested with the sigil of a gladiator's brutality, was now crowned with the sign of the War God.

Tick, tick, tick went the pain engine in the back of his skull, threatening agony unless it was appeased with blood and adrenaline. It sent shivers through him; spasms devoid of pleasure that made acidic saliva run stinging over his lips, leaking through the grate of his grinding teeth.

Around him, the walls of the cave shifted with tectonics that obeyed thoughts and fears instead of physics. The faces that formed from the ancient rock sneered and mocked him for his many sins and treacheries across the centuries. He ignored them. They told him nothing he didn't already know.

The prophetess before him was a wasted, emaciated thing. She had been Human once. Now, she could only lay the barest claim to her genesis species. The creature that squatted in the cave's core possessed altogether too many limbs, too many mouths and too many eyes that saw past her prison of enclosing stone. She – perhaps it was a better term – clung wretchedly to the rags that wrapped her, as though they were vestments of a divine calling.

When Vasar dropped the offering of bone before her, she turned to him with an animal lurch. Seven trembling hands, each as skinny as a child's, caressed the skull that lay before her. Blind eyes milked over by revelation turned unerringly to the warrior standing nearby.

'Greetings,' the prophetess murmured through three of her mouths, 'Vasar of the Goresworn.'

He grunted in reply. 'I brought you what you wanted.'

Some of her mouths smiled, though not all of them. 'You are lying. But you nevertheless hope the sacrifice is good enough to please me.'

He gave a reluctant acknowledgement. 'And is it?'

She stroked the skull with thirty overlong fingers. 'It is not about pleasing me. It is about pleasing those that watch over us. As to the quality of your offering…'

'I did as you asked. I killed my most beloved brother.'

'Yes and no.' She hushed him, pressing several fingers to several of her mouths. 'You killed the brother you loved most. But I bade you bring me the skull of the brother you most feared to lose. But let us not argue the semantics of the inhuman heart, Vasar. What's done is done. It may still be enough.'

From within the tattered remnants of her clothing, she drew a collection of crystal cards. They darkened to the colour of blood the moment she set them onto the ground before her.

'Ask what you came to ask,' she bade him. 'I will answer.'

'Tell me of my future.' Vasar felt his pulses quicken as both hearts started beating harder.

This made some of her mouths smile, though again, not all of them. 'There are so many futures for you and your kind, Vasar. A plethora of pathways, with every beat of your heart paving a million more. I may speak only of those I can see.'

'Tell me,' Vasar repeated. 'Tell me what is to come.'

The prophetess touched filthy fingertips to the cards, awakening them one by one.

'Time passes. The Long War rages. The bonds of Legion loyalty decay, becoming precious to some, and a burden to others. You are an Eater of Worlds, but no longer only an Eater of Worlds. You are one of the Goresworn. You fight for your warband more often than for your Legion. You wage war for practicalities, for realities, not for ideologies. You fight for the territory you hold, and the territory you wish to conquer. You fight those of your Legion as often as you fight those of other bloodlines. This is the way of things within the Empire of the Eye.

You meet those that still heed your Primarch's every wrathful word. You meet those whose ties to Angron are a relic of an embarrassing past. Sometimes you fight with one side over the other. Sometimes you cannot see clearly which side is which. Sometimes you let them butcher one another without wasting a shred of conscience or care. Angron is your father, your demigod, and you love him. Angron is a failure, a selfish thrall to higher powers, and you despise him.

In six hundred years, you are killed by the lord of the Hound's Jaws warband. You are cut down in battle before his men, each of them laughing at your defeat. Your corpse is impaled upon the gates of their fortress as a warning to others who would dare defy them.

Or you are not killed. Six centuries from now, you swear eternal brotherhood with the Hound's Jaws. The pact holds despite incremental treacheries on both sides. You are loyal to one another. You fight side by side, and where you had died on another path, now you raise your blade in triumph.

You answer every call upon Legion honour, as a loyal son to your Primarch. You raise the banners of the Twelfth Legion. You are respected for this, by some. You are mocked for it, by others. You overcome the conflicts of blood-ritual and cannibal faith between World Eater warbands, in the name of the oldest bonds. You rise through the shattered ranks of your ancient Legion. Or you die for it, for your refusal to evolve and move past these archaic family ties.

Or you turn your back on these Legion musters, for they are gatherings of naked delusion beneath banners that no longer matter. You are feared for your strength in overcoming these eroded, useless bonds. You are also despised for turning your back on them. Because of your principles, you are considered prey by many warbands. Yet allies you would never have met instead come forward, offering newer, realer bonds that will bring you greater victories. Along some of the paths, these alliances will one day see you dead and forgotten. Along others, these pacts will one day bring you to a state of exaltation.

Half a century from now, your crippled fleet drifts into another warband's territory. A cluster of worlds claimed by the Pallid Raptors of the Third Legion. You need succour. You need ammunition, repairs, resupply. They destroy you and take your vessels. Or they grant you the aid you require, at a most punishing price, forcing you to serve them for the span of three Human lifetimes. Or they aid you without hesitation, recognising your shared strength; you meet with their lords and swear unity to one another. The Goresworn and the Pallid Raptors become the Claws of Bronze. This new, stronger warband lasts until the very end of days, serving its own needs over the desires of its opposing gods. Or it lasts a handful of years, torn apart by competing faiths and old grudges given to new mutiny.

The blood of the Sons of Horus is on your hands. You butchered them in the Legion Wars for the sin of their failure at Terra. You and those like you bled them to extinction.

But they are no more. Now there is the Legion that eclipses all others – the Black Legion, the new lords of Hell's Empire. They come for you. They blacken the skies above your new home world. You refuse their demands of resources, of territory, of pride. You fight them. You are killed. Your bones are ground to powder, used in the alchemical games of Abaddon's Sorcerers.

Or you beat them. Once. How proud you are. How you glory in your strength. And the next time they come, they pull apart your planet with a chorus of sky-fire. Every one of your warriors faces a dozen clad in rebellious black.

Or you join them. You swear the Oath of Black and Gold. You are a World



The Black Tower

A midnight spire cuts skyward into the cloudless void. A beacon at the heart of a blighted wasteland, painted with tainted blood on a canvas of human hide.



The Halo of Rage

A champion of the Black Crusades, crowned with horns and a broken halo. Half of his warp-forged armour stands in shadow; half is lit by the burning violet light of the Eye of Terror above. The image is a memory, a flickering moment from decades ago, harvested from the annihilated mind of a forgotten Astartes warrior.

Eater no more, becoming an apostate to your father's failures. You see how the Primarchs are slaves to the powers that deceived them. You cast your lot in with the future, ripping away the shames of the past. Abaddon will not fail as Horus failed. Armoured in the Warmaster's black, the Goresworn have countless other warbands to call upon in battle. You rise through the hierarchy, to stand at the Warmaster's side. In three thousand years, you oversee the Siege of Heru-Salaam, a prince world of the Dark Mechanicum. When it falls to your will, your Legion honours your many triumphs. You become one of the Ezekarion, the favoured, the Chosen of Abaddon.

Or you are executed. With your defeat at Heru-Salaam, you have failed the Warmaster for the final time. His flesh-smiths flay you, sustaining your life through sorcery and surgery, ensuring you feel every moment as you are rendered down to a skeleton wired together only with nerves and pain receptors. Only then are you allowed to die.

Or, even then, you are not permitted to expire. You are ritually de-limbed and chained into a prison the size of a sarcophagus, fed only hate and rage for the rest of eternity. Your coffin is fused to the front of a war engine, and weapons are gifted to you as arms. You march with the Legion you failed, atoning in your eternal death for the crimes of your life.

Or you die centuries before any of these ends. Murdered by your lieutenant, Zirlath, who even now whispers to the rest of your warriors that you are weak; that the alliances you make are poor compromises; that the destiny you promise is a childish lie. He leads half of the Goresworn in a rebellion against you. You lose, falling in humiliation, and are devoured by his daemonic pets. He takes your skull as an offering to the War God, the God of Blood, and leads his renegades to a fate I cannot see.

Or you win. You take his head, sanctifying it to the Blood God. Or you have your slaves expel their waste onto Zirlath's body, and deem his skull too petty to be worth taking.

There are other uprisings as the years become centuries and the centuries bleed into millennia. Brothers you trust with what remains of your soul become mortal enemies. They worship other gods, or the same god in ways you cannot tolerate, through means you cannot yet conceive. Brothers you despise will become chained to you through bonds of loyalty you cannot yet imagine.

The Goresworn put down their banners, one day, ascending to an even greater state. You lead your men into the ranks of the Bearers of the Word, becoming one with the warband known as the Sanctified. You become a lord of Lorgar's Legion. Your blood-drenched worship of the War God is a tale of terrible legend throughout the Imperium.

Or the Goresworn hunt the Sanctified down, slaughtering them for daring to send their raving preachers into your territory, aboard your fleets. You earn the eternal enmity of the Word Bearers for your refusal to see the same truths as them. You earn the favour and gratitude of the Word Bearers, from warbands within their ranks that detested the apostate cult calling itself the Sanctified.

Two hundred years from this night, you lead the Goresworn on a raid into reality. The Imperium is waiting for you, not with a bristling battlefleet, but a mercantile armada ripe with potential slaves. The raid's capstone, its true prize, is gene-seed.

You ally with the Bleeding Eyes warband to lay waste to the home world of the Silver Eagles Chapter. The Night Lords betray you. They leave you to die, escaping with the gene-seed reserves themselves. Or you betray them, escaping with what you desire, earning countless enemies amongst the Eighth Legion for your cowardice; earning just as many admirers for your cunning.

With gene-seed reserves, you can grow your ranks. But such currency is valuable. You choose to trade it, exchanging the stolen life for forbidden treasures of daemonic flesh and Mechanicum iron, fused into weapons of horror. You spend centuries eradicating your closest rival warbands, becoming feared and despised. Or you become a target. Stronger warbands carve into your domain, prying what they came for from your lifeless fingers.

You live long enough to call upon your allies. Other warbands that owe you life

or service, from wars fought together in the past. They answer, and you push back the invaders. They answer, but they see your weakness, allying with your foes and spitting on your old oaths. They never answer at all, because they were destroyed long ago in battles whose word never reached you – in this realm in which you hide, where lies become reality and reality is a lie.

Ten days from now, you are killed in an orbital bombardment. You die in the rubble, your body crushed, your gene-seed unsalvageable. Your last breaths are spent as curses. You will never know if those curses come true.

A thousand years from now-'

'Stop,' Vasar said. 'Enough.'

The prophetess smiled, this time with all her mouths, even the ones hidden beneath her hood.

'But you've heard almost nothing, yet. I've spoken so few of the possibilities before you.'

'You mock me.' The warrior's hand tightened on the hilt of his sword. 'You toy with me, spinning these lies.'

The prophetess regarded him with most of her eyes. Some were Human, others held the glassy gaze of the dead. Still others seemed bestial, openly animal.

'Every word I have said is true. Every one of those paths may yet come to pass.'

'Tell me what fate is likeliest. Tell me what will happen, not what might happen.'

'I would have to guess.' She said the word like it tasted of poison. 'I do not like guessing.'

The World Eater growled, his eyes narrowing, the Nails in his skull tick, tick, ticking.

'Try.'

The prophetess drew her spindly arms back into her rags. She didn't need her cards for this.

'On so many paths, this is your truth, Vasar: a timeless span from now, the gifts you seek to earn on the Path to Glory become too much for your mind and soul. You chase immortality – and you fail. You devolve. You degenerate. You are Spawn. You are fed nutrient sludge and cast-off bones from various battlefields, kept as a pet by your former brothers. Every moment is pain and shame, yet the part of you that can still reason – the Humanity within the inhuman form – still aches to please the Blood God. You pray with no voice for forgiveness that will never come. This is how your journey ends on an overwhelming number of possible paths. Nothing is certain… but this is as close to certain as any prophecy can be.'

Tick, tick, tick. Pain was pulsing through his head, drunkenly out of time with his twin heartbeats. Servos in the knuckles of Vasar's gauntlet purred as his grip tightened again.

She saw the signs of his rising anger. The prophetess pulled back her hood, revealing several faces that hadn't been Human in over a thousand years. She fixed him with a dozen mismatched eyes.

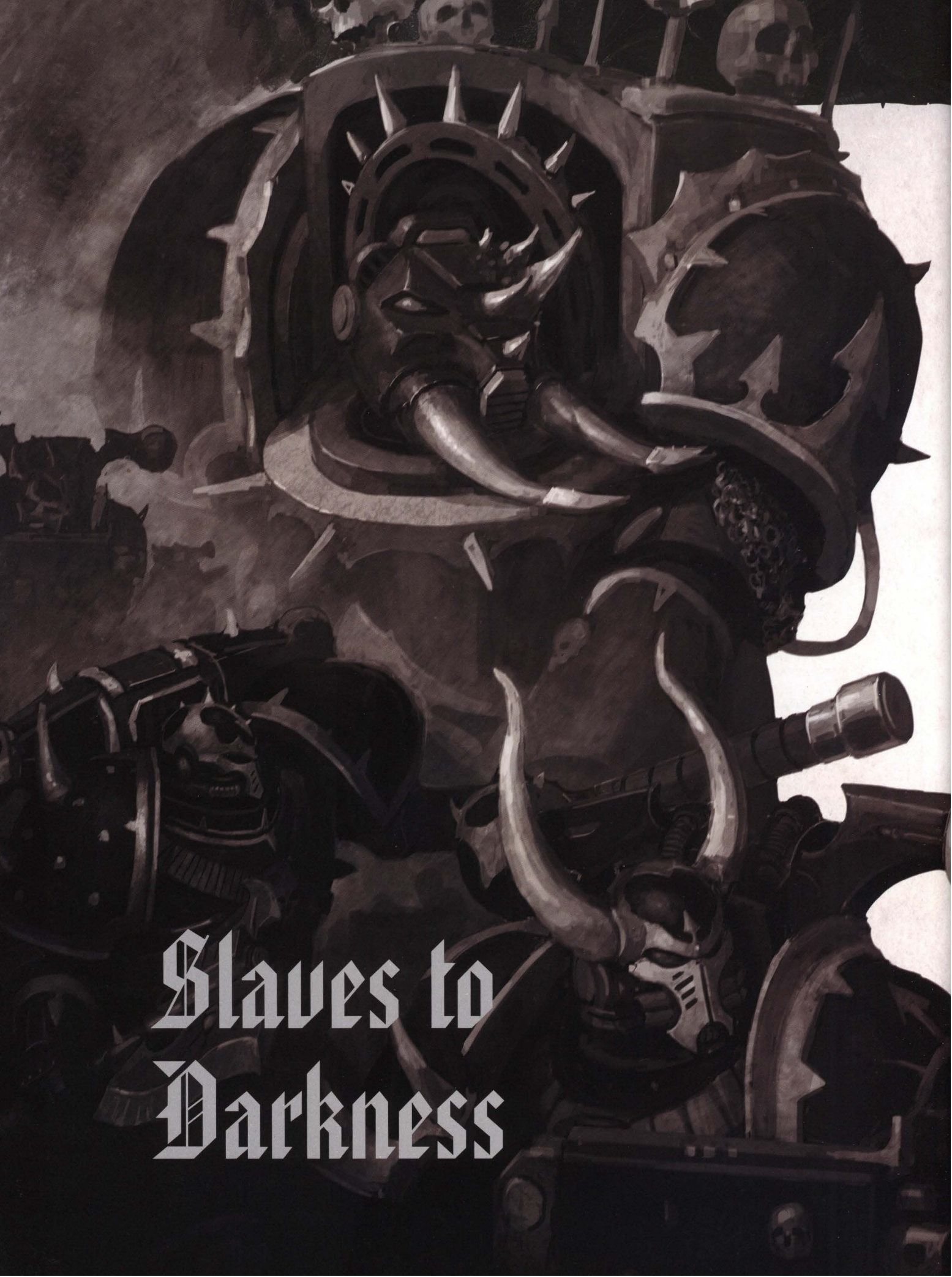
'The Path to Glory has only two eventual ends: ascension or degeneration. Daemonic princehood, or spawndom. If you wish to fight this fate, heed well my words…'





The Exile

Two great statues stand in opposition, blades locked, their features set in mirrors of spite. They are the size of mountains. Beneath them, a lone warrior walks a hazy path, his back to the duelling gods. This depiction, too, is painted – rendered in smears of narcotic-laden colour, inciting nightmarish visions should one stare too long at it.



Slaves to Darkness

THE IMPERIUM NIHILUS

To the galactic north of the Great Rift, Humanity's realm is all but bereft of the Emperor's light. Hundreds of thousands of inhabited worlds are afflicted by howling warp gales that bring waking nightmares and terrors of the darkness to even the most well-defended of bastion worlds. Hope there is hard to come by, unless it be for a swift death.

Imperial stellar cartographers name the benighted region beyond the Cicatrix Maledictum as the Imperium Nihilus. It is still claimed as part of the God-Emperor's realm, but from its depths almost nothing is known to escape. Twisted rumours, supernatural tales brought back by terrified crews and fevered imaginations have peopled it with nightmares and shadowy monstrosities.

Severed from the psychic beacon of the Astronomican, warp travel in the Imperium Nihilus is catastrophically perilous and slow. Astropathic communion is virtually non-existent, save for between fragile communities of psychic choirs. Most systems are alone. The metaphysical darkness of the Astronomican's absence forces to the surface ancient fears of literal darkness, and the populaces of these worlds shiver in fear, or else turn on each other in madness, knowing any pleas for aid they send will not be heard.

CHAOS ASCENDANT

The tempestuous warp channels within the Imperium Nihilus are not feared by the fleets of the Heretic Astartes. They have spread armadas and reaving warbands in greater numbers than records attest since the days of the Horus Heresy. Flotillas of angular-prowed ships, etched with runes hundreds of feet in size, pour from hidden lairs in nebulae, from the churning liminal zones of warp rifts and even from the core tempests of the Cicatrix Maledictum itself. The greater ease with which the servants of the Dark Gods are delivered – as if by the munificent hands of their deities – to one hunting ground after the next has resulted in the doom of billions. Preying upon worlds already ravaged by waves of mutation or psychic awakening, whose defensive armies have been decimated by treachery, these warbands engage in butchering campaigns like few they have formerly known. This is the Traitors' time. Many of the heretics feel themselves empowered in this unilluminated realm. Some see the dubious gifts of their Dark Gods swell with greater strength – artefacts of heinous power seething with enhanced prominence, and sorcery flaring with greater diabolical majesty. Beyond the excoriating touch of the Emperor's light, it seems, darkness is gathering strength.

Retributive Loyalist armies are outmanoeuvred, or their responses are delayed by months, even years. Most massacres of Imperial systems by the forces of Chaos go unpunished simply because their tragic victims die unknown deaths. Those granted the mercy of a swift demise are the lucky ones. Chaos Space Marines herd the defeated survivors thousands at a time into the black holds of their ships. Dark Apostles subject countless more to the agonies of ritual sacrifice, and Masters of Possession refine their daemonic fusings by experimenting on hundreds of screaming mortal hosts at once, turning them into thralls, living canvases or merely blade-fodder.

EMPIRES OF THE DAMNED

Amidst the horrors assailing isolated outposts of Humanity, it is easy to see why more than one centre of Imperial civilisation has believed itself the last of the species. Such worlds and systems are amongst those that have essentially seceded from the Emperor's rule, establishing themselves as kingdoms or palatinates. Further isolated, these territories are easier prey for xenos raiders, while the withering of Imperial faith has unbarred countless metaphorical gates through which the corruptions of Chaos can enter. Cults to the Ruinous Powers soon flourish, as daemons pull themselves into the minds of untrammelled psykers and a thousand minor iniquities coalesce to drown whole worlds.

Such newly birthed daemon worlds provide loci of empyric power, which are taken advantage of by countless warbands. But the dominion of Chaos has only just begun. Lords, Daemon Princes, Sorcerers and myriad other champions of the Chaos Gods have conquered and founded empires of their own in the abandoned reaches of the Imperium Nihilus. There they rule as tyrants and overlords, some even setting themselves up as gods to their enslaved masses. Their grand hosts and warbands of Chaos Space Marines now reap the boons of ordnance manufactorums, continental macro-farms, and the toiling throngs that all once served the Imperium. With every conquered and stolen world, the heretics' power grows and their empires swell.

It is doubtful that Warmaster Abaddon knows of every such sovereign empire. Yet some see the Despoiler's controlling hand in the location and perpetuation of a number of them. Whether these dominions form part of grander deployment strategies yet to be discerned, or give promise of what the galaxy will look like under his rule, remains to be seen.



GRALLOCH KRALE

When a foe proves frustratingly obstinate, or an underling attempts treachery, it is often Gralloch Krale to whom Abaddon will turn. Pejoratively referred to as the Despoiler's Hound by other Black Legion Lords, Krale commands a retinue of Khorne Berzerkers known as the Gorestalkers. These bloodthirsty warriors are renowned not only for their savagery, but also for the obstinate persistence with which they pursue and kill Abaddon's enemies. The skulls of their victims are given as offerings to the Blood God.



VASHTORR THE ARKIFANE

As the daemonic demigod of engineers, artisans and scientists, Vashtorr is empowered by the minds of the recklessly curious and inquiring. The Arkifane embodies the mortal desire to analyse and understand natural forces and to bend them forcefully to one's will. He is empowered by the mortal pursuit of knowledge and progress untethered by moral conscience.

Vashtorr is a demigod of tremendous power whose origins have been lost in the sands of time. It is possible that he was given life by the boundless advances of the Dark Age of Technology, or as a consequence of the metaphysical, galaxy-shaping artifice of the Old Ones. Perhaps he has existed since primitive beings first learned to create fire or fashion tools from sharpened rocks. Whatever the truth, is clear that the Arkifane is an ancient and powerful being. Through their influence many great minds have been corrupted and their profane creations – both mechanical and biological – been given form.

The Arkifane owes no allegiance to any of the Dark Gods of Chaos and is instead an entirely independent entity with his own aims and ambitions. As the master of the soul forges it is he who oversees the mutation and binding of daemons into aberrant fleshmetal forms. Amidst metaphysical clouds of sulphur, gouts of smoke and the roar of furnaces pacts are formed between these supplicants and the forge's essence brokers. Some daemons strike such bargains to enhance their own martial prowess and thereby improve their standing in the eyes of their deity. Others wish to circumvent banishment and return to reality in order to wreak vengeance. Vashtorr and his brokers are ever eager to forge such binding contracts. Daemons who enter such bargains must pledge to provide the soul forges with a bounty of souls before they are fed into the arcane machinery themselves. There they are warped into a grotesque melding of war engine and daemon such as a Calamity Engine or Infernal Bombard. Taking such a form allows the daemon to return to reality, where it may begin harvesting the souls it owes to Vashtorr. Should the daemon be slain again, however, its soul debt will increase. In practice, few such daemons ever escape the Arkifane's grasp. Other daemons who are less desperate or have less to offer by way of bargain, may instead opt to be enslaved to Vashtorr's will for a time, serving amongst indentured warhosts. The corporeal forms of these enslaved daemons often manifest themselves with mechanical protrusions such as cogs, vents, pipes and chains or display smouldering brands, piercings and iron shackles that betray their servitude to the Arkifane.

Bargaining with Vashtorr is unlike dealing with other daemons. It is not in his nature to lie or trick. His contracts are plain in their conditions. Instead he leaves it to the selfish nature of the daemons to entrap themselves into his service. Vashtorr functions as the arms dealer of the Great Game – the eternal fighting between the Chaos Gods – an agent of no single power yet precarious ally to all. The continued usefulness of the forges' grotesque war engines to the daemon legions, coupled with the danger of being the only deity to lose Vashtorr's allegiance, keeps the Dark Gods from turning upon him.

Vashtorr's dealings are not limited to daemons. Though few mortals know of his existence, there are those steeped in forbidden lore who are willing to call upon the Master of the Soul Forges. The twisted tech-heretics of the Dark Mechanicum oft petition him for fleshmetal

revelations. The Warpsmiths of the Heretic Astartes, too, have been known to bargain with Vashtorr – seeking daemonic entities with which to fuel their own malefic artifice. With these captive entities, the Warpsmiths manufacture their own armies of malign Daemon Engines to unleash upon the galaxy. The Arkifane always extracts a price for his aid. On occasion he may require sacrificial offerings. At other times he instead demands the service of mortal warriors, agents with which to pursue his agendas in the material realm – his cogs, as he calls them. Vashtorr counts amongst his warhosts many cowled cultists and Heretic Astartes warriors drawn from both the Traitor Legions and Renegade warbands. Perturabo, the Daemon Primarch of the Iron Warriors, enjoys a particularly fruitful if less than friendly relationship with Vashtorr. The two have collaborated on many nightmarish projects and Perturabo has regularly furnished Vashtorr with large complements of mortal warriors.

Quite aside from the infernal hosts he can summon to fight for him, Vashtorr is himself a frighteningly powerful entity. Whether reordering the mechanisms of reality to his will, or soaring across the battlefields of realspace amidst storms of empyric lightning, the Arkifane is a creature of dark artifice and technology. He is a daemon of ordered and meticulous evil, whose will is as inexorable as the churning gears of some great and unstoppable machine. Despite his considerable power, Vashtorr the Arkifane has maintained a lower profile than other daemonic entities, manifesting only sparingly across the long history of the galaxy. Why this should be is unclear, but it has served to make him a figure of fear, a daemonic bogeyman whose occasional appearances always herald nightmare catastrophe.

THE ARKS OF OMEN

It is a time of great portent, an age in which the might of Chaos waxes as never before and the galaxy is ripe for conquest. With Abaddon's Thirteenth Black Crusade cutting a bloody swathe across the stars, Vashtorr saw fit to once again manifest, this time before the Despoiler himself. In Abaddon he saw a worthy ally with whom he could complete a work so ambitious in its scope that no other had come close to divining its possibility. Though the Warmaster was suspicious at first – an attitude forged through hard-earned experience and millennia of dealing with daemonic entities – the two soon came to an understanding.

Vashtorr offered the Despoiler a bargain. The Arkifane wished to get a wealth of scattered artefacts that he referred to only as Key-fragments, as well as three metaphysical devices. These items could be melded together to reassemble a webway tunnelling engine first created by the Old Ones. By piecing these components together, Vashtorr claimed he would be able to unlock a dimensional vault within which lay a weapon of such power that it would surely bring about Abaddon's ultimate victory in realspace. Vashtorr would in turn achieve such triumph and worship amongst the galaxy's mortal denizens that he would achieve the apotheosis he sought and become the fifth great Chaos God of the warp.

Together, Vashtorr and Abaddon gathered from the depths of the warp dozens of space hulks – immense vessels formed from wrecked voidships fused together by the power of that realm. Magi of the Dark Mechanicum, employing the forbidden teachings of Vashtorr, slaved to work twisted alterations upon each of these hulks, transforming them into distorted and anarchic behemoths known as the Arks of Omen. The Arks would be commanded by renegade warlords and champions of the Dark Gods who had knelt before Abaddon and sworn to complete the tasks he set them. Each Ark of Omen would be accompanied upon its journey by a formidable flotilla of renegade warships. These were the Balefleets.

The Balefleets spread out across the galaxy, blotting out the stars above countless worlds, striking not only Imperial bastions, but Necron tomb worlds, Aeldari maiden worlds, the holds of the Kin and hundreds of other targets besides. Each Ark was tasked by Vashtorr with locating and seizing disparate artefacts and fragmentary relics. Each of these seemingly insignificant items was ancient indeed, steeped in ritual significance. Together these fragments would combine to form Vashtorr's Key. Gathering them would be no simple task, however. Some Balefleets floundered, lost on the tides of the warp, consumed by the hungry tendrils of Tyranid hive fleets, obliterated in devastating void battles or waylaid by internecine conflicts. Yet the Balefleets that survived ground slowly and inexorably onwards, crushing worlds and obliterating the enemy fleets that blocked their path. Piece by piece their commanders gathered the Key-fragments Vashtorr required.

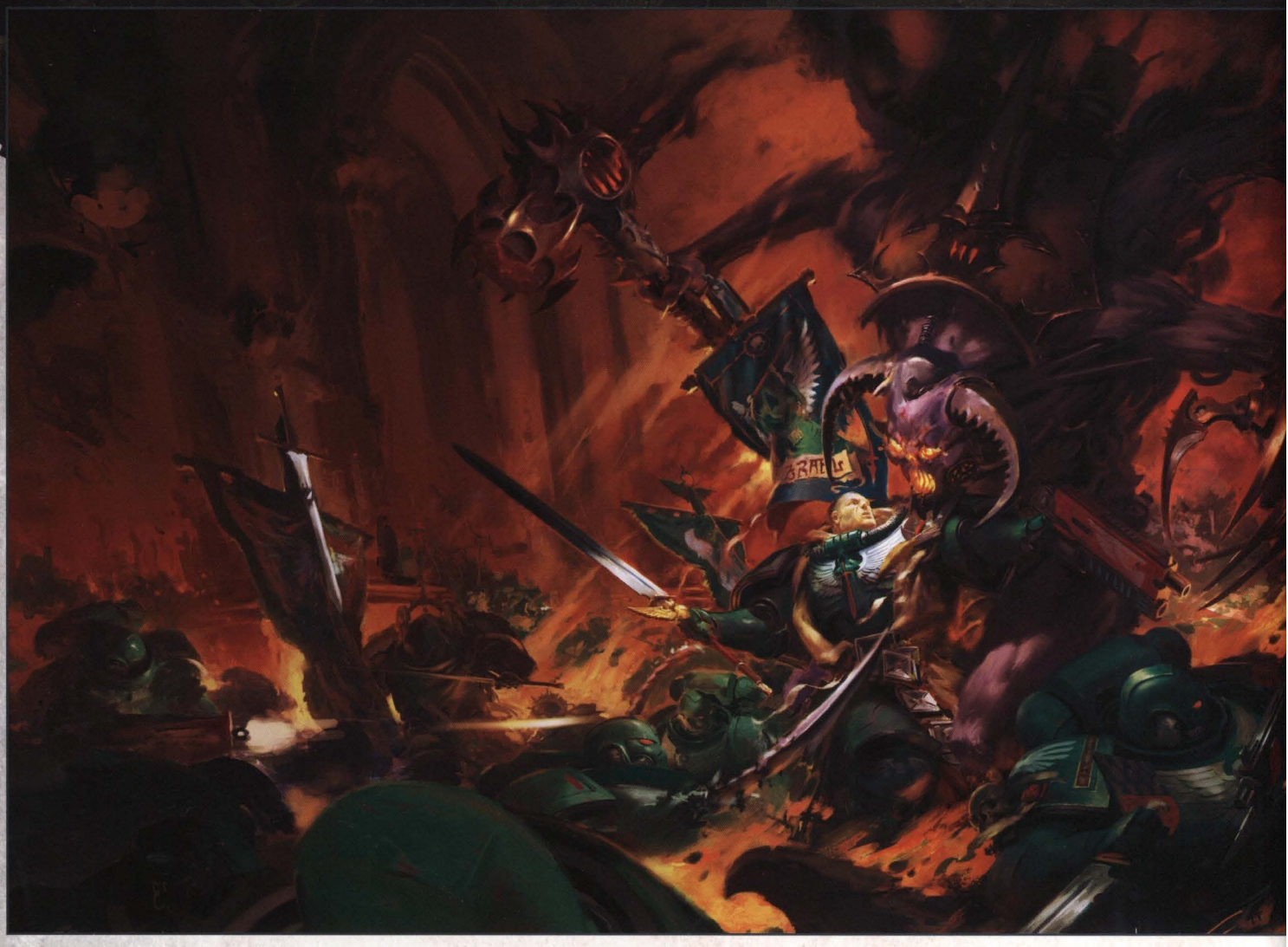
WYRMWOOD

With myriad Key-fragments delivered into his grasp by the Arks of Omen, Vashtorr's Key – or Dissonance Engine – had been given form. The Key-fragments, it now transpired, had been scattered through time and space in the aftermath of the calamitous destruction of Caliban, home world of the Dark Angels. Vashtorr had combined these artefacts with the remnants of shattered planetoids, colossal daemonic engines and his own infernal sorcery

GOD IN THE MACHINE

Vashtorr exhibits near limitless control over technology. No secure facility is safe from his attentions. His metaphysical connection to the mechanical enables him to project his consciousness into the machinery and manifest parasites similar to nematodes, which burrow their way into power networks, communications arrays and cogitator banks, transmuting cabling and infiltrating crucial systems until the Arkifane has established absolute control. The nature and origin of the technology in question is of little concern, for Vashtorr's understanding knows no limits. Such power allows the daemon to plunder the secrets of mortals with terrifying ease.

Those unfortunate enough to face him in battle find weapons, armour and mechanical components turned against them. He can unmake any device wrought by the hands of mortals with but a gesture of his taloned hands. Artificial organs burst within organic forms, augmetics sprout lashing tendrils that tear flesh and rend armour. Weapons refuse to fire as their motive force is drained away and mechanical constructs turn upon their masters, decimating unsuspecting warriors and leaving no doubt as to the foolishness of standing in the way of Vashtorr the Arkifane.

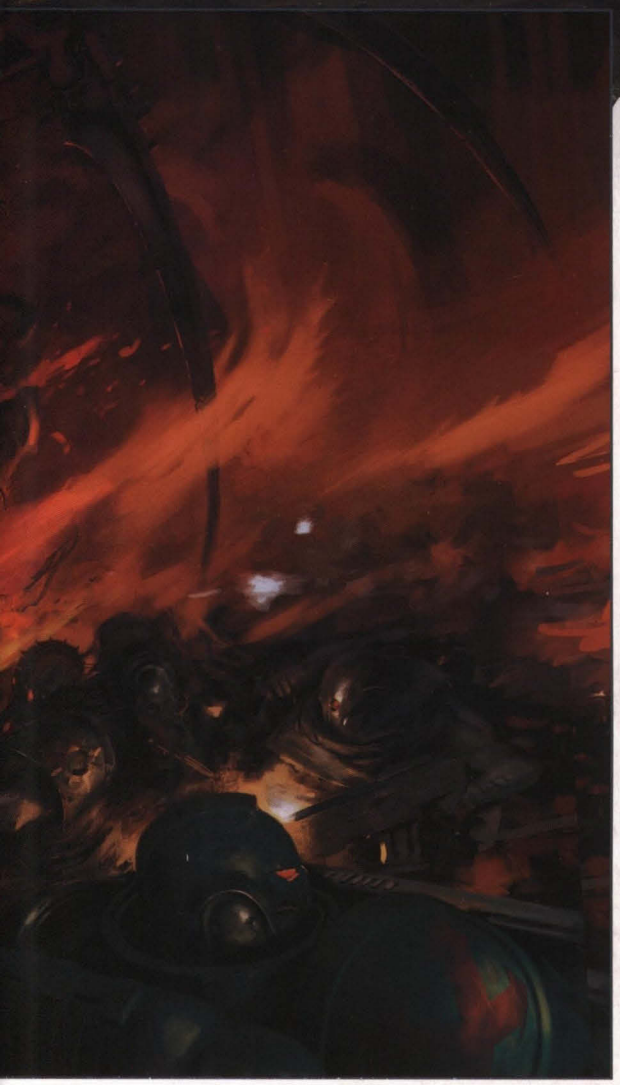


to create a horrific Daemon Engine whose form mocked that of Caliban. Within the warp-saturated depths of this daemon world, the webway sundering mechanisms of the Dissonance Engine churned.

Vashtorr required only the final piece of his metaphysical machine to complete his works. He set about luring the Dark Angels into an assault on his stronghold in the Idolatrous System. There, the Unforgiven Chapters arrived in force, engaging Vashtorr, his daemonic thralls and the Black Legion in a furious battle. The ensuing conflict drew in the Daemon Primarch Angron and his World Eaters, as well as the returned Lion El'Jonson, who was accompanied to battle by Commander Dante and a detachment of Blood Angels.

Though the fighting was fierce, and losses on all sides were heavy, Vashtorr succeeded in retrieving that which he sought. With the final engine secured, the Arkifane set it alongside the others and Wyrmwood, his Dissonance Engine, stirred to life. Its awakening shook the daemon world to its core. Creeping tendrils of warpflame and crackling emerald light burst forth, emanating from the trio of metaphysical engines fused together at Wyrmwood's heart. The souls trapped beneath the daemon world's surface cried out in agony as they were consumed by rampant empyric energies. The decimated Loyalists – the Lion amongst them – were left with no choice but to retreat. Vashtorr's victory had not come without cost. Their combined forces had suffered terrible losses, including an Ark of Omen and thousands of mortal warriors. This was a price gladly paid, for Vashtorr had assembled his Key.

Since that day, the true nature and power of Wyrmwood has become abundantly apparent. This twisted device is capable of rending the very fabric of reality and tunnelling into the spaces between the materium and the warp. Wyrmwood is a twisted perversion of the great tunnelling machines utilised by the Old Ones to create the webway. Suffused as it is with the malefic energies of the warp, its passage is heralded well before its emergence into realspace. Celestial bodies drift into impossible alignments, machine spirits display



aberrant behaviour and auspex devices return wild energy spikes and impossible readings. The citizens of worlds caught in its path find themselves subject to terrible nightmares, clawed talons reaching down from the heavens, of souls wreathed in sulphurous flames, screaming in agony as their very essences are burned from existence. Those unfortunate enough to gaze to the heavens at the time of Wyrmwood's emergence are confronted with a sight of horrifying magnificence. The fabric of space tears, ghostly tendrils of energy dancing forth like solar flares. Plumes of vapour thousands of miles long illuminate the firmament. The daemon world's hideous form stretches and twists as it takes shape amidst a swirling whirlpool of utter blackness. Few who have witnessed Wyrmwood's translation into or out of reality retain even a shred of their sanity.

VASHTORR'S SEARCH

It is Vashtorr's understanding that Wyrmwood is the key to some as-yet undiscovered metaphysical Lock. He believes that, when Key meets Lock, a Vault shall be opened. Within this Vault, Vashtorr believes the key to his ascension resides. Thus he bends all of his efforts towards finding the Lock. Wyrmwood now scythes its way through the galaxy, following a search pattern unfathomable to all save for Vashtorr himself. Often he is accompanied by his Black Legion allies, the Heretic Astartes riding the wake of Wyrmwood's passage and striking regions of the Imperium previously beyond their grasp.

Those agents of the Emperor's will who know of Wyrmwood are hamstrung by the colossal breadth of the Imperium. With their reliance upon astropathic communication, and the existence of the Great Rift, they cannot hope to react swiftly enough to intercept the Dissonance Engine's interstellar passage. Unbound by the paltry laws of time and space, Wyrmwood has appeared in multiple sectors, crossing gulfs that would take Imperial ships months to traverse in mere hours. It has unleashed Vashtorr's daemonic allies and Heretic Astartes followers upon systems previously thought far beyond the reach of such assaults. By the time astropathic cries for help are received and the lumbering mechanisms of local Imperial forces can respond, Vashtorr and his daemon world are long departed, leaving behind ruined worlds, the warp-scars of Wyrmwood's passage the only clear sign of their presence.

Even the Asuryani and their gifted seers, enraged at Wyrmwood's corruption of webway technology and wary of its potential to shatter the integrity of those extradimensional passageways, have thus far proven unable to decipher a true pattern to Wyrmwood's movements. Only Craftworld Altansar, its Asuryani well-versed in the nature of the warp and the scars it leaves upon reality, have been able to make any headway tracking the daemon world's passage. Thus far, however, their attempts to bring Vashtorr to battle have been met only with abject failure. Whisperings from the Nephilim Sector speak of a colossal astral anomaly bursting into being within the Pariah Nexus, whilst panicked reports of interstellar singularities echo through the void from the vicinity of the Ghoul Stars and beyond. If these reports describe Wyrmwood, it is clear that no corner of the galaxy is safe from Vashtorr's wrath.

Conflicts with the galaxy's various factions are little more than minor inconveniences to Vashtorr, for as an empyric being he does not share the limited, linear perspective of mortals. Though the machinations of others may delay his search for the Vault, time is of no consequence to him. He will have his prize, regardless of the vast distances he must travel or the blood he must spill in order to obtain that which he seeks.

THE BRINGERS OF DESPAIR

Of the many warriors to serve under Abaddon the Despoiler, none are as loyal to his cause as the Bringers of Despair. These elite champions, all of whom go to battle clad in ancient Terminator armour, serve as Abaddon's personal bodyguards and instruments of vengeance. They are led by Falkus Kibre, a Veteran of the Long War who is one of the Warmaster of Chaos' most trusted confidants and able commanders. It is rare indeed for the Despoiler to go to battle without several of these merciless killers marching at his side.

DARK MECHANICUM

When the Horus Heresy raged, the Mechanicum was riven by a bitter schism. Horus' agents convinced many of Mars' forgemasters that the Emperor had lied to them – that he was not the Omnissiah after all. The escalating strife that resulted saw thousands of Tech-Priests side with the Warmaster, turning their cyborg hosts to his cause and wreaking ever greater acts of destruction upon those they once called fellow devotees. When the Traitor Legions sought refuge in the Eye of Terror, these rebel Tech-Priests, now known as the Dark Mechanicum, went with them. Since that time they have indulged their inhuman curiosity in a thousand despicable ways, blending flesh and steel with the stuff of Chaos to produce legions of war machines. The Dark Mechanicum provide the armies of Chaos with armour, weapons, towering Daemon Engines and even space-going fleets. Without their aid, the hosts of Chaos might soon falter.

DAEMON ENGINES

Just as some Chaos Space Marines give themselves over to possession by warp entities, so too are some machines created as metallic hosts – or mechanical prisons – for daemons. Warped by the infernal being's essence, these unholy unions of daemon and battle engine are amongst the most feared and reviled weapons in the Heretic Astartes' insane armoury.

Daemon Engines are gigantic war machines that take many terrifying forms. While some prowl on mighty piston-driven limbs or roll forward on skull-crushing treads, others soar through the skies on jagged wings or float on sorcerous vapours. To compare a Daemon Engine to an ordinary vehicle is folly, for each of these beasts has its own malevolent sentience rather than a crew. Bound within the battle-scarred metal of each machine is the essence of a raging warp entity, imprisoned in a physically indomitable body in order to better serve the Chaos Space Marines in their Long War.

Many Daemon Engines seek the visceral slaughter of battle, and their warped chassis are often endowed with huge combat armatures, rows of spinning blades and crushing, maul-like weapons. Others have grown extrusions of unnatural flesh and chitin, melded with the cursed iron of their manufacture. With claws, pseudopods, gnashing jaws and grasping talons they slaughter their victims, the daemon within each one able to glut itself on the terror and bloodshed it so desperately seeks.

The Daemon Engines known as Maulerfiends thunder towards the foe like monstrous attack dogs loosed from the leash. Their eyes glow with balefire as ectoplasmic drool drizzles from their fanged maws. Their thick front limbs end in articulated claws powerful enough to tear a Dreadnought limb from limb. Should they fall upon an unfortunate squad of infantry, they will scissor them apart or crush them into paste with a flex of their massive talons. Also known as Stalkers or Scalers, Maulerfiends have strength and agility enough to climb up sheer surfaces or over treacherous obstacles, so that nowhere is safe from them once they have the scent of their prey in their olfactory vents.

By contrast, the Forgefiend was devised to sow death amongst enemy forces from afar. Roughly centauroid in form, the torso of this Daemon Engine boasts twin weapon-mounts that carry hell-forged parodies of Imperial armaments. The most common of these are the rotary gun-clusters known as hades autocannons, which enable the Maulerfiend to scythe down enemy troops and light vehicles alike.

In the soul forges – cavernous halls of creation where Daemon Engines are horrifically birthed – hissing monstrosities known as Venomcrawlers can often be found. Scuttling upon bladed limbs, they nest within the warp-drenched superstructures of their lairs, waiting for the telltale scent of other daemonic entities that have been drawn into realspace by Warpsmiths and Masters of Possession. Hunting down the wretched beings discarded by their creators, they devour them whole, storing the raging spirits within their bulbous bodies. It is this daemonic energy that powers the Venomcrawlers' formidable weaponry, and when such wayward sentiences are in short supply, the war machines will turn to other sources of sustenance, consuming Daemonkin, Sorcerers or Heretic Astartes to remain well fed.

The form of a Daemon Engine is theoretically infinite, limited only by the nightmarish imagination of its Warpsmith creators and the corruptive will of the daemon enchained within. Those known as Heldrakes are winged predators that plummet out of the skies like living comets, hurtling towards enemy aircraft and crashing into them claws first. Meanwhile, the titanic Lords of Skulls grind across the battlefield on rumbling tracks, the boiling blood of murderers empowering their systems. Dedicated to Khorne, these brazen vessels drown the enemy in streams of red-hot gore and smash tanks to splinters with great sweeps of their gigantic cleavers.

Still other Daemon Engines are the possessed husks of former tanks, the growl of their engines now that of a living beast. These and innumerable other creations have been reported first-hand to the Imperium, while many more have left no survivors to scream of their hideous nature in deep, dark cells.

MALIGNANT CREATORS

It is the Warpsmiths of the Heretic Astartes that bring Daemon Engines into being, from minor gun-beasts to gargantuan monstrosities that rival Titans in size and power. Using corrupt rituals and forbidden alchemy, these adepts of the dark arts can force immaterial spirits into a physical shell. Beyond this brotherhood, there are precious few who can bind a daemon into a machine.

Soul forges within the warp are where the spirits of captured Imperial machines are driven to madness as their physical forms are rebuilt into bestial new shapes. Some exist upon daemon worlds reeking of sulphur, others within vast mechanical installations resembling armillary spheres the size of planetary systems. Still others seethe at the furnace hearts of gigantic agglomerations of void detritus and the stuff of



Chaos. Many are rumoured to vastly predate the existence of Humanity, perhaps even being eternal, their origins and rulers as unknowable as all empyric mysteries. Wherever they are found, these soul forges are frequently the domain of Warpsmiths and heretical magi of the Dark Mechanicum who employ the dark energies and insane machines therein.

In the immaterium, creatures of the warp are bound in nooses of rope woven from the hair of murderers, or with chains fashioned from scrimshawed bone. These captive daemons are dragged screaming into the flame-hearted citadels of the soul forges. In the molten heat, Warpsmiths trap them within the rune-bound hulls of the giant metal abominations they have created. The screaming fiends must be bludgeoned into submission via sorcerous wards and occult rituals to prevent their rampages until the time of battle is at hand. Dozens of machine-thralls are lost with the creation of each beast – a minor setback given the raw power these monsters provide.

Many Warpsmiths originate from amongst the Techmarines that existed when their Legions still served the Emperor, having learnt their craft upon Mars just as their Loyalist counterparts do today. Others are warriors whose obsession with mechanisms, siegecraft or the eradication of weakness have led them to accumulate technological lore from countless proscribed sources. Amongst the greatest of these mechamorphic pioneers are Lords Discordant. These machine-fixated heretics are even more aggressive in their quest to corrupt the spirits of enemy war engines and plunder their essences for later torment. Most ride to war atop hideous Helstalkers of their own creation. These unholy constructs pounce upon enemy vehicles at their master's barked command, massive forelimbs stabbing into crew compartments as their oily jaws prise open armoured hatches.





Within the heart of Wyrmwood, bathed in the roiling energies of the warp, Vashtorr felt the familiar yet uncomfortable tug upon his being. Reality beckoned once more, the threnodic scrapcode chants of mortal supplicants drawing his essence through the veil. Wyrmwood's passage had slowed. He had arrived at his destination. He allowed his consciousness to be drawn out of the comforting embrace of the warp.

The Arkifane's essence emerged from the immaterium in a maelstrom of empyric energy. As he began to take form, his senses sharpened, revealing his surroundings. His still-coalescing body hung suspended in a vortex of swirling energies, above a charnel pit of ruined corpses and twisted metal. Cables, jagged scrap and viscera ripped free from the gathered offerings and were drawn up into the vortex, melding together to create his daemon form. Through freshly-formed lumen eyes he took in his surroundings and stepped forth from the swirling miasma of empyric energy, dropping onto a mass of ruined corpses. He stood at the centre of an ancient, half-destroyed city, its stone buildings eroded by the passage of millennia. Before him, looming out of the ruins, its stone edifice etched with the jagged runes of daemonic scripture, was the temple he had sought. The Arkifane could feel the warp energies radiating from the structure.

Battle raged all around him. T'au flyers duelled with flame-breathing Heldrakes beneath darkening skies; Black Legionnaires pressed towards the temple structure, overrunning T'au infantry and cutting them to shreds. The vast shadow of Wyrmwood blotted out the light of the system's star, cloaking the city in darkness. He glanced up to the heavens, observing the ominous sphere of Wyrmwood as it slid through the astral void to complete its eclipse. The halo light of the star's corona, filtered through the corrupted atmosphere of the daemon world, glowed with the sickly yellow of a malfunctioning lumen.

Vashtorr the Arkifane strode out of the summoning circle, iron-shod hooves mashing butchered T'au bodies into the dirt. He cocked his horned head, writhing mechatendrils extruding from his daemon flesh. The snaking cables whipped around his form like lashing tongues, tasting the air. Even here, on the world's surface, he could sense that which he sought, a mellifluous hum that called to him. The augurs had proven correct.

At his feet knelt the three Sorcerers who had coaxed him from the Dissonance Engine's core. His gaze cast its baleful light over their armoured forms and came to rest upon their leader. The figure met his infernal gaze, black eyes peering out from beneath a trio of horns and a bloated, throbbing cranium. Its mouth was a mass of tangled mechatendrils and spherical vox-casters.

'*Oh Master of the Soul Forge. The T'au are an unexpected complication. We have yet to breach the temple,*' the Sorcerer hissed and crackled.

'*Futile is their resistance. Wyrmwood aligns. The occultation seals their doom.*' Vashtorr replied. '*Rally your warriors, Valkar. Empower the Daemon Engines. Destroy the interlopers.*'

As the dread sphere of Wyrmwood settled into position above the planet, the ground began to shake beneath Vashtorr's feet. Wide cracks opened across the grassy plains, pitching T'au warriors and Black Legionnaires into cavernous crevices. The buildings, shield networks and gun platforms erected by the T'au were toppled as tectonic disturbances rippled out across the world's crust. Monolithic structures heaved up from the planet's depths by Wyrmwood's unnatural gravitic forces. As the earth split, fountains of magma spilled from the ruptured crust, raining lethal molten rock down upon the combatants.

The sheer number of Black Legion bodies scattered across the battlefield evidenced the T'au warriors' stiff resistance. Now, however, they fell back in disorder, their lines shattered by the unexpected geological catastrophe. Cultist devotees, their bodies rife with mechanical mutation, cables trailing from their pallid flesh, charged forward. The mutated Humans swept past Vashtorr's towering form, Valkar's booming orders urging them forwards.

'*The Master of the Soul Forges walks among us! Show him your dedication!*'

The cultists screeched static battle cries as they fell upon cowering alien soldiers, bludgeoning and slashing with their accursed weapons. Still the fleeing T'au continued to fire, their pulse rifles lighting up the battlefield and the whip-crack of rail rifles competing with the roar of Black Legion boltguns. Through the violence the Arkifane strode, bullets and shells turned aside by his unholy might.



Vashtorr could feel the call of the relic, its warp-drenched aura rippling through the crust of the planet, pleading for release. He turned his gaze towards the stone facade of the temple. Scores of T'au soldiers blocked his path. The irritating infestation of mortals would have to be cleared. Abaddon's whelps had their uses.

A slavering, hellforged monstrosity scurried past the Arkifane, sulphurous smoke trailing from exhaust vents, clawed feet scratching gouges as it loped forwards. The Arkifane extended a clawed hand, nematode-tendrils manifested at his bidding, boring their way into the Daemon Engine's body. Infernal musculature rippled and bulged, metal plates tensing and hardening. The Daemon Engine roared, its cry laced with fury.

Empowered by Vashtorr's blessings, the monstrous construct bounded towards the T'au lines, spectral maw slavering. It leapt across a wide crevice and barrelled into a T'au battlesuit, pinning its victim to the ground whilst razor talons peeled back armoured plate to reach the pilot beneath. Black Legionnaires roared dedications to the Despoiler and their Dark Gods as they spilled the blood of alien foes. Dark Magi let out streams of discordant scrapcode, prayers to the Arkifane. Valkar's retinue uttered dissonant incantations, directing warpflame and mutating energies, ripping apart T'au machinery and empowering snarling, claw-armed packs of possessed warriors.

Vashtorr continued to strain against the restrictive bonds of his physical form. How he despised the limitations forced upon him by the material realm. Stalking forwards behind his Heretic Astartes vanguard, he extended a clawed hand towards a squad of T'au soldiers crouching behind a low force field. The aliens' protective barrier shimmered and began to glow brightly as its energies were redirected against those it had been designed to protect. The T'au screamed in pain as intense heat melted armour and seared flesh. Black Legionnaires fell upon the wounded survivors with whirring chain axes and the stocks of their boltguns.

It seemed that the T'au had no intention of relinquishing their claim upon the stricken world. More of their sleek vessels descended from the heavens, reinforcements dispatched from their orbiting fleet. Hovering barricades and transports plunged through the atmosphere. Battlesuits arced across the skies, soaring through the darkness to bring arm-mounted weapons to bear. Wave after wave of warheads slammed into the battlefield, eradicating cultists and Legionaries alike.

The Arkifane pressed forwards, hammer striking again and again, crushing T'au soldiers to bloody pulp beneath its hellforged head. T'au vehicles soared overhead, raking fire shredding Vashtorr's mortal followers and impacting upon his form. He reached out again, focusing his will upon the internal mechanisms of a T'au skimmer and with a casual gesture, tore it apart from within. Sparks flew, metallic components bursting forth, flames licking from the vehicle's blasted hull. It spiralled to the ground and slammed into a trio of battlesuits, engulfing them in flames. Through the conflagration Vashtorr trod. The cracked entrance to the ancient temple yawned wide before him.

A T'au battlesuit arced down, its optical sensors flickering red, the alien pilot uttering a mechanically projected battle cry. It raised an arm, underslung rotary weapon spinning to life, and fired upon him. Vashtorr looked down to see daemon flesh scorch and peel under the assault, revealing a layer of grinding cogs beneath. The impacts caused him to stagger ever so slightly, his physical form flickering. Then he was moving, iron wings spread wide, a roiling storm of unholy energies propelling him through the air to sweep down upon his victim.

'So proud of your ingenuity you are. So reliant upon the mechanical,' Vashtorr projected, his voice infiltrating his opponent's communication device.

He swept his hammer into the battle suit's right leg, knocking it to the floor. The Arkifane placed a shod hoof upon the suit's breast and struck again, opening a crack in the armour. From puckered orifices in his fleshmetal form, nematode tendrils darted forth like striking vipers, plunging into the rents in the fallen machine's armour. He could feel fear rippling from the battlesuit's pilot as it attempted to right itself, desperately struggling with haptic controls, barked commands bringing weapon systems to bear. To no avail.

Vashtorr projected a fragment of his adamant will through the battlesuit's delicate wiring, targeting cogitators and neural interfaces, his scrapcode overrides spreading through subsystems and power grids like an unstoppable virus, wresting control. Nematode manifestations of Vashtorr's will wormed their way into the suit's systems and began pulling it apart from within. Armour seals cracked and peeled, targeting systems flickered and died, life support drained away. Vashtorr could feel the faint panic of the pilot, its weak, insubstantial presence within the warp betraying its fear. The last blinking lights upon the battlesuit's form winked out, sparks crackling from its ruined armour.

Vashtorr stepped over the wreckage of the T'au battlesuit and strode purposefully towards the rune-encrusted edifice of the ancient temple. The machinations of mortals were an impediment, but nothing more. He was a being of limitless patience. He would find the Lock, and reality would tremble before him.



Traitor Legions

BLACK LEGION

THE SPEAR OF THE WARMASTER

At the heart of the galactic insurrection against the Imperium for ten millennia, the Black Legion are pre-eminent not only in the secret annals of villainy harboured by the Inquisition, but also amongst the fractious warbands of other Legions. They are Abaddon's own brotherhood of black-hearted killers, the largest and most dangerous force ever to issue from the Eye of Terror.

Vastly outnumbering the numerous infernal armies and hordes that dwell in the Eye of Terror – even those of the other Traitor Legions – the Black Legion have the numbers not only to undertake huge systemwide invasions, but also countless simultaneous assaults across the galaxy. They are a ruthless and relentless threat to the Imperium. Warbands of the Legion's veterans have been at the forefront of every Black Crusade over the millennia, striking like a thrust spear into the flesh of the Imperium again and again.

THE MYTHOS OF HORUS

The Black Legion trace their history of bloodshed and treachery back to the Primarch Horus. Though there are many fighting with the Legion today that do not share Horus' genetic lineage, all are equally damned in the Imperium's eyes as scions of the Heresy's instigator and Arch-traitor. This alone would condemn them thrice over, but the Legion's original warriors fell to Chaos and treachery just as surely as their Primarch. Allegedly the first of the Primarchs to be rediscovered during the Emperor's Great Crusade, Horus took command of his Legion when it is rumoured they were known as the Luna Wolves. Renamed in his honour as the Sons of Horus in the triumphal aftermath of the fabled Ullanor Crusade, the Legion's pride in their beloved Primarch – as well as a concomitant sense of superiority over the other Legions – was perhaps their undoing.

After Ullanor, the Emperor named Horus the Imperium's Warmaster, granting him authority over Mankind's vast armies, and strategic command to continue the Great Crusade. It can be imagined that amongst Horus' brothers – each a semidivine paragon of martial leadership – his accession to a position above them intensified any existing filial animosity. The Sons of Horus perceived any enmity towards them or their Primarch as a slight against the greatest warrior and general the galaxy had ever known besides the Emperor. They came to equate his pre-eminence amongst the Primarchs with their own surpassing place amongst the Legions, glorifying in their exalted position as the chosen sons of the Emperor's most favoured scion and condemning suggestions of censure as the products of jealousy.

The Legion followed Horus full tilt into damnation, gladly fighting for their charismatic gene-sire. Yet Horus' pivotal importance to his sons meant that, when he fell, the Legion's part in the Heresy was over. Its warriors fought a costly but successful raid to recover Horus' body from the Loyalists, before their First Captain, Abaddon, led them in a bloody retreat from Terra.

There are those in other Traitor Legions that still blame the Sons of Horus for initiating the rout from Terra, with most of the surviving heretics escaping into the warp in their wake and many eventually reaching the Eye of Terror. Though large numbers of Heretic Astartes who fought as Sons of Horus survive in the Era Indomitus, even their knowledge and memories of such times is far from perfect. Their augmented recall was not made to endure for ten millennia. Recollections have become tainted by the ceaseless lies and deceits they have been exposed to, many of them sown by the Legion itself. Their once faultless memory has become shadowy, twisted by the bitterness and loathing they have indulged in, so that few can say for certain what truly transpired during the traumatic years of the Heresy, let alone the desperate aftermath. That the Legion was forced to fight against its former heretical allies for a place within the Eye of Terror seems likely. Where Horus had once been idolised, many of his sons now mourned or even worshipped him as a fallen god. But this conceit did not last. Over centuries, the Sons of Horus were bled white by their enemies, their hard-won territories within the Eye of Terror lost to other Traitor Legions. Fractured, their belief in their superiority eroded, the Legion turned to their First Captain, naming Abaddon their Warmaster.

Abaddon rejected the name Horus, casting it from the Legion's titles and rolls of honour, and commanded those who swore allegiance to him to repaint their armour black both as reminder of their failure and mark of their newly pledged vows of vengeance against all who had wronged them. Abaddon's growing warbands became known as the Black Legion, and under their new Warmaster they fought hard to regain their lost sense of twisted honour.

CHOSEN OF THE GODS

Warmaster Abaddon dreams of forging an empire of Chaos upon the ruins of the Imperium. Before his armies, whole cities burn in sacrifice to his irresistible vision, and his strength and influence grow with every victory. Abaddon has received the favour of each of the Chaos Gods, and though their emissaries ever vie for his unquestioning service and sole loyalty, he has never become the pawn of any individual power, let alone yielded to the infinite numbers of daemonic entities that exert control over other champions.



HOSTS UNCOUNTED

As long as a warrior is willing to bow before Abaddon the Despoiler and take the oath of obedience, he may join the Black Legion. During the millennia of warfare since the Horus Heresy, Space Marines from dozens of Chapters and several other Traitor Legions have joined the Despoiler. Now, the Black Legion boasts warlords and warbands from almost every permutation of depraved doctrine, strategic specialisation and ruinous Chaos faith.

Usually, these warbands work in isolation, raiding planets and pillaging the Imperium in the name of their master, but largely pursuing their own agendas. In attempting to collate and categorise the Legion's deadly assaults, Imperial secutors point to patterns of engaging foes swiftly in close-quarters combat and cutting off paths of retreat. They advance relentlessly towards their enemies, laying down hails of fire and bellowing dark oaths as they press forward. The Black Legion are quick to exploit weakness, sending their elite warriors to eradicate a collapsing flank or slaughter enemy champions who have left themselves exposed.

THE EBON TIDE

Ever since Abaddon took up the mantle of Warmaster, his Legion have worn armour of deepest black, trimmed with burnished gold. The countless warbands that exist within the Black Legion display a wide range of icons, many of which serve as tribute to the Champion to who they owe allegiance, whilst others may daub their ebon plate with tributes to the Dark God to which they have pledged their soul.

While some commanders extol the superiority of their Legion's gene-seed, the truth is that with the incorporation of warriors from other lineages and the corrupting influence of the warp, such notions are less important than loyalty to Abaddon. Indeed, many Black Legion warbands encourage and glorify mutations, and actively seek out possession by daemons.

Warbands of the Black Legion are known to be incredibly diverse, capable of drawing upon an immense breadth of skills and specialisations to counter every threat their enemies dare throw at them. They may draw upon experience of millennia-old veterans of the Long War and others who have fought and survived amongst the madness and terror of warp storms. Amidst these untold thousands, each warrior, squad or warband brings unique skills, so that most Black Legion warbands can accomplish what other traitors would require twice the numbers to achieve.

Black Legion warbands including traitors originally from the Iron Warriors benefit from the dour siege masters' expertise in assaulting fortifications. Other Chaos Lords may call upon the diabolic witchcraft of Sorcerers who were once of the Thousand Sons. Meanwhile, zealots of the Word Bearers swayed to Abaddon's banner often enter diabolical pacts into the warband's arsenal of esoteric assets, as well as throngs of frothing Cultists. Recently turned renegades disclose strategic dispositions of Imperial armies to their new masters, along with access sigils and warp-ciphers that allow Black Legion warbands to slip through supposedly secure cordons with horrifying ease.

Each warband boasts its own transports, void fleets heavy landing craft, war machines and Daemon Engines, as well as throngs of fanatical Cultists. A lone warband can reduce an enemy outpost to ruin, bombarding the defences from on high as warriors on the ground close in for the kill. This gives the tyrannical Chaos Lords who lead them free rein to sate their thirst for carnage and power.

However, when Abaddon calls, the warbands gather, their oaths to the Warmaster forcing them to fight as a Legion united. Even so, there is no denying that the Black Legion remains an alliance of traitors; its warlords constantly scheming against their rivals, vying for prominence and glory and undermining their contenders' achievements, even when not openly battling amongst themselves. Only their collective fear of the Despoiler – and the chilling memory of the fates of those who have crossed him – forces them to suffer cooperation.

ABADDON

WARMASTER OF THE IMPERIUM NIHILUS

The name of Abaddon the Despoiler has become an eightfold curse within the Imperium, for the thousands of years of terror he has heaped upon the galaxy – a realm he once helped conquer in the name of the Emperor. Abaddon is feared by the High Lords of Terra, within the halls of the greatest xenos empires and even by the most powerful champions of his own Black Legion. He is called the Arch-fiend, the Master of the Black Legion and the Warmaster of Chaos. It is Abaddon alone who has been able to wield all of the disparate Traitor Legions as well as countless renegades, and his dark dreams of conquest are far from sated.

During the Great Crusade, Abaddon rose to be First Captain of the Primarch Horus' Legion. Such was Abaddon's tactical skill and physical prowess. When the Heresy blossomed into bloody violence, it was clear that Abaddon's loyalty lay solely with Horus. He led the Terminators of the Sons of Horus across Isstvan, Yarant and Terra before the Heresy ended with Horus' defeat at the Emperor's hands. Abaddon's anguish at his master's death drove him deeper into madness and hatred than any mortal should ever sink. Before retreating from Terra, Abaddon took up the Primarch's body and fought his way free of the vengeful Loyalists. With their cadaverous prize, Abaddon and his Legion fled Terra.

Amongst the unnatural tides and tempests of the Eye of Terror, brother turned on brother as resources both mundane and esoteric fuelled the traitors' wars for survival. Abaddon reforged his Legion in those dark days, tearing the name of his gene-sire from the fracturing brotherhood and grasping the mantle of overlordship for himself.

Since assuming the title Warmaster, Abaddon has striven to outstrip the legacy of his fallen Primarch. Once a dedicated follower of Horus, Abaddon came to resent the Primarch, blaming Horus' hubris for the crushing defeat suffered on Terra. It is Abaddon's belief that, by opening himself to the influence of the Dark Gods, Horus lost focus upon his objectives and became too intertwined in the machinations of daemonic powers. Abaddon has no intention of repeating his gene-father's mistake. For ten thousand years has the Warmaster fiercely resisted the gnawing influence of the Dark Gods and their daemonic servants. His soul is constantly besieged by their honeyed whispers and their promises of unlimited power. Abaddon remains defiant, certain that only by clinging to his mortality and playing the denizens of the warp against one another can he bring the Long War to the end he desires. To this end has he forged beneficial alliances with many fell entities, including such dread beings as Be'lakor and Vashtorr the Arkifane.

Abaddon's grip upon the Black Legion has only strengthened in the millennia since he seized the reigns of power. His Black Crusades, coupled with the corrupted daemonic forges of the Dark Mechanicum, have provided him with an array of powerful weapons. These include the daemon sword Drach'nyen, a blade capable of devouring the souls of those it slays, and the formidable voidship known as *Planet Killer*, which is armed with enough destructive firepower to obliterate an entire world. The Black Legion, too, has swollen in size since its inception, creating new Legionnaires from stocks of stolen gene-seed and recruiting thousands of brothers from the ranks of rival Legions and renegade warbands. Only the Daemon Primarchs possess the power to challenge Abaddon's position. Yet these mighty beings remain too concerned with their own desires to risk conflict with the Warmaster and his Legion.

Abaddon faces a constant battle to maintain control of the Black Legion and its allies. To rally each Black Crusade to his banner required decades of coercion, intimidation and negotiation, for daemons and mortals in the thrall of the Dark Gods owe allegiance to their patron above all others. Convincing them to set aside their rivalries for even a brief moment is a monumental task. That Abaddon has, on several occasions, proven capable of uniting these disparate forces for years at a time, speaks to the supreme regard and fear in which he is held, even by those who despise him and would see him fail. Alliances with daemonic entities such as the Daemon Prince Be'lakor and Vashtorr the Arkifane have proven fruitful, yet Abaddon is ever vigilant when dealing with such malefic entities, for he is well aware that the loyalty of such beings is only assured whilst their goals intersect with his own.

The opening of the Great Rift and the dawning of the Era Indomitus have afforded Abaddon greater opportunity to visit destruction upon the Imperium. The Warmaster has focused the majority of his attention upon directing the Black Legion's campaigns. He relies upon his most trusted lieutenants and advisers to lead his forces, those who have served him loyally for centuries and who share his vision. Amongst these champions are his Herald, Haarken Worldclaimer, Falkus Kibre of the Bringers of Despair and the Sorcerer Zaraphiston.

Whilst much of Abaddon's time is consumed by marshalling his forces and planning his campaigns, he remains amongst the galaxy's most lethal warriors. There are times still that the desire to spill blood overcomes him, or a pivotal battle requires his presence. The Thirteenth Black Crusade has seen the Despoiler take to the field personally on many occasions. On Cadia he crossed blades with Celestine, the Living Saint, and on Vigilus he cut down Marneus Calgar of the Ultramarines. When Abaddon the Despoiler marches to war, his warriors and thralls fight harder, hurling themselves relentlessly forward at his command.

Warmaster Abaddon has proved incomparably greater than any of the mighty Chaos Lords, manipulative Sorcerers or terrifying Daemon Princes who serve as his lieutenants and lead warbands of the Black Legion. Greater too is he than any of the myriad champions of the Dark Gods amongst the other Legions and Renegade Chapters, save perhaps the fell Daemon Primarchs themselves. It is said that he alone has the power to unite the Traitor Legions and finish the treachery begun ten thousand years ago. In their palaces, ships and fortified strategiums, the Imperium's commanders endure an endless litany of the Despoiler's victories, and many fear that they will be living witnesses to the days in which that dread prophecy is at last fulfilled.



THE WORLDCLAIMER

HERALD OF THE APOCALYPSE

Before every doom, there is a portent, before every apocalypse, a sign. Haarken Worldclaimer is that dark omen given form, and the otherworldly destruction he heralds is the coming of the Warmaster himself. Haarken takes a heinous joy in his role as the mouthpiece of Abaddon, for it is he that proclaims the death of worlds. He does so not with some quotidian threat or hollow boast, but by driving a spear of terror and confusion deep into the heart of citizen and soldier alike. In such a fashion he prepares the way for the coming of the Black Legion, as his airborne hosts descend on tongues of flame.

THE HELSPEAR

Haarken's daemon-touched relic, the Helspear, has tasted the blood of monarchs, xenos tyrants and even Chaos Lords over his long service as herald to the Despoiler, and each demoralising kill invigorates him, driving him to further acts of bloodshed. Yet it is not only the chests of warriors into which the Helspear is plunged. It has become a symbolic act for Haarken, upon making planetfall, to drive the weapon deep into the world's crust and roar out the fell promise that the planet will fall. He has yet to be proven wrong.

For thousands of years now, the Night Lords have been a fractured Legion. Most seek nothing more than to raid, plunder and kill. The warbands that have emerged from their ranks often serve other Chaos forces as mercenaries or battle one another for supremacy. It was in this crucible of murder and treachery that the warrior who would become Haarken Worldclaimer rose to prominence at the head of a warband known as the Gloomtalons.

Riding the tides of the warp, the Gloomtalons descended upon dozens of Imperial worlds, never striking the same region of space twice. Ever were their attacks heralded by Haarken's proclamations, booming across planetary vox-networks to pronounce his coming victory and the doom that would soon befall the populace. Each such proclamation was followed by formations of jump pack equipped Raptors, striking from the night sky to butcher any brave or foolhardy enough to resist and leaving the mutilated bodies of their victims strewn around for all to see. Always did the Gloomtalons round up carefully selected captives – governors, nobles and planetary officials. To these terrified survivors did Haarken offer a choice – turn their back upon the Imperium and pay tribute to the Night Lords, or suffer an agonising death. To enforce these threats, Haarken seeded on every planet cultists, loyal eyes that would report unto him any treachery. Thus did the coffers of the Gloomtalons swell ever more. Yet riches and plunder could not fill the emptiness in Haarken's black soul. Despite such victories, however, satisfaction eluded him. He looked upon the corpse-worshippers' realm with a blazing fury and longed for the chance to strike a telling blow at its malfeasant heart.

Haarken's prayers would soon be answered, for his ambition and vision had drawn the attention of Abaddon the Despoiler. As the Warmaster mustered his forces to strike forth upon his Fifth Black Crusade, he offered Haarken and his Gloomtalons the honour of fighting alongside the Black Legion. The Despoiler spoke plainly, offering no guarantee of plunder and riches but instead the opportunity to strike a meaningful blow against the hated Imperium. It was as if he had peered into the Worldclaimer's soul. Haarken knew at once he had found that which he sought, a champion with the strength, charisma and peerless vision to bring the Imperium to its knees. Serve well, Abaddon promised, and further opportunities for glory would present themselves.

During the ensuing strike on the primary stronghold of the Elysian Sector – the Imperial city of Kasyr Lutein on Tarinth– Haarken's Gloomtalons made landfall upon the surface ahead of Abaddon's invasion force, unleashing a horrific campaign of terror upon the defenders. Raptor talons tore through Imperial soldiers by the hundred. Bedecked in skins and skulls harvested from flensed victims, the Gloomtalons haunted the burning city's spires like ghoulish monsters from Terran myth. Defenders scattered before their merciless predations. The tortured screams of the Raptors' victims echoed through smouldering streets as Haarken and his brothers visited unspeakable acts of violence upon them. In the Gloomtalons' wake marched the Black Legion and their infernal allies – Abaddon at their head – to wreak absolute destruction upon the city and to annihilate what remained of its thoroughly demoralised populace.

Whilst the grinding conflict that followed eventually saw the crusaders forced back into the Eye of Terror, the carnage they had wrought upon the Elysian Sector was terrible indeed. Having witnessed firsthand Abaddon's strength of will and the sheer might of the forces he could bring to bear, Haarken and his Gloomtalons swore allegiance to the Despoiler. In the centuries since Haarken donned the ebon plate of the Black Legion, he has solidified his place in the vanguard of Abaddon's Black Crusades. Countless worlds have fallen by his hand and lending his moniker – Worldclaimer. The Warmaster has since acknowledged



THE HOUNDS OF ABADDON

The Hounds of Abaddon often form the spearhead of Black Legion assaults. Led by Threxos Hellbreed – a dread champion of Khorne – these warriors owe allegiance to both the Despoiler and the Blood God. In honour of their patron deity, the Hounds of Abaddon often adorn their black plate with flashes of blood-red. They lack the unity to be described as a true warband, bound only by a shared desire to slaughter. The Hounds are known to field many Khorne Berzerkers, drawn to Hellbreed's banner by the promise of slaughter and have earned the respect of Haarken Worldclaimer, who values the psychological impact of their reckless assaults. The Hounds proved their worth during the savage war for the planet Vigilus, notably butchering an entire Astra Militarum regiment in a bloody assault upon Mortwald's New Vitae docks.

Haarken Worldclaimer's loyal and effective service by bestowing upon him the title Herald of the Apocalypse and with it the Helspear – a daemon weapon of fell power befitting its bearer's vaunted position.

Though the duty of many heralds is complete upon their lord's arrival, Haarken Worldclaimer revels in bringing destruction in person as well as from afar. He hastens to wherever the planet's denizens are coordinating their defences, from winding supply lines to remote command bunkers, and there he strikes. Descending from the skies alongside vast flocks of jump pack warriors, Haarken plunges towards the nerve centres of the enemy's war efforts. With thunderous bellows he proclaims to his foes that the hour of their doom has arrived, and that the slaughter shall not cease until the earth has been anointed with every last drop of their blood. While the enemy scrabbles to intercept Worldclaimer, drawing forces from the front lines to drive back his assaults, the Despoiler's armies on the ground move in to capitalise on the confusion, tearing into disorganised flanks and shattering disordered formations.

In the wake of Abaddon's Thirteenth Black Crusade, the Black Legion have carved a bloody path through the Nachmund Gauntlet, shattering the defences of Imperial outposts and fortress worlds, reducing void fleets to atoms and butchering billions. Always at the forefront of this brutal and unrelenting advance is the Herald of the Apocalypse, tasked by the Despoiler with leading the Black Legion's assault and crushing all resistance. The proclamations of Haarken Worldclaimer continue to spell the doom of new worlds with each passing battle.

Devoid of pity and mercy, Haarken Worldclaimer is utterly devoted to Abaddon's cause. He is committed to carving a path to the Sol System regardless of how many worlds he must drown in blood. He longs for the day when he will plunge the tip of the Helspear into Terra's surface and in doing so proclaim a fittingly violent end to the Corpse-Emperor's reign.

IRON WARRIORS

IRON WITHIN, IRON WITHOUT

The Iron Warriors are amongst the galaxy's most formidable siege troops, callously laying waste to Imperial palaces and alien citadels with calculated cruelty. Their Primarch, Perturabo, was hailed by many as the unsurpassed master in the planning and execution of siege and trench warfare, and his traitorous sons embody this expertise to this day.

ENGINES OF RUIN

Chaos Space Marine warbands are supported by growling battle tanks of ancient provenance, the vehicles now marked by the same corruption that mars their allied infantry. Main battle tanks such as the Predator are versatile war machines suited to almost any theatre of war. Vindicators are dreaded siege tanks, infamously used by the Iron Warriors in massed line-breaker squadrons. Rhinos and Land Raiders, meanwhile, are rugged slab-sided transports, the latter armed with multiple heavy weapons and rumoured to be host to daemonic entities in place of their sanctified machine spirits. Many of these venerable machines have been in service for millennia, and most are embellished with ragged pennants, leering gargoyles and beast-mawed muzzles. They are blessed by unholy rituals and carefully maintained by the warband's Warpsmiths, as much physical expressions of their masters' hatred of the Imperium as weapons of war.

The Iron Warriors see themselves as titans of old who are loose in the universe, acting as they please in the knowledge that no natural or Imperial law can stop them. They honour the Chaos Gods as a pantheon, but few of them are truly devout worshippers. Their greatest loyalty is to their Daemon Primarch, Perturabo, whom they believe saved them from being sacrificed by the False Emperor.

Millennia ago, the Iron Warriors came to believe that the Emperor saw them as fit only to undertake the most gruelling and unsavoury of duties: years' long wars of attrition, compliance actions on nameless backwater worlds, or the inglorious garrisoning of fortresses that the Iron Warriors had built with every victory. Their meticulous efficiency and unfeeling pragmatism in the execution of their duty was not shared by other, more vainglorious, Legions. Worms of doubt worked their way past the Iron Warriors' famously cold demeanour as they witnessed the honours heaped upon others. With the stoicism of the Legion worn down, their armies bled on countless worlds – missions they now saw as insults to their skill – the Iron Warriors fell to the promises of Horus and unleashed their pent up rage against the Imperium. Their bitter and murderous wars have been waged against Mankind for all the long millennia since.

The Iron Warriors are the most heavily armed of the Traitor Legions. As siege specialists, they are skilled in unleashing withering salvoes of devastating firepower. Whether manning one of their baroque strongholds or assaulting the walls of Loyalist fastnesses, their approach remains the same, with great importance being placed on detailed fire plans, targeting patterns and bombardment coordination. They are adept at quickly erecting formidable battlefield fortifications, establishing strongpoints that will tie down the enemy and thereby allow the Iron Warriors' reserves to achieve superiority elsewhere. Their warriors are possessed of razor-sharp intellects and calculating minds – slivers of the dark genius of Perturabo – and their cold logic is employed in the crafting of masterful strategies that make a mockery of enemy defences and sap the strength of attacking armies. These traitors are methodical and thorough, always seeking to grind down their opponents by attrition until the moment comes when they can be swept away in a concerted attack.

Many of the Iron Warriors' enemies have made the fatal error of believing the Legion's warbands to be purely focused on long-range attacks, and therefore vulnerable to swift assaults. Nothing could be further from the truth. By nature, siege warfare is defined by long periods of intensive labour and interminable shelling, broken by the most brutal and merciless combat imaginable. In such moments, squads of Iron Warriors crash through breaches in enemy defences created by artillery strikes, often in the wake of waves of Cultists used as cannon fodder. Legionaries in hulking Terminator battle plate and squadrons of fast-moving heavy armour widen the breach until the defences are shattered. At key points in the battle, the Iron Warriors adopt an icy ferocity that is terrifying to behold, crushing their enemies beneath repeated hammer blows of unrelenting aggression.

It is claimed by some Iron Warriors that Perturabo masterminded the siege of the Emperor's Palace at the height of the Horus Heresy. Conversely, the Imperial Fists – the Emperor's golden praetorians – are held to have been pivotal in Terra's defence. Certain heretical historitors have speculated on these two Legions' specialities, surmising that a pride-driven rivalry was born of their competing aptitudes. Whether via martial jealousy, personal betrayal or seeds of mistrust sown by others, the Iron Warriors continue to harbour a deep-seated loathing for the Imperial Fists. The traitors gladly seize any opportunity to tear down the edifices of Dorn's sons, taking a sublime pleasure in proving their supremacy in the art of siegecraft.

Wherever the Iron Warriors fight, they raise great citadels in their wake. Jagged towers mounting heinous weapons of destruction dominate the surrounding terrain, each a monument to the Legion's malice and ego. Their reputation as martial engineers and warp-masons is well-founded; Iron Warriors fortresses are embedded like barbs across realspace and beyond, each surrounded by fields of living razor wire and daemon-haunted trench networks. Amongst the greatest of these is the impossible fortress of Medrengard, built by the

Iron Warriors upon a daemon world they took for themselves within the Eye of Terror. Free from the shackles of physical laws, Medrengard is a dizzying tangle of insane structures, from dungeons that pierce the planet to its core up to spiralling pinnacles that rise for miles. The Iron Warriors have also spread their influence deep into the Imperium Nihilus, where the Albic Crucible, Xoraforge and Fortress of Animus Eternal spew forth vast armies.

Countless warbands of the Iron Warriors use Medrengard as their base of operations, plotting how to crush and imprison their enemies – the Imperial Fists foremost amongst them. A core of the Legion retain something of their former hierarchy, divided across huge Grand Companies that each draw upon countless batteries of artillery, swarms of clanking Daemon Engines and massed squadrons of corrupted battle tanks. They are commanded by champions using archaic titles such as Warsmith, Cannonmaster and Arkitheurge, who often bear daemonically infused bionic augmentations redolent of the twisted, mechanical appendages of Obliterators. Numerous more autonomous warbands reave solely for their own selfish desires. Pacts sworn with the hereteks of the Dark Mechanicum, the Traitor Titan Legions and dread households of Chaos Knights ensure that many of the Iron Warriors' campaigns are accompanied by titanic monstrosities of iron and unholy power.

THE CHILL OF IRON

The power armour of the Iron Warriors is a deep metallic hue, often adorned with black and yellow hazard stripes and patterns native to the home world of their Daemon Primarch, Perturabo. Unlike their fellow Traitor Legions, the Iron Warriors care little for trophies and embellishments, instead preferring to prove their strength and prowess through acts of large-scale destruction.





THE HYDRA'S MARKINGS

The power armour worn by the Alpha Legion is greenish-blue in colour, its plates often painted or sculpted to resemble the shimmering scales of the Hydra – the mythical beast that serves as the Legion's symbol. Such is their predilection for deception, however, that Alpha Legionnaires have been known to don a wide range of colours and iconography, even adopting those of Loyalist Chapters in order to confound their Imperial enemies.

ALPHA LEGION

THE COILS OF DECEPTION

Via labyrinthine schemes do the Alpha Legion devise their cunning victories. Their strategies are often charades, wrapped in secrecy inside a maze formed of countless deceptions and false leads. Their influence is the most insidious and extensive of the Traitor Legions, their widespread assets operating in secret upon hundreds of worlds, awaiting the directive to strike.

Where other Legions seek to dominate through raw strength, divine favour or inspirational charisma, the Alpha Legion impose their will through intelligence and diversion. The tools of war they value most highly are misdirection, confusion, treachery and duplicity, but when the time comes for them to spring their traps, they are such a focused and well-coordinated force that they can set a world ablaze in a single hour of blitzing assault. The Legion's diverse warbands and cells see themselves as far superior to almost any other force, combining outright power, subtlety, skill and knowledge to outmanoeuvre and crush any foe.

Since the Heresy, the Alpha Legion have continued to fight a covert war against the Imperium. They have never been known to hold a single home world, and operate instead from a slew of secret bases throughout the galaxy, even from within the heart of the Imperium. Raiding parties sally out from hidden fortresses or swift warships masquerading as lumbering merchantmen, sabotaging bases, attacking trade routes and destroying small outposts with merciless efficiency. Their spy networks and double agents are without number; the Alpha Legion's connections with Humans on the settled worlds of the Imperium are unparalleled.

Tactically, the Alpha Legion believe in striking from several directions at once and employing numerous, even contradictory strategies. Guerrilla warfare, assassination and subornation, multiple redundancy forces, even treating with xenos and employing large numbers of non-Astartes assets – these and more are counted amongst the Alpha Legion's dishonourable methods by both their Imperial foes and their sometimes-allies who barely trust them more.

Alpha Legion warbands attach great importance to their subordinate field commanders, who are expected to use their initiative to outwit the enemy in a variety of shifting roles, and magnify the advantages that the Heretic Astartes have over more conventional troops. They welcome opportunities to demonstrate their skills against Loyalist Space Marines, and have been known to hold back some of their forces to test themselves more thoroughly in such circumstances. Emulating tales of their shadowy Primarch, Alpharius, Alpha Legion champions will often disguise themselves as lesser warriors to confound assassins, or disappear mid-battle to assess their warband's reaction to a sudden loss of command.

On the battlefield, the terrifying coordination of the Legion's forces is their hallmark, their multi-pronged attacks applying relentless pressure while they search for weak points in the enemy's defences. Should the foe somehow gain the upper hand, the Alpha Legion rapidly disperse. Splitting into shadow cells, they melt away in dozens of directions at once. Like splinters in a wound, lone operatives or independent squads will continue to wreak havoc, and if the enemy expends months and lives to root them out then the Alpha Legion's reinforcements will make their move unseen.

Given their preference for subterfuge, deceit and guerrilla warfare over all-out conflict the Alpha Legion are rarely given to marching to war in large numbers. Subsequently their warbands rarely number more than a few score warriors. Despite this preference for operating in smaller numbers, however, the Alpha Legion possess a unity of purpose absent in many of their fellow Traitor Legions, meaning that the goals of their various warbands often align. When faced with clear and present danger, when a show of force is required, or if an ambitious plan requires greater firepower, multiple warbands may form together under the leadership of a single Lord or Champion. Referred to as Harrowmasters, these leaders may hold sway over hundreds or even thousands of warriors. Such close cooperation between Alpha Legion factions is usually temporary, for they prefer to work in the shadows, and massing in such number has a tendency to draw unwanted attention from their enemies.

Whilst many champions of Chaos sneer at the Alpha Legion's methods of making war, Abaddon appreciates their unique skill set. The Warmaster has utilised their services on many occasions, often employing their warbands to range ahead of his fleets and sow discord and rebellion for his invasion fleets to exploit. Yet it is clear even to the Despoiler that the Alpha Legion make for dangerous allies, for their goals and motivations remain closely guarded secrets.

MYRIAD CULTS OF THE HYDRA

Amongst the Traitor Legions, the Alpha Legion make the most use of Cultist troops. As their warbands tend to operate autonomously deep within the Imperium, they frequently utilise local support to extend their reach, acquire information and infiltrate societies where a Heretic Astartes presence would be too obvious. Considerable effort is expended to incite revolt and acts of disruption, and the Alpha Legion are quick to foment worship of the Dark Gods to add fanatical zealots alongside the saboteurs and technomantic cabals that secretly fight for them.

Cells of Alpha Legion operatives often train and hone their Cultist agents to a greater degree than other Legions. On Huranos in the Imperium Nihilus, dozens of lone Cultists linked only by serpentine subdermal electoos undertook commando raids on Imperial installations, employing tactics thought beyond the skill of such a disorganised rabble.

WORD BEARERS

APOSTLES OF THE PRIMORDIAL TRUTH

The sons of the Daemon Primarch Lorgar are zealous worshippers of the Dark Gods and fanatical warriors of diabolical conviction. They promulgate their insane proselytism as much at the barrel of a boltgun or the razored edge of a chainsword as by their catechisms of hellish blasphemy, and more often seek unwilling sacrificial victims than fervent adherents.

DARK APOSTLES

The Word Bearers were the first of the Heretic Astartes to include in their ranks Dark Apostles. They are the high priests of the Chaos Gods, who promulgate the blasphemous worship of those fell deities as well as the veneration of their immortal daemonic servants. Preaching perversions of the martial spirituality espoused by Chaplains of the Adeptus Astartes, Dark Apostles spit hateful catechisms and call down the abhorrent blessings and curses of the Chaos Gods.

The Word Bearers are the most religious and dogmatic of the Traitor Legions, yet perversely also the most profane. Not only have they turned their faces from the Emperor; they also actively spread the worship of Chaos. Word Bearers warriors stride into battle chanting sacrilegious hymnals, bedecked in crimson battle plate inscribed with unholy runes and forbidden texts. Daemonic whispers fill the air as these disciples of Lorgar and the Dark Gods conduct ritual massacres timed to empower occult rites, their foes the doomed sacrificial offering.

Even before their fall into utter damnation, the Word Bearers were known for their nigh-fanatical conviction. Fragmentary inscriptions in the Fortress of Hera allude to the Legion's exultant admiration for the Master of Mankind, and how it deepened first into adoration and then into idolatry. Lorgar and his sons came to see their duty as embedding the Imperium's ideals into the worlds they won. No greater exemplar was there than the Emperor, and in the wake of their victories the Legion raised monuments and temples to honour him as nothing less than a deity. In response, the Emperor chastised the Legion, censuring them publicly for their worship. Their works destroyed, and the object of their devotion having spurned them, the Word Bearers turned to other, darker entities. They discovered gods in the depths of the warp that they saw as more worthy, and these beings craved worship.

Steeped in the beliefs of Lorgar himself, the Word Bearers are the heralds of a terrible age of religious servitude. Worship of each of the Chaos Gods, along with many minor warp deities, is practised within the Legion, as well as veneration of the pantheon as a whole. Numerous pacts are made with daemons, which the Word Bearers view as angelic servants of the gods, though servants nonetheless and lower in standing than themselves. Legionaries see possession as an act of worship, and the use of daemon weapons or sorcery as a sacred undertaking.

From their daemon-haunted world of Sicarus, the Word Bearers embark on pilgrimages of slaughter and enslavement throughout the galaxy. In the Imperium Nihilus, the hive cities of the planet Vorakis reeled in the wake of one such massacre. The Word Bearers' forced conversion of the planet's survivors was a precursor to their short existence as slave labourers in the erection of an immense shrine-fortress to the Chaos Gods, before the sons of Lorgar ritually sacrificed them to consecrate its completion.

Legion commanders interpret the holy word of Lorgar or the Chaos Gods by myriad esoteric means. Via the entrails of enslaved prelates, astromantic patterns, the whispers of daemons or the casting of charred bones, they divine the most auspicious course, the lives that must be claimed, the ritual deeds that must be undertaken and other unholy wisdom. Dark Apostles decree how and where bloodshed is to be spilled. The warriors of the hosts then obey without question. Unwavering in their belief, they march to war beneath icons of the Ruinous Powers, their weapons and war engines daubed in blood and blessed with cursed sigils.

The opening of the Great Rift has provided the warbands of the Word Bearers Legion with fresh impetus for their campaigns of desecration and corruption. In the Segmentum Obscurus – primarily the systems surrounding the Eye of Terror – the Word Bearers' Dark Apostles have proselytized the populations of many Imperial territories, inciting insurrection after insurrection. Those who refuse to embrace the worship of the Dark Gods are sacrificed in bloody rituals to the Word Bearers' malefic pantheon.

Abaddon the Despoiler has made common cause with the Word Bearers on many occasions, yet the Warmaster views Lorgar and his sons with both revulsion and mistrust. In the Word Bearers' Daemon Primarch he is reminded of Horus' descent into worship of the Chaos Gods and of his Legion's inglorious fall. Yet he cannot deny the effectiveness of the Word Bearers zealous Legionaries, or the savage fury of their hosts of Possessed warriors. He knows he cannot afford to deprive himself of their might. For his part, Lorgar sees Abaddon as a useful tool, a way of opening a route to the heart of the Corpse-Emperor's realm and proliferating worship of the Ruinous Powers in the very heart of the Imperium.



LORGAR'S DISCIPLES

Prior to the Horus Heresy, the Word Bearers marched to battle clad in dull grey. Having embraced the worship of the Dark Gods, Lorgar bade his sons paint their armour in deepest crimson edged with gunmetal silver. The majority of Word Bearers adorn their armour with runic script in the Dark Tongue. These scrolls and devotional parchments crafted from Human flesh bear excerpts from the Book of Lorgar – a blasphemous tome detailing the philosophies of their Daemon Primarch. Grisly trophies are commonplace, particularly the skulls, flayed flesh and body parts of adherents to the Imperial Creed. The Word Bearers have become a physical representation of their name, revelling in the glory and might of the Ruinous Powers.

NIGHT LORDS

TERROR MADE MANIFEST

Cruel, sadistic and endlessly inventive in their applications of torment and horror, the Night Lords have honed their terrifying tactics over ten millennia. Their strikes are fuelled by their predilection for inflicting misery and pain far in advance, then sustaining it through repeated shock assaults and psychological torture, sapping the will of the most stoic foes.

THE HOSTS RAPTORIAL

Night Lords make extensive use of swift warriors with jump packs such as Raptors. These cruel terror troops relish their sensation of godhood as they look down on prey that they consider little better than insects. Addicted to the rush of aerial predation, they project amplified war cries like ghostly screams as they plummet towards their victims. Packs of warpflame-wreathed Warp Talons fight alongside them, suddenly appearing from the immaterium through rents carved by their own daemonic talons.

Most Night Lords do not appear to worship any one of the Chaos Gods to the degrees seen amongst other Legions, but rather fight mostly for pleasure and material gain. They look down on their more dogmatic brethren, be they fanatical Chaos Space Marines or zealous Loyalists in thrall to the False Emperor. In place of faith and devotion, they respect only strength – that, and the use of terror as a weapon. No Legion is as thorough as them in severing enemy communications and making visible, bloody examples of those who dare to oppose them. Some proscribed texts posit that these strategies were taught and refined by the Legion's master of such tactics, the Primarch Konrad Curze. Other rumour-laden fragments hint at genetic and psychological degradation in the Legion, stemming from the use of unscrutinised recruits who embedded a gang culture of murderous and callous violence.

Whatever the reason, incomplete tribunal records point to the fact that the Night Lords' brutality and excesses were known even before the Horus Heresy. Their victories in the name of the Great Crusade were often bought with mass civilian casualties, the butchering of prisoners of war and countless acts crafted to engender a fear of retaliation against the Imperium. What was excused as ruthless efficiency, hardly worse than the brutal campaigns of other Legions, escalated into atrocities that could not be forgiven. Before Curze – or Night Haunter, as he was tremulously called on his home world – could be made to answer for his Legion's crimes, the Horus Heresy erupted. Freed from any need for further pretence, Curze and the Night Lords openly fought alongside the other Traitor Legions.

The Legion was already fracturing when the Heresy ended in failure. Their vision-haunted Primarch, an increasingly distant and insane figure, was supposedly slain by an Imperial assassin and vanished from Terra's ken. Never truly invested in overarching schemes of galactic dominion, the Legion split into countless reaving warbands. These still serve the selfish and abhorrent whims of their dread overlords, who must ever keep a watchful eye on their murderous underlings, sating their lust for torturous piracy lest they turn their flensing blades upon their leaders.

The atrocities Night Lords warbands unleash tell of a horrific sickness of the soul. Theirs is no holy crusade underpinned by a martial creed; instead they take an honourless delight in spreading murder and misery for its own sake. When a suitable prey site is identified, a warband will endeavour to isolate it before subjecting it to prolonged psychological torment. This may involve the abduction of merchants or pilgrims travelling to or from the system, the severance of continental power grids or the murder of frontier sentinels and astropathic choirs. Those who dismiss the Night Lords as inconstant, unreliable or cowardly have never suffered their undivided attention. With great patience, Night Lords will slowly crank up their prey's fear. Elite kill teams butcher noble officials in supposedly sealed chambers. Bloody graffiti spread by co-opted Cultists appears overnight. Comms systems are hacked to broadcast endless screams and subsonic mutterings tailored by the warband's Sorcerers and Dark Apostles to hideous perfection. Step by step, the defenders are picked apart by the merciless Night Lords, their morale eroded with each new atrocity until an inexorable terror takes hold. Any poor soul who attempts surrender will find their prayers answered with mutilation and death.

The extant warbands of the Night Lords are fractious and mercenary to the extreme. Most are content with raiding, butchering, plundering and avenging themselves upon the hated corpse-worshippers. Many of their number have found their way into the service of Abaddon the Despoiler, for the Warmaster's ambition promises a wealth of targets for the Night Lords' malice. Others have pledged their cruel services to Daemon Princes and even xenos warlords. So long as there is opportunity to inflict fear and anguish, the Night Lords will fight for any cause. This has on many occasions led to rival factions within the Legion fighting against one another.

A few of their number – predominantly those disillusioned by the Night Lords' lack of coherency and vision – have even permanently traded the midnight-blue of their parent Legion for the ebon plate of the Black Legion. Foremost amongst these warriors is Haarken Worldclaimer, a former Raptor Lord swayed to Abaddon's cause by the depths of his ambition.



IN MIDNIGHT CLAD

Long before casting in their lot with Horus, the Night Lords were a macabre Legion, their armour adorned with the imagery of death. They are well aware that fear is as valuable a weapon as chainsword or bolter and do their utmost to ensure to ensure their appearances are as terrifying as possible. The malefic symbols borne by the Night Lords are many and varied. Fanged skulls, batlike wings, glowing red eyes and crackling lightning bolts feature heavily upon the battle plate of these cruel traitors.

Many Night Lords incorporate Human bones into their armour, weapons and wargear. Skull faceplates are laid over or melded into helms, femurs inlaid into greaves and splayed ribcages affixed to breastplates. The bones themselves are harvested from the victims of the Night Lords' raids, the Heretic Astartes believing that the abject terror of their last moments continues to radiate from these grisly trophies as an aura of fear.

Whilst the Night Lords are not given to holding the territory they despoil, the Azure Torment – a particularly depraved Night Lords warband under the command of the Chaos Lord Halask Khyre – have established a fledgling domain in the Arcturon System. The few Imperial vessels to have plied the void in this deadly region report a horrifying chorus astropathic screams emanating from the system's worlds, devoid of meaning but filled with the anguish and terror of Khyre's tortured victims. Those Astropaths to hear this howling cacophony are reported to have descended into a deep and desperate madness borne of abject fear.

The Night Lords are particularly active in and around the Nachmund Gauntlet, particularly in the vicinity of the Gorandahl Sub-sector. This region was heavily affected by the warp storms that erupted following the opening of the Great Rift, resulting in all manner of unnatural phenomena, mutation and heresy. Night Lords warbands, ever the opportunists, raided many systems, seeding cults and agents within the hierarchy of Imperial worlds and facilitating civil wars that continue to rage. In the midst of this anarchy the Night Lords have prospered, their terror troops descending to reave, mutilate and destroy with abandon.

HURON BLACKHEART

TYRANT OF BADAB, MASTER OF THE RED CORSAIRS

When Lugft Huron, Chapter Master of the Astral Claws, turned renegade, Imperial retribution consumed the Chapter's home world in the Badab System. Though critically injured, Huron survived the conflict when few believed he could. Now feared as Huron Blackheart, the Tyrant of Badab, he rules over vast piratical armadas that reave from within the Maelstrom and beyond.

The devastating conflict erupting from Huron's rebellion became known in the Imperium's annals of treachery as the Badab War. When he fell, Huron's surviving warriors fled Badab, taking the ravaged body of their Chapter Master with them as they raced into the warp rift known as the Maelstrom. Yet the drive to endure and survive is woven deeply into the augmented being of every Space Marine; after twelve days of agonising bionic reconstruction of fully half his body, Huron stood again and grimly donned his reworked armour. Only then did he appraise their shadowy environs.

The taint from the warp rift was spread across the wider Maelstrom Zone, a vast region of nebulous anomalies, warp eddies and corrupted stellar systems. This region had long been the haunt of murderers, smugglers, privateers and countless other heretics seeking to hide their activities or escape retribution. Few though they were in number, Huron's forces were more than a match for the first pirate stronghold they came across in the Maelstrom. At his command, his warriors slaughtered hundreds of the void-faring rogues and left many of their motley ships as drifting hulks in the tumultuous marchlands where realspace met the warp. The surviving corsairs from that first encounter soon learnt to fear Huron's fury, swearing allegiance to the Tyrant and becoming his slaves.

Known today as Huron Blackheart, the Tyrant of Badab has claimed the fealty of a huge number of the Maelstrom's denizens. His power continues to grow and he has welded together a piratical empire of heretics and renegades, his infamy such that many actively seek him out to pledge their loyalty. Since claiming power in the Maelstrom, Huron has forged alliances with a number of other Chaos Lords, including Abaddon the Despoiler, at whose word the Tyrant's warriors have waged numerous campaigns. At the heart of Huron's web of myriad enterprises lies the true power behind his influence – the Chaos Space Marines of the Red Corsairs. While a swarm of ragtag Human and xenos pirate ships owing their allegiance to him are capable of preying on isolated merchant vessels or sparsely defended fronteris stations, when the master of the Red Corsairs leads his ceramite-armoured warriors in a raid, few can stand before him.

Huron's naval power has grown to the point that he is capable of threatening entire sub-sectors and defeating even large Navis Imperialis flotillas in open void warfare. With the opening of the Great Rift, the Maelstrom has become but a part of a far larger empyric anomaly, and Huron and his raiders have become expert at negotiating the greatly expanded fringe regions between the immaterium and realspace. Huron has established numerous secret staging bases throughout these liminal zones, and at least one significant base deep within the Imperium Nihilus. Known as Tyrant's Gate, this world seethes with corruption and heresy of many kinds. Every vice imaginable can be found within its dense, towering cities. Circling the planet like a dark crown are dozens of orbital docks, weapon shops and defence batteries, all under the authority of Huron, while in the immaterium a sorcerous warp anchorage allows the largest ships to translate to and from the world's orbit swiftly.

As a consummate raider with dozens of fleets at his disposal, Huron Blackheart has more material wealth than any other warlord within a hundred light years of the Maelstrom. Redolent of the exotic pets of a reaver-king, the strange creature that slinks in Blackheart's shadow is known as the Hamadrya. A bizarre and possibly daemonic familiar, it is said to bestow uncanny, almost supernatural abilities upon its master. Some whisper that it first appeared following the dark miracle of his survival after the Badab War. Whatever the truth, it seems all but certain that Huron has struck some bargain with the powers that dwell in the warp, for if Imperial reports are to be believed, he has been seen in two different segmentums at the same time.

RED CORSAIRS

Huron's forces are named for the blood-red colour with which they obliterated their old heraldry. Their ranks are comprised not only of the surviving Astral Claws, but also include renegades from many other Chapters. Piratical raiders with a powerful void fleet, the Red Corsairs favour lightning strikes over protracted campaigns. Boarding actions, teleport strikes and high-speed armoured assaults are their specialties.



FABIUS BILE

PRIMOGENITOR, CLONEFATHER, SPIDER

Fabius Bile has laboured under many epithets during his long and wicked life, but none truly convey the unrepentant evil of this heretic crypto-scientist. As a darkly ingenious twister of flesh and sculptor of nightmarish bio-golems, Fabius Bile is one of the most abominable renegades to blight the Emperor's realm.

Fabius Bile is accursed throughout the galaxy for his grisly works and the abominations he instils with unnatural vigour. Over the millennia, countless worlds have suffered for Bile's obsession with perfecting his bio-alchemical skills. He was once an Apothecary of the Emperor's Children Legion and is even rumoured to have had the ear of his Primarch. It was Bile who masterminded the complex and horrific surgeries and cocktails of chemicals that served to heighten the Legion's experiences. Yet he did not follow them in their degeneration; for Bile, the mysteries of life and death bound into every creature's being held their own dark fascination.

Leaving Terra before Horus' defeat with a coterie of horribly altered warriors and disciples of his craft, Bile became a renegade even from his own Legion. He moved through the war-torn Imperium like a shard of glass through an intestinal tract, selling his services to rebel warlords in return for prisoners, genetic samples and ancient technology. Bile eventually made his way to the Eye of Terror, where he offered his vile cures and chirurgic alterations to the Traitor Legions. He set up a base of operations on a crone world of the fallen Aeldari empire, and under his stewardship the planet has become a place of crawling madness – part nightmarish lair, part flesh factorum.

Bile's capacity to manipulate his subjects from the surface of their skin to the core of their very genetics can be attested to by every populace he has had contact with, or at least by their biological remains. He leaves a trail of deviants and twisted abominations wherever his ships visit, referring to those prime subjects who survive his experimentation as his New Men. These specimens exhibit strength greater than a Space Marine's, their flesh warped and stretched over osseous growths from within. They are his favoured creations and the pinnacle of his foul art to date.

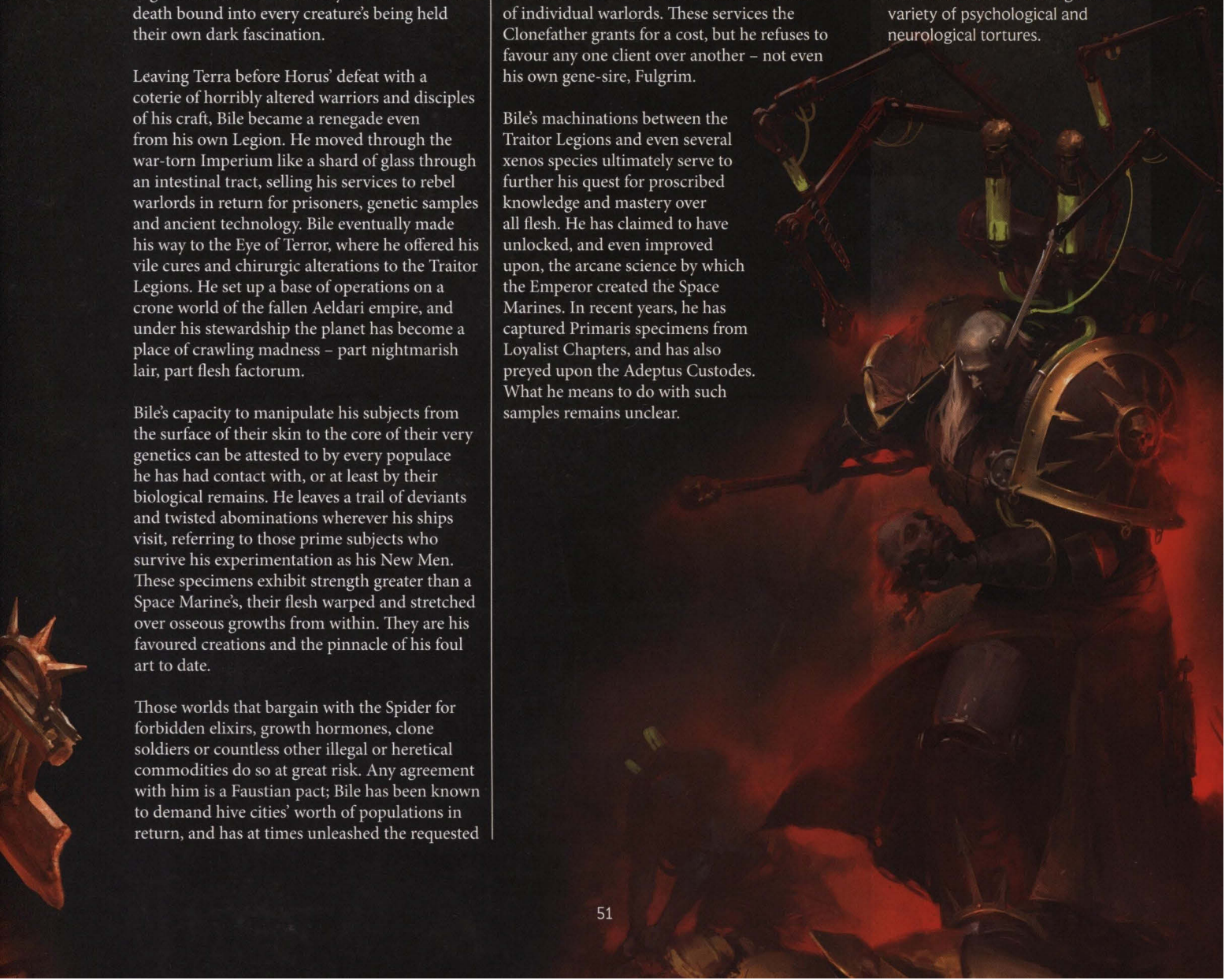
Those worlds that bargain with the Spider for forbidden elixirs, growth hormones, clone soldiers or countless other illegal or heretical commodities do so at great risk. Any agreement with him is a Faustian pact; Bile has been known to demand hive cities' worth of populations in return, and has at times unleashed the requested horrors upon his customers simply to observe their efficacy.

For the Traitor Legions, Bile's pre-eminent skills as an Apothecary are what make him most in demand. Though he is far from the only one skilled in the arcane art of gene-seed extraction and its manipulation to create new Heretic Astartes warriors, he is its foremost practitioner. With a great deal of influence amongst the Legions and renegade warbands, Bile has negotiated cunning if fragile bargains with several Daemon Primarchs and dozens of individual warlords. These services the Clonefather grants for a cost, but he refuses to favour any one client over another – not even his own gene-sire, Fulgrim.

Bile's machinations between the Traitor Legions and even several xenos species ultimately serve to further his quest for proscribed knowledge and mastery over all flesh. He has claimed to have unlocked, and even improved upon, the arcane science by which the Emperor created the Space Marines. In recent years, he has captured Primaris specimens from Loyalist Chapters, and has also preyed upon the Adeptus Custodes. What he means to do with such samples remains unclear.

CREATIONS OF BILE

Whilst he is a formidable warrior in his own right, Fabius Bile is often accompanied by a bodyguard of his own mutant creations. Some of these altered Legionaries have willingly sought Bile's expertise to enhance their physical might and now serve him to pay their debt. Others are vat-grown clones forged in Bile's own laboratories or abducted Heretic Astartes enslaved to his will through a variety of psychological and neurological tortures.





Showcase

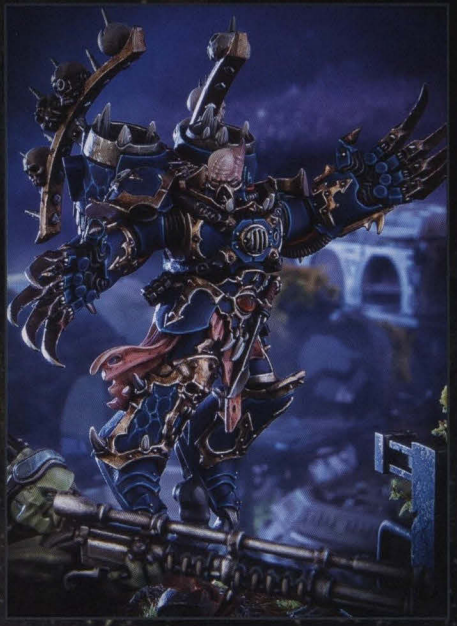
THE HERETIC ASTARTES

CONSUMED BY BITTER ENMITY, THE CHAOS SPACE MARINES MARCH TO WAR IN BAROQUE POWER ARMOUR DAUBED WITH THE UNHOLY SIGILS OF THEIR DARK GODS AND BEDECKED WITH THE GRISLY TROPHIES HARVESTED FROM THEIR VICTIMS. WHETHER CLAD IN THE EBON PLATE OF THE BLACK LEGION, THE MIDNIGHT BLUE OF THE NIGHT LORDS OR THE UNIQUE COLOURS OF THEIR OWN RENEGADE WARBAND, THESE CRUEL WARRIORS HERALD NOUGHT BUT DEATH AND DESTRUCTION FOR THOSE WHO GAZE UPON THEIR GROTESQUE MAGNIFICENCE.







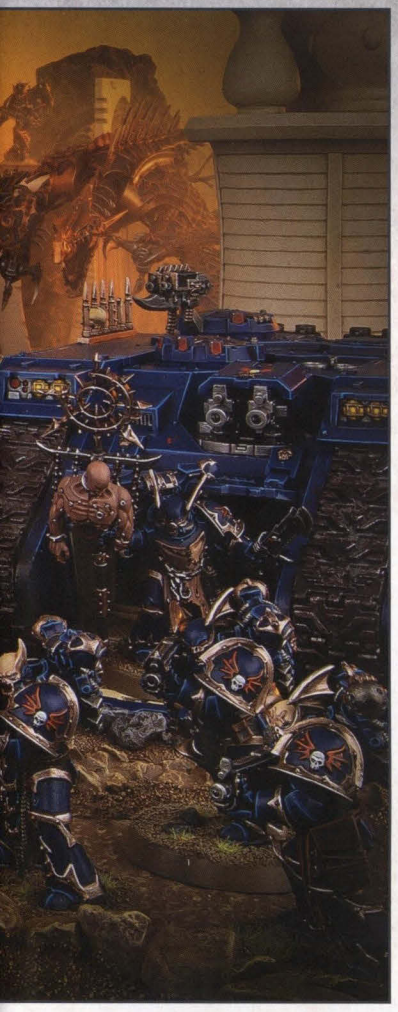




1 Having tracked their Aeldari prey to the warp-scarred surface of Dalithae, the Night Lords move in for the kill. The xenos make their desperate last stand amidst the ruins of their fallen civilisation. The cruel Night Lords will give no quarter, pressing their assault until every last Aeldari warrior has been slain and the mutilated remnants of their bodies harvested for hides, skulls and other trophies.

2 The cardinal world of Leorin's Grace runs red with the blood of the faithful. Through its blasted ruins march the Black Legion, Abaddon the Despoiler in their midst, the Talon of Horus glistening with gore. The last Imperial defenders, a band of Adeptus Custodes warriors stand vigil before the Shrine of Saint Leorin. The Warmaster's Legionaries and Terminator elite close in upon the gold-clad behemoths. The Emperor's guardians will make excellent offerings to the Dark Gods.









Abaddon the Despoiler

Black Legion Chaos Lord







Black Legion Chosen





3



4



3 The Black Templars launch a strike upon a Word Bearers daemon forge. In the midst of this sulphurous inferno, warp energies run rampant, empowering the Word Bearers' Daemon Engines and Possessed. Even the Black Templars' fanatical zeal cannot stem the tide. Soon shall the souls of the slain loyalists be fuel for the daemon forge's ever-raging fires.

4 A Black Legion Master of Possession leads an assault on a splintered fragment of Craftworld Biel-Tan to plunder the spirit stones of the fallen. The Swordwind stirs in response, mustering its Guardian warriors to hold back the fleshmetal tide. Once again, violence mars the decaying grandeur of the xenos' fractured home.





Black Legion Master of Possession



Black Legion Possessed





Black Legion Possessed





Accursed Cultist Torments







Accursed Cultist Mutants

5 After weeks of lightning raids and strike-and-fade attacks, the Night Lords launch their final assault on the Cadian lines. Vox-arrays broadcast the anguished wails of the invaders' tortured victims, whilst the hides and body parts of previous victims adorn power armour and transport. The Cadian defenders gaze upon the macabre procession and tremble with abject terror as the heretical monsters charge headlong into their wavering lines.









Black Legion Chaos Lord with Jump Pack



Haarken Worldclaimer

5





Black Legion Raptors



Night Lords Warp Talons





Black Legion Master of Executions







Black Legion Warpsmith



Black Legion Havoc Champion



Black Legion Havoc

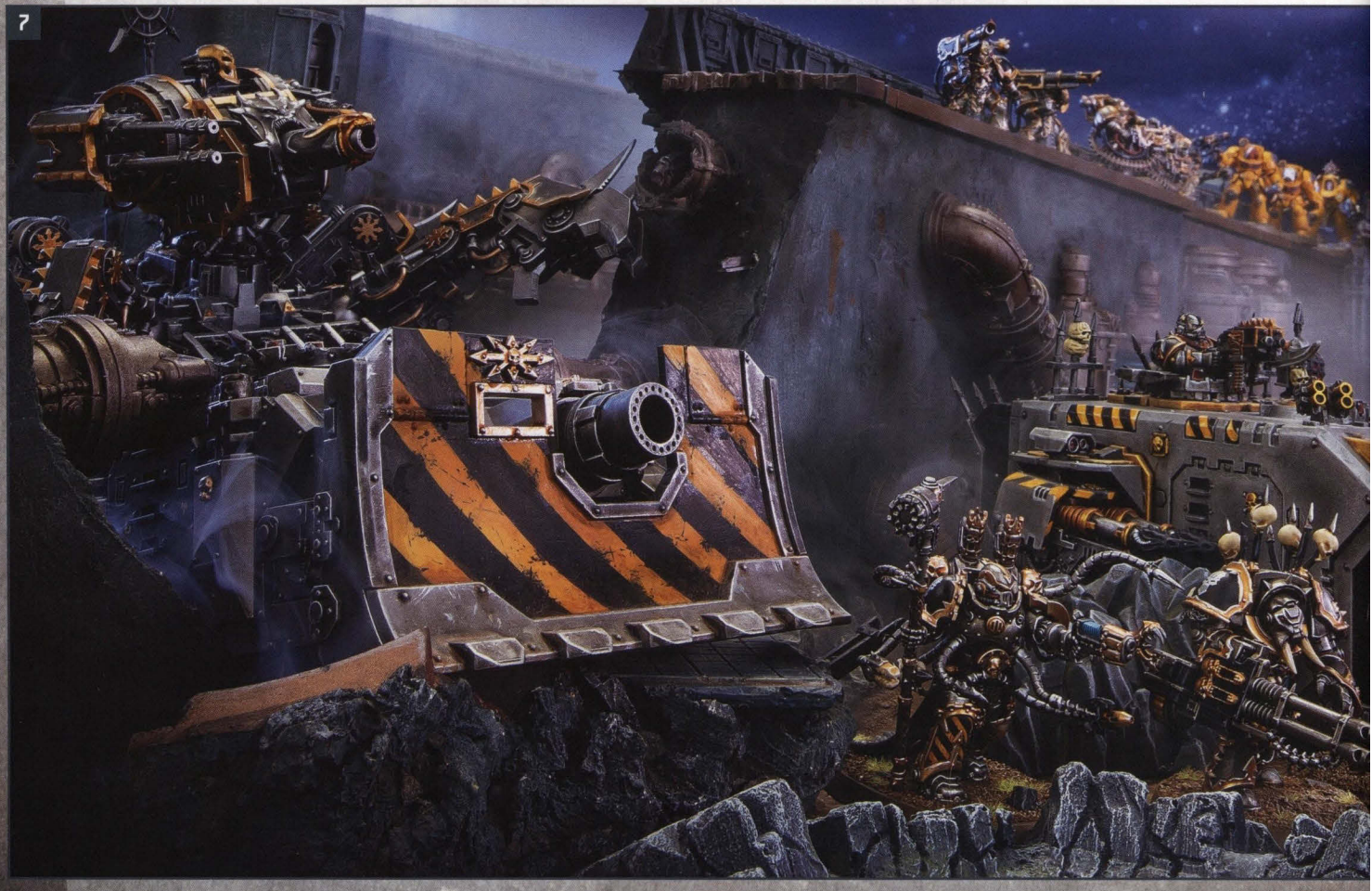








Black Legion Havocs







6 The Iron Warriors engage in a grinding advance through the Ork bastions of Karakan IV with characteristic determination. A Chaos Vindicator reduces the Orks' scrap metal fortifications to rubble whilst Iron Warriors Legionaries stride through the breach to engage the xenos foes. Meanwhile, atop his Helstalker mount, a Lord Discordant oversees the unfolding carnage with grim satisfaction.

7 The Iron Warriors revile no foe more than the hated Imperial Fists. Thousands of years of enmity come to a head on Volnyx. After months of attritional warfare, the Heretic Astartes finally breach the walls of the Loyalists' bastion to meet the Imperial Fists 1st Company in battle. The obstinate Imperial Fists will give no ground without a fight.



8 Having incited rebellion within the bowels of Hive Gyrallon, the Alpha Legion draw a response form the Imperium in the shape of Cadian reinforcements. Striking from the shadows, a Chaos Lord leads his Terminator elite in a targeted strike upon the Cadian commander. With their leadership destroyed, the Cadians will surely break.

9 Whilst their Alpha Legion allies draw Imperial forces further into Hive Gyrallon, the Night Lords launch an assault upon the upper levels. A band of Night Lords Legionaries surge into the city to slaughter the populace. A Master of Executions oversees the assault, his axe of dismemberment ready to strike down any enemy champions foolish enough to show their faces.

10 With Hive Gyrallon overrun, the Iron Warriors prevent reinforcements from reaching its beleaguered defenders. On the approach to the city, Iron Warrior Legionaries ambush a convoy of Adepta Sororitas vehicles. As the assault unfolds below, Cypher emerges from the shadows to slaughter the Sisters' leadership.



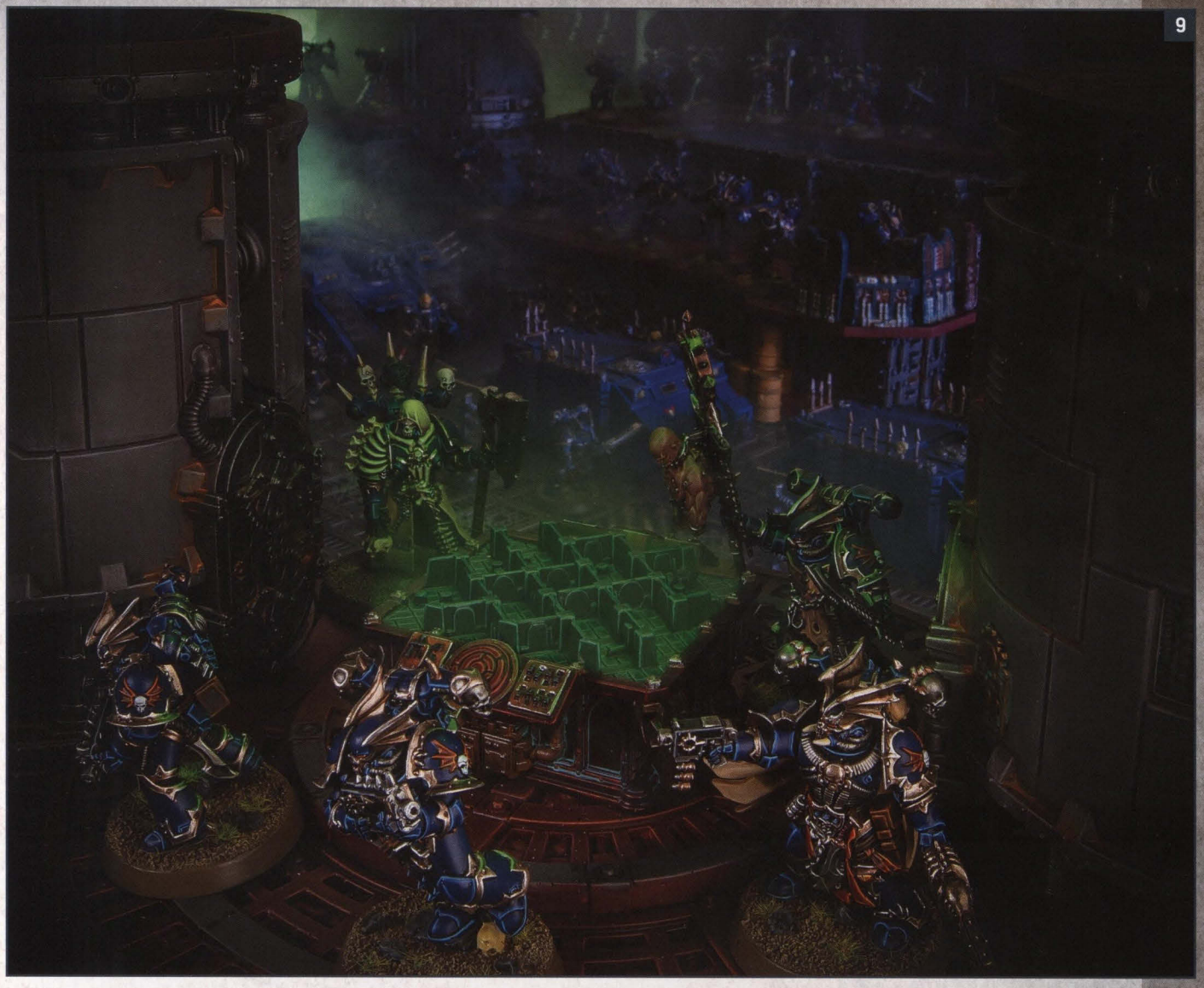
Alpha Legion Chaos Lord



Cypher



Legionaries of the Black Legion



9



10



11 Renegades of the Red Corsairs strike an Imperial outpost in search of trophies, slaves and plunder. A task force of Space Marines from the White Scars Chapter stand in their way. Amidst squat hab-bunkers and smog-belching industrial machinery the opposing forces engage in brutal struggle.

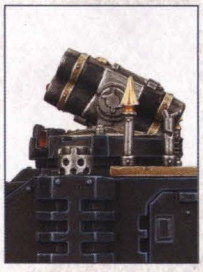
12 Piratical raiders of limitless ambition, the Red Corsairs are plunderers and conquerors both. On the dust-bowl moon of Chigur, a fast-moving convoy of bikes and armoured vehicles thunders towards a xenos settlement to purge the unsuspecting aliens and seize a bounty of treasure and trophies to offer as tribute to their master, Huron Blackheart.





'There is a delicious irony in turning the Emperor's own weapons against him. There is a joy in gazing upon the faces of his loyalist curs as they see through the familiar and realise the doom that their fate is sealed and death comes for them.'

- Grugal Crox of the Black Legion







Black Legion Chaos Rhino





Dark Commune Iconarch



Dark Commune Demagogue



Dark Commune Mindwitch



Dark Commune Blessed Blade



Fellgor Beastmen

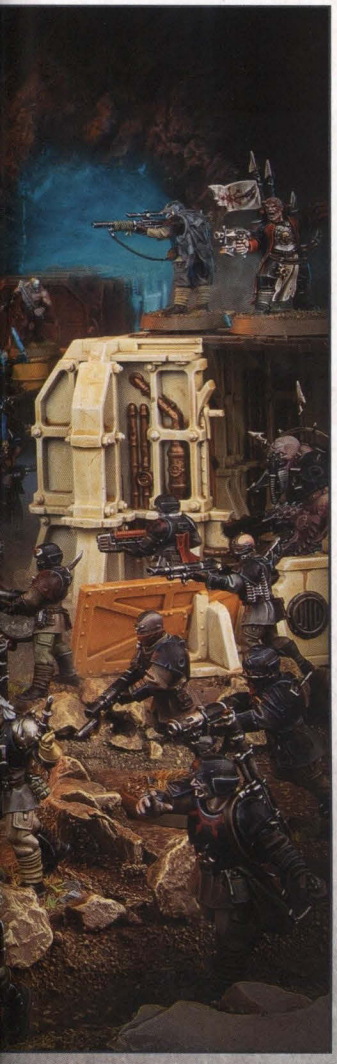


13



13 The manufactorums of Vissel-Karg have been overrun by heretics. An Imperial plasma hauler, attempting to break through the encirclement, comes under attack by Traitor Guardsmen and heretic cultists. The bloody battle that follows pits the loyalist Astra Militarum soldiers guarding the convoy against their turncoat foes.

14 Fabius Bile and his Fellgore Beastmen hirelings fight their way though the decks of a Tyranid-infested space hulk. Within the labyrinthine corridors of this creaking behemoth, the Spider seeks biological reagents with which to continue his foul experiments and create fresh batches of alchemically altered mutant warriors.





Black Legion Dark Apostle and Dark Disciples



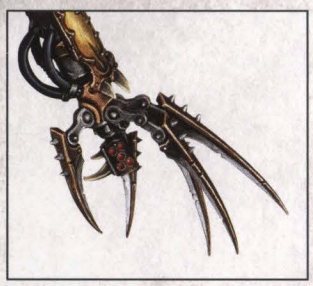
Black Legion Sorcerer

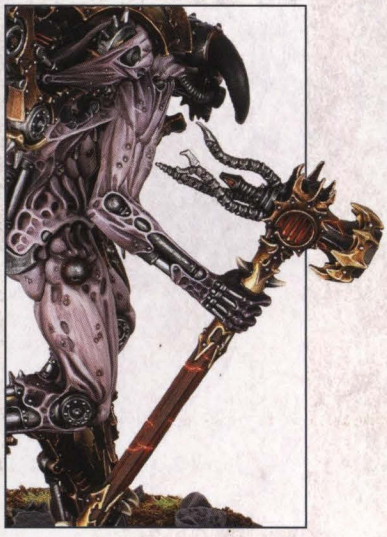


Surgeon Acolyte



Fabius Bile







Vashtorr the Arkifane





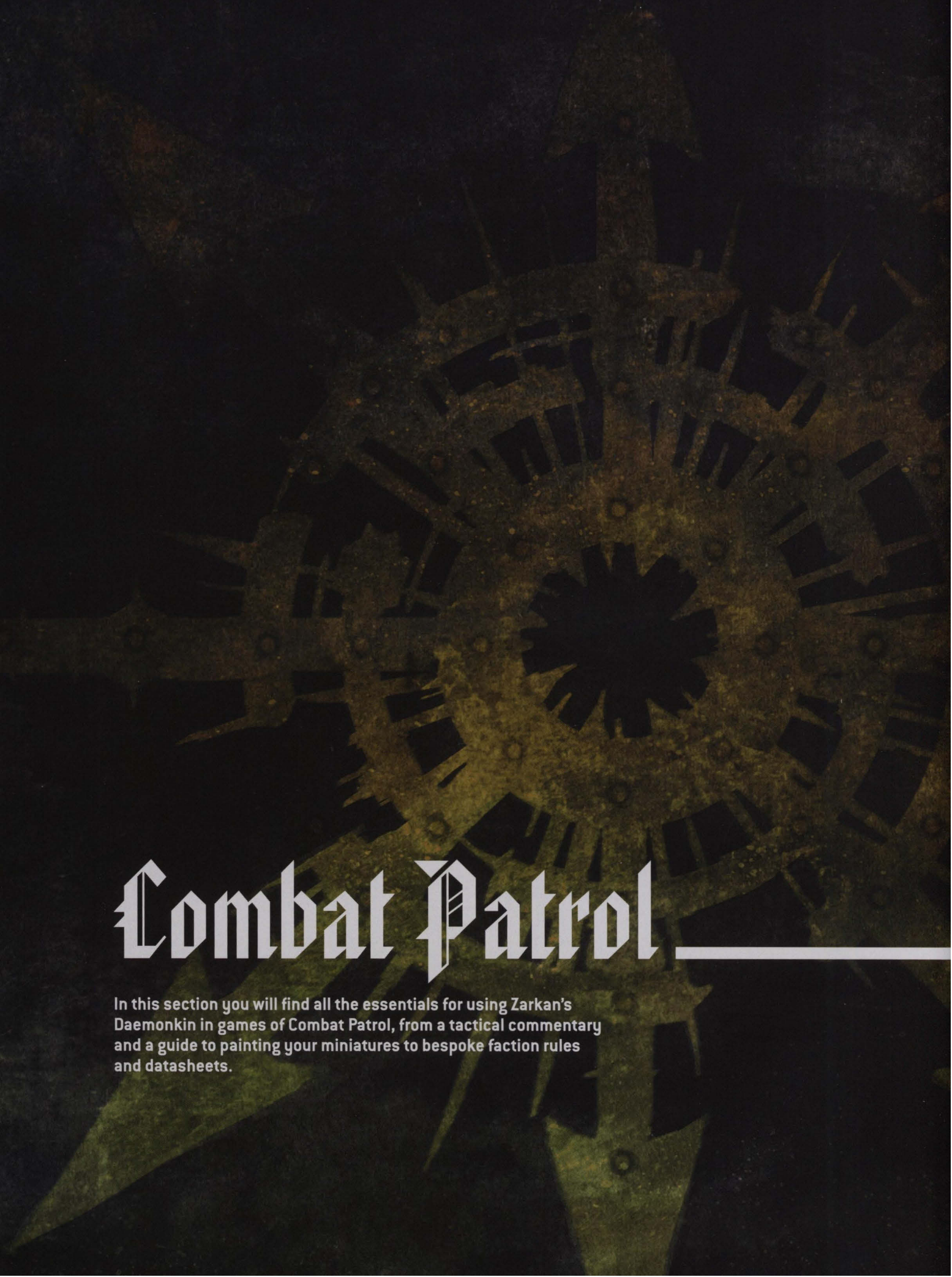
Iron Warriors Maulerfiend



15 Vashtorr the Arkifane manifests amidst a menagerie of Daemon Engines. In all his malevolent magnificence, the Soul Forge King confronts the cohorts of forge world Metalica. Hungry for the souls of mortals, Vashtorr's warp-forged monstrosities advance through the Metalican soldiery, their bladed limbs and slavering jaws ripping through augmetics and spilling floods of viscera. The Metalicans' fanatical and desperate defence of their manufactorum facilities is doomed, and by the Arkifane's taloned hands shall the technologies of the prideful techno-savants be unmade.







Combat Patrol

In this section you will find all the essentials for using Zarkan's Daemonkin in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



ZARKAN'S DAEMONKIN

ARANIS ZARKAN (1 MODEL)

- **This model is equipped with:** bolt pistol; Rite of Possession; staff of possession.

This Combat Patrol focuses on establishing an early advantage, and the Master of Possession is a key component in this strategy, featuring a strong psychic attack that can be boosted further using his Sacrificial Dagger ability. This does come at the cost of inflicting damage on his own unit, however, so it is important to time its usage appropriately.

Later in the game, when his unit has already taken a number of casualties, using this ability will be a tough call, so be sure to take advantage of it in the first few turns to get the most benefit out of it.

POSSESSED (5 MODELS)

- **Every model is equipped with:** hideous mutations.

Possessed are some of the fastest infantry in the game, able to cover large distances at speed. Their attack output is also excellent, but they are not quite as resilient as other elite fighters such as Terminators. As such, it is important to use their speed to dictate each engagement, and to do so before enemy firepower has a chance to whittle them down.

Should your Possessed find themselves outmanoeuvred, all is not lost; the Daemonic Fervour Stratagem can be used to ensure they make the enemy pay for their transgressions.



LEGIONARIES (10 MODELS)

- **The Aspiring Champion is equipped with:** plasma pistol; accursed weapon.
- **1 Legionary is equipped with:** bolt pistol; meltagun; close combat weapon.
- **1 Legionary is equipped with:** bolt pistol; heavy bolter; close combat weapon.
- **7 Legionaries are equipped with:** bolt pistol; boltgun; close combat weapon.

The Legionaries represent the primary ranged threat in this Combat Patrol. They are equipped with two powerful weapons that are excellent at taking on enemy monsters and vehicles, in the form of the meltagun and plasma pistol.

These guns are your primary means of inflicting some early wounds on such units, before the massed attacks of your Possessed finish the job. Once a monster or vehicle has suffered enough wounds, it will also be below its Starting Strength, meaning that in following turns you can use the Vindictive Strategy Stratagem to ensure those crucial shots reach their target.

CULTIST MOB (10 MODELS)

- **The Cultist Champion is equipped with:** bolt pistol; brutal assault weapon.
- **9 Chaos Cultists are equipped with:** autopistol; brutal assault weapon.

While this unit may be relatively unimpressive from an attacking standpoint, it performs two crucial roles in the battle. Firstly, as a **BATTLELINE** unit, it is able to secure objectives, making it a great way to rack up a few extra VP and keep the front line in your opponent's table half.

Secondly, although easily killed themselves, the Cultists can be used to block the enemy from achieving crucial charges against your more powerful units like the Possessed, setting the foe up for a vicious counterattack from your main units in return.

PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you to bring your Chaos Space Marines Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Black Legion to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.



You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- ABADDON BLACK
- RETRIBUTOR ARMOUR
- LEADBELCHER
- NULN OIL
- REIKLAND FLESHSHADE
- CATACHAN FLESH
- KHORNE RED
- DARK REAPER
- EVIL SUNZ SCARLET
- RUNEFANG STEEL
- WRAITHBONE
- ASTROGRANITE



Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Chaos Black Spray paint. You can use multiple thin coats of Abaddon Black Base paint instead.

Basing



1 Apply a thin layer of Astrogranite to each of the bases and set aside to dry overnight. 2 Apply an all-over shade of Nuln Oil to the bases. 3 When the Nuln Oil has dried, carefully drybrush the bases with Wraithbone, avoiding the miniatures.

Black Armour



1 Paint your model with Abaddon Black. 2 Highlight the edges of all armour panels with Dark Reaper, tidying up any errors with Abaddon Black. This can be done by gently drybrushing the model.

Silver Details



1 Basecoat the metal areas with Leadbelcher. Apply multiple thin layers of paint so that you get smooth coverage. 2 Shade all of these areas with Nuln Oil and let them dry. 3 Highlight all of the metal details with Runefang Steel. Use the tip and side of your brush to ensure clean highlights.

Gold Details







1 Apply a smooth basecoat of thinned Retributor Armour to all areas you want gold. If you get any paint on the black armour, tidy it up with Abaddon Black. 2 Apply a wash of Reikland Fleshshade to all of the gold areas and set aside to dry. 3 Highlight these areas with Runefang Steel. Focus on the raised areas and edges. Use the tip and side of a small brush for neat, clean edges.

Pouches and Straps





1 Paint all pouches, belts, straps and weapon grips with multiple thinned coats of Catachan Flesh. 2 Shade all of these with a coat of Nuln Oil, being careful not to let it pool too much as it dries.

Cloth, Hair, Eyes and Gems







1 Basecoat the cloth with Khorne Red, and carefully pick out the helmet lenses with this and any eye gems on the armour. 2 Shade all of the red areas with a coat of Nuln Oil. 3 Highlight the cloth and hair with Evil Sunz Scarlet. If you are careful, you can also highlight the centre of all of the gems and lenses with a small dot of the same paint.

Bone





1 Using multiple thinned layers, paint all the skulls, teeth and bones with Wraithbone. 2 Shade these areas carefully with Nuln Oil. If you wish, you can then apply more Wraithbone to raised areas, ridges and edges as a highlight.

Darker Skin





1 For darker skin, carefully paint the skin with Catachan Flesh. You will need to apply multiple thinned coats. 2 Shade the skin with Reikland Fleshshade, making sure it flows into the recesses and doesn't pool too heavily on raised areas.

Lighter Skin





1 For lighter skin, apply a basecoat of Wraithbone. Use multiple thin layers for a smooth, even finish. 2 Shade the skin with Reikland Fleshshade. You can paint any sockets in the flesh by following the silver details guide on the previous page.

Flames







1 Neatly paint the flames with Evil Sunz Scarlet. This is so the flames will be brightest at the centre, where they would be the hottest. 2 Highlight the raised areas on the flames with Khorne Red, leaving the brighter Evil Sunz Scarlet showing in the recesses. 3 Very carefully paint the tips of the flames with a small amount of Abaddon Black.

COMBAT PATROL
ZARKAN'S DAEMONKIN

ABILITIES

The datasheets required to use Zarkan's Daemonkin can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Dark Pacts – which is described below.

DARK PACTS

Beseeching the Chaos Gods with fanatical fervour, the profane champions of the Heretic Astartes pray for diabolic boons, promising the vilest of offerings in return for their power.

If your Army Faction is **HERETIC ASTARTES**, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of that Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**



ENHANCEMENTS

Your **MASTER OF POSSESSION** model is your **WARLORD** and has the Foul Zealotry Enhancement. You can replace this with Prey on the Weak.

DEFAULT ENHANCEMENT

FOUL ZEALOTRY

By eagerly embracing the worship of the Dark Gods and leading their followers in infernal rites of possession, Masters of Possession are gifted fell powers to bestow upon their most loyal servants.

Each time the bearer's unit makes a Dark Pact, that unit's weapons gain the **[LETHAL HITS]** and **[SUSTAINED HITS 1]** abilities until the end of the phase, instead of just gaining one of those abilities.

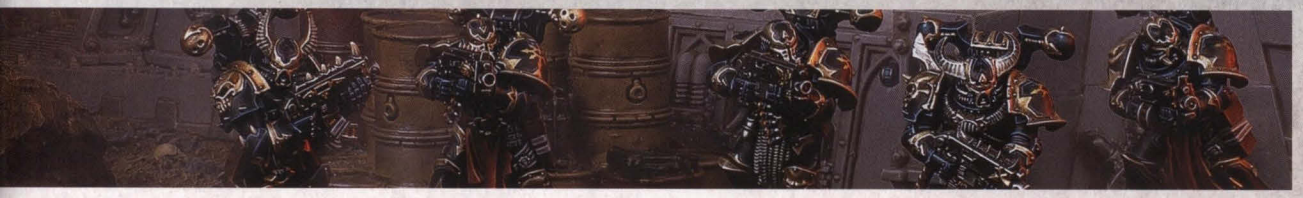
OR

OPTIONAL ENHANCEMENT

PREY ON THE WEAK

Masters of Possession wield their daemonic power with malicious glee, targeting the weak with gouts of soul-searing witchfire to break their will.

In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks made with a Rite of Possession. That enemy unit must take a Battle-shock test and when doing so, subtract 1 from the result.



SECONDARY OBJECTIVES

You will use the Marked for Execution secondary objective. You can replace this with Sites of Power.

DEFAULT SECONDARY OBJECTIVE

MARKED FOR EXECUTION

Communing with daemonic entities, the Master of Possession is alerted to the presence of a powerful individual. This fated warrior must be destroyed, for their very presence risks undermining the fell rituals the daemoncult seek to enact.

When your opponent's **WARLORD** is destroyed, if you are in the first, second or third battle round, you score 12VP. Otherwise, you score 6VP.

OR

OPTIONAL SECONDARY OBJECTIVE

SITES OF POWER

Invisible to all save those gifted with witchsight, rippling ley-lines of warp energy criss-cross the battlefield. By seizing these sites of power the daemoncult may enact their macabre rituals with impunity.

From the second battle round onwards, at the end of your turn, you score 2VP if you control at least as many objective markers as your opponent does.

STRATAGEMS

You can use the following Stratagems:

VINDICTIVE STRATEGY

ZARKAN'S DAEMONKIN – BATTLE TACTIC STRATAGEM

The Heretic Astartes give no quarter to the weak, pursuing their cowering foes with relentless brutality.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **HERETIC ASTARTES** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit that is below its Starting Strength, re-roll a Hit roll of 1. It that enemy unit is Below Half-strength, re-roll a Wound roll of 1 as well.

1CP

VIOLENT UNBINDING

ZARKAN'S DAEMONKIN – EPIC DEED STRATAGEM

The daemonic energies swirling within the Master of Possession are controlled by force of will alone. Upon death, these lethal powers are released to devastating effect.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an attack made by an enemy unit destroys your **MASTER OF POSSESSION** model, before removing it from play.

TARGETTARGET: Your **MASTER OF POSSESSION** model. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: If that enemy unit is within 6" of your **MASTER OF POSSESSION** model, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

1CP

DAEMONIC FERVOUR

ZARKAN'S DAEMONKIN – BATTLE TACTIC STRATAGEM

The daemons bound within each Possessed seek only to sate their thirst for carnage. Even the death of their physical host will not prevent them from achieving this goal.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **POSSESSED** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

1CP



ARANIS ZARKAN

Combat Patrol Datasheet

M	T	SV	W	LD	OC
8"	4	3+	4	6+	1

5+ INVULNERABLE SAVE

As a powerful Master of Possession, Aranis Zarkan wields his diabolic power with malice, trammeling daemons and channeling the resultant energies into the bodies of foes. The souls of victims are torn asunder and gathered for use in infernal rituals.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Rite of Possession – witchfire [ANTI-PSYKER 2+, PISTOL, PRECISION, PSYCHIC]	18"	2	3+	4	-3	2
Rite of Possession – focused witchfire [ANTI-PSYKER 2+, HAZARDOUS, PISTOL, PRECISION, PSYCHIC]	18"	2	3+	6	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of possession [ANTI-PSYKER 2+, PSYCHIC]	Melee	4	3+	6	-1	D3

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Sacrificial Dagger: Once per phase, when this model is selected to shoot or fight, it can use this ability. If it does, this model's unit suffers 1 mortal wound and, until the end of the phase, each time this model makes a Psychic Attack, add 1 to the Hit roll and add 1 to the Wound roll.

LEADER

This model can be attached to the following units:
LEGIONARIES, POSSESSED.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, CHAOS, MASTER OF POSSESSION, ARANIS ZARKAN**

FACTION KEYWORDS: **HERETIC ASTARTES**



POSSESSED

Combat Patrol Datasheet

M	T	SV	W	LD	OC
9"	6	3+	3	6+	1

5+ INVULNERABLE SAVE

In blasphemous union with fell daemons of the Chaos Gods, Possessed are bestial slaughter incarnate. Warped and mutated by their empyric parasites, their armoured forms flow like wax. As talons, snapping maws and vestigial wings manifest, they unleash an unholy orgy of bloodshed.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

ABILITIES

FACTION: **Dark Pacts**

KEYWORDS: **INFANTRY, CHAOS, DAEMON, POSSESSED**

FACTION KEYWORDS: **HERETIC ASTARTES**

LEGIONARIES

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Combat Patrol Datasheet

Against the onslaught of Chaos Legionaries, few can stand for long. Whether millennia-old veterans of the Long War or traitors from Renegade warbands, Legionaries are deadly and adaptable warriors, unleashing streams of explosive bolts or venting their vicious hatred with swings of rending chainswords.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
▰ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▰ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Close combat weapon	Melee	3	3+	4	0	1

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

FACTION: **Dark Pacts**

Veterans of the Long War: Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

KEYWORDS: **INFANTRY, BATTLELINE, CHAOS, LEGIONARIES**

FACTION KEYWORDS: **HERETIC ASTARTES**

CULTIST MOB

M	T	SV	W	LD	OC
6"	3	6+	1	7+	1



Combat Patrol Datasheet

Chaos Cultists are the mortal devotees of the Dark Gods, ordinary men and women fallen to promises of temporal power who take to battle in huge numbers. Bearing a motley collection of improvised, stolen and makeshift weapons, they can overwhelm even determined enemies with sheer weight of numbers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1

ABILITIES

FACTION: **Dark Pacts**

KEYWORDS: **INFANTRY, BATTLELINE, CHAOS, DAMNED, CULTIST MOB**

FACTION KEYWORDS: **HERETIC ASTARTES**

Forces of the Heretic Astartes

'Whilst the Corpse-Emperor rots upon his cursed throne the Ruinous Powers align, and it is we who bear their glorious favour. We are the death knell of hope, the heralds of ruin. We are vengeance incarnate. We are fear made manifest. We shall set the galaxy aflame and in the ashes of annihilation we shall rejoice.'

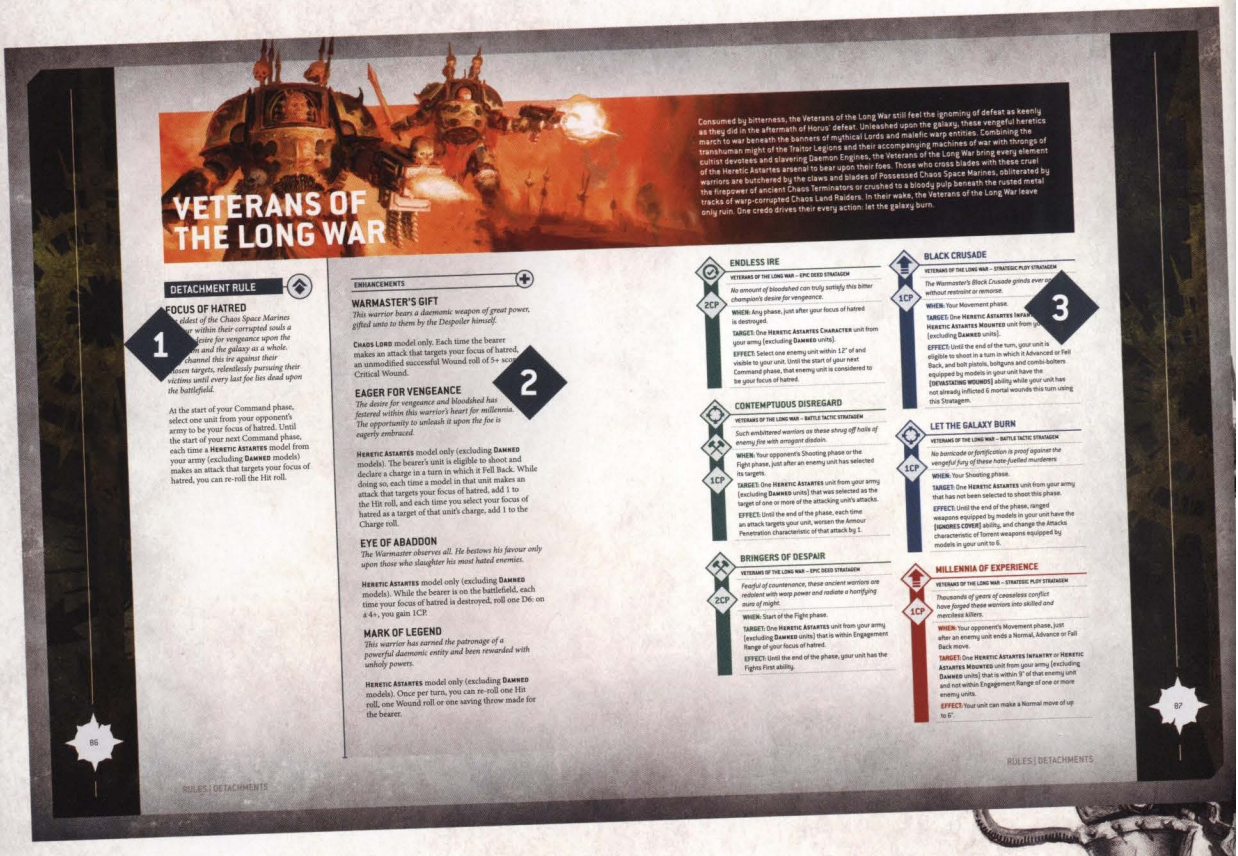
- Volyn Khavrax, Dark Apostle



INTRODUCTION

Welcome to the rules section of *Codex: Chaos Space Marines*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Heretic Astartes collection to life on the tabletop.

These include Detachment rules that Heretic Astartes armies can use, along with the Heretic Astartes army rule – Dark Pacts – which is common to many of your units. This section also includes datasheets for Heretic Astartes units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **HERETIC ASTARTES** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Heretic Astartes – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional benefits apply to a Detachment, they will be listed here. This can include additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

DARK PACTS

Beseeching the Chaos Gods with fanatical fervour, the profane champions of the Heretic Astartes pray for diabolic boons, promising the vilest of offerings in return for their power.

If your Army Faction is **HERETIC ASTARTES**, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of that Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- **[LETHAL HITS]**
- **[SUSTAINED HITS 1]**

CULTS OF THE DARK GODS

Some traitors have given themselves entirely to the service of the Dark Gods, and they are so lost to damnation that they barely resemble the warriors they once were.

If your Army Faction is **HERETIC ASTARTES**, you can include any of the following units in your army, and when you do so their Faction keywords are replaced with **HERETIC ASTARTES**:

- **KHORNE BERZERKERS** (see World Eaters)
- **RUBRIC MARINES** (see Thousand Sons)
- **PLAGUE MARINES** (see Death Guard)
- **NOISE MARINES** (see Emperor's Children)

The combined points value of such units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 750 pts



VETERANS OF THE LONG WAR

DETACHMENT RULE

FOCUS OF HATRED

The eldest of the Chaos Space Marines harbour within their corrupted souls a burning desire for vengeance upon the Imperium and the galaxy as a whole. They channel this ire against their chosen targets, relentlessly pursuing their victims until every last foe lies dead upon the battlefield.

At the start of your Command phase, select one unit from your opponent's army to be your focus of hatred. Until the start of your next Command phase, each time a **HERETIC ASTARTES** model from your army (excluding **DAMNED** models) makes an attack that targets your focus of hatred, you can re-roll the Hit roll.

ENHANCEMENTS

WARMASTER'S GIFT

This warrior bears a daemonic weapon of great power, gifted unto to them by the Despoiler himself.

CHAOS LORD model only. Each time the bearer makes an attack that targets your focus of hatred, an unmodified successful Wound roll of 5+ scores a Critical Wound.

EAGER FOR VENGEANCE

The desire for vengeance and bloodshed has festered within this warrior's heart for millennia. The opportunity to unleash it upon the foe is eagerly embraced.

HERETIC ASTARTES model only (excluding **DAMNED** models). The bearer's unit is eligible to shoot and declare a charge in a turn in which it Fell Back. While doing so, each time a model in that unit makes an attack that targets your focus of hatred, add 1 to the Hit roll, and each time you select your focus of hatred as a target of that unit's charge, add 1 to the Charge roll.

EYE OF ABADDON

The Warmaster observes all. He bestows his favour only upon those who slaughter his most hated enemies.

HERETIC ASTARTES model only (excluding **DAMNED** models). While the bearer is on the battlefield, each time your focus of hatred is destroyed, roll one D6: on a 4+, you gain 1CP.

MARK OF LEGEND

This warrior has earned the patronage of a powerful daemonic entity and been rewarded with unholy powers.

HERETIC ASTARTES model only (excluding **DAMNED** models). Once per turn, you can re-roll one Hit roll, one Wound roll or one saving throw made for the bearer.

Consumed by bitterness, the Veterans of the Long War still feel the ignominy of defeat as keenly as they did in the aftermath of Horus' defeat. Unleashed upon the galaxy, these vengeful heretics march to war beneath the banners of mythical Lords and malefic warp entities. Combining the transhuman might of the Traitor Legions and their accompanying machines of war with throngs of cultist devotees and slavering Daemon Engines, the Veterans of the Long War bring every element of the Heretic Astartes arsenal to bear upon their foes. Those who cross blades with these cruel warriors are butchered by the claws and blades of Possessed Chaos Space Marines, obliterated by the firepower of ancient Chaos Terminators or crushed to a bloody pulp beneath the rusted metal tracks of warp-corrupted Chaos Land Raiders. In their wake, the Veterans of the Long War leave only ruin. One credo drives their every action: let the galaxy burn.

ENDLESS IRE

VETERANS OF THE LONG WAR – EPIC DEED STRATAGEM

2CP

No amount of bloodshed can truly satisfy this bitter champion's desire for vengeance.

WHEN: Any phase, just after your focus of hatred is destroyed.

TARGET: One **HERETIC ASTARTES CHARACTER** unit from your army (excluding **DAMNED** units).

EFFECT: Select one enemy unit within 12" of and visible to your unit. Until the start of your next Command phase, that enemy unit is considered to be your focus of hatred.

CONTEMPTUOUS DISREGARD

VETERANS OF THE LONG WAR – BATTLE TACTIC STRATAGEM

1CP

Such embittered warriors as these shrug off hails of enemy fire with arrogant disdain.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **HERETIC ASTARTES** unit from your army (excluding **DAMNED** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

BRINGERS OF DESPAIR

VETERANS OF THE LONG WAR – EPIC DEED STRATAGEM

2CP

Fearful of countenance, these ancient warriors are redolent with warp power and radiate a horrifying aura of might.

WHEN: Start of the Fight phase.

TARGET: One **HERETIC ASTARTES** unit from your army (excluding **DAMNED** units) that is within Engagement Range of your focus of hatred.

EFFECT: Until the end of the phase, your unit has the Fights First ability.

BLACK CRUSADE

VETERANS OF THE LONG WAR – STRATEGIC PLOY STRATAGEM

1CP

The Warmaster's Black Crusade grinds ever onwards without restraint or remorse.

WHEN: Your Movement phase.

TARGET: One **HERETIC ASTARTES INFANTRY** unit or **HERETIC ASTARTES MOUNTED** unit from your army (excluding **DAMNED** units).

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced or Fell Back, and bolt pistols, boltguns and combi-bolters equipped by models in your unit have the **[DEVASTATING WOUNDS]** ability while your unit has not already inflicted 6 wounds this turn using that ability.

LET THE GALAXY BURN

VETERANS OF THE LONG WAR – BATTLE TACTIC STRATAGEM

1CP

No barricade or fortification is proof against the vengeful fury of these hate-fuelled murderers.

WHEN: Your Shooting phase.

TARGET: One **HERETIC ASTARTES** unit from your army (excluding **TZEENTCH** units) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability, and change the Attacks characteristic of Torrent weapons equipped by models in your unit to 6.

MILLENNIA OF EXPERIENCE

VETERANS OF THE LONG WAR – STRATEGIC PLOY STRATAGEM

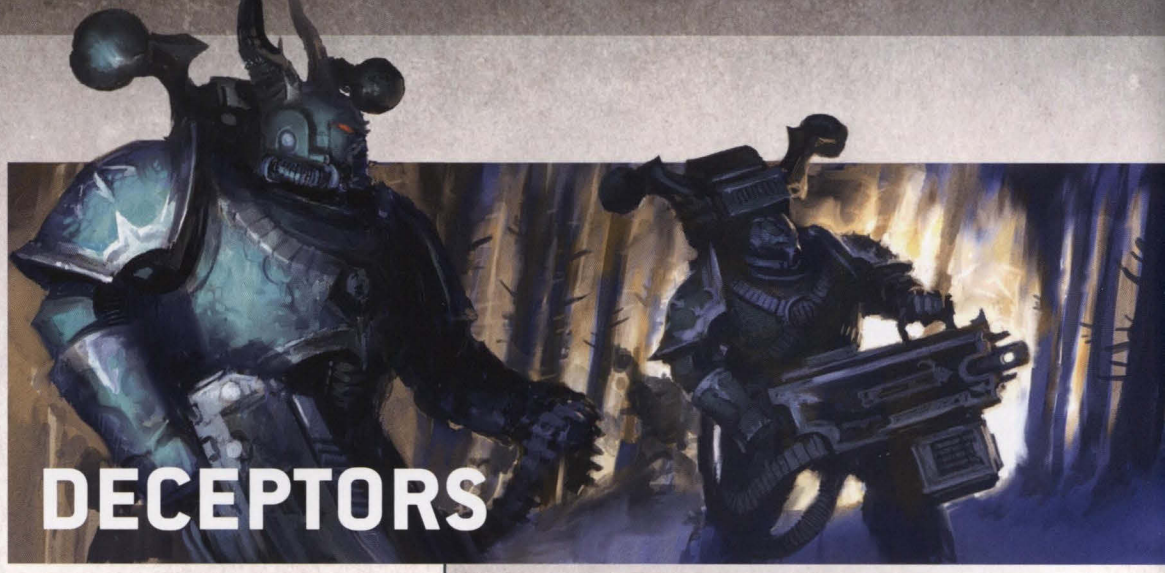
1CP

Thousands of years of ceaseless conflict have forged these warriors into skilled and merciless killers.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **HERETIC ASTARTES INFANTRY** or **HERETIC ASTARTES MOUNTED** unit from your army (excluding **DAMNED** units) that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to 6".



DECEPTORS

DETACHMENT RULE

MASTERS OF MISDIRECTION

There are those warbands that number amongst their ranks liars, schemers and infiltrators of far more prodigious skill than most heretics. Employing labyrinthine ploys, they unnerve their enemies and force them to chase ghosts and shadows. They embed themselves within combat zones long before showing their hand, seeding Chaos cults, identifying key targets and feeding misinformation to their foes.

In the Declare Battle Formations step, you can select a number of **LEGIONARIES** and **CULTIST MOB** units from your army: until the end of the battle, those units, and any **CHARACTER** units attached to them (excluding **EPIC HEROES**), have the Infiltrators ability. The maximum number of units you can select in this way depends on the battle size, as shown below.

BATTLE SIZE	NUMBER OF UNITS	
	LEGIONARIES	CULTIST MOBS
Incursion	Up to 2 units	Up to 2 units
Strike Force	Up to 3 units	Up to 3 units
Onslaught	Up to 4 units	Up to 4 units

ENHANCEMENTS

FALSEHOOD

This leader conceals their presence upon the battlefield.

CHAOS LORD model only (excluding **TERMINATOR** and **JUMP PACK** models). In the Declare Battle Formations step, you can set the bearer up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases, you can select one model in a friendly **LEGIONARIES** or **CHOSEN** unit that is on the battlefield (excluding Attached units). The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and the bearer is set up as close as possible to where that model was destroyed and only within Engagement Range of any enemy units if the destroyed model was within Engagement Range of those units. The bearer now attaches to that unit as its Leader.

CURSED FANG

This xenos weapon is perfect in the hands of assassins.

HERETIC ASTARTES INFANTRY model only. Improve the Armour Penetration characteristic of the bearer's melee weapons by 1, and the bearer's melee weapons have the **[PRECISION]** ability.

SHROUD OF OBFUSCATION

Made from warp-beast skin, this cloak obscures all.

HERETIC ASTARTES INFANTRY model only. The bearer has the Stealth and Lone Operative abilities.

SOUL LINK

With a whispered incantation this champion projects their consciousness into the body of a willing ally.

HERETIC ASTARTES INFANTRY model only. At the start of your Command phase, you can select one other **HERETIC ASTARTES INFANTRY CHARACTER** model from your army (excluding **EPIC HEROES**). Until the start of your next Command phase, the bearer gains the **PSYKER** keyword, and replace the bearer's datasheet abilities with the datasheet abilities of the **CHARACTER** you selected.

There are those amongst the Heretic Astartes to whom duplicity is second nature. Stealth, deceit, misdirection and assassination are the hallmarks of Deceptors. At the moment their assault begins, cultists arise from the shadows, seeded amidst the foe months or years prior to revealing themselves. As they swarm over unsuspecting defenders, Sorcerers cast infernal spells to consume their enemies in gouts of witchfire whilst Chaos Lords lead their Chaos Terminator elite into the fray. Panicked defenders reel, their communications are disrupted, sending and receiving nothing but hissing static. Meanwhile, the Deceptors meld with the darkness once more, repositioning to strike at an exposed flank, or to exploit the gains made by their cultist servants. Soon the enemy are reduced to a disorganised rabble and primed for destruction.

DETONATOR

1CP

DECEPTORS – WARGEAR STRATAGEM

These warriors employ expert saboteurs who utilise melta charges and improvised explosives to sow destruction.

WHEN: Any phase, just after an enemy model with the Deadly Demise ability (excluding **TITANIC** models) is destroyed.

TARGET: One **HERETIC ASTARTES CHARACTER** unit from your army that was within 18" of that enemy model when it was destroyed.

EFFECT: Your opponent does not roll to determine whether mortal wounds are inflicted by their model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted (if that ability inflicts a random number of mortal wounds, your opponent rolls to determine that number as normal).

FROM ALL SIDES

1CP

DECEPTORS – BATTLE TACTIC STRATAGEM

When the assault comes, it does so swiftly and without warning.

WHEN: Start of your Charge phase.

TARGET: One **HERETIC ASTARTES** unit from your army.

EFFECT: Until the end of the phase, add 1 to Charge rolls made for your unit for each other **HERETIC ASTARTES** unit from your army that made a Charge move this phase (to a maximum of +3).

PICK THEM OFF

1CP

DECEPTORS – BATTLE TACTIC STRATAGEM

The Heretic Astartes are pitiless reavers, targeting weak points in the enemy line with ruthless efficiency.

WHEN: Your Shooting phase.

TARGET: One **HERETIC ASTARTES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If the target is Below Half-strength, you can re-roll the Wound roll as well.

COILS OF DECEPTION

1CP

DECEPTORS – STRATEGIC PLOY STRATAGEM

Some Heretic Astartes are masters of deceit, often feigning retreat only to open fire from close range.

WHEN: Your Movement phase, just after a **HERETIC ASTARTES** unit from your army Falls Back.

TARGET: That **HERETIC ASTARTES** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Fell Back.

RELENTLESS PURSUIT

1CP

DECEPTORS – STRATEGIC PLOY STRATAGEM

These warriors stalk their assigned target with dogged determination, reacting to their every move.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **HERETIC ASTARTES INFANTRY** or **HERETIC ASTARTES MOUNTED** unit from your army that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to 6".

SCRAMBLED COORDINATES

1CP

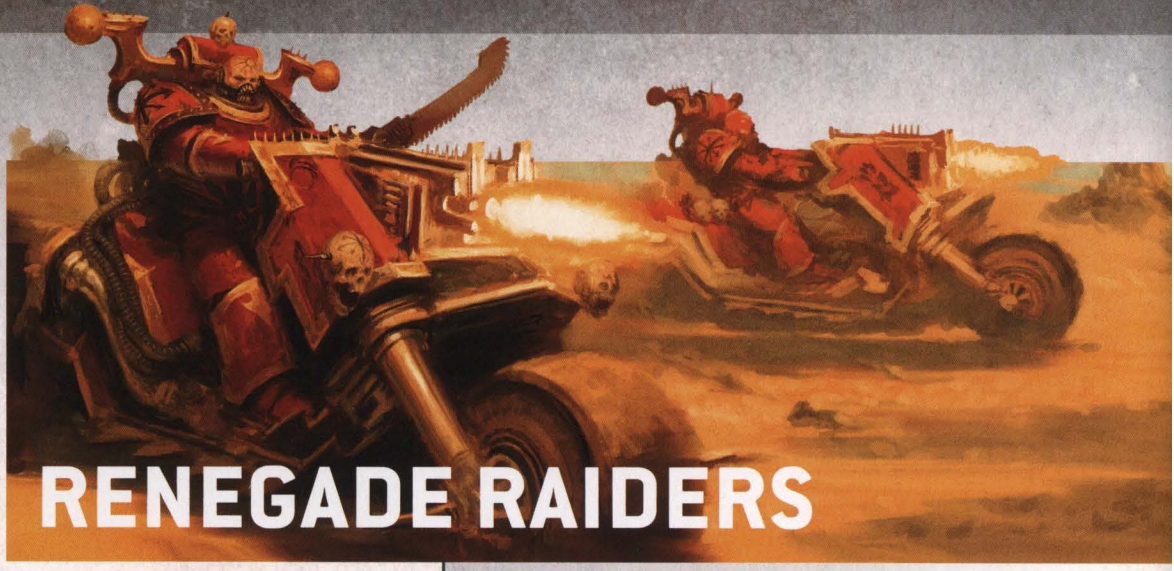
DECEPTORS – STRATEGIC PLOY STRATAGEM

Employing fell techno-sorcery, the Heretic Astartes disrupt enemy navigational cogitators and scramble teleporter beacons.

WHEN: Start of the Reinforcements step of your opponent's Movement phase.

TARGET: One **HERETIC ASTARTES** unit from your army.

EFFECT: Until the end of the phase, enemy units that are set up on the battlefield from Reserves cannot be set up within 12" horizontally of your unit.



RENEGADE RAIDERS

DETACHMENT RULE

RAIDERS AND REAVERS

Some Heretic Astartes warbands are piratical by nature, launching swift attacks focused upon destroying their foes in a storm of bloody violence, seizing territory and spoils of war before the enemy can bring reinforcements to bear.

Ranged weapons equipped by **HERETIC ASTARTES** models from your army have the **[ASSAULT]** ability, and each time a **HERETIC ASTARTES** model from your army makes an attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.

ENHANCEMENTS

DESPOT'S CLAIM

This champion is a conqueror of worlds and will not rest until they have claimed their prize.

HERETIC ASTARTES model only. At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding 1 to the result if the bearer is wholly within 12" of your opponent's deployment zone: on a 5+, you gain 1CP.

DREAD REAVER

A corsair and raider of great renown, this champion of Chaos is pitiless in the pursuit of plunder and infamy.

HERETIC ASTARTES model only. Each time the bearer makes a melee attack, if the bearer is wholly within 12" of your opponent's deployment zone, you can re-roll the Hit roll and you can re-roll the Wound roll.

MARK OF THE HOUND

This unit of warriors act as their master's eyes and ears, seeking out targets of opportunity.

HERETIC ASTARTES model only. Models in the bearer's unit have the Scouts 6" ability.

TYRANT'S LASH

Pain provides excellent motivation. The crack of this infernal whip sears the soul, driving the hesitant forwards with a vigour borne of anguish.

HERETIC ASTARTES model only. You can re-roll Advance rolls made for the bearer's unit, and the bearer's unit is eligible to shoot in a turn in which it Fell Back.

There are many piratical warbands of Heretic Astartes who seek only to reave and plunder. Led by tyrannical despots and champions of ruin, these Renegade Raiders favour shock and awe, using the mobility of their combined arms formations to outflank and overrun their foes. Squads of fast-moving Chaos Bikers are deployed to the fore and tasked with disrupting enemy formations with raking volleys of bolter fire and repeated bloody charges. Armoured transports grind forwards in their wake, deploying Heretic Astartes Legionaries who march relentlessly towards their objectives and slaughter any foes foolish enough to block their path. Piece by piece the enemy are torn apart and scattered to the winds, allowing the renegades to exploit the disorder. Sweeping their reeling foes aside, the raiders swiftly secure their objectives, seize the bounties they seek and depart to prepare their next murderous rampage.

UNFAILINGLY OBDURATE

RENEGADE RAIDERS – BATTLE TACTIC STRATAGEM

Such is their determination to claim their due that these warriors will gladly weather a storm of fire.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **HERETIC ASTARTES** unit from your army (excluding **DAMNED** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

SCOUR AND SEIZE

RENEGADE RAIDERS – BATTLE TACTIC STRATAGEM

If the bounty is to be claimed, the foe must first be purged.

1CP

WHEN: Fight phase.

TARGET: One **HERETIC ASTARTES** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a unit within range of an objective marker, that attack has the **[PRECISION]** ability.

OPPORTUNISTIC RAIDERS

RENEGADE RAIDERS – STRATEGIC PLOY STRATAGEM

Mobility is the key to victory. These Heretic Astartes raiders outmanoeuvre and outflank the foe in order to achieve victory.

1CP

WHEN: End of the Fight phase.

TARGET: One **HERETIC ASTARTES** unit from your army that was eligible to fight this phase.

EFFECT: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6", or up to 12" if it is a **MOUNTED** unit. Otherwise, your unit can make a Fall Back move. It cannot embark within a **TRANSPORT** at the end of this move if it disembarked from a **TRANSPORT** this turn.

WARPCHARGED ENGINES

RENEGADE RAIDERS – WARGEAR STRATAGEM

The engines of this vehicle or construct crackle with the raw energies of the immaterium, propelling it forward at incredible speed.

1CP

WHEN: Your Movement phase.

TARGET: One **HERETIC ASTARTES TRANSPORT** or **HERETIC ASTARTES MOUNTED** unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

RUINOUS RAID

RENEGADE RAIDERS – BATTLE TACTIC STRATAGEM

Utilising their swift transports, these ravagers plunge through the enemy lines to assault key positions.

1CP

WHEN: Your Shooting phase or your Fight phase.

TARGET: One **HERETIC ASTARTES** unit from your army that disembarked from a **TRANSPORT** this turn and has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, if the target of that attack is within range of an objective marker, you can re-roll the Hit roll and you can re-roll the Wound roll.

REAVERS' HASTE

RENEGADE RAIDERS – STRATEGIC PLOY STRATAGEM

The prospect of riches spurs these renegade warriors forwards. Woe betide any in their path.

1CP

WHEN: Your Charge phase.

TARGET: One **HERETIC ASTARTES INFANTRY** or **HERETIC ASTARTES MOUNTED** unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced. If you select one or more units within range of an objective marker as a target of that charge, add 1 to the Charge roll.



DREAD TALONS

DETACHMENT RULE

TERROR DESCENDS (AURA)

Bedecked in the flayed skins and leering skulls of former victims, their armour flecked with blood and gore, these reavers descend in a howling gale of enraged screams and soul-piercing shrieks. To look upon their ghastly visages is to feel a terrible and paralysing fear.

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 12" of one or more **HERETIC ASTARTES** units from your army, that enemy unit must take a Battle-shock test.

Each time an enemy unit within 12" of one or more **HERETIC ASTARTES** units from your army takes a Battle-shock test, subtract 1 from the result.

Enemy units affected by this Detachment rule do not need to take any other Battle-shock tests in the same phase.

ENHANCEMENTS

NIGHT'S SHROUD

This cape is as black as a moonless night and radiates an obfuscating aura of impenetrable darkness.

CHAOS LORD model only (excluding **TERMINATOR** models). Models in the bearer's unit have the Stealth ability.

WILLBREAKER

This daemonic weapon assails the psyches of those it strikes, causing the cold shock of abject terror to grip their hearts.

HERETIC ASTARTES model only. In the Fight phase, after the bearer has made its attacks, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test.

WARP-FUELLED THRUSTERS

Bathed in warp energies, this Lord's jump pack tears rifts in reality, allowing them to withdraw at a moment's notice.

JUMP PACK CHAOS LORD model only. At the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove the bearer's unit from the battlefield and place it into Strategic Reserves.

EATER OF DREAD

As ripples of terror spread through the ranks of the enemy, so does this champion draw power from the fear of their victims.

HERETIC ASTARTES model only. At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding 1 to the result for each Battle-shocked enemy unit that is on the battlefield: on a 5+, you gain 1CP.

Many of the galaxy's fighting forces have weaponised fear in their campaigns of conquest, but none so effectively as the Heretic Astartes. Dread Talons descend upon their foes with lightning speed, packs of Raptors and Warp Talons descending to rip and tear their way through the enemy line, leaving the battlefield slick with gore. To gaze upon such unbound cruelty can instil fear and revulsion in the heart of even the bravest warrior. This initial bloodthirsty aerial assault is followed by another, and then another, each as pitiless and vindictive as the last. Behind these repeated aerial assaults – borne to battle in Chaos Rhino and Land Raider transports or advancing on foot – comes the killing blow. The few enemies that remain in the wake of such an assault are rendered insensate by fear or turn tail and flee, in the vain hope of escaping the terrible fate to which their allies have been subjected.

DEPTHLESS CRUELTY

DREAD TALONS – BATTLE TACTIC STRATAGEM

1CP

Terror troops such as these inflict agonies upon their victims with malicious relish, targeting the weakened and wounded without pity.

WHEN: Fight phase.

TARGET: One **HERETIC ASTARTES INFANTRY** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Battle-shocked and/or Below Half-strength, improve the Armour Penetration characteristic of that attack by 1.

BLOODY EXAMPLE

DREAD TALONS – EPIC DEED STRATAGEM

1CP

The violent and bloody slaughter of the enemy's leadership hurls their followers into abject panic.

WHEN: Fight phase, just after a **HERETIC ASTARTES** unit from your army destroys a **CHARACTER** unit.

TARGET: That **HERETIC ASTARTES** unit.

EFFECT: Each enemy unit within 12" of and visible to your unit must take a Battle-shock test.

PITILESS HUNTERS

DREAD TALONS – BATTLE TACTIC STRATAGEM

1CP

These predatory warriors sense weakness as the hydrashark smells blood, sating their bloodlust upon the fearful and wounded.

WHEN: Your Shooting phase.

TARGET: One **HERETIC ASTARTES INFANTRY** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Battle-shocked and/or Below Half-strength, you can re-roll the Hit roll and you can re-roll the Wound roll.

RELENTLESS TERROR

DREAD TALONS – STRATEGIC PLOY STRATAGEM

1CP

These warriors strike in screaming waves, each charge as brutal as the last.

WHEN: Your Movement phase, just after a **HERETIC ASTARTES INFANTRY** unit from your army Falls Back.

TARGET: That **HERETIC ASTARTES INFANTRY** unit.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back.

SCREAMING DESCENT

DREAD TALONS – STRATEGIC PLOY STRATAGEM

1CP

Jump pack borne warriors descend from the skies, terrifying screams emanating from their vox-grilles as they plummet towards their prey.

WHEN: Reinforcements step of your Movement phase, from the second battle round onwards.

TARGET: One **HERETIC ASTARTES JUMP PACK** unit from your army that is in Reserves.

EFFECT: Set your unit up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge. Then select one enemy **INFANTRY** or **MOUNTED** unit within 6" of and visible to your unit: that unit must take a Battle-shock test.

MERCILESS PURSUIT

DREAD TALONS – STRATEGIC PLOY STRATAGEM

1CP

The Heretic Astartes allow none to flee the battle, pursuing their broken foes with relentless savagery.

WHEN: End of your opponent's Movement phase.

TARGET: One **HERETIC ASTARTES INFANTRY** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Select one enemy unit that Fell Back this turn and is within 6" of your unit. Your unit can declare a charge as if it were your Charge phase. When doing so, you can only select that enemy unit as the target of that charge (and only if it is an eligible target). Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.



FELLHAMMER SIEGE-HOST

DETACHMENT RULE

IRON FORTITUDE

The most indefatigable of Heretic Astartes warbands possess a grim determination that matches the resilience of their superhuman physiques and formidable ceramite armour. They go to war amidst formations of daemonic war machines and growling vehicles. Some even embrace the worship of the Dark Gods, trading their souls for supernatural protection.

Each time a ranged attack targets a **HERETIC ASTARTES** unit from your army (excluding **DAMNED** units), if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

ENHANCEMENTS

BASTION PLATE

Despite the pits and dents that mar its surface, this suit of relic armour is as resilient as the walls of any grand bastion.

CHAOS LORD model only (excluding **JUMP PACK** models). Once per battle round, when a saving throw is failed for the bearer's unit, you can change the Damage characteristic of that attack to 0.

WARP TRACER

Crafted by the dread Warpsmith Kradius, these shells contain writhing nanoworms redolent with warp energies that act as a beacon to the targeting systems of Heretic Astartes.

HERETIC ASTARTES model only. In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

IRONBOUND ENMITY

A siegemaster of steadfast determination and pitiless wrath, this champion will not rest or retreat until the enemy has been cast from trench line and rampart.

HERETIC ASTARTES model only. Each time the bearer makes an attack while within range of an objective marker, add 1 to the Wound roll.

IRON ARTIFICE

Forged in baleflame and witchfire, the bearer's weapons are redolent with the entropic power of the immaterium.

HERETIC ASTARTES INFANTRY model only. The bearer's weapons have the **[ANTI-VEHICLE 4+]** and **[ANTI-FORTIFICATION 4+]** abilities.

Implacable, resilient and possessed of a grim determination, Fellhammer Siege-hosts utilise heavy armour and destructive weaponry to support their inexorable advance and shatter the fortifications of their enemies. From the growling bellies of their cursed transports emerge hulking warriors bristling with bunker-shattering weapons. Snarling Daemon Engines lope, slither and smash their way through tank traps and trench lines, their slavering maws spitting forth gouts of flame and spectral warp energy. Chaos Predators and Land Raiders exploit flanks and breaches, hunting enemy armour and grinding the foe beneath steel tread. As the purposeful advance unfolds, grim Warpsmiths and Chaos Lords oversee the battle with cold dispassion, giving direction to the gruesome war machines under their command.

PERSISTENT ASSAILANTS

1CP

FELLHAMMER SIEGE-HOST – BATTLE TACTIC STRATAGEM

These iron-willed warriors refuse to retreat, even in the face of overwhelming odds. Mounting losses serve only to drive them forward.

WHEN: Fight phase.

TARGET: One **HERETIC ASTARTES** unit from your army that was selected as the target of one or more attacks this phase and has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll, and if your unit is Below Half-strength you can re-roll the Wound roll as well.

BRUTAL ATTRITION

1CP

FELLHAMMER SIEGE-HOST – EPIC DEED STRATAGEM

These implacable soldiers weather the enemy's fury before striking back in kind, to devastating effect.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **HERETIC ASTARTES INFANTRY** unit from your army (excluding **DAMNED** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a melee attack is allocated to your unit, after the attacking unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound.

PITILESS CANNONADE

1CP

FELLHAMMER SIEGE-HOST – BATTLE TACTIC STRATAGEM

These warriors focus their ire upon a wounded foe, combining fire to fell their target in a cavalcade of destructive force.

WHEN: Your Shooting phase.

TARGET: One **HERETIC ASTARTES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is Below Half-strength, a successful unmodified Hit roll of 5+ scores a Critical Hit.

POINT-BLANK DESTRUCTION

1CP

FELLHAMMER SIEGE-HOST – BATTLE TACTIC STRATAGEM

Even in the press of combat, the Heretic Astartes bring heavy weapons to bear, shattering fortifications and obliterating enemy infantry.

WHEN: Your Shooting phase.

TARGET: One **HERETIC ASTARTES** unit from your army that is within Engagement Range of one or more enemy units and has not been selected to shoot this phase.

EFFECT: Until the end of the phase, your unit's ranged weapons (excluding Blast weapons) have the **[PISTOL]** ability.

STEADFAST DETERMINATION

1CP

FELLHAMMER SIEGE-HOST – STRATEGIC PLOY STRATAGEM

These warriors possess endless endurance and are capable of weathering untold hardships in order to destroy their foes.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **HERETIC ASTARTES** unit from your army (excluding **DAMNED** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

SIEGECRAFT

1CP

FELLHAMMER SIEGE-HOST – STRATEGIC PLOY STRATAGEM

Veterans of countless grinding sieges, these Heretic Astartes repel and pin down wave after wave of foes with rapid boltgun fire and accurate artillery.

WHEN: Start of your opponent's Charge phase.

TARGET: One **HERETIC ASTARTES** unit from your army.

EFFECT: Until the end of the phase, each time an enemy unit selects your unit as a target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).



PACTBOUND ZEALOTS

DETACHMENT RULE

MARKS OF CHAOS

When mustering your army, when you select a **HERETIC ASTARTES** unit to include in your army, if that unit is not an **EPIC HERO** and does not already have one of the following keywords, you must select one for that unit and note it on your Army Roster: **KHORNE**, **TZEENTCH**, **NURGLE**, **SLAANESH**, **CHAOS UNDIVIDED**. Each time a unit with one of these keywords gains a weapon ability as the result of a Dark Pact and does not fail the resulting Leadership test, until the end of the phase, that unit gains the associated ability below.

UNITS THAT GAINED [LETHAL HITS]

- **KHORNE**: Each time a model in this unit makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.
- **TZEENTCH**: Each time a model in this unit makes a ranged attack, an unmodified Hit roll of 5+ scores a Critical Hit.
- **CHAOS UNDIVIDED**: Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

UNITS THAT GAINED [SUSTAINED HITS 1]

- **NURGLE**: Each time a model in this unit makes a ranged attack, an unmodified Hit roll of 5+ scores a Critical Hit.
- **SLAANESH**: Each time a model in this unit makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.
- **CHAOS UNDIVIDED**: Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

RESTRICTIONS

- You cannot select the **KHORNE** keyword for a **PSYKER** unit.
- A **CHARACTER** unit can only be attached to a unit if both units share the same keyword from the list above.

ENHANCEMENTS

TALISMAN OF BURNING BLOOD

This crimson gem radiates malice, granting its bearer but a sliver of Khorne's boundless fury.

HERETIC ASTARTES KHORNE model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. Each time the bearer's unit makes a Dark Pact and does not fail the resulting Leadership test, roll one D3: until the end of the phase, add the result to the Attacks and Strength characteristics of the bearer's melee weapons instead.

EYE OF TZEENTCH

No secret is safe from Tzeentch's searching gaze. To those who bear his favour, priceless knowledge may be revealed.

HERETIC ASTARTES TZEENTCH model only. Each time the bearer's unit makes a Dark Pact and does not fail the resulting Leadership test, if the result of that test was 8 or more, you gain 1CP.

ORBS OF UNLIFE

Nurgle's malignance fortifies his chosen and bestows upon them the gift of terrible contagion.

HERETIC ASTARTES NURGLE model only. At the end of the Fight phase, roll one D6 for every enemy unit within 3" of the bearer, adding 1 to the result if the bearer's unit made a Dark Pact that phase and did not fail the resulting Leadership test: on a 4+, that enemy unit suffers D3 mortal wounds.

INTOXICATING ELIXIR

This concoction fortifies the imbiber and causes them to emit a stultifying perfume that enthrals the foe.

HERETIC ASTARTES SLAANESH model only. The bearer has the Feel No Pain 5+ ability. Each time the bearer shoots or fights, if the bearer's unit made a Dark Pact this phase and did not fail the resulting Leadership test, after the bearer has resolved those attacks, select one enemy unit that was hit by one or more of those attacks; that enemy unit must take a Battle-shock test.

The battlefield echoes with the pained cries and bloodthirsty screams of zealous cultists. Stalking through a miasma of warp energy come the Pactbound Zealots, baroque power armour rent asunder, swollen daemonic flesh erupting from within, clawed limbs twitching in anticipation. Stoic Legionaries advance steadily, their power armour emblazoned with icons of their malefic deity. Masters of Possession advance at their side, emboldening and empowering mutant bands of Possessed. Dark Apostles bellow above the deafening din of ritualised destruction, intoning malefic hymns and horrific prayers as they sweep through wide-eyed and screaming victims, harvesting souls by the score. Entropy and madness follow the Pactbound Zealots to battle, confounding those brave enough to stand before their monstrous onslaught.

EYE OF THE GODS

PACTBOUND ZEALOTS – EPIC DEED STRATAGEM

1CP

The eyes of the Dark Gods fall upon those who slaughter in their name.

WHEN: Fight phase, just after a **HERETIC ASTARTES CHARACTER** unit from your army (excluding **DAMNED**, **DAEMON** and **EPIC HERO** units) destroys an enemy unit.

TARGET: One **HERETIC ASTARTES CHARACTER** model in that unit.

EFFECT: Until the end of the battle, add 1 to the Move, Toughness and Wounds characteristics of that **CHARACTER** model, and add 1 to the Attacks, Strength and Damage characteristics of that **CHARACTER** model's melee weapons.

ETERNAL HATE

PACTBOUND ZEALOTS – STRATEGIC PLOY STRATAGEM

1CP

The Blood God's thirst can never be slaked.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **HERETIC ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if it is a **KHORNE** unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

PROFANE ZEAL

PACTBOUND ZEALOTS – BATTLE TACTIC STRATAGEM

1CP

Those Heretic Astartes sworn to the service of the Dark Gods display zeal through violence.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **HERETIC ASTARTES CHAOS UNDIVIDED** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Wound roll.

SKINSHIFT

PACTBOUND ZEALOTS – EPIC DEED STRATAGEM

1CP

Those who offer praise to the God of Change may gain the benefits of his mutagenic powers.

WHEN: Your Command phase.

TARGET: One **HERETIC ASTARTES** unit from your army.

EFFECT: One model in your unit regains up to 3 lost wounds. In addition, if your unit is a **TZEENTCH** unit below its Starting Strength, one destroyed model (excluding **CHARACTER** models) is returned to your unit with its full wounds remaining.

TORPEFYING REFRAIN

PACTBOUND ZEALOTS – STRATEGIC PLOY STRATAGEM

1CP

As these warriors traverse the battlefield, an unnatural symphony of hypnotic music accompanies their every move, stupefying their enemies.

WHEN: Your Movement phase.

TARGET: One **HERETIC ASTARTES** unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back. If your unit is a **SLAANESH** unit, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

FESTERING MIASMA

PACTBOUND ZEALOTS – STRATEGIC PLOY STRATAGEM

1CP

A roiling storm of warp energy obscures the Heretic Astartes, leaving their foes shooting at indistinct shadows.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **HERETIC ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit has the Stealth ability. In addition, if your unit is a **NURGLE** unit, it can only be selected as the target of a ranged attack if the attacking model is within 18".



CHAOS CULT

DETACHMENT RULE

DESPERATE DEVOTION

Utterly dedicated to the worship of the Dark Gods, thronging mortal cultists and regiments of Traitor Guardsmen are more than willing to make bloody sacrifices and take desperate actions in the hope of attaining favour.

Each time a **DAMNED** unit from your army with the Dark Pacts ability is selected to make a Normal or Advance move or declare a charge (excluding units that arrived from Reserves this turn), it can make a Desperate Pact (see below). If it does, until the end of the phase, add 2" to the Move characteristic of models in that unit and add 2 to Charge rolls made for that unit.

Desperate Pacts

Each time a unit makes a Desperate Pact, it must first take a Leadership test; if that test is failed, that unit suffers D3 mortal wounds before any effects of that Desperate Pact are resolved.

KEYWORDS

TRAITOR GUARDSMEN units from your army gain the **BATTLELINE** keyword.

ENHANCEMENTS

CULTIST'S BRAND

The masters of heretic cults are given to branding their underlings with arcane sigils of command.

DARK APOSTLE or **DAMNED** model only. If every other model in the bearer's unit (excluding Dark Disciples) is **DAMNED**, you can re-roll Advance and Charge rolls made for the bearer's unit.

AMULET OF TAINTED VIGOUR

Containing the motive energy of Human sacrifices, this device can restore life to the fallen.

DARK APOSTLE model only. In your Command phase, you can return up to D3 destroyed **DAMNED** models (excluding **CHARACTER** models) to the bearer's unit.

INCENDIARY GOAD

The bearer of this baleflame-wreathed implement may use its searing touch to incite their followers to acts of violent savagery.

DARK APOSTLE or **DAMNED** model only. While the bearer's unit is below its Starting Strength, add 1 to the Strength characteristic of melee weapons equipped by **DAMNED** models in that unit, and while that unit is Below Half-strength, add 1 to the Attacks characteristic of those weapons as well.

WARPED FORESIGHT

The priesthood of the Chaos pantheon use their sorcerous gifts to reveal the future and position their followers accordingly.

DARK APOSTLE or **DAMNED** model only. The bearer has the Scouts 6" ability.

When gathered under the command of a darkly charismatic war leader, the Heretic Astartes' mortal thralls attack with frenzied hatred in hope of earning the favour of their masters and the Gods of Chaos. Chaos Cults are utterly in thrall to the Ruinous Powers, hurling themselves towards their foes in ravening mobs. Dark priests clad in tattered robes bear aloft profane icons, channelling the power of their patron deities across the battlefield. On the cultists rush, herded forwards by the Heretic Astartes and their Dark Apostles, overrunning enemy positions through sheer belligerence and weight of numbers. With crude clubs and cursed blades they bludgeon and stab the foe to death. Traitor Guardsmen garbed in defaced flak armour and bearing Imperial weapons engage in violent gun battles. In their wake stride their Chaos Space Marine overlords, boltguns and chain weapons readied to slaughter the remaining foes. The battlefield is left strewn with corpses, a blood-drenched offering to the Dark Gods of Chaos.

CHOSEN FOR GLORY

CHAOS CULT – BATTLE TACTIC STRATAGEM

Within the massed ranks of a heretic cult, only a few are marked for greatness.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **DAMNED** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Your unit can make a Desperate Pact. If it does, until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, you can re-roll the Wound roll as well.

1CP

SELFLESS DEMISE

CHAOS CULT – STRATEGIC PLOY STRATAGEM

The zealous followers of the Dark Gods are devoted to the last. As death comes they strike a desperate final blow in hope of reward.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DAMNED** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the attacking unit has resolved all of its attacks, each time a model in your unit is destroyed, roll one D6: on a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

1CP

INFERNAL SACRIFICE

CHAOS CULT – BATTLE TACTIC STRATAGEM

Those in thrall to the Dark Gods will gladly sacrifice their lives to draw the eye of their darkling patrons.

WHEN: Fight phase.

TARGET: One **DAMNED** unit from your army that has not been selected to fight this phase.

EFFECT: Your unit can make a Desperate Pact. If it does, your unit suffers D3 mortal wounds (in addition to any suffered for failing the resulting Leadership test), and until the end of the phase, add 1 to the Attacks characteristic of the melee weapons equipped by models in your unit, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, until the end of the phase, improve the Strength characteristic of those weapons by 1 as well.

1CP

CRAZED FOCUS

CHAOS CULT – BATTLE TACTIC STRATAGEM

Even in the grip of frothing madness, these heretics are murderous in the extreme.

WHEN: Your Shooting phase.

TARGET: One **DAMNED** unit from your army that has not been selected to shoot this phase.

EFFECT: Your unit can make a Desperate Pact. If it does, until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, improve the Strength characteristic of that attack by 1 as well.

1CP

RECKLESS HASTE

CHAOS CULT – STRATEGIC PLOY STRATAGEM

Consumed by a desire to spill blood, these fanatical heretics hurl themselves towards the foe.

WHEN: Your Charge phase.

TARGET: One **DAMNED** unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1CP

MORTAL THRALLS

CHAOS CULT – STRATEGIC PLOY STRATAGEM

Disciples of the Chaos Gods think nothing of sacrificing their lesser thralls to protect those of greater worth.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **HERETIC ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks, and one friendly **DAMNED** unit within 3" of your unit and visible to both your unit and the attacking unit.

EFFECT: Until the end of the phase, while your **DAMNED** unit is on the battlefield, each time your opponent would make a Wound roll for an attack that targets your **HERETIC ASTARTES** unit, if your **DAMNED** unit is visible to the attacking model and is an eligible target for that attack, no roll is made; instead, your **DAMNED** unit suffers a number of mortal wounds equal to the Damage characteristic of that attack.

1CP



SOULFORGED WARPACK

DETACHMENT RULE

DEBT TO THE SOUL FORGE

Many are the daemons who have forged pacts with Vashtorr the Arkifane. Once bound into such a contract, a soul debt must be paid, one that the daemon strives endlessly, and with all its desperation, to fulfil.

Each time a **HERETIC ASTARTES DAEMON VEHICLE** unit from your army makes a Dark Pact, it can invoke its contract. If it does, subtract 1 from the resulting Leadership test when making that Dark Pact, and until the end of the phase:

- Each time a model in that unit makes a ranged attack, add 1 to the Wound roll.
- Add 2 to the Attacks characteristic of melee weapons equipped by models in that unit.

ENHANCEMENTS

INVIGORATED MECHATENDRILS

Suffused with warp power, the bearer's mechatendrils undulate with unsettling celerity, propelling them forwards with unnatural speed.

WARPSMITH model only. Add 4" to the bearer's Move characteristic.

TEMPTING ADDENDUM

The Arkifane's contracts are malleable by design. More power can be offered should the supplicant be willing to bear the debt in souls.

HERETIC ASTARTES model only. Each time a **HERETIC ASTARTES DAEMON VEHICLE** unit from your army invokes its contract while within 3" of the bearer:

- If it suffers one or more mortal wounds as a result of that Dark Pact, add 1 to the number of mortal wounds it suffers.
- Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the Hit roll.

FORGE'S BLESSING

Such is this warrior's mastery of techno-sorcery, that they may temper armour with but a gesture.

HERETIC ASTARTES model only. In your Command phase, select one friendly **HERETIC ASTARTES VEHICLE** unit within 12" of the bearer. Until the start of your next Command phase, that unit has the Feel No Pain 6+ ability.

SOUL HARVESTER

To stoke the fires of a daemon forge requires a bounty of souls. Thus do the Warpsmiths and their allies undertake a never-ending harvest.

HERETIC ASTARTES model only. While the bearer is on the battlefield, each time an enemy unit within 12" of the bearer is destroyed, roll one D6: on a 5+, you gain 1CP.



Soulforged Warpacks thunder across the battlefield, the ground shaking beneath the metal tracks and clawed feet of nightmarish Daemon Engines. A hideous procession of fleshmetal, gore-slick talons and slavering maws, they descend upon their foes with a rabid hunger, desperate to slaughter the living and claim their souls. Soul Grinders and Maulerfiends scramble through blasted craters and over barricades to snatch up and tear apart their victims. Possessed vehicles scream in rage as they grind forwards to deploy their cargo of Heretic Astartes warriors and mobs of techno-cultists. Heldrakes soar through the smoke-thick skies, breathing gouts of searing baleflame into cowering enemies. The destructive rampages of many Soulforged Warpacks are unleashed in the name of or masterminded by Vashtorr the Arkifane, master of the Soul Forges. On occasion he may even lead such formations himself. In his presence are techno-sorcery and machine corruption enhanced to new and terrible heights.

DESPERATE PLEDGE

SOULFORGED WARPACK – BATTLE TACTIC STRATAGEM

A daemon construct may beseech the Arkifane for further aid, adding to its soul debt in return for greater might.

WHEN: Your Shooting phase or the Fight phase.

1CP

TARGET: One **HERETIC ASTARTES DAEMON VEHICLE** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, if your unit invokes its contract, each time it makes an attack, improve the Armour Penetration characteristic of that attack by 1.

GLUT OF SOULS

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM

1CP

With each soul harvested the bound daemon comes closer to settling its contract and earning freedom.

WHEN: Fight phase.

TARGET: One **HERETIC ASTARTES DAEMON VEHICLE** unit from your army (excluding **TITANIC** units) that has not been selected to fight this phase.

EFFECT: Until the end of the phase, if your unit invokes its contract, each time it makes an attack that destroys an enemy model, roll one D6: on a 5+, your unit regains 1 lost wound after all of its attacks have been resolved (to a maximum of 6 wounds).

DAEMONIC POSSESSION

SOULFORGED WARPACK – EPIC DEED STRATAGEM

1CP

Those steeped in techno-sorcery may trammel daemonic entities within mechanical constructs.

WHEN: Your Command phase.

TARGET: One **HERETIC ASTARTES VEHICLE** unit from your army (excluding **DAEMON** units).

EFFECT: Until the end of the battle, your unit has the **DAEMON** keyword.

UNSTOPPABLE RAMPAGE

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM

1CP

The tortured machine spirits of Heretic Astartes vehicles are driven forward by their anguish.

WHEN: Your Movement phase or your Charge phase.

TARGET: One **HERETIC ASTARTES VEHICLE** unit from your army that has not been selected to move or charge this phase.

EFFECT: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features as if they were not there.

PREDATORY PURSUIT

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM

1CP

Corrupted Heretic Astartes vehicles pursue their prey with an animalistic determination.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **HERETIC ASTARTES VEHICLE** unit from your army that is within 9" of that enemy unit and not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to 6", but must end that move as close as possible to that enemy unit.

FEEDING FRENZY

SOULFORGED WARPACK – STRATEGIC PLOY STRATAGEM

1CP

The daemonic entities at the heart of possessed vehicles hunger for the life force of their enemies.

WHEN: Your opponent's Movement phase, when an enemy unit (excluding **MONSTERS** and **VEHICLES**) is selected to Fall Back.

TARGET: One **HERETIC ASTARTES DAEMON VEHICLE** unit from your army that is within Engagement Range of that enemy unit.

EFFECT: Until the end of the phase, each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) that is within Engagement Range of your unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

EXAMPLE ARMIES

There are many ways to collect a Chaos Space Marines army, whether you use an existing paint scheme and Heretic Astartes warband background, or invent your own. Here you will find examples to inspire your collecting journey.

1 Jim decided to paint Abaddon the Despoiler to lead his Black Legion army. To accompany the Warmaster to battle, he has opted to build and paint a bodyguard of Chaos Terminators. The wide variety of options in the Chaos Terminators kit has allowed Jim to customise each of these hulking warriors, bringing a great deal of character and individuality to each member of the warband.

2 Matt opted to paint his warband in the red and gunmetal silver of the Word Bearers. Led by a Sorcerer, Matt's army features a combination of heavy infantry and war machines. Clearly Matt's Word Bearers have crossed swords with the Imperial Fists and bear grisly trophies harvested from the bodies of their Loyalist foes.

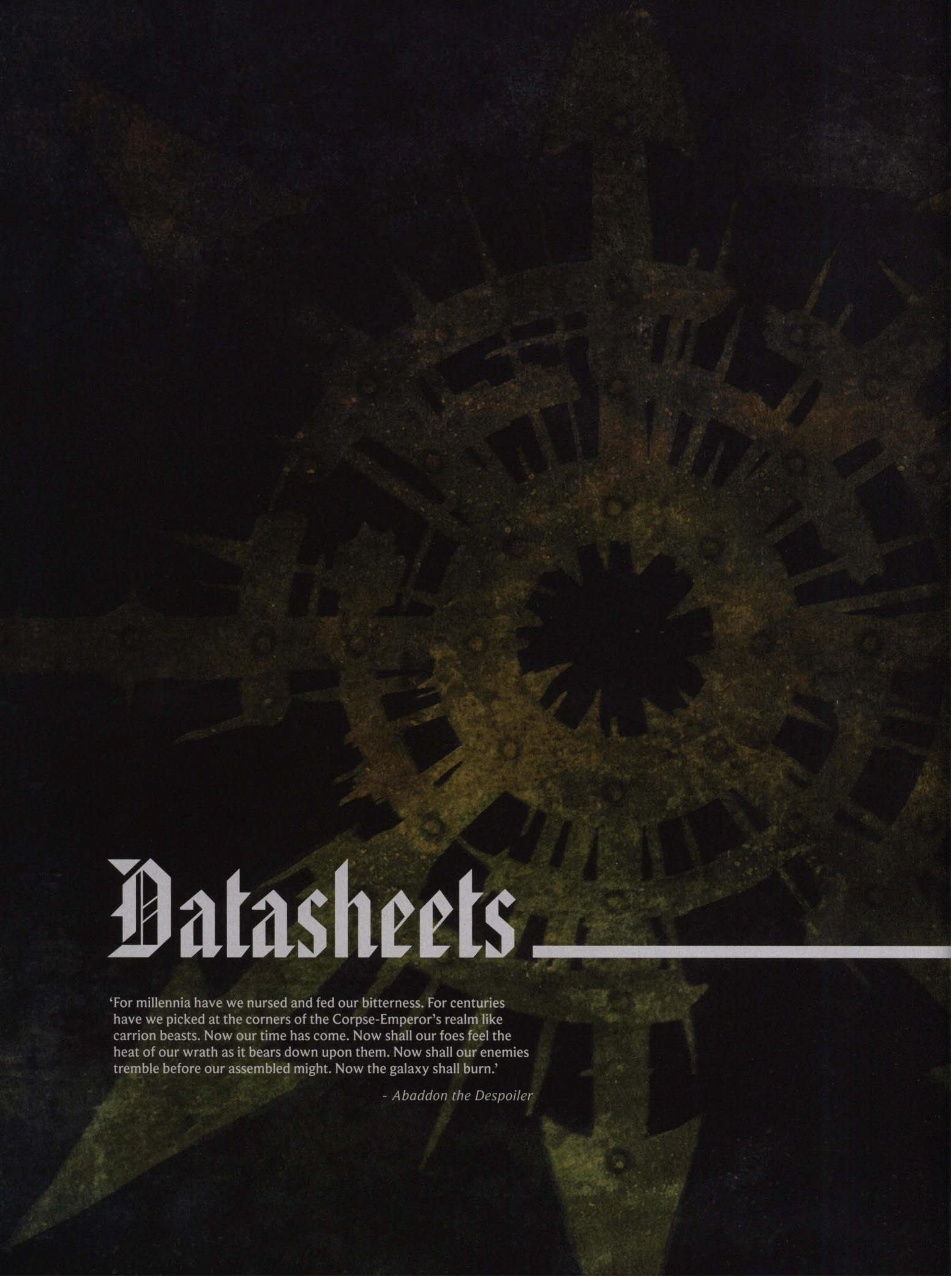
3 James' detachment of Khorne-aligned Heretic Astartes are led by the Daemon Prince Vorghor the Brutal. He's used a variety of components to customise his own Dark Apostle and attendant Dark Disciples, giving them a more martial theme in keeping with their status as worshippers of the Blood God.











Datasheets

'For millennia have we nursed and fed our bitterness. For centuries have we picked at the corners of the Corpse-Emperor's realm like carrion beasts. Now our time has come. Now shall our foes feel the heat of our wrath as it bears down upon them. Now shall our enemies tremble before our assembled might. Now the galaxy shall burn.'

- Abaddon the Despoiler



ABADDON THE DESPOILER

M	T	SV	W	LD	OC
5"	5	2+	9	5+	4

4+ INVULNERABLE SAVE



The Warmaster of Chaos is the greatest threat to the Imperium. He rules his Black Legion with an iron-taloned fist and stands as the embodiment of the Long War. Clad in Terminator armour and wielding his howling daemon sword, Drach'nyen, Abaddon slays any weakling champions sent to challenge him.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Talon of Horus [SUSTAINED HITS 1]	24"	4	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Drach'nyen [DEVASTATING WOUNDS]	Melee	8	2+	14	-4	3
Talon of Horus [DEVASTATING WOUNDS]	Melee	14	2+	7	-3	1

WARMASTER

Paragon of Hatred (Aura): While a friendly **HERETIC ASTARTES** unit (excluding **DAMNED** units) is within 6" of this model, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Mark of Chaos Ascendant (Aura): While a friendly **HERETIC ASTARTES INFANTRY** or **HERETIC ASTARTES MOUNTED** unit (excluding **DAMNED** units) is within 6" of this model, models in that unit have a 4+ invulnerable save.

Lord of the Traitor Legions (Aura): While a friendly **HERETIC ASTARTES** unit (excluding **DAMNED** units) is within 6" of this model, you can re-roll Leadership and Battle-shock tests taken for that unit.

LEADER

This model can be attached to the following units: **CHAOS TERMINATOR SQUAD, CHOSEN**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Dark Pacts**

The Warmaster: In your Command phase, select one Warmaster ability (see left). Until the start of your next Command phase, this model has that ability.

Dark Destiny: Each time this model makes a Dark Pact and does not fail the resulting Leadership test, if the result of that test was 7+, you gain 1CP.

UNIT COMPOSITION

- **1 Abaddon the Despoiler – EPIC HERO**

This model is equipped with: Talon of Horus; Drach'nyen.

SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, TERMINATOR, CHAOS UNDIVIDED, CHAOS, ABADDON THE DESPOILER**

FACTION KEYWORDS: **HERETIC ASTARTES**



HAARKEN WORLDCLAIMER

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Haarken is the Herald of the Apocalypse and the mouthpiece of Abaddon. He declares his master's dominion by driving his daemon-touched Helspear into soon-to-be-conquered worlds, following up with vicious destruction as he leads hosts of Raptors in strikes that sow fear and confusion.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Helspear [ASSAULT, SUSTAINED HITS D3]	12"	1	2+	8	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Herald's Talon [PRECISION]	Melee	6	2+	5	-2	2
Helspear [EXTRA ATTACKS, LANCE, SUSTAINED HITS D3]	Melee	1	2+	8	-3	3

LEADER

This model can be attached to the following unit: **RAPTORS**

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Dark Pacts**

Head Taker: While this model is leading a unit, each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model's unit and roll one D6 for each model in this model's unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

Herald of the Apocalypse (Aura): While an enemy unit is within 6" of this model, in the Battle-shock step of your opponent's Command phase, if that enemy unit is below its Starting Strength, it must take a Battle-shock test. This ability cannot cause a unit to take two Battle-shock tests in the same phase.

UNIT COMPOSITION

- **1 Haarken Worldclaimer – EPIC HERO**

This model is equipped with: Helspear; Herald's Talon.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, CHAOS, CHAOS UNDIVIDED, HAARKEN WORLDCLAIMER**

FACTION KEYWORDS: **HERETIC ASTARTES**



VASHTORR THE ARKIFANE

M	T	SV	W	LD	OC
12"	10	2+	14	6+	3

4+ INVULNERABLE SAVE



Vashtorr is a horror of pallid flesh stretched over infernal mechanisms. He soars to battle amidst a cloud of dark lightning and smog, dealing destruction and unleashing techno-gheist curses upon the foe even as he fashions enhancements for his indentured Daemon Engines from the raw stuff of realspace.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Vashtorr's claw [ANTI-VEHICLE 4+, TORRENT]	12"	D6	N/A	5	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Vashtorr's hammer – strike [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	Melee	6	2+	14	-2	3
Vashtorr's hammer – sweep [ANTI-VEHICLE 4+]	Melee	14	2+	8	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Dark Pacts**

Unholy Mechanisms (Aura): While a friendly **DAEMON VEHICLE** unit is within 6" of this model, add 1 to the Strength characteristic of weapons equipped by models in that unit.

Reorder Reality: Each time an enemy unit within 18" of this model targets this model, until the end of the phase, that enemy unit's ranged weapons have the **[HAZARDOUS]** ability.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Vashtorr the Arkifane – EPIC HERO**

This model is equipped with: Vashtorr's claw; Vashtorr's hammer.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, FLY, CHAOS, DAEMON, VASHTORR THE ARKIFANE**

FACTION KEYWORDS: **HERETIC ASTARTES**

CYPHER

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Cypher is a mysterious agent of discord and insurrection, always one step ahead of capture, and strife blooms in his wake as violently as the detonations from his masterwork pistols. He is a lord of the hunted Fallen, though his true role as Traitor or Loyalist is as cryptic as the sword he carries but never wields.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cypher's bolt pistol [ASSAULT, PISTOL, SUSTAINED HITS 1]	12"	6	2+	4	-1	1
Cypher's plasma pistol [ASSAULT, PISTOL, SUSTAINED HITS 1]	12"	3	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cypher's bolt pistol [SUSTAINED HITS 1]	Melee	6	2+	4	-1	1
Cypher's plasma pistol [EXTRA ATTACKS]	Melee	3	2+	8	-3	2

UNIT COMPOSITION

- **1 Cypher – EPIC HERO**

This model is equipped with: Cypher's bolt pistol; Cypher's plasma pistol.

ABILITIES

CORE: **Lone Operative**

FACTION: **Dark Pacts**

Agent of Discord (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

Guns Blazing: Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attack that targets a friendly **HERETIC ASTARTES** unit within 3" of this model, after that enemy unit has shot, this model can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, CHAOS, FALLEN, CYPHER**

FACTION KEYWORDS: **HERETIC ASTARTES**

FABIUS BILE

	M	T	SV	W	LD	OC
FABIUS BILE	6"	4	3+	5	6+	1
SURGEON ACOLYTE	6"	4	6+	1	7+	1



A genius of arcane genetics, Fabius Bile enhances even the augmented biologies of his Heretic Astartes followers. With surgical precision, he wields the pain-inducing Rod of Torment in one hand, while with his other he fires toxic darts from the Xyclos Needler, as the arachnid arms of his Chirurgeon seal his own injuries.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Xyclos Needler [ANTI-INFANTRY 2+, PISTOL]	18"	3	2+	2	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chirurgeon [EXTRA ATTACKS]	Melee	2	2+	4	0	1
Rod of Torment	Melee	6	2+	5	-1	3
Surgeon Acolyte's tools	Melee	1	5+	3	0	1

LEADER

This unit can be attached to the following units: **ACCURSED CULTISTS, CHOSEN, CULTIST MOB, LEGIONARIES**

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Dark Pacts**

Enhanced Warriors: If this unit is attached to a unit at the start of the battle, until the end of the battle, add 1 to the Strength characteristic of melee weapons equipped by Bodyguard models in that unit and add 1 to the Toughness characteristic of Bodyguard models in that unit.

Surgeon Acolyte: Once per turn, when an attack is allocated to a model in this unit, if this unit contains **FABIUS BILE**, you can change the Damage characteristic of that attack to 0.

Chirurgeon: The first time this unit's **FABIUS BILE** model is destroyed, roll one D6: on a 2+, set it back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with its full wounds remaining. If that model was attached to a unit when it was destroyed, it must be set up attached to that unit.

UNIT COMPOSITION

- **1 Fabius Bile – EPIC HERO**
- **1 Surgeon Acolyte**

Fabius Bile is equipped with: Xyclos Needler; Chirurgeon; Rod of Torment.

The Surgeon Acolyte is equipped with: Surgeon Acolyte's tools.

KEYWORDS – ALL MODELS: **INFANTRY, CHAOS, CHAOS UNDIVIDED**
– FABIUS BILE ONLY: **CHARACTER, EPIC HERO, FABIUS BILE**

FACTION KEYWORDS:
HERETIC ASTARTES

'My work is never complete, for perfection eludes even the greatest of minds. Each new subject is a fresh canvas for my art, another step towards the creation of something greater, something beautiful. Others look upon my creations with revulsion, I look upon them with pride, for each is an incremental step towards unlocking Mankind's full potential. Of what consequence are the souls of a few failed experiments in pursuit of such noble a goal?'

- Fabius Bile



CHAOS LORD

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Chaos Lords have spent countless spans of mortal lives leading their traitorous warriors, demanding nothing but utter ruthlessness from those they command. Each heretic aspires to this chilling mastery, knowing there is no prize beyond their Lord's grasp and no enemy they cannot slay with pre-eminent skill.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [PISTOL, HAZARDOUS]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainblade	Melee	7	2+	4	-1	1
Daemon hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Power fist	Melee	5	2+	8	-2	2

WARGEAR OPTIONS

- This model's daemon hammer can be replaced with one of the following:
  - 1 accursed weapon
  - 1 Astartes chainblade
- This model's plasma pistol can be replaced with 1 power fist.

LEADER

This model can be attached to the following units: **CHOSEN, LEGIONARIES**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Lord of Chaos: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if a different unit from your army has already been targeted with that Stratagem this phase.

Chance for Glory: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Attacks, Strength, Armour Penetration and Damage characteristics of melee weapons equipped by this model by 1.

UNIT COMPOSITION

- **1 Chaos Lord**

This model is equipped with: plasma pistol; daemon hammer.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, CHAOS, CHAOS LORD**

FACTION KEYWORDS: **HERETIC ASTARTES**



CHAOS LORD *IN TERMINATOR ARMOUR*

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

4+ INVULNERABLE SAVE



Chaos Lords' underlings expect them to fight from the front, and few kinds of armour enable them to do so as effectively as archaic Terminator plate. Formidably resilient, such a suit protects the Lord against all but the most devastating firepower and enables him to deploy by teleportation right into the heart of the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	5	-2	1
Power fist	Melee	5	2+	8	-2	2

WARGEAR OPTIONS

- This model's combi-bolter can be replaced with 1 combi-weapon.
- This model's exalted weapon can be replaced with one of the following:
  - 1 chainfist
  - 1 power fist
- This model's combi-bolter and exalted weapon can be replaced with 1 paired accursed weapons.

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Dark Pacts**

Lord of Chaos: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if a different unit from your army has already been targeted with that Stratagem this phase.

Formidably Resilient: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

UNIT COMPOSITION

- **1 Chaos Lord in Terminator Armour**

This model is equipped with: combi-bolter; exalted weapon.

LEADER

This model can be attached to the following unit: **CHAOS TERMINATOR SQUAD**

KEYWORDS: **INFANTRY, CHARACTER, CHAOS, TERMINATOR, CHAOS LORD IN TERMINATOR ARMOUR**

FACTION KEYWORDS: **HERETIC ASTARTES**

CHAOS LORD *WITH JUMP PACK*

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Some Chaos Lords go to war equipped with jump packs, favouring the mobility these devices provide. Leading packs of Raptors, these cruel hunters descend upon their victims with savage hunger before bringing to bear an array of accursed weapons as they relentlessly pursue their quarry across the battlefield.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Power fist	Melee	5	2+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	2+	5	-2	1

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with 1 plasma pistol.
- This model's accursed weapon can be replaced with 1 power fist.
- This model's bolt pistol and accursed weapon can be replaced with 1 twin lightning claws.

LEADER

This model can be attached to the following unit: **RAPTORS**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Dark Pacts**

Lord of Chaos: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if a different unit from your army has already been targeted with that Stratagem this phase.

Cruel Hunter: While this model is leading a unit, each time that unit Piles In or Consolidates, each model in that unit can move up to 6" instead of up to 3".

UNIT COMPOSITION

- **1 Chaos Lord with Jump Pack**

This model is equipped with: bolt pistol; accursed weapon.

KEYWORDS: **INFANTRY, CHARACTER, JUMP PACK, FLY, GRENADES, CHAOS, CHAOS LORD**

FACTION KEYWORDS: **HERETIC ASTARTES**

HURON BLACKHEART

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Reviled as the Tyrant of Badab, Huron directs the pitiless reaving of his Red Corsairs with the ruthlessness of a pirate king, while accompanied by his esoteric Hamadrya. His Tyrant's Claw is a bionic relic whose crackling talons tear through armour before the in-built incineration unit unleashes gouts of sulphurous fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tyrant's Claw [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Exalted weapon	Melee	6	2+	5	-2	2
Tyrant's Claw	Melee	10	2+	4	-2	1

LEADER

This model can be attached to the following units: **CHOSEN, LEGIONARIES**

UNIT COMPOSITION

- **1 Huron Blackheart – EPIC HERO**

This model is equipped with: Tyrant's Claw; exalted weapon.

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

The Tyrant of Badab: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Red Corsairs: After both players have deployed their armies, select up to three **HERETIC ASTARTES INFANTRY** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Hamadrya's Knowledge (Psychic): Once per battle, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, CHAOS, CHAOS UNDIVIDED, HURON BLACKHEART**

FACTION KEYWORDS: **HERETIC ASTARTES**

SORCERER

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Sorcerers are the Heretic Astartes' battle-psykers and warp-seers. Wielding terrifying empyric energies, with but a thought they can crush a foe's skull, curse their enemies with abhorrent hexes or hurl coruscating bolts of soul-blasting psychic power that mutate those they touch.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

LEADER

This model can be attached to the following units: **CHOSEN, LEGIONARIES**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Prescience (Psychic): While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Gift of Chaos (Psychic): Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the **[PSYCHIC]** ability. That unit must take a Leadership test: if that test is failed, that unit suffers D3 mortal wounds.

UNIT COMPOSITION

- **1 Sorcerer**

This model is equipped with: bolt pistol; Infernal Gaze; force weapon.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GRENADES, CHAOS, SORCERER**

FACTION KEYWORDS: **HERETIC ASTARTES**

SORCERER *IN TERMINATOR ARMOUR*

M	T	SV	W	LD	OC
5"	5	2+	5	6+	1

4+ **INVULNERABLE SAVE**

The powers of a warband's Sorcerers lend a sickening occult advantage to elite infantry spearheads. Girded in warsuits of sigil-etched Terminator armour, they are able to support gruelling boarding actions, assault through daemon-haunted labyrinths or fight on the front line against swarming, ignorant Loyalists.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

WARGEAR OPTIONS

- This model's combi-bolter can be replaced with 1 combi-weapon.
- This model can be equipped with 1 Chaos familiar.

LEADER

This model can be attached to the following unit: **CHAOS TERMINATOR SQUAD**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Dark Pacts**

Warptime (Psychic): While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

Death Hex (Psychic): At the start of your Shooting phase, one **PSYKER** from your army with this ability can use it. If it does, select one enemy unit within 12" of and visible to that **PSYKER** model and roll one D6: on a 1, that **PSYKER**'s unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

WARGEAR ABILITIES

Chaos Familiar: Once per battle, when an attack is allocated to the bearer, you can change the Damage characteristic to 0.

UNIT COMPOSITION

- **1 Sorcerer in Terminator Armour**

This model is equipped with: combi-bolter; Infernal Gaze; force weapon.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, CHAOS, TERMINATOR, SORCERER IN TERMINATOR ARMOUR**

FACTION KEYWORDS: **HERETIC ASTARTES**

'Fear rules the minds of the weak. Trepidation prevents the craven from grasping their due. I have learned to cast aside such reticence and in doing so embraced the entropic power of the warp. The corpse-worshippers, bound as they are by tenet, law and convention, cower in abject terror before baleflame and witchlight. Their fear and superstition shall be their undoing.'

- Lord Kalavis Vrane

LORD DISCORDANT *ON HELSTALKER*

M	T	SV	W	LD	OC
10"	9	2+	10	6+	4

5+ INVULNERABLE SAVE

Technocrats and spirit-thieves, Lords Discordant hunt the foe's war engines. Atop daemonic Helstalkers, these heretics cut through enemy infantry before lunging at their quarry with saw-toothed polearms. Each mount tears its mechanical prey open as the Lord Discordant siphons off the victim's spirit to reinvigorate other Daemon Engines.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	2
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter [MELTA 2]	6"	2	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladed limbs [EXTRA ATTACKS]	Melee	4	3+	6	-1	2
Impaler chainglaive [LANCE]	Melee	4	2+	6	-2	2
Techno-virus injector [ANTI-VEHICLE 2+, EXTRA ATTACKS]	Melee	1	3+	3	-3	2

WARGEAR OPTIONS

- This model's Helstalker autocannon can be replaced with 1 baleflamer.
- This model's techno-virus injector can be replaced with 1 magma cutter.

ABILITIES

FACTION: **Dark Pacts**

Corrupt Machine Spirits: Once per turn, at the start of your opponent's Shooting phase, select one enemy **VEHICLE** unit within 12" of and visible to one or more models from your army with this ability. That unit must take a Leadership test: if that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

Spirit Thief: At the start of your Shooting phase, select one enemy **VEHICLE** unit within 12" of this model. Until the end of the phase, each time a friendly **HERETIC ASTARTES** model makes an attack that targets that unit, re-roll a Wound roll of 1.

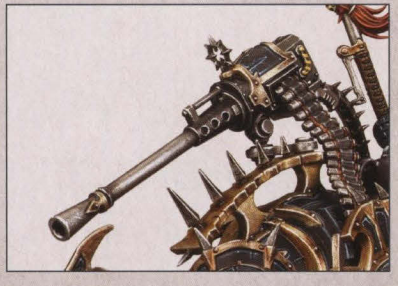
UNIT COMPOSITION

- **1 Lord Discordant on Helstalker**

This model is equipped with: bolt pistol; Helstalker autocannon; techno-virus injector; bladed limbs; impaler chainglaive.

KEYWORDS: **MOUNTED, CHARACTER, CHAOS, DAEMON, LORD DISCORDANT**

FACTION KEYWORDS: **HERETIC ASTARTES**



Helstalker autocannon



Lord Discordant on Helstalker with baleflamer and techno-virus injector



MASTER OF POSSESSION

M	T	SV	W	LD	OC
8"	4	3+	4	6+	1

5+ INVULNERABLE SAVE

Masters of Possession are psykers who specialise in channelling daemons into living hosts; they bolster their possessed kin with empyric energies that strengthen and reinvigorate such tainted unions. In battle, they unleash daemonic forces into the foe, ripping apart their souls to channel them to greater use.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Rite of Possession – witchfire [ANTI-PSYKER 2+, PISTOL, PRECISION, PSYCHIC]	18"	2	3+	4	-3	2
Rite of Possession – focused witchfire [ANTI-PSYKER 2+, HAZARDOUS, PISTOL, PRECISION, PSYCHIC]	18"	2	3+	6	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of possession [ANTI-PSYKER 2+, PSYCHIC]	Melee	4	3+	6	-1	D3

LEADER

This model can be attached to the following units: **CHOSEN, LEGIONARIES, POSSESSED**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Daemonkin (Psychic): While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

Sacrificial Dagger: Once per phase, when this model is selected to shoot or fight, it can use this ability. If it does, this model's unit suffers 1 mortal wound and, until the end of the phase, each time this model makes a Psychic Attack, add 1 to the Hit roll and add 1 to the Wound roll.

UNIT COMPOSITION

- **1 Master of Possession**

This model is equipped with: bolt pistol; Rite of Possession; staff of possession.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, CHAOS, MASTER OF POSSESSION**

FACTION KEYWORDS: **HERETIC ASTARTES**



MASTER OF EXECUTIONS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

These corrupted axemen are the executioners of Heretic Astartes warbands. Able to perceive the empyric soul-stuff of the foe's greatest champions, they single-mindedly seek them out in battle, bellowing a fatal decree before crashing forward and hacking through armour, flesh and bone.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Axe of dismemberment [DEVASTATING WOUNDS, PRECISION]	Melee	5	2+	7	-2	2

LEADER

This model can be attached to the following units: **CHOSEN, LEGIONARIES**

You can attach this model to one of the above units even if one other **CHARACTER** *model has already been attached to it (a unit cannot have two* **MASTERS OF EXECUTIONS** *attached to it). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Warp-sighted Butcher: While this model is leading a unit, each time a model in that unit makes a melee attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that unit is Below Half-strength, you can re-roll the Wound roll as well.

Trophy Taker: Each time this model destroys an enemy **CHARACTER** model, you gain 1CP.

UNIT COMPOSITION

- **1 Master of Executions**

This model is equipped with: bolt pistol; axe of dismemberment.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, CHAOS, MASTER OF EXECUTIONS**

FACTION KEYWORDS: **HERETIC ASTARTES**

HERETIC ASTARTES DAEMON PRINCE

M	T	SV	W	LD	OC
8"	10	2+	10	6+	3

4+ INVULNERABLE SAVE



Infernal beasts whose Path to Glory has elevated them to daemonhood, Daemon Princes are paragons of evil. Warped and corrupted by Chaos, they lead their warbands in devastating assaults, striding through their mortal enemies' attacks and unleashing monstrous blows and blasts of sorcery against all before them.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellforged weapons – strike	Melee	6	2+	8	-2	3
Hellforged weapons – sweep	Melee	14	2+	6	0	1

DAEMONIC ALLEGIANCE

When you select this model to include in your army, you must select one of the keywords below. Until the end of the battle, this model has that keyword and the characteristic modifier stated for that keyword below.

KHORNE	Add 2 to the Strength characteristic of this model's hellforged weapons.
TZEENTCH	Add 3 to the Attacks characteristic of this model's infernal cannon.
NURGLE	Add 1 to this model's Toughness characteristic.
SLAANESH	Add 2" to this model's Move characteristic.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

Dark Blessing (Aura): While a friendly **HERETIC ASTARTES INFANTRY** unit is within 6" of this model, each time a ranged attack is allocated to a model in that unit, that model has the Benefit of Cover against that attack.

Ascended Daemon: Each time this model shoot or fights, while resolving those attacks, you can re-roll one Hit roll and you can re-roll one Wound roll.

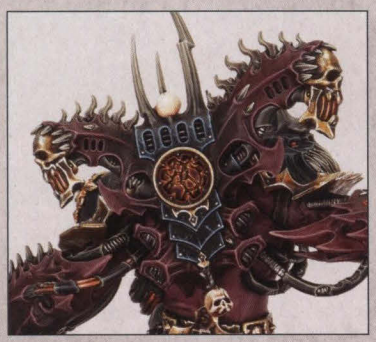
UNIT COMPOSITION

- **1 Heretic Astartes Daemon Prince**

This model is equipped with: infernal cannon; hellforged weapons.

KEYWORDS: **MONSTER, CHARACTER, CHAOS, DAEMON, DAEMON PRINCE**

FACTION KEYWORDS: **HERETIC ASTARTES**









Heretic Astartes Daemon Prince

HERETIC ASTARTES DAEMON PRINCE *WITH WINGS*

M	T	SV	W	LD	OC
12"	9	2+	10	6+	3

4+ INVULNERABLE SAVE

The final form of those who give up their souls to the Dark Gods can be infinite in variety. From some, dark wings burst from their churning flesh, a hideous blessing that enables these monstrous warrior-lords to hunt down those who seek to flee their bestial wrath.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellforged weapons – strike	Melee	6	2+	8	-2	3
Hellforged weapons – sweep	Melee	14	2+	6	0	1

DAEMONIC ALLEGIANCE

When you select this model to include in your army, you must select one of the keywords below. Until the end of the battle, this model has that keyword and the characteristic modifier stated for that keyword below.

KHORNE	Add 2 to the Strength characteristic of this model's hellforged weapons.
TZEENTCH	Add 3 to the Attacks characteristic of this model's infernal cannon.
NURGLE	Add 1 to this model's Toughness characteristic.
SLAANESH	Add 2" to this model's Move characteristic.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Dark Pacts**

Daemonic Destruction: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each of this model's remaining wounds: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

Flying Horror: Each time this model ends a Normal or Advance move, select one enemy unit it moved over during that move. That unit must take a Battle-shock test.

UNIT COMPOSITION

- **1 Heretic Astartes Daemon Prince with Wings**

This model is equipped with: infernal cannon; hellforged weapons.

KEYWORDS: **MONSTER, FLY, CHARACTER, CHAOS, DAEMON, DAEMON PRINCE WITH WINGS**

FACTION KEYWORDS: **HERETIC ASTARTES**

WARPSMITH

M	T	SV	W	LD	OC
6"	4	2+	4	6+	1



With outlawed knowledge of the deeper mysteries of the machine, Warpsmiths maintain their warband's arsenal of armoured vehicles, and violate enemy war engines with utterances of corrupted code. Fused with a writhing nest of semi-sentient mechatendrils, they seek not only to employ technology, but to subjugate it.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamer tendril [PISTOL, TORRENT, IGNORES COVER]	12"	D6	N/A	3	0	1
Melta tendril [PISTOL, MELTA 2]	6"	1	2+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [PISTOL, HAZARDOUS]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Forge weapon [ANTI-VEHICLE 4+]	Melee	4	3+	6	-2	2

LEADER

This model can be attached to the following units: **CHOSEN, HAVOCS, LEGIONARIES**

UNIT COMPOSITION

- **1 Warpsmith**

This model is equipped with: flamer tendril; melta tendril; plasma pistol; forge weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Warpsmith: While this model is within 3" of one or more friendly **HERETIC ASTARTES VEHICLE** units, this model has the Lone Operative ability.

Master of Mechanisms: In your Command phase, select one friendly **HERETIC ASTARTES VEHICLE** model within 3" of this model. That **VEHICLE** model regains up to D3 lost wounds and, until the start of your next Command phase, each time that **VEHICLE** makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

Enrage Machine Spirits: At the end of your Movement phase, select one enemy **VEHICLE** unit within 12" of this model. That unit must take a Battle-shock test.

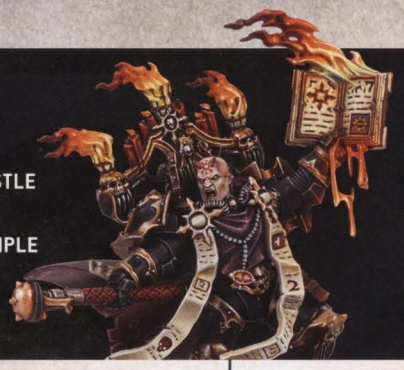
KEYWORDS: **INFANTRY, CHARACTER, GRENADES, CHAOS, WARPSMITH**

FACTION KEYWORDS: **HERETIC ASTARTES**

DARK APOSTLE

M	T	SV	W	LD	OC	
6"	4	3+	4	5+	1	DARK APOSTLE
6"	4	6+	1	7+	1	DARK DISCIPLE

4+ INVULNERABLE SAVE



Dark Apostles are the high priests of the Dark Gods. They preach catechisms from blasphemous texts, issuing prayers that call down the Ruinous Powers' wrath. As they crush skulls with blows from their accursed crozius, they roar profane blessings using their deadliest weapon: their voice.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	1	4+	3	0	1

LEADER

This model can be attached to the following units: **ACCURSED CULTISTS, CHOSEN, CULTIST MOB, LEGIONARIES**

UNIT COMPOSITION

- **1 Dark Apostle**
- **2 Dark Disciples**

The Dark Apostle is equipped with: bolt pistol; accursed crozius.

Every Dark Disciple is equipped with: close combat weapon.

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Dark Zealotry: While this unit is leading a unit and contains a **DARK APOSTLE** model, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Demagogue: Once per battle, at the start of any phase, you can select one friendly **HERETIC ASTARTES** unit that is Battle-shocked and within 12" of this unit's **DARK APOSTLE** model. That unit is no longer Battle-shocked.

Malign Sacrifice: At the start of the Fight phase, if this unit contains one or more Dark Disciple models, you can select one of those models and one enemy unit within Engagement Range of this unit, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds. That Dark Disciple model is then destroyed.

KEYWORDS – ALL MODELS: **INFANTRY, GRENADES, CHAOS**
– DARK APOSTLE ONLY: **CHARACTER, DARK APOSTLE**

FACTION KEYWORDS: **HERETIC ASTARTES**

TRAITOR ENFORCER

M	T	SV	W	LD	OC	
6"	3	5+	3	6+	1	TRAITOR ENFORCER
6"	6	5+	4	7+	1	TRAITOR OGRYN

5+* INVULNERABLE SAVE *TRAITOR ENFORCER *model only*



Whether petty tyrants who killed their way to dominance, or former officers brought low through corruption, Enforcers are now sadistic disciplinarians amongst the Militarum Traitoris. Some cement their position by exploiting savage Traitor Ogryns as living shields, crude line-breakers and added muscle to help impose their violent rule.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ogryn weapons	Melee	5	3+	7	-1	2
Power fist	Melee	3	3+	6	-2	2

LEADER

This unit can be attached to the following unit: **TRAITOR GUARDSMEN SQUAD**

UNIT COMPOSITION

- **1 Traitor Enforcer**
- **1 Traitor Ogryn**

The Traitor Enforcer is equipped with: bolt pistol; power fist.

The Traitor Ogryn is equipped with: Ogryn weapons.

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Brutal Example: Once per turn, while this unit is leading a unit and contains a **TRAITOR ENFORCER** model, you can target that unit with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already targeted a different unit from your army with that Stratagem this turn. Each time you use this ability, one Bodyguard model in that unit is destroyed.

Mutated Bodyguard: While this unit contains a Traitor Ogryn model, **CHARACTER** models in this unit have the Feel No Pain 4+ ability.

KEYWORDS – ALL MODELS: **INFANTRY, GRENADES, CHAOS, DAMNED**
– TRAITOR ENFORCER ONLY: **CHARACTER, TRAITOR ENFORCER**

FACTION KEYWORDS: **HERETIC ASTARTES**

DARK COMMUNE

M	T	SV	W	LD	OC	
6"	3	6+	4	6+	1	CULT DEMAGOGUE
6"	3	6+	1	7+	1	OTHER MODELS



A pooling of evil at the head of a Chaos Cult, Dark Communes are led by Cult Demagogues who preach mantras of hate laced with promises of power. They command Mindwitches, whose psychic powers are bought at terrible cost, and Iconarchs, who carry foul sigils that spread the Dark Gods' malefic influence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Warp Curse – witchfire [PSYCHIC]	18"	3	3+	4	-1	2
Warp Curse – focused witchfire [HAZARDOUS, PSYCHIC, SUSTAINED HITS 2]	18"	3	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Commune blade	Melee	2	4+	4	-2	1
Commune stave [DEVASTATING WOUNDS]	Melee	2	4+	3	0	D3

LEADER

This unit can be attached to the following units: **ACCURSED CULTISTS, CULTIST MOB**

UNIT COMPOSITION

- **1 Cult Demagogue**
- **1 Mindwitch**
- **1 Iconarch**
- **2 Blessed Blades**

The Cult Demagogue is equipped with: autopistol; Commune stave.

The Mindwitch is equipped with: Warp Curse; close combat weapon.

The Iconarch is equipped with: autopistol; close combat weapon; Chaos icon.

Every Blessed Blade is equipped with: Commune blade.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Faithful Flock: While this unit is leading a unit and contains a **CULT DEMAGOGUE** model, models in that unit have a 5+ invulnerable save.

Dark Ritual: Once per battle, in your Command phase, if this unit contains a **CULT DEMAGOGUE** model, it can use this ability. If it does, until the end of the turn, this unit can declare a charge in a turn in which it Advanced and each time a model in this unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

WARGEAR ABILITIES

Chaos Icon: Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

KEYWORDS – ALL MODELS: **INFANTRY, GRENADES, CHAOS, DAMNED, DARK COMMUNE**
MINDWITCH ONLY: **PSYKER** | CULT DEMAGOGUE ONLY: **CHARACTER, CULT DEMAGOGUE**

FACTION KEYWORDS:
HERETIC ASTARTES



LEGIONARIES

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Against the onslaught of Chaos Legionaries, few can stand for long. Whether millennia-old veterans of the Long War or traitors from Renegade warbands, Legionaries are deadly and adaptable warriors, unleashing streams of explosive bolts or venting their vicious hatred with swings of rending chainswords.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Balefire tome [PSYCHIC]	18"	2	3+	5	-1	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Havoc autocannon	48"	2	4+	9	-1	3
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Reaper chaincannon [HEAVY]	24"	8	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Heavy melee weapon	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- The Aspiring Champion's boltgun can be replaced with one of the following:
  - 1 plasma pistol*
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 heavy melee weapon
- The Aspiring Champion's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol*
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 heavy melee weapon
- 1 model can be equipped with 1 Chaos icon.
- Any number of Legionaries can each have their boltgun replaced with 1 Astartes chainsword.
- One Legionary's boltgun can be replaced with 1 heavy melee weapon.
- One Legionary's boltgun can be replaced with 1 balefire tome.
- For every 5 models in this unit, 1 Legionary's boltgun can be replaced with one of the following (duplicates are not allowed):
  - 1 plasma pistol and 1 Astartes chainsword
  - 1 flamer
  - 1 Havoc autocannon
  - 1 heavy bolter
  - 1 lascannon
  - 1 meltagun
  - 1 missile launcher
  - 1 plasma gun
  - 1 reaper chaincannon

** Maximum 1 per model.*

ABILITIES

FACTION: **Dark Pacts**

Veterans of the Long War: Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

WARGEAR ABILITIES

Chaos Icon: Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

UNIT COMPOSITION

- **1 Aspiring Champion**
- **4-9 Legionaries**

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Infantry, Battleline, Chaos, Grenades, Legionaries**

FACTION KEYWORDS: **Heretic Astartes**

CULTIST FIREBRAND

M	T	SV	W	LD	OC
6"	4	4+	4	6+	1



Their bodies swollen with unholy power, Cultist Firebrands are pyromaniacal champions of Chaos. Their very presence upon the battlefield inflames the zeal of nearby cultists, driving them to ever-escalating acts of brutality and depravity.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Balefire pike [IGNORES COVER, TORRENT]	12"	D6+3	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	4+	4	0	1

LEADER

This model can be attached to the following units: **ACCURSED CULTISTS, CULTIST MOB**

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Fiery Faith: While this model is leading a unit, you can re-roll Leadership tests taken for that unit.

Cursed Flames: In your Shooting phase, after this model has shot, select one enemy **INFANTRY** unit hit by one or more of those attacks. That unit must take a Battle-shock test.

UNIT COMPOSITION

- **1 Cultist Firebrand**

This model is equipped with: balefire pike; close combat weapon.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, CHAOS, DAMNED, CULTIST FIREBRAND**

FACTION KEYWORDS: **HERETIC ASTARTES**

CULTIST MOB

M	T	SV	W	LD	OC
6"	3	6+	1	7+	1



Chaos Cultists are the mortal devotees of the Dark Gods, ordinary men and women fallen to promises of temporal power who take to battle in huge numbers. Bearing a motley collection of improvised, stolen and makeshift weapons, they can overwhelm even determined enemies with sheer weight of numbers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1

WARGEAR OPTIONS

- The Cultist Champion's autopistol can be replaced with 1 bolt pistol.

ABILITIES

FACTION: **Dark Pacts**

For the Dark Gods: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

UNIT COMPOSITION

- **1 Cultist Champion**
- **9-19 Chaos Cultists**

Every model is equipped with: autopistol; brutal assault weapon.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, CHAOS, DAMNED, CULTIST MOB**

FACTION KEYWORDS: **HERETIC ASTARTES**

ACCURSED CULTISTS

	M	T	SV	W	LD	OC
MUTANT	6"	4	6+	1	7+	1
TORMENT	6"	4	6+	3	7+	1



Whether born of dark ritual, empyric experimentation or the predations of malign entities, Accursed Cultists have diverse, terrifying origins. Driven towards the foe, Mutants flail and lash at the enemy with claws or tendrils, while horribly warped Torments pounce with bestial hunger.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blasphemous appendages	Melee	2	4+	4	0	1
Hideous mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

CORE: **Feel No Pain 6+, Scouts 6"**

FACTION: **Dark Pacts**

Howling Horde: Each time an enemy unit has shot, if one or more models from this unit were destroyed as a result of those attacks, this unit can make a Horde move. To do so, roll one D6: this unit can be moved a number of inches up to the result, but this unit must finish that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of that enemy unit. A unit cannot make a Horde move while it is Battle-shocked.

UNIT COMPOSITION

- **3-6 Torments**
- **5-10 Mutants**

Every Torment is equipped with: hideous mutations.

Every Mutant is equipped with: blasphemous appendages.

KEYWORDS: **INFANTRY, CHAOS, DAMNED, ACCURSED CULTISTS**

FACTION KEYWORDS: **HERETIC ASTARTES**

POSSESSED

M	T	SV	W	LD	OC
9"	6	3+	3	6+	1

5+ **INVULNERABLE SAVE**



In blasphemous union with fell daemons of the Chaos Gods, Possessed are bestial slaughter incarnate. Warped and mutated by their empyric parasites, their armoured forms flow like wax. As talons, snapping maws and vestigial wings manifest, they unleash an unholy orgy of bloodshed.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

WARGEAR OPTIONS

- 1 model can be equipped with 1 Chaos icon.

ABILITIES

FACTION: **Dark Pacts**

Unholy Bloodshed: Once per battle, when this unit makes a Dark Pact, until the end of the phase, weapons equipped by models in this unit have the **[DEVASTATING WOUNDS]** ability.

WARGEAR ABILITIES

Chaos Icon: Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

UNIT COMPOSITION

- **1 Possessed Champion**
- **4-9 Possessed**

Every model is equipped with: hideous mutations.

KEYWORDS: **INFANTRY, CHAOS, DAEMON, POSSESSED**

FACTION KEYWORDS: **HERETIC ASTARTES**

TRAITOR GUARDSMEN SQUAD

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2



Amongst the mortal followers of the Heretic Astartes are warbands of Traitor Guardsmen. These heretics turn mass-produced lasguns and more specialised weapons upon the Imperium they once served, while their military training combines with bitterness and hate to render them a potent threat.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun [RAPID FIRE 1]	24"	1	4+	4	0	1
Corrupted pistol [PISTOL]	12"	1	4+	4	-1	1
Cultist grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Cultist grenade launcher – krak	24"	1	4+	9	2	D3
Cultist sniper rifle [HEAVY, PRECISION]	36"	1	4+	4	-2	2
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	4+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	4+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

WARGEAR OPTIONS

- Up to 3 Traitor Guardsmen can each have their lasgun replaced with one of the following (duplicates are not allowed):
  - 1 Cultist grenade launcher
  - 1 flamer
  - 1 meltagun
  - 1 plasma gun
  - 1 Cultist sniper rifle
- The Traitor Sergeant's close combat weapon can be replaced with one of the following:
  - 1 chainsword
  - 1 power weapon
- The Traitor Sergeant's corrupted pistol can be replaced with 1 boltgun.

ABILITIES

FACTION: **Dark Pacts**

Twisted Defence Force: While this unit is within range of an objective marker, each time a ranged attack targets this unit, models in this unit have the Benefit of Cover against that attack.

UNIT COMPOSITION

- **1 Traitor Sergeant**
- **9 Traitor Guardsmen**

The Traitor Sergeant is equipped with: corrupted pistol; close combat weapon.

Every Traitor Guardsman is equipped with: lasgun; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, GRENADES, CHAOS, DAMNED, TRAITOR GUARDSMEN SQUAD**

FACTION KEYWORDS: **HERETIC ASTARTES**



Traitor Sergeant with corrupted pistol and chainsword



Traitor Guardsman with cultist sniper rifle



Traitor Guardsman with lasgun



Traitor Guardsman with flamer



Traitor Guardsman with plasma gun

FELLGOR BEASTMEN

M	T	SV	W	LD	OC
6"	4	5+	1	7+	1



Beastmen are savage and embittered mutants who despise the Imperium and the civilisation of Humanity. Gathering for war in brutish herds, each is an unruly mass of flesh, fur and teeth, bristling with bestial horns and proclaiming their devotion to the Dark Gods through braying war cries, swift slaughter and violent sacrifices.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Corrupted stave [DEVASTATING WOUNDS, PSYCHIC]	18"	D3	4+	5	-1	1
Plasma pistol – standard [PISTOL]	12"	1	4+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	4	0	1
Close combat weapon	Melee	2	4+	4	0	1
Corrupted stave [DEVASTATING WOUNDS, PSYCHIC]	Melee	2	4+	4	-1	D3
Great weapon	Melee	2	5+	8	-1	2

WARGEAR OPTIONS

- The Fellgor Champion's bolt pistol can be replaced with 1 plasma pistol.
- 1 Fellgor Beastman's close combat weapon can be replaced with 1 great weapon.
- 1 Fellgor Beastman's close combat weapon can be replaced with 1 corrupted stave.

ABILITIES

FACTION: **Dark Pacts**

Bestial Raiders: If this unit starts the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. If this unit is in Strategic Reserves, for the purposes of setting up this unit on the battlefield, treat the current battle round number as being one higher than it actually is.

UNIT COMPOSITION

- **1 Fellgor Champion**
- **9 Fellgor Beastmen**

The Fellgor Champion is equipped with: bolt pistol; chainsword.

Every Fellgor Beastman is equipped with: autopistol; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, GRENADES, CHAOS, DAMNED, FELLGOR BEASTMEN**

FACTION KEYWORDS: **HERETIC ASTARTES**



CHAOS TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

4+ INVULNERABLE SAVE



Clad in hulking, corrupted Terminator plate, each of these murderous brutes is akin to a walking tank. Spikes and horns give them a monstrous appearance, and their powerful array of heavy firepower and brutal melee weapons can tear through elite squads and war engines alike.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Paired accursed weapons [TWIN-LINKED]	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Chaos Terminator's combi-bolter can be replaced with one of the following:
  - 1 heavy flamer
  - 1 reaper autocannon
- Any number of models can each have their combi-bolter replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 model's combi-bolter and accursed weapon can be replaced with 1 paired accursed weapons.
- For every 5 models in this unit, up to 3 models can each have their accursed weapon replaced with 1 power fist.
- For every 5 models in this unit, 1 model's accursed weapon can be replaced with 1 chainfist.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike**

FACTION: **Dark Pacts**

Despoilers: Each time this unit makes a Dark Pact, until the end of the phase, each time a model in this unit makes an attack, you can re-roll the Hit roll.

UNIT COMPOSITION

- **1 Terminator Champion**
- **4-9 Chaos Terminators**

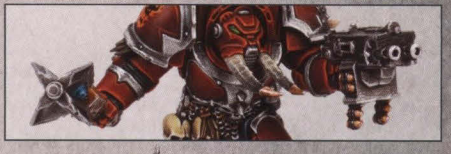
Every model is equipped with: combi-bolter; accursed weapon.

KEYWORDS: **INFANTRY, CHAOS, TERMINATOR, CHAOS TERMINATOR SQUAD**

FACTION KEYWORDS: **HERETIC ASTARTES**



Accursed weapon



Accursed weapon and combi-bolter



Chaos Terminator with combi-weapon and power fist



Chaos Terminator with combi-weapon and accursed weapon



Chaos Terminator with reaper autocannon and power fist

CHOSEN

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1



The power-hungry veterans known as Chosen are amongst the most experienced and ruthless fighters of the Heretic Astartes. Granted – or having seized – their warband's most powerful weapons, these warriors undertake the most glorious and dangerous missions, and are the bane of all that lives.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Paired accursed weapons [TWIN-LINKED]	Melee	5	3+	5	-2	1
Power fist	Melee	4	3+	8	-2	2

WARGEAR OPTIONS

- For every 5 models in this unit, up to 2 models can each have their bolt pistol replaced with 1 plasma pistol.
- For every 5 models in this unit, up to 2 models can each have their boltgun replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 model's boltgun and accursed weapon can be replaced with 1 paired accursed weapons.
- For every 5 models in this unit, 1 model equipped with a boltgun can have its accursed weapon replaced with 1 power fist. That model's boltgun cannot be replaced.
- 1 model can be equipped with 1 Chaos icon.

ABILITIES

FACTION: **Dark Pacts**

Chosen Marauders: This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

WARGEAR ABILITIES

Chaos Icon: Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

UNIT COMPOSITION

- **1 Chosen Champion**
- **4-9 Chosen**

Every model is equipped with: boltgun; bolt pistol; accursed weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, GRENADES, CHAOS, CHOSEN**

FACTION KEYWORDS: **HERETIC ASTARTES**



Chosen with plasma pistol and accursed weapon



Chosen Champion with boltgun and accursed weapon



Chosen with bolt pistol and power fist



Accursed weapon

CHAOS BIKERS

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2



Vicious long-range hunters as adept in reconnaissance as they are in bloody chases, Chaos Bikers ride powerful, growling machines whose combi-bolters spew explosive death. In rapid assaults, they smash through enemy defence lines, before circling back like a pack of predators to cut down survivors in bloody melee.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- The Biker Champion's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist
- Any number of Chaos Bikers can each have their bolt pistol replaced with 1 Astartes chainsword.
- Up to 2 Chaos Bikers can each have their combi-bolter replaced with 1 combi-weapon, or can be equipped with one of the following:
  - 1 flamer
  - 1 meltagun
  - 1 plasma gun
- 1 model can be equipped with 1 Chaos icon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Dark Pacts**

Rapid Assault: Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength characteristic of that attack by 1.

WARGEAR ABILITIES

Chaos Icon: Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

UNIT COMPOSITION

- **1 Biker Champion**
- **2-5 Chaos Bikers**

Every model is equipped with: bolt pistol; combi-bolter; close combat weapon.

KEYWORDS: **MOUNTED, GRENADES, CHAOS, CHAOS BIKERS**

FACTION KEYWORDS: **HERETIC ASTARTES**



RAPTORS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



A subculture of sky warriors that cuts across Legion boundaries, Raptors hunt like avian predators and are unified by the thrill of the chase. With screeching battle cries amplified to terrify their prey, they descend in meteoric charges, a flurry of reaping blades and intense, short-ranged firepower.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- The Raptor Champion's bolt pistol can be replaced with 1 plasma pistol.
- The Raptor Champion's Astartes chainsword can be replaced with one of the following:
  - 1 accursed weapon
  - 1 power fist
- For every 5 models in this unit, up to 2 Raptors can each have their bolt pistol replaced with 1 plasma pistol, or have their bolt pistol and Astartes chainsword replaced with one of the following:
  - 1 flamer and 1 close combat weapon
  - 1 meltagun and 1 close combat weapon
  - 1 plasma gun and 1 close combat weapon

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike**

FACTION: **Dark Pacts**

Fearsome (Aura): While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

Terrifying Assault: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

UNIT COMPOSITION

- **1 Raptor Champion**
- **4-9 Raptors**

Every model is equipped with: bolt pistol; Astartes chainsword.

KEYWORDS: **INFANTRY, FLY, JUMP PACK, CHAOS, RAPTORS**

FACTION KEYWORDS: **HERETIC ASTARTES**



WARP TALONS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1

5+ INVULNERABLE SAVE



Often appearing from the immaterium, wreathed in unholy fire and with their armour warped into daemonic likenesses, Warp Talons are tainted warriors who have fallen further than most. They are skyborne assassins, their flaming talons equally adept at slicing through armour or tearing through the fabric of realspace.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Warp claws [TWIN-LINKED]	Melee	4	3+	5	-2	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Dark Pacts**

Warp Strike: At the end of the Fight phase, if this unit was eligible to fight this phase and is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

UNIT COMPOSITION

- **1 Warp Talon Champion**
- **4-9 Warp Talons**

Every model is equipped with: warp claws.

KEYWORDS: **Infantry, Fly, Jump Pack, Chaos, Daemon, Warp Talons**

FACTION KEYWORDS: **Heretic Astartes**

CHAOS SPAWN

M	T	SV	W	LD	OC
8"	5	4+	4	7+	0



Becoming a Chaos Spawn is the fate of many upon the Path to Glory. Wracked with the endless gifts of the Dark Gods, they are mutated mounds of muscle, scaly hides, talons, eyes, teeth and far more. Chaos Spawn are herded towards their terrified foes, advancing in loping runs as they seek only to tear, crush and consume.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Dark Pacts**

Mind-breaking Mutations (Aura): While an enemy unit (excluding **Vehicle** units) is within 3" of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit.

UNIT COMPOSITION

- **2 Chaos Spawn**

Every model is equipped with: hideous mutations.

KEYWORDS: **Beast, Chaos, Chaos Spawn**

FACTION KEYWORDS: **Heretic Astartes**

HAVOCS

M	T	SV	W	LD	OC
5"	5	3+	2	6+	1



With a preference for inflicting carnage at long range, Havocs imperiously touch every part of the battlefield with death and destruction. Their huge weapons are archaic patterns of those known to the Imperium, but often become fused with their wielder over the span of countless wars.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Havoc autocannon	48"	2	3+	9	-1	3
Havoc heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Havoc lascannon	48"	1	3+	12	-3	D6+1
Havoc missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Havoc missile launcher – krak	48"	1	3+	9	-2	D6
Havoc reaper chaincannon	24"	8	3+	5	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- The Havoc Champion's Astartes chainsword can be replaced with one of the following:
  - 1 accursed weapon
  - 1 power fist
- The Havoc Champion's flamer can be replaced with one of the following:
  - 1 boltgun
  - 1 meltagun
  - 1 plasma gun
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist
- Any number of Havocs can each have their Havoc autocannon or Havoc lascannon replaced with one of the following:
  - 1 Havoc autocannon
  - 1 Havoc heavy bolter
  - 1 Havoc lascannon
  - 1 Havoc missile launcher
  - 1 Havoc reaper chaincannon

ABILITIES

FACTION: **Dark Pacts**

Stabilisation Talons: Each time a model in this unit makes an attack with a ranged weapon, you can ignore any or all modifiers to the Hit roll and any or all modifiers to the Ballistic Skill characteristic of that weapon.

UNIT COMPOSITION

- **1 Havoc Champion**
- **4 Havocs**

The Havoc Champion is equipped with: flamer; Astartes chainsword.

2 Havocs are equipped with: Havoc autocannon; close combat weapon.

2 Havocs are equipped with: Havoc lascannon; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, CHAOS, HAVOCS**

FACTION KEYWORDS: **HERETIC ASTARTES**



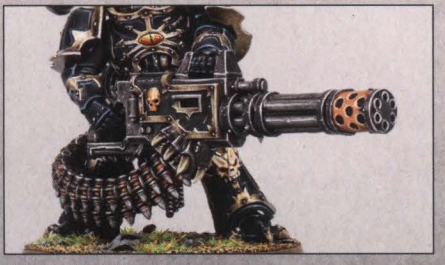
Flamer



Accursed weapon



Havoc lascannon



Havoc reaper chaincannon

HELBRUTE

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3



Helbrutes are walking engines of destruction and psychosis, their occupants kept alive in a state of agony and insanity. These infernal sarcophagi are fitted with a variety of powerful armaments to blast enemy armour open from afar, or cruel appendages with which to hack and crush with enormous strength at close range.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Helbrute plasma cannon [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

WARGEAR OPTIONS

- This model's multi-melta can be replaced with one of the following:
  - 1 Helbrute plasma cannon
  - 1 twin autocannon
  - 1 twin heavy bolter
  - 1 twin lascannon
  - 1 Helbrute fist
- This model's missile launcher can be replaced with one of the following:
  - 1 Helbrute fist
  - 1 Helbrute hammer
  - 1 power scourge
- For each Helbrute fist this model is equipped with, it can be equipped with one of the following:
  - 1 combi-bolter
  - 1 heavy flamer

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Dark Pacts**

Dark Ascension (Aura): While a friendly **HERETIC ASTARTES** unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, weapons equipped by models in that unit gain both abilities conferred by that pact (instead of only one).

Devoted to Destruction: If this model is equipped with two melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristic of those two weapons.

UNIT COMPOSITION

- **1 Helbrute**

This model is equipped with: missile launcher; multi-melta; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **VEHICLE, WALKER, CHAOS, HELBRUTE**

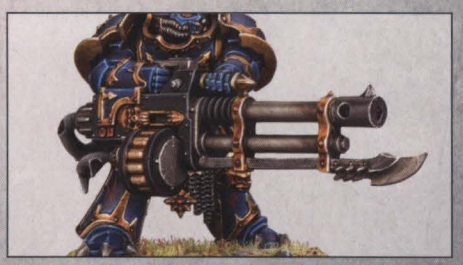
FACTION KEYWORDS: **HERETIC ASTARTES**



Havoc heavy bolter



Havoc missile launcher



Havoc autocannon

OBLITERATORS

M	T	SV	W	LD	OC
4"	7	2+	5	6+	2

5+ INVULNERABLE SAVE



Hulking, baroque meldings of Chaos Space Marine, daemon-infused armour and mutated weaponry, Obliterators are able to reshape their forms from moment to moment. Stepping directly from warp fissures into ideal firing positions, they sweep all before them with warp-tainted firestorms.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fleshmetal guns – focused malice [MELTA 2]	18"	D3	3+	12	-3	4
Fleshmetal guns – ruinous salvo [BLAST]	24"	D6	3+	8	-2	2
Fleshmetal guns – warp hail [SUSTAINED HITS 1]	24"	D6+3	3+	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crushing fists	Melee	4	3+	9	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike**

FACTION: **Dark Pacts**

Warp Rift Firepower: Once per battle, when this unit makes a Dark Pact, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the **[INDIRECT FIRE]** ability.

UNIT COMPOSITION

- **2 Obliterators**

Every model is equipped with: fleshmetal guns; crushing fists.

KEYWORDS: **INFANTRY, CHAOS, DAEMON, OBLITERATORS**

FACTION KEYWORDS: **HERETIC ASTARTES**



HELDRAKE

M	T	SV	W	LD	OC
20+"	9	3+	12	6+	0

5+ INVULNERABLE SAVE

Like vast, draconic predators of myth, Heldrakes spear suddenly out of the sky. These airborne Daemon Engines excel at intercepting the enemy's aerial assets, tearing them from the air and incinerating their crew. Once their dominance of the sky is complete, they turn their claws and weapons against those on the ground.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	2
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Heldrake claws [ANTI-FLY 2+, DEVASTATING WOUNDS]	Melee	5	3+	7	-1	2

WARGEAR OPTIONS

- This model's Hades autocannon can be replaced with 1 baleflamer.

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Dark Pacts**

Airborne Predator: Each time this model makes an attack that targets a unit that can **FLY**, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

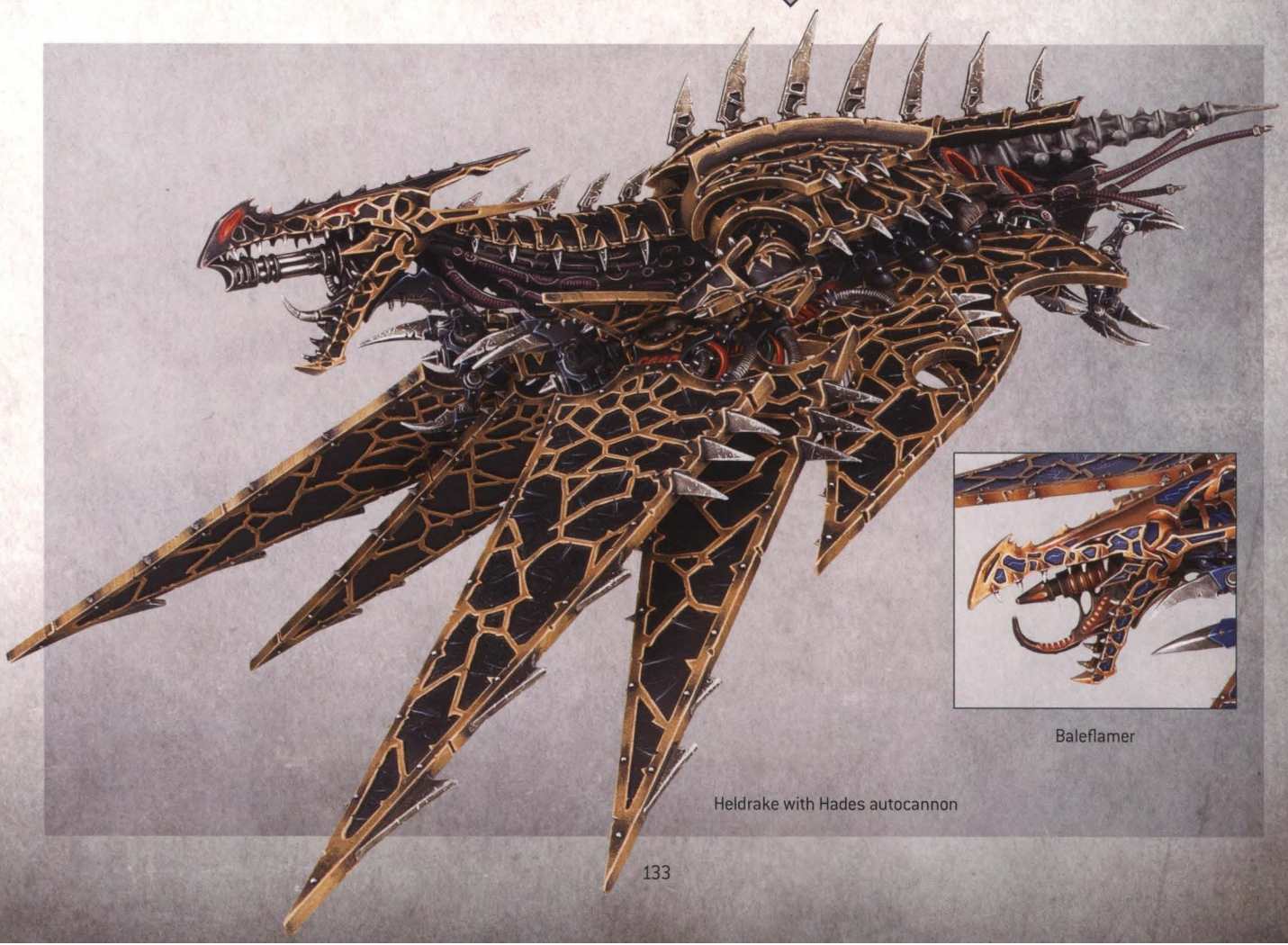
UNIT COMPOSITION

- **1 Heldrake**

This model is equipped with: Hades autocannon; Heldrake claws.

KEYWORDS: **VEHICLE, FLY, AIRCRAFT, CHAOS, DAEMON, HELDRAKE**

FACTION KEYWORDS: **HERETIC ASTARTES**



Heldrake with Hades autocannon

Baleflamer

VENOMCRAWLER

M	T	SV	W	LD	OC
12"	9	3+	9	6+	3

5+ INVULNERABLE SAVE



These arachnoid amalgams of daemon flesh, cursed iron and malignant sentience pound across war zones in search of bodies to tear and spirits to consume. After butchering the prey with their excruciator cannons, claws and lashing tendrils, they draw the souls of the slain into their abdomens.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Excruciator cannon	36"	6	3+	6	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Soulflayer tendrils and claws	Melee	6	3+	6	-1	2

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

Soul Eater: At the end of the Fight phase, if one or more attacks made by this model this phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.

UNIT COMPOSITION

- **1 Venomcrawler**

This model is equipped with: 2 excruciator cannons; soulflayer tendrils and claws.

KEYWORDS: **Vehicle, Walker, Chaos, Daemon, Venomcrawler**

FACTION KEYWORDS: **Heretic Astartes**

MAULERFIEND

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

5+ INVULNERABLE SAVE



Maulerfiends stalk the battlefield like immense hunting beasts. Once the enemy are in sight, these huge Daemon Engines thunder forward, even scaling defensive walls in their eagerness to get at the prey. Once amongst the foe, they slaughter anything in reach with their huge fists, crushing jaws and stabbing tendrils.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Magma cutters [MELTA 2]	6"	2	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lasher tendrils [EXTRA ATTACKS]	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	6	3+	14	-2	D6+1

WARGEAR OPTIONS

- This model's lasher tendrils can be replaced with 2 magma cutters.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

Siege Crawler: You can ignore any or all modifiers to this model's Move characteristic and to Advance and Charge rolls made for it.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Maulerfiend**

This model is equipped with: lasher tendrils; Maulerfiend fists.

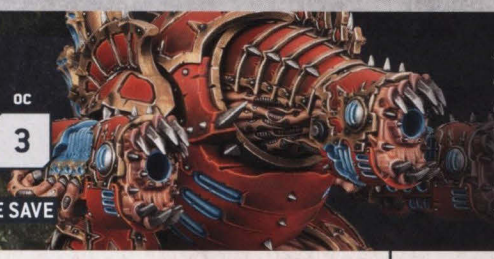
KEYWORDS: **Vehicle, Walker, Chaos, Daemon, Maulerfiend**

FACTION KEYWORDS: **Heretic Astartes**

FORGEFIEND

M	T	SV	W	LD	OC
8"	10	3+	12	6+	3

5+ INVULNERABLE SAVE



Forgefiends are fused with enormous rotary cannons that fire fist-sized phosphor shells, or else with ancient artefact-ordnance perverted to vomit ectoplasma from the beasts' own innards. With such weaponry they scythe down masses of enemy troops and blast glowing craters into the toughest opposition.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ectoplasma cannon [BLAST]	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured limbs	Melee	2	3+	6	0	2
Forgefiend jaws	Melee	5	3+	7	0	2

WARGEAR OPTIONS

- This model's 2 Hades autocannons can be replaced with 2 ectoplasma cannons.
- This model's Forgefiend jaws can be replaced with 1 ectoplasma cannon and 1 armoured limbs.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

Daemonic Ordnance: Each time this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its ranged weapons have the **[DEVASTATING WOUNDS]** and **[HAZARDOUS]** abilities.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Forgefiend**

This model is equipped with: 2 Hades autocannons; Forgefiend jaws.

KEYWORDS: **VEHICLE, WALKER, CHAOS, DAEMON, FORGEFIEND**

FACTION KEYWORDS: **HERETIC ASTARTES**

CHAOS RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



Based upon ancient workhorse vehicles which have served Humanity for millennia, Chaos Rhinos are well adapted for battlefield transportation. Though encrusted with heretical icons and corrupted by the warp, they remain as rugged and reliable as ever, safely carrying their passengers over fire-swept battlefields.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Havoc launcher [BLAST]	48"	D6	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 2**

FACTION: **Dark Pacts**

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

UNIT COMPOSITION

- **1 Chaos Rhino**

This model is equipped with: combi-bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **HERETIC ASTARTES INFANTRY** models. It cannot transport **TERMINATOR, JUMP PACK, OBLITERATOR** or **POSSESSED** models.

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, CHAOS, RHINO**

FACTION KEYWORDS: **HERETIC ASTARTES**

CHAOS LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



Chaos Land Raiders are massive armoured transports bristling with the heavy armaments of main line battle tanks and seething with a malevolent spirit. Strung with trophies taken from those slain by the elite warriors the tanks carry to the front line, Land Raiders are the spiked fists of many Heretic Astartes assaults.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Dark Pacts**

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Chaos Land Raider**

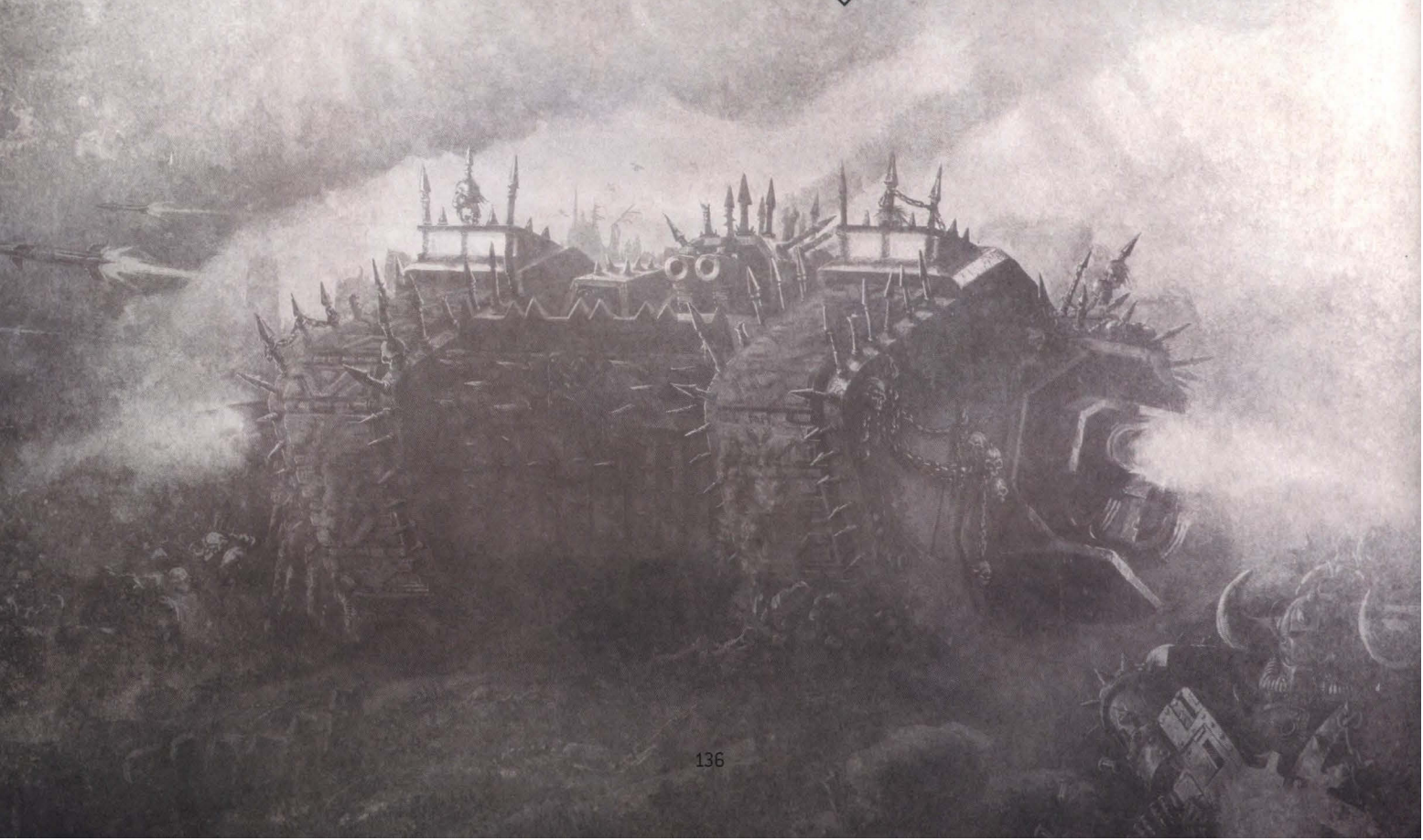
This model is equipped with: 2 soulshatter lascannons; twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **Heretic Astartes Infantry** models (excluding **Obliterator** and **Jump Pack** models). Each **Possessed** and **Terminator** model takes up the space of 2 models.

KEYWORDS: **Vehicle, Transport, Smoke, Chaos, Land Raider**

FACTION KEYWORDS: **Heretic Astartes**



CHAOS PREDATOR ANNIHILATOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



The traitorous crews of each Predator Annihilator liken their tank's machine spirit to the animus of a stalking hunter. These tank-killing war machines unleash searing beams of energy from their lascannons, or thunder into front-line brawls to crack open bunkers housing the craven foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator twin lascannon [TWIN-LINKED]	48"	1	3+	14	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 lascannons
- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

Annihilator: Each time a ranged attack made by this model is allocated to a **MONSTER** or **VEHICLE** model, re-roll a Damage roll of 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

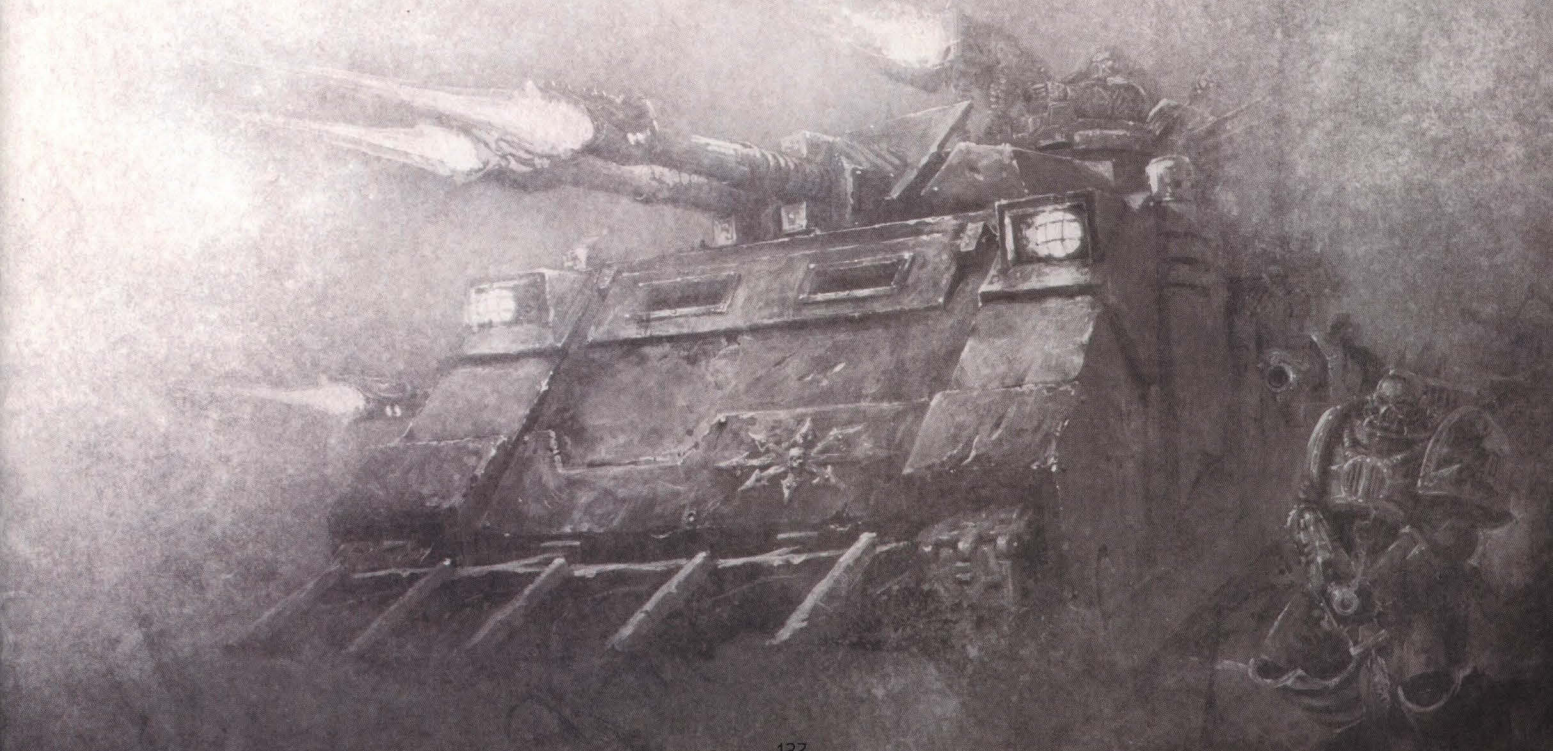
UNIT COMPOSITION

- **1 Chaos Predator Annihilator**

This model is equipped with: Predator twin lascannon; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, CHAOS, PREDATOR ANNIHILATOR**

FACTION KEYWORDS: **HERETIC ASTARTES**



CHAOS PREDATOR DESTRUCTOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



Many Predator Destructors of the Heretic Astartes are ancient war engines whose rapid-firing heavy weaponry has unleashed destruction on battlefields dating back to the Horus Heresy. The thudding of their explosive shells resounds like a death knell as they scythe apart squads of infantry and light vehicles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [RAPID FIRE 2]	48"	4	3+	9	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	6+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 lascannons
- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

Destructor: Each time a ranged attack made by this model targets an enemy **INFANTRY** unit, improve the Armour Penetration characteristic of that attack by 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Chaos Predator Destructor**

This model is equipped with: Predator autocannon; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, CHAOS, PREDATOR DESTRUCTOR**

FACTION KEYWORDS: **HERETIC ASTARTES**



CHAOS VINDICATOR

M	T	SV	W	LD	OC
9"	11	2+	11	6+	3



Vindicators are brutal siege tanks, capable of single-handedly pulverising trench networks along with their defenders. A Vindicator's demolisher cannon fires gigantic shells that can tear ragged holes in bastion walls, likened by its accompanying heretics to the crumbling faith of Loyalists.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Demolisher cannon [BLAST]	24"	D6+3	3+	14	-3	D6
Havoc launcher [BLAST]	48"	D6	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

Siege Shield: When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Chaos Vindicator**

This model is equipped with: demolisher cannon; armoured tracks.

KEYWORDS: **VEHICLE, SMOKE, CHAOS, VINDICATOR**

FACTION KEYWORDS: **HERETIC ASTARTES**



DEFILER

M	T	SV	W	LD	OC
8"	10	3+	14	6+	5

5+ INVULNERABLE SAVE



Towering creations that stomp across the battlefield on piston-driven legs, their clanking claws easily capable of cutting a Space Marine in half, Defilers are Daemon Engines possessed by abominable entities. Foes are not safe at a distance either, as Defilers' monstrous cannons and other heavy weapons can inflict a toll of carnage.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Defiler cannon [BLAST]	48"	D6+3	3+	10	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-1	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Defiler claws	Melee	5	3+	16	-3	D6+1
Defiler scourge [EXTRA ATTACKS]	Melee	3	3+	12	-1	2

WARGEAR OPTIONS

- This model's twin heavy flamer can be replaced with one of the following:
  - 1 Defiler scourge
  - 1 havoc launcher
- This model's reaper autocannon can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin lascannon
- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

Daemonforge: Once per Fight phase, one unit from your army with this ability can be targeted with the Counter-offensive Stratagem for 0CP, even if you have already targeted a different unit with that Stratagem this phase.

Scuttling Walker: Each time this model makes a Normal or Advance move, it can be moved over friendly **MONSTER** and **VEHICLE** models as if they were not there. This model can move over terrain features that are 4" or less in height as if they were not there.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

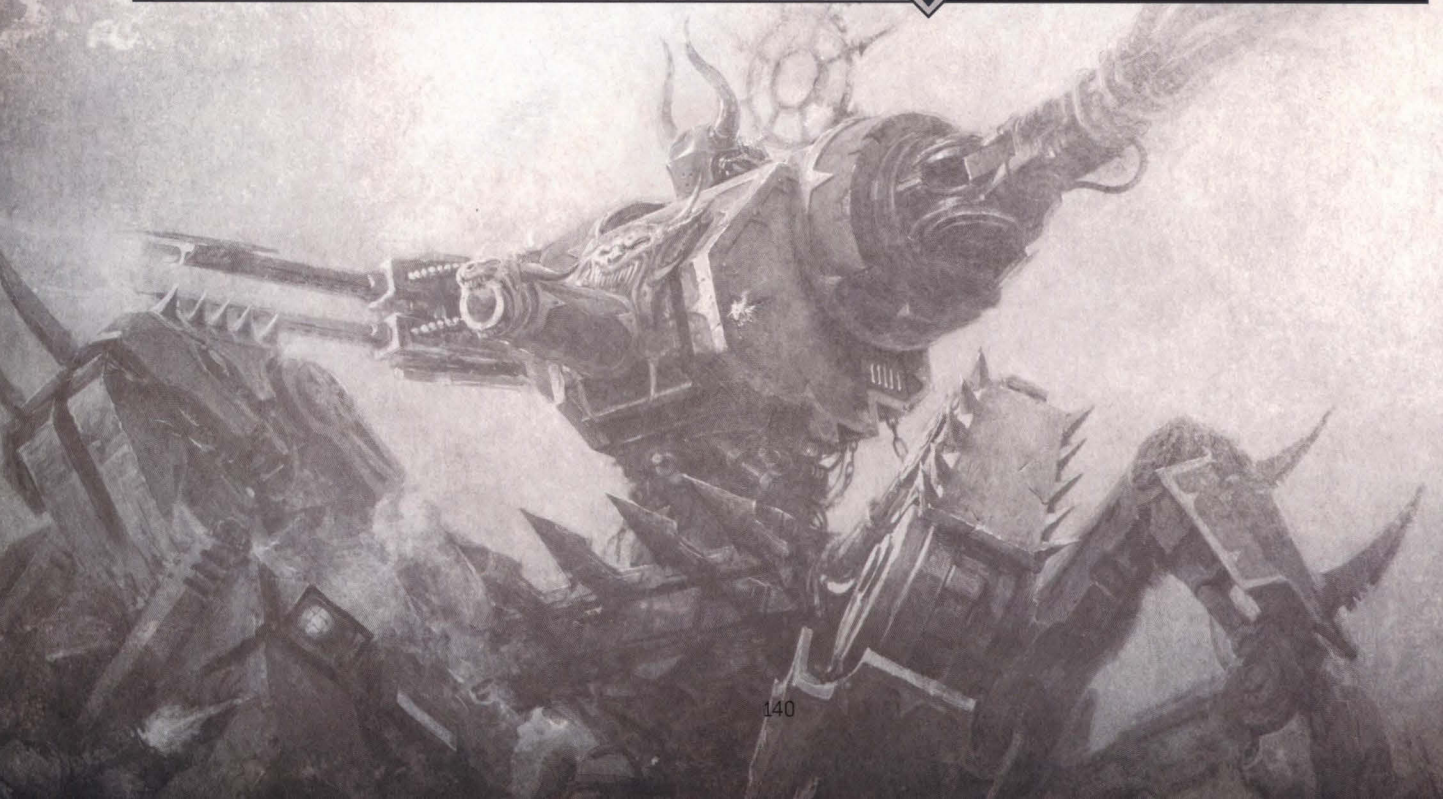
UNIT COMPOSITION

- **1 Defiler**

This model is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.

KEYWORDS: **VEHICLE, WALKER, SMOKE, CHAOS, DAEMON, DEFILER**

FACTION KEYWORDS: **HERETIC ASTARTES**



KHORNE LORD OF SKULLS

M	T	SV	W	LD	OC
8"	13	3+	24	6+	8

5+ INVULNERABLE SAVE



Lords of Skulls are insane, monolithic creations fuelled by boiling blood and dedicated to slaughtering in the name of Khorne. They plough through the enemy's ranks, crushing infantry beneath their tracks, hacking tanks into kindling with sweeps of their cleaver and hurling brazen projectiles or burning ichor at the survivors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Daemongore cannon [BLAST]	18"	D6	3+	14	-4	D6+2
Gorestorm cannon [BLAST]	24"	D6+3	3+	10	-2	3
Hades gatling cannon [SUSTAINED HITS 1]	48"	12	3+	8	-2	2
Ichor cannon [BLAST]	48"	2D6	3+	7	-2	2
Skullhurler	60"	2D6	3+	14	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Great cleaver of Khorne – strike	Melee	5	3+	16	-4	8
Great cleaver of Khorne – sweep	Melee	15	3+	8	-2	2

WARGEAR OPTIONS

- This model's gorestorm cannon can be replaced with one of the following:
  - 1 daemongore cannon
  - 1 ichor cannon
- This model's Hades gatling cannon can be replaced with 1 skullhurler.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Dark Pacts**

Plough Through the Enemy: In the Fight phase, after this model has finished making its attacks, if this model destroyed one or more enemy units this phase, each enemy unit within 6" of this model must take a Battle-shock test.

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Khorne Lord of Skulls**

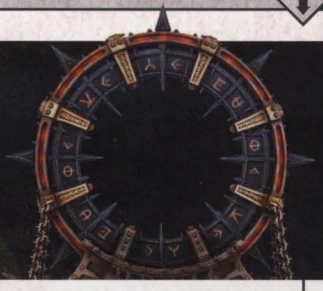
This model is equipped with: gorestorm cannon; Hades gatling cannon; great cleaver of Khorne.

KEYWORDS: **VEHICLE, TITANIC, TOWERING, CHAOS, KHORNE, DAEMON, LORD OF SKULLS**

FACTION KEYWORDS: **HERETIC ASTARTES**

NOCTILITH CROWN

M	T	SV	W	LD	OC
-	11	3+	14	6+	0



Wreathed in fluctuating, eldritch energies, Noctilith Crowns are ritual loci of empyric power. They draw in the raw energy of Chaos itself, forming nodal strongholds of the Dark Gods' influence that empower their fell servants and wrack their enemies with lashes of baleful warp magicks.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lashing warp energies	6"	8	4+	8	-1	2

UNIT COMPOSITION

- **1 Noctilith Crown**

This model is equipped with: lashing warp energies.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Dark Pacts**

Malevolent Locus (Aura): While a friendly **HERETIC ASTARTES** unit is within 9" of this **FORTIFICATION**, improve that unit's Leadership characteristic by 1.

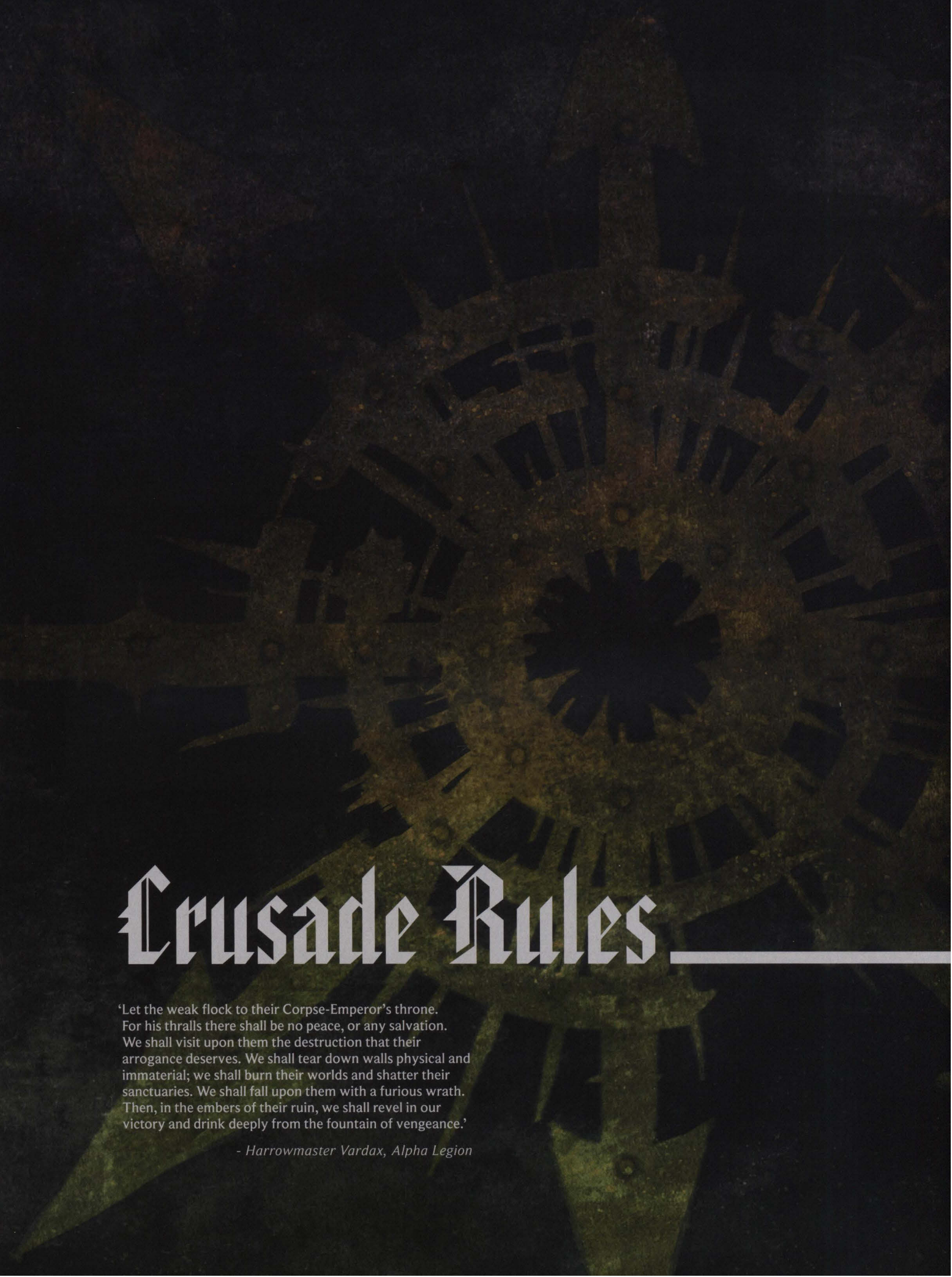
Malign Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol weapon, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: **FORTIFICATION, CHAOS, NOCTILITH CROWN**

FACTION KEYWORDS: **HERETIC ASTARTES**



Crusade Rules

'Let the weak flock to their Corpse-Emperor's throne. For his thralls there shall be no peace, or any salvation. We shall visit upon them the destruction that their arrogance deserves. We shall tear down walls physical and immaterial; we shall burn their worlds and shatter their sanctuaries. We shall fall upon them with a furious wrath. Then, in the embers of their ruin, we shall revel in our victory and drink deeply from the fountain of vengeance.'

- Harrowmaster Vardax, Alpha Legion



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to HERETIC ASTARTES units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

CHAOS WARBANDS

Your **HERETIC ASTARTES** forces are led by a **WARBAND CHAMPION**, allowing you to gain favour from the Dark Gods and seek personal glory for your army. By doing so, you gain access to unique rewards.

AGENDAS

HERETIC ASTARTES units can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's goals and their particular methods of waging war. In addition, this section also contains unique Glory Agendas, which give **HERETIC ASTARTES CHARACTERS** access to Daemon Weapons.

BATTLE TRAITS

As they gain experience, **HERETIC ASTARTES** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

REQUISITIONS

HERETIC ASTARTES armies have access to a number of bespoke Requisitions in addition to those found in other publications.

CHAOS BOONS

Unique Battle Honours for **HERETIC ASTARTES** units that run the risk of turning your powerful warriors into Chaos Spawn.

CRUSADE RELICS

In addition to the Crusade Relics presented in other Crusade publications, **HERETIC ASTARTES CHARACTER** models can claim one of the Crusade Relics found here.

DAEMON WEAPONS

In addition to bespoke Crusade Relics, **HERETIC ASTARTES CHARACTER** models can also gain Daemon Weapons – powerful artefacts that require risky endeavours to access.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once you have achieved one, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



CHAOS WARBANDS

While many warbands of Heretic Astartes have grown to rival entire Chapters of loyalist Space Marines in size, most began as a core of ruthless followers led by their powerful champion. Such individuals draw more and more warriors to their service as their influence expands, their dread reputation for destruction becoming more storied as their warband grows in notoriety and power.

To form a Chaos Warband, select one **HERETIC ASTARTES CHARACTER** model (excluding **EPIC HEROES**) from your Order of Battle to be your Warband Champion. That **CHARACTER** model gains the **WARBAND CHAMPION** keyword. In addition to gaining Experience points as you play through your Crusade battles, this model will gain Chaos points, which you must keep track of on its Crusade card.

When your **WARBAND CHAMPION** gains Chaos points, they can be spent to increase the glory of your Chaos Warband across three different Glory categories: Personal Glory, Dark God Glory and Warfleet Glory. Use the Chaos Warband Tracker on page 157 to log your warband's standing in these Glory categories. When you form a new Chaos Warband, all three of these Glory categories start at Level 4. The three Glory categories are described below.

PERSONAL GLORY

This category represents your **WARBAND CHAMPION**'s personal achievements and rewards earned in battle, as well as the level of dread repute they command amongst their rivals, foes and followers.

DARK GOD GLORY

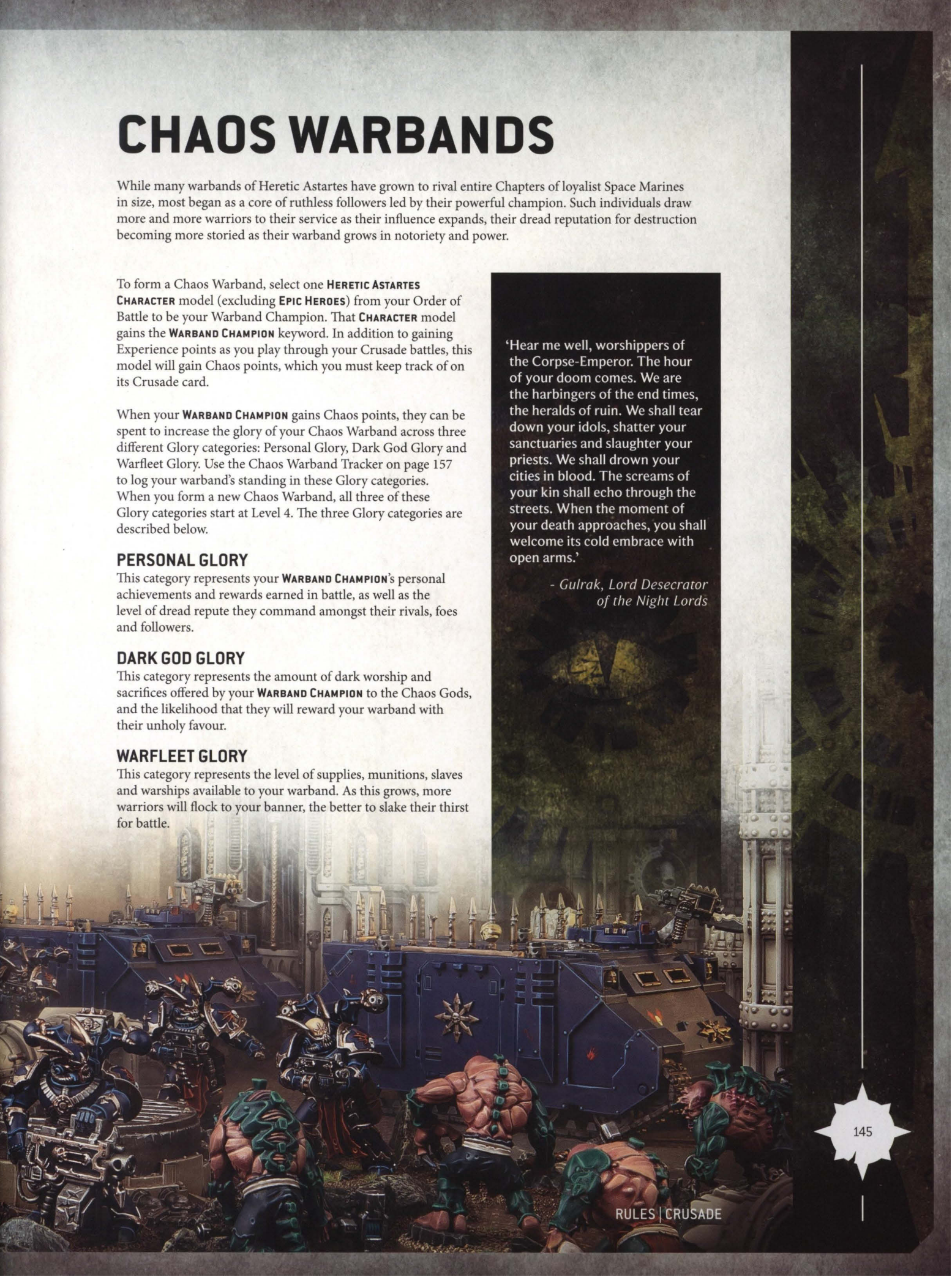
This category represents the amount of dark worship and sacrifices offered by your **WARBAND CHAMPION** to the Chaos Gods, and the likelihood that they will reward your warband with their unholy favour.

WARFLEET GLORY

This category represents the level of supplies, munitions, slaves and warships available to your warband. As this grows, more warriors will flock to your banner, the better to slake their thirst for battle.

'Hear me well, worshippers of the Corpse-Emperor. The hour of your doom comes. We are the harbingers of the end times, the heralds of ruin. We shall tear down your idols, shatter your sanctuaries and slaughter your priests. We shall drown your cities in blood. The screams of your kin shall echo through the streets. When the moment of your death approaches, you shall welcome its cold embrace with open arms.'

- Gulrak, Lord Desecrator of the Night Lords



GAINING CHAOS POINTS

To gain Chaos points, you must play a battle that includes your **WARBAND CHAMPION**. After that battle, in the Update Order of Battle step, your **WARBAND CHAMPION** gains a number of Chaos points depending on the result of that battle, as shown below.

CHAOS POINTS

RESULT	CHAOS POINTS GAINED
WIN	D3+3
DRAW	3
LOSS	D3

GAINING GLORY

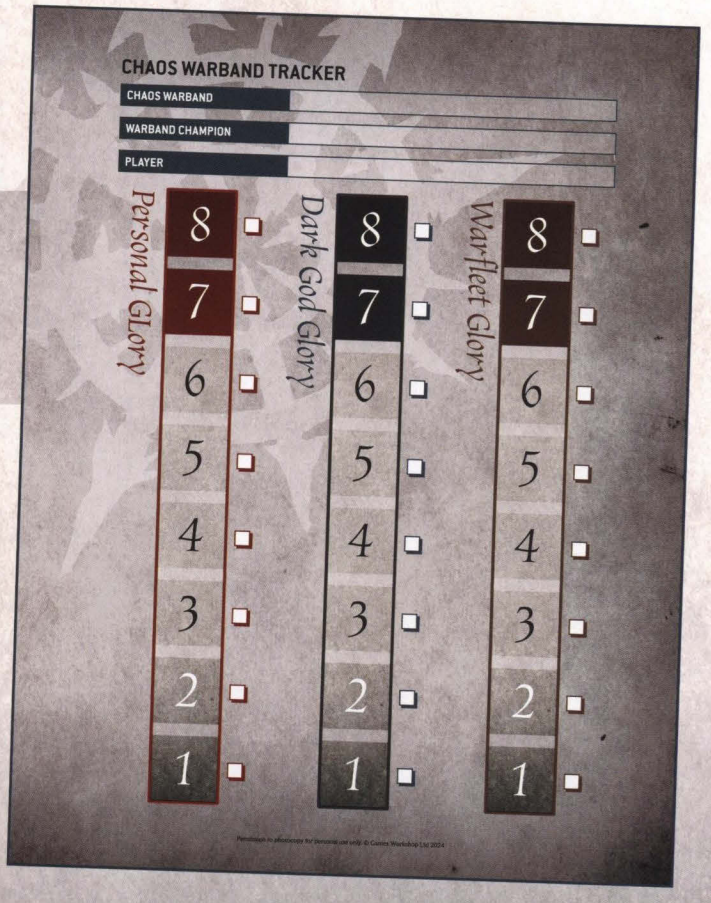
The easiest way to increase a particular Glory category is to spend your **WARBAND CHAMPION**'s Chaos points. To do so, after a battle, in the Update Order of Battle step, for each Chaos point you wish to spend, subtract 1 from the number of Chaos points on your **WARBAND CHAMPION**'s Crusade card (to a minimum of 0), then add 1 to the level of one Glory category on your Chaos Warband Tracker. You can also increase the levels of Glory categories by completing certain Chaos Space Marines Agendas.

While a Glory category is at Level 7 or 8, your warband is said to be Favoured in that Glory category, and that Glory category's Favoured Rewards apply to your Crusade force (see opposite). No individual Glory category can ever be raised above Level 8.

LOSING GLORY

After each battle, in the Update Order of Battle step, subtract 1 from the level of all Glory categories on your Chaos Warband Tracker. This is done before your **WARBAND CHAMPION** gains any Chaos points.

While a Glory category is at Level 1 or 2, your warband is said to be Forsaken in that Glory category, and that Glory category's Forsaken Punishments apply to your Crusade force (see opposite). No individual Glory category can ever be lowered below Level 1.



CHAOS WARBAND TRACKER

There is space at the top of the tracker for you to write down the name of your Chaos Warband and your **WARBAND CHAMPION**, as well as your own name.

FAVOURED REWARDS

PERSONAL GLORY

While your warband is Favoured in this Glory category, the following rewards apply:

Blessed Champion: After each battle, you can purchase one of the following Requisitions once, and when you do, reduce the cost by 1RP: Renowned Heroes, Ascension to Daemonhood.

Dark Destiny: After each battle, in the Update Crusade Cards step, if your **WARBAND CHAMPION** model destroyed one or more enemy units during that battle, roll one D6. On a 6, your **WARBAND CHAMPION** gains one Battle Honour of your choice, and change the Leadership characteristic of that model to 5+. Your **WARBAND CHAMPION** can gain a maximum of 3 Battle Honours using this Favoured Reward.

DARK GOD GLORY

While your warband is Favoured in this Glory category, the following rewards apply:

Worthy Offerings: After each battle, you can purchase one of the following Requisitions once, and when you do, reduce the cost by 1RP: Sacrifice to the Dark Gods, Mortal Empowerment.

Boon of Power: After each battle, in the Update Crusade Cards step, you can select one unit from your Crusade army that destroyed one or more enemy units during that battle, then roll one D6. On a 6, that unit gains one Chaos Boon (pg 153). If that unit is not a **CHARACTER** unit but it contains a Unit Champion, that Unit Champion gains that Chaos Boon, even though normally only **CHARACTER** units can gain Chaos Boons.

WARFLEET GLORY

While your warband is Favoured in this Glory category, the following rewards apply:

Feared and Respected: After each battle, you can purchase one of the following Requisitions once, and when you do, reduce the cost by 1RP: Increase Supply Limit, Legendary Veterans, Repair and Recuperate.

Unrivalled Raiders: After each battle, in the Update Crusade Cards step, you can select one unit from your Crusade army (excluding your **WARBAND CHAMPION**) that destroyed one or more enemy units during that battle, then roll one D6. On a 6, that unit gains one Battle Trait or Weapon Enhancement Battle Honour of your choice. No unit from your Crusade force can gain more than 1 Battle Honour using this Favoured Reward.

FORSAKEN PUNISHMENTS

PERSONAL GLORY

While your warband is Forsaken in this Glory category, the following punishments apply:

Failing Champion: The RP cost of the following Requisitions is increased by 1RP: Renowned Heroes, Ascension to Daemonhood.

Circling Rivals: After losing a battle, in the Update Crusade Cards step, roll one D6. On a 1, a rival declares a challenge – select one other **HERETIC ASTARTES CHARACTER** model from your Order of Battle (excluding **EPIC HEROES**) to be the rival (if there are no others, nothing happens). Then, roll one D6 for your **WARBAND CHAMPION** and one D6 for that selected **CHARACTER** – the model you roll highest for gains 3XP, and the other model is treated as having failed an Out of Action test.

DARK GOD GLORY

While your warband is Forsaken in this Glory category, the following punishments apply:

Forsaken Faith: The RP cost of the following Requisitions is increased by 1RP: Sacrifice to the Dark Gods, Mortal Empowerment.

Anger of the Gods: During each battle, each time a unit from your Crusade army makes a Dark Pact, subtract 1 from the resulting Leadership test, and if a unit from your Crusade army destroys one or more enemy units in a phase in which it made a Dark Pact, that unit gains 1XP.

WARFLEET GLORY

While your warband is Forsaken in this Glory category, the following punishments apply:

Fading Notoriety: The RP cost of the following Requisitions is increased by 1RP: Increase Supply Limit, Legendary Veterans, Repair and Recuperate.

Dwindling Supplies: After the battle, in the Update Order of Battle step, roll one D6: on a 1, reduce your Requisition points total by D3; on a 6, you gain 1RP.

AGENDAS

If your Crusade army includes any HERETIC ASTARTES units, you can select Agendas from those presented here.

CLAIM AND DESPOIL

Esoteric trophies, hallowed sanctums and forbidden knowledge harboured by the unworthy are not easily seized or defiled, but the greater the risk, the greater the potential reward.

If you selected this Agenda, after both sides have finished deploying, your opponent must set up three objective markers anywhere on the battlefield; these must be set up more than 9" away from each other, more than 6" away from all battlefield edges, and not within your opponent's deployment zone. Each of these objective markers represents a warband prize, but does not count as an objective marker for any rules purposes other than for this Agenda.

At the start of your Shooting phase, you can select one **HERETIC ASTARTES INFANTRY** or **HERETIC ASTARTES MOUNTED** unit from your Crusade army that is not Battle-shocked and is eligible to shoot. The selected unit must be within range of a warbrand prize objective marker and there must be no enemy units (excluding **AIRCRAFT**) within range of that objective marker. At the start of your next Command phase, if there are no enemy units within range of that objective marker, remove that objective marker from the battlefield; that unit now holds that warband prize.

At the end of the battle, if that unit is not destroyed, it gains 3XP, and if one or more units from your Crusade army that are holding a warband prize are wholly within your deployment zone, increase your Warfleet Glory level by 1.

BLASPHEMOUS RITUAL

With blood rituals, foul paraphernalia and unholy ceremonies are the fell powers of the warp drawn to a world.

At the start of the battle, select up to three **HERETIC ASTARTES INFANTRY** units from your Crusade army. Each time one of those units makes a Dark Pact, if the resulting Leadership test is passed, that unit gains 1XP (to a maximum of 3XP). If all of the selected units gain 3XP during the battle as a result of this Agenda, increase your Dark God Glory level by 1.

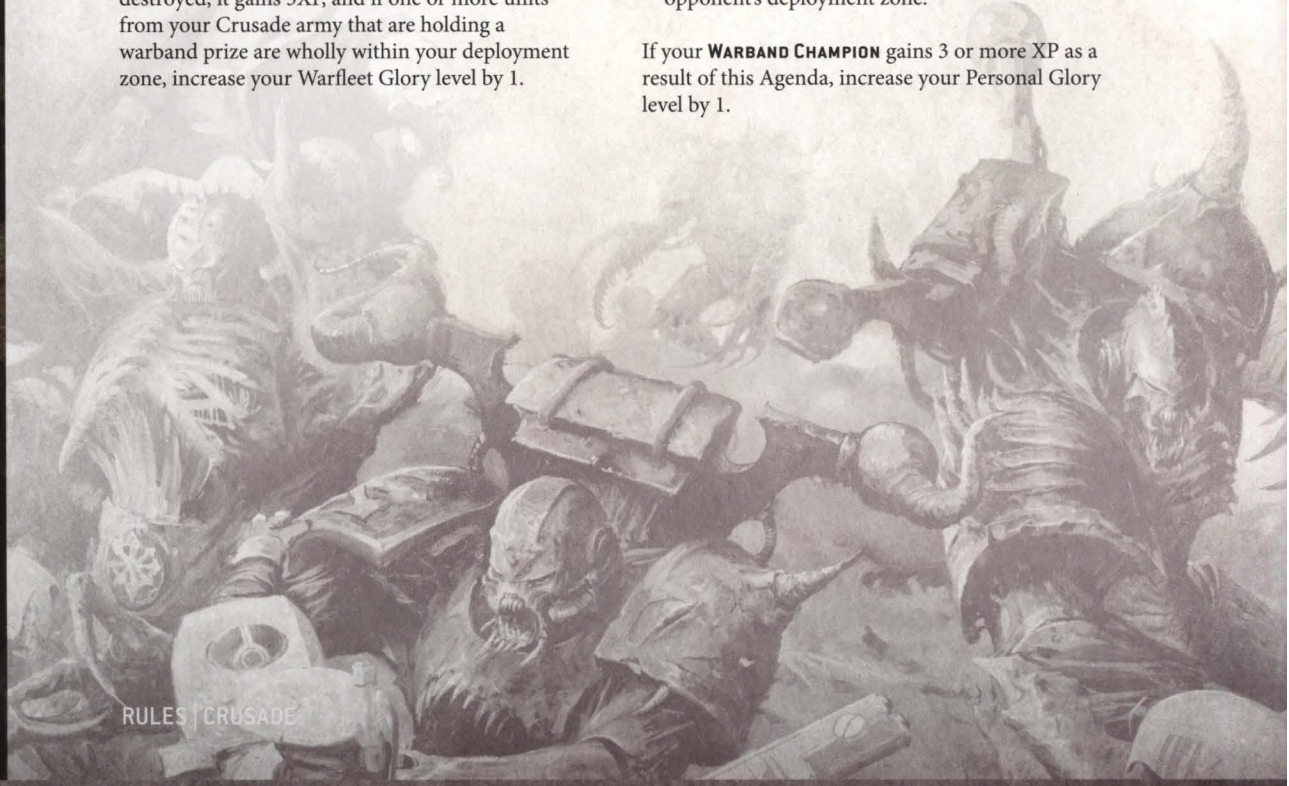
PATH TO GLORY

True power can only be seized through violence. The path to glory is paved in blood and gore.

At the end of the battle, your **WARBAND CHAMPION** model gains 1XP for each of the following that apply:

- That model destroyed one or more enemy **CHARACTER** models.
- That model destroyed the enemy **WARLORD** model.
- That model destroyed three or more enemy units.
- That model ended the battle wholly within your opponent's deployment zone.

If your **WARBAND CHAMPION** gains 3 or more XP as a result of this Agenda, increase your Personal Glory level by 1.



GLORY AGENDAS

You can select the following Glory Agendas while your warband is Favoured in the relevant Glory category. Each time you complete one of these Agendas, your **WARBAND CHAMPION** gains 5XP and is now eligible to gain a Daemon Weapon (pg 155). If you select one of these Agendas and fail to complete it, after the battle, in the Update Order of Battle step, subtract 3 from that Agenda's associated Glory category.

WARLORD'S GLORY

This cruel warrior seeks to dominate their foes in close combat and thereby prove their prowess as a lord of battle.

You can only select this Agenda if your warband is Favoured in the Personal Glory category. This Agenda is completed if your **WARBAND CHAMPION** model achieves two or more of the following:

- Destroys 12 or more **INFANTRY** models.
- Destroys two or more **CHARACTER** models.
- Ends the battle in control of an objective marker in your opponent's deployment zone.

GLORY OF THE GODS

This champion seeks to earn the favour of the Dark Gods with a combination of fell sorcery and horrifying violence.

You can only select this Agenda if your warband is Favoured in the Dark God Glory category. This Agenda is completed if your Crusade army achieves two or more of the following:

- Destroys six or more **MONSTER** or **VEHICLE** units in the Fight phase.
- Destroys five or more enemy models with Psychic Attacks.
- You win the battle.

GLORY OF CONQUEST

As a master commander and a strategic and tactical genius, this warrior seeks to carve out their own eternal dominion.

You can only select this Agenda if your warband is Favoured in the Warfleet Glory category. This Agenda is completed if your Crusade army completes two or more of the following:

- At the end of a battle round, you control one or more objective markers in your deployment zone, one or more in No Man's Land, and one or more in your opponent's deployment zone.
- At the end of the battle, three or more units from your Crusade army are wholly within your enemy's deployment zone.
- At the end of the battle, you control more objective markers than your opponent.



EMERYS VARRAN

The self-styled Apostle of Discordance, Emerys Varran is - for a trusted lieutenant of Abaddon - unusually zealous in his veneration of the Dark Gods. Lord Varran is always accompanied by four Dark Apostles, each of whom claim to bring the blessings of a different entity within the pantheon of Chaos. Despite his pious nature, Varran's true allegiance still lies to the Black Legion and he remains one of Abaddon's few trusted confidants. Lord Varran holds a particularly violent hatred for the Adepta Sororitas, having lost his left eye to the lash of a neural whip during the Siege of Dharrovar. Abaddon has recently despatched Varran to aid Haarken Worldclaimer in his attempts to seize control of the Nachmund Gauntlet.

Varran's warband, the Vehement Chorus, have become a scourge upon the planet Vigilus, rampaging through hivesprawl after hivesprawl as they prime the besieged world for conquest.

BATTLE TRAITS

When a HERETIC ASTARTES unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

'The favour of the Dark Gods is earned in pain, blood and death. I may bear a thousand scars for my service, but within the depths of my soul I feel a roiling well of power begging to be released. At my command does the ruinous power of the warp engulf my enemies. Infamy and immortality beckon. If the price is my mortal soul, then it is a cost I shall gladly bear. I must not waver from my path, for should I stray or show weakness, damnation awaits.'

- Ka'lak Shrane, Chaos Sorcerer

WARPSMITH AND LORD DISCORDANT MODELS — D6

RITES OF REFORGING

With forbidden knowledge can the direst damage be undone.

At the end of the battle, if this model was part of your Crusade army and is not destroyed, you can ignore one failed Out of Action test taken for a **HERETIC ASTARTES VEHICLE** unit from your Crusade army – that test is passed instead.

MACHINE LORD

This tech-tyrant's mind has aligned so closely with their corrupted engines that they dominate them through sheer will.

While a friendly **HERETIC ASTARTES VEHICLE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Wound roll of 1.



INFANTRY UNITS D6

Excluding **CHARACTERS** and **DAMNED** units

DESPOILERS WITHOUT MERCY

These unsparing killers unerringly aim their shots, sensing their prey's fear and ensuring maximum murderous efficacy.

Improve the Ballistic Skill of ranged weapons equipped by models in this unit by 1.

DESTINED FOR GLORY

These warriors are on a rapid rise to power and greatness, a trajectory that also risks death – or worse.

Each time this unit is Marked for Greatness, it gains 3 additional XP.

TRUSTED HOUNDS

Bound with an unholy soul-tether to the mighty, these warriors serve their master's unspoken commands as loyal hunters.

While a **HERETIC ASTARTES CHARACTER** is leading this unit, add 1 to the Objective Control characteristic of models in this unit.

HATE-FUELLED BUTCHERS

Decried by some as blood-mad slaughterers, these warriors practise a precise and efficient reaping of souls.

Improve the Weapon Skill of melee weapons equipped by models in this unit by 1.

UNHOLY PATRONAGE

This squad's most powerful warrior heeds whispers on the edge of hearing, guiding their victories as they swell with power.

Select one model in this unit (if this unit has a Unit Champion, you must select that model). Add 1 to the Attacks characteristic of that model's melee weapons and add 1 to that model's Wounds characteristic.

BITTER TO THE BONE

These jaded veterans draw strength from their hatred. Every foe who fails to kill them justifies their arrogant superiority.

At the end of the battle, if this unit is not destroyed, it gains 1 additional XP.

DAMNED UNITS D6

DEVOTED SLAVES

These Cultists have attracted the attention of their genetically augmented master and are factored into his battle plans as more than mere fodder.

While a **HERETIC ASTARTES CHARACTER** is leading this unit, each time a model in this unit makes an attack, re-roll a Wound roll of 1.

VESSELS OF THE TRUE FAITH

Whether fanatically fixated on their own ascent to power or mere gibbering wrecks with no capacity for fear, none will sway the devoted from their path.

Once per battle, you can target this unit with the Insane Bravery Stratagem for 0CP.

FAVOURED SERVANTS

These thralls have had their instincts and skills honed by their patron Heretic Astartes, that they may prove more useful tools while remaining entirely expendable.

Improve the Ballistic Skill of this unit's ranged weapons by 1, and improve the Weapon Skill of this unit's melee weapons by 1.

VEHICLE MODELS D6

SPIRIT OF DAMNATION

The animus of this war engine is saturated with warp power.

At the end of your Command phase, this model regains 1 lost wound.

WARP-FUELLED DESTRUCTION

The sorcerous furnace at the vehicle's heart contains a tiny warp fissure whose unbridled power fuels its vicious attacks.

Once per battle, you can target this model with the Tank Shock Stratagem for 0CP.

LIVING HULL

This war engine's armour ripples and heaves like the hide of a living creature, hardening into thick scales or writhing fibres.

Add 2 to this model's Wounds characteristic.

REQUISITIONS

If your Crusade army includes any HERETIC ASTARTES units, you can spend Requisition points (RP) on any of the following Requisitions.

A FITTING TRIBUTE 2RP

Murder, corruption, torment and debasement – there are infinite ways in which the deeds of mortals can ennoble them in mantles of dark glory.

Purchase this Requisition at any time. Your **WARBAND CHAMPION** gains 1 Chaos point. You can only spend this Chaos point on a Glory category that is at Level 5 or lower.

ASCENSION TO DAEMONHOOD 2RP

The ultimate prize for mortal warriors is to ascend into the immortal ranks of a Chaos Gods' daemonic legions. Yet for all this power, such beings are more a pawn of their god than ever, irrevocably enslaved to the will of their master.

Purchase this Requisition when one of the following units from your Crusade force (excluding **DAEMON** units) reaches Heroic or Legendary rank:

- A **HERETIC ASTARTES CHARACTER** that has three Chaos Boons.
- Your **WARBAND CHAMPION**, if your warband is Favoured in the Personal Glory category.

Remove that unit from your Order of Battle and replace it with one **HERETIC ASTARTES DAEMON PRINCE** or **HERETIC ASTARTES DAEMON PRINCE WITH WINGS**.

- If the unit being replaced was your **WARBAND CHAMPION**, the new unit is now your **WARBAND CHAMPION**.
- The new unit starts with the same number of Experience points as the one it replaced.
- If the unit being replaced had an Enhancement, Chaos Boon, or similar upgrades (including any campaign-specific upgrades), the new unit retains all such upgrades it is eligible to have, without spending any additional Requisition points.
- The new unit can retain any eligible Battle Honours, or you can replace them with any others it is eligible for. Any Battle Scars the replaced unit had are not retained.

You cannot purchase this Requisition if doing so would cause you to exceed your Crusade force's Supply Limit.

MORTAL EMPOWERMENT 1RP

Even the lowliest of mortals may earn the favour of the Dark Gods, should they pay an appropriate tithe in blood and souls, not least their own.

Purchase this Requisition after a battle in which a **DAMNED** unit from your Crusade army destroyed one or more enemy units. That unit can gain one Chaos Boon (but cannot have more than one).

SACRIFICE TO THE DARK GODS 3RP

The cruel champions of the Heretic Astartes will gladly sacrifice their supposed allies to improve their station in the eyes of the Ruinous Powers.

Purchase this Requisition when a **HERETIC ASTARTES** unit from your Crusade force reaches Heroic or Legendary rank. Remove that unit from your Order of Battle and halve its current XP total. You can then divide that remaining XP total amongst **HERETIC ASTARTES CHARACTER** units from your Order of Battle as you see fit.

FATE WORSE THAN DEATH 1RP

The Path to Glory promises immortality, yet for most, ends in death or, for the least fortunate, a hideous transformation into a gibbering Chaos Spawn.

Purchase this Requisition when a **HERETIC ASTARTES** unit from your Crusade force would be removed from your Order of Battle due to receiving a Battle Scar. Instead, that unit suffers Spawndom (see opposite).

CHAOS BOONS

Chaos Boons are a type of Battle Honour that can be given to **HERETIC ASTARTES CHARACTER** models. Each time a **HERETIC ASTARTES CHARACTER** model from your army would gain a Battle Honour, you can instead choose for it to gain a Chaos Boon. **DAEMON** models cannot gain Chaos Boons, and no model from your Crusade force can have more than three Chaos Boons.

Each time a model gains a Chaos Boon, roll a D33 to randomly determine one from the table on the right. To do so, roll two D3 one after the other: the first result determines your 'tens' and the second your 'units'. For example, if you roll two D3 and the first result is a 2 and the second is a 1, the D33 result is 21.

A model can have more than one Chaos Boon, but if you roll a result that duplicates a Chaos Boon a model already has, that model's unit suffers Spawndom (see below). As with any Battle Honour, make a note on a model's Crusade card when it gains a Chaos Boon, and increase its Crusade points by 1.

SPAWNDOM

To court the gaze of the Chaos Gods is to risk their capricious whims. Many powerful champions have disappeared beneath an overabundance of gifts, ending their Path to Glory as mindless aberrations of insane mutation.

If a unit from your Order of Battle suffers Spawndom, remove that unit from your Order of Battle, then add a new **CHAOS SPAWN** unit to your Order of Battle. The new unit starts with the same number of Experience points as the unit it replaced, and gains the appropriate number of Battle Honours for its rank. If adding this unit would cause your Crusade points total to exceed your Crusade force's Supply Limit, you must first increase your Supply Limit.

CHAOS BOONS	D33
Unholy Speed: Add 1 to Advance and Charge rolls made for this model's unit.	11
Mutant Form: Add 1 to this model's Wounds characteristic.	12
Massive Fangs: Melee weapons equipped by this model have the **[LANCE]** ability.	13
Scorpion Tail: Add 1 to the Attacks characteristic of melee weapons equipped by this model.	21
Daemonic Flesh: Add 1 to this model's Toughness characteristic.	22
Warp Stalker: You can re-roll Advance and Charge rolls made for this model's unit.	23
Iron-hard Talons: Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.	31
Dark Blessing: Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.	32
Eightfold Eyes: Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.	33

CRUSADE RELICS

When a HERETIC ASTARTES CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

MAELSTROM KEY

This strangely proportioned and weighted device, a complex tool of impossibly intersecting and shifting needles, is somehow able to unlock a safe portal through even the wildest warp storm, enabling the wielder to step into reality from thin air.

Models in the bearer's unit have the Deep Strike ability.

SIGIL OF THE SHADOWLORD

This rune-bound icon hangs from the neck on chains of black iron. The glossy orb at its centre is said to be the eye of the Shadowlord, its unblinking stare able to repulse the deadliest attacks.

CULT DEMAGOGUE model only.

- Models in the bearer's unit have a 4+ invulnerable save.
- Add 1 to the Objective Control characteristic of models in the bearer's unit.

MANTLE OF TRAITORS

Through betrayal, the Mantle of Traitors exchanged hands countless times; with each new bearer, worse atrocities are committed, leaving treachery itself the victor.

INFANTRY model only. Each time the bearer makes a melee attack, you can re-roll the Hit roll. If the target of that attack is Below Half-strength, you can re-roll the Wound roll as well.

ANTIQUITY RELICS

SLAUGHTERER'S HELM

Forged from warp-brass and anointed in the blood of a hundred slain champions, this helm fortifies the wearer and subsumes their entire being with the need to tear their foes apart in acts of extreme bloodshed.

INFANTRY model only.

- Add 1 to the bearer's Toughness and Wounds characteristics.
- Add 2 to the Strength and Attacks characteristics of melee weapons equipped by the bearer.
- The bearer's unit cannot make Fall Back moves.

BOOK OF FATE

The words on the pages of this book are constantly appearing, changing and overwriting themselves. Any who can read them without going insane will wield knowledge itself as a weapon.

INFANTRY PSYKER model only.

- Each time the bearer makes an attack with a Psychic weapon, add 1 to the Wound roll.
- Improve the Armour Penetration and Damage characteristics of Psychic weapons equipped by the bearer by 1.

GURGLING DOOM

This living bile seeps from the carrier's pores, coating their weapons in fuming pus. Those inhaling its vapours have only seconds to live before they keel over, gurgling viscous phlegm.

At the start of the Fight phase, select one enemy unit within Engagement Range of the bearer and roll one D6: on a 2+, that unit suffers D3 mortal wounds and, at the end of the battle, that unit must take an Out of Action test even if it was not destroyed (if it was destroyed, subtract 2 from its Out of Action test).

FLAWLESS CLOAK

The wearer of this shimmering cloak appears as the embodiment of perfection, their unmarred glory and graceful agility displayed for all to witness.

Once per battle, at the start of the Fight phase, the bearer can use this ability. If it does, until the end of the phase, the bearer's unit has the Fights First ability.

LEGENDARY RELICS

THE MURDER BLADE

So deadly are the wounds from this blade that some believe it was actually forged using a shard of the Anathame - the weapon suspected to have laid low Warmaster Horus within the swamps of Davin's moon and corrupted his soul. The blade is undoubtedly of eldritch provenance, for with a sacrificial ritual it can become the bane of a certain foe above all others.

The bearer is equipped with the following melee weapon:

MELEE WEAPON	RANGE	A	WS	S	AP	D
The Murder Blade	Melee	6	2+	8	-2	3
[ANTI-CHARACTER 3+, PRECISION]						

DAEMON WEAPONS

Daemon Weapons are a unique kind of Crusade Relic that can only be accessed by completing a Glory Agenda (pg 149). Each **CHARACTER** model from your Crusade force can only have one Daemon Weapon.

The bearer of a Daemon Weapon gains the following ability:

Daemon Weapon: In the Fight phase, if this model's unit makes a Dark Pact and fails the resulting Leadership test, until the end of the phase, melee weapons equipped by this model have the **[HAZARDOUS]** ability.

Designer's Note: *Each Daemon Weapon confers the relevant Chaos God's keyword on the bearer. If you are using the Pactbound Zealots Detachment, when resolving the Marks of Chaos rule to select a keyword for a unit that has a Daemon Weapon, you must select the same keyword that is conferred by that Daemon Weapon.*

ZAALL, THE WRATHFUL

Only Khorne's most incensed warriors can wield a weapon inhabited by the daemon known as Zaall. Bondage within such a weapon gives a purpose to the being's endless fury; its anger ebbs and flows like a tide of gore, synchronised with the wielder's wrath.

The bearer gains the **KHORNE** keyword. In the Fight phase, if the bearer's unit makes a Dark Pact, until the end of the phase, add 3 to the Strength characteristic of melee weapons equipped by the bearer and add 1 to the Damage characteristic of melee weapons equipped by the bearer.

Q'O'AK, THE BOUNDLESS

It is claimed that Q'oak drew Tzeentch's ire for tinkering with the plans of his master's Lords of Change, and thus was bound within this weapon to stop its tireless meddling. Yet when the weapon clashes with the blades of the bearer's enemies, a new victim falls foul of Q'oak's temporal tampering. How Q'oak can traverse time while bound within its prison is unknown, but for each soul Q'oak pulls from the path of fate, a fresh plume materialises from the weapon's hilt.

The bearer gains the **TZEENTCH** keyword. In the Fight phase, if the bearer's unit makes a Dark Pact, until the end of the phase, each time the bearer makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

G'HOLL'AX, THE DECAYED

The very essence of pestilence exudes from the extremities of this malign artefact. Said to have been gifted by the Lord of Decay himself, the mortal that bears this symbolic weapon is a herald of contagion and physical proof that none can resist the inescapable touch of decay.

The bearer gains the **NURGLE** keyword. In the Fight phase, if the bearer's unit makes a Dark Pact, until the end of the phase, melee weapons equipped by the bearer have the **[ANTI-INFANTRY 3+]** ability.

THAA'RIS AND RHI'OL, THE RAPACIOUS

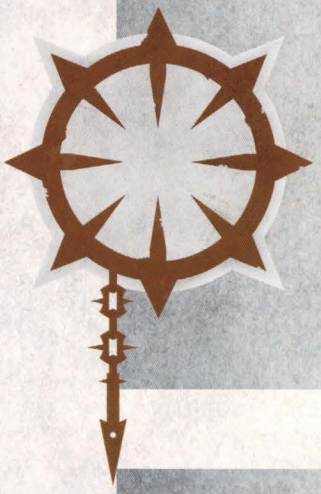
Thaa'ris and Rhi'ol were two rival daemons who, it is said, endlessly performed at the court of a great Daemon Prince. They drew their patron's displeasure when their competitive rivalry became the prime focus of their performances, neglecting the court and its lord. Thus they were and have since been bound together within many weapons, sometimes within paired dancing blades, at other times bound into a single vessel, their distinct personalities expressed upon different facets of the same cursed weapon.

The bearer gains the **SLAANESH** keyword. In the Fight phase, if the bearer's unit makes a Dark Pact, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by the bearer and those weapons gain the **[LANCE]** ability.



CRUSADE BADGES

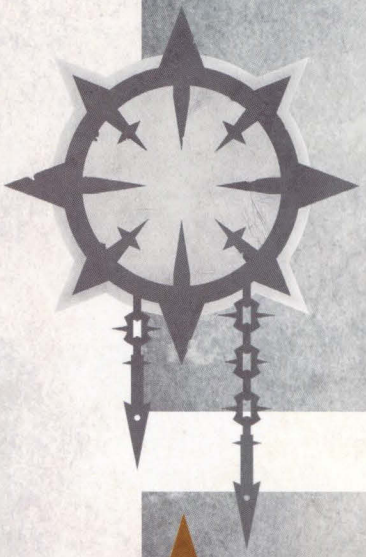
When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



INFERNAL WARRIOR

You have led your warband to devastating victory after ritual slaughter. The eyes of the Ruinous Powers have fallen upon you and you have taken your first steps upon the long and treacherous Path to Glory. Renegades, Traitors and Daemon Engines rally to your cause, swelling your ranks with infernal might. Yet you remain unsatisfied. Still there is glory to be earned and you look upon a galaxy ripe for conquest.

- Your Chaos Warband is Favoured in one or more categories of glory.
- You have won two or more battles.



CHAMPION OF CHAOS

You and your vengeful warriors have carved a swathe of destruction across the stars. Your warband's coffers swell with plunder and your cruel soldiery swell with daemonic power. With each new act of desecration do you take a step towards immortality – or damnation. Across entire sub-sectors your name is spoken in hushed whispers as word of your dread deeds spreads from populace to populace.

- Your Chaos Warband has become Favoured in two or more categories of glory (this does not have to be at the same time).
- You have won six or more battles.
- Two or more **HERETIC ASTARTES** units have Chaos Boons.



CHOSEN OF THE DARK GODS

At the head of your warband you have carved a swathe of destruction across the galaxy. You are a warrior and commander beyond compare. You have enacted vengeance upon your most hated foes and their skulls now adorn your warband's armour. The Ruinous Powers have bestowed upon you myriad gifts and proclaimed you a legendary champion of their cause. Soon the galaxy shall cower beneath your iron fist.

- Your Chaos Warband has become favoured in all three categories of glory (this does not have to be at the same time).
- You have won 10 or more battles.
- You have successfully completed a Glory Agenda.
- Your **WARBAND CHAMPION** has reached Legendary rank.

CHAOS WARBAND TRACKER

CHAOS WARBAND	
WARBAND CHAMPION	
PLAYER	



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POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Abaddon the Despoiler
1 model ..... 280 pts

Accursed Cultists
8 models ..... 100 pts
16 models ..... 200 pts

Chaos Bikers
3 models ..... 95 pts
6 models ..... 190 pts

Chaos Land Raider
1 model ..... 255 pts

Chaos Lord
1 model ..... 75 pts

Chaos Lord in Terminator Armour
1 model ..... 100 pts

Chaos Lord with Jump Pack
1 model ..... 110 pts

Chaos Predator Annihilator
1 model ..... 135 pts

Chaos Predator Destructor
1 model ..... 135 pts

Chaos Rhino
1 model ..... 85 pts

Chaos Spawn
1 model ..... 85 pts

Chaos Terminator Squad
5 models ..... 195 pts
10 models ..... 390 pts

Chaos Vindicator
1 model ..... 205 pts

Chosen
5 models ..... 115 pts
10 models ..... 230 pts

Cultist Firebrand
1 model ..... 60 pts

Cultist Mob
10 models ..... 50 pts
20 models ..... 100 pts

Cypher
1 model ..... 120 pts

Dark Apostle
3 models ..... 85 pts

Dark Commune
5 models ..... 55 pts

Defiler
1 model ..... 235 pts

Fabius Bile
2 models ..... 100 pts

Fellgor Beastmen
10 models ..... 85 pts

Forgefiend
1 model ..... 165 pts

Haarken Worldclaimer
1 model ..... 120 pts

Havocs
5 models ..... 135 pts

Helbrute
1 model ..... 160 pts

Heldrake
1 model ..... 205 pts

Heretic Astartes Daemon Prince
1 model ..... 180 pts

Heretic Astartes Daemon Prince with Wings
1 model ..... 200 pts

Huron Blackheart
1 model ..... 85 pts

Khorne Lord of Skulls
1 model ..... 480 pts

Legionaries
5 models ..... 100 pts
10 models ..... 200 pts

Lord Discordant on Helstalker
1 model ..... 215 pts

Master of Executions
1 model ..... 80 pts

Master of Possession
1 model ..... 70 pts

Maulerfiend
1 model ..... 150 pts

Noctilith Crown
1 model ..... 120 pts

Obliterators
2 models ..... 180 pts

Possessed
5 models ..... 145 pts
10 models ..... 290 pts

Raptors
5 models ..... 95 pts
10 models ..... 190 pts

Sorcerer
1 model ..... 60 pts

Sorcerer in Terminator Armour
1 model ..... 90 pts

Traitor Enforcer
2 models ..... 65 pts

Traitor Guardsmen Squad
10 models ..... 70 pts

Vashtorr the Arkifane
1 model ..... 230 pts

Venomcrawler
1 model ..... 140 pts

Warp Talons
5 models ..... 130 pts
10 models ..... 260 pts

Warpsmith
1 model ..... 70 pts



In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To see the latest points values for your army, scan this QR code or check the Warhammer 40,000 app.

DETACHMENT ENHANCEMENTS

Chaos Cult	
Amulet of Tainted Vigour	20 pts
Cultist's Brand	20 pts
Incendiary Goad	15 pts
Warped Foresight	10 pts

Deceptors	
Cursed Fang	10 pts
Falsehood	10 pts
Shroud of Obfuscation	15 pts
Soul Link	5 pts

Dread Talons	
Eater of Dread	15 pts
Night's Shroud	20 pts
Warp-fuelled Thrusters	20 pts
Willbreaker	10 pts

Fellhammer Siege-host	
Bastion Plate	10 pts
Iron Artifice	10 pts
Ironbound Enmity	15 pts
Warp Tracer	20 pts

Pactbound Zealots	
Eye of Tzeentch	15 pts
Intoxicating Elixir	15 pts
Orbs of Unlife	15 pts
Talisman of Burning Blood	15 pts

Renegade Raiders	
Despot's Claim	15 pts
Dread Reaver	15 pts
Mark of the Hound	25 pts
Tyrant's Lash	20 pts

Soulforged Warpack	
Forge's Blessing	20 pts
Invigorated Mechatendrils	15 pts
Tempting Addendum	25 pts
Soul Harvester	15 pts

Veterans of the Long War	
Eager for Vengeance	20 pts
Eye of Abaddon	15 pts
Mark of Legend	10 pts
Warmaster's Gift	15 pts



CHAOS SPACE MARINES NAME GENERATOR

If you wish to create a name for one of your Heretic Astartes, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.



FIRST NAME	D66
Zekyr	11
Sorvram	12
Drekva	13
Ashrok	14
Thallos	15
Azmodial	16
Kyphax	21
Inigo	22
Sheed	23
Jaego	24
Omigor	25
Armilus	26
Khargos	31
Drakh	32
Ashkal	33
Sorkhos	34
Aggravax	35
Gharrax	36
Antinius	41
Teloss	42
Lycon	43
Xiander	44
Abdelis	45
Julianus	46
Atresh	51
Bathusa	52
Verok	53
Qarad	54
Kor	55
Tarem	56
Ferrox	61
Broug	62
Detrus	63
Navir	64
Reskil	65
Vastiani	66

LAST NAME	D66
Arkimand	11
Orakar	12
Daemonsblade	13
Naxos	14
Nul	15
the Mad	16
the Vengeful	21
Slaughterborn	22
the Graceful	23
Thest	24
Atonian	25
the Unblemished	26
the Hound	31
the Reaper	32
Skullfiend	33
Vastorius	34
Kanasiar	35
Xesugal	36
of the Ceaseless Torment	41
Dronn	42
Shieldspine	43
Foebreaker	44
Carrow	45
Baraskon	46
Tchur	51
Gorlem	52
Mairon	53
the Warpcutter	54
the Fell	55
Skyre	56
Karzon	61
Bladescar	62
Argathi	63
Miniska	64
Blacksoul	65
Dreadscar	66





Chaos Space Marines are genetically augmented transhumans who seek only to conquer, slaughter and despoil. These heretics go to war equipped with corrupted versions of the weapons and armour they once wielded as loyal warriors of the Imperium. Clad in baroque power armour bedecked in macabre trophies and infernal iconography, Chaos Space Marines do battle alongside growling battle tanks, monstrous Daemon Engines and thronging masses of cultist thralls. Some are possessed by daemonic entities, others bear Chaos-tainted artefacts or wield warp sorcery. All Chaos Space Marines pursue their Long War with pitiless brutality, slaughtering any who stand in their path in an ever-escalating campaign of vengeance, conquest and apocalyptic violence.

INSIDE YOU WILL FIND:

- The blood-drenched history of the Chaos Space Marines, along with the gory details of the bitter crusades of vengeance these champions of darkness wage against the galaxy.
- All the rules you will need to assemble your collection of Chaos Space Marines Citadel miniatures into a brutal and aggressive tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- An impressive showcase of expertly painted Citadel miniatures that displays the Chaos Space Marines army in all its macabre glory, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

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