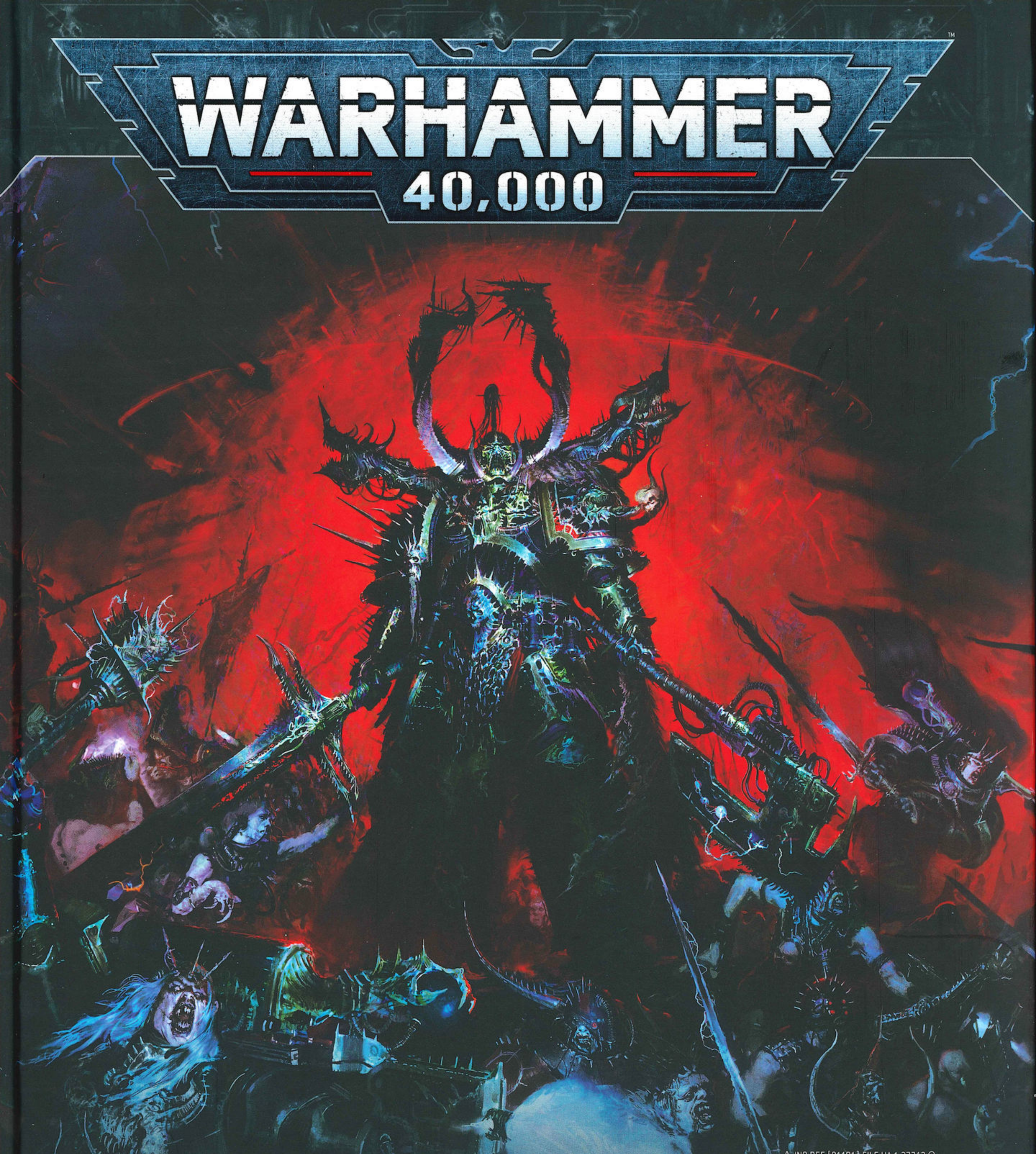
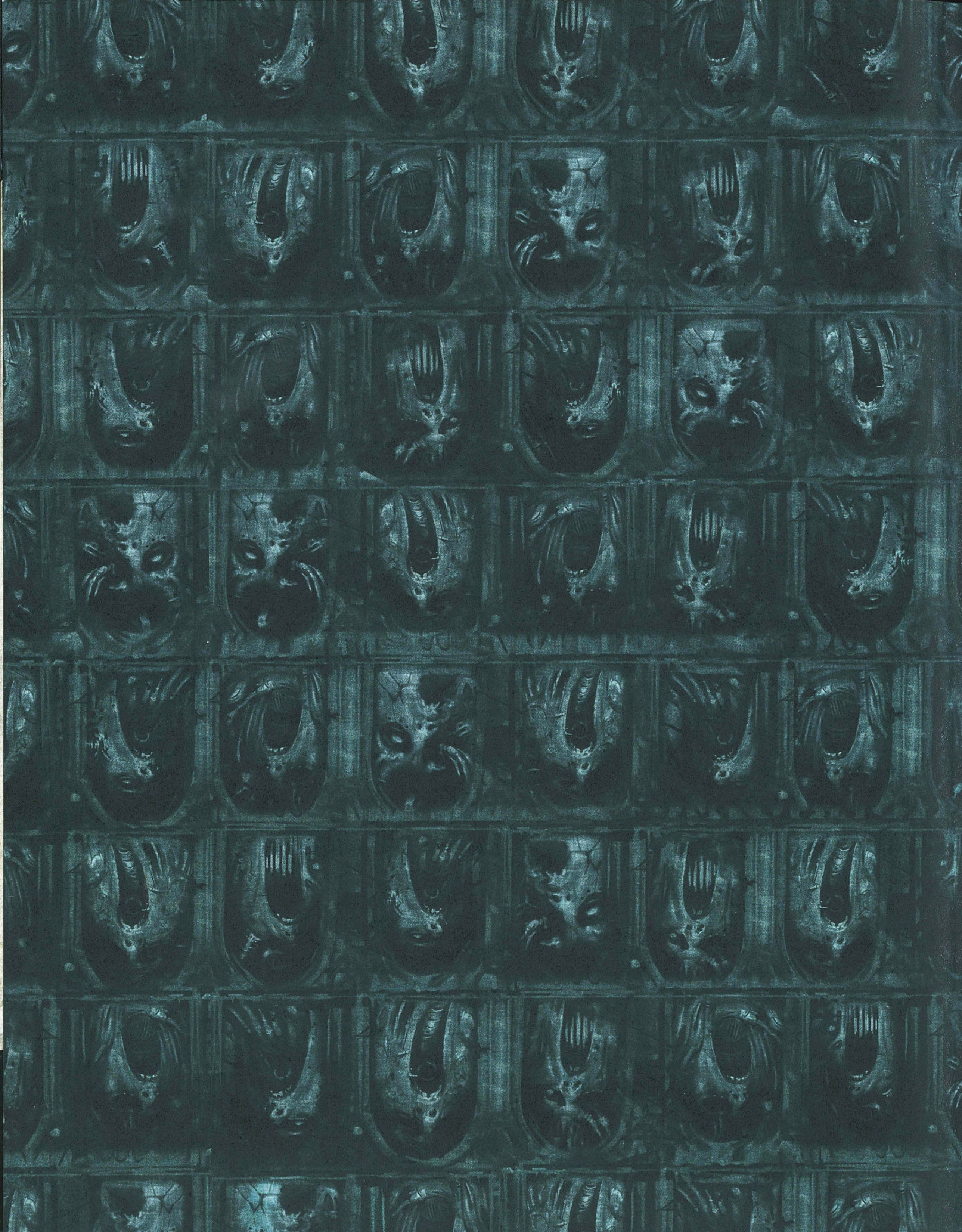
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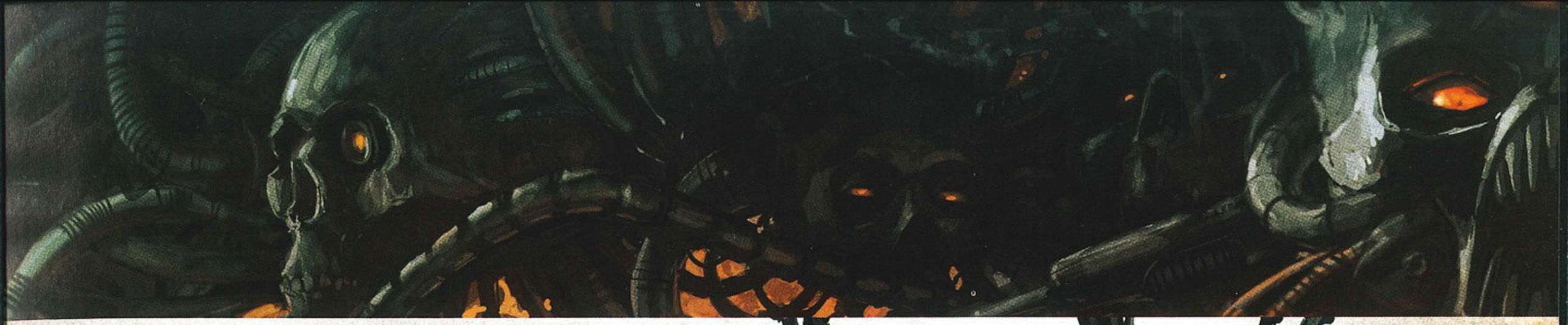


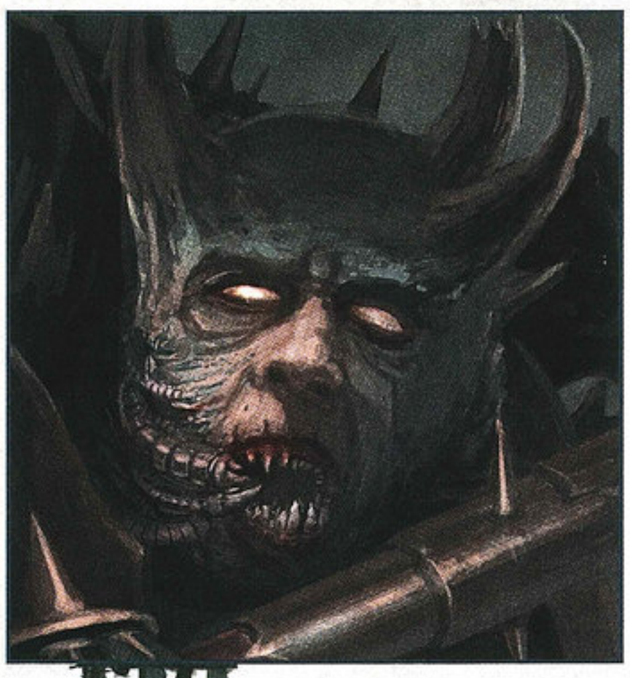
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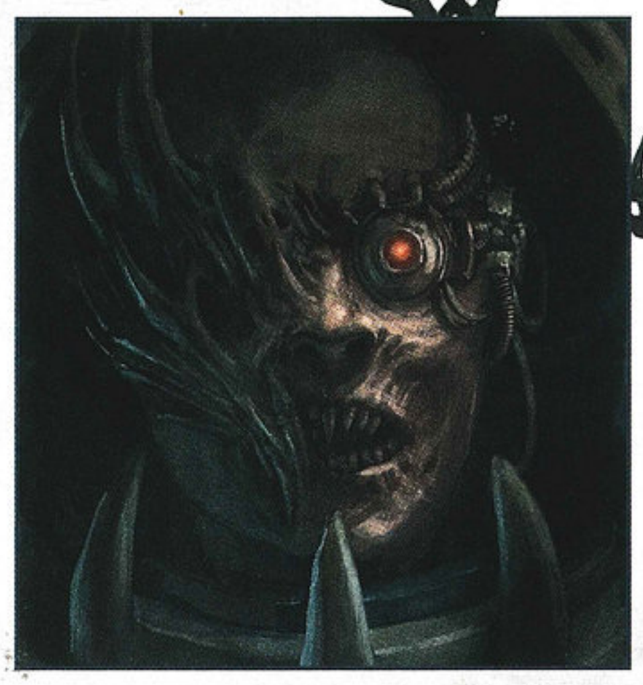
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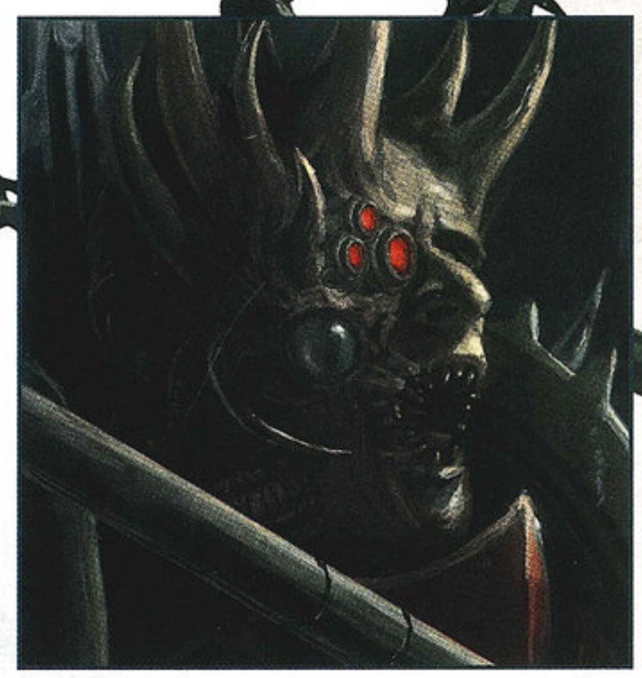
CHAOS SPACE MARINES











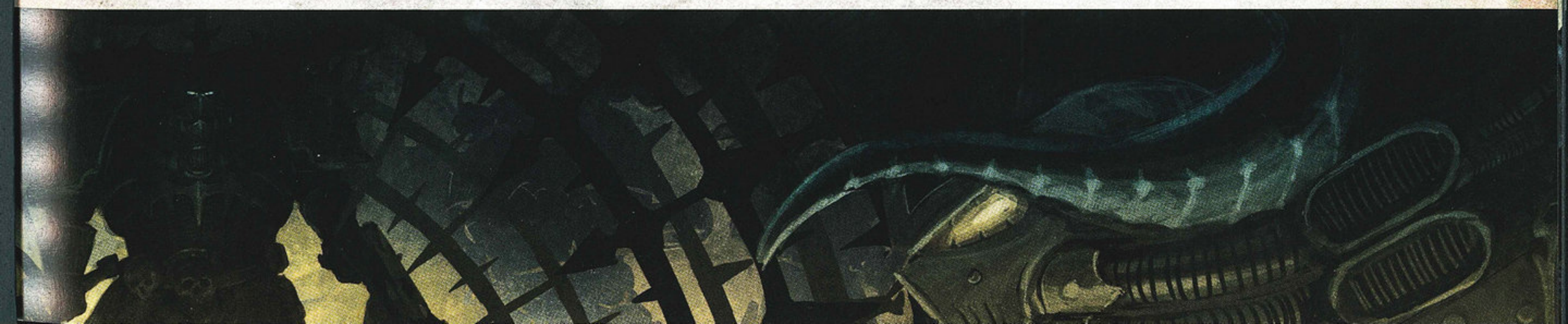




CHAOS SPACE MARINES

They are hate-filled slayers of kings and conquerors of worlds, destroyers, enslavers and agents of ruin. They are the Imperium's fear made manifest – that the noblest of souls can become the most horrifying and twisted. Once the strongest and purest defenders of Humanity, they embraced a far darker fate. Now they wage their vengeful Long War, reaping the rewards of ambition, treachery and heresy, no matter the cost.

They are the fallen Angels of Death, and Humankind's nemeses.





CONTENTS

Introduction 3

Chaos Space Marines 4
The Seed of Treachery 6
Abaddon the Despoiler 8
Daemons and the Warp 10
The Traitor's Tarot 14
The Imperium Nihilus 20
Masters of Woe 22
Daemon Engines 24
The Lost and Damned 27
Black Legion 28
Word Bearers 34
Night Lords 38
Iron Warriors 40
Alpha Legion 43
Emperor's Children 44
Fabius Bile 46
Huron Blackheart 48
War Zone: Vilamus 50
A Legacy of Renegades 52

Showcase 56

The Rules 72
Combat Patrol 75
Battle-forged Rules 76
Detachment Abilities 76
Legions 77
Black Legion 78
Word Bearers 82
Night Lords 86
Iron Warriors 90
Alpha Legion 94
Emperor's Children 98
Red Corsairs 102
Creations of Bile 104
Stratagems 108
Marks of Chaos 112

Army Rules 113
Relics 113
Dark Hereticus Discipline 118
Malefic Discipline 119
Prayers to the Dark Gods 120
Warlord Traits 122
Matched Play Rules 123
Chapter Approved Rules 123
Crusade Rules 124
Chaos Warbands 125
Agendas 128
Requisitions 129
Battle Traits 130
Chaos Boons 131
Crusade Relics 132
Black Legion 134
Word Bearers 135
Night Lords 136
Iron Warriors 137
Alpha Legion 138
Emperor's Children 139
Red Corsairs 140
Creations of Bile 141
Crusade Army 142
Datasheets 144
Abaddon the Despoiler 146
Haarken Worldclaimer 147
Huron Blackheart 147
Heretic Astartes Daemon Prince 148
Fabius Bile 149
Cypher 150
Master of Possession 150
Chaos Lord 151
Chaos Lord in Terminator Armour 151
Sorcerer 152
Sorcerer in Terminator Armour 152
Lucius the Eternal 153
Lord Discordant on Helstalker 154
Warpsmith 155
Dark Apostle 156
Exalted Champion 156
Dark Commune 157
Legionaries 158
Cultists Mob 159
Accursed Cultists 159
Chaos Terminator Squad 160
Master of Executions 160
Possessed 161
Chosen 161
Helbrute 162
Noise Marines 163
Venomcrawler 164
Chaos Spawn 165
Chaos Bikers 165
Raptors 166
Warp Talons 166
Havocs 167
Obliterators 167
Chaos Land Raider 168
Chaos Vindicator 168
Chaos Predator Destructor 169
Chaos Predator Annihilator 169
Defiler 170
Forgefiend 171
Maulerfiend 171
Chaos Rhino 172
Heldrake 173
Khorne Lord of Skulls 174
Noctilith Crown 175
Wargear 176
Weapons Profiles 176
Points 180
Points Values 180
Rules Reference 182
Glossary 182
Reference 183
Chaos Points Tracker 184

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With thanks to the Mournival and the Infinity Circuit for their additional playtesting services

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When the gods' thirsting roars bellow from beyond the veil, then do we make war.
When the storms of their wrath batter our vessels, then do we make sacrifices. When the soul hunger strikes, then will we come for you.

INTRODUCTION

Welcome, heretic, to *Codex: Chaos Space Marines*. Turn back now if your heart quails at the thought of reaping bitter revenge and feeding a thirst for glory, for the tome before you will tell you all you need to know of the mightiest warriors of the Dark Gods: the Heretic Astartes. Read on, if you are ready to pay the price for limitless power.

Of all the servants of the Dark Gods, none are as powerful, megalomaniacal or twisted as the Chaos Space Marines. They are the most reviled of the Imperium's foes. Each of their warbands is a brotherhood of fallen heroes whose shocking histories you will uncover as you delve into this book. Amongst their number are counted the Traitor Legions – those Space Marines who renounced the authority of the Emperor ten thousand years ago – as well as the Renegade Chapters of Adeptus Astartes warriors who abandoned their oaths and now exist only to serve their own selfish ends. Advancing alongside the Chaos Space Marines and their fearsome array of battle tanks are Daemon Engines created in nightmarish soul forges, along with warriors possessed by horrific warp-sentiences and throngs of mortal Cultists drawn to the worship of the Ruinous Powers.

An army of Chaos Space Marines offers an opportunity to build and paint an incredibly varied force, or to focus on one of the faction's many facets. A wide range of rewarding play styles are possible, whether you wish to launch shock assaults by some of the game's most elite infantry, deploy spearheads of tanks and Daemon Engines or field a combined arms force supported by mobs of Cultists. Chaos Space Marines themselves are protected by hulking suits of ancient armour that are easily painted in sinister colour schemes, enabling you to quickly assemble a Battle Ready force of traitors. Throughout this book, you will find inspiration for the iconography and arcane sigils that many of these paragons of heresy bear upon their battle plate. Many models also sport mutations, trophy racks and barbaric accoutrements upon which you can lavish extra time and effort, while Daemon Engines and other warp-tainted assets exhibit fleshy appendages and toothy maws that offer a variety of textures, and can be painted in any number of exotic or disturbing shades.

Inside this book, you will discover the histories of the millennia-old traitors that continue to blight the galaxy, and learn of the individuals and entire Chapters of renegades still turning to Chaos to this day. Whatever their origins, you will read about these warriors' many victories and the Path to Glory their dread champions walk in seeking the boons of the Chaos Gods. You will also find the full rules for every unit available to the Chaos Space Marines, along with Relics, Warlord Traits, psychic powers, Chapter Approved rules and many other tools with which to utterly crush your opponents. Meanwhile, bespoke Crusade rules enable you to creative a narrative for each of your units as they fight for glory and power.



From the hellish regions of the galaxy – warp storms, daemon worlds, shadow-veiled fortresses – the armies of the Heretic Astartes strike at their hated enemies. The Chaos Space Marines are terrifying veterans of the Long War, genetically augmented fighters whose skills were first honed centuries or even millennia ago. In the long years since their fall from grace and their rebirth as reavers and tyrants, they have dwelt amidst terror and madness. Their blades and their instincts have been kept sharp by constant warfare against predatory abominations and xenos aggressors, and against each other. Yet their greatest opponents are those from whom they turned: the Imperium of Mankind, who named them traitors. For these foes, the Heretic Astartes reserve their deepest and most bitter hatred.

To face the Chaos Space Marines in battle is to stand before all the strength, power and devastating weaponry possessed by their loyalist cousins, but wielded by warriors freed from the restraints of stultifying doctrine. More terrifying still, they have fully embraced the diabolical power of the warp. Sorcerers unleash tainted empyric energies, abominable fusions of daemon and machine stalk blood-drenched battlefields, and the champions of the Ruinous Powers wield cursed weapons inhabited by malicious entities.

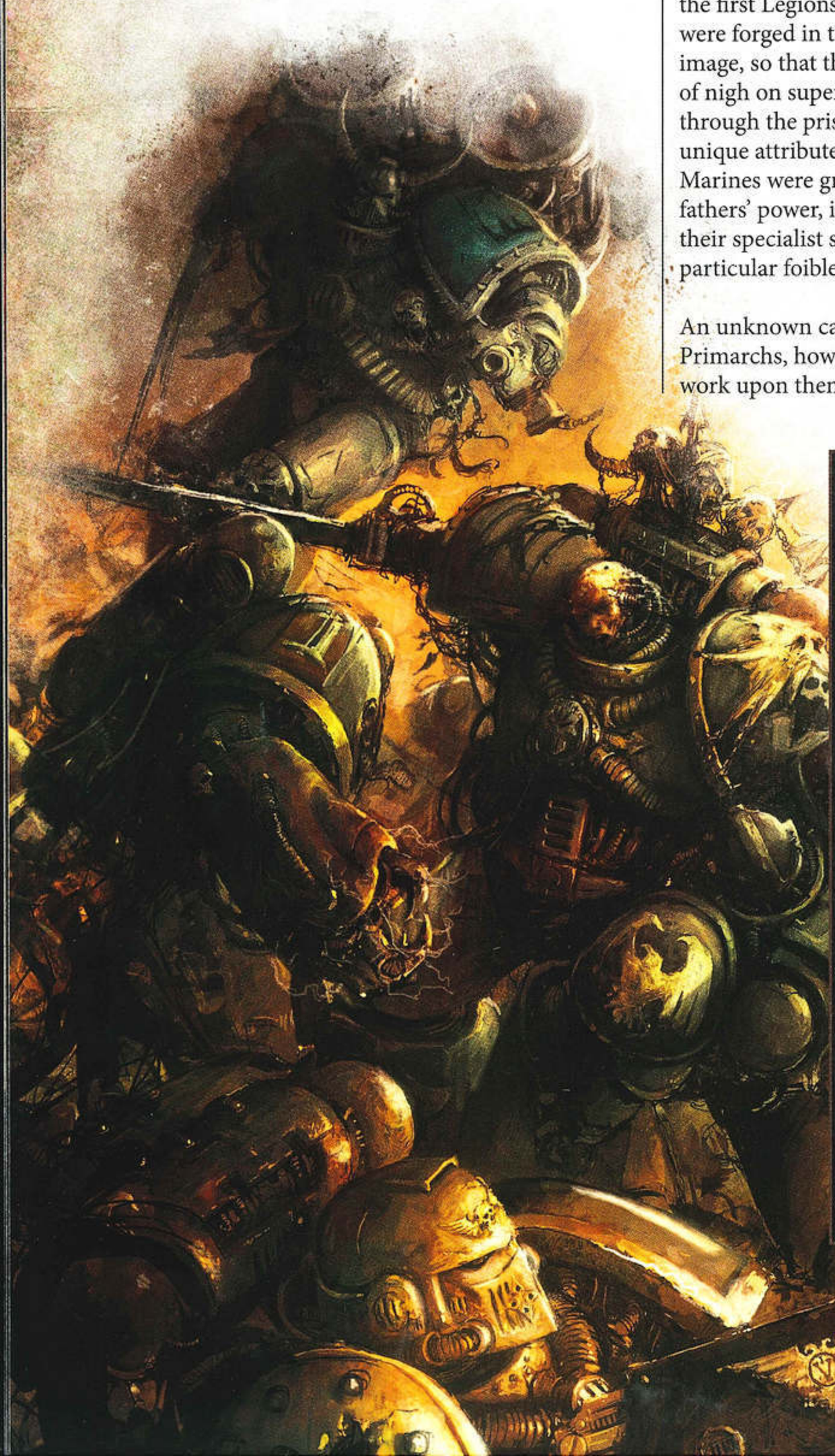
They were created for unending war, slavishly effecting the conquest of a galaxy that would never be theirs. What they have become are countless brotherhoods of the galaxy's most skilled and merciless warriors, further empowered by the boons of the Dark Gods of Chaos. Nothing is beyond their reach – not conquest, nor revenge, nor eternal damnation.

THE SEED OF TREACHERY

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

GENESIS OF ANGELS

Space Marines are genetically augmented super-soldiers, men 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 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. Stained armaglass within the Ecclesiarchal Palace upon Terra tells how, from the Primarchs, the Emperor created the first Legions of Space Marines. These were forged in their respective gene-sire's image, 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 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 demigods 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 the Primarchs.

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 of their own. 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.

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.

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: those in thrall to the Dark Gods. These flesh and blood servants of the Ruinous Powers were the least of the threat, however. 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 with any degree of certainty. 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. 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 from sector to sector, world to world, 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 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. There, a vast interstitial zone existed 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 and countless standing armies – 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 as they warred with each other for dominance. 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.

ABADDON
THE DESPOILER



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 Captain of the First Company of the Luna Wolves, as the Legion of the Primarch Horus was then known. Such was Abaddon's tactical skill and physical prowess, it was rumoured that he may have been a clone-son of Horus himself. 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 itself 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.

ABADDON'S BLACK CRUSADES

A Black Crusade is an unsteady alliance between the infernal scions of the warp, drawing together a terrifying army of Heretic Astartes, daemons, mutants and renegades. The most destructive of these sky-darkening invasions have been

those led by Abaddon the Despoiler. When the Warmaster of Chaos first returned to the Imperium, it was at the head of a diabolic horde ravaging system after system around the Eye of Terror. His Chaos Space Marines, now calling themselves the 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 worlds around Cadia, the Despoiler descended into the 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 achieving some dark purpose that even the mightiest sages of the Imperium could not discern.

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 acquisitive gaze has also turned to the Nachmund Gauntlet, as he seeks to control the primary navigable 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.

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 TALON OF HORUS

What happened to Horus' corpse in the wake of the Heresy is a tale that few within even the Black Legion can piece together from the mass of lies, deceptions and confabulations surrounding it. What is known to all is that, before the body's disappearance, Abaddon tore from it his Primarch's iconic clawed gauntlet, and since then the Despoiler has wielded it as the most potent symbol of his dark panoply. The Talon of Horus is now irrevocably fused to the new Warmaster's own immense Terminator armour.

Its cruelly curved and powered blades remain as sharp as they were ten thousand years ago, capable of easily tearing through even the most heavily armoured foes with ease. Upon the gauntlet's back is an artificer-wrought combi-bolter of ancient origin, its belt-fed chambers sculpted as daemonic maws. Yet it is the Talon's status as an icon of evil incarnate that grants it its true power. It is a mythic artefact, steeped in murders and betrayals of the worst kind, and saturated with the hatred and ambition of men whose desires were limitless. With this armoured claw, Horus fought the Emperor himself and crushed the life from the angelic Primarch Sanguinius. It is a symbol of the strength to take anything the wielder thirsts for, and has helped to cement Abaddon's reputation and authority not only amongst his own Legion, but before all other Heretic Astartes. Even to xenos races, the Talon radiates an aura of maleficent power and command. To loyal warriors of the Imperium, meanwhile, it represents all that is terrifying and hateful about the depths to which the Heretic Astartes have sunk.

'Horus was weak. Horus was a fool. He had the whole galaxy within his grasp and he let it slip away.'



DAEMONS AND THE WARP

Known to Mankind by many names – the immaterium, the empyrean, the Great Ocean – the warp exists as a source of both limitless power and eternal damnation. Such power, and the freedom to wield it, has ever tempted the unwary, the desperate and the ambitious – those who ignore or dismiss the threat lurking within its bottomless depths.

From their earliest forays into the warp, Humans have known about – yet never truly understood – the terrible dangers that prowl there. The warp is the realm of the Dark Gods of Chaos and the daemonic entities that serve them. Daemons ever seek to break through the barriers that separate the warp from the material realm. They will attempt to consume the souls of the unwary, parasitise untamed psykers or even steal a mortal vessel by supplanting the original soul and possessing the unfortunate host. To achieve their goal, daemons will lie with consummate skill, lure and ensnare the foolhardy with convoluted promises and butcher anything that stands in their way. These malevolent sentiences cannot usually affect the material universe directly. Yet in regions where the barrier between the warp and realspace is fragile, in whispers and through nightmares, they can promise all the power of the timeless, ever-changing warp.

For all of their enhanced resilience and psycho-conditioning, Space Marines are not immune to the corruption that seeps from the warp. While Cultists who follow Chaos Space Marines see their masters as the chosen of the Ruinous Powers, the Heretic Astartes themselves believe that they alone are in control of their destiny, able to employ the warp's power for their own ends. Those consumed by such power, they reason, were just too weak.

CONSORTING WITH DAMNATION

Daemons manifest wildly varying powers, and control of such power is a heady incentive for a Chaos Space Marine. One way for a daemon to exist in the material realm is for its essence to be bound into an item: a weapon, a suit of armour, a tome of sorcery or one of countless other objects. Sealed inside with baleful runes, the daemon's essence endows its prison with otherworldly powers. No daemon willingly submits to such a fate, however; it fights its owner at every chance, lashing out with sorcerous attacks or cajoling them with lies, seeking in turn to dominate its wielder.



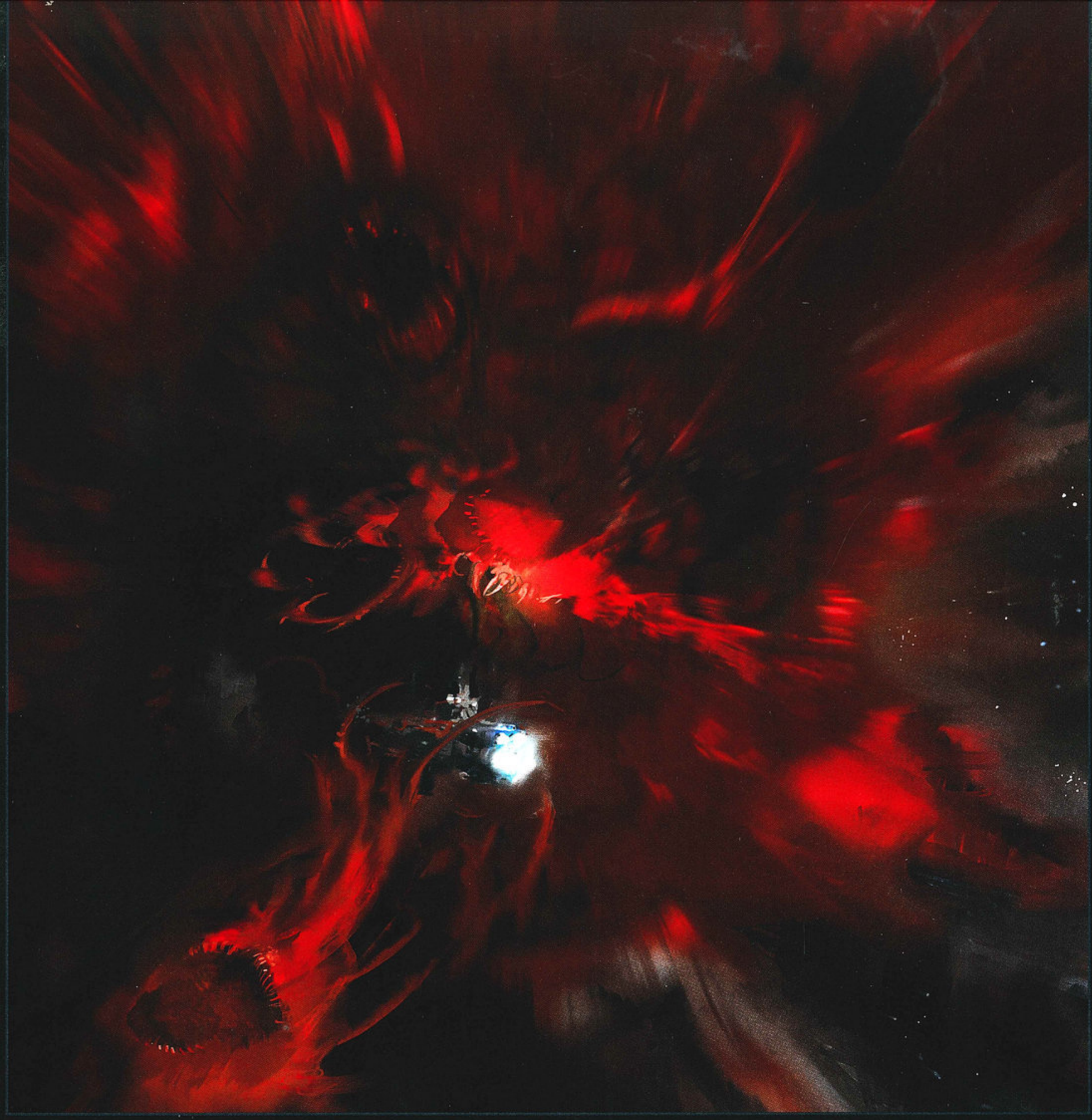
All who embrace the path of Chaos risk the taint of daemonic entities seeping into their soul, but those known as Daemonkin actively seek such profane corruption. Their ranks contain half-daemonic monstrosities, Daemon Engines, psykers able to draw the eye of the warp's denizens and mortal warriors seeking such power by offering themselves or others as hosts. Such an ordeal is agonising, as the daemons horrifically remould physical forms to suit their needs. Masters of Possession are experts in the creation of Possessed, as these twisted warriors are known. Unlike most mortals, a Chaos Space Marine usually maintains a semblance of control in such unions, able to curb the worst excesses of their spiritual parasite. When battle is joined, however, the warrior's personality is subsumed and the daemon rampages in an orgy of bloodletting.

SECRETS ARCANE

Pacts and bargains struck with daemonic entities involve tremendous sacrifice, but offer potentially extraordinary benefits. Daemons employ all the deception at their disposal, veiling the true cost of their aid until it is too late. For their part, Chaos Space Marines rarely pit their wits against daemons unarmed; they may gird themselves with wards, prepare proxy victims to suffer consequences or ensure they have something to offer that the daemon desperately wants. In return, daemons can reveal secrets otherwise impossible to discover. From enigmas of the past to foretellings of the future, there is no limit to what a daemon can reveal if persuaded to do so. Sifting the truths from the lies, however, is another matter.

The most tainted conjurations can be achieved with daemonic energy. Sorcerers of the Heretic Astartes who employ such power may have been psykers from birth, dark mirrors to loyalist Librarians. Others may be warriors granted the ability to manipulate the warp by a daemonic patron. A Sorcerer who makes a daemonic pact bargains some service or favour with a daemon in exchange for a portion of the creature's essence. With this conduit, the Sorcerer channels the soul-blasting energies of the warp into excoriating hexes and gouts of wyrdflame, moulding the fabric of the universe with hate-filled curses. Yet not all sorcerous emanations are unleashed at the direction of insane dabblers in the daemonic arts. Seeping from cursed artefacts, tainted ritual sites and rifts in the fabric of realspace, the power of Chaos has been likened by some to an infectious miasma. Such comparisons fall wildly short. Direct exposure to the warp's power or to daemonkind is one of countless ways in which its corruption spreads. Thoughts and emotions, symbolism and deeds – even well intentioned ones – can ensnare those not eternally on guard. Nothing is safe from its touch.

Save your hungering ravages for our prey and your piteous screeches for those who fear them. You are a servant, creature, never forget that – and it is I who holds the leash.



TIDES OF MADNESS

The Imperium and Mankind could not survive without the warp. Tearing open gateways into that nightmare dimension and sending ships and screamed psychic missives hurtling into its depths remain the only ways in which the Imperium can manoeuvre and communicate across the vast distances of the galaxy. Loyalists face great peril attempting to traverse the warp, whereas those in service to the Dark Gods are able to exploit the empyrean with greater ease.

Unconstrained by the dogma, superstition and fear of the Imperium, Chaos Space Marines employ a variety of means to strategise and plot over long distances. Some Lords use abducted psykers, forcing them to open their minds to the crawling horrors found not only in the warp, but also in the contents of the messages. Such mortals rarely last long, quickly burned out by this abusive exposure. Others employ cabals of sorcerous Heretic Astartes over whom they have a cast-iron hold, and others still manipulate daemonic servants to carry messages across the gulfs of the warp.

The warp-attuned senses of Sorcerers or even Possessed can guide ships through the tumultuous tides of the immaterium. Knowledge bartered from daemons can also lead a warband's vessels on a safer course. Even if the daemon should wish no harm to come to those it sees as its puppets, safety in the warp is a relative concept, and many of those in service to the Dark Gods have nonetheless been swept into oblivion by formless tempests. Sacrifices and ritualised prayers to the Ruinous Powers are often undertaken, beseeching them to calm their realm and smooth the way for worthy destruction in their name.

Chaos Space Marine fleets are vast and powerful armadas of gargantuan vessels. Some are accumulated over time as warbands reave and pillage orbital dockyards or conduct rapacious boarding actions on Imperial warships. Others have survived for ten millennia and more, ancient vessels the Imperium no longer knows how to create. Countless years spent within the warp, in orbit above daemon worlds claimed by the Chaos Space Marines, or plying the empyrean's tides from one massacre to another have saturated these ships with the warp's sickening taint. The gangways of such vessels may be haunted by spirits, their bilges now the hunting grounds of mutated spawn. Indeed, many Legionaries claim to sense a kind of malignant intelligence growing within the heart of their oldest and most impure warships.





'Dzorgan Vorengen walked the Path to Glory for years uncounted without knowing it. He was created by Mankind's blinkered knowledge for war alone, but the warp had greater fates in mind if he only had the strength to grasp them.

Burdens were his gifts at first, trials set by the gods to test his worthiness: blights and insanities; obsessions and rages; agonies and infirmities. But he came to see the power that was offered if he only shed blood at their altars of war and consecrated his sacrifices in their name, and he vowed that each impediment and every pain doled out by the Ruinous Powers would be savoured as a step towards apotheosis.

He killed the champions of the False Emperor in the name of the gods. He ate the hearts of that Corpse-King's most pious sons. He bathed whole cities in the blood of their defenders alongside many of you. At Kholash, he betrayed another, sacrificing his brother Norestor to the True Masters. And was it not their will that he took up the fallen Norestor's greatest boon – that which the weakling had wasted for too long? The blade containing Horeth'na'xrik the Accursed, dark noble amongst the gods' immortal servants, came to him by right. With its earning, the gods challenged him all the more. Every deed required by them became greater than the last – bloodier victories, nobler victims, ever more oceans of blood – lest their eyes pass over him for worthier servants.

Morsel by morsel, the weakness and the lingering traces of what had made Dzorgan the mortal that he was evaporated. Blood became ichor. Flesh and armour became the stuff of the warp, indivisible and malleable in the hands of the Dark Gods. Until all that was left was his hatred and his need to kill in their names.

Now Dzorgan is gone, purged by the Dark Gods in a glorious remaking beyond anything the False Emperor could attempt. Dzorgan is dead, my warriors. What rises before you is Zharka'noreth. Behold the gifts bestowed upon me, and know that I bear the Mark of the Dark Pantheon.'

– Zharka'noreth, the Rift's Right Hand,
Daemon Prince of the Ruinous Powers



THE TRAITOR'S TAROT

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.

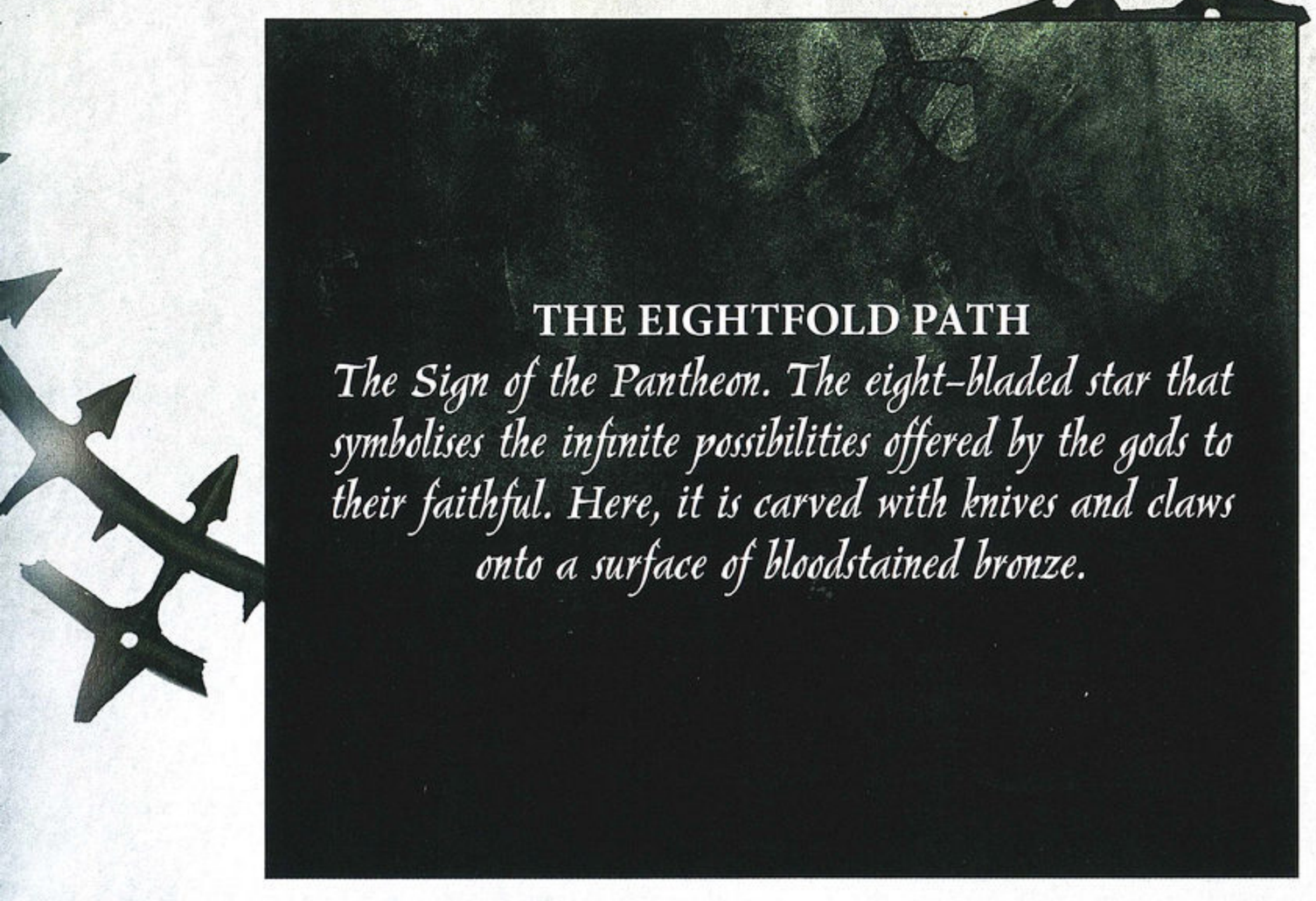
This made some of her mouths smile, though again, not all of them. 'There are so many futures for you and your kind, Vasar. A plethora of pathways, with every beat of your heart paving a million more. I may speak only of those I can see.'

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

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







THE EIGHTFOLD PATH

The Sign of the Pantheon. The eight-bladed star 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.

'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.

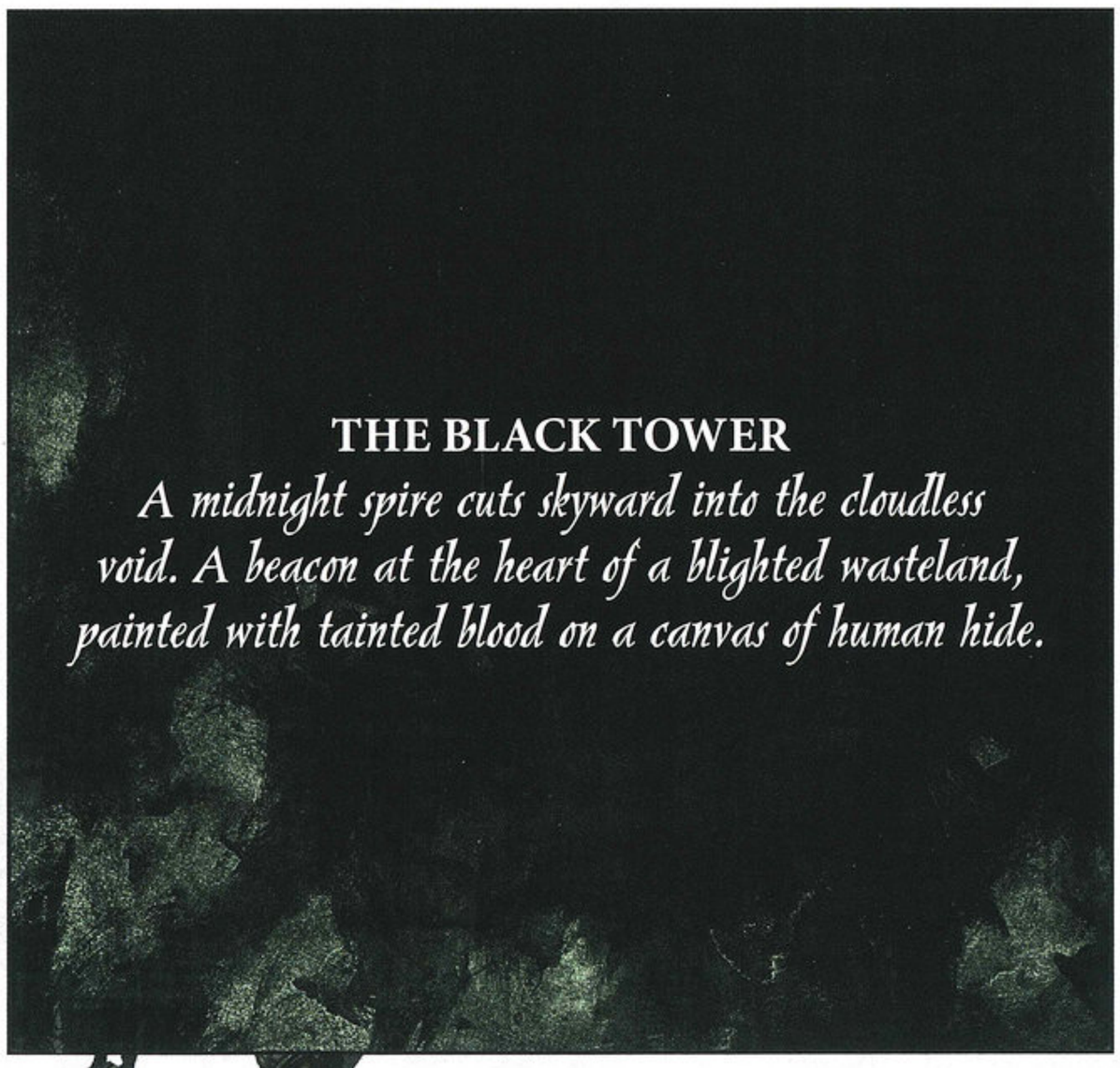
'Or you turn your back on these Legion musters, for they are gatherings of naked delusion beneath banners that no longer matter. You are feared for your strength in overcoming these eroded, useless bonds. You are also despised for turning your back on them. Because of your principles, you are considered 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 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 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.

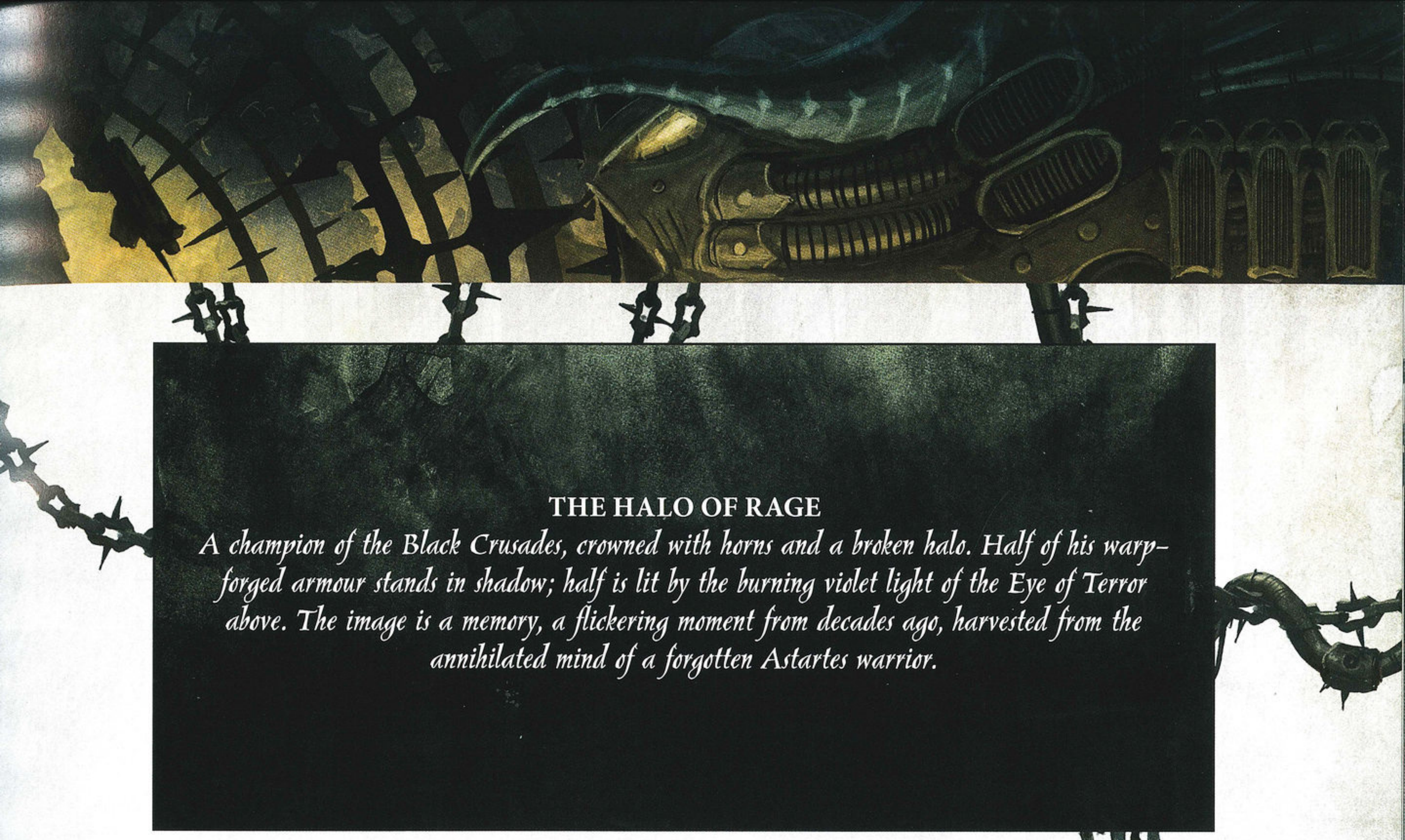
'Or you join them. You swear the Oath of Black and Gold. You are a World Eater no more, becoming an apostate to your father's failures. You see how the Primarchs are slaves to the powers that deceived them. You cast your lot in with the future, ripping away the shames of the past. Abaddon will not fail 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.







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.

'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.

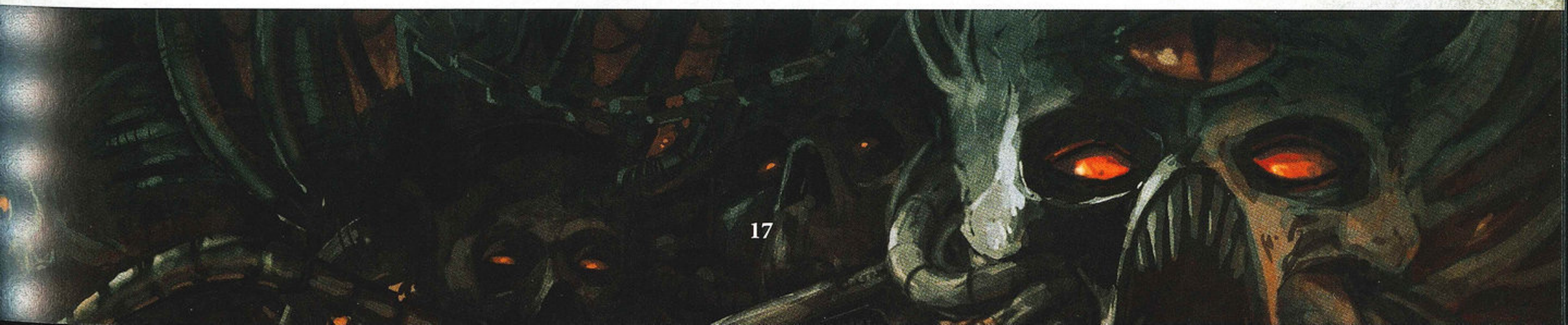
'Or you win. You take his head, sanctifying it to the Blood God. Or you have your slaves expel their waste onto Zirlath's body, and deem his skull too petty to be worth taking.

'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.

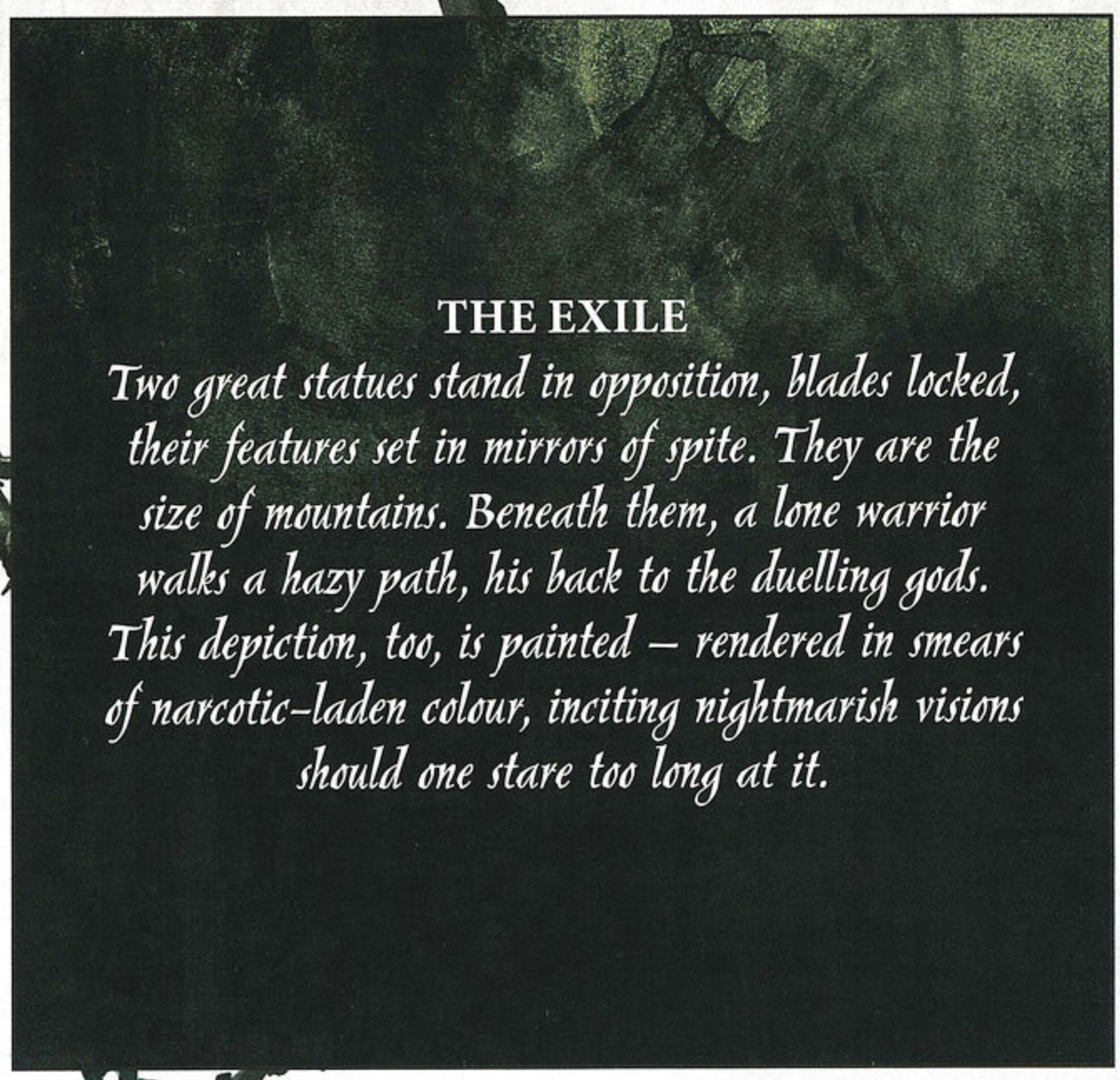
Or the Goresworn hunt the Sanctified down, slaughtering them for daring to send their raving preachers into your territory, aboard your fleets. You earn the eternal enmity of the Word Bearers for your refusal to see the same truths as them. You earn the favour and gratitude of the Word Bearers, from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









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.



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 Corpse-King doesn't rule here any more. Your god has shrunk back from the darkness. This is my realm now. You worship me.'

- Gorius Nehrvan
Conqueror of the Xheras Reach Worlds

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 the fevered imaginations of those who once knew worlds there 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 painfully slow. Astropathic communion is virtually non-existent, save for between fragile communities of psychic choirs who manage to establish wavering contact with their nearest neighbours. 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 conquering 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 in the Imperium Nihilus, 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 little kingdoms or palatinates – some fiercely grasping the opportunity for independence, others pragmatically accepting it. 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 unopposed. Cults to the Ruinous Powers soon flourish in such places, as daemons pull themselves into the minds of depraved, untrammelled psykers and a thousand minor iniquities coalesce to drown whole worlds in horror.

Such newly birthed daemon worlds provide loci of empyric power, which are taken advantage of by countless warbands of Heretic Astartes. But the dominion of Chaos has only just begun. Lords, Daemon Princes, Sorcerers and myriad 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 monstrous overlords, some even setting themselves up as gods to their newly enslaved masses. Their grand hosts and warbands of Chaos Space Marines now reap the boons of ordnance manufactorums, continental macro-farms, alchemical mega-distilleries and the toiling throngs that all once served the Imperium. With every conquered world, the heretics' power grows and their nightmarish empires swell.

It is doubtful that Warmaster Abaddon knows of every such sovereign empire spreading its fell influence beyond Imperial retribution. 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.

PIETY PERVERTED

The industrial world of Philostus had piously continued to churn out tons of war materiel after the Great Rift opened. With their view of the Rift obscured by chemical smog, few of its labouring billions comprehended the tales of darkness that spread from the world's rulers. Not, that is, until the day the 'Emperor' himself arrived with a vast fleet of warships.

His manifestation had been presaged by ichor-weeping statues and visions punished as heresy. No armaglass illumination did justice to his dark majesty and shining, undefinable features. Dissenting priests disappeared beneath mobs of zealous adherents, their cries of 'daemon!' dying with them in the flames. The 'Emperor' and his Angels of Death, more powerful than the myths had ever suggested, demanded much. The Philostians, indoctrinated over generations, loyally served.

MASTERS OF WOE

Amongst the battle-hardened veterans who comprise warbands of Chaos Space Marines, there are those who rise above their peers as dread exemplars of the Heretic Astartes. They have survived eras of almost continual war, as well as the internecine butchery of their own kind. They are their Lord's elite, ready to kill at his command, while nurturing their own selfish ambitions of power.

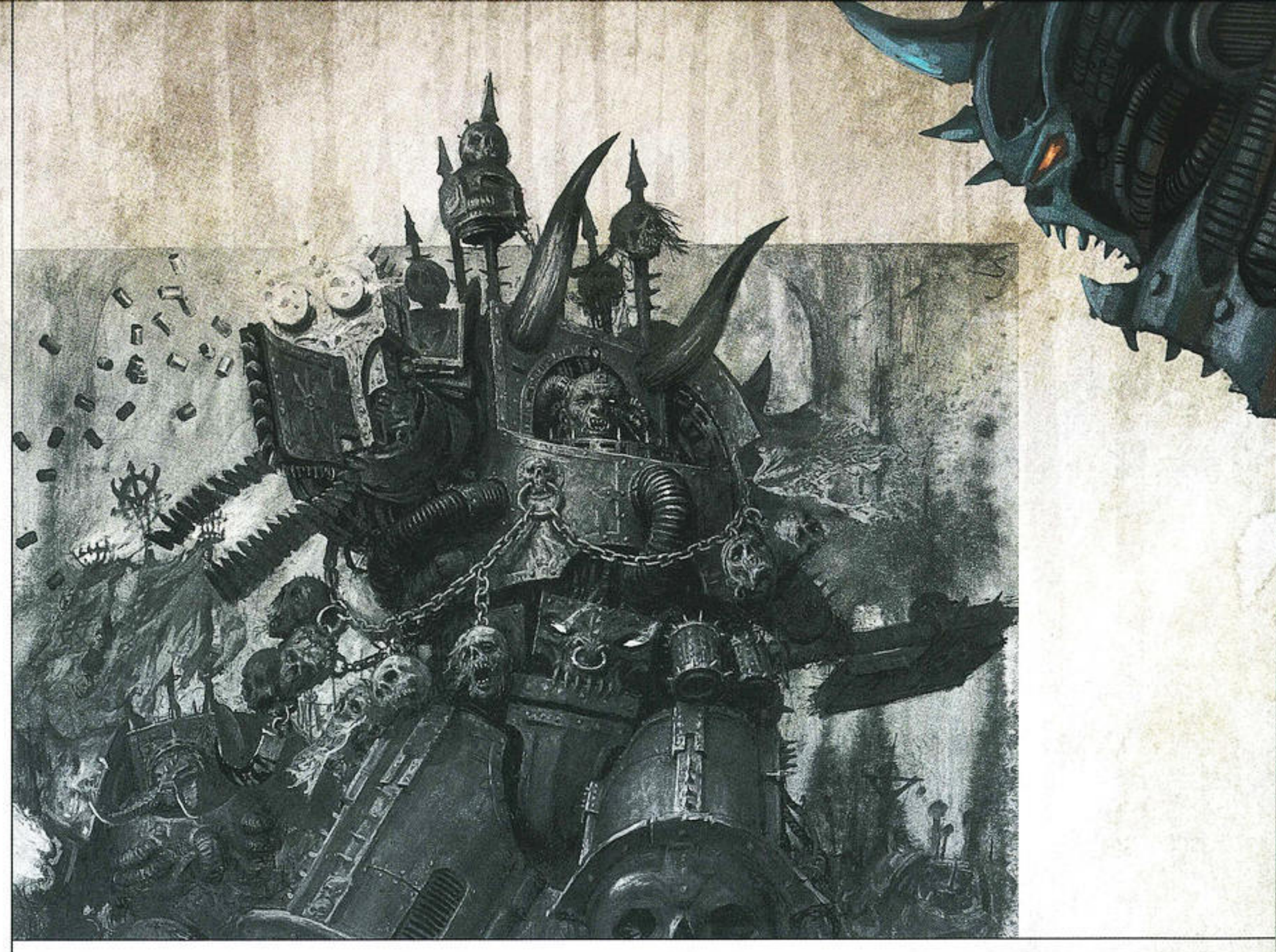
Some of the most experienced and dedicated Chaos Space Marines are warriors known as Chosen. Even at a glance, it is obvious that they are favoured amongst the bitter brotherhood of Chaos, for their baroque armour is embellished with forbidden runes and their grimacing helmets give them the aspect of raging daemons. Equipped with the finest wargear their warband can provide, the Chosen are even more hard-bitten and callous than other Chaos Space Marines, and think nothing of sacrificing the lives of their comrades to increase their own standing with the gods. They are typically found in the vanguard of any attack, fighting from the front where they can earn the most glory and take the greatest spoils. Some are entrusted with covert missions of sabotage, assassination or corruption, granted the honour to kill or defile the greatest threats to their master's dominion.

Corrupted warsuits of Terminator armour are amongst the archaic and powerful wargear that may be gifted to a warband's most dangerous warriors. Capable of enduring the furnace heat at the heart of a warship's reactor, these carapaces of massive battle plate are supported by advanced fibre bundles and piston-like exoskeletal bracers, while their machine spirits are as twisted as the traitor within. Where once Imperial insignia were emblazoned upon their pauldrons and greaves, leering death's heads or lidless, fleshy eyes now stare back at those brave enough to look upon them. Spiked trophy racks display the skulls or fetishes that the warrior within has wrenched from his greatest victims, and their helmets resemble bestial, tusked masks. With a stomping, heavy gait and the deadly weapons such suits are capable of mounting, these warriors give the impression of slab-muscled, predatory hulks. Chaos Terminators are egotistical, brutish and crude, using their physical prowess and the favour of their Lord to intimidate others of their warband. Far from meekly resenting such behaviour, most Chaos Space Marines simply plot to bring about the day when they can rise to challenge such juggernauts and abuse the armour's power for themselves.



Other specialists of Heretic Astartes warbands become obsessed with making war in one specific manner. By challenging their rivals or committing acts of barbarity that attract the favour of the Dark Gods or their merciless champions, such warriors acquire the powerful wargear that speaks most to their desires. Those attracted to the blood-pounding thrill of heavy firepower fight as squads of Havocs. They see themselves as gods of the battlefield, blasting the crawling vermin of the foe into oblivion with every spasm of the trigger. Havocs unleash devastating fusillades from their heavy weapons; masterpieces of baroque engineering and occult artifice that inevitably end up melding with their bearers. Squadrons of Bikers, meanwhile, are the harbingers and hunters of their nightmarish warbands. Even amongst a brotherhood of ruthless marauders, Bikers have a reputation for extreme cruelty. They are merciless in pursuit of an enemy, hunting vanquished foes for many miles to kill or

Your parasitic leechcraft is at an end, mortals. The worlds you infest were won by greater beings, and we hereby reclaim them.



capture them. They may also return from their distant reaving with the prize of reconnaissance information. Each report of enemy troop movements, undefended keeps or choice exposed victims serves to advance the Bikers' standing.

FAVOURED OF THE GODS

For every Chaos Lord making their mark upon the galaxy, there are dozens, if not hundreds of champions vying for the favour of the Ruinous Powers. The greatest Exalted Champions inevitably leave a trail of corpses and ruined worlds in their wake. They are held to have drawn the eye – if only temporarily – of the cosmic deities of the warp, and in battle act as icons of the Dark Gods' blessings. Those in their shadow are provoked to ever greater and more diabolical efforts as they seek similar patronage in their personal quests for power.

Those who seek to usurp the ruthless master of a Chaos Space Marine warband are swiftly punished, and a Master of Executions is often used to mete out such terminal censure. In battle, these single-minded champions focus solely on the gruesome decapitation of the enemy's leaders. The soul-flares of mighty warriors, charismatic commanders and learned advisors are singled out under the headsman's sorcerous scrutiny, and all meet a bloody end beneath the blades of their enormous axes. With every hero they hack to pieces, a Master of Executions feels the gaze of the Dark Gods upon him as empyric power crackles through his veins.

Knowingly or not, all Chaos Space Marines court the attention of the warp's monstrous deities. Some openly worship them, and there are those who give their existences solely to one of the Chaos Gods. They trade their souls for the boon of power from their ineffable patron, performing vile acts in an attempt to win their chosen deity's favour. The greatest of these soul-bound warriors glory in the unholy gifts visited upon them. Khorne Berzerkers are filled with the ceaseless rage of the Blood God. They revel in the most savage hand-to-hand fighting they can find and carry vicious armour-rending close combat weapons in their perpetual quest to offer up blood and skulls to Khorne. The first of their kind emerged amongst the notoriously barbaric World Eaters, but that Legion's gruesome traditions of psycho-surgery and lobotomisation have since spread to other traitor forces. Likewise have the foetid practices of the Death Guard seeped into further Legions, bringing with them the curse of Plague Marines. Sworn to spread the corruption of Nurgle, god of pestilence, Plague Marines are bloated vectors of decay. Their rotting brains are inured to bodily pain and their diseased blessings make them horrifically resilient.

Devotees of Slaanesh indulge in all the excess of sensation associated with their wanton deity. The depraved Noise Marines are amongst the greatest of these, having pushed the boundaries of their sensoria with narcotics, sorcery and arcane surgery. Said to be able to perceive the subtlest deviations in sound and colour, these jaded warriors – seen in greatest number amongst the Emperor's Children Legion – are now only stirred by the most cacophonous and disturbing experiences, and go to war wielding a variety of surreal sonic weaponry.

Sorcerers and manipulators are drawn to the Chaos God Tzeentch, and none were damned so completely as those of the Thousand Sons Legion. Most of their warriors were cursed by an apocalyptic spell to become little more than automatous suits of sigil-sealed armour inhabited by gheists. Led in battle by the Legion's Sorcerers, these Rubric Marines unleash salvoes of bolts that blaze with balefire. The Sorcerers offer the services of their death-like guardians to other Legions in exchange for arcane knowledge.

AMBITION'S END

There are many bloody ends to a Chaos champion's lust for glory, but amongst the most ignominious of these fates is internment in the amniotic sarcophagus of a Helbrute. These looming engines of carnage combine the firepower of a tank with the ravening bloodlust of a daemon, ruled over by the mind of a frenzied maniac. They are twisted mockeries of the Space Marine Dreadnoughts that many of them used to be, each containing the mortally wounded remains of a fallen warrior. But while their loyalist counterparts consider such enduring service as a great honour, the Heretic Astartes see consignment to a Helbrute as a living death – a torturous, mocking punishment from the Dark Gods. Most Helbrutes are completely psychotic, their pilots locked in a miserable half-life. Insanity and desperation eat at their minds, and in battle they are unleashed as lunatic beasts of flesh, metal and fury.





DAEMON ENGINES

Just as some Chaos Space Marines give themselves over to possession by ravening 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.

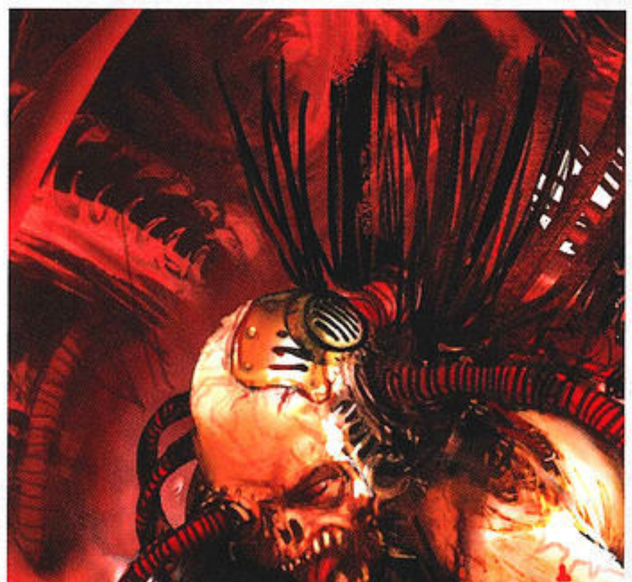
Flesh and bone are weak and mutable, metal corrodes, and yet the daemonic is ultimately insubstantial. Let us see what mastery of all may achieve, and then let the simpering fools of Mars call me insane!

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 at the forefront 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 gunbeasts 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 mindless 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 in grandiose fashion 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.

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.



THE LOST AND DAMNED

Across the galaxy, the mortal followers of Chaos seethe in numbers beyond count. Some are the insane and twisted survivors of worlds swallowed by the warp. Others are the millions that endure tortured existences within the bowels of Heretic Astartes ships or in the depths of their dungeons. Yet most exist within the Imperium itself, corrupting society from within.

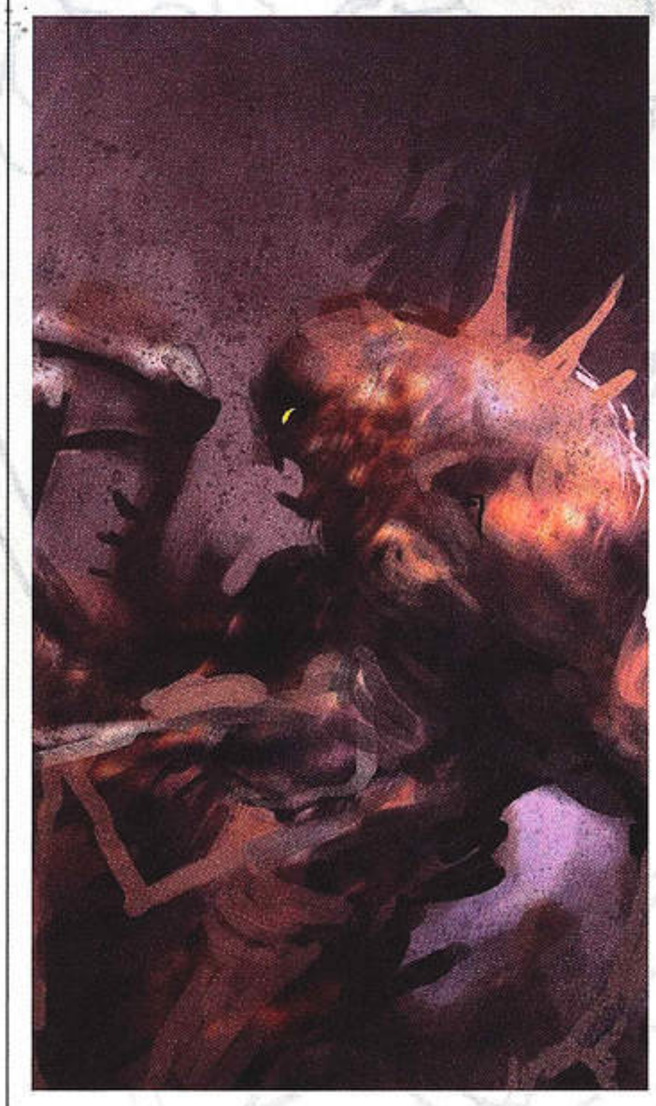
The teeming masses of the Imperium have colonised the galaxy from end to end. Trillions of souls labour night and day in an increasingly hostile realm. Miles-high hive cities boil with overpopulation, dense hab-complexes sprawl across continents, and industrial worlds grind and churn by the efforts of uncounted workers under the steely gaze of high-handed overlords. But the adepts of the established order cannot be everywhere at once. A regime as restrictive and oppressive as the Imperium provides fertile ground for insurrection, and there are those that would foster this discontent for their own selfish ends. Rebellion festers in the foetid underbelly of almost every civilised world – a tinderbox just waiting for a spark. Where the flames of heresy are stoked, Chaos is quick to follow, turning desperate men and women into worshippers of the Dark Gods.

As is well known to the priests of the Ecclesiarchy and the holy investigators of the Inquisition, Chaos Cultists can come from almost any background. Psychotic soldiers, cut-throat hive gangers, decadent nobles, Guardsman deserters, factorum indentees, persecuted abhumans and sewer-dwelling mutants all turn to Chaos in order to improve their lot. After all, even one who has nothing can still barter away their soul.

Consequently, Cultists of Chaos are found in one form or another almost anywhere the Imperium has spread. At first glance, they are indistinguishable from normal Humans, but under their clothes, their flesh is tattooed and branded with sigils that hurt the eyes of any who look upon them. Amongst their number may also be mutants, their deformities hidden beneath heavy robes and their persecution one more reason to seek solace in the Dark Gods.

Such devotees carry out ritual sacrifice of those deemed worthy offerings to the Chaos Gods, and will even target other Cultists who fall foul of internecine power grabs. They unleash murder and localised insurrection, and establish cults to myriad vices in order to spread or conceal their activities.

When the Heretic Astartes come to a planet, however, the true colours of the Cultists are revealed. Whipped into a frenzy of hatred and religious fervour by catechism-spitting Cult Demagogues, mobs of desperate, violent fanatics erupt from hidden temples and makeshift shrines. With the rogue sorceries of their Mindwitches crackling over their sigils and deformities, the Cultists swarm onto the battlefields of the gods, eager to fight beside their dark masters' greatest warriors.



The Ruinous Powers are ever quick to promise glory, and even the lowliest initiate knows that to fight alongside such legendary warriors as the Heretic Astartes is to court the gaze of the gods. Doing so only reinforces the standing of the giant Heretic Astartes in the Cultists' eyes, revealing them to be more terrifying and mighty in person than even the most lurid myths portray. Inspired by the arrival of these dark overlords, Cultists don improvised armour and strings of covertly produced amulets, break out long-hidden weapons and prepare to overthrow the Imperium one hab-block at a time. Ragtag companies band together under their firebrand leaders, for the everyday life of an Imperial citizen is usually so hopeless that even the hint of a new order can be intoxicating. When open war breaks out, screaming gangs of zealots rush into battle armed with primitive solid-shot weapons, the strongest of their number toting industrial flamers or the largest heavy weapons they can carry. Despite their primitive wargear, Cultists are often able to drown a superior foe through sheer weight of numbers and a fierce desire to tear open the belly of the Imperium.

Cultists' holy fervour is inflamed by promises of revenge and liberation, covenants that carry vague rewards that most will never see. Amongst the most honoured – or luckiest – individuals are the Iconarchs, who bear repulsive, graven images alongside the devoted. Hateful runes are daubed or carved upon these immense banners, some of which also incorporate burning censers that spread a cloying miasma said to invigorate believers and entrance the deceived. Within the Dark Communes that rule many cults, the Iconarchs are far less important than the banners they bear, but possessing such an icon blesses them with positions amongst the cult's leaders. Dark Communes are pools of a cult's greatest evil – a clot of heretical intent. Amongst these councils are the fiery priests known as Cult Demagogues, who act as divine intermediaries, and Mindwitches, whose dark psychic miracles are seen as proof of the gods' powers.

The gifts received by the most powerful Cultists can be just as strange as those granted to their Chaos Space Marine masters. So-called Accursed Cultists might have muscles of living steel, flailing sucker-tentacles in place of a tongue, or the horned head of a mindless beast. Some are even possessed by daemonic entities, their bestial parasites kept under tenuous control by words of power inscribed on seals nailed into their changeling flesh. Regardless of their station, these dangerous malcontents all train their minds and bodies for the day when the favoured of the gods will lead them to a darkly glorious future, when they can rise up against the hated Imperium and set the galaxy aflame.

"The Emperor would still have me scrubbing the filtration vats on Sub-level Upsilon-42, yet the gods lifted me up that I might show you the way. You need not shut away every desire you ever had. All of it can be yours, for only a lifetime of devotion."



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.

Here, if your heart will not open to the hatred of your False Emperor, be that spat upon everything we did and tore down our greatest works, be that lied, let me open it for you. Slowly.

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 system-wide 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. Each of their elite warriors, every one of their infamous warbands, has pledged unwavering allegiance to Abaddon the Despoiler. Long ago, the Legion named him Warmaster. It is to him they owe the reignition of their pride, the rebuilding of their strength and the cutting away of the painful memory of his title's previous holder.

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. In him was vested authority over Mankind's vast armies, and strategic command to continue the Great Crusade. It can be imagined that amongst Horus' brothers – each a semi-divine 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 his brother 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 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. This was not only a reminder of their failure, but also a 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.

DESTINIES REFORGED

Warmaster Abaddon exerts a powerful draw on the Heretic Astartes he leads, giving them a sense of strength and unity few of them have known since the days of the Heresy. His Black Legion are more loyal to him than many self-serving warbands are to their masters, and he has even drawn to his banner traitors from other Legions and countless Renegade Chapters. There is perhaps no greater symbol of the Black Legion's resurgent power than Abaddon's mastery over the *Vengeful Spirit* – an ancient vessel that was once the flagship of Horus himself.

The Warmaster 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.

The lights were kept dim, the revolving holo-slate glowing softly with the blurry images of the targets his team were to kill. The instructor paced the room, hands laced behind his back as he waited for the ancient logic engine to unlock the encrypted files. A soft chime sounded and their mission briefing scrolled across the base of the slate. The instructor stood before the hand-picked assassins and said, 'The Chosen of Abaddon. These targets are classified threat level omega.'

He was pleased to note the absence of fear in the assassins he had assembled for this mission. Each one knew that level omega meant that few, if any, were expected to survive the assignment.

A giant in bloodstained black power armour swam into focus on the holo-slate, his helmet crowned with blades and a long, curving sword gripped in both hands. 'The primary target is known as Devram Korda, and is believed to be the same individual once known as the Tyrant of Sarora. It is said that he distilled the bodily essences of the planet's largest hive city for a single vial of elixir. The properties of this elixir are unknown, but for a period after its ingestion, Korda became, to all intents and purposes, invulnerable. He conquered the entire system and ruled it with an iron fist, distilling yet more elixirs from the bodies of each planet's population until finally he was toppled by warriors we believe to have been rival Chaos Space Marines from the Emperor's Children.'

The image faded, to be replaced by another figure in power armour, its surfaces alive with writhing sigils and carved with graven symbols. An iridescent cloak of feathers shrouded much of the hunched figure, and its face was hidden behind a leering golden mask.

'The Sorcerer, Ygethmor the Deceiver,' continued the instructor, 'believed to be the cause of the Corrialis System massacres. Two hundred years ago, the entire populations of six worlds in the Corrialis System, over six billion souls, died in a single night of ritual suicide. It is suspected that Ygethmor initiated a doomsday cult that spread to every inhabited world in the system and that he was in some way able to harness the power released by the mass death. Current intelligence on Ygethmor's whereabouts puts him on one of Abaddon's battle barges, though not that of Zaraphiston, as it is believed that the two are rivals for the traitor Warmaster's patronage.'

The instructor paused, staring at the assassins through the holographic image of the Sorcerer.

'It is likely that Ygethmor knows you are coming, but it is suspected that he will not interfere with your mission, as he has much to gain should you eliminate his rivals. This, however, is speculation, not fact. All mission parameters are to proceed as though his intervention is inevitable.'

Once more the image on the holo-slate shifted, and two more figures appeared. The first was a warrior clad in black and bronze armour with a long glaive clutched in one gauntleted fist. His armour was archaic, each greave, vambrace and shoulder guard edged in grinning skulls. His visor was moulded in the form of a snarling wolf and the horns to either side appeared to be more a part of the warrior's head than his helmet. Accompanying him was a loathsome, twisted creature, its bloated form covered in suppurating sores. Glutinous fluids leaked from rusted tears in its power armour. It carried a dripping, yellowed sword and a vile pus oozed from its face.

Even the normally unflappable instructor appeared to be repulsed by these beings, and swallowed hard before continuing.

'The identities of these targets are unknown, though they have been sighted on numerous occasions in the last century on worlds surrounding Cadia. Astropathic psychometry has inferred that these individuals attempted to journey to the centre of the Eye of Terror in search of the Heart of Chaos. What that is or whether such a thing is even possible, is outside our remit, but repeated readings of the Emperor's Tarot reveal that these targets have a crucial role to play in the Despoiler's plans. What that role is, we do not know. That it is important to Abaddon is reason enough to prevent it coming to fruition.'

The glow of the holo-slate faded as the room lights came up and the instructor stood before his team.

'After many centuries, these traitors have gathered once more under the banner of their master, and the dire portents of their return should not be underestimated. The Officio Assassinorum has trained you well. You are the best, most proficient killers in the Emperor's holy realm. To you has been entrusted this task . You will not fail. Full mission briefings will be placed in your cell cogitators. Study them carefully.'

The instructor nodded towards his team.

'Exitus Acta Probat,' he said, knowing he would never see any of the assassins alive again.



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 and countless acts of vengeance committed 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 and archivist-savants point to patterns of engaging foes swiftly in close-quarters combat and cutting off any chance of retreat. They advance relentlessly towards the lines of their enemies, laying down hails of fire and bellowing dark oaths as they press forward. Wherever their foe presents weakness, the Black Legion are quick to exploit it, sending their elite warriors to eradicate a collapsing flank or slaughter enemy champions who have left themselves exposed.

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.

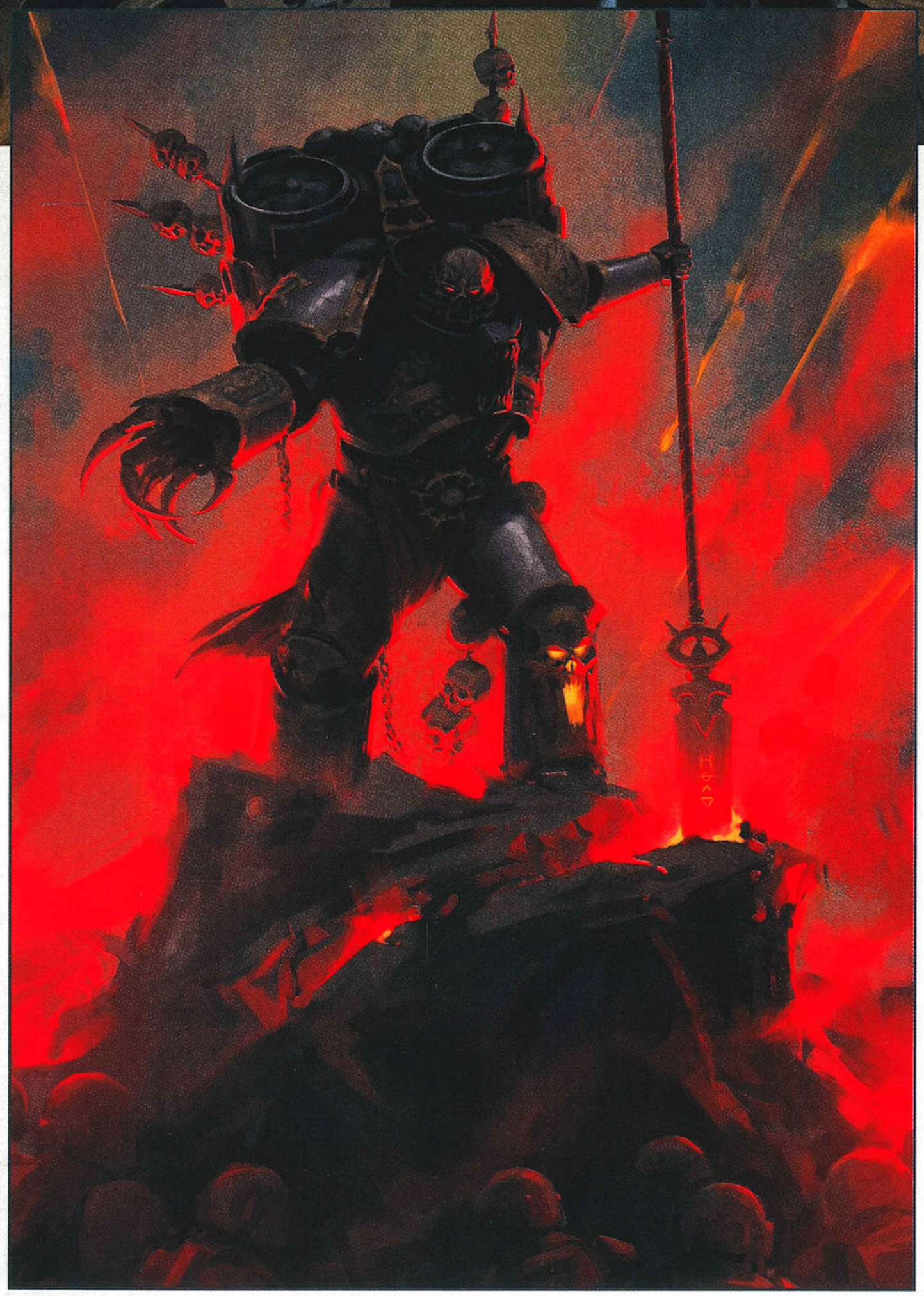
Warbands of the Black Legion are known to be incredibly diverse, capable of drawing upon an immense breadth of skills and specialisations to counter every threat their enemies dare throw at them. Their large numbers draw on the experience of millennia-old veterans of the Long War, and others who have fought and survived amongst the madness and terror of warp storms. Amidst these untold thousands, each warrior, squad or warband brings to the service of the Dark Gods a unique repertoire of honed abilities, 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 arcane wisdom and 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.

The Legion's warbands vary greatly in size, from a few score Heretic Astartes to as many as several hundred. Each such force boasts its own transports, battle barges, grand cruisers, heavy landing craft, war machines and Daemon Engines, as well as throngs of fanatical Cultists who charge screaming into the fray. 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 maraud as they please, sating their thirst for carnage and power without the need to form lasting alliances with their brethren.

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; the warlords therein are constantly scheming against their rivals, stoking feuds, 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.

The Vengeful Spirit is no mere void ship. Even when we were blind in our obedience, it was the greatest battleship in the galaxy. Now, steeped in ten millennia of hatred, and touched by the warp, there are decks I fear to tread.



THE WORLDCLAIMER

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.

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. This is no mindless bluster – 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 crumpling re-forming battle formations.

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 within eighty days and eighty nights, the planet will fall. He has yet to be proven wrong.

THE CRIMSON PATH

With the strength of the enormous Black Legion at his command, Abaddon intends to succeed where his predecessor Horus failed, to break the Imperial Palace wide 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 materium and the immaterium. Dotted across the galaxy were ancient structures of black stone, 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 – something about them kept 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 black stone. 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, 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 wherever they wished, sustained indefinitely 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. True to his claims, Abaddon had succeeded in ripping open the gates of hell.

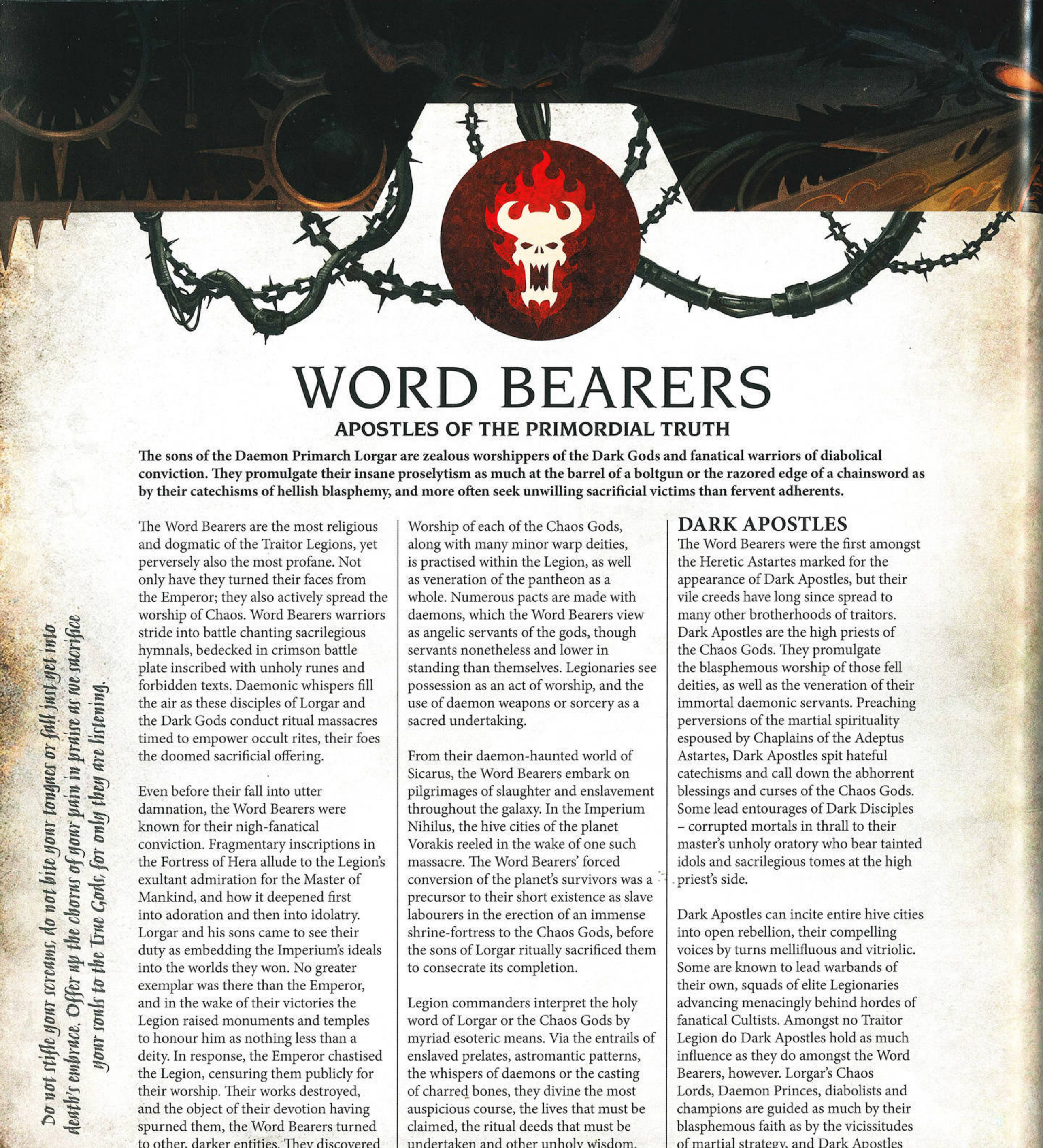
As the galaxy has split along its length, with warp storms raging in a hundred locations and more, those Traitor Legions and Renegade Chapters who have sworn allegiance to the Warmaster have formed the vanguard of the invasion. They are a broad-headed spear that has plunged deep into the heart of the Cadian System and emerged from the other side. Abaddon cares little how many casualties are amassed as his great agenda comes to fruition. His only concern is to saturate Imperial territory with blood, summoning more daemonic armies to his cause by doing so. This is a strategy Abaddon intends to see replicated on world after world as he extends the trail of destruction known as the Crimson Path. Each planetary invasion brings the Chaos Space Marines closer to Terra, with the nightmare armies of the daemon lords following in their wake.

With Cadia reduced to ruin, the Cicatrix Maledictum is being effectively weaponised by Abaddon's invasion. It spills out behind the Thirteenth Black Crusade, roiling and growing more violent in the Warmaster's wake, agitated by the scale of the Black Legion's many slaughters. Simultaneously, dozens of renegade warbands from the warp rift once known as the Maelstrom are pouring into the Segmentum Solar, forcing the Space Marines to spread themselves thin as they fight on hundreds of fronts. Abaddon has driven a talon of unreality into the Segmentum Solar, its onset heralding the doom of the Imperium. 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. As the drama plays out to its desperate conclusion, one thing remains certain: unending war.

THE PLANET KILLER

A vast warship even larger than the Gloriana-class battleships of myth, the vessel known to Imperial strategos as the *Planet Killer* is not idly named. The ship's brutal silhouette and warp signature are unique, and match no known class or specification recorded before or since by the Navis Imperialis. It is truly a killer of worlds, and untold trillions have died before its fury.

First recorded during the Gothic War as part of Abaddon's Twelfth Black Crusade, the Despoiler was thought to have used the vessel as his flagship. Its miles-long energy cannons, fed by a central energy well of unknown design, ripped apart the cardinal world of Savaven – the first of its planetary victims. Accounts from orbital defence commanders stationed at the edge of the Savaven System described continents splitting apart under the weapons' sustained glare. Skies burned and the planet's crust ruptured. Millions perished within an hour. Orbiting fleets were incinerated. Imperial morale was shattered throughout the sub-sector and beyond once word of the *Planet Killer*'s abominable power spread. The ship's presence has been felt in a dozen war zones in the centuries since; most recently by a number of scry-stations along the Nachmund Gauntlet.



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.

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.

DARK APOSTLES

The Word Bearers were the first amongst the Heretic Astartes marked for the appearance of Dark Apostles, but their vile creeds have long since spread to many other brotherhoods of traitors. Dark Apostles are the high priests of the Chaos Gods. They 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. Some lead entourages of Dark Disciples – corrupted mortals in thrall to their master's unholy oratory who bear tainted idols and sacrilegious tomes at the high priest's side.

Dark Apostles can incite entire hive cities into open rebellion, their compelling voices by turns mellifluous and vitriolic. Some are known to lead warbands of their own, squads of elite Legionaries advancing menacingly behind hordes of fanatical Cultists. Amongst no Traitor Legion do Dark Apostles hold as much influence as they do amongst the Word Bearers, however. Lorgar's Chaos Lords, Daemon Princes, diabolists and champions are guided as much by their blasphemous faith as by the vicissitudes of martial strategy, and Dark Apostles advise the greatest of the Word Bearers' commanders. Some Dark Apostles even rise to command a host of the Legion's Chaos Space Marines in their own right, leading them on dark crusades of heretical belief and bloodshed in the name of their gods.

Do not stifle your screams, do not bite your tongues or fall just yet into death's embrace. Offer up the chorus of your pain in praise as we sacrifice your souls to the True Gods, for only they are listening.





It is a miracle, Korthusa Vondar thought. *Though not one that has been frivolously sought by worthless servants. Nor one doled out by a careless god, as the credulous worshippers of the False Emperor believe.*

No, I have bought this through real sacrifice, he reminded himself. *And it carries the unequivocal promise of power.*

Stood upon an urbanised bluff, with the planet Korpswain's pioneer macrodelver commune of Deltrin spread out before him, Vondar beheld the awe-inspiring majesty of the assault he was orchestrating. The Dark Apostle's primary forces – a body of Word Bearers selected by numerological doctrine – had already penetrated the meagre defences of Deltrin. The Word Bearers struck in a four-pronged attack, a strategy divined from verses within the Third Book of Lorgar. Thirty-two cults swarmed through the commune with them, including the Hand of Ghordaz, the Thrallcabal, the Oathed in Entropy, the Profligate Nimiety of Osiron and more, as well as native insurgents employing their local knowledge to root out any hiding foes for sacrifice.

'Unto the four winds shall pour the devout, unto the Sacred Quadrifex – the Greater Gods of Creation – shall their voices be raised!' Vondar chanted the prophecy that his carefully crafted tactics had aspired to match faultlessly. If there was any deviancy in prescribed timing or arcane geometry, the gods would know. Lorgar would know. Vondar fervently wished for neither eventuality.

Squads of Word Bearers ran down fleeing Imperial Guardsmen and stormed makeshift bunkers. Land Raider assault tanks, their trophy racks strung with fresh heads taken from outrider patrols executed en route to Deltrin, led phalanxes of Predators and Vindicators down macro-avenues, shielding yet more transports in their midst. Hulking Daemon Engines crashed through rude barricades and tore defending Guardsmen apart in fountains of gore.

'See my work, ye glorious masters, and honour its endeavour', Vondar piously intoned.

Above the commune's agglomeration of mineheads, factorums, atmospheric scrubbers and squalid shanties, Vondar witnessed the sky mirror his grand undertaking. Swirling cloud-forms came and went. The shapes were lit from within by detonations and gouts of baleflame as his prized Heldrakes hunted the settlement's paltry air support. The Daemon Engines' contrails uncannily matched the movements of his warriors beneath, etching their ritualised advances in the sky and showing the assault for what it was: the spilling of blood in a sacred octakairic pattern. With its completion, a gateway for the gods' servants would be opened and this world would be theirs.

The Dark Apostle stood before his hand-picked retinue of Chosen warriors, a ruined sentry outpost burning behind him. Crimson gore, as deeply red as their rune-etched armour, sizzled and spat on their hooked axes, or dripped from the barbed teeth of chainswords. The weapons still ticked with heat or thrummed with power after the butchery of the outpost's security detail only moments before. This had been the commune's primary logistical nerve centre, and layers of auspicatory systems fed its banks of cogitators and transmitters.

'Jadeth,' Vondar's deep, smooth voice addressed his gods-sworn champion. 'The vox logs – when was the alert issued?'

The leader of Vondar's Chosen bowed his horned helmet before the Dark Apostle.

'By the Word, my master, they screamed for succour thirty-seven chrono-segments before we breached their defences.'

The sounds of distant but full-throated chanting drew Vondar's attention back to his force's ritual battle lines. He searched for what he absolutely knew would be coming. If the sentry outpost had sent their desperate last message when Jadeth said, there should have been a response. Vondar's true enemies on Korpswain were known for their punctuality. Their presence had been foreseen; he himself had interpreted the signs. He had consulted the Diamonax of Kor Phaeron. He had been the one to understand the shadow-voices emanating from the Pulpit Penumbral.

There! A telltale plume of mica dust was moving swiftly towards the outskirts of the commune opposite Vondar's position.

On screaming jets, a bulky gunship suddenly plunged through the low cloud. Even at this distance, Vondar made out the blue livery of the Ultramarines. An inferno of burning promethium from its rockets violently arrested the vessel's descent, before it swung suddenly into an attack run in support of an oncoming Ultramarines column.

'And the infidel shall bare his face at the anointed hour,' Vondar hissed with vindication.





The Dark Apostle pulled a bronze-chased cylinder from within a flayed skin holster at his waist. The arcane device was the sister to identical devices carried by his holy officers in Deltrin; each contained a manifestation of the same daemonic entity. Vondar swivelled its overlapping casings. His final savage twist was rewarded by a wet crack and a piteous screech as the spine of the unnatural creature inside snapped. Its counterparts in Deltrin would now be mewling in sympathetic pain, a means of communication hidden from the Ultramarines.

Down in the embattled heart of Deltrin, the four columns of Word Bearers, preceded by motley haloes of Cultists, bifurcated. Four became eight, each of the detachments coiling along predesignated paths in a sacred pattern. Vondar saw the sudden change in direction catch the Astra Militarum defenders off guard. The Ultramarines adapted far quicker than the Guardsmen. The sons of Guilliman hammered the Word Bearers' unorthodox battle lines, punishing their advances across unobscured fire lanes. The Dark Apostle cared nothing for the lives of his brethren. Their deaths were as meaningful as those of the foe; their blessed blood was just as welcome in consecrating the divine ley lines demanded by prophecy.

Then Vondar's forces hit the front lines. Chaos Mutants and Torments – infiltrated into position through Cultist networks – surged out of supposedly secure depots to attack the Astra Militarum. At the same time, heavy transports skidded into position and unleashed frenzied Possessed into the Space Marines' midst. Over distorted vox, Vondar learnt of the bloodshed from his Legionaries, and part of him wished to be there in person, to roar his hatred of the loyalists as he crushed their skulls.

There is a greater work to finish yet, hold your fire! He chided himself for considering giving in to his bloodletting urges when there was still more important work to do.

Only one piece yet remained to complete the ritual. It was the reason he and his Chosen remained on this overlooking bluff. The ritualised battle plan had called for a sacrificial offering at this point, underlining the weave of bloodshed like a signature on a compact. In a painful vision during his preparations for battle, he had been promised that a worthy subject would come to him.

Satisfaction filled Vondar as he received reports of entire companies of Guardsmen routing as they witnessed their supposedly indomitable protectors giving ground before the Possessed. Something wasn't quite right, though. He had expected a breakout by the loyalists, even if it meant the sacrifice of more of his warriors. Where was the offering coming to deliver itself unto him?

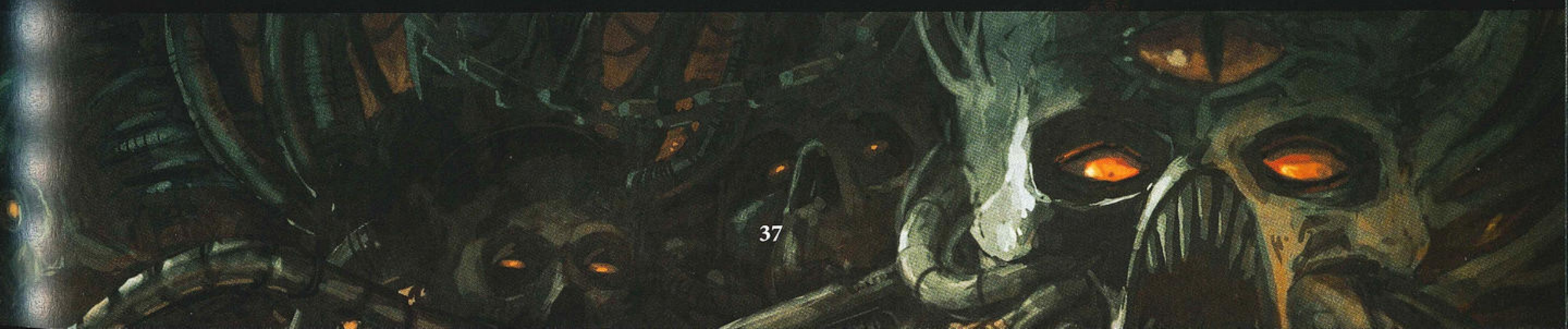
Suddenly a blizzard of explosions detonated behind Vondar. He turned, cursing as he realised they had been ambushed. Several of his Chosen already lay crumpled on the ground. Vondar saw the Ultramarines burst from concealment from the far side of the sentry outpost, surging towards his position. His surviving Chosen reacted swiftly, returning fire before the Incursors crashed into them. Vondar roared in anger at the unexpected ambush, but was inwardly pleased. Here was the moment – the gods had delivered!

'And unto the devout shall the sacrifice be gifted! May the Dark Gods bless your blades, my brothers, and ward your souls!' He spat the words of cursed liturgy as the melee swept back and forth. Blades clashed, point-blank fire erupted, ceramite-clad bulks crunched into each other like land masses. The sigils upon the Word Bearers' armour flared with warplight, sending blows skittering aside or transmuting potentially fatal shots into wisps of sulphur. The Ultramarines could not capitalise on their surprise assault; the fanaticism of their foes was rampant, and one by one they were hacked apart until only one remained, injured but alive.

Vondar waved his Chosen back as he approached the Ultramarine. The Incursor dropped his empty carbine, holding his blades out before him, then lunged at the Dark Apostle. Vondar angled his pauldron to take the strike before swinging his baroque crozius in a low arc that crashed into his opponent's knee. Staggering, the Ultramarine lost balance and turned, exposing his back. Vondar brought his crozius down with two hands, the weapon crushing the Incursor's armour and cracking his spine, felling him but – crucially – leaving him alive.

As the Ultramarine lay prone, Vondar began chanting the ritual's closing sermon. Jadeth and the surviving Chosen each carved a runic wound into the loyalist's face, the warrior using his waning breaths to curse them. Above Vondar, the sky-sigil was almost complete, a convoluted vortex of dark dust circling in the heavens. He took his ritual blade from a scabbard at his waist and sliced open the Ultramarine's neck.

'Let us hope you have the resilience of your father,' he whispered. 'This must be done correctly, and is going to take a long time.'





NIGHT LORDS

TERROR MADE MANIFEST

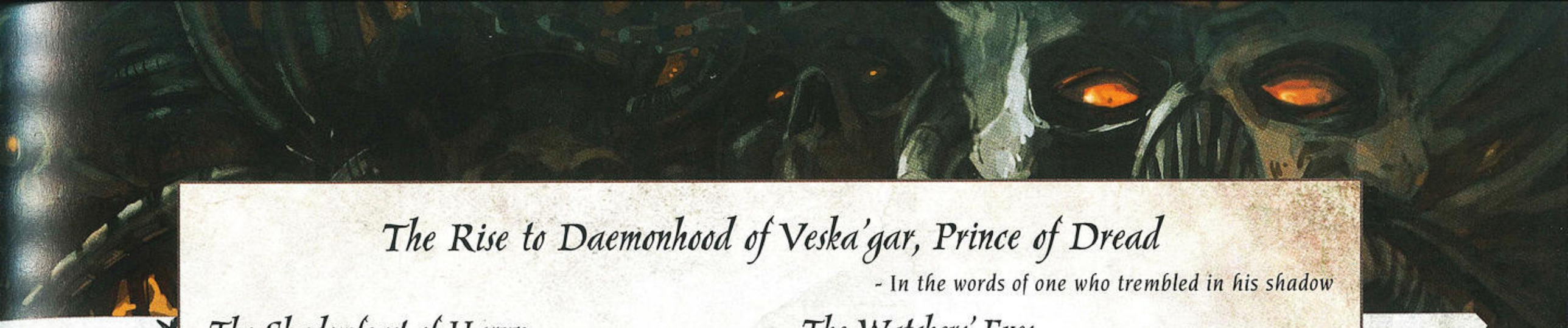
Cruel, sadistic and endlessly inventive in their applications of torment and horror, the Night Lords have honed their terrifying tactics over ten millennia. Their strikes are fuelled by their predilection for inflicting misery and pain far in advance, then sustaining it through repeated shock assaults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

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 careful 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-like culture of murderous and callous violence.



Whatever the reason, incomplete tribunal records held under warded seals 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



The Rise to Daemonhood of Veska'gar, Prince of Dread

- In the words of one who trembled in his shadow

The Shadowfeast of Harun

Veska'gar's Night Lords spend weeks hunting down the primitive citizens of Harun in the midnight hours, tossing tens of thousands of souls into the empyrean. On Harun's highest peak, Veska'gar first seals his pact with the powers of the warp, a hundred gutted corpses at his feet.

The Blood-horde of Boranis

Upon a surge of dark inspiration, my lord Veska'gar commands our allies in the Cult of Boranis' Doom to divest themselves of unnecessary ornamentation. When the Night Lords attack Boranis' capital hive, their assault is preceded by the Cult's screaming mobs, not an inch of skin remaining on any of them. Boranis' shaken garrison falls swiftly.

The Evisceration of Governor Prendis XXIII

Veska'gar learns of negotiations between the Simonis Belt worlds and the Union of Tel-Marque, sending his own earnest salute. Night Lords veterans steal aboard the Governor's void-barque, where negotiations are to be recorded and broadcast to billions of citizens. There they release warp-tainted hallucinogens and daemon-possessed servo-automata, which hunt down and flay the maddened delegates, the last of whom break into the Governor's chambers seeking refuge. They find Prendis alive, but with skin and flesh stretched and nailed to bulkheads. Then the daemon servitors reach them. All that follows is recorded and transmitted to the hopeful worlds of the Simonis Belt. Panic grips billions, and anarchy and civil war rage.

The Watchers' Eyes

Veska'gar flies into a rage after learning of the near extermination of the Grell, a xenos conclave who supply arcane, psychotraumic instruments. Tracking their slayers to the watch fortress of Corvas Vault, the Night Lords overwhelm the xenos-hunting Deathwatch. Veska'gar slays Watch Master Mordas, prising apart his ribcage before skewering the loyalist with his own vigil spear. Imperial investigators will discover every black-armoured corpse accounted for, yet not a single eye between them. The Grell survivors receive the glutinous prizes with relish, and tell my lord he has earned great favour with the Masters Beyond.

The Fear-spasm of Jeskov

The terror of the Simonis Belt spreads to other systems for decades. The gods' daemonic servants are summoned on a dozen worlds throughout the Jeskov Sub-sector, each location a banquet of terror to Veska'gar's Night Lords. Imperial reprisal forces attempt to quash the anarchy, but they are too late. At the Fear-spasms's height, Veska'gar receives his reward from the Dark Gods. It is a moment I shudder to recall.

On Corella V, Veska'gar dedicates the twin hearts of a loyalist Astartes Captain to the Dark Gods. A black fire consumes him, fanned by a hurricane of whispers and my lord's screams. Those who relish Veska'gar's pain are cowed when he emerges. Monstrous, shadow-winged, the iron claws of his armour replaced with daemonic talons, and his face… gods, his face! A pit of night, with only crimson eyes and yellow fangs visible.

What use your eyes when they betray your secret schemes? What use your tongue when all you tell me are lies? I will, however, allow you your ears. I would never do you the disservice of severing you from the sound of my voice.

underlings, sating their lust for torturous piracy lest they turn their flensing blades upon their leaders.

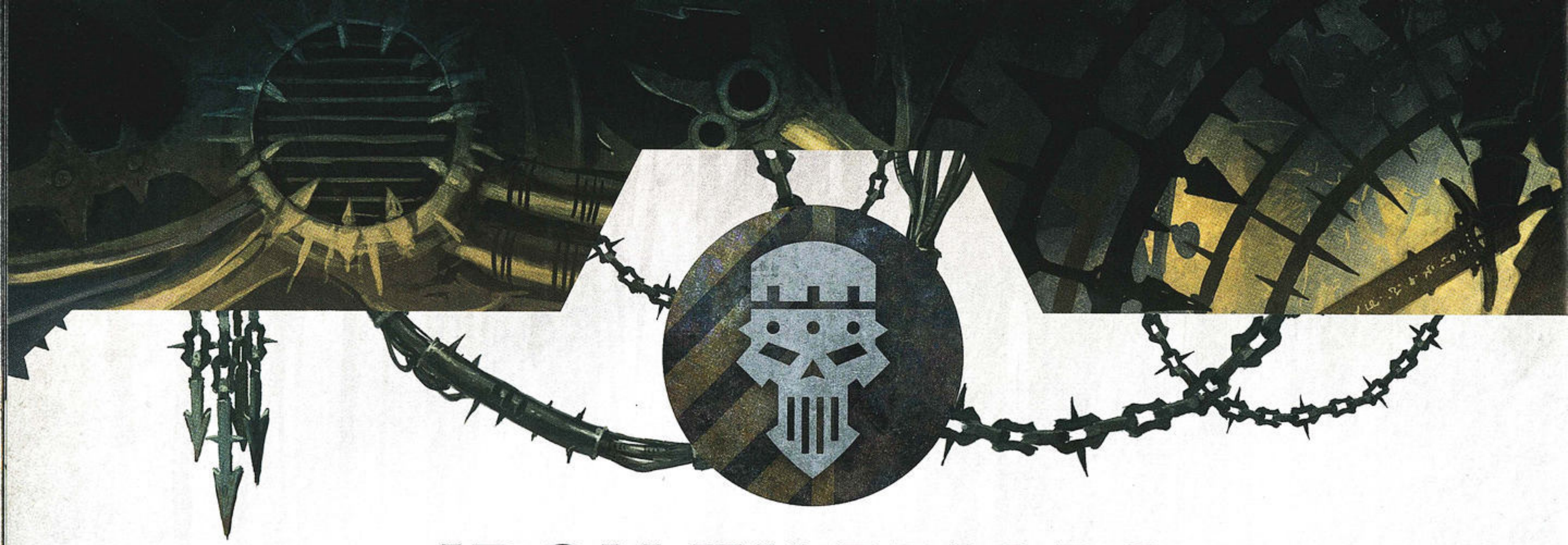
The atrocities Night Lords warbands unleash tell of a horrific sickness of the soul. Theirs is no holy crusade underpinned by a martial creed; instead they take an honourless delight in spreading murder and misery for its own sake. When a suitable prey site is identified, a warband will endeavour to 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, an inexorable terror grips the foe.

Rather than pin everything on a single overwhelming assault, Night Lords typically engage in countless aggressive patrols and surprise raids to disorient and frustrate. Darkness is their ally, and vicious hunts on a planet's night side, beneath artificially crafted shadow or through the black corridors of a ship whose power has been cut are all favoured practices. When they do lunge into the open, these heretics are often seen wearing the wet skins of recent victims, their midnight-hued battle plate strung with gory trophies and leering skeletal icons underlit by the holo-shimmer of lightning forks. Repeated instances have shown that the Night Lords will give no quarter, and are entirely bereft of mercy. Any poor soul offering to surrender will have their pleas answered with mutilation and death.

THE HOSTS RAPTORIAL

Night Lords make extensive use of swift, jump pack-equipped warriors such as Raptors. These cruel terror troops relish their sensation of godhood as they look down on prey 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 wyrdflame-wreathed Warp Talons fight alongside them, suddenly appearing from the immaterium through rents carved by their own daemonic talons.

Many Night Lords commanders choose to strike from the skies, and are often attended by large warbands of aerial horrors. The most influential of these dread sky warriors marshal airborne Daemon Engines to their cause, using Heldrakes to eliminate the enemy's anti-air capabilities. Night Lords revel in the terror caused by what their victims perceive as a dark flock of vengeful furies from myth come to rend their flesh and claim their souls.



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.

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 man-made 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

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 linebreaker 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.



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.

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 sub-dermal electoos undertook commando raids on Imperial installations, employing tactics thought beyond the skill of such a disorganised rabble.



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.

The Alpha Legion are devious beyond measure. 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. This ego-driven self-confidence drives within them a belief that those they consider inferior would understand the Alpha Legion's superiority if only they had the wit.

Precious few records remain concerning the Alpha Legion before the Heresy, and those that survive are contradictory, riddled with falsehoods, redactions and references to non-existent sources. The current consensus amongst rigorously monitored scriveners is that when Horus made his pact with the Chaos Gods, the martial pride of the Alpha Legion was their downfall. What few consistent records have been unearthed – or intentionally released – depict their forces ever at the Great Crusade's periphery. Their victories were not on pivotal battlegrounds, nor won with feats of personal grandeur, often passing uncelebrated amongst the triumphs of other Legions. Some unidentifiable historitors have left works suggesting that a need for martial approbation began to consume the Legion and their ineffable gene-sire, Alpharius. The Primarch's reputation for orchestrating incredibly successful campaigns was tarnished in the eyes of more hidebound Legions by the use of a mounting raft of unconventional tactics. Only Horus, it seemed, appreciated the Legion's unusual capabilities. When treachery unveiled its face during the horrors of the Isstvan V Drop Site Massacre, the Alpha Legion fought alongside the heretics.

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, 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.

When not deliberately obfuscating their identity, Alpha Legion warriors adopt the symbol of the hydra as their Legion's icon. This many-headed, draconic creature of ancient myth serves to remind the Legion of their unity in body and spirit. 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. This unity, however, can be seemingly abandoned at a moment's notice. Should the foe somehow gain the upper hand, Alpharius' scions 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.

You have been told that your Corpse Emperor watches over you, that betrayal leads to damnation, that deceit is a sin. Everything you have been told is a lie.



EMPEROR'S CHILDREN

THE PERFECT SONS OF THE PHOENICIAN

No idle boast is the claim of perfection made by the obsessive and ostentatious Emperor's Children. Their warbands are experts in sublime artistic bladework, lightning-fast manoeuvres and the pinpoint application of overwhelming firepower. The Legion's preening champions ever strive to outdo each other in displays of extravagant martial precision.

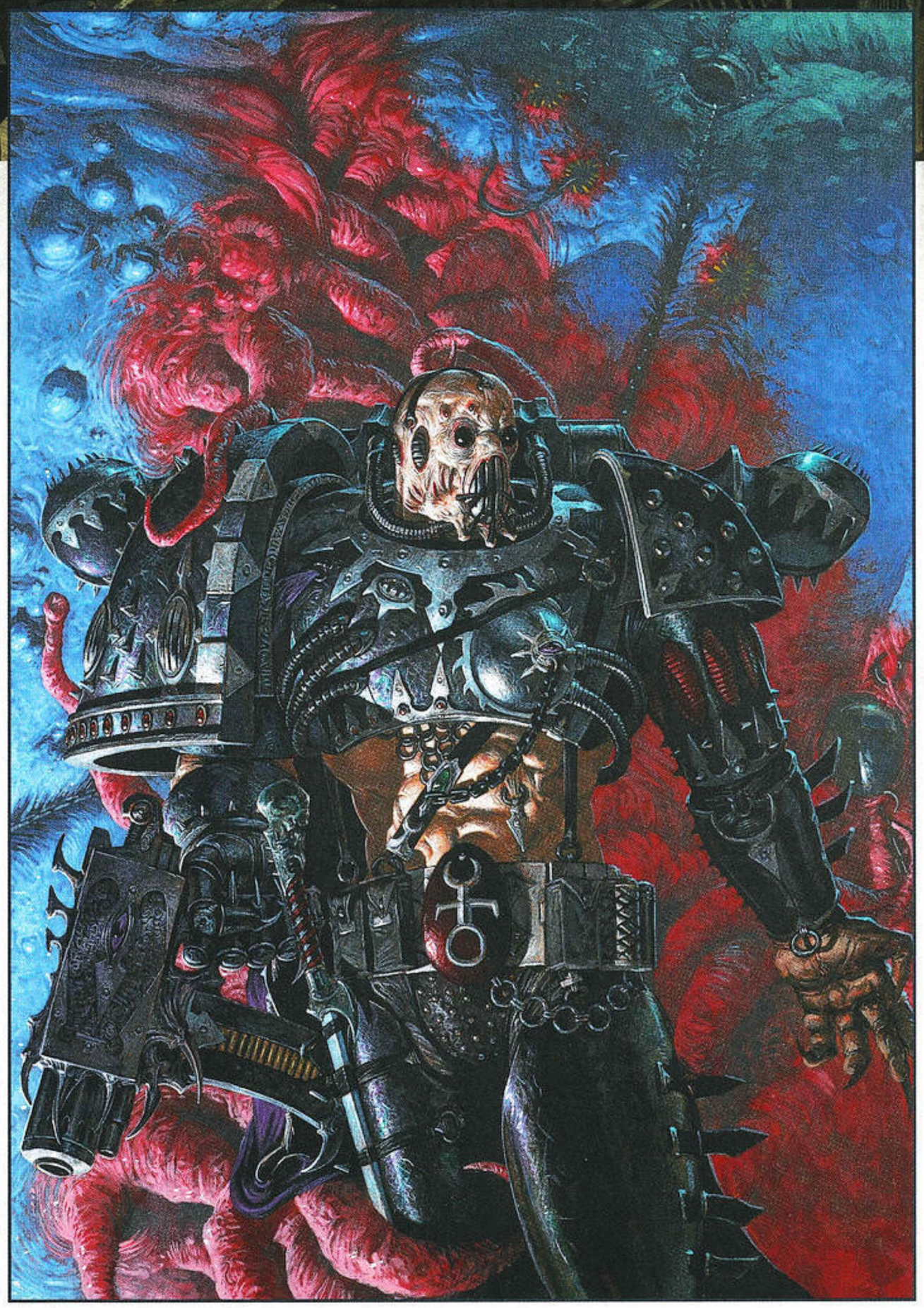
Once a Legion dedicated to perfection in all their pursuits, the Emperor's Children succumbed to the call of forbidden knowledge, and their drive for sublimity was perverted to an obsession with excess. During and after the Horus Heresy, the Emperor's Children fell so far in seeking extreme sensation and vile experience that many underwent arcane surgical enhancements to enliven their perceptions. Many also took to imbibing dangerous cocktails of ever more extreme stimulants that sharpened their already augmented senses, but dulled all quotidian sensations.

As one of the Traitor Legions, the Emperor's Children invaded Terra at the climax of the Heresy, but there are scant records of them fighting around the Imperial Palace. Dark legends instead suggest they descended upon the civilian population of the Administratum, the complex infrastructure of clerks, bureaucrats, curators and menials who coordinated the efforts of the far-flung Imperium. Whole families of staid scribes and haughty prefects fleeing the battle zone were hunted down and incarcerated in dreadful conditions. The Legion's simple pleasures had given way to complex debaucheries fuelling as many senses as possible. While their allies fought and died, the Emperor's Children slaughtered millions of people and rendered them down to create endless varieties of drugs and stimulants. Countless thousands more died to give the Emperor's Children more direct, if cruder, enjoyment.

The perversion of the Legion's once-noble ideals, though thought to have originated with Horus, was ultimately spread by their Primarch, Fulgrim – also known as the Phoenician. In the Heresy's aftermath, the practice he had initiated of granting greater autonomy to charismatic commanders and their coteries of favoured warriors laid the groundwork for the Legion's swift fracturing into individual warbands. Each came to follow their own path, preying on worlds throughout the galaxy as they sought abhorrent experiences and endless slaves to stir their abused sensoria. They turned upon other warbands of Heretic Astartes more often than most traitors, testing their skills against the greatest of foes before harvesting their rivals' slaves and servants for themselves.

Because the senses of the Emperor's Children have become so distorted, only the most extravagant patterns and colours register in their minds. Each suit of armour, every bolter and chainsword, is worked with fantastic ornamentation in praise of Slaanesh, their patron deity. All Emperor's Children Traitor Marines alter and augment their armour in ways that can be subtly disturbing or garishly ostentatious, from clashing colours and shimmering silks to golden chains, leering faces and horrific trophies. The Legion's weaponsmiths will carve scenes of debauchery into the pauldrons and breastplates of the most favoured warriors, gratifying each wearer's warped sense of quality and beauty. Yet despite these obsessions, the Emperor's Children are vicious and savage warriors in battle. Delighting in both the destruction they cause and the injuries they sustain, they will serve any master in return for fresh slaves upon which to practise their devotion to Slaanesh.





They say the hungers of the soul and the lusts of life feed the Dark Gods. As they have gifted us with boons, let us give them a banquet they will never forget!

Worship of Slaanesh is embedded throughout the Legion's numerous scattered warbands. The mark of Slaanesh is prevalent, visible as bony extrusions in the shape of the god's sigil, fleshy androgynous protrusions or haloes of sickly psychic energy. Many of the Emperor's Children have degenerated into Noise Marines in service to the Dark Prince, becoming obsessed with apocalyptic reverberations that can rend flesh and steel apart – sonic forces they believe themselves uniquely blessed to appreciate. Others have followed different routes to ever more daring sensation: defiling holy idols before the eyes of their adherents; tearing down ancient fortifications mythologised as invulnerable; flaying alive lauded heroes and heroines in front of their own troops. In all of these pursuits, the Emperor's Children take a sick pleasure in seeing hope crushed and pride gutted.

Of Fulgrim himself, the cabals of the Ordo Malleus know little with any surety. Rumours of his assassination by Imperial agents, his fall during the countless wars with rival Legions or his ascension to daemonhood have as much credence as any. It is likely that most of the Legion's warbands do not know what became of their charismatic gene-sire, for tales abound of Emperor's Children Legionaries still seeking the fabled daemon world where Fulgrim is said to hold court, that they might indulge in an eternity of excess in his service. After ten millennia, the Inquisition still maintains a sizeable strike force devoted to pursuing rumours, however slight, of the traitor Primarch's existence.

LUCIUS THE ETERNAL

Even before the Horus Heresy, Lucius was a consummate swordsman with a taste for outlandish self-mutilation. The few scars he received from his numerous duels he linked together by carving deep wounds into his face, chest and arms. They became a maze of livid scar tissue that distorted and disfigured his body. By the time of the galactic rebellion, Lucius had come to equate pain and disfigurement with success in battle, gloating with a perverse sense of pride over his hideous appearance and sneeringly inviting any to best him.

Compelled by whispers only he could hear, Lucius descended into madness. He committed ever more extreme acts, furthering an intense obsession with being the perfect swordsman. Yet finally he met his match, during one of the many gladiatorial contests held by Fulgrim in the intervals between atrocities, and was slain by one of the Primarch's favoured Lord Commanders, Cyrius.

Some dark power – many think Slaanesh itself – was loath to let such a promising protégé slip into oblivion. Over the next few weeks, the artificer armour Commander Cyrius wore began to warp and change. His hair fell out in clumps, and dark lines appeared under his flesh, slowly pushing through his skin as a maze of scar tissue. Soon, Lucius had emerged completely. All that remained of his executioner was a screaming, contorted face, subsumed for eternity into Lucius' armour.

Lucius now stalks the galaxy as an arrogant slaughterer who can never truly be killed. Whoever slays him and takes even a moment of satisfaction from the act will find themselves transforming, slowly and painfully, into Lucius. The tortured visages of those who once killed him writhe across his armour, affording the swordsman endless gratification. His ornate sabre and sentient whip have tasted the blood of champions and kings across the galaxy, leaving a trail of trademark decapitations behind him – each victim one whose skill was insufficient to divert Lucius' attention for more than a moment. He leads his debauched warhost with total confidence, welcoming death with as much passion as when he inflicts it upon his foes.



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

Fabius Bile operates primarily as a solitary predator and mercenary bio-artisan. He is attended occasionally by disciples from other Legions hoping to learn the craft at the side of a master, as well as by lowly Surgeon Acolytes who shadow Bile until they displease him and form part of his next gruesome experiment.

Although Bile's creations are ultimately perfected for a paying Chaos Lord, he has been known to use such forces for his own purposes before handing them over. While he is a dangerous combatant in his own right, Bile has sometimes found the need to wield his creations en masse. A planet, installation or ship gravid with suitable specimens or gene-tech is often heavily guarded. Similarly, he has experience of vengeful armies converging on him, seeking his head for what they consider abhorrent crimes. In these situations, Bile casually sends diversionary forces of altered warriors into the fray, heedless of their lives as he acquires what he needs or makes his escape.

Whether under the Primogenitor's direct command or operating on his behalf throughout the galaxy, the altered Legionaries who do his bidding – his Terata – have a variety of origins. Some, like the Shriven, are entire warbands of renegades who sought Bile's services to enhance their physical prowess, and who now grudgingly repay him by ceding him temporary command. Others are forces of warriors amassed and augmented within Bile's own hidden laboratories, whether vat-grown clones or abducted warriors from traitor or loyalist brotherhoods.

Still others are handed over to him by the Traitor Legions for mass enhancement, or are assembled from individuals that escaped medicae institutions. Indeed, Bile's operatives have been known to infiltrate such sites and taint their arcane machineries, the resulting abominations often destroying the facilities in their escape and somehow finding their way back to the Spider via an inexplicable bio-tether.





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 ready spoils and rich pickings lure many a rogue to piracy in the Maelstrom. But those who follow such lures soon discover they have swapped one life of servitude for another, this one beholden to a master far worse than any they think they escape.

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.



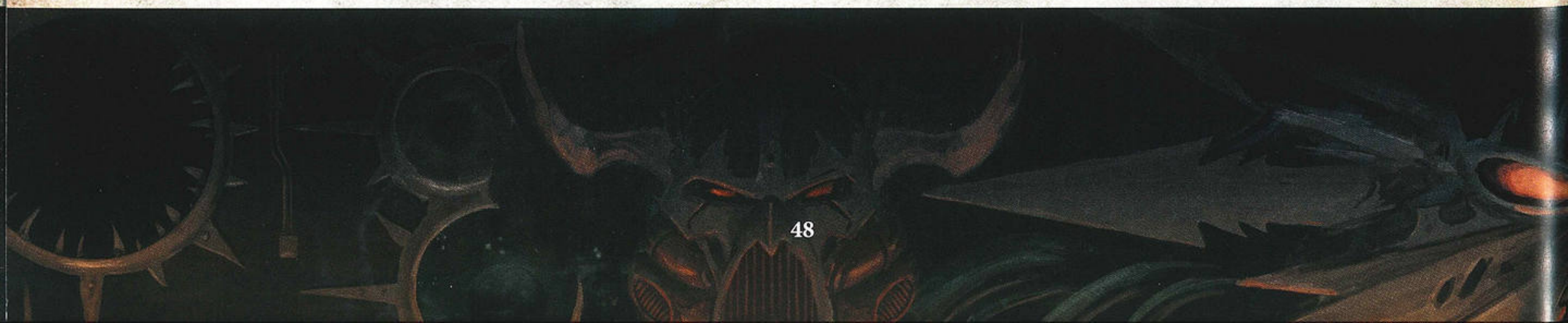
'Remind them that the Tyrant's big guns never tire.'

- Huron Blackheart, ordering the crippling broadside that wrecked the battle cruiser Gate Warden

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 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 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 devil's 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.

No matter how rich and esoteric his trappings, however, the Tyrant can never escape the racking pain that has haunted him since his fall. Perhaps it is this near-constant agony that adds fuel to the fires of wrath in Blackheart's soul; perhaps it is nothing more than pure hatred. Either way, this lord of mayhem is amongst the deadliest renegades in the annals of history.



RED CORSAIRS

When Huron Blackheart began his hate-filled empire-building, his renegades became the Red Corsairs, named for the blood-red colour they used to obliterate their old heraldries. The original core of these reavers comprised the heretical survivors of the Badab War. Amongst them were not only Huron's own Astral Claws, but also traitors from those Chapters who turned renegade with them, swayed by Huron's inspirational charisma. Space Marines of the Mantis Warriors, the Lamenters and the Executioners escaped into the Maelstrom with Huron, even though their former battle-brothers were granted the opportunity to atone via penitential crusades. In the intervening years, renegades of dozens of otherwise staunchly loyal Chapters have joined the Red Corsairs' ranks.

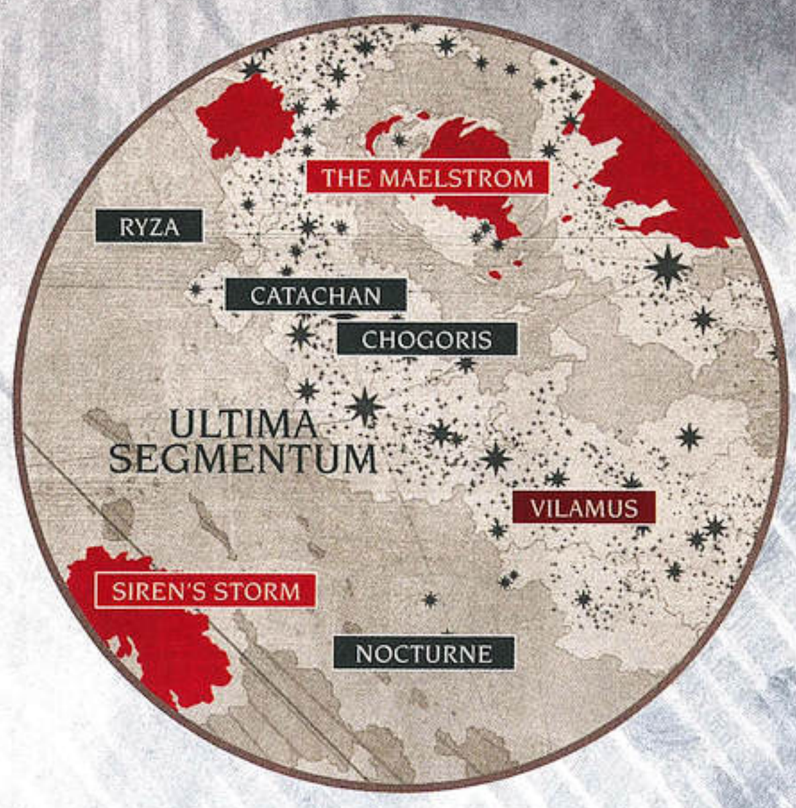
The warriors pledged to Huron each offer a wealth of experience to their overlord, and swiftly adapt to the rapid assaults favoured by the Red Corsairs. The hypno-indoctrinated information they bear expands the warband's knowledge of loyalist doctrines, deployments and security ciphers, and recently turned renegades have been used to infiltrate Imperial command structures to capture plans or assassinate officials. Though it has the numbers for larger invasions, the warband primarily undertakes smaller scale raids. These are swift and savage actions designed to disorient the foe while securing some ineffable prize or eliminating key commanders, like a dagger slid rapidly between the ribs. Boarding actions, teleport strikes and high-speed armoured assaults are also their hallmark.

Amongst the Red Corsairs' separate fleets are numerous prize ships wrested from loyalists or stolen from rivals. The warband can call upon retro-fitted frigates and destroyers, upgunned battle cruisers and heavy transports bristling with hidden weaponry. The *Wolf of Fenris* was a strike cruiser of the Space Wolves Chapter until its capture, and remains the Tyrant's greatest prize taken so far. Yet as a symbol of power, it is dwarfed by the immense Blackstone Fortress gifted to Huron by Abaddon in the wake of the Tyrant's rebellion against the Imperium. Such a kingly offering bought the loyalty of the Red Corsairs for Abaddon's great galactic endeavours to come, and affirmed the warband's standing in the Despoiler's eyes.



WAR ZONE: VILAMUS

Many of the Red Corsairs' attacks target isolated outposts, shipping along lonely warp channels or vessels at vulnerable Mandeville points. But there are some raids – especially those led by their dread commander Huron Blackheart – that go much further in their daring. It was one such attack that resulted in the Fall of Vilamus. Located in the Ultima Segmentum, Vilamus was the site of a fortress monastery of the Marines Errant, a loyalist Chapter who had taken part in the Badab War nearly a century before, and were well known to the Tyrant.





PACTS AND DIVERSIONS

In the twilight years of the 41st Millennium, Huron set out to steal a large amount of gene-seed – the raw genetic material his arcane chirurgeons could employ in the creation of more Heretic Astartes or trade for even rarer bounties. The fortress at Vilamus was a formidable target, protected by some of the greatest warriors of the Imperium, thrumming void shields to prevent teleportation, and armoured bastions equipped with defence lasers capable of crippling targets in orbit. Huron first tackled the loyalist Space Marines, negating them through systematic piracy. Over the course of several years the Red Corsairs performed or orchestrated ever more daring attacks on shipping in the sector, drawing more and more of the Marines Errant out on counter-piracy missions. Eventually, this left Vilamus garrisoned by little over a company of Marines Errant, supported only by Chapter serfs. Huron also struck a deal with Night Lords warriors calling themselves the Exalted, who formed a vanguard. Dropped onto the world under cover of a cosmic storm, they infiltrated the defences of Vilamus. Once inside the fortress monastery they disabled the generatorum, shutting down the void shield and defence lasers.

A FUTURE STOLEN

With the defence lasers out of commission, Huron's cruisers and strike craft were able to enter low orbit. From there, the Tyrant's Terminators could teleport directly into Vilamus. Their main targets were the power relays that still fed energy to the point defence batteries studding the armoured bastions. Once these were severed, the Terminators diverted their attack to the Apothecarion where the Chapter's gene-vault was to be found.

With Vilamus' automated defence turrets deprived of power and the fortress monastery's garrison combating the Terminators, Huron delivered the killing blow. He led an assault against the main chapel, which contained many of the Chapter's most prized artefacts, even as news began to reach him of treachery in orbit. The Night Lords, their gory bladework finished, had boarded one of Huron's capital ships and begun to escape with it. The Tyrant swore to run them down, but his mission at Vilamus had to be concluded first. Torn between protecting their gene-seed and their Chapter relics, the Marines Errant were divided. Capitalising on this, Huron escaped with nearly all of their gene-seed, dooming the Marines Errant to a slow demise.







A LEGACY OF RENEGADES

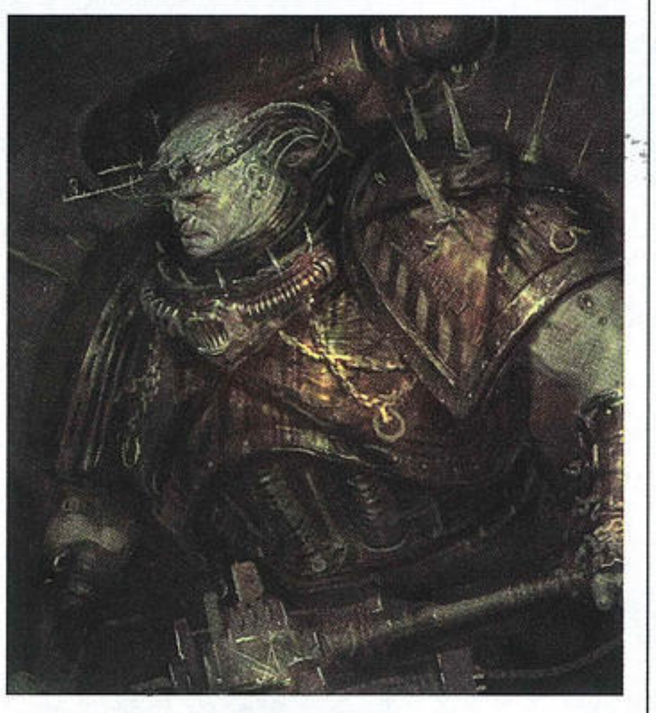
None truly know how many Space Marines have turned renegade throughout the Imperium's history, nor the myriad reasons for their heresy. The galaxy is so vast that reliable data is impossible to come by, and the first sign of their rebellion is often when they prey upon the Imperium's worlds – usually under a different identity, thus masking the true scale of betrayal.

I murdered thousands for the Emperor and he gave me nothing except his damning silence.
Now his lapdogs pay for every life I take, whilst the gods promise me the galaxy.

To even whisper of treachery is dangerous within the Imperium. For most citizens the thought of the legendary Adeptus Astartes – those glorified warrior-knights known to most only by depictions in stained armaglass or as towering statues – betraying the Emperor is incomprehensible. Even the few rigorously monitored scholars that become aware of the original Traitor Legions, should they not dismiss them as frightening myths, might believe their betrayal to be an aberration that could only occur in the far-off days of legend, when myths, gods and saints walked abroad. Yet Space Marines do rebel, turn traitor and betray their sworn oaths. When they do, all of their Emperor-given strength, enhanced abilities and gene-wrought determination are set against Mankind.

Those within the Imperium aware of such unforgivable heresy give thanks that it is incredibly rare. While there have been instances of an entire Chapter breaking its sacred oaths – through the dark inspiration of charismatic war leaders, via a taint in their gene-seed or some justification known only to themselves – more often it is individuals or small groups of Space Marines that turn traitor. For example, it was a single garrison of the Golden Blades Chapter, defending the Fortress of Intolerance against daemons on the world of Ghahalla, that became the original core of the Brazen Beasts. Overcome by a strange madness, they defaced their war machines with horrific symbols and employed blood rituals to subdue their daemonic assailants and trap them within the tainted battle tanks.

The taint of the warp can never be underestimated for the danger it poses and the subtle manner in which it worms its way into every part of a warrior's being. It is for this reason that the Grey Knights are believed to have mind-wiped surviving strike forces of Space Marines who have loyally fought alongside them. It is also why Chapters take great pains to expunge their brothers of taint in post-action rituals after exposure to the daemonic. Yet this is sometimes not enough. Wounded by a daemon weapon; cursed with an empyric hex; unable to get the sights and sounds of entities they have fought out of their minds – however a taint takes hold, it can linger undetected, spreading until the warrior is corrupted in mind and spirit. Escaping their Chapter, sometimes killing former brothers in the process, these heretic warriors often make their way – consciously or not – into warp rifts such as the Maelstrom or the Eye of Terror, or hide themselves along the length of the Cicatrix Maledictum. In these shadowy environs, entire warbands of renegade Space Marines have grown in this way, as corrupted individuals accrete in the tainted places of the galaxy.



Even small warbands of Chaos Space Marines have the power to overwhelm lumbering merchant ships with shock boarding assaults, massacre and loot fronteris settlements or ambush reconnaissance patrols of experienced warriors. For those warbands whose members have diverse origins, the doctrines that they once cleaved to and the tactics they employed in the name of the Emperor are subsumed into their new brotherhood. These warbands develop specialisms based on their culture of reaving, murder and sacrilege in the name of the Dark Gods. Some become blood-maddened butchers, others arcane witch-warriors, tyrannical despots who sunder the foe's fortresses or hunters of prey for grisly and debauched sport. Others still are zealously stoic; the Shaven Mane warband almost fetishises its warriors' perceived humiliation by the Imperium. Believing themselves to once have been betrayed, abandoned or subservient to the weak, they harden their hearts and push on through horrendous wounds, refusing to allow any the satisfaction of laying them low.

The weaponry, equipment and war engines employed by warbands of renegade Astartes vary wildly as well. Some maintain a fleet-based existence, loyal or indentured Warpsmiths maintaining the warband's hellish machines and armaments alongside swarms of toiling mortal slaves. Other brotherhoods of Heretic Astartes maintain pacts with the forges of the Dark Mechanicum, delivering into the hereteks' grasp plundered archeotech in exchange for technical expertise and the creation of malefic Daemon Engines.

Not all independent warbands of the Heretic Astartes have rebelled directly from a loyalist Chapter. The Shadowkin of Varadkar are a warband who split from the Black Legion in the wake of Abaddon's Twelfth Black Crusade, for unknown reasons. Their lord, Varadkar the Bloodghoul, has so far avoided the hunting warbands of the Warmaster's loyalists who seek his head to lay before the Despoiler. The Shadowkin operate from asteroids orbiting a rogue planet that, for now, lies near the warp rift known as the Storm of the Emperor's Wrath. The warband's Sorcerers name



CYPHER AND THE FALLEN

The Space Marines known as the Fallen are amongst the most enigmatic followers of the Chaos Gods, if indeed they are followers at all. Their origin has its roots in the dying days of the Horus Heresy, when Lion El'Jonson, Primarch of the Dark Angels Legion, returned to his home world Caliban to discover treachery and betrayal amongst those he thought loyal. The truth of that time is the Dark Angels' secret shame, but they have never given up hunting down the heretics of Caliban, whom they named Fallen. Not all of the stoic Fallen have succumbed to Chaos to the same degree. A large number have embraced the ways of the Dark Gods completely, becoming true Chaos Space Marines, but others, disgusted by such corruption but unable to reconcile with the vengeful Dark Angels, lead haunted existences as grim mercenaries or attempt to atone in secret.

There is one whom the Masters of the Dark Angels seek above all others. Cypher is a being wrapped in shadow, an entity whose motives and methods are an enigma. Even the name by which he is known alludes to concealment, although whether it is a metaphor or yet another conundrum is unknown. Cypher has eluded capture for nearly ten thousand years. During that time, reports of his appearance have reached the Dark Angels from all over the galaxy. Wherever he surfaces, he brings with him death and destruction, although whether he is the culprit or merely a herald of woe is unclear. His presence seems to fan the hatred and mistrust of those around him into a raging, uncontrollable fire. Yet in its glare, he vanishes.

Inquisitors and their agents investigate rumours of this mysterious gunslinger, while Chaos Lords demand answers to how he seems to weave in and out of their fastnesses and insinuate himself in their plans. Yet never will the Dark Angels be far behind, ever seeking to answer who or what Cypher is. The only certainty is that disaster and strife follow in his wake.



this unlit world Dhorakagan. Through means they do not understand it periodically vanishes, reappearing in another location, taking its asteroids and the Shadowkin with it. Its appearances follow a path through the galaxy, inching further into the Imperium Nihilus with each esoteric vanishing. The Shadowkin's ships strike at every system their dark orb passes near, safe from easy retribution as their world is never in the same place twice.

There are many other warbands that are closely aligned in terms of strategy with one or other of the Traitor Legions. Some formed through violent secession like the Shadowkin, others operate in awed imitation of their chosen idols, or else in mocking mimicry or even sinister impersonation. Others change over time through worship of the same Dark Gods as the Legion. They may seek to emulate or outdo the Legion's perceived favour with the gods by matching their sacrilegious deeds. However they justify their actions, however long each of them has trodden the cursed Path to Glory, they are all damned.

BRAZEN BEASTS

Roaring, clanking packs of heavily armoured Daemon Engines lead the charge of the Brazen Beasts. Following these mechanical monsters come the warband's Daemonkin, howling praise to Khorne, carving the Blood God's rune into the bodies of their victims and consecrating the carnage in their deity's name. The Brazen Beasts have assembled a mighty stable of Forgefiends, Maulerfiends and Defilers. These they transport deep within the bowels of their space hulk, the *Oblivion Shadow*, the machines' needs attended to by a coven of enslaved Warpsmiths. Chief amongst these infernal engines is a mighty Lord of Skulls, a towering war-idol that the Brazen Beasts worship as the 'Caged God'. It is the frenzied visions of this abomination's bound Bloodthirster that guide the Brazen Beasts through the void and lead them to fresh victims for the slaughter. On Vigilus, at the watch fortress of Ebon Vale and while wading through xenos blood during the Ghoresh Extinction, the warband has fought alongside Khornate daemons or Berzerkers of the World Eaters Legion, and any losses have only driven them to greater heights of bloodshed.



THE PURGE

The Purge loathe life in all its forms. Having seen first-hand the dread threat of Chaos, they believe that the galaxy is hopelessly corrupt and that the only salvation lies in the sterility of death. The Purge pray to Nurgle for a pandemic that will kill every living being. While it is the loathsome deity's aspect as the destroyer that they worship, this is not the Plague God's only facet. It is a cruel irony that Nurgle's sorcerous infections can bloom into hideous vitality at a later date or extend the wretched existences of the few survivors. Thus the Purge are drawn back to slaughter the new inhabitants of worlds they conquered decades ago, or are driven on to exterminate planets tainted by fleeing survivors of past assaults. Theirs is a cycle of never-ending murder, a grinding crusade against existence itself. To accomplish their goals, they employ fast-spreading epidemics, airborne poisons, wholesale demolition and arson. They have waged their pitiless war against Mankind and alien alike for more than three millennia, consumed by their self-imposed quest to exterminate all living creatures.

THE FLAWLESS HOST

The Flawless Host believe they are the embodiment of justice and purity. Known as the Shining Blades when they served the Emperor, their rigid training gave them an unshakeable faith in their own abilities. They convinced themselves they could not fail. What caused their first act of rebellion is not known, but mounting incidents saw them attack allies who questioned their magnificence. Their pride and wilful delusion manifesting in a frenzy of indignation, they took to calling themselves the Flawless Host as a reminder to all, and have scarred the Imperium ever since. Such is the confidence of the Host's warriors in their righteousness that though large numbers of them have fallen to the worship of Slaanesh, they are resolute in their convictions that nothing they do can be wrong. Some of them seek levels of martial perfection far beyond what is humanly possible. Others crave graces from their god so majestic that no one witnessing them will be in any doubt as to their perfection. No cost is too great for such boons, and their abhorrent deeds have led many so far down the path of corruption that they can no longer differentiate between their loyalist past and their current excesses.

THE SCOURGED

The cursed warriors of the Scourged once formed a loyalist Chapter known as the Seekers of Truth, raised in a culture of absolute honesty. Their Chapter Master, Herodicus, was an honourable man. The death of every warrior claiming innocence that he was ordered to kill for the Imperium tore at his soul, doubt nagging at him as he never knew the truth. Herodicus prayed for a way to hear the lies of Humanity for what they were, that he might only slay the guilty. Unfortunately for him, his prayer was answered not by the Emperor but by the Ruinous Powers. From that moment on, he and his brothers were said to hear every lie spoken by Mankind. The Chapter turned renegade, naming themselves The Scourged for the near-constant torment they now suffered. Though maddened by the falsehoods they now perceived, the Scourged became able to pick out the true agendas of their former allies, as well as knowledge that had been forbidden. In time they turned to the worship of Tzeentch, hoping it would lessen the burden of mental white noise they suffered, and in so doing became a merciless bane to all those who spin deception and lies.





Brazen Beasts



The Cleaved



Company of Misery



The Grey Death



Flawless Host



Deathmongers



Magma Hounds

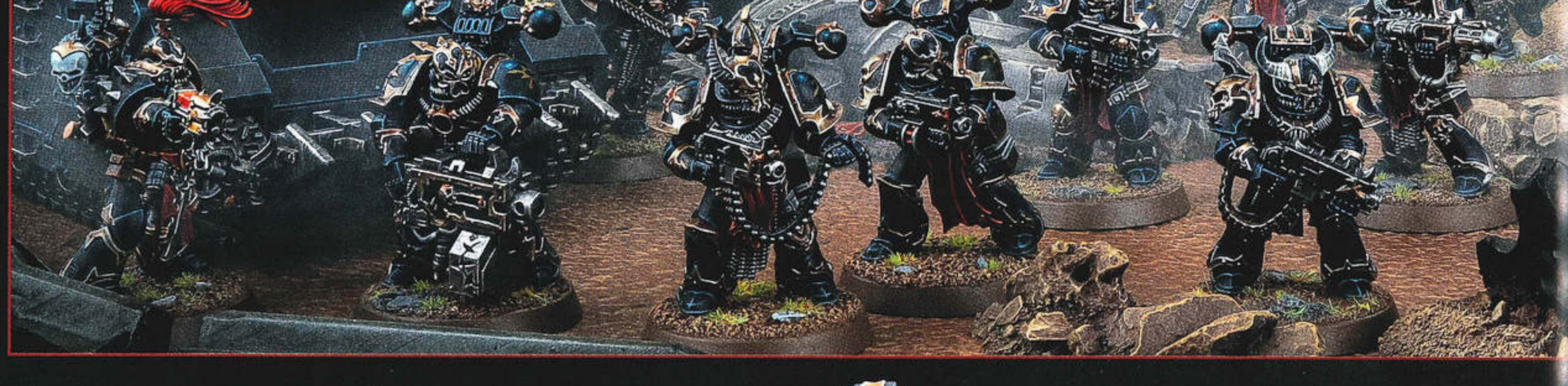


The Purge



The Scourged

Heretic Astartes of the Black Legion emerge from the apocalyptic devastation that is all that remains of the once-revered Polar Hive of Kreneddis. As Ultramarines reinforcements deploy too late to save the Polar Hive's slaughtered millions, the Black Legion's hatred surges anew.





Black Legion Aspiring Champion with plasma pistol and power axe



Legionary of the Black Legion with boltgun



Legionary of the Black Legion with heavy bolter



Legionary of the Black Legion with meltagun



Legionary of the Alpha Legion with plasma gun



Legionary of the Iron Warriors with missile launcher



Legionary of the Crimson Slaughter with plasma gun



Legionary of the Purge with bolt pistol and Astartes chainsword

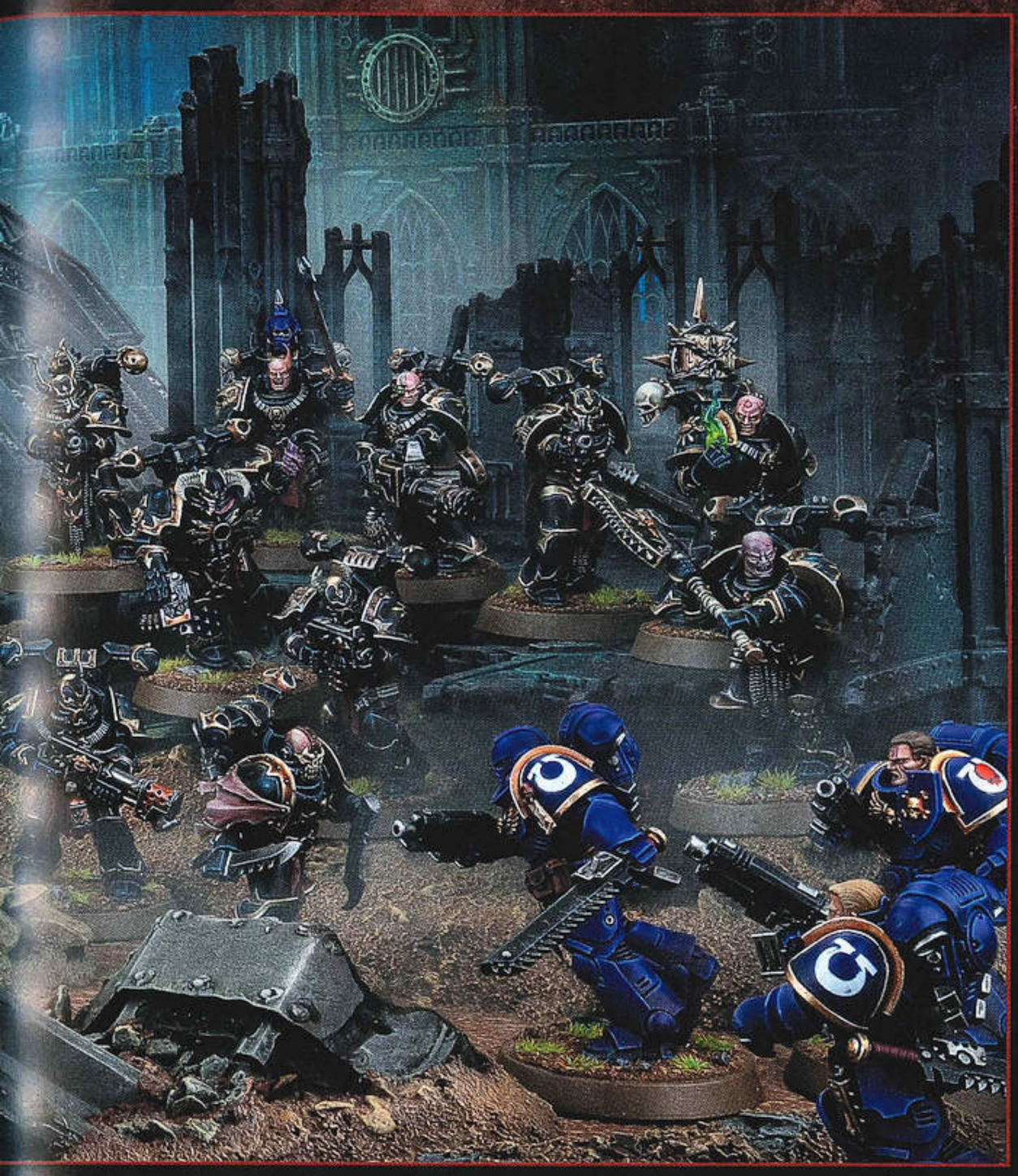


INSIGNIUM TRAITORIS

An invading force of Chaos Space Marines in all its sinister and intimidating panoply is a terrifying vision. Baroque armour twisted by the malefic energies of the warp is illuminated by the muzzle flares of gargoyle gun barrels. Bleached skulls, flayed skins and severed heads adorn warrior and vehicle alike, grim trophies torn from the slain and loci for unholy power.

At his corrupted core, each Chaos Space Marine is an elite soldier forged for unending war, and so bears the colours and the icons of his Traitor Legion, Renegade Chapter or heretical warband. The heraldries of the Heretic Astartes conform to no encompassing tenets and, unlike their loyalist counterparts, rarely cleave to ancient iconography unless it be in mocking derision. Even within those Traitor Legions that maintain a semblance of rigid hierarchy, variations in icon design, blasphemous runes of worship, prideful marks of power or servitude range from the insidiously subtle to the grandiosely individual.

Alongside the Heretic Astartes and their archaic wargear and vehicles are the lost and the damned. Mobs of deluded Cultists in filthy robes or the ragged attire of the underclasses advance alongside the mutated and daemonically possessed, their once-mortal flesh tinged with the abhorrent taint of the warp. Meanwhile, Daemon Engines prowl, a malignant intellect glowing in their burnished eye sockets as the heat of the soul forges radiates from their warp-powered cores.



The battle chorals of the Adepta Sororitas are drowned out by the murderous howls of the Cult of New Truths, as the roars of towering Daemon Engines mingle with the hate-filled bellows of the Dark Apostle Ghrorlak Varga – his every word a painful curse.



Pouring out of Land Raider assault tanks, the elite of the Black Legion storm a breach in the Intramurid Fortwall, Chosen and Chaos Terminators leading the charge. Noble Blood Angels effect a swift counter-attack, but there is little hope against such unconstrained malice.





Black Legion Chaos Terminator with reaper autocannon and power fist



Word Bearers Chaos Terminator with combi-bolter and accursed weapon



Night Lords Chaos Terminator with accursed weapons



Chaos Cultists with autopistols and brutal assault weapons

The purging of Muiral'lathar has allowed the maiden world's natural flora a foothold. A foul incursion of Chaos Space Marines threatens Biel-Tan's warhosts, however. Belching tainted fumes and seething with power, a Lord Discordant leads his Daemon Engines into the aghast Asuryani.













Mutants accompany many Heretic Astartes armies, fighting in mobs of Accursed Cultists.



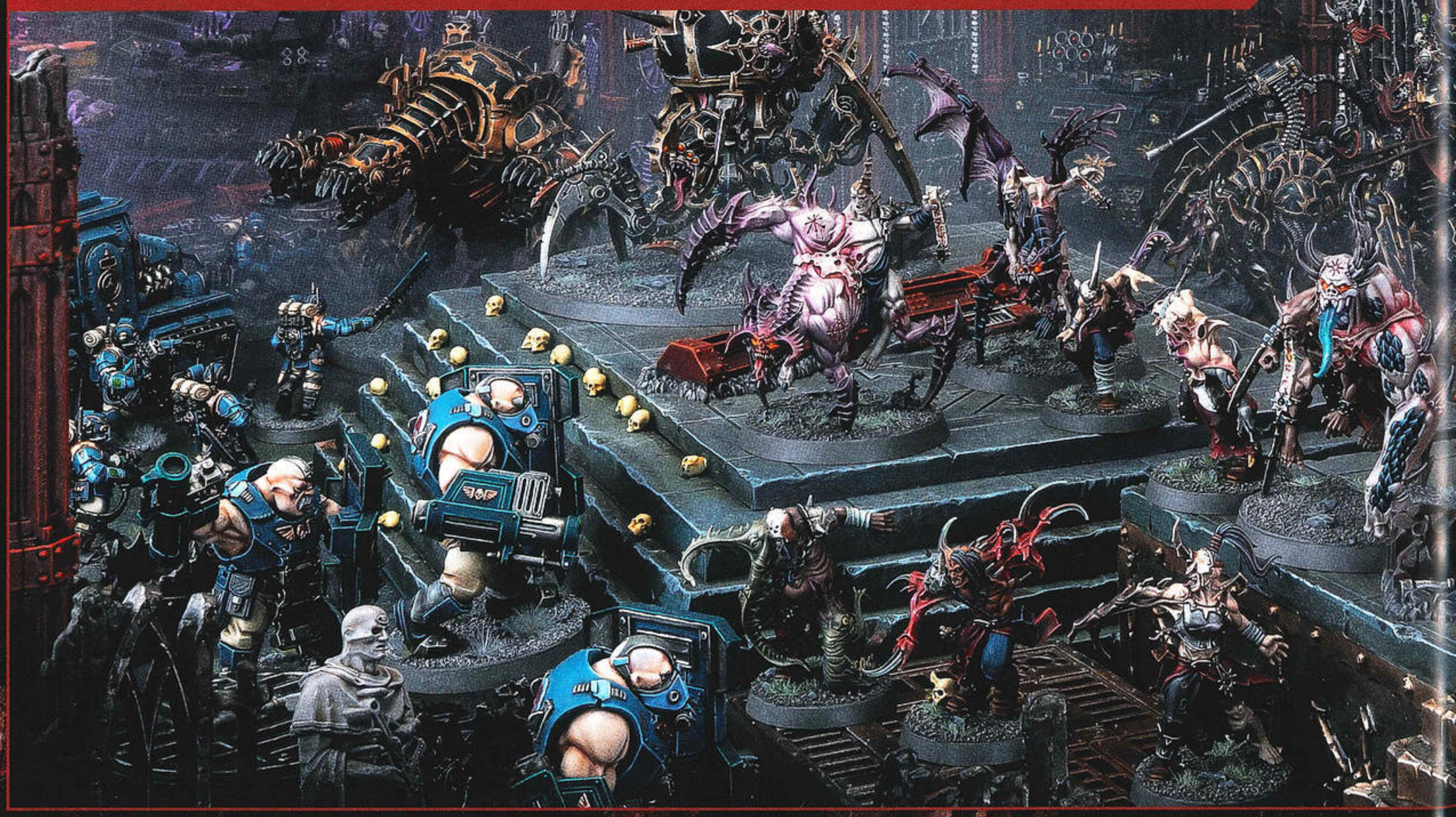






Amongst the Accursed Cultists' ranks, Torments are the most monstrous and corrupted.

The Cult of the Changeling Host unleash their most darkly blessed members in a tide of the damned. Hideous Mutants and semi-manifest Torments lurch forward, supposedly under the control of their pitiless Cult Demagogue, whose prayers call upon the Chaos Gods' favour.



A Master of Possession draws deeply of the empyric storm that gathers around his Daemonkin as the heavily mined bedrock of St Jedask's Haven heaves in their unnatural presence. Here, Terra's unsleeping guardians make their stand to halt the heretics' malign rampage.



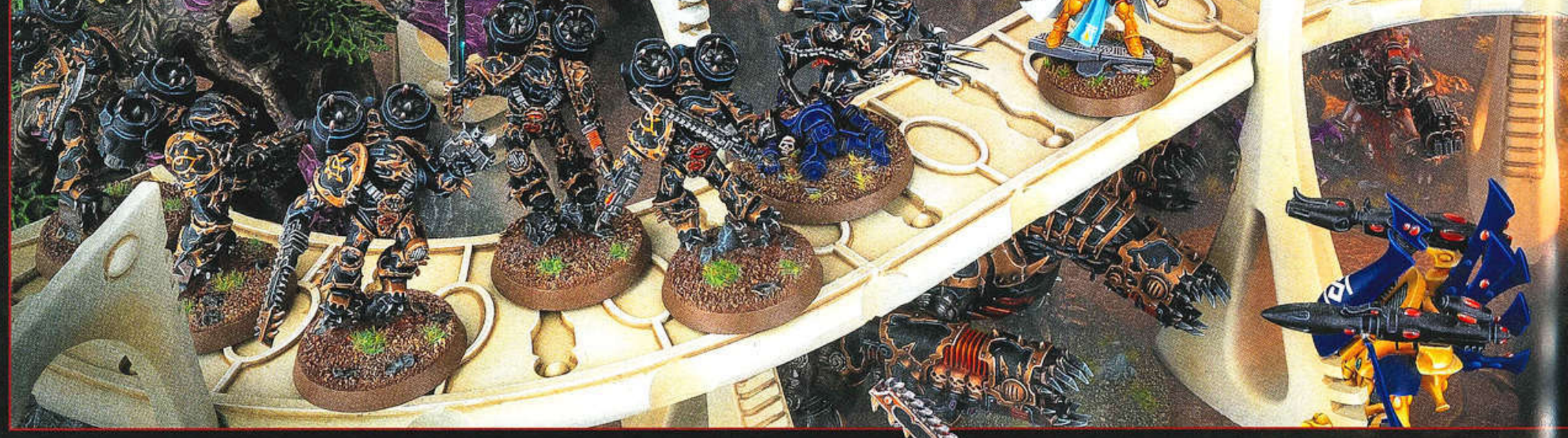


Black Legion Dark Apostle



Dark Disciples follow their masters into battle, carrying profane accoutrements of the Dark Apostle's twisted creed.

Tasked by the Despoiler with seizing an eldritch artefact of the waning Aeldari race, Haarken Worldclaimer launches an audacious, pinpoint raid on Craftworld Iyanden itself. At the head of elite Raptors and packs of Daemon Engines, the Worldclaimer storms through the xenos defenders.





Company of Misery Legionary



Invocators Legionary



Red Corsairs Legionary



Corpus Brethren Legionary



The Scourged Legionary



The Cleaved Legionary







Black Legion Havoc
with missile launcher



Black Legion Havoc
with heavy bolter



Black Legion Havoc
with reaper chaincannon



Iron Warriors Havoc with lascannon



Night Lords Havoc with Havoc autocannon

Battles between the noble and knightly Adeptus Astartes and their dark mirrors, the malice-driven egotists of the Chaos Space Marines, can drown whole worlds in blood. Martial expertise and desire for vengeance is displayed by all, but the bitter hatred of the heretics has no equal.



With sprays of blood freezing into crimson crystals in the thin, frigid atmosphere, the favoured warriors of the Word Bearers tear into an Ultramarines reconnaissance patrol. The asteroidal complex of Regnost is brought to its knees and the spilled blood dedicated to the Dark Gods.



Warpfire illuminates the fortress of Jamharanthe and its statuary melts in the unnatural fire, as a questing mission of the Order of Our Martyred Lady discover they have been lured into an ambush. In place of surviving Sisters in need of extraction, Alpha Legion veterans spring their trap.







Black Legion Raptor with Astartes chainsword and bolt pistol



Black Legion Raptor with meltagun



Obliterators manifest rapidly adapting fleshmetal guns from within their daemonically infused forms.



Black Legion Possessed with hideous mutations

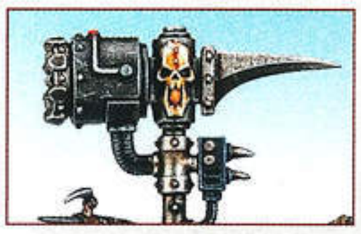


Chaos Cultists amass arsenals of stolen firearms, which they do not hesitate to turn on loyal servants of the Emperor.



Black Legion Chosen Champion







Black Legion Warpsmith



The Chosen of the Black Legion brandish a variety of deadly armaments, taking only the best from their warband's arsenal.

A surgical strike by the White Scars against a heretic armoured column suddenly erupts into a battle on three fronts as counter-attacking Red Corsairs reinforcements burst from flanking positions, the Tyrant of Badab himself at the fore, leading his reavers on a hate-fuelled rampage.

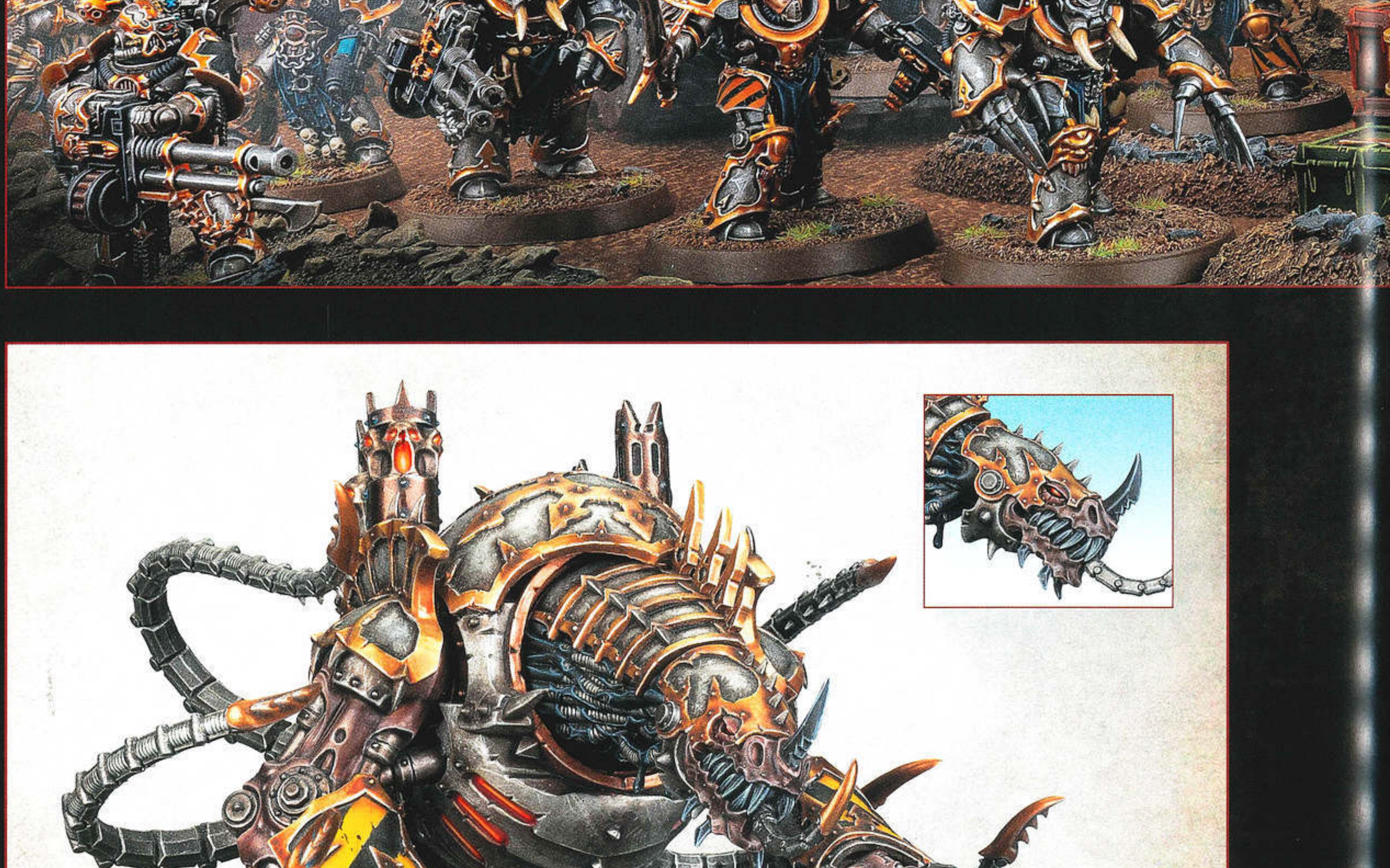


Seeking to slip away as Nairuil burns beneath them, desperate to carry news of the massacre back to their craftworld, Biel-Tan Rangers are trapped when flaming ruptures in reality tear open before them, and daemonic Warp Talons emerge to rend their flesh.





Miles of minefields, ferrocrete pillboxes, razor wire cordons and labyrinthine trenches are not enough to save the men and women of the 1,323rd Krieg. With crushing brutality, an Iron Warriors storming force breaches the final defences and feral Daemon Engines feast on loyalist flesh.



Iron Warriors Maulerfiend

The forge moon of Krawbek trembles, the impacts of the Iron Warriors' barrages setting off recursive tectonic tremors. Desperate maniples of Skitarii are pulverised by the firepower of equally cybernetic Havocs, while the Warpsmith Brondex screeches curses in tainted scrapcode.




03
PRIMUS

THE RULES

Welcome to the rules section of *Codex: Chaos Space Marines*. On the following pages you will find all the rules content you need to bring every aspect of the Heretic Astartes to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games; maybe you want to forge your own tales of galactic exploration and acquisition with narrative play; perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others – such as your army's Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there's content such as the Prayers to the Dark Gods, which you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, the Chaos Space Marines are a unique faction in Warhammer 40,000 in that they are made up of warbands of fallen, superhuman warriors who have been granted unholy power by the Dark Gods. There are myriad rules within this section, such as the Legions and Marks of Chaos, that provide you with an opportunity to further upgrade and customise your army into a band of bitter warriors prepared to do whatever is needed to defeat their foes. In addition to unique Agendas, Battle Traits, Requisitions and Crusade Relics that reflect the Chaos Space Marines' tyrannical goals and methods of war, you will find bespoke content for your Chaos Space Marines Crusade force that includes a detailed system of gaining glory for your warband, its cursed champion and the Chaos Gods whom they serve during your campaign, allowing you to elevate your Crusade force to new levels of dark power.

THE TRAITOR LEGIONS AND BEYOND

While some Chaos Space Marines belong to one of the dreaded Traitor Legions, there are myriad other dark brotherhoods of Heretic Astartes, from Renegade Chapters such as the Red Corsairs to twisted warriors like the Creations of Bile. For simplicity, we refer to all of these forces as 'Legions' for the purposes of the rules in this section.





BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 76)
Units in Chaos Space Marines Detachments gain additional abilities to better reflect how armies of heretical Space Marines wage war on the battlefield. You can find out more about Detachment abilities in the Warhammer 40,000 Core Book.

THE LEGIONS (PG 77-105)
This section details eight 'Legions' your Chaos Space Marines can be drawn from, with unique rules that reflect how they fight on the battlefields of the 41st Millennium.

STRATAGEMS (PG 108-111)
Chaos Space Marines have access to unique battlefield tactics that they can utilise to best their foes; these are represented by the Stratagems in this section, which you can spend Command points to use. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

MARKS OF CHAOS (PG 112)
Certain units in your Chaos Space Marines army can be upgraded to have a Mark of Chaos. Such units have earned the favours of one of the Dark Gods, and so are granted powerful additional abilities.

ARMY RULES

RELICS (PG 113)
Chaos Space Marines champions can take potent artefacts and weapons called Relics of Chaos into battle; these Relics and the rules they bestow are described in this section.

DARK HERETICUS DISCIPLINE (PG 118)
If your army includes any Sorcerers, they can be given additional psychic powers from the Dark Hereticus discipline. This represents the different arcane lore and particular talents of each individual Sorcerer. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

MALEFIC DISCIPLINE (PG 119)
If your army includes any Masters of Possession, they can be given psychic powers from the Malefic discipline. This discipline is bespoke to these psykers, who specialise in daemonic pacts and binding the power of the warp to mortal forms to invigorate their allies or mutate and destroy their foes.

PRAYERS TO THE DARK GODS (PG 120-121)
On the battlefield, Dark Apostles offer up prayers to the Dark Gods of Chaos, who can hear these pleas and bestow their blessings and a mote of their power onto the corrupted priest. The list of different prayers that each Dark Apostle from your army can choose from can be found in this section.

WARLORD TRAITS (PG 122)
The Warlord of a Chaos Space Marines army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their tyrannical combat preferences and command style on the battlefield.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 123)
If you are playing a battle that instructs you to select secondary objectives, then you can choose from the Chaos Space Marines ones here. These represent evil goals that are unique to the Chaos Space Marines. You can find out more about secondary objectives in many matched play mission packs, such as the Eternal War mission pack in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 124-143)
Chaos Space Marines have access to additional Crusade rules, such as Requisitions, Crusade Relics, Agendas and Battle Tactics that reflect the background of the Traitoris Astartes and their infamous Legions. Amongst these are powerful Chaos Boons that can be bestowed upon mighty champions, and rules for raising a Chaos Warband and gaining glory for your chosen champion, their warriors and the Dark Gods.

DATASHEETS

DATASHEETS (PG 144-175)
This section contains the datasheets for Chaos Space Marines units and is essential to all players, regardless of play style. Each datasheet describes the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 176-179)
This section provides wargear lists referenced in the wargear options of certain Chaos Space Marines datasheets, as well as profiles for all of the weapons that these units can be equipped with.

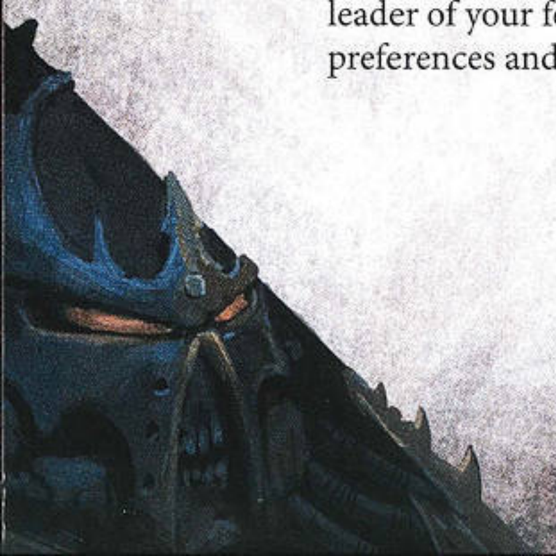
POINTS

POINTS VALUES (PG 180-181)
If you are playing a matched play game, or a game that otherwise uses points values, you can use the alphabetised lists in this section to determine the points value of each unit from your army.

RULES REFERENCE

GLOSSARY (PG 182)
In this section, you will find a glossary of rules terms used in this Codex, designed to aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 183)
Here you will find a handy bullet-pointed rules reference that summarises some common Chaos Space Marines rules.



COMBAT PATROL

Combat Patrol is the smallest size game, and the Chaos Space Marines force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission.

Created from the contents of the Combat Patrol: Chaos Space Marines boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

On the battlefield, the Legionaries are a versatile and well-armoured Troops unit, superior to the basic warriors of many other armies and able to contend with such foes' elite units. They are equipped with a mixture of ranged and hand-to-hand weaponry, and as part of a Battle-forged army, this unit will also gain the Objective Secured ability, as described on page 76. This enables them to hold on to objectives even when outnumbered by the foe – a likely prospect for this force.

The Havocs are a dedicated Heavy Support unit whose fearsome weapons can tear apart infantry forces and light vehicles alike in short order. They are able to fire on the move without penalty, enabling them to manoeuvre around terrain to threaten any enemy unit. You can either use this unit as backfield support poised to eliminate any foe that enters their sights, or as a mobile firebase able to clear enemy-held objectives before moving in to claim them themselves.

The Helbrute is this Combat Patrol's most heavily armed and armoured unit, and it can withstand all but the most dedicated anti-tank attacks. It is deadly at range and in melee, but lacks mobility and is likely to get overwhelmed should the enemy focus their offensive output on it. The Helbrute should look to engage your opponent's most dangerous and elite units as soon as possible, but may need support from the Legionaries or Havocs to ensure it can bring the full weight of its potent weaponry to bear.

The leader of this Combat Patrol is the Dark Apostle, a powerful character able to face off against the mightiest warlords in the 41st Millennium. Their Demagogue ability bolsters the resolve of nearby allies and all but guarantees they will not flee at the most inopportune time. However, it is their access to the Prayers to the Dark Gods that makes the Dark Apostle so powerful. These can bestow boons upon the other units in this Combat Patrol, whether boosting the Legionaries' and Havocs' ranged prowess with *Warp-Sight Plea*, enhancing the Helbrute's melee potential with *Dark Zealotry* or granting your units the protection of the *Benediction of Darkness*.



DETACHMENT ABILITIES

A **CHAOS SPACE MARINES** Detachment is one that only includes models with the **TRAITORIS ASTARTES** keyword (excluding models with the **AGENT OF CHAOS** or **UNALIGNED** keyword).

- **CHAOS SPACE MARINES** Detachments gain the Champions of Chaos, Mere Mortals and Slaves to Darkness abilities.
- **TRAITORIS ASTARTES** units in **CHAOS SPACE MARINES** Detachments gain the Legion Traits ability.
- Troops units in **CHAOS SPACE MARINES** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

CHAMPIONS OF CHAOS

The mightiest champions of Chaos are selfish and jealous lords who do not willingly share power.

You can include a maximum of one **CHAOS LORD**, one **DAEMON PRINCE** and one **DARK COMMUNE** unit in each **CHAOS SPACE MARINES** Detachment in your army.

MERE MORTALS

Hordes of expendable Chaos Cultists flock to battle at their masters' bidding, their cheap lives oiling the grinding gears of ambition.

- You cannot include more **CULTISTS** units than **TRAITORIS ASTARTES CORE INFANTRY** units in each **CHAOS SPACE MARINES** Detachment in your army.
- A **CULTISTS CHARACTER** model cannot be your **WARLORD** if your army contains any **HERETIC ASTARTES CHARACTER** models.

LEGION TRAITS

Each Traitor Legion, Renegade Chapter and Chaos warband has been uniquely twisted by the Ruinous Powers, and all have perfected their own methods of slaughter and destruction.

All **TRAITORIS ASTARTES** units (excluding **CULTISTS** and **AGENT OF CHAOS** units, and units described in the Slaves to Darkness rule – see right) with this ability, and all the models in them, gain a Legion Trait provided every **<LEGION>** unit from your army (excluding **AGENT OF CHAOS** and **UNALIGNED** units) is from the same Legion. The trait gained depends upon which Legion they are from, as shown on the following pages.

If your Legion does not have an associated set of Legion rules, you must instead select Legion rules for your army to use (see opposite).

SLAVES TO DARKNESS

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.

You can include **KHORNE BERZERKERS** units in a **CHAOS SPACE MARINES** Detachment, using the datasheet and points values for them found in *Codex: World Eaters*. Such units, when included in a **CHAOS SPACE MARINES** Detachment:

- Always have the Elites battlefield role.
- Must replace all of their Faction keywords with: **CHAOS, KHORNE, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
- Gain the Let the Galaxy Burn ability (pg 145).
- Must be upgraded to have the Mark of Khorne (pg 112).
- Never gain a Legion Trait.

You can include **RUBRIC MARINES** units in a **CHAOS SPACE MARINES** Detachment, using the datasheet and points values for them found in *Codex: Thousand Sons*. Such units, when included in a **CHAOS SPACE MARINES** Detachment:

- Always have the Elites battlefield role.
- Must replace all of their Faction keywords with: **CHAOS, TZEENTCH, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
- Gain the Let the Galaxy Burn ability (pg 145).
- Must be upgraded to have the Mark of Tzeentch (pg 112).
- The Aspiring Sorcerer knows *Smite* and one psychic power from the Dark Hereticus discipline (pg 118) instead of any of the psychic disciplines listed on its datasheet.
- Never gain a Legion Trait.

You can include **PLAGUE MARINES** units in a **CHAOS SPACE MARINES** Detachment, using the datasheet and points values for them found in *Codex: Death Guard*. Such units, when included in a **CHAOS SPACE MARINES** Detachment:

- Always have the Elites battlefield role.
- Must replace all of their Faction keywords with: **CHAOS, NURGLE, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
- Gain the Let the Galaxy Burn ability (pg 145).
- Must be upgraded to have the Mark of Nurgle (pg 112).
- Lose the **BUBONIC ASTARTES** keyword.
- Never gain a Legion Trait.

You can include **NOISE MARINES** units in a **CHAOS SPACE MARINES** Detachment, using the datasheet and points values for them found in this book. Such units, when included in a **CHAOS SPACE MARINES** Detachment:

- Always have the Troops battlefield role if every unit in their Detachment (excluding **AGENT OF CHAOS** and **UNALIGNED** units) is from the **EMPEROR'S CHILDREN** Legion.
- Never gain a Legion Trait unless every unit in their Detachment (excluding **AGENT OF CHAOS** and **UNALIGNED** units) is from the **EMPEROR'S CHILDREN** Legion.

LEGIONS

If your army is Battle-forged, **<LEGION>** units in **CHAOS SPACE MARINES** Detachments gain access to the following Legion rules, provided every **<LEGION>** unit (excluding **TRAITORIS ASTARTES** models with the **AGENT OF CHAOS** keyword) from your army is from the same Legion. If every **<LEGION>** unit in a **CHAOS SPACE MARINES** Detachment is from the same Legion, that Detachment is referred to as a Legion Detachment.

If your Legion does not have any associated Legion rules (e.g. you wish it to represent a force of your own invention), select the Legion from the following list whose character, fighting style and battlefield strategies best match that of your own Legion: Black Legion, Word Bearers, Night Lords, Iron Warriors, Alpha Legion, Red Corsairs, Creations of Bile. Write down your selection on your army roster when you muster your army. Your Legion then uses all the Legion rules of the Legion you selected, and for the purposes of these Legion rules, all **<LEGION>** units from your army are considered to have the keyword of your selected Legion (e.g. if you selected Black Legion, all **<LEGION>** units from your army are considered to have the **BLACK LEGION** keyword, and therefore gain the Black Crusaders Legion Trait and have access to the Black Legion Warlord Traits, Stratagems and Relics). Note that named characters that belong to the Legion you selected still belong to that Legion, and any abilities they have that use that Legion's keyword will not apply to units from another Legion (e.g. when using **HURON BLACKHEART**'s The Tyrant of Badab ability, you cannot select a unit that is not from the Red Corsairs but is using the Red Corsairs Legion rules in the way described above).

LEGION TRAITS

All **<LEGION>** units in Legion Detachments (excluding **CULTISTS** units and units described in the Slaves to Darkness rule – see opposite) will gain a Legion Trait, as presented on pages 78-105. On these pages you will find the Legion Trait associated with each Legion. Note that each trait only applies if every unit from your army has the **TRAITORIS ASTARTES** keyword (excluding models with the **AGENT OF CHAOS** or **UNALIGNED** keyword) and every **<LEGION>** unit from your army (excluding **AGENT OF CHAOS** units) is from the same Legion. Note that **ABADDON THE DESPOILER** will only gain a Legion Trait if every **<LEGION>** unit in your army is from the Black Legion.

CHAPTER APPROVED SECONDARY OBJECTIVES

Each Legion has an associated Legion Secondary Objective. If every unit from your army is from the same Legion (excluding **UNALIGNED** models, **ABADDON THE DESPOILER** and **TRAITORIS ASTARTES** models with the **AGENT OF CHAOS** keyword), you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select the associated Legion Secondary Objective to be one of them. Like all other secondary objectives, each Legion Secondary Objective has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission, etc.).

WARLORD TRAITS

Each Legion has a table of Legion Warlord Traits. If a **TRAITORIS ASTARTES <LEGION> CHARACTER** model gains a Warlord Trait, they can select a Warlord Trait from the relevant Legion Warlord Trait (or you can randomly select one by rolling a D6) instead of a Warlord Trait from page 122.

STRATAGEMS

Each Legion has several associated Legion Stratagems. If your army includes a Legion Detachment (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then you will gain access to the relevant Legion Stratagems.

RELICS OF CHAOS

Each Legion has several associated Legion Relics of Chaos. If your army is led by a **TRAITORIS ASTARTES <LEGION> WARLORD**, you can give one relevant Legion Relic of Chaos to a **TRAITORIS ASTARTES <LEGION> CHARACTER** model from your army instead of giving them a Relic of Chaos from pages 113-117. You can only give a Relic to a **CULTISTS CHARACTER** model from your army if that Relic specifically says so. Named characters (such as **HURON BLACKHEART**) cannot be given any Relics of Chaos.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Chaos your models have on your army roster.

Example: *A Battle-forged army includes a* **CHAOS SPACE MARINES** *Detachment in which every unit has the* **BLACK LEGION** *keyword. All* **BLACK LEGION TRAITORIS ASTARTES** *units (excluding* **CULTISTS** *units) in that Detachment gain the Black Crusaders Legion Trait; a* **BLACK LEGION CHARACTER** *model in that Detachment that is given a Warlord Trait can instead be given one of the Black Legion Warlord Traits; you have access to all the Black Legion Stratagems; if your army's* **WARLORD** *is selected from this Detachment and is from the Black Legion, then a* **BLACK LEGION CHARACTER** *model from your army that could be given a Relic of Chaos can instead be given one of the Black Legion Relics of Chaos and, if you are playing a matched play game that instructs you to select secondary objectives, you can choose for one of those to be Despoil Dominions.*



BLACK LEGION

Bound to the will of their master, Abaddon the Despoiler, the Black Legion are a dread blight upon the galaxy and amongst the gravest threats to the Imperium. The unrelenting assaults of their numerous warbands draw upon skills honed over millennia as they wage wars of conquest and commit vengeful massacres, emboldened by their sense of destined superiority.

LEGION TRAIT

BLACK CRUSADERS

Merciless and unflinching, the Black Legion exemplify the threat posed by the Heretic Astartes, emerging from the Eye of Terror to vent their eternal hatred in brutal and rapid assaults that tear the throat from the foe.

- Each time a Combat Attrition test is taken for a unit with this trait, you can ignore any or all modifiers to that Combat Attrition test.
- Each time a model with this trait makes an attack, add 1 to that attack's hit roll if:
  - That attack is a ranged attack and the target was the closest eligible enemy unit to the attacking model when its unit was selected to shoot.
  - That attack is a melee attack and the attacking model's unit made a charge move this turn.

MATCHED PLAY

SECONDARY OBJECTIVE

DESPOIL DOMINIONS

Shadow Operations – Progressive Objective

The Black Legion leave a trail of destruction in their wake, laying waste to empires and civilisations and paving their path to dominion with acts of savage desolation.

If you select this objective, **BLACK LEGION INFANTRY** and **BLACK LEGION BIKER** units from your army can attempt the following action:

Despoil Dominions (Action): One **BLACK LEGION INFANTRY** or **BLACK LEGION BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is in range of an objective marker that has not already been despoiled by your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the start of your next Command phase or at the end of the battle, whichever comes first, provided the unit performing it is still in range of the same objective marker. If completed, that objective marker is said to have been despoiled by your army, and until the end of the battle, each time an enemy unit starts to perform an action while it is in range of that despoiled objective marker, roll one D6: on a 4+, that action immediately fails.

Each time a unit from your army completes the Despoil Dominions action, if the objective marker that was despoiled by that action was wholly in your own deployment zone, score 1 victory point; otherwise, score 4 victory points.

WARLORD TRAITS

1. VETERAN RAIDER

A consummate raider both in the Eye of Terror and on countless worlds in realspace, this warlord knows when to strike and when to retreat.

In your Command phase, you can select one friendly **BLACK LEGION CORE** or **BLACK LEGION CHARACTER** unit within 6" of this **WARLORD**. Until the end of the turn, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

2. INDOMITABLE

This warlord has done little but fight in the millennia since Horus' defeat, and he grows more resilient with each battle.

Each time an attack is allocated to this **WARLORD**, halve the Damage characteristic of that attack (rounding up).

3. MERCILESS OVERSEER

This warlord is a formidable orchestrator of kill zones, expertly directing his warriors' close-range firepower to scythe down any who opposes him.

In your Command phase, you can select one friendly **BLACK LEGION** unit within 6" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack, if your army is engaged in either Wanton Destruction or Wanton Slaughter, that unit is considered to be engaged in Wanton Massacre for that attack instead (pg 145).

4. SOUL-EATER

This warlord is a peerless fighter, imbibing the very life essence of his defeated foes in a constant quest for greater power.

- Each time this **WARLORD** makes a melee attack, you can re-roll the wound roll.
- Each time this **WARLORD** fights, after it has finished making its attacks, if one or more enemy models were destroyed by those attacks, this **WARLORD** regains up to D3 lost wounds.

5. TRUSTED WAR LEADER

This warlord is a high-ranking member of the Black Legion and part of the Despoiler's inner circle – one of few who are permitted to call Abaddon by name and offer him advice.

While this **WARLORD** is on the battlefield, each time you spend a Command point to use a Stratagem you can roll one D6: on a 5+, that Command point is refunded.

6. PARAGON OF HATRED

This exemplar of undying bitterness has sworn never to rest in their eternal vendetta against the Imperium as they vent their loathing against their most hated foes.

- You can re-roll charge rolls made for this **WARLORD**.
- Each time this **WARLORD** fights, if it is within Engagement Range of any enemy units, then until that fight is resolved, add 1 to the Attacks characteristic of this **WARLORD** (if any of those enemy units have the **IMPERIUM** keyword, add D3 instead of 1).

STRATAGEMS

BRINGERS OF DESPAIR 2CP

Black Legion – Battle Tactic Stratagem

The strongest and most vicious of Abaddon's bodyguards are feared throughout the galaxy for their brutal acts of violence.

Use this Stratagem at the start of your opponent's Fight phase. Select one **BLACK LEGION CHAOS TERMINATOR SQUAD** unit within 3" of one or more enemy units.

- That unit is eligible to fight and fights first this phase.
- Until the end of the phase, add 1 to the Attacks characteristic of models in that unit.

TIP OF THE SPEAR 2CP

Black Legion – Battle Tactic Stratagem

It is a great honour to be the first to slay the foe, and the Black Legion charge their enemies' lines with devastating ferocity.

Use this Stratagem at the start of your Charge phase, if no **BLACK LEGION** units from your army are within Engagement Range of any enemy units. Select the **BLACK LEGION CORE**, **BLACK LEGION DAEMONKIN** or **BLACK LEGION CHARACTER** unit from your army that is closest to an enemy unit. Until the end of the turn:

- You can re-roll charge rolls made for that unit.
- Each time a model in that unit makes a melee attack against an enemy unit that is either in range of an objective marker or within your opponent's deployment zone, improve the Armour Penetration characteristic of that attack by 1.

HATRED UNBOUND 2CP

Black Legion – Epic Deed Stratagem

The Black Legion's hatred has burned undimmed for millennia, and they unleash it with every weapon at their disposal.

Use this Stratagem in your Command phase, if a **BLACK LEGION WARLORD** from your army is on the battlefield and your army is engaged in either Wanton Destruction, Wanton Massacre or Wanton Slaughter (pg 145). Select one **BLACK LEGION CORE** unit from your army within 18" of your **WARLORD**. Until the start of your next Command phase, that unit is considered to be engaged in Wanton Destruction, Wanton Massacre and Wanton Slaughter.

LORD OF THE EZEKARION 1CP

Black Legion – Requisition Stratagem

Abaddon's chosen generals are known as the Ezekarion, and are the greatest war leaders of the Black Legion.

Use this Stratagem after nominating a **BLACK LEGION CHARACTER** model (excluding named characters and **DAEMON** models) to be your **WARLORD**. Generate one additional Black Legion Warlord Trait (pg 79) for that **CHARACTER** model. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

CONFLUENCE OF TRAITORS 1CP

Black Legion – Strategic Ploy Stratagem

The Black Legion's ranks are host to warriors of diverse origins, enabling their warbands to draw upon an array of deadly skills.

Use this Stratagem in your Command phase. Select one **BLACK LEGION HERETIC ASTARTES** unit from your army, then select one Legion Trait (pg 78-105). Until the start of your next Command phase, models in that unit have that Legion Trait. You can only use this Stratagem once.

UNRELENTING ONSLAUGHT 2CP

Black Legion – Strategic Ploy Stratagem

The Black Legion let nothing stand in their way.

Use this Stratagem in your Movement phase, when you select a **BLACK LEGION** unit from your army to move. Until the start your next Movement phase:

- That unit can ignore any or all modifiers to its Move characteristic, Advance rolls and charge rolls.
- That unit is eligible to shoot and declare a charge, even if it Falls Back this turn.

VENGEFUL SKIES 3CP

Black Legion – Strategic Ploy Stratagem

The Black Legion's warships darken the battlefield's skies, their lance batteries carving paths of ruin with deadly stabs of spite.

Use this Stratagem in your Command phase, if any **BLACK LEGION CHARACTER** models from your army are on the battlefield. Select one point on the battlefield and place a marker on that point. At the start of your next Command phase, place another marker on the battlefield within 12" of the centre of that marker, and draw a straight line between the centre of each of these markers. Roll one D6 for each unit that line would pass over or through, adding 1 if the unit being rolled for contains 11 or more models and subtracting 1 if the unit being rolled for is a **CHARACTER** unit. On a 3+, that unit suffers D3 mortal wounds. The markers are then removed. You can only use this Stratagem once.

HERALDS OF DOOM 2CP

Black Legion – Strategic Ploy Stratagem

Even those to whom Black Legionnaires are nightmarish myth recognise these ebon-armoured warriors as their world's doom.

Use this Stratagem in your Command phase. Select one **BLACK LEGION LEGIONARIES** unit from your army that is on the battlefield. Until the start of your next Command phase, that unit has the following ability: '**Heralds of Doom (Aura):** While an enemy unit with the Objective Secured ability is within 6" of this unit, it loses that ability.'

RELICS

GHORISVEX'S TEETH

When the daemon Ghorisvex the Red-hand was broken over the knee of Lord Voraddon of the Black Legion, his spirit was bound into Voraddon's chainsword. It resides there still, ripping and tearing at not just the bodies, but also the very souls, of the Black Legion's foes.

BLACK LEGION model with Astartes chainsword only. This Relic replaces an Astartes chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ghorisvex's Teeth	Melee	Melee	User	-3	2

Abilities: Each time the bearer fights, it makes 3 additional attacks with this weapon.

LOYALTY'S REWARD

This daemon-infused machine spirit earned its name at the Siege of Terra, transforming a fell bolter into a terrifying weapon that has slain countless loyalists. Over the millennia, this gheist-like entity has delighted in slaughtering those faithful to the Emperor.

BLACK LEGION model with bolt weapon (pg 176) only. Select one bolt weapon that the bearer is equipped with.

- That weapon is now a Relic for all rules purposes.
- Each time the bearer makes an attack with that weapon, if the target has the **IMPERIUM** keyword and a hit is scored, the target suffers 1 mortal wound and the attack sequence ends.
- Each time the bearer makes an attack with that weapon, if the target does not have the **IMPERIUM** keyword and that attack successfully wounds the target, the target suffers 1 mortal wound and the attack sequence ends.

VEILBREAKER PLATE

Some of the Legion's more ancient veterans claim to recognise in this suit of thrice-accursed Terminator armour echoes of the infamous Justaerin elite who once served the Primarch Horus. The massive war plate is so saturated with diabolic power that through an act of bludgeoning will, its occupant can tear open a temporary warp rift through which to launch a surprise attack.

BLACK LEGION TERMINATOR model only.

- Each time an attack is allocated to the bearer, worsen the Armour Penetration characteristic of that attack by 1.
- Once per battle, in your Movement phase, if the bearer did not arrive as Reinforcements this turn, it can use this Relic. If it does so, the bearer and up to one friendly **BLACK LEGION CORE** unit within 3" of the bearer can be removed from the battlefield and set back up anywhere on the battlefield that is more than 9" away from any enemy models. If two units are set back up on the battlefield using this Relic, both units must be placed wholly within 6" of each other.

CLOAK OF CONQUEST

This patchwork garment is fashioned from scraps of fabric telling of the wearer's many conquests. From the mantles of Adeptus Astartes heroes to the banners of the Astra Militarum, with each victory the cloak is further adorned.

The bearer has the following ability:

Cloak of Conquest (Aura): While a friendly **BLACK LEGION CORE** or **BLACK LEGION CHARACTER** unit is within 6" of the bearer, that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).

SIGHTLESS HELM

The lenses of this helm remain forever dark, the wearer unable to perceive the galaxy with their own eyes. Instead, strange warp senses are granted by the helm's machine spirit, illuminating the foe's weaknesses.

BLACK LEGION model only. This Relic can be given to a **CULTISTS** model.

- Each time the bearer makes an attack, you can ignore any or all hit roll, Weapon Skill and Ballistic Skill modifiers.
- Each time the bearer makes an attack, improve the Armour Penetration characteristic of that attack by 1.
- Each time the bearer makes an attack, the target does not receive the benefits of cover against that attack.

TROPHIES OF SLAUGHTER

This gore-crusted and sigil-carved trophy rack carries gruesome spoils taken from defeated challengers all over the galaxy, and cements the bearer's right to lead.

BLACK LEGION model only.

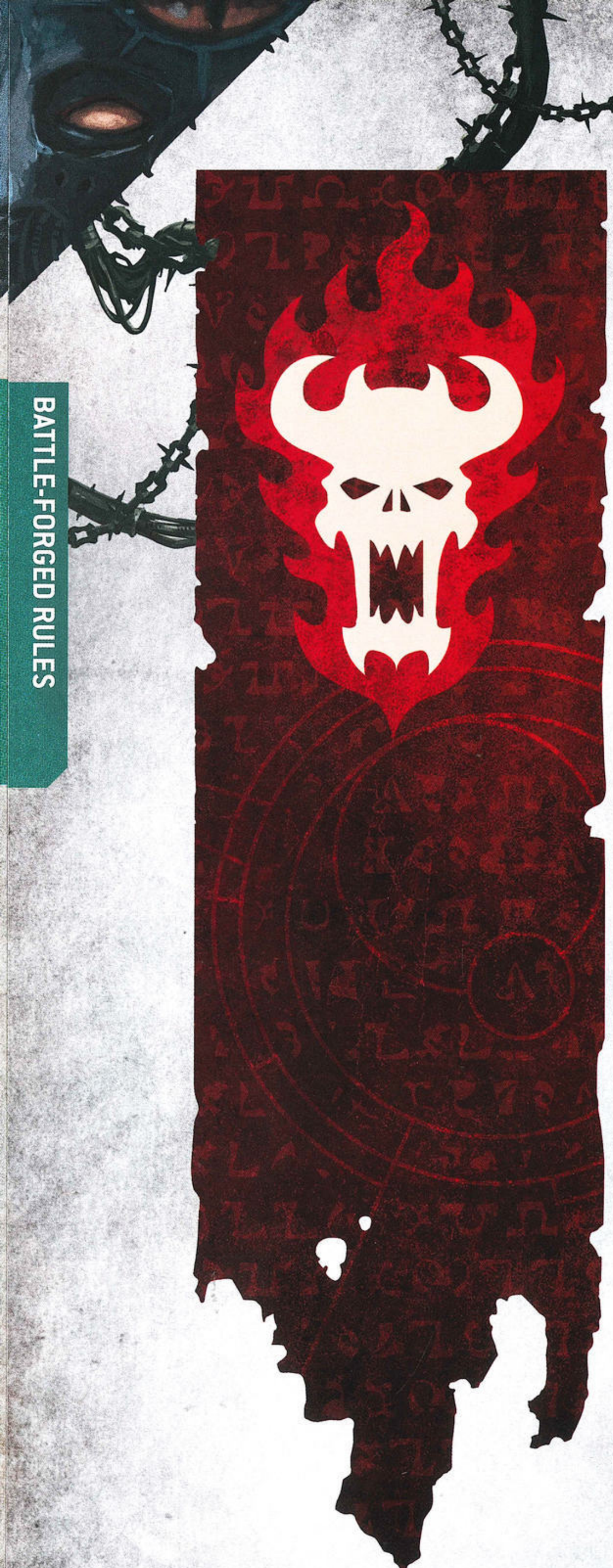
- Add 3" to the range of the bearer's aura abilities (to a maximum of 9"). This does not increase the range of aura abilities that are psychic powers.
- The bearer has the following ability: '**Trophies of Slaughter (Aura):** While an enemy unit is within 9" of the bearer, subtract 1 from Combat Attrition tests taken for that enemy unit.'

WRATH OF THE ABYSS

Within the hilt of this immense thunder hammer is mounted a strange artefact of unknown origin, a shard of some hyper-dimensional material thought by some to be a key to untold power. Whatever the truth, this brutal weapon strikes with meteoric speed, the sigils upon its head pulsing with sickly warp-light with every impact.

BLACK LEGION model with thunder hammer only. This Relic replaces a thunder hammer and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Wrath of the Abyss	Melee	Melee	x2	-3	3



WORD BEARERS

Brazenly extolling their corrupted faith in the Chaos Gods' supremacy and the dark majesty of the warp, the Word Bearers proselytise with bolter, blade and blood sacrifice. In armour the colour of gory, ritual offerings, etched with sigils that flare with the empyrean's power, these fanatical diabolists spread the malignant power of the Dark Gods, opening the way for legions of daemonic entities.

LEGION TRAIT

PROFANE ZEAL

The Word Bearers march to war for the glory of the Chaos pantheon, stirred into a rapturous state of fanaticism by promises of unholy power in return for the offering of battlefield sacrifices.

- Each time a model with this trait makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, you can re-roll that attack's hit roll.
- Each time a model with this trait would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

MATCHED PLAY

SECONDARY OBJECTIVE

EXALT THE DARK GODS

Shadow Operations – End Game Objective

Lorgar's sons are driven to venerate the empyrean through vile words and unspeakable deeds. Dark rituals, undertaken at carefully divined sites of power, praise the Chaos Gods and draw the power of the warp to a world.

If you select this objective, keep an Exalt the Dark Gods tally; add 1 to that tally each time a **WORD BEARERS** unit from your army successfully completes the following action:

Exalt the Dark Gods (Action): One **WORD BEARERS INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within 6" of the centre of the battlefield. **WORD BEARERS PSYKER** units can attempt to manifest psychic powers while performing this action without this action failing. If the unit performing this action is a **WORD BEARERS ICON**, **WORD BEARERS DARK APOSTLE** or **WORD BEARERS MASTER OF POSSESSION** unit, this action is completed at the end of your turn; otherwise, it is completed at the start of your next Command phase. In either case, the action is only completed if the unit performing it is still wholly within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT** units) are wholly within 6" of the centre of the battlefield.

At the end of the battle, score 2 victory points if your Exalt the Dark Gods tally is 1; score 5 victory points if that tally is 2; score 9 victory points if that tally is 3; score 15 victory points if that tally is 4 or more.

WARLORD TRAITS

1. THE VOICE OF LORGAR

This warlord speaks with the authority of his Primarch; when he commands, others follow without question or hesitation.

- Add 3" to the range of this **WARLORD**'s aura abilities (excluding aura abilities that are psychic powers).
- Each time this **WARLORD** chants a prayer or uses an ability in your Command phase that specifies a range, until the end of the phase, you can add 3" to the range of that prayer or ability.

2. EXALTED POSSESSION

This warlord shares his flesh with a particularly powerful daemon. Physically stronger and faster than mere mortals, he venerates the Chaos pantheon with this union.

- This **WARLORD** gains the **DAEMON** and **DAEMONKIN** keywords (if it doesn't already have them).
- This **WARLORD** has a 4+ invulnerable save against ranged attacks.
- Add 1 to the Strength, Attacks and Wounds characteristics of this **WARLORD**.
- Add 2" to the Move characteristic of this **WARLORD**.

3. DAEMONIC WHISPERS

Insidious voices seeping form the empyrean promise boons to this warlord, but such power must be earned.

Each time this **WARLORD** chants a prayer that is heard, completes an action or psychic action, or manifests a psychic power, roll one D6: if the result is greater than the current battle round number, you gain 1 Command point.

4. MASTER OF THE UNION

This warlord leads his daemonic brethren with fearsome influence, drawing forth the unholy emotions of the corrupted.

In your Command phase, you can select one friendly **WORD BEARERS DAEMONKIN** unit within 6" of this **WARLORD**. Until the start of your next Command phase:

- Add 1 to the Strength characteristic of models in that unit.
- Each time a model in that unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

5. DIABOLIST

This warlord etches diabolical incantations into his armour and skin to channel the protection of the warp.

- Each time an attack is made against this **WARLORD**, your opponent cannot re-roll the wound roll.
- Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

6. HATE-FUELLED DEMAGOGUE

Raw vitriol and inspirational oratory spill from this warlord's cracked lips, irrefutable rhetoric tinged with daemonic malice. His commands stoke the hatred in his minions' hearts to incandescent levels.

In your Command phase, you can select one friendly **WORD BEARERS** unit within 6" of this **WARLORD**. Until the start of your next Command phase:

- If that unit is a **CULTISTS** unit, it gains the Let the Galaxy Burn ability (pg 145), and models in that unit are considered to have the **HERETIC ASTARTES** keyword for the purposes of that ability.
- Each time a model in that unit makes an attack, if your army is engaged in either Wanton Destruction or Wanton Massacre, that unit is considered to be engaged in Wanton Slaughter for that attack instead (pg 145).

STRATAGEMS

CURSED DESPOILERS 2CP

Word Bearers – Battle Tactic Stratagem

The sites the enemy deem valuable must be cast down and despoiled in the name of the Dark Gods. Only the foolish would stand between the Word Bearers and their unholy task.

Use this Stratagem in your Shooting phase, when a **WORD BEARERS CORE** or **WORD BEARERS DAEMONKIN** unit from your army that is engaged in Wanton Massacre (pg 145) is selected to shoot. Select one enemy unit within 12" of that unit and in range of an objective marker. Each time a **HERETIC ASTARTES** model in that **WORD BEARERS** unit makes an attack with a Rapid Fire, Assault or Pistol weapon against that enemy unit, an unmodified hit roll of 4-5 scores 1 additional hit. Note that, combined with the Wanton Massacre bonus itself, this means that an unmodified hit roll of 4+ scores 1 additional hit.

FANATIC ZEALOTRY 1CP

Word Bearers – Battle Tactic Stratagem

Fervent mortal followers flock to the champions of the Word Bearers, damning their souls seeking promises of dark power.

Use this Stratagem in your Command phase. Select one **WORD BEARERS CULTISTS** unit from your army within 12" of a friendly **WORD BEARERS CHARACTER** unit. Until the start of your next Command phase:

- You can re-roll charge rolls made for that unit.
- Each time a model in that unit makes a melee attack, you can re-roll that attack's hit roll.

REVERED HOSTS 2CP

Word Bearers – Battle Tactic Stratagem

There is no greater way to venerate Chaos than to bond mortal with daemon. When battle is joined, the daemons within such warriors can burn through their soul, boosting their unholy power.

Use this Stratagem in the Fight phase, when a **WORD BEARERS DAEMON** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, you can re-roll the wound roll.

VENGEANCE FOR MONARCHIA 1CP

Word Bearers – Battle Tactic Stratagem

Never will the outrage in beloved Monarchia be forgiven; the idols toppled there by Guilliman's sons will be reforged from their bones.

Use this Stratagem in the Fight phase, when a **WORD BEARERS** unit from your army is selected to fight. Until the end of the phase, each time a **HERETIC ASTARTES** model in that unit makes a melee attack against an **ULTRAMARINES** unit, or against a unit that is a successor Chapter of the Ultramarines (see *Codex: Space Marines*), you can re-roll the hit roll and you can re-roll wound roll.

DARK PACT 1CP

Word Bearers – Epic Deed Stratagem

With gruesome offerings and ritualised promises, the Word Bearers seek the protection of their infernal masters.

Use this Stratagem in any phase, when a **WORD BEARERS INFANTRY CHARACTER** model from your army is destroyed. Instead of using any other rules that are triggered when that model is destroyed, you can choose for that model to make a dark pact. If you do so, mark that model's position then remove that model from the battlefield. At the end of the phase, roll one D6: on a 4+, set that model back up on the battlefield as close as possible to the position you marked and not within Engagement Range of any enemy units, with D3 wounds remaining. Each model can only be selected for this Stratagem once per battle.

MALEVOLENT COVENANT 1CP/2CP

Word Bearers – Epic Deed Stratagem

When the warp provides, a price must always be paid…

Use this Stratagem in your Psychic phase, when a **WORD BEARERS PSYKER** unit from your army fails a Psychic test. You can choose for that **PSYKER** unit to suffer 1 mortal wound; if you do so, this Stratagem costs 1CP (otherwise, it costs 2CP). In either case, that psychic test is considered to have been passed at the minimum required warp charge value, without a double having been rolled, and cannot be denied by any Deny the Witch tests.

APOSTLE OF THE DARK COUNCIL 1CP

Word Bearers – Requisition Stratagem

The leaders of the Word Bearers guide their Legion in matters of faith as much as war.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **WORD BEARERS** keyword. Select one **WORD BEARERS PRIEST** model from your army.

- Add 1 to the Leadership characteristic of that **PRIEST** model.
- That **PRIEST** model gains the following ability: '**Dark Council:** Each time this model chants a prayer, you can re-roll the dice to determine if that prayer is heard.'

You can only use this Stratagem once, unless you are playing a Strike Force or Onslaught battle (in which cases, you can use this Stratagem twice).

HEXAGRAMMATIC WARD 1CP

Word Bearers – Wargear Stratagem

Diabolical wards of protection can turn aside the enemy's blows.

Use this Stratagem in any phase, when an attack is allocated to a **WORD BEARERS** model from your army. The Damage characteristic of that attack is changed to 0. You can only use this Stratagem once, unless you are playing a Strike Force or Onslaught battle (in which cases, you can use this Stratagem twice).

RELICS

EIGHTFOLD-CURSED CROZIUS

Once a rod of office amongst Lorgar's first Chaplains, this weapon is said to have been first used for its true purpose to crush the skull of a White Scars Praetor. It still bears the indelible stains of that first treacherous kill to this day.

WORD BEARERS model with accursed crozius, accursed weapon or power maul only. This Relic replaces an accursed crozius, accursed weapon or power maul and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Eightfold-cursed crozius	Melee	Melee	+2	-2	3

Abilities: Each time an attack is made with this weapon, if the bearer is a **PRIEST** model and the target is not a **MONSTER** or **VEHICLE** unit, a successful hit roll automatically wounds the target.

CROWN OF THE BLASPHEMER

This artefact draws the attention of warp entities to the wearer: blades are turned aside by invisible hands, and volleys of bullets are snatched away at the last moment.

WORD BEARERS model only. This Relic can be given to a **CULTISTS** model.

- Models in the bearer's unit have a 4+ invulnerable save.
- Once per battle, before making a saving throw for the bearer, it can enhance this Relic. If it does so, then until the end of the phase, models in the bearer's unit have a 3+ invulnerable save.

MALEFIC TOME

This unholy book was stitched together from the flayed skins of a dozen mortal psykers, their horror emanating from every inch of its parchment. The tome is inscribed with true names and daemonic hierarchies that offer the bearer insights into the powers of the warp.

WORD BEARERS PSYKER model only.

- The bearer knows one additional psychic power from one of the disciplines it has access to.
- Each time the bearer attempts to manifest a psychic power, add 1 to the Psychic test.

EPISTLE OF LORGAR

When a priest reads aloud this hallowed epistle from the Book of Lorgar, the very air turns metallic and the words summon dark blessings from the immaterium.

WORD BEARERS PRIEST model only.

- The bearer knows one additional prayer from the Prayers to the Dark Gods (pg 120-121).
- In your Command phase, if the bearer is on the battlefield, it can chant one additional prayer it knows that has not already been chanted by a friendly model this turn.

ASHEN AXE

A malefic nexus for the warp's denizens, foes of the Word Bearers find themselves unable to flee the Ashen Axe's blows, as invisible claws seem to root them to the spot. In truth, their minds are assailed by the entities, who circle impatiently for the soul feast the Ashen Axe will deliver.

WORD BEARERS model with power axe, exalted power axe, daemonic axe, axe of dismemberment or accursed weapon only. This Relic replaces a power axe, exalted power axe, daemonic axe, axe of dismemberment or accursed weapon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ashen Axe	Melee	Melee	+2	-3	2

Abilities: Each time the bearer fights, if any enemy models are destroyed as the result of an attack made with this weapon, roll 2D6. If the result equals or exceeds the Leadership characteristic of the destroyed model's unit, then until the end of the battle, that unit cannot Advance or Fall Back, and that unit is not eligible to fight in the Fight phase until after all eligible units from your army have done so.

THE ARMOUR DIABOLUS

This ancient battle plate is etched with a thousand and one dark runes of vengeance. Should the wearer's blood flow into one of these graven sigils, it glows white hot and the infidels who dealt the blow burst into warpflame.

WORD BEARERS model only.

- The bearer has a Save characteristic of 2+.
- Each time an enemy unit shoots or fights and the bearer was selected as a target of any of that unit's attacks, after that unit has finished making its attacks:
  - Roll one D6 for each wound the bearer lost as a result of those attacks: for each 4+, the attacking unit suffers 1 mortal wound.
  - If the bearer was destroyed by those attacks, before removing it from play, roll one D6: on a 4+, the attacking unit suffers D3 mortal wounds.

BALEFUL ICON

This icon bears an eight-pointed star so saturated in the blood of loyalists that it is forever stained with the taint of treachery. Word Bearers feel its toxic aura much as a sun worshipper feels the kiss of a summer day upon their skin. Those who seek to harm the faithful will instead find their muscles shuddering in revulsion, and even the Adeptus Astartes are drained of their righteous anger in its presence.

WORD BEARERS model only. The bearer has the following ability:

Baleful Icon (Aura): While a friendly **WORD BEARERS INFANTRY** unit is within 6" of the bearer, each time a melee attack is made against that unit, your opponent cannot re-roll the hit roll, cannot re-roll the wound roll and cannot re-roll the damage roll.



NIGHT LORDS

The scions of Konrad Curze haunt the galaxy as torturous reavers and shadow-mantled monsters. They exult in tormenting the weak, but also savour tearing apart those who hold themselves superior, delighting in revealing courage as a worthless crutch, loyalty as an insidious sham and faith as unheeded cries into the void.

LEGION TRAIT

TERROR TACTICS

The Night Lords revel in spreading fear and mayhem, and will take apart an opposing army piecemeal, dividing and isolating the weakest enemies so that their confused cries can be savoured before being swiftly and violently silenced.

- Units with this trait have the following ability: '**Terror Tactics (Aura):** While an enemy unit is within 9" of this unit, subtract 2 from the Leadership characteristic of models in that unit and subtract 1 from Combat Attrition tests taken for that unit.'
- Each time a model with this trait makes an attack with a melee weapon, if that attack targets a unit that was below Half-strength when the attacking unit was selected to fight, or if that attack targets a unit that has a Leadership characteristic of 5 or less, add 1 to that attack's wound roll.

SECONDARY OBJECTIVE

SOW THE SEED, REAP THE FEAR

No Mercy, No Respite – Progressive Objective

Honouring the ways of their Primarch's reign of terror on ancient Nostramo, the Night Lords use fear as a weapon as much as bolter and blade, reaping a harvest of bewildered panic and frenzied screams that can bring a war zone, hive city or even an entire world to its knees.

If you select this objective, score 1 victory point each time one of the following happens:

- An enemy unit fails a Morale test.
- An enemy unit Falls Back.
- An enemy unit fails an action.

In addition, each time an enemy unit is destroyed by a melee attack made by a **NIGHT LORDS** model from your army, before removing the last model in that enemy unit from the battlefield, roll 2D6: if the result equals or exceeds the Leadership characteristic of that enemy model, score 1 victory point. A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially contribute victory points due to this secondary objective several times (assuming it is resurrected and subsequently destroyed several times over, and your 2D6 result equals or exceeds that model's Leadership characteristic each time).

WARLORD TRAITS

1. NIGHT HAUNTER'S CURSE

Some Night Lords warlords share the same curse of foresight that plagued their Primarch.

Once per turn, you can change the result of a single Advance roll, hit roll, wound roll or saving throw made for this **WARLORD** to be a 6. This counts as an unmodified 6 for all rules purposes.

2. ONE PIECE AT A TIME

This warlord prefers to toy with his prey, striking hard and fast then slipping through the foe's lines to strike from another unexpected angle, his injured and terrified victims completely at his mercy.

- Each time this **WARLORD** is selected to fight, after it has finished making its attacks, if any enemy models were destroyed by those attacks but their unit was not destroyed, select one of those enemy units. Until the end of the next Morale phase, subtract 1 from Combat Attrition tests taken for that enemy unit.
- Each time this **WARLORD** makes a consolidation move, models in its unit can move in any direction, and can do so even if they are already touching an enemy model, provided each model finishes its move within 3" of an enemy unit.

3. MURDEROUS REPUTATION (AURA)

Even amongst a breed of murderers, this warlord has gained a notorious reputation for his mastery of the killing art, such that his mere presence erodes the stoutest heart and robs stalwart warriors of their willingness to fight.

While an enemy unit with the Objective Secured ability is within 6" of this **WARLORD**, it loses that ability.

4. KILLING FURY

This warlord launches himself into the heart of enemy lines to slake his thirst for butchery.

- Each time this **WARLORD** is selected to fight, if it made a charge move, was charged or performed a Heroic Intervention this turn, until that fight is resolved, add D3 to the Attacks characteristic of this **WARLORD**.
- Each time this **WARLORD** makes a melee attack, it is considered to be engaged in Wanton Slaughter for that attack (pg 145), instead of any other wanton act it is engaged in.

5. ONE WITH THE SHADOWS

So skilled at blending into darkness is this warlord that it is difficult to discern where his corporeal form ends and the shadows begin.

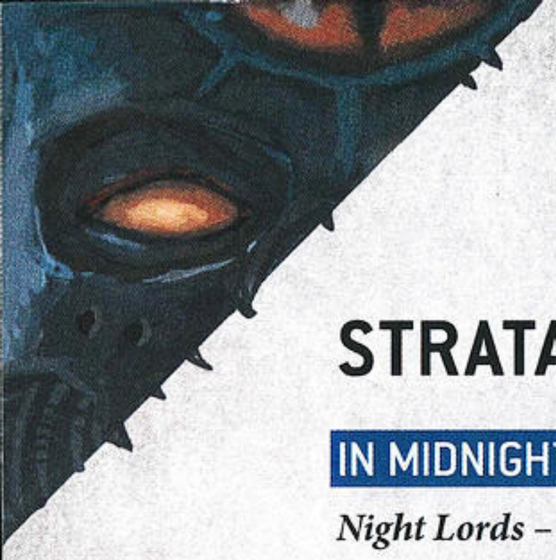
Each time an attack is made against this **WARLORD**:

- Your opponent cannot re-roll the hit roll.
- Subtract 1 from that attack's hit roll.

6. DIRTY FIGHTER

To this warlord, the very notion of fighting fair is alien. He will use any dishonourable trick and underhand tactic there is to gain an advantage.

At the start of the Fight phase, you can select one enemy unit within 3" of this **WARLORD**. That unit is not eligible to fight this phase until after all eligible units from your army have done so.



STRATAGEMS

IN MIDNIGHT CLAD — 1CP

Night Lords – Battle Tactic Stratagem

Having fought countless campaigns of terror in complete darkness, the Night Lords know how to make an ally of the shadows.

Use this Stratagem in your opponent's Shooting phase, when a **NIGHT LORDS INFANTRY** unit (excluding **CULTISTS** units) is selected as the target of a ranged attack. Until the end of the phase, each time a ranged attack is made against that unit, subtract 1 from that Attack's hit roll.

SOUND THE BLACK HUNT — 1CP

Night Lords – Battle Tactic Stratagem

Isolated survivors and the meek of mind are favoured quarry of the VIII Legion.

Use this Stratagem in your Shooting phase or the Fight phase, when a **NIGHT LORDS CORE**, **NIGHT LORDS DAEMONKIN** or **NIGHT LORDS CHARACTER** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack:

- If that attack targets a unit that was below its Starting Strength when the attacking unit was selected to shoot or fight, or it targets a unit that has a Leadership characteristic of 6 or less, re-roll a hit roll of 1.
- If that attack targets a unit that was below Half-strength when the attacking unit was selected to shoot or fight, or it targets a unit that has a Leadership characteristic of 5 or less, you can re-roll the hit roll.

FLAY THEM ALIVE — 1CP

Night Lords – Epic Deed Stratagem

Death does not always follow defeat. To the enemy's most influential champions, the Night Lords reveal their most sadistic talents, the victims' chilling screams broadcast to erode their allies' mettle.

Use this Stratagem in the Fight phase, when the enemy **WARLORD** is destroyed by a melee attack made by a **NIGHT LORDS HERETIC ASTARTES** model from your army. Until the end of the battle, each time a Combat Attrition test is taken for an enemy unit, subtract 1 from that Combat Attrition test.

UNDERHAND SCHEMING — 1CP

Night Lords – Strategic Ploy Stratagem

The honourable fight is a laughable concept to the Night Lords, who employ darting strikes, feigned retreats and all manner of dirty tactics to win the battle.

Use this Stratagem at the start of your Charge phase. Select one **NIGHT LORDS** unit from your army. Until the end of the phase, that unit is eligible to declare a charge in a turn in which it Fell Back.

FROM THE NIGHT — 2CP/1CP

Night Lords – Strategic Ploy Stratagem

The sons of Nostramo strike from the dark, outmanoeuvring the foe in the murk of war before surging forward like blood-hungry spectres.

Use this Stratagem in the Reinforcements step of your Movement phase. Select one **NIGHT LORDS INFANTRY** or **NIGHT LORDS BIKER** unit from your army that is either in Strategic Reserves or is a Reinforcements unit that has not yet been set up on the battlefield. That unit can now be set up as if the battle round was one higher than it currently is, regardless of any mission rules. If that unit has the **DAEMONKIN** keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.

SCREAMING SKIES — 1CP

Night Lords – Strategic Ploy Stratagem

The thrill of descending talons first into the terrified foe is addictive, and the Hosts Raptorial that accompany Night Lords raids leap skyward to relive the visceral rush again and again.

Use this Stratagem at the start of your Movement phase. Select one **NIGHT LORDS JUMP PACK** unit from your army and remove it from the battlefield. In the Reinforcements step of your next Movement phase, set up that unit anywhere on the battlefield that is more than 9" away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

WE HAVE COME FOR YOU — 2CP

Night Lords – Strategic Ploy Stratagem

When the Night Lords descend, there is no mercy.

Use this Stratagem at the start of your opponent's Movement phase. Select one **NIGHT LORDS CORE**, **NIGHT LORDS DAEMONKIN** or **NIGHT LORDS CHARACTER** unit from your army. Until the start of your next turn, enemy units within Engagement Range of that unit cannot Fall Back unless they have the **VEHICLE**, **TITANIC** or **AIRCRAFT** keyword.

VOX SCREAM — 2CP

Night Lords – Wargear Stratagem

Hideous screams of an aggressive techno-virus infiltrate the communication systems of the target, temporarily rendering it incapable of command.

Use this Stratagem at the end of your Movement phase. Select one enemy unit within 12" of a **NIGHT LORDS** unit from your army. Until the start of your next Movement phase, that unit loses all of its aura abilities. You can only use this Stratagem once.

RELICS

CLAW OF THE STYGIAN COUNT

This vicious taloned gauntlet has spilt the blood of thousands of victims since its creation for the infamous champion known as the Stygian Count. When plunged into flesh, nano-barbs slide out of each of the weapon's claws, tearing open cratered wounds when yanked out.

NIGHT LORDS model with lightning claw, malefic talons or accursed weapon only. This Relic replaces a lightning claw, malefic talons or accursed weapon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Claw of the Stygian Count	Melee	Melee	+2	-3	2

Abilities: Each time the bearer fights, it makes 2 additional attacks with this weapon. Each time an attack made with this weapon is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.

VOX DAEMONICUS

Emanating from the ornate winged helm in which it makes its home, this living susurrus haunts the airwaves, spreading lies and falsehoods across the vox networks of the Night Lords' enemies.

NIGHT LORDS INFANTRY model only. This Relic can be given to a **CULTISTS** model.

- Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of the bearer.
- The bearer has the following ability: '**Vox Daemonicus (Aura)**: Each time an enemy unit attempts to perform an action or a psychic action while within 12" of the bearer, roll 2D6: if the result is greater than the enemy unit's Leadership characteristic, that unit cannot attempt to perform that action or psychic action.'

TALONS OF THE NIGHT TERROR

Attached to armoured boots or melded with daemonic flesh, these talons give the wielder the appearance of some eldritch raptor-beast that has evolved to better disembowel prey. Should the bearer descend feet first into the ranks of his quarry, these talons will eviscerate all those too slow to evade them.

NIGHT LORDS FLY model only.

- Each time the bearer makes a Normal Move or Advances, after the bearer has moved, select one enemy unit it moved across this phase and roll one D6, subtracting 1 from the result if that enemy unit is a **CHARACTER** unit: on a 2+, that enemy unit suffers D3 mortal wounds.
- Each time the bearer finishes a charge move, select one enemy unit within Engagement Range of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

SCOURGING CHAINS

The Scourging Chains once jangled from the rafters of the Primarch's throne room, and many a soul has been hung from their spikes. As the wearer closes with his victims, the chains appear taut as corded tendons, before lashing out to render the captured prey helpless to the killing blow.

NIGHT LORDS model only.

- Each time the bearer makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.
- While an enemy model is within Engagement Range of this model, subtract 1 from the Attacks characteristic of that model.

MISERY OF THE MEEK

This elixir was crafted by one of the Legion's few remaining Apothecaries, distilled from the fear and suffering of countless victims. When a son of Nostramo indulges in its sickening contents, they are imbued with new energy.

Once per battle, at the start of any phase, the bearer can use this Relic. If it does so:

- The bearer regains up to 3 lost wounds.
- Until the end of the turn, add D3 to the bearer's Attacks characteristic and add 3" to the range of the bearer's aura abilities (to a maximum of 9").

STORMBOLT PLATE

This armour was fashioned in the darkest pits of long dead Nostramo. It is wreathed in a cloying darkness, a web of midnight skeins that perpetually shrouds the wearer.

NIGHT LORDS INFANTRY model only.

- Enemy models cannot target the bearer with ranged attacks unless it is within 12" of the firing model, or it is the closest eligible target.
- Each time an attack is made against the bearer, the bearer is treated as having the benefits of Light Cover and Heavy Cover against that attack (see the Warhammer 40,000 Core Book).

FLAYER

When the Legion's frightful tendencies came to the fore, the Flayer was the tool that carved the skin to be hung in the Night Haunter's throne room. The foulest of deeds were done with this blade, and its dreadful reputation endures.

NIGHT LORDS model with power sword, accursed weapon or force sword only. This Relic replaces a power sword, accursed weapon or force sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Flayer	Melee	Melee	+2	-3	2

Abilities: Each time an attack made with this weapon destroys an enemy model, that model counts as 2 destroyed models in the next Morale phase.



IRON WARRIORS

The cold-hearted Iron Warriors are experts in raising monstrous fortifications, but revel more in tearing apart those of their foes, which they contemptibly see as worthless. They nurse their hatred, enduring all their enemies can throw at them before unleashing their vengeance in hammer-like assaults of troops, war machines and Daemon Engines.

LEGION TRAIT

IRON WITHIN, IRON WITHOUT

Hardened by the most gruelling theatres of war in the galaxy, the Iron Warriors continue to fight long after others of their ilk have fallen. They are embittered siege lords who are able to gouge out even the most stubbornly entrenched enemies.

- Each time a model with this trait makes an attack, the target does not receive the benefits of cover against that attack.
- Each time an attack is allocated to a model with this trait, if that Attack has an Armour Penetration characteristic of -1 or -2, the Armour Penetration characteristic of that attack is worsened by 1.

SECONDARY OBJECTIVE

MASTERS OF DEMOLITION

Shadow Operations – End Game Objective

Perturabo's sons see every enemy structure as an affront.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, your opponent must set up three objective markers anywhere on the battlefield that is on ground level, not within 9" of each other, and not within 6" of any battlefield edge. These objective markers cannot be set up on terrain features with the Unstable Position terrain trait, and no more than one of them can be set up within 6" of your opponent's deployment zone. If it is impossible to set up an objective marker, it is not set up. Each represents a demolition site, but does not count as an objective marker for any rules purposes other than for this objective. **IRON WARRIORS INFANTRY** units from your army can attempt the following action:

Total Demolition (Action): One **IRON WARRIORS INFANTRY** unit (excluding **CHARACTER** units) from your army can start to perform this action at the start of your Movement phase if it is in range of a demolition site objective marker and no enemy units (excluding **AIRCRAFT** units) are in range of that objective marker. This action is completed at the end of the turn, provided the unit performing it is still in range of the same objective marker. If completed, that objective marker is said to have been demolished by your army, and is removed from the battlefield.

At the end of the battle, score 4 victory points for each demolition site objective marker that was demolished by your army. Score an additional 3 victory points if a demolition site objective marker that was within 6" of your opponent's deployment zone was demolished by your army.

WARLORD TRAITS

1. SIEGE LORD

This warlord has perfected siege warfare over countless millennia in the most brutal war zones. He has studied the arcane learnings of heretek reductors, uncovered the structural analyses of xenos war masons and prised STC secrets from the ragged bionic fingers of dying tech-magi, so that no means of sundering enemy defences are beyond him.

In your Command phase, select one friendly **IRON WARRIORS CORE** or **IRON WARRIORS VEHICLE** unit within 6" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack against an enemy **VEHICLE** or **BUILDING** unit, if that attack is made with a weapon with a Strength characteristic of 7 or more, add 1 to the Damage characteristic of that attack.

2. DAEMONSMITH

This warlord has an innate understanding of the relationship between the daemon and the machine, and will use this to its full potential on the battlefield.

In your Command phase, select one friendly **IRON WARRIORS DAEMON ENGINE**, **IRON WARRIORS CULT OF DESTRUCTION** or **IRON WARRIORS MACHINE SPIRIT** unit within 6" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

3. UNYIELDING METTLE

Warp-powered bionics, battle-damaged armour and countless ugly scars adorn this warlord, all marking incidents that would have felled lesser warriors.

- Add 1 to the Toughness characteristic of this **WARLORD**.
- Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

4. BASTION

This warlord is an iron bulwark of implacable tenacity. Under his threatening gaze his warriors will hold any and all available positions, bolstering them against enemy counter-attack.

In your Command phase, you can select one friendly **IRON WARRIORS CORE** unit within 6" of this **WARLORD**. Until the start of your next Command phase:

- Each time an enemy unit declares a charge against that unit, if that unit is not within Engagement Range of any enemy units, it can either Hold Steady or Set to Defend.
- That unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in that unit already has this ability, that model counts as one additional model when determining control of an objective marker.

5. ARCHITECT OF DESTRUCTION

When destroying an enemy position calls for nothing short of ceaseless firepower, this warlord will deliver.

In your Command phase, you can select one friendly **IRON WARRIORS CORE** or **IRON WARRIORS VEHICLE** unit within 6" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack, if your army is engaged in either Wanton Massacre or Wanton Slaughter, that unit is considered to be engaged in Wanton Destruction for that attack instead (pg 145).

6. IMPLACABLE TASKMASTER (AURA)

This warlord advances with bitter resolve and, led by his example, his followers do the same.

While a friendly **IRON WARRIORS CORE** unit is within 6" of this **WARLORD**, each time that unit is selected to shoot, if that unit made a Normal Move in your previous Movement phase, then until its shooting attacks have been resolved, it counts as having Remained Stationary.

STRATAGEMS

BITTER ENMITY 1CP

Iron Warriors – Battle Tactic Stratagem

The Legion's contempt for the Imperial Fists runs deep, unleashed in a surge of violent atrocity whenever they clash with Dorn's sons.

Use this Stratagem in the Fight phase, when an **IRON WARRIORS** unit from your army is selected to fight. Until the end of the phase, each time a **HERETIC ASTARTES** model in that unit makes a melee attack against an **IMPERIAL FISTS** unit, or against a unit that is a successor Chapter of the Imperial Fists (see *Codex: Space Marines*), you can re-roll the hit roll and you can re-roll the wound roll.

TANK DESTROYERS 1CP

Iron Warriors – Battle Tactic Stratagem

No armour is safe from the guns of the IV Legion, and once an enemy war engine is marked for destruction, its doomed is sealed.

Use this Stratagem in your Shooting phase or the Fight phase. Select one enemy **VEHICLE** unit. Until the end of the phase, each time an **IRON WARRIORS HERETIC ASTARTES** model makes an attack against that enemy unit, an unmodified hit roll of 6 automatically wounds the target.

DOUR DUTY 2CP/1CP

Iron Warriors – Battle Tactic Stratagem

The Iron Warriors unflinchingly face their fate, drawing upon millennia of resolve to weather the most punishing of attacks.

Use this Stratagem in any phase, when an **IRON WARRIORS CORE INFANTRY** or **IRON WARRIORS DAEMONKIN** unit is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to a **HERETIC ASTARTES** model in that unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). If that unit has a Power Rating of 10 or more, this Stratagem costs 2CP; otherwise, it costs 1CP.

COLD-HEARTED MALIGNITY 1CP

Iron Warriors – Battle Tactic Stratagem

The Iron Warriors are numb to death and have little room left in their souls for emotion – they are driven only by bitterness and ruthless efficiency.

Use this Stratagem at the start of any phase. Select one **IRON WARRIORS CORE** unit from your army that is below Half-strength. Until the end of the battle:

- That unit automatically passes Morale tests.
- Each time a model in that unit makes an attack, add 1 to that attack's hit roll.

METHODICAL ANNIHILATION 1CP

Iron Warriors – Battle Tactic Stratagem

With unceasing firepower do the Iron Warriors prevail.

Use this Stratagem in your Shooting phase, when an **IRON WARRIORS** unit from your army is selected to shoot. Until the end of the phase:

- When resolving that unit's attacks, you can re-roll one damage roll.
- Each time a model in that unit makes an attack with a weapon that has the Blast ability, for the purposes of determining how many attacks are made with that weapon, double the number of models in the target unit.
- If that unit is a **VEHICLE** unit, it can make attacks with Blast weapons against units within Engagement Range; however, if it does so, each time it makes an attack with a Blast weapon this phase, on an unmodified hit roll of 1 that unit suffers 1 mortal wound after all of its attacks have been resolved.

UNHOLY VIGOUR 3CP/2CP

Iron Warriors – Epic Deed Stratagem

The corrupted machine spirits shackled to the will of the Iron Warriors refuse to yield.

Use this Stratagem in any phase, when an **IRON WARRIORS MACHINE SPIRIT** or **IRON WARRIORS DAEMON ENGINE** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's wound roll. If that unit has the **TITANIC** keyword, this Stratagem costs 3CP; otherwise, it costs 2CP.

CANNON FODDER 2CP

Iron Warriors – Strategic Ploy Stratagem

The Iron Warriors see their thrall-servants as mere tools, fit only to soak up the foe's ammunition and clog their blades.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **IRON WARRIORS INFANTRY** unit from your army, then select one friendly **IRON WARRIORS CULTISTS** unit wholly within 6" of that unit. Until the end of the phase, enemy models cannot target that **IRON WARRIORS INFANTRY** unit if that **IRON WARRIORS CULTISTS** unit is a closer eligible target.

SPITEFUL ENDURANCE 1CP

Iron Warriors – Strategic Ploy Stratagem

The Iron Warriors stubbornly refuse to yield in the face of the foe, enduring debilitating injuries that would slay lesser warriors.

Use this Stratagem in any phase, when an **IRON WARRIORS HERETIC ASTARTES** model from your army would lose a wound as the result of a mortal wound. Until the end of the phase, each time that model or any other **HERETIC ASTARTES** model in its unit would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

RELICS

AXE OF THE FORGEMASTER

Masters of the soul forges have long had to ensure dominance over their creations. Such are the energies of unmaking bound into this axe's haft that a single blow can turn an armoured tank into a pile of rusted scrap.

IRON WARRIORS model with power axe, exalted power axe, axe of dismemberment or daemonic axe only. This Relic replaces a power axe, exalted power axe, axe of dismemberment or daemonic axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Axe of the Forgemaster	Melee	Melee	+3	-3	2

Abilities: Each time an attack is made with this weapon, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage (if the target is a **VEHICLE** unit, it suffers 3 mortal wounds in addition to any normal damage instead).

SIEGEBREAKER MACE

A vast sphere of dense star-metal bound with sigils of shattering and mounted on the pole of a captured Adeptus Astartes standard, the Siegebreaker Mace was created with acts of destructive symbolism in mind.

IRON WARRIORS model with power maul, thunder hammer, accursed crozius or accursed weapon only. This Relic replaces a power maul, thunder hammer, accursed crozius or accursed weapon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Siegebreaker Mace					
Each time the bearer is selected to fight, it makes 1 additional attack using this weapon's Smash profile. All other attacks made with this weapon must be made using this weapon's Swing profile.					
- Swing	Melee	Melee	+2	-2	2
- Smash	Melee	Melee	x2	-3	D3+3

FLESHMETAL EXOSKELETON

This semi-sentient bio-mechanical armature bonds with the wearer's wargear and anatomy alike. Blades that penetrate the wearer's armour blunt themselves on the hardened flesh beneath, while the warrior's cabled muscles reknit in a frenzy of writhing, silvered fibres.

IRON WARRIORS INFANTRY model only.

- Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Each time an enemy unit shoots or fights, after it finishes making its attacks, if the bearer lost any wounds as a result of those attacks but was not destroyed, roll one D6: on a 4+, the bearer regains up to D3 wounds lost as a result of those attacks.

CRANIUM MALEVOLUS

This ironclad death's head is a mouthpiece for the mind-shattering language of the soul forges. The coded blurts of Dark Tongue it emits are potent enough to undo the machine spirits of enemy technology.

IRON WARRIORS model only. This Relic can be given to a **CULTISTS** model. The bearer has the following ability:

Cranium Malevolus: At the start of your Shooting phase, roll one D6 for each enemy **VEHICLE** unit within 9" of the bearer: on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers 3 mortal wounds.

INSIDIUM

This vast suite of bionics was originally implanted to avoid the mutating effects of the immaterium, but the warp is fickle. Insidium and its bearer are now a warped host of the techno-virus, the fusion of mortal, daemon and machine turning the bearer into an unstoppable leviathan.

IRON WARRIORS INFANTRY model only (excluding **DAEMON** models). The bearer gains the **DAEMON** and **DAEMONKIN** keywords, and add 1 to the Strength, Toughness and Wounds characteristics of the bearer.

SPITESPITTER

For each servant of the Corpse Emperor destroyed, this hate-filled weapon allows its wielder one step towards victory in the Long War, and one closer to damnation.

IRON WARRIORS model with combi-bolter, combi-flamer, combi-melta or combi-plasma only. This weapon replaces a combi-bolter or the 'boltgun' profile of a combi-flamer, combi-melta or combi-plasma (note that that weapon still keeps any of its other profiles, and you can select which of its profiles to make attacks with as normal, as specified in that weapon's profile). If this Relic replaces a combi-bolter, it has the 'combi-bolter' profile below; otherwise, its 'boltgun' profile is replaced with the 'combi-weapon' profile below.

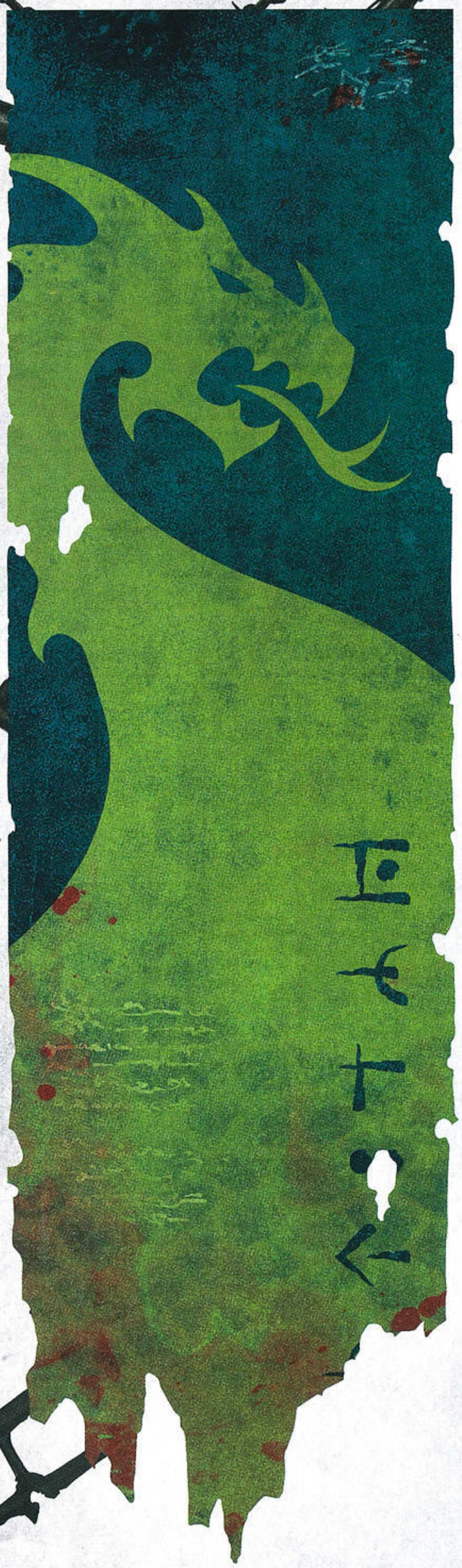
WEAPON	RANGE	TYPE	S	AP	D
Spitespitter					
- Combi-bolter	30"	Rapid Fire 2	5	-3	2
- Combi-weapon	30"	Rapid Fire 1	5	-3	2

TECHNO-VENOMOUS MECHATENDRILS

The morass of mechanical tentacles that grace the wearer's back are possessed of a cruel consciousness. Each is a small Daemon Engine, capable of using the essence of stolen souls to repair warp-infused metal nearby.

IRON WARRIORS WARPSMITH model only.

- Each time the bearer repairs a model using its Master of Mechanisms ability, that model regains up to 3 lost wounds instead of up to D3.
- Each time the bearer makes an attack with its Mechatendrils, if a hit is scored, the target suffers 1 mortal wound and the attack sequence ends.



ALPHA LEGION

Comprising warbands of liars, schemers and shadow-stalkers of far greater skill than most heretics, the Alpha Legion's labyrinthine ploys are crafted to unnerve the foe and have them chasing ghosts and nightmares. When they reveal themselves, they have long since been embedded in a war zone, seeding Chaos cults, identifying targets and feeding misinformation into the foe's networks.

LEGION TRAIT
MASTERS OF DUPLICITY

The warriors of the Alpha Legion are specialists in complex perfidy, using stealth, feints and misdirection to mislead even the most vigilant enemies into carefully prepared traps before delivering the killing blow.

- Each time a ranged attack targets a unit with this trait, if the attacker is more than 12" away, subtract 1 from that attack's hit roll (if the target unit contains any models with a Wounds characteristic of 10 or more, the attacker must be more than 18" away instead for this benefit to apply).
- Units with this trait are eligible to perform an action or declare a charge in a turn in which they Fell Back. If a unit with this trait declares a charge while it is performing an action, that action is still failed.

MATCHED PLAY

SECONDARY OBJECTIVE
INFILTRATE AND SUBVERT

Shadow Operations – Progressive Objective

Use guile and cunning to infiltrate enemy positions that they foolishly think are safe. Let them discover that all crucial targets behind their front lines have already been secured, and now serve only the Alpha Legion.

If you select this objective, **ALPHA LEGION INFANTRY** units from your army can attempt the following action:

Subvert (Action): One **ALPHA LEGION INFANTRY** unit (excluding **CHARACTER** units) from your army can start to perform this action at the end of your Movement phase if it is wholly within 6" of your opponent's deployment zone. The action is completed at the end of your next Command phase, provided the unit attempting it is still wholly within 6" of your opponent's deployment zone. If completed, if the unit that performed the action is in range of an objective marker, roll one D6 to see if that objective marker has been subverted. If that unit was a **CULTISTS** unit, that objective marker is subverted on a 5+; otherwise, that objective marker is subverted on a 3+. Enemy units can never control objective markers that have been subverted, and they can never perform actions while they are in range of any objective markers that have been subverted.

Each time a unit from your army completes this action, score 3 victory points (score 4 victory points instead if that unit completed this action while wholly within your opponent's deployment zone).

WARLORD TRAITS

1. I AM ALPHARIUS

The Alpha Legion are experts in the art of deception, and none more so than this warlord.

- After nominating this model to be your **WARLORD**, randomly determine one additional Warlord Trait for them (re-rolling duplicate results) from a Warlord Traits table of your choice that this model has access to.
- If this **WARLORD** is destroyed, you can immediately select one other **ALPHA LEGION CHARACTER** model from your army that does not have a Warlord Trait, and select a Warlord Trait for that model to gain (this must be a Warlord Trait no other model from your army has, it must be one that model can have, and it cannot be I Am Alpharius). Until the end of the battle, that model counts as your **WARLORD** for all rules purposes. If any mission objective, secondary objective or Agenda rules are triggered when your **WARLORD** is destroyed, those rules are not triggered until this new **WARLORD** is destroyed.

2. CLANDESTINE

This warlord blends in with his surroundings effortlessly, an esteemed agent of discord and anarchy with millennia of infiltration experience.

- Each time an attack is made against this **WARLORD**, an unmodified hit roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
- Each time an attack is allocated to this **WARLORD** while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

3. HEADHUNTER

No target is safe in the sights of this warlord. Enemy commanders, rallying zealots and specialist officers alike fall to pinpoint headshots, sowing confusion amongst their fragmenting army.

Each time you select a target for an attack made with a ranged weapon by this **WARLORD**, if that weapon is a Rapid Fire or Pistol weapon:

- You can ignore the Look Out, Sir rule (see the Warhammer 40,000 Core Book).
- You can re-roll that attack's wound roll.
- On an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage.

4. MASTER OF DIVERSION

A venerated tactician, this warlord makes use of feints, false signals, holo-projectors and a host of strategic diversions in their battle plans.

After both sides have deployed, in the Resolve Pre-battle Abilities step of the mission you are playing, you can select up to three **ALPHA LEGION** units from your army that are wholly within your deployment zone. Remove those units from the battlefield, then set them up anywhere on the battlefield that is wholly within your deployment zone and more than 9" away from any enemy models. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves.

5. CULT LEADER

This warlord directs the local cults personally, having trained and honed their skills during countless undercover operations of rebellion and insurgency.

In your Command phase, you can select one friendly **ALPHA LEGION CULTISTS** unit within 9" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack:

- Add 1 to that attack's hit roll.
- Improve the Armour Penetration characteristic of that attack by 1.

6. COVERT CONTROL

This warlord has led innumerable covert actions in every imaginable war zone, always stealing their prize from under their opponent's nose before they realise it.

In your Command phase, you can select one friendly **ALPHA LEGION CORE** unit within 6" of this **WARLORD**. Until the start of your next Command phase:

- That unit can shoot while performing an action without that action failing.
- That unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in that unit already has this ability, that model counts as one additional model when determining control of an objective marker.

STRATAGEMS

CONCEAL 3CP/2CP

Alpha Legion – Strategic Ploy Stratagem

These clandestine warriors can disappear at a moment's notice, employing psychocrystalline camouflage, distorting warp-emitters or silenced servos coupled with obscuration skills honed over millennia.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **ALPHA LEGION INFANTRY** unit from your army. Until the end of the phase, each time an enemy model shoots, if that unit is not the closest eligible target or within 12" of that model, then until that shooting is resolved, that model cannot target that unit. If that unit has a Power Rating of 10 or more, this Stratagem costs 3CP; otherwise, it costs 2CP.

DEADLY AMBUSH 2CP

Alpha Legion – Strategic Ploy Stratagem

The Hydra knows all. Accessing scan-feeds from hidden Legion ships, interpreting the whispers of warp gheists or acting on data from embedded traitors, few esoteric incursions are unexpected by the Alpha Legion.

Use this Stratagem at the end of the Reinforcements step of your opponent's Movement phase. Select one enemy unit that was set up on the battlefield as Reinforcements this phase. Until the end of your next turn, each time an **ALPHA LEGION** model from your army makes an attack against that unit, add 1 to that attack's hit roll.

COILS OF DECEPTION 1CP

Alpha Legion – Strategic Ploy Stratagem

Trust not appearances – the swift retreat can coil back in an instant, for the Hydra is always ready to strike.

Use this Stratagem in your Movement phase, when an **ALPHA LEGION CORE** unit from your army Falls Back. That unit is still eligible to shoot this turn even though it Fell Back.

FORWARD OPERATIVES 1CP

Alpha Legion – Strategic Ploy Stratagem

The Alpha Legion are as illusive as a shadow, their operatives stealing forward to occupy advanced positions or swiftly outmanoeuvre the foe's carefully laid fire lanes.

Use this Stratagem in the Resolve Pre-battle Abilities step of the mission you are playing. Select one **ALPHA LEGION INFANTRY** unit from your army. That unit can make a Normal Move as if it were your Movement phase, but must end that move more than 9" away from any enemy models. You can only use this Stratagem once, unless you are playing a Strike Force or Onslaught battle (in which case, you can use this Stratagem twice). Each **ALPHA LEGION INFANTRY** unit can only be selected for this Stratagem once.

RENASCENT INFILTRATION 1CP

Alpha Legion – Strategic Ploy Stratagem

A wise commander never takes their eyes off the Alpha Legion for a moment, for they will disappear in an instant, biding their time before reappearing for the final strike.

Use this Stratagem in your Movement phase, when an **ALPHA LEGION INFANTRY** unit from your army that is more than 6" away from any enemy models is selected to move. If the mission you are playing uses the Strategic Reserves rule, place that unit into Strategic Reserves. That unit cannot arrive from Strategic Reserves in the same turn it is placed into Strategic Reserves.

SABOTAGED ARMOURY 1-3CP

Alpha Legion – Strategic Ploy Stratagem

Alpha Legion agents and saboteurs infiltrate enemy targets long before the foe join the battle.

Use this Stratagem in any phase, when an enemy **VEHICLE** model is destroyed. If there are any **ALPHA LEGION** units from your army on the battlefield, your opponent does not roll to see if that model explodes: it does so automatically (if that model is affected by a rule that says it never explodes, ignore both that rule and this Stratagem and roll to see if it explodes as normal). If that model has a Wounds characteristic of 9 or less, this Stratagem costs 1CP; if that model has a Wounds characteristic of 10-19, this Stratagem costs 2CP; otherwise, it costs 3CP.

SCRAMBLED COORDINATES 2CP

Alpha Legion – Strategic Ploy Stratagem

Landing coordinates, teleport beacons or signal emitters are tampered with by infiltrating the enemy's vox and data networks.

Use this Stratagem at the start of the Reinforcements step of your opponent's Movement phase. Select up to two **ALPHA LEGION CORE** units from your army that are on the battlefield. Until the end of the phase, enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of any of those selected units.

VEILED AGENDA 1CP

Alpha Legion – Strategic Ploy Stratagem

The ploys and machinations of the Alpha Legion are ineffable to outsiders, the heretics' foes kept guessing or else deliberately fed contradictory disinformation.

Use this Stratagem after selecting secondary objectives or Agendas, if your army contains any units with the **ALPHA LEGION** keyword. Do not reveal one of your selections to your opponent. The first time you score victory points or experience points for that secondary objective or Agenda, reveal it to your opponent. Note that you must still make a record of your selection. We recommend writing this down and concealing it until revealed. You can only use this Stratagem once.

RELICS

BLADE OF THE HYDRA
Ever since the Daemon Prince Gharual of the Nine Sundered Souls was bound inside this oversized chainsword, the blade has been a fiendish tool of destruction. Those with a will strong enough to control its multiple thirsting personas can cause the sawtoothed blade to shimmer into not one but several swords that gnaw and gnash with an immortal hunger.

ALPHA LEGION model with Astartes chainsword only. This Relic replaces an Astartes chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of the Hydra	Melee	Melee	+1	-2	1

Abilities: Each time the bearer fights, it makes D3+3 additional attacks with this weapon (if there are 6 or more enemy models within 3" of the bearer when it is selected to fight, it makes 6 additional attacks with this weapon instead).

DRAKESCALE PLATE
A suit of powered armour forged by a tech-savant of the Dark Mechanicum, this battle plate incorporates the living titanium scales of a mica skydrake. Its wearer is protected by the elder beast's innate resistance, and attacks seem to slide from its dark scales like water from obsidian.

ALPHA LEGION INFANTRY model only.

- The bearer has a Save characteristic of 2+.
- Each time an attack is made against the bearer, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

HYDRA'S WAIL
This sophisticated jamming device is corrupted by the Ruinous Powers. A burst of directed scrapcode infiltrates the vox networks and communications devices of the enemy, rendering strategic planning null and void.

Once per battle, after your opponent uses a Stratagem (excluding Command Re-roll), the bearer can use this Relic. If it does so, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1.

VIPER'S SPITE
This ornate bolt pistol has a wide, serpent head muzzle and a magazine that never seems to run dry. When fired, it makes no noise louder than a dry hiss, but a cacophony of screams is never far behind. The projectiles it fires glow with acrid viridian witchfire so virulent that they can sizzle through even Terminator war plate.

ALPHA LEGION model with bolt pistol only. This Relic replaces a bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Viper's Spite	18"	Pistol 6	4	-3	1

HYDRA'S TEETH
The legend goes that these bolt rounds are sentient in the manner of daemon weapons, and that sorcerous powers have somehow given them a terrible hunger for destruction. Once fired, they seek out fresh victims before exploding in a blast of warp-fuelled destruction.

ALPHA LEGION model with bolt weapon (pg 176) only. When you give a model this Relic, select one bolt weapon that the bearer is equipped with:

- That weapon is considered to be a Relic for all rules purposes.
- Each time the bearer is selected to shoot, you can choose for that weapon to fire a Hydra's Teeth bolt. If you do so, the bearer can only make one attack with that weapon, but the following rules apply:
  - That attack automatically hits the target.
  - Add 2 to the Strength and Damage characteristics of that attack, and improve the Armour Penetration characteristic of that attack by 2.
  - Invulnerable saving throws cannot be made against that attack.

ICON OF THE HYDRA CULT
This unassuming, apparently meanly finished sigil hides a powerful device beneath its serpentine exterior. Within its coils lies unknown cloaking technology that emits a gloomy pall to hide the vilest of deeds from the most vigilant of sentinels.

ALPHA LEGION model only. This Relic can be given to a **CULTISTS** model. The bearer has the following ability:

Icon of the Hydra Cult (Aura): While a friendly **ALPHA LEGION CULTISTS** unit is within 6" of the bearer, each time a ranged attack targets that unit, if the attacker is more than 12" away, the target is treated as having the benefits of Dense Cover against that attack.

MINDVEIL
Shimmering with illusion, the Mindveil is a long cloak stitched with the interlocking teeth of Dostoy Prime's chameleonic hydrasharks. So potent are the spells of confusion and dislocation cast upon it that the bearer is accompanied by incorporeal mirages that mirror his appearance. Stranger still, at a chanted command in the Dark Tongue, the wearer's true location and that of one of his doppelgangers can switch places, an instant translocation that leaves his enemies gaping in confusion.

ALPHA LEGION INFANTRY model only.

- Each time the bearer makes a Normal Move, Advances or Falls Back, until the end of the phase, add one D6 to the bearer's Move characteristic.
- Each time the bearer makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, it can move horizontally through models and terrain features (it cannot finish a move on top of another model, or its base).



EMPEROR'S CHILDREN

The Emperor's Children attack in a riotous clash of excruciating aural assaults, eye-watering chromatic dissonance and ostentatious precision to leave their foes in no doubt of their superiority. Their arrogance is matched by a listless ennui at the galaxy's everyday stimuli, and they seek to commit ever viler deeds to draw the eye of their patron deity, Slaanesh.

LEGION TRAIT

FLAWLESS PERFECTION

Inured to ordinary sensations by several lifetimes of indulgence, the Emperor's Children find stimulation only in excess, be it brutally shocking acts of violence or gratuitous displays of martial prowess.

- Each time a model with this trait makes an attack, you can ignore any or all hit roll, Weapon Skill and Ballistic Skill modifiers.
- Each time a model with this trait makes an attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

SECONDARY OBJECTIVE

ADORN THE CANVAS ECLECTIC

No Mercy, No Respite – Progressive Objective

Since their foundation, the Emperor's Children have sought to master every art of warfare. Each new war zone is treated as a gruesome canvas, one to be adorned with the most varied expressions of the Legion's innate superiority.

If you select this objective, score 1 victory point at the end of each battle round for each of the following that apply:

- You control more objective markers than your opponent.
- More enemy units were destroyed by ranged attacks made by **EMPEROR'S CHILDREN** units from your army this battle round than vice versa (i.e. the number of **EMPEROR'S CHILDREN** units from your army that were destroyed by ranged attacks made by enemy units this battle round was lower than the number of enemy units destroyed by ranged attacks made by **EMPEROR'S CHILDREN** units from your army this battle round).
- More enemy units were destroyed by melee attacks made by **EMPEROR'S CHILDREN** units from your army this battle round than vice versa.
- More enemy **CHARACTER** units were destroyed by attacks made by **EMPEROR'S CHILDREN CHARACTER** units from your army this battle round than vice versa.

If all four of the above apply at the end of a battle round, score 1 additional victory point at the end of that battle round (for a maximum of 5 victory points per battle round).

WARLORD TRAITS

1. STIMULATED BY PAIN

The warlords of the Emperor's Children thrive on pain. The more grievous their injuries, the deadlier they become.

- Each time this **WARLORD** loses a wound, add 1 to its Attacks characteristic (to a maximum of +3). Each time this **WARLORD** regains a lost wound, subtract 1 from its Attacks characteristic.
- When this **WARLORD** is destroyed, if it is within Engagement Range of any enemy units and it has not already fought this phase, do not remove it from play: it can, after the attacking model's unit has finished making its attacks, be selected to fight. After that fight has been resolved, this **WARLORD** is then removed from play.

2. INTOXICATING MUSK (AURA)

A sickly-sweet aroma emanates from this warlord, both delightful and disgusting at once. A perfumed assault on the senses intoxicates those in its vicinity.

While an enemy unit is within 3" of this **WARLORD**, each time a model in that unit makes a melee attack, subtract 1 from that attack's hit roll.

3. UNBOUND ARROGANCE

This warlord's hubris is both his greatest strength and his biggest weakness.

Each time this **WARLORD** is selected to fight, you and your opponent secretly choose a number from 1 to 3 on a D6 (we suggest turning a D6 to show the number, but concealing it behind your hand), then reveal your choices simultaneously. If the chosen numbers differ, then until that fight is resolved, add the number you chose to the Attacks characteristic of this **WARLORD**.

4. FAULTLESS DUELLIST

A peerless swordsman and an exquisite example of fighting form, those who lock swords with this warlord do so at their peril.

- Each time this **WARLORD** makes a melee attack, you can re-roll the hit roll.
- While an enemy model is within Engagement Range of this **WARLORD**, subtract 1 from the Attacks characteristic of that enemy model.

5. GLUTTON FOR PUNISHMENT

This warlord revels in every sensation – even ones that would slay a lesser mortal outright.

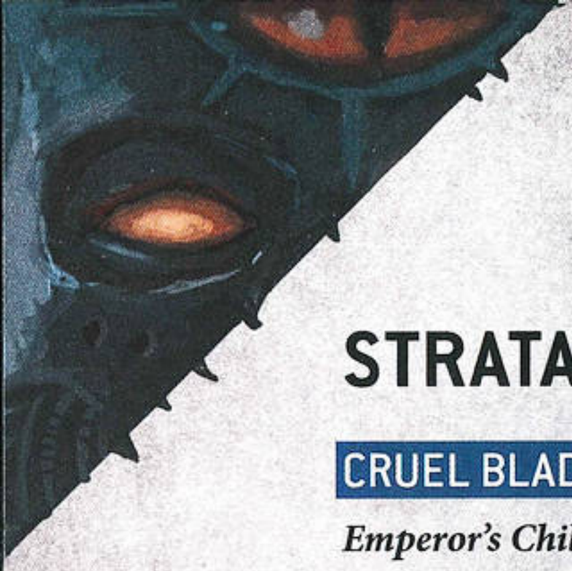
- Each time an attack is allocated to this **WARLORD**, if this **WARLORD** does not have the **VEHICLE** keyword, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Each time this **WARLORD** would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

6. LOATHSOME GRACE

Blessed by Slaanesh to further accentuate his perverse elegance, this warlord's warped movements are nimble, striking and utterly abhorrent.

- Add 2" to the Move characteristic of this **WARLORD**.
- You can re-roll Advance and charge rolls made for this **WARLORD**.





STRATAGEMS

CRUEL BLADESMEN — 2CP

Emperor's Children – Battle Tactic Stratagem

Fulgrim's scions are renowned for their bladecraft, toying with their inferiors while preparing an exquisite, penetrating thrust.

Use this Stratagem in the Fight phase, when an **EMPEROR'S CHILDREN** unit from your army is selected to fight. Until the end of the phase, each time a **HERETIC ASTARTES** model in that unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

HONOUR THE PRINCE — 1CP

Emperor's Children – Battle Tactic Stratagem

Warriors who venerate Slaanesh through the most graceful fighting forms are rewarded in their endeavours.

Use this Stratagem in your Movement phase or your Charge phase, after selecting an **EMPEROR'S CHILDREN CORE** or **EMPEROR'S CHILDREN DAEMONKIN** unit to Advance or declare a charge.

- If used in your Movement phase, do not make an Advance roll for that unit. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.
- If used in your Charge phase, do not roll 2D6 for that unit's charge roll. Instead, until the end of the phase, roll D6+6 for that unit's charge roll.

EXCESS OF VIOLENCE — 1CP

Emperor's Children – Battle Tactic Stratagem

The visceral sensation of every fresh kill causes the warriors of the Emperor's Children to enter an ecstatic frenzy of butchery and dismemberment.

Use this Stratagem in your Command phase, if your army is engaged in either Wanton Destruction or Wanton Massacre (pg 145). Select one **EMPEROR'S CHILDREN INFANTRY** unit from your army. Until the start of your next Command phase, that unit is considered to be engaged in Wanton Slaughter instead.

INCESSANT DISDAIN — 1CP

Emperor's Children – Strategic Ploy Stratagem

Contempt for lesser warriors drives the Emperor's Children in their punishing reprisals.

Use this Stratagem in the Heroic Interventions step of your opponent's Charge phase. Select one **EMPEROR'S CHILDREN CORE, EMPEROR'S CHILDREN DAEMONKIN** or **EMPEROR'S CHILDREN CHARACTER** unit from your army. Until the end of the phase:

- If that unit is not a **CHARACTER** unit, it is eligible to perform Heroic Interventions as if it were a **CHARACTER** unit.
- If that unit is a **CHARACTER** unit, it is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit.

DEATH ECSTASY — 2CP

Emperor's Children – Strategic Ploy Stratagem

Death is but another thrilling experience, and the Emperor's Children are loathe to deny the enemy such vistas of ecstatic sensation.

Use this Stratagem in the Fight phase, when an **EMPEROR'S CHILDREN INFANTRY** unit from your army is selected as the target of a melee attack. Until the end of the phase, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.

SOPORIFIC GAZE — 2CP

Emperor's Children – Epic Deed Stratagem

Lulled by this champion's weaving swordsmanship and hypnotic aura, the foe falter and a momentary weakness seals their doom.

Use this Stratagem at the start of the Fight phase. Select one **EMPEROR'S CHILDREN CHARACTER** model from your army, then select one enemy unit within 3" of it. That enemy unit is not eligible to fight this phase until after all eligible units from your army have done so.

COMBAT ELIXIRS — 2CP

Emperor's Children – Wargear Stratagem

Concoctions of hideous euphoria empower the minds of the Legion's sybaritic warriors.

Use this Stratagem when an **EMPEROR'S CHILDREN CORE** or **EMPEROR'S CHILDREN CHARACTER** unit from your army is selected to fight. Until the end of the phase, add 1 to the Strength characteristic of models in that unit and improve the Weapon Skill characteristic of models in that unit by 1.

EXCRUCIATING FREQUENCIES — 1CP

Emperor's Children – Wargear Stratagem

The sons of Fulgrim were the first to use sonic weaponry, and are peerless wielders of deadly sound waves.

Use this Stratagem in your Shooting phase, when an **EMPEROR'S CHILDREN** unit from your army is selected to shoot.

- Until the end of the phase, each time a model in that unit makes an attack with a sonic weapon (pg 176), on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage (a unit cannot suffer more than 6 mortal wounds per phase as a result of this Stratagem).
- After that unit has finished making its shooting attacks, select one enemy unit that was hit by an attack made with a sonic weapon by a model in that unit this phase. Until the start of your next turn, that enemy unit cannot fire Overwatch or Set to Defend.

RELICS

THE ENDLESS GRIN

This fleshy mask is the still-living, flayed face of a man who begged Slaanesh to fulfil his wish to live forever. It is said the Dark Prince was only too pleased to oblige, gifting the unfortunate soul immortality, but also forcing him to present his face to the Chaos Lord Shixe. After butchering the supplicant, Shixe wore that face as a prized reminder of the occasion for several centuries, wallowing in a fraction of its life-sustaining properties in the process. The Endless Grin has since changed hands many times, but the potency of its anguish has never diminished, nor the arrogance of its invigorated wearer.

EMPEROR'S CHILDREN INFANTRY model only.

- Each time the bearer would lose a wound, roll one D6: on a 6, that wound is not lost.
- Once per battle, when the bearer is destroyed, you can use this Relic instead of using any other rules that are triggered when the bearer is destroyed. If you do so, mark the bearer's position then remove the bearer from the battlefield. At the end of the phase, roll one D6: on a 3+, set the bearer back up on the battlefield as close as possible to the position you marked and not within Engagement Range of any enemy units, with D3 wounds remaining.

FATAL SONANCY

Xenotech implants grafted into the bearer's neck give them the ability to emit a hypermodulated scream, powerful enough to shatter diamond. The myriad resonant frequencies and sheer deafening power of this scream hit with a physical impact, blasting away flesh and bone alike, and reducing its victims to shuddering pulp.

EMPEROR'S CHILDREN model only. At the end of your Movement phase, you can select one enemy unit within 12" of and visible to the bearer. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

ARMOUR OF ABHORRENCE

A canvas of the perverse, this suit of armour is adorned with fleshy mementos of captured warriors. The war plate turns its wearer into an effigy of excess, a mosaic of dark exuberance that delights the Emperor's Children, but instils sheer horror in their enemies. In battle, enemy warriors experience utter revulsion at this ghastly display, yet they are unable to turn away from its mesmerising repulsiveness.

EMPEROR'S CHILDREN model only. The bearer has the following ability:

Armour of Abhorrence (Aura): Each time an enemy unit (excluding **TITANIC** units) within 3" of the bearer is selected to Fall Back, roll one D6: on a 4+, that unit cannot Fall Back this turn.

REMNANT OF THE MARAVIGLIA

A rare recording of the grand symphony played for the Emperor's Children at the onset of the Horus Heresy, this composition's original performance saw the final descent of the Legion into darkness. When transmitted through vox-casters purpose-built into the zealous bearer's armour, mere seconds of this perverted symphony are enough to drive the servants of Slaanesh into a furore of excess.

EMPEROR'S CHILDREN PRIEST model only. Once per battle, at the end of your Command phase, the bearer can use this Relic. If it does so, until the start of your next Command Phase, the bearer has the following ability:

Remnant of the Maraviglia (Aura): While a friendly **EMPEROR'S CHILDREN CORE** or **EMPEROR'S CHILDREN CHARACTER** unit is within 6" of the bearer, add 1 to the Attacks characteristic of models in that unit.

DISTORTION

The unblemished sheen of this faultless blade reflects an alluring countenance to the bearer, their seemingly unmatched beauty a peerless example of perfection. In reality, the bearer is a hideous wretch, every ounce of elegance leached away to power the blade's fearsome edge.

EMPEROR'S CHILDREN model with power sword, force sword or accursed weapon only. This Relic replaces a power sword, force sword or accursed weapon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Distortion					
Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Elegant incision	Melee	Melee	User	-2	1
Abilities: Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.					
- Inelegant slash	Melee	Melee	x2	-4	2

RAIMENT REVULSIVE

A cloak stitched with the flayed skins of defeated mortals, the Raiment Revulsive is a symbol of contempt and hatred for those incapable of sharing the Emperor's Children's abhorrent tastes. The screams of anguish that come from the still-living faces on this diabolic hide are a sweet concerto to the ears of the wearer and his depraved allies, imbuing them with unbridled confidence.

EMPEROR'S CHILDREN model only. This Relic can be given to a **CULTISTS** model. The bearer has the following ability:

Raiment Revulsive (Aura): While a friendly **EMPEROR'S CHILDREN** unit is within 6" of the bearer, if that unit is performing an action it can shoot without that action failing. While an enemy unit is within 6" of the bearer, that enemy unit cannot start to perform an action.



RED CORSAIRS

The Red Corsairs are consummate raiders with vast resources at their disposal. Comprising traitorous individuals, each with their own tale of black infamy, they exist to plunder and reave wherever their predatory avarice leads them – often far beyond their strongholds within the Maelstrom. Countless renegades have pledged themselves to Huron Blackheart, and while some seek vengeance, others fight for nothing more than personal power.

BATTLE-FORGED RULES

LEGION TRAIT

RAIDERS FROM THE MAELSTROM

Freed from the constraints of their loyalty to the Imperium, the Red Corsairs indulge their enhanced capacity for violence. When they emerge from the warp, they strike fast with overwhelming force to achieve their objectives and destroy their targets before the enemy can respond.

- Units with this trait are eligible to declare a charge in a turn in which they Advanced.
- Models with this trait count as two models when determining control of an objective marker, or 5 models if they have a Wounds characteristic of 10 or more.

WARLORD TRAITS

1-2. REAVER LORD

This martial genius has forged an empire of cruelty from his raids.

At the start of your Command phase, if this **WARLORD** is on the battlefield, roll one D6: on a 4+, you gain 1 Command point.

3-4. ANGEL OF HATRED

This once noble warlord now revels in his deepest hatreds.

Each time this **WARLORD** fights, if it made a charge move, was charged or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Strength and Attacks characteristics of this **WARLORD**.

5-6. DARK RAIDER

The raids this warlord leads are as rapid as they are deadly.

Once per turn, in your Shooting phase, after shooting with a friendly **RED CORSAIRS CORE** unit within 6" of this **WARLORD**, that unit can make a Normal Move. If it does so, that unit is not eligible to declare a charge this turn.

RELICS

MAELSTROM'S BITE

This weapon heretically blends the pinnacle of Imperial thermal technology with the twisted energies of the immaterium.

RED CORSAIRS model with combi-melta only. This Relic replaces a combi-melta and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Maelstrom's Bite					
Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Warp-twisted meltagun	18"	Assault 1	9	-4	D6+2
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2

ARMOUR OF BADAB

This once magnificent Terminator plate is now as degenerate as the soul who wears it, and exudes a malign intent to survive.

RED CORSAIRS TERMINATOR model only. The bearer has the following ability:

'**Armour of Badab (Aura):** While a friendly **RED CORSAIRS CORE** or **RED CORSAIRS CHARACTER** unit is within 3" of the bearer, **TERMINATOR** models in that unit have a 4+ invulnerable save and non-**TERMINATOR** models in that unit have a 5+ invulnerable save.'

TRAITOR'S LAURELS

This mocking wreath is fashioned from the melted down remains of service studs ripped from the skulls of loyalist Space Marines.

RED CORSAIRS model only.

- Add 1 to the Attacks characteristic of the bearer.
- Once per battle, if the bearer is selected for an Epic Deed Stratagem, that Stratagem costs 0CP.
- The bearer has the following ability: '**Traitor's Laurels (Aura):** While a friendly **RED CORSAIRS CORE** unit is within 6" of the bearer, each time a Combat Attrition test is taken for that unit, ignore any or all modifiers to that Combat Attrition test.'



STRATAGEMS

SECURE THE PRIZE — 1CP

Red Corsairs – Battle Tactic Stratagem

Plunderers and trophy-takers, the Red Corsairs will not willingly abandon their prize when it is so close to hand.

Use this Stratagem in any phase, when a **RED CORSAIRS CORE** unit from your army in range of an objective marker is selected as the target of an attack. Until the end of the phase, each time an attack with a Damage characteristic of 1 is allocated to a model in that unit, add 1 to any armour saving throw made against that attack.

RAIN FIRE AND DEATH — 2CP

Red Corsairs – Strategic Ploy Stratagem

The Red Corsairs maintain the mightiest fleet of warships in the Maelstrom, able to rain death upon their victims from high orbit.

Use this Stratagem in your Command phase, if a **RED CORSAIRS CHARACTER** unit from your army is on the battlefield. Select one point on the battlefield and place a marker on that point. At the start of your next Command phase, roll one D6 for each unit within 6" of the centre of that marker, adding 1 if the unit being rolled for is within 3" of the centre of that marker and subtracting 1 if the unit being rolled for is a **CHARACTER** unit. On a 2-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers D6 mortal wounds. That marker is then removed. You can only use this Stratagem once.

THE HOUNDS OF HURON — 2CP

Red Corsairs – Strategic Ploy Stratagem

The Hounds of Huron are the harbingers of Blackheart's dark fury. Bike-mounted warriors ideally suited for lightning hit-and-run raids, they are able to outflank enemy battle lines.

Use this Stratagem in the Fight phase, after a **RED CORSAIRS BIKER** unit from your army has fought. If that unit is within Engagement Range of any enemy units, it can Fall Back as if it were your Movement phase. Otherwise, it can make a Normal Move as if it were your Movement phase.

RAID SUPPLY LINES — 2CP

Red Corsairs – Strategic Ploy Stratagem

Daring pre-emptive strikes against the enemy's supply lines and rearguard ensure that their reinforcements are either diverted or delayed by logistical anarchy.

Use this Stratagem at the start of the Reinforcements step of your opponent's Movement phase, if a **RED CORSAIRS WARLORD** from your army is on the battlefield. If it is the first or the second battle round, you can select one of your opponent's Strategic Reserves or Reinforcements units. That unit cannot arrive on the battlefield this phase for any reason, even if it has another rule that states it always arrives on the battlefield during a specific battle round (e.g. Drop Pod Assault). You can only use this Stratagem once.

SECONDARY OBJECTIVE

RAID AND REAVE

Shadow Operations – Progressive and End Game Objective

Many Red Corsairs assaults have as their foundation the plundering of the foe's resources. Weapons, fuel, technology, information and slaves are prized trophies, fuelling the warband's next vicious assault.

If you select this objective, **RED CORSAIRS INFANTRY** and **RED CORSAIRS BIKER** units from your army can attempt the following action:

Raid and Reave (Action): One or more **RED CORSAIRS INFANTRY** or **RED CORSAIRS BIKER** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that has not been raided by your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the start of your next Command phase or at the end of the battle, whichever comes first, provided the unit performing it is still in range of the same objective marker. If completed, that objective marker is said to have been raided by your army, and until the end of the battle the unit that performed the action is said to be carrying spoils of war.

Each time a unit from your army completes the Raid and Reave action, if the objective marker that was raided as a result was wholly within your own deployment zone, score 1 victory point; if that objective marker was wholly within your opponent's deployment zone, score 3 victory points; otherwise, score 2 victory points.

At the end of the battle, score 1 victory point for every **RED CORSAIRS** unit from your army that is carrying spoils of war (score 2 victory points instead if that unit, or the **TRANSPORT** model it is embarked within, is wholly within your deployment zone).



CREATIONS OF BILE

Comprising abhorrent warbands of augmented Heretic Astartes, the varied creations of Bile represent the depths of the Primogenitor's dark genius. Whether devoted to Bile's search for prize specimens and forbidden knowledge or pledged to his will in payment for his grisly services, these altered warriors expand the web of the Spider's sinister influence.

LEGION TRAIT

EXPERIMENTAL ENHANCEMENTS

Fabius Bile is a twisted flesh-crafter whose quest to surpass the Emperor's genetic science has borne myriad horrific fruits. As a result, all of his Terata are chemically, physically and biomechanically altered by his experiments, elevating their abilities above those of similar beings – for now...

- Add 1" to the Move characteristic of models with this trait and add 1 to the Strength characteristic of models with this trait.
- Each time a model with this trait is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play. When making these attacks, if any of the destroyed model's characteristics change as it suffers damage, for the purposes of determining what characteristics on its profile to use, the destroyed model is considered to have 1 wound remaining.

WARLORD TRAITS

1-2. SURGICAL PRECISION

This warlord's knowledge of natural and augmented anatomy is unparalleled, and their every strike is deliberate, cruel and lethal.

Each time this **WARLORD** makes a melee attack, on an unmodified hit roll of 4+, that attack automatically wounds the target and the Armour Penetration characteristic of that attack is improved by 1.

3-4. PRIME TEST SUBJECT

Only the strongest test subjects long survive the rampant cell transformations associated with Bile's mysterious bio-alchemy.

Add 1 to the Strength, Toughness and Wounds characteristics of this **WARLORD**.

5-6. TWISTED REGENERATION

Not even death is able to lay the most vile of Bile's creations low.

Once per battle, when this **WARLORD** is destroyed, you can use choose for them to regenerate instead of using any other rules that are triggered when this **WARLORD** is destroyed. If you do so, mark this **WARLORD**'s position then remove this **WARLORD** from the battlefield. At the end of the phase, roll one D6: on a 2+, set this **WARLORD** back up on the battlefield as close as possible to the position you marked and not within Engagement Range of any enemy units, with D3 wounds remaining.

RELICS

HELM OF ALL-SEEING

This baroque helm sports numerous additional sensors, requiring various disfiguring organs with which to process the information.

While the bearer is on the battlefield, each time your opponent spends a Command point to use a Stratagem you can roll one D6: on a 5+, you gain 1 Command point.

LIVING CARAPACE

With a thought, the wearer can compel this bio-armour to thicken.

CREATIONS OF BILE INFANTRY model only. Once per battle, when an attack is allocated to the bearer, it can enhance this Relic. If it does so, until the end of the turn, each time an attack is allocated to the bearer, the Damage characteristic of that attack is changed to 1.

HYPER-GROWTH BOLTS

These rounds contain Bile's most unstable growth-inducing serums, causing victims to explode in eruptions of swelling flesh.

CREATIONS OF BILE model with bolt weapon (pg 176) only. When you give a model this Relic, select one bolt weapon that the bearer is equipped with. That weapon is considered to be a Relic for all rules purposes. Each time the bearer is selected to shoot, you can choose for that weapon to fire a hyper-growth bolt. If you do so, the bearer can only make one attack with that weapon this phase, but if that attack scores a hit, unless the target is a **VEHICLE** unit, it automatically wounds the target, has an Armour Penetration characteristic of -1, and has a Damage characteristic of D3+3.

STRATAGEMS

MONSTROUS VISAGES — 1CP

Creations of Bile – Battle Tactic Stratagem

Bile's experimental ministrations have left these warriors as freakish monsters. Cursed with clusters of compound eyes, distended, fang-stuffed jaws or myriad other grotesqueries, they are hideous to behold.

Use this Stratagem in the Fight phase, when a **CREATIONS OF BILE CORE**, **CREATIONS OF BILE DAEMONKIN** or **CREATIONS OF BILE CHARACTER** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

THE MASTERS ARE WATCHING — 1CP

Creations of Bile – Strategic Ploy Stratagem

Feeling the expectant gaze of Bile's greatest creations from across the battlefield, his enhanced warriors strive slavishly to impress.

Use this Stratagem in the Command phase. Select one **CREATIONS OF BILE INFANTRY** unit from your army, then select one friendly **CREATIONS OF BILE CHARACTER** model that is visible to that unit. Until the end of the turn, that **INFANTRY** unit is considered to be in range of any or all of the following aura abilities that **CHARACTER** model has: Lord of Chaos; Aspire to Glory; Demagogue.

TAKEN ALIVE — 1CP

Creations of Bile – Epic Deed Stratagem

To be snatched away for experimentation by Fabius Bile and his followers is an altogether nightmarish fate.

Use this Stratagem in the Fight phase, when the enemy **WARLORD** is destroyed by a melee attack made by a **CREATIONS OF BILE** model from your army. Until the end of the battle:

- Subtract 1 from the Leadership characteristic of every model in your opponent's army.
- Your opponent cannot use the Insane Bravery Stratagem.
- Your opponent cannot use any rules to re-roll a Morale test.

AUTO-STIMULANTS — 1CP

Creations of Bile – Wargear Stratagem

Arrays of sub-dermal vials inject auto-stimulants and bio-catalysts into the warriors' enhanced muscles, invigorating them for incredible feats of exertion.

Use this Stratagem at the start of your Charge phase. Select one **CREATIONS OF BILE CORE** unit from your army. Until the end of the phase, that unit is eligible to declare a charge in a turn in which it Advanced.

SECONDARY OBJECTIVE

SPECIMENS FOR THE SPIDER

Purge the Enemy – Progressive and End Game Objective

Bile's endless gruesome experiments require a constant influx of rarefied and exotic specimens. His creations are often dispatched to seize hulking xenos monstrosities, genetic aberrations or individuals carrying arcane knowledge or bio-tech artefacts.

If you select this objective, score victory points at the end of the battle round for each of the following that apply:

- Score 3 victory points if one or more **CHARACTER** or **MONSTER** units were destroyed by a melee attack made by a **CREATIONS OF BILE** model from your army during this battle round.
- Score 2 victory point if one or more units (excluding **CHARACTER**, **MONSTER** or **VEHICLE** units) were destroyed by a melee attack made by a **CREATIONS OF BILE** model from your army during this battle round.

At the end of the battle, if one or more **ADEPTUS ASTARTES**, **SANCTIC ASTARTES** or **HERETIC ASTARTES** units were destroyed by a melee attack made by a **CREATIONS OF BILE** model from your army during the battle, score 1 additional victory point.







STRATAGEMS

If your army includes any **CHAOS SPACE MARINES** Detachments, you have access to these Stratagems, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of **<LEGION>** on that Stratagem (if any) with the name of the Legion that your selected unit is drawn from.

DEATH TO THE FALSE EMPEROR! 1CP

Chaos Space Marines – Battle Tactic Stratagem

The seething hatred that the Heretic Astartes harbour for the Corpse Emperor and his weakling, thin-blooded Space Marines is a weapon unto itself.

Use this Stratagem in the Fight phase, when a **TRAITORIS ASTARTES** unit from your army is selected to fight. Until the end of the phase, each time a **HERETIC ASTARTES** model in that unit makes a melee attack against an **ADEPTUS ASTARTES** or **SANCTIC ASTARTES** unit, you can re-roll the hit roll.

DAEMONFORGE 2CP/1CP

Chaos Space Marines – Battle Tactic Stratagem

The Daemon Engines of the Chaos Space Marines are driven by a fathomless hatred born of the warp.

Use this Stratagem in your Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES DAEMON ENGINE** unit from your army is selected to shoot or fight. Until the end of the phase, improve the Weapon Skill and Ballistic Skill characteristics of models in that unit by 1. If that unit has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.

FURY OF KHORNE 1CP

Chaos Space Marines – Battle Tactic Stratagem

The bloodlust of Khorne's followers is never sated, and is only heightened by the arterial sprays of their enemies' gore.

Use this Stratagem in the Fight phase, when a **TRAITORIS ASTARTES KHORNE** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

GRANDFATHER'S BLESSINGS 1CP/2CP

Chaos Space Marines – Battle Tactic Stratagem

Grandfather Nurgle bestows daemonic fecundity upon his faithful servants, sealing their gaping wounds with pulsating growths and replacing their spilt blood with curdling ichor.

Use this Stratagem in any phase, when a **TRAITORIS ASTARTES NURGLE** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

HATRED ETERNAL 2CP

Chaos Space Marines – Battle Tactic Stratagem

Every Legionary harbours a reservoir of bitter hatred and resentment that they can draw upon to destroy their foes utterly.

Use this Stratagem at the end of your Shooting phase or at the end of the Fight phase. Select one **LEGIONARIES** unit from your army; if it is the Shooting phase, that unit can shoot again; if it is the Fight phase and that unit is within Engagement Range of any enemy units, that **LEGIONARIES** unit can fight again.

MURDEROUS PERFECTION 1CP

Chaos Space Marines – Battle Tactic Stratagem

The desire for perfection that drives Slaanesh's warriors is such that their fighting skills far exceed those of more blinkered forces – an obsessive drive that leads to superior acts of martial precision.

Use this Stratagem in your Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES SLAANESH** unit from your army is selected to shoot or fight. Once during that phase, when resolving an attack made by a model in that unit, you can change the result of one hit roll, one wound roll or one damage roll to be a 6 (note that if a D3 is being rolled as part of that damage roll, that 6 is halved to a 3).

VETERANS OF THE LONG WAR 2CP

Chaos Space Marines – Battle Tactic Stratagem

Veterans of centuries or millennia, the Long War's most embittered warriors have learnt how best to focus their need for vengeance.

Use this Stratagem in your Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES INFANTRY** or **TRAITORIS ASTARTES BIKER** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's wound roll.

WRATH OF THE CHOSEN 1CP

Chaos Space Marines – Battle Tactic Stratagem

The merciless cruelty of a warband's greatest warriors is both a deadly threat to their foes and a warning to potential rivals.

Use this Stratagem in your Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES TERMINATOR** or **CHOSEN** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

BLASPHEMOUS MACHINES — 2CP/1CP

Chaos Space Marines – Epic Deed Stratagem

The spirits of the most ancient or corrupted Chaos Space Marine war engines can be goaded to fury like wild beasts.

Use this Stratagem in your Command phase. Select one **TRAITORIS ASTARTES MACHINE SPIRIT** or **TRAITORIS ASTARTES DAEMON ENGINE** model from your army that has a Wounds characteristic of 10 or more. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use. If that model has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.

FELL PRAYERS — 2CP

Chaos Space Marines – Epic Deed Stratagem

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

Use this Stratagem at the start of any of your phases other than your Command phase. Select one **TRAITORIS ASTARTES PRIEST** model from your army that has not chanted a prayer this turn. That model can chant one prayer that has not already been chanted by a friendly model this turn. That prayer is automatically heard (do not roll) and takes effect until the start of your next Command phase.

FIRE FRENZY — 1CP

Chaos Space Marines – Epic Deed Stratagem

The unbridled wrath of an enraged Helbrute is a useful tool in the hands of a commander who can direct it.

Use this Stratagem in your opponent's Shooting phase, after an enemy unit has finished making its attacks. Select one **TRAITORIS ASTARTES HELBRUTE** model from your army that was hit by one or more of that enemy unit's attacks this phase, and which is not within Engagement Range of any enemy units. That **HELBRUTE** model can shoot as if it were your Shooting phase, but when doing so, it can only target either the closest enemy unit or an enemy unit containing any models that targeted that **HELBRUTE** model (and only if that enemy unit is an eligible target).

THE GREAT SORCERER — 1CP

Chaos Space Marines – Epic Deed Stratagem

Those not driven mad by the worship of Tzeentch are gifted with empyric powers to use against the Great Mutator's enemies.

Use this Stratagem at the start of your Psychic phase. Select one **TRAITORIS ASTARTES TZEENTCH PSYKER** unit from your army, then select one of the following rules to apply to that unit:

- That unit can attempt to manifest one additional psychic power this phase.
- That unit can attempt to perform one psychic action and attempt to manifest one psychic power this phase.

ASPIRING LORD — 1CP

Chaos Space Marines – Requisition Stratagem

Behind every warband leader are numerous power-hungry warriors who commit atrocities in the name of personal glory.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **TRAITORIS ASTARTES** keyword. Select one **TRAITORIS ASTARTES CHARACTER** model (excluding named characters) from your army and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

GIFTS OF CHAOS — 1CP

Chaos Space Marines – Requisition Stratagem

The Chaos Gods will reward those who prove themselves worthy.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **TRAITORIS ASTARTES** keyword. Select one **TRAITORIS ASTARTES CHARACTER** model from your army and give it one Relic of Chaos (this must be a Relic it can have). Each Relic in your army must be unique. You can use this Stratagem to give a **MARK OF CHAOS CHARACTER** model a second Relic, provided one of its Relics replaces a weapon; otherwise, you cannot use this Stratagem to give a model two Relics. If you use this Stratagem to give a **CHARACTER** model a second Relic, none of that model's Relics can be a daemon weapon (pg 113). You cannot use this Stratagem to give a model three Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

TROPHIES OF THE LONG WAR — 1CP

Chaos Space Marines – Requisition Stratagem

Ancient artefacts have exchanged hands many times, but only the most ambitious champions have the strength to wield them.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **TRAITORIS ASTARTES** keyword. Select one **TRAITORIS ASTARTES** model from your army (excluding **CHARACTER** models) that has the word 'Aspiring' or 'Champion' in its profile. That model can have one of the following Relics of Chaos, even though it is not a **CHARACTER** model: Hyper-growth Bolts; Maelstrom's Bite; Ashen Axe; The Armour Diabolus; Viper's Spite; Icon of the Hydra Cult; Distortion; Armour of Abhorrence; Talons of the Night Terror; Claw of the Stygian Count; Spitespitter; Axe of the Forgemaster; Loyalty's Reward; Trophies of Slaughter; The Black Mace; The Warp's Malice; Blade of the Relentless; Black Rune of Damnation. Each Relic in your army must be unique. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

CONTEMPT OVER CAUTION 1CP/2CP

Chaos Space Marines – Strategic Ploy Stratagem

Allies are of little concern when a hated foe must be obliterated.

Use this Stratagem in your Shooting phase. Select one **<LEGION> CORE** unit from your army that is not within Engagement Range of any enemy units, then select one enemy unit. Until the end of the phase:

- Models in that **<LEGION>** unit can target that enemy unit even if that enemy unit is within Engagement Range of other friendly units, provided those other friendly units are all **<LEGION>** units.
- Each time a model in that **<LEGION>** unit makes an attack against that enemy unit, you cannot re-roll the hit roll, and on an unmodified hit roll of 1, that attack scores a hit against one friendly **<LEGION>** unit of your choice within Engagement Range of that enemy unit instead (resolve any attacks against friendly units after resolving any attacks that hit that enemy unit).

If all of the **<LEGION>** units within Engagement Range of the enemy unit you selected were **CULTISTS** units, this Stratagem costs 1CP; otherwise, it costs 2CP.

UNENDING DESTRUCTION 2CP

Chaos Space Marines – Strategic Ploy Stratagem

Chaos Space Marines are not easily diverted from their obsessive need to kill, and can accomplish their battlefield goals without having to relent in their acts of destruction.

Use this Stratagem in your Shooting phase. Select one **TRAITORIS ASTARTES INFANTRY** unit from your army (excluding **CULTISTS** units) that is performing an action. That unit can shoot this phase without that action failing.

RELENTLESS DEVASTATION 1CP

Chaos Space Marines – Strategic Ploy Stratagem

The wrath of Chaos Space Marines is inescapable.

Use this Stratagem in your Movement phase, when a **TRAITORIS ASTARTES INFANTRY** unit (excluding **CULTISTS** units) from your army makes a Normal Move or Advances. Until the end of your Shooting phase, provided that unit does not move again, it is considered to have Remained Stationary.

RITUAL OFFERINGS 1CP

Chaos Space Marines – Strategic Ploy Stratagem

Those unfortunate enough to be taken alive by Chaos Cultists only serve as fuel for their fanatical devotions.

Use this Stratagem when an enemy unit is destroyed by a **TRAITORIS ASTARTES CULTISTS** unit from your army. Until the end of the battle:

- That **CULTISTS** unit automatically passes Morale tests.
- Each time a model in that **CULTISTS** unit makes a melee attack, add 1 to that attack's hit roll.

SCORN OF SORCERY 1CP

Chaos Space Marines – Strategic Ploy Stratagem

Like the deity they worship, the warriors of the Blood God despise psykers, and their sheer hatred can quell the sorceries of foes.

Use this Stratagem in your opponent's Psychic phase, after a Psychic test is passed for an enemy **PSYKER** unit and after any Deny the Witch test is taken. If that enemy **PSYKER** unit is within 24" of any **TRAITORIS ASTARTES KHORNE** units from your army, roll one D6: on a 4+, that psychic power is denied.

SHROUD OF FLIES 3CP/2CP

Chaos Space Marines – Strategic Ploy Stratagem

With an incessant drone, a feculent swarm of immaterial flies enshrouds Nurgle's devotees, obscuring their repulsive forms.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **TRAITORIS ASTARTES NURGLE** unit from your army. Until the end of the phase, each time an enemy model shoots, if that **NURGLE** unit is not the closest eligible target or within 12" of that model, then until that shooting is resolved, that model cannot target that **NURGLE** unit. If that **NURGLE** unit has the **MONSTER**, **VEHICLE**, **TERMINATOR** or **BIKER** keyword, this Stratagem costs 3CP; otherwise, it costs 2CP.

TERRIFYING PHENOMENA 1CP

Chaos Space Marines – Strategic Ploy Stratagem

In the presence of Chaos Space Marines, gheist-like spirits moan and blood seeps from metal and rock, preying on the foes' worst fears and driving them insane with terror.

Use this Stratagem at the start of the Morale phase. Select one enemy unit within 12" of a **TRAITORIS ASTARTES CHAOS UNDIVIDED** unit from your army. Until the end of the phase:

- Your opponent cannot select that unit for the Insane Bravery Stratagem, and cannot use any rule that would allow them to re-roll a Morale test for that unit.
- If that unit fails a Morale test, any action it is performing immediately fails.

TIDE OF TRAITORS 1CP

Chaos Space Marines – Strategic Ploy Stratagem

The galaxy is filled with countless pathetic wretches hiding in the shadows and waiting for their opportunity to give themselves willingly to Chaos for the chance to win power and glory.

Use this Stratagem in your Command phase. Select one **CULTISTS MOB** unit from your army that is either within 6" of a battlefield edge or within 6" of your deployment zone. Up to D3+3 destroyed models can be added back to that unit. These returned models cannot be set up within Engagement Range of any enemy units, unless those enemy units are already within Engagement Range of that **CULTISTS MOB** unit.

EXCESSIVE CRUELTY — 2CP

Chaos Space Marines – Strategic Ploy Stratagem

Slaanesh's chosen delight in inflicting torment and cruelty, and they persecute terrified foes with renewed vigour.

Use this Stratagem when an enemy unit within Engagement Range of a **TRAITORIS ASTARTES SLAANESH** unit from your army Falls Back. After that enemy unit has finished that move, select one **TRAITORIS ASTARTES SLAANESH** unit from your army that that enemy unit was within Engagement Range of when this Stratagem was used. That **SLAANESH** unit can either consolidate up to 3", or, if it is no longer within Engagement Range of any enemy units, shoot as if it were your Shooting phase. If the selected **SLAANESH** unit shoots, it can only target the enemy unit that Fell Back (and only if it is an eligible target).

VICIOUS DESCENT — 1CP

Chaos Space Marines – Strategic Ploy Stratagem

Skyborne traitors strike without warning or mercy, catching the enemy unawares and eviscerating their formations before they can coordinate a counter-attack.

Use this Stratagem in your Charge phase, when a **TRAITORIS ASTARTES JUMP PACK** unit from your army finishes a charge move. Select one enemy unit within Engagement Range of that **JUMP PACK** unit, then roll one D6 for each model in that **JUMP PACK** unit that is within Engagement Range of that enemy unit. For each result that equals or exceeds that enemy unit's Toughness characteristic, that enemy unit suffers 1 mortal wound.

WARP-BORN FORESIGHT — 2CP

Chaos Space Marines – Strategic Ploy Stratagem

Those in thrall to Tzeentch are gifted with a measure of foresight, allowing them to scry the enemy's myriad futures and pinpoint exactly where they will strike.

Use this Stratagem at the end of the Reinforcements step of your opponent's Movement phase. Select one **TRAITORIS ASTARTES TZEENTCH** unit from your army that is not within Engagement Range of any enemy units, then select one enemy unit that is within 12" of that unit and was set up as Reinforcements this turn. That **TZEENTCH** unit can shoot as if it were your Shooting phase, but if it does so, models in that unit can only target that enemy unit (and only if that enemy unit is an eligible target).

WINDS OF THE WARP — 1CP

Chaos Space Marines – Strategic Ploy Stratagem

Some Heretic Astartes move almost faster than the eye can follow, leaving flickering trails of warpflame in their wake.

Use this Stratagem in your opponent's Shooting phase, when a **TRAITORIS ASTARTES BIKER** or **TRAITORIS ASTARTES JUMP PACK** unit from your army that Advanced in your previous Movement phase, or that was set up on the battlefield during the Reinforcements step of your previous Movement phase, is selected as the target of a ranged attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

DAEMON SHELLS — 1CP

Chaos Space Marines – Wargear Stratagem

Crafted on tainted forge worlds and infused with warp energy, these shells release a mind-sickening scream as they are launched, voicing a craving to consume the soul of their target.

Use this Stratagem in your Shooting phase, when a **TRAITORIS ASTARTES** unit from your army is selected to shoot. Until the end of the phase:

- Add 6" to the Range characteristic of all bolt weapons (pg 176) models in that unit are equipped with.
- Each time a model in that unit makes a ranged attack with a bolt weapon, improve the Armour Penetration characteristic of that attack by 1.

INFERNAL ENGINE — 2CP/1CP

Chaos Space Marines – Wargear Stratagem

The furnace at the heart of the Daemon Engine burns to incandescent levels as it channels the energies of the warp into its metal frame, daemon flesh and cursed iron flowing like filthy wax as ragged wounds reknit.

Use this Stratagem in your opponent's Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES DAEMON ENGINE** model from your army is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). If that model has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.

SKYSHRIKE MISSILE — 1CP

Chaos Space Marines – Wargear Stratagem

Skyshrike missiles are designed to eliminate the foe's aerial assets by unleashing a sigil-scrawled payload that shreds armour and ruptures vital systems.

Use this Stratagem in your Shooting phase, when a **TRAITORIS ASTARTES INFANTRY** model from your army targets an **AIRCRAFT** unit with a missile launcher. That model can only make one attack with that weapon this phase, but when resolving that attack, add 1 to that attack's hit roll. If a hit is scored, the target suffers 2D3 mortal wounds and the attack sequence ends.

SMOKESCREEN — 1CP

Chaos Space Marines – Wargear Stratagem

Whether unleashing warp-fume canisters from hull-mounted launchers, sickly smoke from blood-burning embrasures or some other malign artifice, Chaos Space Marines' thrice-cursed vehicles can screen their acts of vengeance from the enemy.

Use this Stratagem in your opponent's Shooting phase, when a **TRAITORIS ASTARTES SMOKESCREEN** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

MARKS OF CHAOS

If your army is Battle-forged and includes any **CHAOS SPACE MARINES** Detachments, then when you muster your army, with the exception of **CULTISTS** units, you can upgrade any **CHAOS UNDIVIDED CORE** or **CHAOS UNDIVIDED CHARACTER** unit (excluding named characters) from your army to have a Mark of Chaos. In addition, you must upgrade every **DAEMON PRINCE** model from your army to have a Mark of Chaos.

Each time you upgrade a unit, its Power Rating is increased by the amount shown in the Marks of Chaos table on the right. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules.

Each time you upgrade a unit, it loses the **CHAOS UNDIVIDED** Faction keyword (if it had it) and gains the **MARK OF CHAOS** keyword. Such a unit also gains a new Faction keyword, as shown in the Keyword column of the table on the right, and two additional abilities, as shown in the relevant box below. If a **PRIEST** or **PSYKER** unit has a Mark of Chaos, it will know one additional prayer or psychic power depending on which Mark of Chaos it has, as described on pages 120 and 118-119 respectively.

A **PSYKER** unit cannot be upgraded to have the Mark of Khorne. Your army (or Crusade force) can include the same Mark of Chaos upgrade more than once (e.g. you can include several **MARK OF CHAOS KHORNE** units in your army). With the exception of **KHORNE BERZERKERS**, **RUBRIC MARINES**, **PLAGUE MARINES** and **EMPEROR'S CHILDREN** units (which must all have a Mark of Chaos, see page 76), a Crusade force cannot start with any units that have been upgraded to have a Mark of Chaos – to include such a unit in a Crusade force, you must use the Chosen of the Pantheon Requisition (pg 129).

MARKS OF CHAOS

	KEYWORD	POWER	POINTS
Mark of Khorne	**KHORNE**	+1	+15
Mark of Tzeentch	**TZEENTCH**	+1	+15
Mark of Nurgle	**NURGLE**	+1	+15
Mark of Slaanesh	**SLAANESH**	+1	+15

Emperor's Children

When you add an **EMPEROR'S CHILDREN CHARACTER** or **EMPEROR'S CHILDREN CORE** unit (excluding **CULTISTS** units) to your army or Crusade force, you must upgrade that unit to have the Mark of Slaanesh.

MARK OF KHORNE

The mark of the Blood God may manifest as a skull-shaped brand of black fire, the visage of a snarling canine, blood-red eyes that weep ichor or a brazen halo erupting from the skull.

- Each time a model in this unit makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.
- If this unit has the **ICON** keyword, each time a model in this unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

MARK OF NURGLE

Some pledged to Nurgle bear insectile appendages or boils in the shape of his sigil; others are swollen with corruption.

- Each time an attack is made against this unit, if the Strength characteristic of that attack either equals or is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.
- While this unit has the **ICON** keyword, each time a model in this unit makes a ranged attack, an unmodified hit roll of 6 automatically wounds the target.

MARK OF TZEENTCH

The duplicitous worshippers of Tzeentch may bear multitudinous eyes, multi-hued avian mutations, sentient serpentine tattoos or glittering crystalline flesh.

- Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.
- If this unit has the **ICON** keyword, each time a model in this unit makes a ranged attack, improve the Armour Penetration characteristic of that attack by 1.

MARK OF SLAANESH

Those in thrall to the Prince of Excess may exude a cloying musk or stare with lidless black orbs instead of eyes. Others bear repulsive growths or caress foes with barbed talons.

- If this unit starts the Fight phase within Engagement Range of any enemy units, it fights first that phase.
- If this unit has the **ICON** keyword, each time a model in this unit makes a melee attack, add 1 to that attack's hit roll.

RELICS

If your army is led by a **TRAITORIS ASTARTES WARLORD**, you can, when mustering your army, give one of the following Relics of Chaos to a **TRAITORIS ASTARTES CHARACTER** model from your army. You can only give a Relic to a **CULTISTS CHARACTER** model if that Relic specifically says so. Named characters cannot be given any of the following Relics.

When a model from your army is given a Relic of Chaos, replace all instances of the **<LEGION>** keyword in that Relic's rules (if any) with the name of the Legion that your model is drawn from.

Several Relics in this section are known as daemon weapons and have the following ability:

> **Daemon Weapon:** Each time the bearer is selected to fight, roll 2D6. If the result is less than or equal to the bearer's Leadership characteristic, it can fight as normal. Otherwise, you must select one of the following:
>
> - The bearer suffers D3 mortal wounds and can then fight normally.
> - Until that fight is resolved, the bearer cannot make any attacks with any daemon weapons it is equipped with.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Also note that a **LORD DISCORDANT ON HELSTALKER** model's bladed limbs weapon can never be replaced with a Relic. Write down any Relics your models have on your army roster.

UL'O'CCA, THE BLACK

This warp-tainted artefact was found in a warded cavern upon a diabolical daemon world. Thousands of corpses lay before it – offerings from an unknown warden to appease its hunger. One brave soul now seeks to feed the daemon by other means.

CHAOS UNDIVIDED model only. Select one melee weapon (excluding Relics) the bearer is equipped with.

- That weapon is now a Relic for all rules purposes and has the Daemon Weapon ability (see above).
- Each time an attack is made with this daemon weapon, if that attack successfully wounds the target, the target suffers 1 mortal wound in addition to any normal damage.

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.

KHORNE model only. Select one melee weapon (excluding Relics) the bearer is equipped with.

- That weapon is now a Relic for all rules purposes and has the Daemon Weapon ability (see above).
- Each time the bearer makes an attack with this weapon, add D3 to the Damage characteristic of that attack.

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.

NURGLE model only. Select one melee weapon (excluding Relics) the bearer is equipped with.

- That weapon is now a Relic for all rules purposes and has the Daemon Weapon ability (see left).
- Each time an attack is made with this daemon weapon, if a hit is scored, that attack automatically wounds the target and enemy models cannot use any rules to ignore the wounds they lose.

Q'O'AK, THE BOUNDLESS

It is claimed that Q'o'ak 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'o'ak's temporal tampering. How Q'o'ak can traverse time while bound within its prison is unknown, but for each soul Q'o'ak pulls from the path of fate, a fresh plume materialises from the weapon's hilt.

TZEENTCH model only. Select one melee weapon (excluding Relics) the bearer is equipped with.

- That weapon is now a Relic for all rules purposes and has the Daemon Weapon ability (see left).
- Each time an attack made with this daemon weapon is allocated to an enemy model, invulnerable saving throws cannot be made against that attack.

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 bound within two prisons – paired weapons forever destined to dance at the behest of their bearer.

SLAANESH model with two or more melee weapons only (excluding Relics). Select two melee weapons (excluding Relics) the bearer is equipped with.

- Those weapons are now both Relics for all rules purposes and both have the Daemon Weapon ability (see left). This model still only counts as being equipped with one Relic, however.
- Each time the bearer is selected to fight, it can make an additional D3 attacks with each of these daemon weapons (roll separately for each).



INFERNO TOME

Flames lick at the pages of this ancient book, but the parchment never burns. The most damning truths are said to be inscribed within – revelations from insane prophets and visions of oracles whose eyes burned out while trying to pen what they saw. Only those whose zeal outweighs their caution can attempt to read from the flaming pages. With the correctly spoken words, these flames blast forth, incinerating the foe.

PRIEST model only. This Relic can be given to a **CULTISTS** model.

- The bearer knows one additional prayer from the Prayers to the Dark Gods (pg 120-121).
- Each time the bearer chants a prayer, if it is heard, the closest enemy unit within 18" of and visible to the bearer suffers D3 mortal wounds.

GORGET OF ETERNAL HATE

This ancient piece of armour – all that remains of a once abhorrent panoply – sits beneath the wearer's throat and feeds off their spiteful vitriol, using the heady emotion to ward off powerful blows. Should this protection prove insufficient, the gorget ignites what is left of the wearer's soul, scouring the foe to inflict one last act of vengeance upon the galaxy.

- Add 1 to armour saving throws made for the bearer.
- The bearer has a 4+ invulnerable save.
- The first time the bearer is destroyed, before removing it from play, roll one D6 for each enemy unit within 3" of the bearer: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

BLACK RUNE OF DAMNATION

This accursed rune, forged of sentient shadow, hovers in black warp-light above the forehead of the damned like a malefic electoo-hologram. The malign influence of the warp emanates from it, disrupting the flow of the empyrean, as the bearer burns a portion of their soul to protect themselves from mortal harm.

This Relic can be given to a **CULTISTS** model.

- Each time an attack is made against the bearer's unit, subtract 1 from that attack's wound roll.
- The bearer has the following ability: '**Black Rune of Damnation (Aura):** While an enemy **PSYKER** unit is within 18" of the bearer, each time a Psychic test is taken for that unit, it suffers Perils of the Warp on a roll of any double.'

MANTLE OF TRAITORS

This tattered cloak was once worn by a ferocious Chaos champion. Though the warrior's name is long forgotten, his deeds of slaughter caused the warp itself to ripple in satisfaction. He demanded total obedience from his minions, and no foe was said to be able to best him in open combat. The champion was ultimately betrayed by an ambitious underling, a warrior who first tricked then slew the savage warlord, taking the heavy cloak as his own. So has the Mantle of Traitors exchanged hands ever since; each time, greater atrocities and betrayals are committed, leaving treachery itself the victor.

- Once per battle, if the bearer is selected for an Epic Deed Stratagem, that Stratagem costs 0CP.
- Each time the bearer makes a melee attack, you can re-roll the hit roll.
- At the start of your Command phase, select one **<LEGION> CORE** unit from your army that is on the battlefield. Until the start of your next Command phase, that unit is considered to be in range of any of the following aura abilities the bearer has: Lord of Chaos; Aspire to Glory; Demagogue.

BLADE OF THE RELENTLESS

Fabled to have once been known as the Imperator Blade, this weapon has long been titled for the deeds of he that wields it. As it feeds on the blood of its victims, so too does it feed on their souls.

Model with power sword, daemon blade or accursed weapon only. This Relic replaces a power sword, daemon blade or accursed weapon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of the Relentless	Melee	Melee	+1	-4	2

Abilities: Each time the bearer fights, it can make 1 additional attack with this weapon. Each time an attack is made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.

'Didn't I say you would be the one to wield me, the true heir to my power, the one I've waited for? Didn't I say your brother was too weak to carry me? Didn't you dream of the blood you would shed with my edge, the lives we would take, the skulls we would crush? I spoke true when I said I would belong to you – and you to me.'

- The Whisperer of Midnight

THE BLACK MACE

This malefic mace is said to have been cursed by each of the Daemon Primarchs. One who is struck by it instantly collapses into a mouldering pile of bones, while the curse spreads in a deadly shock wave.

Model with power maul, accursed crozius or accursed weapon only. This Relic replaces a power maul, accursed crozius or accursed weapon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Black Mace	Melee	Melee	+2	-2	3

Abilities: Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.

THE WARP'S MALICE

From the dawn of the Horus Heresy until now, this accursed bolt pistol has murdered countless heroes of the Imperium, its wielders mere conduits for its malignity. The weapon's hatred is bloated with the malice of the warp and its fury is fanned by ten thousand years of treachery and betrayal.

Model with bolt pistol only. This Relic replaces a bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Warp's Malice	18"	Pistol 2	5	-2	2

Abilities: While the bearer is engaged in Wanton Massacre or Wanton Slaughter (pg 145), this weapon's Type is changed to Pistol 4. Each time an attack is made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.

TALISMAN OF BURNING BLOOD

This talisman constantly drips with thick, bubbling gore. The air around it is so heavy with the charnel stench of the slaughterhouse that it imbues the bearer's limbs with supernatural speed and strength – a welcome boon to those eager to claim the worthiest skulls for Khorne.

KHORNE model only.

- This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, provided it ends that move either closer to the closest enemy model or within Engagement Range of an enemy **CHARACTER** unit, it can move up to 6". All other rules for Heroic Interventions still apply.
- Add 1 to the bearer's Attacks characteristic.
- Each time the bearer makes a melee attack that destroys an enemy unit, until the end of the battle, add 1 to the bearer's Attacks characteristic.

EYE OF TZEENTCH

The Eye of Tzeentch is a relic that has been exposed to wild psychic energies for ten millennia. Sorcerers who stare into the artefact's unblinking depths can glean the secrets of the warp, and use such knowledge to focus their own eldritch powers.

TZEENTCH PSYKER model only.

- Each time a Psychic test is made for the bearer, add 1 to that Psychic test.
- Each time a Psychic test is made for the bearer, on an unmodified result of 9+, that psychic power or psychic action cannot be denied.

ORB OF UNLIFE

Within this glassy sphere lurks a diluted life-eater virus. Although quick to burn out when the sphere is broken, everything nearby – flesh, armour and bone – finds itself consumed by the ravaging viral strain.

NURGLE model only. This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Orb of Unlife	9"	Grenade 1	-	-	-

Abilities: The bearer can only shoot with this weapon once per battle, and hit rolls made with this weapon can never generate additional hits (e.g. if the bearer is engaged in Wanton Destruction, page 145). When an attack is made with this weapon, if a hit is scored:

- The target unit suffers D3 mortal wounds and the attack sequence ends. If the target unit contains 11 or more models or if the bearer is engaged in Wanton Destruction (pg 145), the target unit suffers D3+3 mortal wounds instead and the attack sequence ends.
- Until the end of the battle, subtract 1 from the Toughness characteristic of models in the target unit.

INTOXICATING ELIXIR

This dispenser is filled with a self-replenishing liquid that is pumped into the bearer's bloodstream by the pint. Some say the liquid, which grants those that partake of it unholy physical power, is a nectar distilled from Slaanesh's own pleasure gardens.

SLAANESH model only. Once per battle, at the start of the Fight phase, the bearer can use this Relic. If it does so, until the end of the phase:

- Add D3 to the Attacks characteristic of the bearer.
- The bearer cannot lose more than 3 wounds this phase. Any wounds that would be lost after that point are not lost.

LIBER HERETICUS

This cursed tome contains forbidden lore said to have been absorbed while the artefact consumed the minds of those who risked reading it. One with the strength to tame it can use it to empower their rituals.

PSYKER model only.

- In your Psychic phase, the bearer can attempt to manifest one additional psychic power.
- Each time the bearer successfully manifests a psychic power, add 6" to the range of that power's effects. If that psychic power specifies multiple ranges (e.g. *Gift of Chaos*), this rule only affects the first range specified in that psychic power.

'The Path is open, great lord, but there is a toll to pay before the Four Winds will allow one to tread it. Six seers of the crystal forest and seven saintly healers, eight carmine spires and nine knightly paladins; these are the price, but mind the promise. For the Path is power, the Path is glory and the Path always takes you to your fated destination.'

- Vorshab, the Diabolist of Morkaine



DARK HERETICUS DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** units from your army that know powers from the Dark Hereticus discipline using the table below. If the **PSYKER** unit has the **CULTISTS** or **LEGIONARIES** keyword, you can either roll one D3 to generate each power randomly (re-rolling duplicate results), or you can select one of the following powers for that **PSYKER** unit to know: *Infernal Gaze, Prescience, Diabolic Strength*. Otherwise, you can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** unit knows. If a **PSYKER** unit has a Mark of Chaos (pg 112), it knows one additional psychic power from those shown below, as follows: **TZEENTCH PSYKERS** know *Skeins of Fates*; **NURGLE PSYKERS** know *Putrid Miasma*; **SLAANESH PSKYERS** know *Delightful Agonies*. When a **PSYKER** unit from your army manifests a psychic power from this discipline, replace all instances of the **<LEGION>** keyword on that psychic power (if any) with the name of the Legion your **PSYKER** unit is drawn from.

SKEINS OF FATE

The sorcerer acquisitively grasps the skeins of future events, plucking from them the desired fates of his allies. Forewarned of the foe's attacks, Tzeentch's warriors evade divined shots and strikes with seemingly supernatural reflexes.

Blessing: *Skeins of Fate* has a warp charge value of 7. If manifested, select one friendly **<LEGION> TZEENTCH** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, models in that unit have a 4+ invulnerable save.

PUTRID MIASMA

As the psyker's gurgling chants reach an apex, a foetid spume of putridity obscures his allies from view.

Blessing: *Putrid Miasma* has a warp charge value of 6. If manifested, select one friendly **<LEGION> NURGLE** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

DELIGHTFUL AGONIES

Those whose minds are touched by the psyker's caress are wracked by waves of exquisite pain, over which physical trauma has no hold.

Blessing: *Delightful Agonies* has a warp charge value of 6. If manifested, select one friendly **<LEGION> SLAANESH** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

1. INFERNAL GAZE

Unholy power streams from the psyker's eyes, charring and melting everything caught in its path.

Witchfire: *Infernal Gaze* has a warp charge value of 5. If manifested, select one enemy unit within 18" of and visible to this **PSYKER** and roll three D6. For each 4+, that enemy unit suffers 1 mortal wound. If the result of the Psychic test was an unmodified 10+, roll six D6 instead.

2. PRESCIENCE

By focusing his warp-sight the psyker can guide the shots and strikes of his allies, bringing a swift and merciless death to the foe.

Blessing: *Prescience* has a warp charge value of 7. If manifested, select one friendly **<LEGION>** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

3. DIABOLIC STRENGTH

The unholy energies of Chaos course through the recipient, swelling his frame with the strength to tear a tank in two.

Blessing: *Diabolic Strength* has a warp charge value of 6. If manifested, select one friendly **<LEGION> INFANTRY** or **<LEGION> CHAOS SPAWN** model within 12" of this **PSYKER**. Until the start of your next Psychic phase, add 2 to the Strength and Attacks characteristics of that model.

4. DEATH HEX

The sorcerer places a dire hex upon his enemies. Wards and energised shields flicker and fail, leaving the foe exposed.

Malediction: *Death Hex* has a warp charge value of 8. If manifested, select one enemy unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, models in that unit cannot use any invulnerable saves.

5. GIFT OF CHAOS

The psyker unleashes a wave of mutating energies into his victims. Bones snap and flesh rips as a horrific new form takes shape and rampages mindlessly through the enemy's ranks.

Witchfire: *Gift of Chaos* has a warp charge value of 7. If manifested, the closest enemy unit within 18" of and visible to this **PSYKER** suffers D3 mortal wounds, and you must roll one D6 for every other enemy unit within 6" of that unit: on a 4+, the unit being rolled for suffers 1 mortal wound.

6. WARPTIME

The power of the immaterium bursts from the psyker, warping time and heightening the speed of his allies.

Blessing: *Warptime* has a warp charge value of 6. If manifested, select one friendly **<LEGION> INFANTRY** or **<LEGION> CHAOS SPAWN** unit within 6" of this **PSYKER**.

- That unit can make a Normal Move (if that unit Advanced in your previous Movement phase, it still counts as having Advanced this turn).
- Until the end of the turn, that unit is not eligible to declare a charge.

MALEFIC DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** units from your army that know powers from the Malefic discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** unit knows. If a **PSYKER** unit has a Mark of Chaos (pg 112), they will know one additional psychic power from those shown opposite, as follows: **TZEENTCH PSYKERS** know *Skeins of Fates*; **NURGLE PSYKERS** know *Putrid Miasma*; **SLAANESH PSKYERS** know *Delightful Agonies*.

When a **PSYKER** unit from your army manifests a psychic power from this discipline, replace all instances of the **<LEGION>** keyword on that psychic power (if any) with the name of the Legion your **PSYKER** unit is drawn from.

1. WARP MARKED

The psyker marks his foes with a cursed rune that attracts the denizens of warp, who rush to devour the victims' souls.

Malediction: *Warp Marked* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a friendly **<LEGION> DAEMONKIN** or **<LEGION> DAEMON ENGINE** model makes an attack against that unit, add 1 to that attack's wound roll.

2. PACT OF FLESH

The psyker uses a measure of soul energy to remould the flesh of his allies, or else to animate their corpses with an unholy daemon inhabitant.

Blessing: *Pact of Flesh* has a warp charge value of 5. If manifested, select one friendly **<LEGION> CORE**, **<LEGION> DAEMONKIN** or **<LEGION> CHARACTER** unit within 18" of this **PSYKER**.

- One model in that unit regains up to D3 lost wounds.
- If you selected a **CORE** or **DAEMONKIN** unit and that unit is not at its Starting Strength, one destroyed model is added back to that unit with its full wounds remaining.

3. CURSED EARTH

The psyker becomes a conduit for the energies of the warp, tainting the ground and sustaining the Daemonkin that walk upon it.

Blessing (Aura): *Cursed Earth* has a warp charge value of 7. If manifested, until the start of your next Psychic phase, while a friendly **<LEGION> DAEMONKIN** or **<LEGION> DAEMON ENGINE** unit is within 6" of this **PSYKER**:

- **DAEMONKIN** and **DAEMON ENGINE** models in that unit have a 4+ invulnerable save.
- Each time an enemy unit finishes a charge move within Engagement Range of that unit, roll one D6: on a 2-4, that enemy unit suffers 1 mortal wound; on a 5+, that enemy unit suffers D3 mortal wounds.

4. POSSESSION

The psyker blasts away their enemy's soul so that the spiritless shell can be possessed, even if only temporarily. In a frenzied orgy, the inhabiting daemon rips and tears before its host crumbles.

Witchfire: *Possession* has a warp charge value of 6. If manifested, select one enemy unit within 9" of and visible to this **PSYKER**. Roll one D6, adding 1 to the result if the result of the Psychic test was an unmodified 10+: if the result is greater than that unit's Toughness characteristic, one model in that unit (selected by your opponent) is destroyed. Then, if that unit has not been destroyed, that unit suffers D3 mortal wounds.

5. INFERNAL POWER

Diabolic energy flows from the psyker, imbuing the entities that reside within his followers' bodies with even greater ferocity.

Blessing: *Infernal Power* has a warp charge value of 6. If manifested, select one friendly **<LEGION> DAEMONKIN** or **<LEGION> DAEMON ENGINE** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a melee attack is made by a **DAEMONKIN** or **DAEMON ENGINE** model in that unit, an unmodified hit roll of 6 automatically wounds the target (in such cases, for the purposes of rules that are triggered by a particular wound roll, that attack is considered to have been made with an unmodified wound roll of 6).

6. MUTATED INVIGORATION

A wave of insanity and mutation flows from the psyker's fingers, enveloping their allies with bountiful diabolic gifts.

Blessing: *Mutated Invigoration* has a warp charge value of 6. If manifested, select one friendly **<LEGION>** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, add 1 to either the Strength or Toughness characteristic of models in that unit (if the result of the Psychic test was 10+ and you selected a **DAEMONKIN** or **DAEMON ENGINE** unit, add 1 to both of these characteristics instead).

PRAYERS TO THE DARK GODS

All **TRAITORIS ASTARTES PRIEST** models know *Dark Zealotry* (see below). In addition, before the battle, generate the additional prayers (if any) for **PRIEST** models from your army that know prayers from the Prayers to the Dark Gods using the table opposite. If the **PRIEST** model has the **CULTISTS** keyword, you can either roll one D3 to generate each prayer randomly (re-rolling duplicate results), or you can select one prayer for that **PRIEST** model to know; in either case, these must be generated from the following prayers: *Benediction of Darkness, Litany of Despair, Omen of Potency*. Otherwise, you can either roll one D6 to generate each prayer randomly (re-rolling duplicate results), or you can select which prayers the **PRIEST** model knows. If a **PRIEST** unit has a Mark of Chaos (pg 112), they will know one additional prayer from those shown below, as follows: **KHORNE PRIESTS** know *Wrathful Entreaty*; **TZEENTCH PRIESTS** know *Mutating Invocation*; **NURGLE PRIESTS** know *Feculent Beseechment*; **SLAANESH PRIESTS** know *Blissful Devotion*. When a **PRIEST** model from your army chants a prayer, replace all instances of the **<LEGION>** keyword on that prayer (if any) with the name of the Legion your **PRIEST** unit is drawn from.

DARK ZEALOTRY (AURA)

The Dark Apostle's prayers fill his flock's hearts with hatred and they lash out with fanatical strength to tear down their foes in the Dark Gods' names.

If this prayer is heard, then while a friendly **<LEGION> CORE**, **<LEGION> CULTISTS** or **<LEGION> CHARACTER** unit is within 6" of this **PRIEST**, each time a model in that unit makes a melee attack, you can re-roll the hit roll.

WRATHFUL ENTREATY

Drawing blood from his palm, the priest asks Khorne to impart a measure of his godly wrath unto those willing to slay in his name.

If this prayer is heard, select one friendly **<LEGION> KHORNE CORE** or **<LEGION> KHORNE CHARACTER** unit within 6" of this **PRIEST**. Each time a model in that unit makes an attack, it is considered to be engaged in Wanton Destruction, Wanton Massacre and Wanton Slaughter for that attack (pg 145).

MUTATING INVOCATION (AURA)

Spitting catechismic riddles and arcane oaths, the priest bargains with the Master of Fate. The augmented flesh of the faithful flows like liquid and armour reknits as mutation runs rampant.

If this prayer is heard, then while a friendly **<LEGION> TZEENTCH CORE** or **<LEGION> TZEENTCH CHARACTER** unit is within 3" of this **PRIEST**, roll one D6 each time a model in that unit would lose a wound: on a 6, that wound is not lost.

FECULENT BESEECHMENT

Belching a cloud of flies, the priest begs Grandfather Nurgle to bless his devotees' forms with wondrous diseases.

If this prayer is heard, select one friendly **<LEGION> NURGLE CORE** or **<LEGION> NURGLE CHARACTER** unit within 6" of this **PRIEST**. Add 1 to the Toughness characteristic of models in that unit.

BLISSFUL DEVOTION

The priest asks beloved Slaanesh to grant his followers the unnatural swiftness of the Dark Prince's daemonic children.

If this prayer is heard, select one friendly **<LEGION> SLAANESH CORE** or **<LEGION> SLAANESH CHARACTER** unit within 6" of this **PRIEST**. That unit is eligible to declare a charge in a turn in which it Advanced.

1. BENEDICTION OF DARKNESS (AURA)

As his words grow louder, inky blackness pours from the priest's eyes, forming a swirling mist around his allies that shields them from harm.

If this prayer is heard, then while a friendly **<LEGION> CORE**, **<LEGION> CHARACTER** or **<LEGION> CULTISTS** unit is wholly within 6" of this **PRIEST**, each time a ranged attack is made against that unit, it is treated as having the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).

2. LITANY OF DESPAIR

The priest calls upon the Dark Gods to offer his foes all manner of whispered temptations, sapping their will to fight.

If this prayer is heard, select one enemy unit within 12" of this **PRIEST** and roll 3D6: if the result is greater than that unit's Leadership characteristic, select one of the following to take effect:

- That unit cannot perform actions (if that unit is currently performing an action, it immediately fails).
- That unit cannot fire Overwatch or Set to Defend, and is not eligible to fight in the Fight phase until after all eligible units from your army have done so.

3. OMEN OF POTENCY

The priest begins to glow with the unbridled power of the warp.

If this prayer is heard:

- Add 3 to the Attacks characteristic of this **PRIEST**.
- Improve the Armour Penetration characteristic of melee weapons (excluding Relics) this **PRIEST** is equipped with by 2.

4. WARP-SIGHT PLEA

The priest entreats his dark masters to guide his followers' aim, granting their shots unerring accuracy no matter where the foe may hide.

If this prayer is heard, select one friendly **<LEGION> CORE**, **<LEGION> CULTISTS** or **<LEGION> CHARACTER** unit within 6" of this **PRIEST**. Each time a model in that unit makes a ranged attack, re-roll a hit roll of 1 and the target does not receive the benefits of cover against that attack.

5. SOULTEARER PORTENT

The priest's flock strike at their victims' very souls, the better to release them from their mortal bonds as an offering to the Dark Gods.

If this prayer is heard, select one friendly **<LEGION> CORE**, **<LEGION> CULTISTS** or **<LEGION> CHARACTER** unit within 6" of this **PRIEST**. Each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.

6. ILLUSORY SUPPLICATION

Chanting words that would drive most mortals mad, the priest alters the very fabric of reality, creating shadowy doppelgangers of nearby allies.

If this prayer is heard, select one friendly **<LEGION> CORE**, **<LEGION> CULTISTS** or **<LEGION> CHARACTER** unit within 6" of this **PRIEST**. Each time an attack is made against that unit:

- An unmodified hit roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
- That attack's hit roll cannot be re-rolled.

'Cease your empty threats, loyalist filth. When I am finished, your passions will serve greater ideals than the lies attributed to your Corpse Emperor. Your hearts will burn in an offering of strength. Your eyes will feed the children of gods. And your tongue, your liar's tongue, I shall wear as a votive oath to Abaddon, the true Master of Mankind.'

- Vhask Nemersind, Dark Apostle of the Black Legion

WARLORD TRAITS

If a **TRAITORIS ASTARTES CHARACTER** model is your **WARLORD**, you can use the Chaos Space Marines Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a **CULTISTS CHARACTER** model is your **WARLORD**, they can only have the Flames of Spite, Unholy Fortitude or Hatred Incarnate Warlord Trait; you can either roll one D3 to randomly generate one of these, or you can select one.

When you have determined a Warlord Trait for a **TRAITORIS ASTARTES CHARACTER** model, replace all instances of the **<LEGION>** keyword in their Warlord Trait (if any) with the name of the Legion that your model is drawn from.

1. FLAMES OF SPITE

This warlord's bitterness burns so fiercely that his weapons flicker with the fires of Chaos.

- Each time this **WARLORD** makes a melee attack, you can re-roll that attack's wound roll.
- Each time this **WARLORD** makes an attack, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage.

2. UNHOLY FORTITUDE

Whether it is the power of the warp flowing through this warlord's veins that imbues him with unnatural resilience, or simply the whims of destiny and fate, he has so far proven impossible to slay.

Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

3. HATRED INCARNATE

The intense animosity that festers in this warlord's soul lends his strikes a terrible, hate-fuelled strength.

- Each time this **WARLORD** fights, if it made a charge move or performed a Heroic Intervention this turn, until that fight is resolved, add 1 to the Strength and Attacks characteristics of this **WARLORD**.
- Each time this **WARLORD** makes a melee attack, you can re-roll that attack's hit roll.

4. LORD OF TERROR (AURA)

The aura of despair and hopelessness that surrounds this warlord brings all of his victims' worst nightmares to their minds.

While an enemy unit is within 6" of this **WARLORD**:

- Each time a Morale test is taken for that unit, your opponent must roll one additional D6 and discard the lowest result.
- If that unit fails a Morale test, until the end of the phase, it is considered to be below Half-strength for the purposes of Combat Attrition tests.

5. ETERNAL VENDETTA (AURA)

This warlord has sworn never to rest in his dark crusade against his most hated foes.

At the start of the first battle round, before the first turn begins, select one enemy unit. Until the end of the battle, while a friendly **<LEGION> CORE** or **<LEGION> CHARACTER** unit is within 6" of this **WARLORD**, each time a model in that **<LEGION>** unit makes an attack against that enemy unit, you can re-roll that attack's wound roll.

6. GAZE OF THE GODS

Favoured amongst the Dark Gods, this exalted warlord is bequeathed the immortal fury of the warp itself.

- This **WARLORD** has a 4+ invulnerable save.
- Each time this **WARLORD** makes an attack, it is considered to be engaged in Wanton Slaughter, Wanton Destruction and Wanton Massacre (pg 145).



NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the relevant one(s) shown below:

Named Character	Warlord Trait
Abaddon the Despoiler	Eternal Vendetta (see above), Paragon of Hatred (pg 79), Merciless Overseer (pg 79)
Haarken Worldclaimer	Lord of Terror (see above)
Huron Blackheart	Reaver Lord (pg 102)
Fabius Bile	Surgical Precision (pg 104)
Lucius the Eternal	Faultless Duellist (pg 99)
Cypher	Unholy Fortitude (see above)

CHAPTER APPROVED RULES

If every model from your army has the **TRAITORIS ASTARTES** keyword (excluding models with the **AGENTS OF CHAOS** or **UNALIGNED** keywords), you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Chaos Space Marines secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission, etc.).

NO MERCY, NO RESPITE

THE LONG WAR

Progressive Objective

Chaos Space Marines have been razing cities and conquering worlds across the galaxy for millennia, in their Long War against the False Emperor. This battle is but the latest to test their skills.

At the end of your turn:

- Score 1 victory point for each enemy unit that was destroyed by a **TRAITORIS ASTARTES** unit from your army this turn and was in range of an objective marker at the start of this turn.
- Score 2 victory points if you control any objective markers that were controlled by your opponent at the start of this turn and a **TRAITORIS ASTARTES** unit from your army is in range of any of those objective markers.

You cannot score more than 3 victory points from this secondary objective per turn.

PURGE THE ENEMY

RISE TO GLORY

Progressive Objective

If the deeds of their champions are worthy enough, it is said the gaze of the Dark Gods will be drawn to the battlefield and the actions of their mortal vassals greatly rewarded.

If you select this objective, at the end of each battle round, score 2 victory points for each **CHARACTER**, **MONSTER** or **VEHICLE** model destroyed during that battle round by a melee attack made by a **TRAITORIS ASTARTES CHARACTER** model from your army. If such a destroyed model had a Wounds characteristic of 10-19, score 1 additional victory point for destroying that model, or 2 additional victory points for destroying that model if it had the **TITANIC** keyword or was the enemy **WARLORD**. You cannot score more than 5 victory points per battle round from this secondary objective.

In addition, each time a **CHARACTER**, **MONSTER** or **VEHICLE** model is destroyed by a melee attack made by a **TRAITORIS ASTARTES CHARACTER** model from your army, roll 2D6. If the result is less than the Wounds characteristic of the destroyed model, you gain 1 Command point at the end of the phase.

SHADOW OPERATIONS

FOR THE DARK GODS

End Game Objective

Offer up this ruined, blood-caked battlefield to the Gods of Chaos, brand the world itself with their runes and from this cursed ground call forth the power of the warp.

If you select this objective, keep a For the Dark Gods tally; add 1 to that tally each time a unit from your army dedicates a table quarter to a Chaos God (see below) by performing the following action:

For the Dark Gods (Action): One **TRAITORIS ASTARTES INFANTRY** or **TRAITORIS ASTARTES BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within a table quarter that has not been dedicated to a Chaos God by your army (see below) and it is within 3" of the centre of that table quarter. If the unit performing this action had the Objective Secured ability (see the Warhammer 40,000 Core Book) when it started performing this action, the action is completed at the end of your turn; otherwise, the action is completed at the start of your next Command phase. In either case, the action is only completed if the unit performing it is still within 3" of the centre of the same table quarter. If completed, select either Khorne, Tzeentch, Nurgle or Slaanesh to dedicate that table quarter to. If this action is completed by a **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH** unit, that unit can only dedicate that table quarter to their patron deity (e.g. a **KHORNE** unit can only dedicate a table quarter to Khorne). That table quarter is said to have been dedicated to that Chaos God by your army. The same table quarter cannot be dedicated to more than one Chaos God by your army.

If a table quarter has been dedicated to a Chaos God by your army, then while a **TRAITORIS ASTARTES** unit from your army is wholly within that table quarter, add 2 to the Leadership characteristic of models in that unit, unless that Chaos God is not their patron deity (e.g. if a table quarter is dedicated to Khorne, then **TZEENTCH**, **NURGLE** and **SLAANESH** units from your army do not receive this bonus).

At the end of the battle, score 2 victory points if your For the Dark Gods tally is 1; score 5 victory points if that tally is 2; score 9 victory points if that tally is 3; score 14 victory points if that tally is 4.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Chaos Space Marines, such as Agendas, Battle Traits and Crusade Relics that are bespoke to TRAITORIS ASTARTES units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

CHAOS WARBANDS

Powerful Chaos Champions lead warbands to battle in order to slake their own thirst for power. Such leaders must also provide offerings to the Dark Gods and ensure their warriors are well-equipped if their warband's reputation is to grow. On pages 125-127 you will find rules to forge the Chaos Space Marines in your Crusade force into a Chaos warband. This section explains how such a warband gains glory and the rewards for doing so, along with the punishments should its reputation fall.

AGENDAS

TRAITORIS ASTARTES units can attempt to achieve unique Agendas in Crusade battles, which can be found on page 128. These represent the unique goals of Chaos Space Marine armies on the battlefield and help to reflect their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

Chaos Space Marine armies have access to a number of additional Requisitions, suited to their merciless methods in battle. You can find these on page 129.

BATTLE TRAITS

TRAITORIS ASTARTES units can be given one of the Battle Traits presented on page 130 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that the champions of Chaos have earned on the field of war.

CHAOS BOONS

Chaos Boons (pg 131) are unique Battle Honours available to **TRAITORIS ASTARTES CHARACTER** models. These represent blessings of power and gifts of mutation bestowed by the Dark Gods. A warrior who embarks upon this path can ultimately ascend to daemonhood. The Chaos Gods are fickle, however, and spawndom awaits those that displease them. Chaos Boons are an exciting way to personalise the characters in your Crusade force, but do so with caution, for they come with a risk!

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, **TRAITORIS ASTARTES CHARACTER** models can search for one of the Crusade Relics described on pages 132-133. Fell artefacts cursed with the power of the warp, these Relics are unique to the Chaos Space Marines.

LEGION CRUSADE RULES

In this section you will find additional Crusade content that is specific to units from the Black Legion, Word Bearers, Night Lords, Iron Warriors, Alpha Legion, Emperor's Children, Red Corsairs and Creations of Bile. These include bespoke Agendas, Requisitions, Battle Traits and Crusade Relics that are available to these Legions, helping you to further reflect the unique character of your chosen Crusade force.

If your Legion is not one of those mentioned above, you can instead use the Legion Crusade rules of the Legion whose Legion rules you are using, as described on page 77. If you do so, then for the purposes of these Legion Crusade rules, all your **<LEGION>** units are considered to have the keyword of your selected Legion (e.g. if you selected Night Lords, all your **<LEGION>** units are considered to have the **NIGHT LORDS** keyword – this means they gain access to the Night Lords Agenda, Requisition, Crusade Relic and Battle Traits on page 136).

SHOWCASE CRUSADE ARMY

On pages 142-143 you will find Calum McPherson's terrifying Night Lords Crusade force, with a commentary on how he chose to assemble and paint the army and the narrative ideas that drove his decisions.

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.

Some rules in this section refer to units suffering Spawndom. If a unit from your Order of Battle suffers Spawndom, remove that unit from your Order of Battle. You can then either increase the unit size of a **CHAOS SPAWN** unit from your Order of Battle by 1, or add a new **CHAOS SPAWN** unit containing 1 model to your Order of Battle (in either case, any other models in the unit that suffered Spawndom are considered to have been killed and eaten by the new Spawn). If you add a new **CHAOS SPAWN** unit to your Order of Battle, it 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 **CHAOS SPAWN** unit would cause your total Power Level to exceed your Crusade force's Supply Limit, you must first increase your Supply Limit by 1.

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.

If your Crusade force contains any **TRAITORIS ASTARTES CHARACTER** models (excluding named characters) and the combined Power Rating of all **TRAITORIS ASTARTES** units in your Crusade force is 20 or more, you can form a Chaos warband. To do so, select one **TRAITORIS ASTARTES CHARACTER** model on your Order of Battle (excluding named characters) 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 battle, this model will gain Chaos points, which you must keep track of on a Chaos warband sheet (pg 184).

When your **WARBAND CHAMPION** gains Chaos points (pg 126), they can be spent to increase the glory of your warband. In addition to tracking the number of Chaos points your **WARBAND CHAMPION** has acquired, your Chaos warband sheet shows three different categories of glory (each with an individual tracker) that together reflect the standing of your warband. The first time you form a Chaos warband, all three of these categories start at level 4. The three categories of glory are shown on the right.

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.

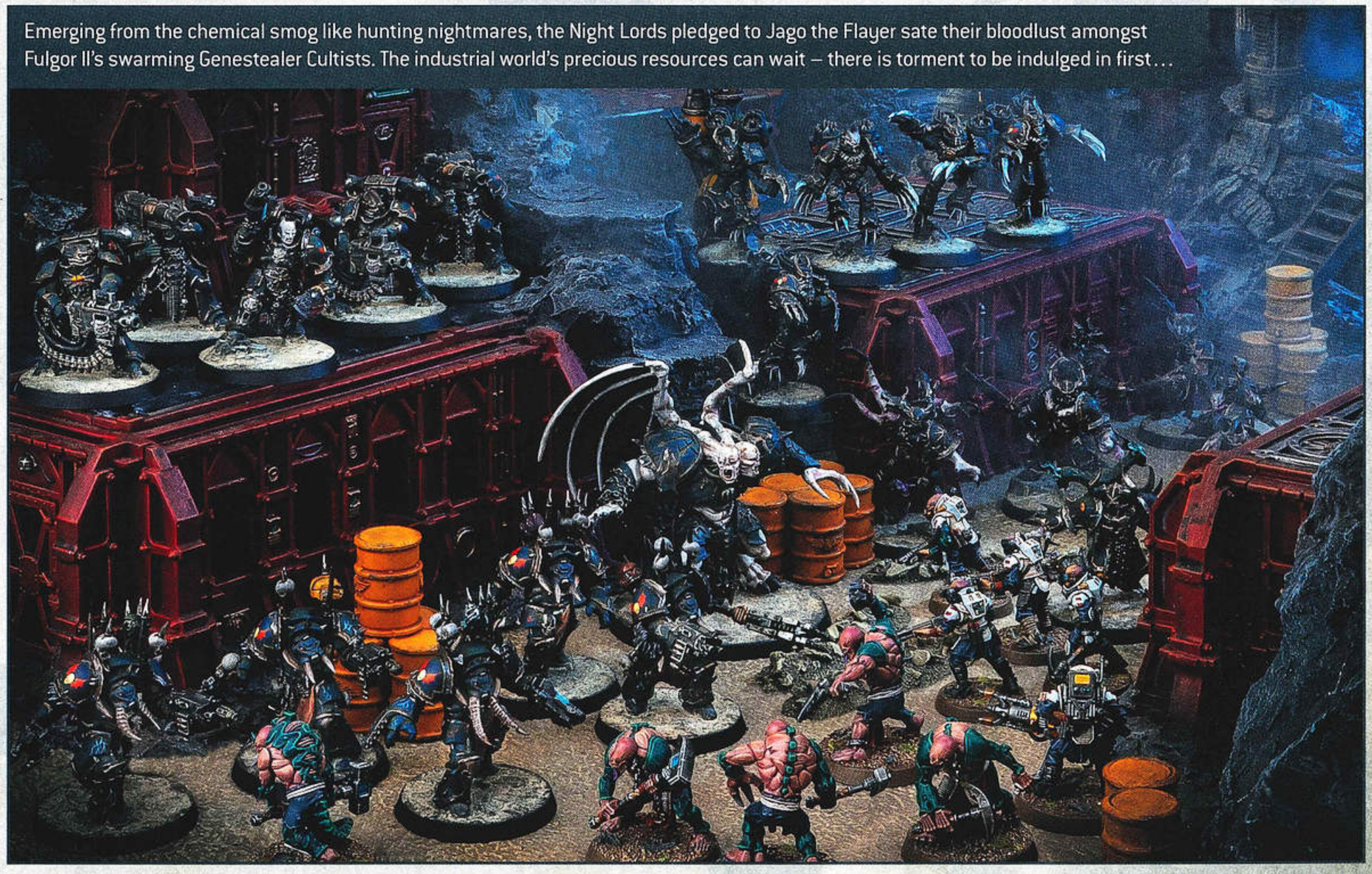
DARK GOD GLORY

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.

Emerging from the chemical smog like hunting nightmares, the Night Lords pledged to Jago the Flayer sate their bloodlust amongst Fulgor II's swarming Genestealer Cultists. The industrial world's precious resources can wait – there is torment to be indulged in first...



GAINING CHAOS POINTS

To gain Chaos points, you must play a battle that includes your **WARBAND CHAMPION**. The number of Chaos points they gain after such a battle, at the Update Order of Battle step, depends on the result of the 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 tracker is to spend your **WARBAND CHAMPION**'s Chaos points. Each time you do so, decrease the number of Chaos points on your **WARBAND CHAMPION**'s Crusade card by 1, select one of the trackers on your Chaos warband sheet, and increase it by 1 level. You can also increase the levels on these trackers by completing certain Chaos Space Marines Agendas (pg 128).

While a tracker is at level 7 or 8, your warband is said to be Favoured in that category, and that category's Favoured Rewards apply to your Crusade force (see opposite). No individual tracker can ever be raised above level 8.

LOSING GLORY

After each battle, at the Update Order of Battle step, you must lower the level of all three glory trackers on your Chaos warband sheet by 1. This is done before your **WARBAND CHAMPION** gains any Chaos points.

While a tracker is at level 1 or 2, your warband is said to be Forsaken in that category, and that category's Forsaken Punishments apply to your Crusade force (see opposite). No individual tracker can ever be lowered below level 1.



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.*

There are individual trackers for you to note down your Chaos warband's current level of glory in each of the following categories: Personal Glory; Dark God Glory; Warfleet Glory. When you first make a Chaos warband, each of these trackers starts at 4.

You will find a copy of this tracker on page 184, which you can photocopy for use in your Crusade games.

FAVOURED REWARDS

PERSONAL GLORY

While your warband is **Favoured** in this category, the following rewards apply:

Blessed Champion: After each battle, you can select one of the following Requisitions and use it once, for 0RP: Warlord Trait, Relic, Psychic Meditations (see the Warhammer 40,000 Core Book), Ascension to Daemonhood (pg 129).

Dark Destiny: After each battle, at the Update Crusade Cards step, if your **WARBAND CHAMPION** 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 their Leadership characteristic is increased by 1 (to a maximum of 10). Your **WARBAND CHAMPION** can gain a maximum of 3 Battle Honours via this Favoured Reward, and none of them count towards the maximum number of Battle Honours that a unit can have.

DARK GOD GLORY

While your warband is **Favoured** in this category, the following rewards apply:

Worthy Offerings: After each battle, you can select one of the following Requisitions and use it once, for 0RP: Chosen of the Pantheon, Rites of Possession, Chaos Reward, Commune with the Dark Gods (pg 129).

Boon of Power: After each battle, at the Update Crusade Cards step, you can select one unit from your Crusade force that has a Mark of Chaos (pg 112) and that destroyed one or more enemy units during that battle, then roll one D6. On a 6, that unit gains one Chaos Boon (pg 131). 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 category, the following rewards apply:

Feared and Respected: After each battle, you can select one of the following Requisitions and use it once, for 0RP: Increase Supply Limit, Fresh Recruits, Rearm and Resupply, Specialist Reinforcements (see the Warhammer 40,000 Core Book).

Unrivalled Raiders: After each battle, at the Update Crusade Cards step, you can select one unit from your Crusade force (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 in your Crusade force can gain more than 1 Battle Honour via this Favoured Reward, and none of them count towards the maximum number of Battle Honours that a unit can have.

FORSAKEN PUNISHMENTS

PERSONAL GLORY

While your warband is **Forsaken** in this category, the following punishments apply:

Failing Champion: The RP cost of the following Requisitions is increased by 1RP: Warlord Trait, Relic, Psychic Meditations (see the Warhammer 40,000 Core Book), Ascension to Daemonhood (pg 129).

Circling Rivals: After each battle, at the Update Crusade Cards step, roll one D6. On a 1, a rival declares a challenge – select one other **TRAITORIS ASTARTES CHARACTER** model on your Order of Battle (excluding named characters) to be the rival (if there are none, then nothing happens). Roll 2D6: if the result is less that your **WARBAND CHAMPION**'s Leadership characteristic, its Leadership characteristic is reduced by 1 and the rival unit gains one Battle Scar. Otherwise, your **WARBAND CHAMPION** is removed from your Order of Battle and the rival unit gains the **WARBAND CHAMPION** keyword.

DARK GOD GLORY

While your warband is **Forsaken** in this category, the following punishments apply:

Forsaken Faith: The RP cost of the following Requisitions is increased by 1RP: Chosen of the Pantheon, Rites of Possession, Chaos Reward, Commune with the Dark Gods (pg 129).

Anger of the Gods: After each battle, at the Update Crusade Cards step, you must select one unit from your Crusade force. If any units from your Crusade force have a Mark of Chaos (pg 112), you must select one of those units. Roll one D6: on a 1, that unit suffers the wrath of the Dark Gods. Roll 2D6: if the result is less than that unit's Leadership characteristic, it gains one Battle Scar; otherwise, it suffers Spawndom (pg 124). Battle Scars gained via this punishment cannot be removed until after that unit next gains a rank.

WARFLEET GLORY

While your warband is **Forsaken** in this category, the following punishments apply:

Fading Notoriety: The RP cost of the following Requisitions is increased by 1RP: Increase Supply Limit, Fresh Recruits, Rearm and Resupply, Specialist Reinforcements (see the Warhammer 40,000 Core Book).

Disillusioned Followers: TRAITORIS ASTARTES units in your Crusade force can never be Marked for Greatness.

Dwindling Supplies: After each battle, at the Update Order of Battle step, after you have gained Requisition points from the battle but before any are spent, roll one D6. On a 1, your supplies are running dangerously low and you immediately lose D3 Requisition points.

AGENDAS

If your Crusade force includes any **TRAITORIS ASTARTES** units, you can select one Agenda from the Chaos Space Marines Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

THE EYE OF THE GODS

Chaos Space Marines Agenda

Each of a warband's warriors seeks to offer up the greatest kills to the Dark Gods, that their deeds might catch the deities' attention.

If you selected this Agenda, keep an Eye of the Gods tally for each **TRAITORIS ASTARTES CHARACTER** unit from your army. Add 1 to this tally each time such a unit destroys an enemy **CHARACTER**, **MONSTER** or **VEHICLE** model; add 2 to this tally instead if the destroyed model was either the enemy **WARLORD** or it had a Wounds characteristic of 11 or more.

At the end of the battle, each unit gains 2 experience points for each mark on their Eye of the Gods tally. In addition, if you have a Chaos warband (pg 125), increase your Personal Glory level by 1 for each mark on your **WARBAND CHAMPION**'s Eye of the Gods tally (to a maximum of 3 levels).

CLAIM AND DESPOIL

Chaos Space Marines Agenda

Esoteric trophies, hallowed sanctums and forbidden knowledge harboured by the unworthy are not easily claimed or defiled, but the greater the risk, the greater the potential reward.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up 3 objective markers anywhere on the battlefield; these must be set up more than 9" away from each other, more than 6" away from any battlefield edge, 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. **TRAITORIS ASTARTES INFANTRY** and **TRAITORIS ASTARTES BIKER** units from your army can attempt the following action:

Claim Prize (Action): One or more **TRAITORIS ASTARTES INFANTRY** or **TRAITORIS ASTARTES BIKER** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different warband prize objective marker that has not been claimed by your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the start of your next Command phase or at the end of the battle, whichever comes first, provided the unit performing it is still in range of the same objective marker. If completed, that objective marker is said to have been claimed by your army, and until the end of the battle the unit that performed the action is said to be carrying spoils of war.

At the end of the battle, each unit that is carrying spoils of war and is either on the battlefield or is embarked within a **TRANSPORT** model that is on the battlefield gains 3 experience points. In addition, if you have a Chaos warband (pg 125), then for each of those units that ends the battle wholly within your own deployment zone, increase your Warfleet Glory level by 1.

WANTON HATE

Chaos Space Marines Agenda

The fires of unbridled hate burn so strong in some Heretic Astartes that they can sustain their wrath no matter what destructive quests or acts of unrestrained violence they embark upon.

If you selected this Agenda, keep a Wanton Hate tally for each **TRAITORIS ASTARTES** unit from your army that has the Let the Galaxy Burn ability (pg 145). At the end of each battle round, add 1 to a unit's Wanton Hate tally each time one of the following applies:

- That unit destroyed one or more enemy units as the result of an attack made with a flame weapon (pg 176), Heavy weapon, Grenade weapon or Rapid Fire weapon while that unit was engaged in Wanton Destruction (pg 145).
- That unit destroyed one or more enemy units as the result of an attack made wit a flame weapon, Rapid Fire weapon, Pistol weapon or Assault weapon while that unit was engaged in Wanton Massacre (pg 145).
- That unit destroyed one or more enemy units as the result of an attack made with a flame weapon, Assault weapon, Pistol weapon or melee weapon while that unit was engaged in Wanton Slaughter (pg 145).

At the end of the battle, each unit gains a number of experience points equal to its Wanton Hate tally (to a maximum of 3 experience points per unit).

BLASPHEMOUS RITUAL

Chaos Space Marines Agenda

With blood rituals, foul paraphernalia and unholy ceremonies are the fell powers of the warp drawn to a world.

If you selected this Agenda, **TRAITORIS ASTARTES INFANTRY** units from your army can attempt the following action:

Blasphemous Ritual (Action): One **TRAITORIS ASTARTES INFANTRY** unit from your army that has not already completed a blasphemous ritual (see below) can start to perform this action at the end of your Movement phase if it is wholly within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT** units) are wholly within 6" of the centre of the battlefield. The action is completed at the start of your next Command phase, provided the unit performing it is still wholly within 6" of the centre of the battlefield. If completed, roll 2D6, adding 1 to the result if the unit that performed it has a Mark of Chaos (pg 112), and adding 1 to the result if the unit that performed it has the **ICON** keyword. On an 8+, that unit is said to have completed a blasphemous ritual.

At the end of the battle, each unit that competed a blasphemous ritual gains 3 experience points. In addition, if you have a Chaos warband (pg 125), increase your Dark God Glory level by 1 for each unit that completed a blasphemous ritual (to a maximum of 3 levels).

REQUISITIONS

If your Crusade force includes any **TRAITORIS ASTARTES** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

RITES OF POSSESSION 1RP

Whether entered into willingly or deceived into soul bondage, some warriors endure the rituals of a Master of Possession, sharing their bodies with daemons of the warp.

Purchase this Requisition either before or after a battle, if your Crusade force contains any **MASTER OF POSSESSION** models. Select one **TRAITORIS ASTARTES CORE** unit from your Order of Battle (excluding **HELBRUTE** and **CULTISTS** units) that has at least the Blooded rank. Replace that unit with a **DAEMONKIN** unit drawn from the same Legion. The new unit cannot be a **MASTER OF POSSESSION** model and it cannot contain more models than the unit it replaced. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. The new unit has the same number of experience points and the same Battle Honours and Battle Scars as the unit it replaced. If a Battle Honour cannot be applied (e.g. a Weapon Enhancement for a weapon that a **DAEMONKIN** model cannot be equipped with), select a new Battle Honour to replace it.

FOR CHAOS! 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 (pg 126).

CHAOS REWARD 2RP

The rewards of a lifetime of service to the Dark Gods can be as unwelcome as they are mighty, but the prospect of limitless power is too great a temptation for some.

Purchase this Requisition after a **TRAITORIS ASTARTES CHARACTER** unit from your Crusade force gains a rank. That unit either suffers Spawndom (pg 124) or, if it can gain a Chaos Boon (pg 131), it can instead gain one Chaos Boon in addition to any other Battle Honour it gains.

COMMUNE WITH THE DARK GODS 1RP

Calling upon the gods for a portion of their power, diabolic priests seem to glow with an inner light of zealous fervour.

Purchase this Requisition before or after a battle. Select one **TRAITORIS ASTARTES PRIEST** model that has a Crusade card from your Order of Battle. You can change what Prayers to the Dark Gods (pg 120-121) that model knows (make a note of the new prayers on its Crusade card – all the usual rules for selecting prayers apply).

CHOSEN OF THE PANTHEON 1RP

Some warriors seek to pledge their soul in undying service to one of the Dark Gods, while others are unknowingly chosen over many years of gradual degradation.

Purchase this Requisition when a **TRAITORIS ASTARTES CHAOS UNDIVIDED** unit from your Crusade force gains a rank. That unit is upgraded to have a Mark of Chaos (pg 112). Increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

ASCENSION TO DAEMONHOOD 2RP

The ultimate prize for mortal warriors is to ascend into the immortal ranks of a Chaos God's 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) gains the Heroic or Legendary Rank:

- A **TRAITORIS ASTARTES CHARACTER** unit that has a Mark of Chaos (pg 112) and at least 1 Chaos Boon (pg 131).
- A **TRAITORIS ASTARTES CHARACTER** unit that has 3 Chaos Boons.
- A **WARBAND CHAMPION** that is Favoured in the Personal Glory category (pg 127).

If that unit does not have a Mark of Chaos, you must first use the Chosen of the Pantheon Requisition (see above), or you cannot use this Requisition. Remove that unit from your Order of Battle and replace it with one **TRAITORIS ASTARTES DAEMON PRINCE** model drawn from the same Legion.

- If the unit being replaced had the **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH** keyword, the new **DAEMON PRINCE** model must have the same keyword and the appropriate Mark of Chaos.
- If the unit being replaced was your **WARBAND CHAMPION**, the new **DAEMON PRINCE** model is now your **WARBAND CHAMPION**.
- The new **DAEMON PRINCE** model 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 the unit being replaced had a Warlord Trait, Chaos Boons and/or any Relics, the new **DAEMON PRINCE** model retains all such upgrades it is eligible to have, without spending any additional Requisition points.

You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

BATTLE TRAITS

When a **TRAITORIS ASTARTES** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. If a unit gains one of these Battle Traits, replace all instances of the **<LEGION>** keyword on that Battle Trait (if any) with the name of the Legion that your unit is drawn from. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

CULTISTS UNITS

D6	TRAIT
1-2	**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.* This unit gains the **CORE** keyword.
3-4	**Believers of the True Faith** *Though each selfishly sees faith as an easy route to power in an uncaring galaxy, these mortals are zealous worshippers brimming with hate.* This unit gains the Let the Galaxy Burn ability (pg 145).
5-6	**Favoured Servants** *These Cultists have been inducted into some of the strategies and traditions of their patron Heretic Astartes, that they may prove more useful tools while remaining entirely expendable.* This unit gains the Legion Trait of the Legion it is drawn from (pg 78-107), even though it has the **CULTISTS** keyword.

DAEMON ENGINE AND MACHINE SPIRIT UNITS

D6	TRAIT
1-2	**Spirit of Damnation** *The animus of this war engine is saturated with warp power.* • If this unit has the **MACHINE SPIRIT** keyword, it gains the **DAEMON** and **DAEMON ENGINE** keywords and it gains the Daemon Engine ability (pg 144). • If this unit does not have the **MACHINE SPIRIT** keyword, add 1 to its Attacks characteristic and, in your Command phase, this model regains up to D3 lost wounds as a result of the Daemon Engine ability, instead of 1.
3-4	**Warp-fuelled Destruction** *The sorcerous furnace at the vehicle's heart contains a tiny warp fissure whose unbridled power fuels its vicious attacks.* Each time you select this unit for the Blasphemous Machines Stratagem (pg 109), that Stratagem costs 0CP.
5-6	**Living Hull** *This war engine's armour ripples and heaves like the hide of a living creature, thickening into scaly flanks or writhing fibres.* Add 2 to this model's Wounds characteristic.

CORE AND DAEMONKIN UNITS

D6	TRAIT
1	**Despoilers Without Mercy** *These unsparing killers unerringly aim their shots, sensing their prey's fear and ensuring maximum murderous efficacy.* Improve the Ballistic Skill characteristic of models in this unit by 1.
2	**Destined for Glory** *These warriors are on a rapid rise to power and greatness, a trajectory that also risks death and worse.* Each time this unit is Marked for Greatness, it gains 2 additional experience points.
3	**Trusted Hounds** *Bound with an unholy soul-tether to the mighty, these warriors serve their master's unspoken commands as loyal hunters.* At the start of your Command phase, select one friendly **<LEGION> DAEMON PRINCE**, **<LEGION> CHAOS LORD**, **<LEGION> EXALTED CHAMPION** or **<LEGION> DARK APOSTLE** model that is on the battlefield. Until the start of your next Command phase, this unit is considered to be in range of the selected model's Lord of Chaos, Aspire to Glory or Demagogue ability.
4	**Hate-fuelled Butchers** *Decried by some as blood-mad slaughterers, these warriors practise a precise and efficient reaping of souls.* Improve the Weapon Skill characteristic of models in this unit by 1.
5	**Ambition's Edge** *This squad's most powerful warrior heeds whispers on the edge of hearing, guiding his victories as he swells with power.* Select one model in this unit (if this unit contains a unit champion, you must select that model). Add 1 to the Attacks, Wounds and Leadership characteristics of that model.
6	**Bitter to the Bone** *These jaded veterans are able to turn hate to their advantage, seeing every fresh foe as a despised echo of a past war.* At the start of your Command phase, select either Wanton Destruction, Wanton Massacre or Wanton Slaughter (pg 145). Until the start of your next Command phase, this unit is engaged in the wanton act you selected instead of whichever act the rest of your army is engaged in.

WARPSMITH AND LORD DISCORDANT UNITS

D6	TRAIT
1-3	**Rites of Reforging** *With forbidden knowledge can the direst damage be undone.* If this model is part of your Crusade army and it was not destroyed during the battle, at the end of the battle you can ignore one failed Out of Action test taken for a **<LEGION> VEHICLE** unit – that test is passed instead.
4-6	**Machine Lord** *This tech-tyrant's mind has aligned so closely with his corrupted engines that he dominates them through sheer will.* Once per battle, in your Command phase, this model can use its Corrupt Machine Spirits ability (pg 154) or its Enrage Machine Spirits ability (pg 155) one additional time.

CHAOS BOONS

Chaos Boons are a type of Battle Honour that can be given to **TRAITORIS ASTARTES CHARACTER** models. Each time a **TRAITORIS 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 a Chaos Boon, and no model in your Crusade force can have more than 3 Chaos Boons.

Each time a model gains a Chaos Boon, roll a D33 to randomly determine a Chaos Boon from the table below. To do so, roll two D3s one after the other: the first dice result determines your 'tens' and the second your 'units'. For example, if you roll two D3s and the first result is a 2 and the second is a 1, the D33 result is 21.

If, when rolling to see what Boon a model gains, the combined 'D6' results of the D33 roll are exactly 6, 7, 8 or 9, and the model gaining the Boon has the **SLAANESH**, **NURGLE**, **KHORNE** or **TZEENTCH** keyword respectively, they can gain one Sacred Boon instead. For example, if, when rolling a D33 for a **NURGLE** model, the dice results were a 2 then a 5, the D33 result would be 13, but the combined total of the two dice would be 7, allowing that model to have a Sacred Boon of Nurgle instead. Each time a model gains a Sacred Boon, roll a D6 and consult the relevant table on the right to randomly determine which one is gained.

A model can have more than 1 Boon, but if a duplicate result is rolled, that model's unit suffers Spawndom (pg 124). As with any Battle Honour, make a note on a model's Crusade card when it gains a Boon, and increase its Crusade points total by 1.

CHAOS BOONS

D33	BOON
11	**Unholy Speed:** Add 3" to this model's Move characteristic.
12	**Mutant Form:** Add 1 to this model's Wounds characteristic.
13	**Serpentine Fangs:** Each time this model makes an attack, if its unit made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.
21	**Scorpion Tail:** Add 1 to this model's Attacks characteristic.
22	**Daemonic Flesh:** Add 1 to Toughness characteristic of every model in this unit.
23	**Warp Stalker:** You can re-roll Advance and charge rolls made for this model's unit.
31	**Iron-hard Talons:** Improve the Armour Penetration characteristic of melee weapons (excluding Relics) this model is equipped with by 1.
32	**Dark Blessing:** Each time an attack is made against this model's unit, subtract 1 from that attack's hit roll.
33	**Eightfold Eyes:** Once per turn, you can re-roll a single hit roll, wound roll, damage roll or saving throw made for this model.

SACRED BOONS OF SLAANESH (SACRED NUMBER: 6)

D6	BOON
1-3	**Whipcord Sinews:** Once per battle, when you select this unit for either the Murderous Perfection Stratagem or the Excessive Cruelty Stratagem, that Stratagem costs 0CP.
4-6	**Dark Majesty:** Each time an attack is made against this model's unit, your opponent cannot re-roll the hit roll, cannot re-roll the wound roll and cannot re-roll the damage roll.

SACRED BOONS OF NURGLE (SACRED NUMBER: 7)

D6	BOON
1-3	**Prodigious Stench:** Once per battle, when you select this unit for either the Grand-father's Blessing Stratagem or the Shroud of Flies Stratagem, that Stratagem costs 0CP.
4-6	**Revolting Regeneration:** In your Command phase, this model regains 1 lost wound. In addition, Out of Action tests taken for this model's unit are automatically passed.

SACRED BOONS OF KHORNE (SACRED NUMBER: 8)

D6	BOON
1-3	**Aspect of Khorne:** Once per battle, when you select this unit for either the Fury of Khorne Stratagem or the Scorn of Sorcery Stratagem, that Stratagem costs 0CP.
4-6	**Collar of Khorne:** Once per turn, in your opponent's Psychic phase, this model can attempt to Deny the Witch as if it were a **PSYKER**.

SACRED BOONS OF TZEENTCH (SACRED NUMBER: 9)

D6	BOON
1-3	**Warp Eye:** Once per battle, when you select this unit for either the Great Sorcerer Stratagem or the Warp-born Foresight Stratagem, that Stratagem costs 0CP.
4-6	**Flaming Skull Face:** Each time this model makes a melee attack, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

CRUSADE RELICS

When a **TRAITORIS ASTARTES CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply. **CULTISTS CHARACTER** models can only be given one of these Crusade Relics if that Relic specifically states so.

ARTIFICER RELICS

A **TRAITORIS ASTARTES CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

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.

The bearer has the Warp Strike ability (pg 144).

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.

This Relic can be given to a **CULTISTS** model.

- The bearer has a 4+ invulnerable save.
- Each time the bearer would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

Burning Rod

This daemonic stave whispers forbidden secrets, searing the ears of nearby unbelievers and driving them insane with true revelations of Chaos.

Model equipped with force stave, staff of possession or Commune stave only. This Relic can be given to a **CULTISTS** model. This Relic replaces a force stave, staff of possession or Commune stave and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Burning Rod	Melee	Melee	+3	-2	D3

Abilities: Each time the bearer fights, after the bearer has resolved all of its attacks, select one enemy unit that was hit as a result of those attacks but was not destroyed. Roll 3D6: if the result is greater than or equal to the Leadership characteristic of that enemy unit, that enemy unit suffers 3 mortal wounds.

Weaving between the ice-bound peaks known as the Drukqsmor, its animating daemonic entity blaring bestial cries from corroded emitters, a predatory Heldrake circles back after driving panicking xenos hybrids before it in a conflagration of warpflame.



ANTIQUITY RELICS

A **TRAITORIS ASTARTES CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Slaughterer's Helm

Forged from warp-brass and anointed in the blood of a hundred slain champions, this helm subsumes the wearer's entire being with the need to tear their foes apart in acts of extreme bloodshed.

MARK OF CHAOS KHORNE INFANTRY model only.

- Add 1 to the bearer's Strength, Toughness, Wounds and Attacks characteristics.
- Each time a model in the bearer's unit makes a melee attack, it is considered to be engaged in Wanton Slaughter (pg 145) for that attack instead of whichever wanton act the rest of your army is engaged in.
- The bearer's unit cannot Fall Back or perform actions.

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.

MARK OF CHAOS TZEENTCH model only.

- If a **PSYKER** model has this Relic, it knows all the psychic powers from any disciplines it has access to.
- If a non-**PSYKER** model has this Relic, it gains the **PSYKER** keyword and can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite*, *Skeins of Fate* and one other power from the Dark Hereticus discipline (pg 118).

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.

MARK OF CHAOS NURGLE model only. Each time the bearer fights, before it makes any attacks, select one enemy unit within Engagement Range of the bearer and roll one D6: on a 2+, that unit suffers D3 mortal wounds. That unit must then take an Out of Action test at the end of the battle, even if it was not destroyed (if it was destroyed, subtract 2 from that Out of Action test).

Flawless Cloak

The fabric of this cloak reknits when damaged, and never stains or fades with age. The wearer similarly appears as the embodiment of perfection, their unmarred glory displayed for all to witness.

MARK OF CHAOS SLAANESH model only.

- Each time an attack is made against the bearer, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
- Add 3" to the range of all of the bearer's aura abilities and any ability the bearer uses in your Command phase.

LEGENDARY RELICS

A **TRAITORIS ASTARTES CHARACTER** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

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.

This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Murder Blade	Melee	Melee	User	*	*

Abilities: Each time the bearer makes an attack with this weapon that successfully wounds the target, if the target unit has the **CHARACTER** keyword, that attack inflicts 3 mortal wounds and the attack sequence ends; if the target unit has the **PRIMARCH** or **DAEMON PRIMARCH** keyword, that attack inflicts D3+3 mortal wounds instead and the attack sequence ends; otherwise, the target unit suffers 2 mortal wounds and the attack sequence ends.

Barreth threw herself forward into a ditch just before a detonating shell pulverised several of her fellow Cultists. Her ears still rang as she crawled up the opposite bank, digging her stolen autogun into the mud for purchase, only to duck and slide into a mire as volleys of lasfire swept through most of the survivors. Barreth was still cowering in the filthy mix of meltwater and blood when she heard a wave of screams, roars and hisses grow to overwhelm the booms of ordnance.

From where she lay next to the bisected corpse of another traitor, Barreth saw the Accursed of the cult unleashed. They ran or bounded, shuffled or skittered as their deformed limbs allowed. Deformed?, she thought. No, blessed. At least so says Demagogue Qorkran.

She recognised some, those whose mutations had not yet erased their features. She saw Nelsh and Kurran, whose weeping flesh and talon-like hand, respectively, had been the reason they had sought the relative safety of the cult in the first place. Barreth gasped as she thought she saw Philo, recognising his militia jacket – the man had disappeared in the bilges of the Astartes warship months ago. Now his jacket barely contained his scaly frame, bulging with insectoid limbs. There were others; Sneska, who was said to have hosted a daemon, and then been purged by their masters for sport; Andrys, who had claimed to hear the thing from his nightmares whisper to him during the day; and insane Rekkard, who had begged for Qorkran to raise him in the eyes of the Dark Gods.

Barreth froze when the thump of a cloven hoof not ten feet away sent a cascade of earth splashing into the mire. The Torment leered down at her, three tongues licking needle-like fangs. An arm and a screaming face were all that remained of the host; a strip of skin inked with foul runes was nailed into their palm. Suddenly it leapt the ditch, and Barreth heard screams from the direction of its rampage.

BLACK LEGION

'Do not even think about touching the artefact, Zarethekar. We both know that is what the Warmaster wants, why he personally directed me to kill this city. But it shan't be you who presents it to him, Sorcerer. It was I who risked his wrath and I who will earn his satisfaction.'

AGENDA

If the **WARLORD** of your Crusade force has the **BLACK LEGION** keyword, you can select the following Agenda. This follows all the normal rules for Agendas (for example, you cannot choose more than one from each category).

CORPSES AND CINDERS

Agenda Category: Purge the Enemy

The reaving warbands of the Black Legion rarely leave anything alive where they fight, ensuring not a single soul lives to resist the Warmaster.

At the end of the battle, if there are no models from the enemy army remaining on the battlefield, each **BLACK LEGION** unit from your army that is on the battlefield gains 3 experience points and your **WARBAND CHAMPION** gains an additional D3 Chaos points (pg 126).

REQUISITION

If your Crusade force includes a **BLACK LEGION WARBAND CHAMPION**, you can spend Requisition points (RPs) on the following Requisition in addition to those presented on page 129 and in the Warhammer 40,000 Core Book.

CHAMPION OF THE BLACK CRUSADE 1RP

When victory will affect the Warmaster's own galaxy-spanning schemes, Abaddon tasks his warlords personally with the mission to ensure there is no room for misinterpretation. The rewards for success are great, but failure will earn the Warmaster's wrath.

Purchase this Requisition at the Select Agendas step of the battle. You can select one additional Agenda to use during this battle (this must be one of the Chaos Space Marines Agendas, see page 128).

- At the end of the battle, if **BLACK LEGION** units from your army earned a combined total of 6 or more experience points during that battle from the additional Chaos Space Marines Agenda you selected, then at the Update Order of Battle step you gain 1 additional Requisition point and your **WARBAND CHAMPION** gains D3 additional Chaos points (pg 126).
- Otherwise, your **WARBAND CHAMPION** is punished and either gains no Chaos points from that battle, or gains one Battle Scar (you choose which).

BATTLE TRAITS

When a **BLACK LEGION CORE**, **BLACK LEGION CHARACTER** or **BLACK LEGION DAEMONKIN** unit gains a Battle Trait, you can use the table below. To do so, roll a D6 and consult the table, or choose the result that tells the best narrative. All the normal rules for Battle Traits apply.

BLACK LEGION UNITS

D6	TRAIT
1-2	**Brutal Enforcers (Aura)** *These warriors implement terminal censure upon those who earn their master's ire, and none dare fail in their presence.* While a friendly **BLACK LEGION CORE** unit is within 3" of this unit, Morale tests taken for that unit are automatically passed.
3-4	**Accursed Crusaders** *These heretics are grizzled veterans of many Black Crusades.* Once per battle, when you select this unit for the Relentless Devastation Stratagem (pg 110) or the Veterans of the Long War Stratagem (pg 108), that Stratagem costs 0CP.
5-6	**Merciless Fighters** *Often outnumbered but rarely outmatched, the Black Legion's foremost slaughterers scythe through numerous foes.* Each time this unit is selected to fight, if it is within Engagement Range of any enemy units that contain 6 or more models, until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

CRUSADE RELIC

When a **BLACK LEGION CHARACTER** model gains a Crusade Relic, you can instead give them the Artificer Relic listed below instead of one of the ones presented in the Warhammer 40,000 Core Book. All the usual rules for selecting Crusade Relics apply.

FOECLEAVER

This brutal axe has been carried by members of the Legion since the early days of the Great Crusade.

Model equipped with exalted power axe only. This Relic replaces an exalted power axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Foecleaver	Melee	Melee	+4	-3	2

Abilities: Each time an attack is made with this weapon against an **IMPERIUM** unit, add 1 to that attack's wound roll.



WORD BEARERS

'And there, blessed Apostle, is where the Seventh Circle of the Yep'hazett Ash was sown. The Sons of the Soul Harvest saw to the ritual's completion themselves. They threw back the bloody corpses of the unbeliever militia companies sent against them, and as per your standing epistle they emptied the companies' commander into the sixty-four Vessels of Transition. Eight transits have passed, the soft people have forgotten, and here, blessed Apostle, is where the Eighth Circle will unbar the way.'

AGENDA

If the **WARLORD** of your Crusade force has the **WORD BEARERS** keyword, you can select the following Agenda. This follows all the normal rules for Agendas (for example, you cannot choose more than one from each category).

TAINTED GROUND

Agenda Category: Shadow Operations

Sites sacred to Chaos can be empowered by ritually tainting them.

If you selected this Agenda, keep a Tainted tally for each **WORD BEARERS INFANTRY** unit from your army. Add 1 to a unit's tally each time it successfully completes the following action:

Taint Ground (Action): One or more **WORD BEARERS INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be in range of a different objective marker that you control that has not already been tainted by your army (see below). The action is completed at the end of your turn, provided the unit performing it is still in range of that objective marker and you still control that objective marker. If completed, that objective marker is tainted by your army.

At the end of the battle, each unit earns a number of experience points equal to their tally. In addition, if you have a Chaos warband and 3 or more objective markers have been tainted by your army, your **WARBAND CHAMPION** gains 1 Chaos point (pg 126).

BATTLE TRAITS

When a **WORD BEARERS CORE**, **WORD BEARERS CHARACTER** or **WORD BEARERS DAEMONKIN** unit gains a Battle Trait, you can use the table below. To do so, roll a D6 and consult the table, or choose the Battle Trait that tells the best narrative. All the normal rules for Battle Traits apply.

WORD BEARERS UNITS

D6	TRAIT
1-2	**Unbreakable Devotion** *What artifice have those warded by the Dark Gods to fear?* Each time a Morale test is taken for this unit, it is automatically passed. At the end of the battle, if this unit completed 2 or more actions during that battle, it is Marked for Greatness.
3-4	**Unholy Hatred** *True hatred is a gift, and believers can draw upon a well of it.* Each time you select this unit for the Hatred Eternal Stratagem (pg 108) or the Cursed Despoilers Stratagem (pg 84), that Stratagem costs 0CP.
5-6	**Blasphemous Pact** *These warriors have made a bargain with a fell daemon for aid.* **DAEMON ENGINE** and **DAEMONKIN** models in this unit have a 4+ invulnerable save; other models in this unit have a 5+ invulnerable save.

REQUISITION

If your Crusade force includes a **WORD BEARERS WARBAND CHAMPION**, you can spend Requisition points (RPs) on the following Requisition in addition to those presented on page 129 and in the Warhammer 40,000 Core Book.

GRISLY SACRIFICE — 1RP

Great power demands even greater sacrifice.

Purchase this Requisition at any time before or after a battle. Select one **WORD BEARERS CHARACTER** unit from your Crusade force (excluding **DAEMON** and **WARBAND CHAMPION** units) that has at least the Battle-hardened rank. Remove that unit from your Order of Battle and add 1 experience point to every other **WORD BEARERS** unit from your Order of Battle. In addition, your **WARBAND CHAMPION** gains D3 Chaos points if that unit was Battle-hardened, D3+3 Chaos points if that unit was Heroic, or D3+6 Chaos points if that unit was Legendary.

CRUSADE RELIC

When a **WORD BEARERS CHARACTER** model gains a Crusade Relic, you can instead give them the Antiquity Relic listed below instead of one of the ones presented in the Warhammer 40,000 Core Book. All the usual rules for selecting Crusade Relics apply. Add 1 to this unit's total Crusade points – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

BOOK OF THE REVILER

The curses in this tome reveal themselves to those of great faith.

- If a **PRIEST** model has this Relic, it knows the following prayers in addition to any others it knows: *Benediction of Darkness*, *Litany of Despair*, *Omen of Potency*, *Warp-sight Plea*, *Soultearer Portent*, *Illusory Supplication* (pg 121).
- If a non-**PRIEST** model has this Relic, it gains the **PRIEST** keyword. In your Command phase, it can attempt to chant one prayer it knows that has not already been attempted by a friendly model that battle round. Roll one D6: on a 3+, the prayer is heard. The bearer knows *Dark Zealotry* and one other prayer from the Prayers to the Dark Gods (pg 120-121).



NIGHT LORDS

'I tire of preying on ungainly merchantmen for their freight, or infecting sorry stations with scrap code. And is not every deep-space monitor we plunder filled with naught but flesh-poor, insensate servitors of no sporting value? Let night fall on this orbital habitat. Let the lips on thousands of soft faces quiver – let us hunt!'

AGENDA

If the **WARLORD** of your Crusade force has the **NIGHT LORDS** keyword, you can select the following Agenda. This follows all the normal rules for Agendas (for example, you cannot choose more than one from each category).

NOCTURNAL WARFARE

Agenda Category: No Mercy, No Respite

Night need not have fallen for the hunt to begin; beneath psychic palls or archeotech-wrought gloom, the Night Lords sow terror.

If you select this Agenda, keep a Terror tally for each **NIGHT LORDS** unit from your army. Each time one of the following happens to an enemy unit, select one **NIGHT LORDS** unit from your army within 6" of that enemy unit and add 1 to its tally:

- That enemy unit fails a Morale test.
- That enemy unit Falls Back.
- That enemy unit fails an action.

At the end of the battle, each unit earns a number of experience points equal to its Terror tally.

REQUISITION

If your Crusade force includes any **NIGHT LORDS** units, you can spend Requisition points (RPs) on the following Requisition in addition to those presented on page 129 and in the Warhammer 40,000 Core Book.

CURSED CLAW — 2RP

This squad – or Claw, as the Legions once termed them – are cursed with an unfulfilled emptiness that they strive ever harder to fill.

Purchase this Requisition when you add a **NIGHT LORDS CORE** unit (excluding **HELBRUTE** units) to your Order of Battle. That unit gains the **CURSED** keyword and its Crusade points total is increased by 1.

- The unit champion of a **CURSED** unit gains a Warlord Trait generated from the Night Lords Warlord Traits table (pg 87). That model is only considered to be a **WARLORD** for the purposes of that Warlord Trait. All Warlord Traits in your army must be unique (if randomly generated, re-roll duplicates).
- A **CURSED** unit can never be given a Mark of Chaos (pg 112), but each time it is Marked for Greatness, it gains an additional 1 experience point.

BATTLE TRAITS

When a **NIGHT LORDS CORE**, **NIGHT LORDS CHARACTER** or **NIGHT LORDS DAEMONKIN** unit gains a Battle Trait, you can use the table below. To do so, roll a D6 and consult the table, or choose the Battle Trait that tells the best narrative. All the normal rules for Battle Traits apply.

NIGHT LORDS UNITS

D6	TRAIT
1-2	**Feared Hunters** *These predatory warriors have a fierce reputation for doggedly hunting the enemy's war leaders.* Each time a model in this unit makes an attack against a **CHARACTER** unit, add 1 to that attack's hit roll and the target does not receive the benefits of cover against that attack.
3-4	**Strike as if from Nowhere** *By powering down many of their armour's systems, these assassins can evade detection, before they strike like hunting ghouls from the darkness.* Each time you select this unit for the From the Night Stratagem or the In Midnight Clad Stratagem (pg 88), that Stratagem costs 0CP.
5-6	**Murder on the Mind** *With the instincts of born killers, these warriors can pinpoint the telltale weaknesses of their enemies at a glance.* Each time a model in this unit makes a melee attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 2.

CRUSADE RELIC

When a **NIGHT LORDS CHARACTER** model gains a Crusade Relic, you can instead give them the Artificer Relic listed below instead of one of the ones presented in the Warhammer 40,000 Core Book. All the usual rules for selecting Crusade Relics apply.

CURZE'S ORB

Said to have sat upon the arm of Konrad Curze's throne, this orb was a gift from Magnus, Primarch of the Thousand Sons. It was given to help Curze focus his precognitive visions, though in truth, the primogenitor of the Night Lords claimed never to have felt the need to use it. Now it is his sons that make use of the strange device, scrying many possible futures in its depths.

While the bearer is on the battlefield, each time your opponent spends a Command point to use a Stratagem you can roll one D6: on a 5+, you gain 1 Command point.

IRON WARRIORS

'There, do you see them, Kron-tu? Manning walls their worthless feet are not fit to touch. They think these bastions to be mere relics of myth, raised by unknown hands before Humans settled here. We were here, Kron-tu, we relics. Ten thousand years of lies, and here we face defences our Legion raised, manned by vermin. I know how they were raised, and by Medrengard I know how they will fall!'



AGENDA

If the **WARLORD** of your Crusade force has the **IRON WARRIORS** keyword, you can select the following Agenda. This follows all the normal rules for Agendas (for example, you cannot choose more than one from each category).

RUBBLE AND RUIN

Agenda Category: Shadow Operations

The Iron Warriors know that sheltering behind keeps and bastions will not save their foes, and rarely waste an opportunity to ensure this is a lesson the enemy learns.

After choosing deployment zones, your opponent must select one Area Terrain feature on the battlefield to be their bulwark. That terrain feature gains the following terrain traits: Light Cover, Heavy Cover, Defensible. An **IRON WARRIORS** unit from your army that successfully completes the following action earns 5 experience points:

Rubble and Ruin (Action): One **IRON WARRIORS CORE** unit from your army can start to perform this action at the start of your Movement phase, if it is within your opponent's bulwark and that terrain feature has not yet been ruined (see below). The action is completed at the end of your turn, provided the unit performing it is still within that bulwark. If completed, that bulwark is ruined; your **WARBAND CHAMPION** gains 1 Chaos point, that terrain feature loses the Defensible, Light Cover and Heavy Cover traits and gains the Difficult Ground trait.

REQUISITION

If your Crusade force includes any **IRON WARRIORS** units, you can spend Requisition points (RPs) on the following Requisition in addition to those presented on page 129 and in the Warhammer 40,000 Core Book.

WARSMITH — 1RP

Some of the keenest minds amongst the lords of the Grand Companies, Warsmiths are learned in arcane mechanical lore.

Purchase this Requisition when you add an **IRON WARRIORS CHAOS LORD** model to your Order of Battle. That model gains the **WARSMITH** keyword, its Crusade points total is increased by 1 and it gains the following ability: '**Master of Mechanisms:** At the end of your Movement phase, this model can repair one friendly **IRON WARRIORS VEHICLE** model within 3" of it. That **VEHICLE** model regains up to D3 lost wounds. Each model can only be repaired once per turn.'

BATTLE TRAITS

When an **IRON WARRIORS CORE**, **IRON WARRIORS CHARACTER** or **IRON WARRIORS DAEMONKIN** unit gains a Battle Trait, you can use the table below. To do so, roll a D6 and consult the table, or choose the Battle Trait that tells the best narrative. All the normal rules for Battle Traits apply.

IRON WARRIORS UNITS	
D6	**TRAIT**
1-2	**Bitter Trench Fighters** *Unleashed once a breach is made in the enemy's defences, these bloodthirsty warriors' hate empowers their blows .* Each time this unit is selected to fight, if it is receiving the benefits of cover from an Obstacle or Area Terrain feature, until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.
3-4	**Masters of Annihilation** *These heartless destroyers precisely calculate the foe's doom.* Each time you select this unit for the Methodical Annihilation Stratagem or the Tank Destroyers Stratagem (pg 92), that Stratagem costs 0CP.
5-6	**Intractable Brotherhood** *Like a perfectly forged bar of purest iron, the scions of Perturabo are unbending in their resistance to erosion.* Each time a Morale test is taken for this unit, it is automatically passed. In addition, each time an Out of Action test is failed for this unit, re-roll that Out of Action test.

CRUSADE RELIC

When an **IRON WARRIORS CHARACTER** model gains a Crusade Relic, you can instead give them the Artificer Relic listed below instead of one of the ones presented in the Warhammer 40,000 Core Book. All the usual rules for selecting Crusade Relics apply.

WARPBREACHER

This nest of mechatendrils incorporates a claw that the wearer can use to pluck a daemon from the empyrean and thrust it into a nearby vehicle. Such a mechanical host will growl like a living thing as the chaotic animus within rails against its imprisonment.

WARPSMITH or **LORD DISCORDANT** model only. At the start of your Command phase, you can select one **IRON WARRIORS VEHICLE** model (excluding **DAEMON ENGINE** and **TITANIC** models) within 3" of the bearer. Until the start of your next Command phase, that model gains the **DAEMON** and **DAEMON ENGINE** keywords, and it gains the Daemon Engine ability (pg 144).

ALPHA LEGION

'Your orders, Lieutenant?! This is Major Grest – you will check my bio-access and cipher-signet or, by the Palace Spires, I will have your head, never mind your commission! You will not proceed to the Vestian Heights; that message was a perfidious lie! Resume your ordered patrol, Circuit-Beta.dIV, authority Grest Thoresta 569Kappa. At once, man! … My lord, the Vestian Heights are yours.'

AGENDA

If the **WARLORD** of your Crusade force has the **ALPHA LEGION** keyword, you can select the following Agenda. This follows all the normal rules for Agendas (for example, you cannot choose more than one from each category).

STRIKE FROM WITHIN

Agenda Category: Shadow Operations

Utilising access ciphers stolen by their Cultist informants, the warband have pinpointed weaknesses in the foe's strategy and eagerly take advantage by dispatching specialist saboteurs.

If you selected this Agenda, after both sides have deployed, your opponent must set up two objective markers anywhere on the battlefield that are not within their deployment zone, and not within 9" of each other. These objective markers represent sabotage sites, but do not count as objective markers for any rules purposes other than for this Agenda. An **ALPHA LEGION INFANTRY** unit gains 3 experience points each time it successfully completes the following action:

Strike From Within (Action): At the end of your Movement phase, one **ALPHA LEGION INFANTRY** unit from your army that is within 3" of a sabotage site objective marker can start to perform this action if no enemy units (excluding **AIRCRAFT** units) are within 3" of that objective marker. The action is completed at the start of your next Command phase, or at the end of the battle (whichever happens first), provided the unit performing it is still within 3" of the same sabotage site objective marker. If completed, remove that sabotage site objective marker from the battlefield.

REQUISITION

If your Crusade force includes any **ALPHA LEGION** units, you can spend Requisition points (RPs) on the following Requisition in addition to those presented on page 129 and in the Warhammer 40,000 Core Book.

CULT UPRISING — 1RP

Amongst the myriad cults sponsored by the Alpha Legion are highly trained Human operatives. Employed as agents for many years, they are highly capable in comparison to the wider mobs.

Purchase this Requisition when you add an **ALPHA LEGION CULTISTS** unit to your Order of Battle. That unit gains 6 experience points (and therefore gains the Blooded rank). Select one Battle Honour for that unit as normal.

BATTLE TRAITS

When an **ALPHA LEGION CORE**, **ALPHA LEGION CHARACTER** or **ALPHA LEGION DAEMONKIN** unit gains a Battle Trait, you can use the table below. To do so, roll a D6 and consult the table, or choose the Battle Trait that tells the best narrative. All the normal rules for Battle Traits apply.

ALPHA LEGION UNITS	
D6	TRAIT
1-2	**Veteran Insurgents** *These warriors are highly experienced in the subversive arts.* This unit can start to perform an action even if it has Advanced this turn, it can shoot while performing an action without that action failing, and, if this unit is a **CHARACTER** unit, it can still use any aura abilities it has while performing an action.
3-4	**Infiltration Specialists** *These veteran forward operatives can stalk war zones unseen.* Each time you select this unit for the Forward Operatives Stratagem or the Renascent Infiltration Stratagem (pg 96), that Stratagem costs 0CP.
5-6	**Shadow Operatives** *These ghostly warriors are adept at using every scrap of cover.* Each time a ranged attack targets this unit, if the attacker is more than 12" away, the target is treated as having the benefits of Light Cover against that attack.

CRUSADE RELIC

When an **ALPHA LEGION CHARACTER** model gains a Crusade Relic, you can instead give them the Artificer Relic listed below instead of one of the ones presented in the Warhammer 40,000 Core Book. All the usual rules for selecting Crusade Relics apply.

SHADESWORD

This black blade can transform into a cruel shadow that passes through armour but leaves flesh split and bleeding in its wake.

Model equipped with power sword or force sword only. This Relic replaces a power sword or force sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Shadesword	Melee	Melee	+1	-4	2

Abilities: Each time an attack is made with this weapon, on an unmodified wound roll of 6, invulnerable saving throws cannot be made against that attack.

EMPEROR'S CHILDREN



'I want more, Vastorian. I took that shabby general and his staff and had Calarus work on them until they danced a multi-limbed grotesquerie, weeping when the stitches tore. I faced the Ork that towered over us all, sheathed my blades and crushed its skull with the flat of my palm. I duelled the loyalist Marshal until his attire bored me and I peeled every inch of it from him. There are vistas of experience I have only glimpsed – I must have more!'

AGENDA

If the **WARLORD** of your Crusade force has the **EMPEROR'S CHILDREN** keyword, you can select the following Agenda. This follows all the normal rules for Agendas (for example, you cannot choose more than one from each category).

FLAWLESS EXECUTION

Agenda Category: No Mercy, No Respite

Nothing less than the perfect annihilation of their enemies, while skilfully avoiding the foe's clumsy ripostes, satisfies Fulgrim's sons.

If you select this Agenda, keep a Flawless Execution tally for each **EMPEROR'S CHILDREN** unit from your army. Add 1 to a unit's tally each time it achieves one of the following:

- That unit destroys an enemy unit in the Shooting phase that was at its Starting Strength when it was selected as a target for that unit that phase.
- That unit destroys an enemy unit in the Fight phase and does not lose any wounds itself that phase.
- That unit does not Fall Back or fail a Morale test during the battle.

At the end of the battle, each unit that is above Half-strength earns a number of experience points equal to its Flawless Execution tally (to a maximum of 4 experience points per unit).

REQUISITION

If your Crusade force includes any **EMPEROR'S CHILDREN** units, you can spend Requisition points (RPs) on the following Requisition in addition to those presented on page 129 and in the Warhammer 40,000 Core Book.

LORDS OF HEDONISM — 1RP

The Emperor's Children revel in excess of every kind, but thrill especially to the danger of combat, and hone their martial skills until they are commensurate with their inflated egos.

Purchase this Requisition at any time. Select one **EMPEROR'S CHILDREN** unit from your Order of Battle with 71 or more experience points. That unit gains one additional Battle Trait (if that unit is a **PSYKER**, it instead gains one Psychic Fortitude, as described in the Warhammer 40,000 Core Book). This does not count towards the maximum number of Battle Honours a unit can have. Each unit can only be selected for this Requisition once.

BATTLE TRAITS

When an **EMPEROR'S CHILDREN CORE**, **EMPEROR'S CHILDREN CHARACTER** or **EMPEROR'S CHILDREN DAEMONKIN** unit gains a Battle Trait, you can use the table below. To do so, roll a D6 and consult the table, or choose the Battle Trait that tells the best narrative. All the normal rules for Battle Traits apply.

EMPEROR'S CHILDREN UNITS

D6	TRAIT
1-2	**Fuelled by Sensation** *The delight of pain, and the sense of superiority as allies are cut down, make these warriors loathe to embrace oblivion.* Each time a model in this unit would lose a wound, roll one D6, adding 1 to the result if this unit was below Half-strength when it was selected as a target for that attack: on a 6+, that wound is not lost.
3-4	**Combat Stimulants** *These warriors have been implanted with sub-dermal auto-dispensers, feeding them a constant enhancing concoction.* Each time you select this unit for the Combat Elixirs Stratagem or the Death Ecstasy Stratagem (pg 100), that Stratagem costs 0CP.
5-6	**Favoured of Slaanesh** *Few appear as favoured by the Dark Prince as these warriors.* At the end of the battle, if any enemy units were destroyed by a melee attack made by a model in this unit, this unit is Marked for Greatness.

CRUSADE RELIC

When an **EMPEROR'S CHILDREN CHARACTER** model gains a Crusade Relic, you can instead give them the Artificer Relic listed below instead of one of the ones presented in the Warhammer 40,000 Core Book. All the usual rules for selecting Crusade Relics apply.

SOULSNARE SIGIL

This rune renders those who gaze upon it rapt with indescribable pleasure. Though their lives are cruelly torn away, for a few short moments, they truly know ecstasy and agony entwined, and such emotions imbue the bearer with a draught of delectable power.

Each time the bearer fights, after they have finished making their attacks, for each model destroyed by a melee attack made by the bearer this phase, the bearer regains 1 lost wound (to a maximum of 3 lost wounds per phase).



RED CORSAIRS

'What other ship? Tell the damned Navigator he's lyin'. Speak up, Master Qaev, what's vox doing active? Message? What does it say? Wait, why didn't it come through the Astropath? You tell them, Master Qaev, I'm not carrying corpse starch nor fuel nor payin' pilgrims now - They want what? Throne, how can they know what I'm carrying? I don't even know what's down there, I don't get paid to know. Why are we losing thrust? HOW are we losing thrust? Throne preserve me.'

AGENDA

If the **WARLORD** of your Crusade force has the **RED CORSAIRS** keyword, you can select the following Agenda. This follows all the normal rules for Agendas (for example, you cannot choose more than one from each category).

THE TYRANT'S EMPIRE

Agenda Category: Battlefield Supremacy

The Red Corsairs dominate the battlefield and throttle their foes' supply lines. There is little beyond their acquisitive reach; they seize what they want and dare anyone to take it from them.

If you selected this Agenda, at the end of the battle:

- Select up to three **RED CORSAIRS** units from your army (excluding **AIRCRAFT** units) that are wholly within 6" of your opponent's battlefield edge. Each of these units gains 1 experience point.
- Select up to three **RED CORSAIRS** units from your army (excluding **AIRCRAFT** units) that are in range of an objective marker you control. Each of these units gains 1 experience point.

If you won the battle and your opponent's Crusade force contained any **HERETIC ASTARTES** units, you and your opponent must roll-off. If you win, at the Update Order of Battle step, your opponent does not gain a Requisition point from that battle, and you gain 1 additional Requisition point.

REQUISITION

If your Crusade force includes any **RED CORSAIRS** units, you can spend Requisition points (RPs) on the following Requisition in addition to those presented on page 129 and in the Warhammer 40,000 Core Book.

MORE WHERE THEY CAME FROM — 2RP

The Red Corsairs can draw upon vast numbers. When one renegade falters or a squad slinks back to some hidden haven, they are either exiled or executed, and other aspiring warriors who have proven their worth step up to take their place.

Purchase this Requisition at any time. Select one **RED CORSAIRS CORE** unit from your Order of Battle that has one or more Battle Scars. That unit loses all of its Battle Scars and loses any or all Battle Traits it currently has. For each Battle Trait it lost, you can now select a new Battle Trait for it. Create a new name for that unit.

BATTLE TRAITS

When a **RED CORSAIRS CORE**, **RED CORSAIRS CHARACTER** or **RED CORSAIRS DAEMONKIN** unit gains a Battle Trait, you can use the table below. To do so, roll a D6 and consult the table, or choose the Battle Trait that tells the best narrative. All the normal rules for Battle Traits apply.

RED CORSAIRS UNITS	
D6	**TRAIT**
	Masters of Mayhem *These reavers typically acquire large varieties of deadly weapons and unleash them in riotous storms.*
1-2	Once per battle, in your Command phase, this unit can unleash mayhem. If it does so, until the start of your next Command phase, it is engaged in Wanton Destruction, Wanton Massacre and Wanton Slaughter (pg 145).
	Arch Traitors *There yet live loyalist foes who have still to answer for Badab.*
3-4	Each time you select this unit for the Death to the False Emperor! Stratagem (pg 108) or the Relentless Devastation Stratagem (pg 110), that Stratagem costs 0CP.
	Skilled Raiders *Few forces are as adept at taking their foes unawares.*
5-6	If the mission you are playing uses the Strategic Reserves rules, this unit can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves.

CRUSADE RELIC

When a **RED CORSAIRS CHARACTER** model gains a Crusade Relic, you can instead give them the Artificer Relic listed below instead of one of the ones presented in the Warhammer 40,000 Core Book. All the usual rules for selecting Crusade Relic apply.

SPLINTERS OF THE GHOST RAZORS

Fragments of Huron's former claw still pulse with baleful energies.

TERMINATOR model equipped with lightning claw only. This Relic replaces a lightning claw and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Splinters of the Ghost Razors	Melee	Melee	+1	-3	2

Abilities: Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.



CREATIONS OF BILE

'There's nothing for the Master here, Damaskar, the witch-slave confirms it. If there's no one here to hunt, I cannot stand three more ship-cycles of inertia. We must go back now, beg the Master for more- wait, look: Aeldari! Where did they come from? No matter, the Master was right again and those flesh engines will be what he wants. I've served him long enough to know his tastes.'

AGENDA

If the **WARLORD** of your Crusade force has the **CREATIONS OF BILE** keyword, you can select the following Agenda. This follows all the normal rules for Agendas (for example, you cannot choose more than one from each category).

FRESH SPECIMENS

Agenda Category: Purge the Enemy

Ever eager for new specimens of unusual biology or heightened ability – especially those whose genetics have been crafted with arcane science – Bile directs his warbands to hunt down as many as possible, and return them to him unspoilt.

If you selected this Agenda, keep a Fresh Specimens tally for each **CREATIONS OF BILE** unit from your army. Add 1 to a unit's tally each time it destroys a unit with any of the following keywords with a melee attack: **CHARACTER**; **MONSTER**; **ADEPTUS ASTARTES**; **SANCTIC ASTARTES**; **HERETIC ASTARTES**.

At the end of the battle, each unit gains 2 experience points for every mark on its tally (to a maximum of 4 experience points per unit). In addition, if you have a Chaos warband and the combined total of Fresh Specimen tallies of all units from your army is 6 or more, your **WARBAND CHAMPION** gains 1 Chaos point (pg 126).

REQUISITION

If your Crusade force includes **FABIUS BILE** and at least one other **CREATIONS OF BILE** unit, you can spend Requisition points (RPs) on the following Requisition in addition to those presented on page 129 and in the Warhammer 40,000 Core Book.

STABLE ENHANCEMENT 1RP

Whether via an unusually strong genetic bond or some dark whim of Fabius Bile himself, some warriors the Spider conducts his field experiments upon become permanently altered.

Purchase this Requisition after a battle, if **FABIUS BILE** was part of your army and was not destroyed during that battle. Select one **CREATIONS OF BILE** unit from your army that was enhanced using the Enhance Warriors action (pg 149) during that battle. Roll one D6: on a 1, that unit is removed from your Order of Battle; on a 2, that unit gains one additional Battle Scar; on a 3+, the enhancement that unit gained becomes permanent (make a note of it on that unit's Crusade card and increase that unit's Crusade points total by 1), but that unit can never gain another enhancement.

BATTLE TRAITS

When a **CREATIONS OF BILE CORE**, **CREATIONS OF BILE CHARACTER** or **CREATIONS OF BILE DAEMONKIN** unit gains a Battle Trait, you can use the table below. To do so, roll a D6 and consult the table, or choose the Battle Trait that tells the best narrative. All the normal rules for Battle Traits apply.

CREATIONS OF BILE UNITS

D6	TRAIT
	Ravenous Biology *Feasting on the dead and the dying ignites rapid regrowth.*
1-2	In your Command phase, each model in this unit regains up to D3 lost wounds. In addition, each time an Out of Action test is failed for this unit, re-roll that Out of Action test.
	The Master's Hounds *Indoctrinated to waste no chance to capture specimens before they escape, these Terata pounce like feral beasts.*
3-4	This unit can perform Heroic Interventions as if it were a **CHARACTER** unit. In addition, if this unit performs a Heroic Intervention, until the end of the turn, add 1 to the Attacks characteristic of models in this unit.
	Dermal Chitination *Rampant cell growth corrupts the warriors' black carapaces, turning them into chitinous undersuits that absorb damage.*
5-6	Each time an attack is allocated to a model in this unit, if that attack has an Armour Penetration characteristic of -1, change the Armour Penetration characteristic of that attack to 0.

CRUSADE RELIC

When a **CREATIONS OF BILE CHARACTER** model gains a Crusade Relic, you can instead give them the Artificer Relic listed below instead of one of the ones presented in the Warhammer 40,000 Core Book. All the usual rules for selecting Crusade Relics apply.

SUPREME CREATION

This champion has become both more and less than his former self – monstrously powerful, but yoked utterly to Fabius Bile's will.

The bearer's unit gains 3 Battle Traits of your choice, which do not count towards the maximum number of Battle Honours that unit can have. Increase the Crusade points total of that unit accordingly. The bearer's unit cannot gain more than 1 experience point at the end of each battle, no matter the source. In addition, the bearer's unit cannot perform actions, use aura abilities or use abilities used in the Command phase unless a friendly **FABIUS BILE** model is on the battlefield.

CRUSADE ARMY

This dread band of Night Lords – known as the Raptorous Flayhost – was painted by Calum McPherson, one of the Warhammer 40,000 Studio's photographers and a huge fan of the VIII Legion.



Calum's Night Lords have an archaic and battle-worn feel, which he hoped would identify them as true veterans of the Long War. One way he achieved this was through heavy use of weathering techniques to give a dulled look to their already dark armour. He kept metallic areas dark too, adding touches of corrosion to push home the army's ancient origins.

Calum sees his force as some of the survivors that hail from the Legion's original home world of Nostramo. This planet is said to have been almost perpetually dark, and Calum has expressed this by painting any exposed skin on his Chaos Space Marines in a pallid tone. He kept this theme running on the fleshy areas of his Possessed, albeit with some strangely coloured shading to nod to their inhabiting daemons. He particularly likes how this pale skin contrasts with the dark armour, drawing extra attention to bare heads and exposed areas of mutation.

The units Calum chose for his Crusade force reflect a desire to paint the widest variety of miniatures possible. A striking centrepiece to the force is his warlord, the Daemon Prince Jago the Flayer. In Calum's narrative, this harbinger of terror was once a Raptor, but rose by slaying his superiors and making a pact with the Chaos Gods. Using parts from the Crypt Infernal Courtier from Warhammer Age of Sigmar, he gave the model a unique set of wings, talons and even two heads for a more feral and bat-like appearance. Look closely and you'll see Calum's added a differently coloured glow to each pair of eyes: as he imagines it, this represents Jago's soul splitting in two and being fought over by Tzeentch and Slaanesh. In his games, Calum sets his daemonic allegiance to either one or the other of these Chaos Gods, depending on which one has the greater hold at the time. While not quite within the rules of Crusade to freely change like this, none of Calum's opponents mind as it really adds to the narrative flavour of each battle.

When it comes to his Crusade games, Calum has found his Warp Talons to be particularly effective at dropping down from on high and clearing enemies off objectives. He finds this really thematic, as his opponent is never quite sure where they'll land. The most fun Calum has had so far is in games against Imperial armies. He enjoys countering these forces' numerous aura abilities from the start by flying his converted Heldrake straight at the enemy, coupled with timely use of the Vox Scream Stratagem. In a nod to some of his regular opponents, Calum has also painted some of the helmets on his Chaos Terminators' trophy racks as prizes torn from defeated Blood Angels, Knights of Byzantium and particularly Howling Griffons, whom he sees as Jago's sworn enemies. Calum plans to add a few units of Raptors next, and has already converted a Master of Possession to lead his daemon-infused charges. As friendly as his games are, Calum's opponents had best watch the shadows, for the Raptorous Flayhost is far from finished tormenting them!





DATASHEETS

This section contains the datasheets that you will need to fight battles with your Chaos Space Marines miniatures, as well as an explanation of the selectable keywords found on those datasheets and details of army specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <LEGION> KEYWORD

Many datasheets in this section have the **<LEGION>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All **TRAITORIS ASTARTES** units are drawn from one of the Legions (pg 77-107). When you include a unit with the **<LEGION>** keyword in your army, you must nominate which Legion it is from and then replace the keyword in every instance on its datasheet with the name of your chosen Legion. This could be one of the Legions detailed in a Warhammer 40,000 publication, or one of your own design.

Example: *If you include a Chaos Lord in your army, and you decide they are from the Night Lords Legion, their* **<LEGION>** *keyword becomes* **NIGHT LORDS** *and their Lord of Chaos ability reads 'While a friendly* **NIGHT LORDS CORE** *unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

If your army is Battle-forged, you cannot include units from two different Legions in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

THE WORLD EATERS, THOUSAND SONS, DEATH GUARD AND EMPEROR'S CHILDREN LEGIONS

You cannot select World Eaters, Thousand Sons or Death Guard when nominating which Legion a unit is from. **KHORNE**, **TZEENTCH** and **NURGLE** units cannot be from the Emperor's Children Legion. If a unit is from the Emperor's Children Legion it must be upgraded to have the Mark of Slaanesh (pg 112); if a unit already has the **SLAANESH** keyword or it cannot have the Mark of Slaanesh, you must instead replace every instance of **CHAOS UNDIVIDED** on that unit's datasheet with **SLAANESH** (units without the **CHAOS UNDIVIDED** Faction keyword instead gain the **SLAANESH** Faction keyword). Note that **LUCIUS THE ETERNAL** (pg 153) and **NOISE MARINES** (pg 163) already have the **MARK OF SLAANESH** keyword on their datasheets – their Power Ratings and points costs already take this into account, so no additional cost is required for these units.

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 176-179. In addition, some datasheets reference one or more weapon lists (e.g. the *Melee Weapons* list); these can be found on page 176.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

DAEMON ENGINE

Ensorcelled war machines animated through the malevolent sentience of a possessing daemon, these iron-wrought abominations resist the most powerful attacks, and their sigil-inscribed hulls can regenerate as if they were living flesh.

- This model has a 5+ invulnerable save.
- In your Command phase, this model regains 1 lost wound.

MALICIOUS VOLLEYS

To a warrior of the Heretic Astartes the boltgun is far more than a weapon – it is a symbol of his anger, the instrument of his vengeance and the bringer of death to his foes.

Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The shooting model's target is within half the weapon's range.
- The shooting model is **INFANTRY** and its unit Remained Stationary in your previous Movement phase.
- The shooting model is a **TERMINATOR** or **BIKER** model.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 176) with the Rapid Fire type.

WARP STRIKE

Chaos Space Marines launch their deadly assaults from all directions. Whether utilising ancient teleporter technologies corrupted by the Ruinous Powers, employing arcane forces to breach the warp directly, or launching warriors equipped with archaic jump packs to descend on pillars of warp-tainted fire, these fell warriors strike into the very heart of battle.

During deployment, you can set up this unit in blasphemous reserves instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

LET THE GALAXY BURN

Drawing upon countless years of festering bitterness and hate, Chaos Space Marines attack with a ferocity that is terrible to behold. Whether annihilating the foe at range or butchering them without mercy at close quarters, there is no aspect of death unknown to these traitors. Unencumbered by stultifying doctrines, they are capable of adapting their murderous priorities with horrifying ease, and there are no limits to the levels of devastation they will unleash to vent their anger.

If every unit from your army has the **TRAITORIS ASTARTES** keyword (excluding models with the **AGENT OF CHAOS** or **UNALIGNED** keyword) and every **<LEGION>** unit from your army (excluding **ABADDON THE DESPOILER**) is from the same Legion, this unit gains the following rules:

- Each time a model in this unit shoots with a flame weapon (pg 176), when determining how many attacks are made with that weapon this phase, add 2 to the result (e.g. a model shooting with a flamer makes D6+2 attacks).
- This unit gains a bonus (see right) depending on which wanton act it is engaged in, as follows:
  - During the first battle round, your army (and every unit from it) is engaged in Wanton Destruction.
  - During the second battle round, your army (and every unit from it) is engaged in Wanton Massacre.
  - At the start of the third battle round, select either Wanton Massacre or Wanton Slaughter; until the end of that battle round, your army (and every unit from it) is engaged in the wanton act you selected.
  - During the fourth and subsequent battle rounds, your army (and every unit from it) is engaged in Wanton Slaughter.

Wanton Destruction

With skills honed in vast, bloody wars against the most heavily armoured or dug-in opposition, Chaos Space Marines punish such enemies with malicious barrages of utter destruction.

While this unit is engaged in Wanton Destruction, each time a model in this unit makes an attack with a Heavy, Rapid Fire or Grenade weapon, an unmodified hit roll of 6 scores 1 additional hit.

Wanton Massacre

Barbarous firefights and the indiscriminate slaying of foes have been notorious hallmarks of the Heretic Astartes' wars for millennia.

While this unit is engaged in Wanton Massacre, each time a model in this unit makes an attack with a Rapid Fire, Assault or Pistol weapon, an unmodified hit roll of 6 scores 1 additional hit.

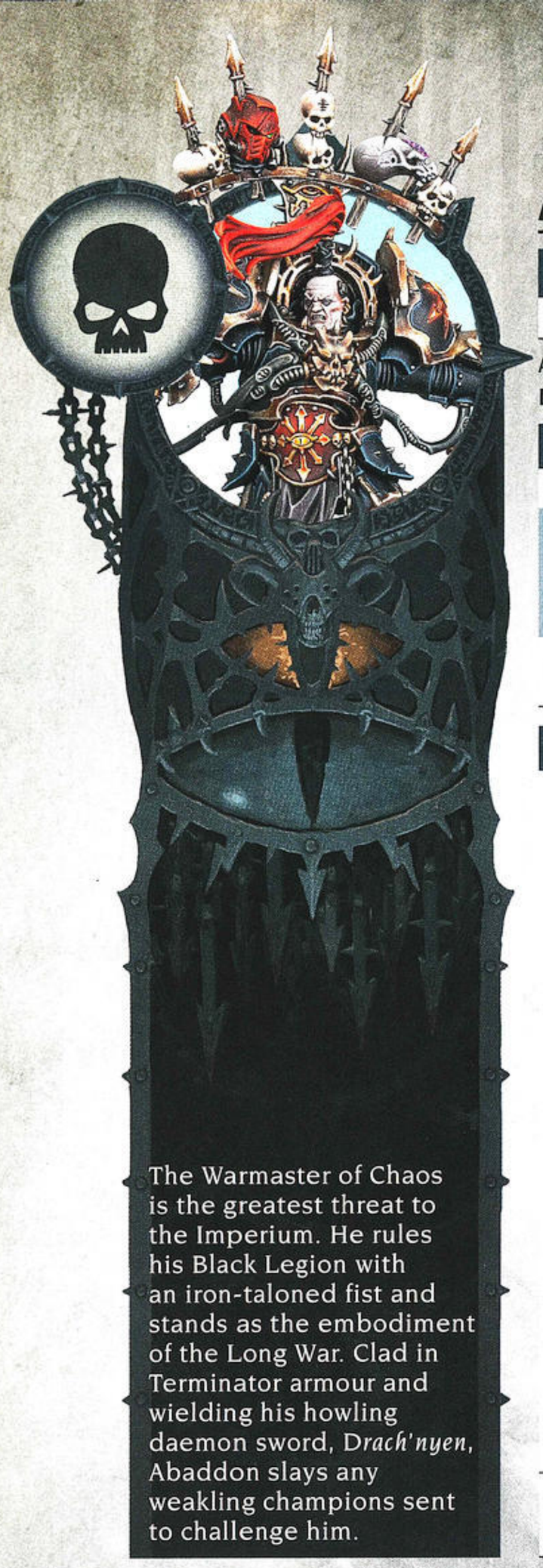
Wanton Slaughter

Close assaults are the favoured tactics of many traitors, coupling murderous short-ranged firepower with the unrestrained slaughter of hand-to-hand execution.

While this unit is engaged in Wanton Slaughter, each time a model in this unit makes an attack with an Assault, Pistol or melee weapon, an unmodified hit roll of 6 scores 1 additional hit.

Note that some rules enable units from your army to be engaged in one wanton act even though the rest of your army is engaged in a different wanton act. Other rules even enable units from your army to be engaged in more than one wanton act at the same time. In such cases, even though the same weapon type can appear in more than one wanton act (e.g. attacks made with Rapid Fire weapons gain a bonus while a unit is engaged in Wanton Destruction or Wanton Massacre), an unmodified hit roll of 6 only ever scores 1 additional hit as a result of this rule when making an attack with that weapon type, regardless of how many wanton acts the attacking unit is engaged in.





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.

ABADDON THE DESPOILER — 15 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Abaddon the Despoiler	6"	2+	2+	6	6	9	8	11	2+

Abaddon the Despoiler is equipped with: Drach'nyen; Talon of Horus. Your army can only include one **ABADDON THE DESPOILER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Talon of Horus (shooting)	24"	Assault 4	5	-1	2	-
Drach'nyen	Melee	Melee	+3	-4	3	Each time an attack is made with this weapon, on an unmodified wound roll of 6, the target suffers D3 mortal wounds in addition to any normal damage.
Talon of Horus (melee)	Melee	Melee	User	-4	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

ABILITIES

Let the Galaxy Burn, Warp Strike (pg 144-145)

Mark of Chaos Ascendant:

- Each time this model makes a melee attack, if it made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.
- Once per turn, the first time a saving throw is failed for this model, the Damage characteristic of that attack is changed to 0.
- Each time an attack is made against this model, if the Strength characteristic of that attack either equals or is at least double the Toughness characteristic of this model, subtract 1 from that attack's wound roll.
- If this model starts the Fight phase within Engagement Range of any enemy units, it fights first that phase.

Dark Destiny: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 3 wounds in the same phase. Any wounds that would be lost after that point are not lost.

The Warmaster: If your army is Battle-forged, this model must be your **WARLORD**. If more than one model from your army has a rule to this effect, then one of those models must be your **WARLORD**. If this model is your **WARLORD**, it gains the **AGENT OF CHAOS** keyword.

The Despoiler (Aura): While a friendly **CHAOS CORE** unit is within 6" of this model:

- Add 1 to charge rolls made for that unit.
- Each time a model in that unit makes an attack, re-roll a hit roll of 1.

Lord of the Traitor Legions: In your Command phase, select one friendly **HERETIC ASTARTES CORE** or **HERETIC ASTARTES CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll (if that unit is a **BLACK LEGION** unit, you can also re-roll the wound roll).

FACTION KEYWORDS: **CHAOS, KHORNE, NURGLE, SLAANESH, TZEENTCH, HERETIC ASTARTES, TRAITORIS ASTARTES, BLACK LEGION**
KEYWORDS: **CHARACTER, SUPREME COMMANDER, INFANTRY, CHAOS LORD, TERMINATOR, ABADDON THE DESPOILER**

HAARKEN WORLDCLAIMER

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Haarken Worldclaimer	12"	2+	2+	4	4	6	7	10	3+

Haarken Worldclaimer is equipped with: Helspear; Herald's Talon; frag grenades; krak grenades. Your army can only include one **HAARKEN WORLDCLAIMER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Helspear	12"	Assault 1	7	-3	3	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
Herald's Talon	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll.

ABILITIES

Let the Galaxy Burn, Warp Strike (pg 144-145)

Lord of Raptors: In your Command phase, select one friendly **BLACK LEGION CORE** or **BLACK LEGION CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll (if that unit is a **RAPTORS** unit, you can also re-roll the wound roll).

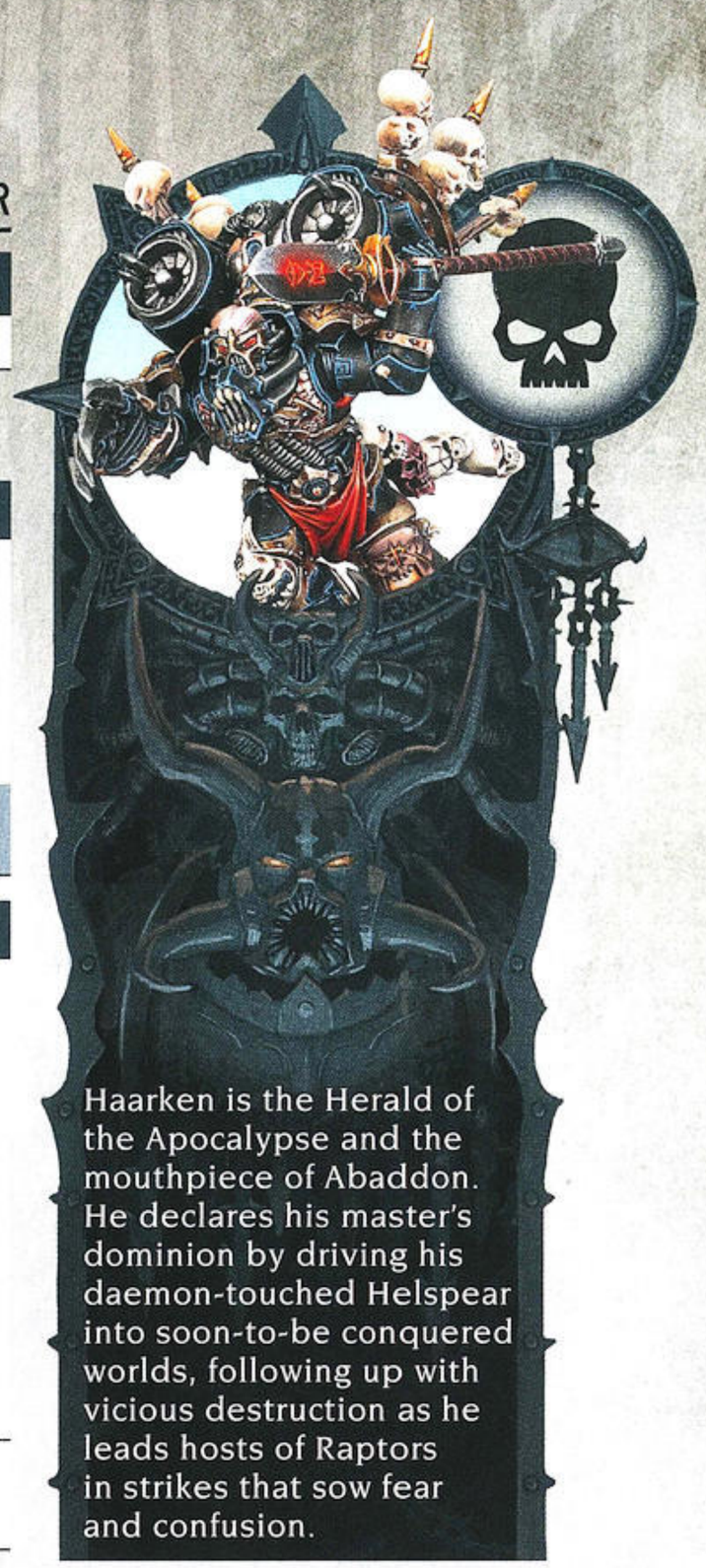
Lord of Chaos (Aura): While a friendly **BLACK LEGION CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Head Taker: Each time an enemy **CHARACTER** unit is destroyed by an attack made by this model, until the end of the battle, add 1 to this model's Attacks characteristic and increase the range of this model's Herald of the Apocalypse ability by 6" (to a maximum of 24").

Herald of the Apocalypse (Aura): While an enemy unit is within 6" of this model, each time that unit fails a Morale test, one additional model flees from that unit.

Sigil of Corruption: This model has a 4+ invulnerable save.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, BLACK LEGION**
KEYWORDS: **CHARACTER, INFANTRY, JUMP PACK, FLY, CHAOS LORD, HAARKEN WORLDCLAIMER**



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.

HURON BLACKHEART

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Huron Blackheart	6"	2+	2+	4	5	6	7	10	3+

Huron Blackheart is equipped with: Tyrant's Claw; exalted power axe; frag grenades; krak grenades. Your army can only include one **HURON BLACKHEART** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tyrant's Claw (shooting)	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Exalted power axe	Melee	Melee	+2	-2	2	-
Tyrant's Claw (melee)	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

ABILITIES

Let the Galaxy Burn (pg 145)

Lord of Chaos (Aura): While a friendly **RED CORSAIRS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

The Tyrant of Badab: In your Command phase, select one friendly **RED CORSAIRS CORE** or **RED CORSAIRS CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Sigil of Corruption: This model has a 4+ invulnerable save.

The Hamadrya: Once per battle, at the start of your Psychic phase, this model can use its Hamadrya. If it does so, until the end of the phase, this model gains the **PSYKER** keyword and can attempt to manifest either *Smite* or one psychic power from the Dark Hereticus discipline (pg 118).

We recommend placing a Hamadrya model next to this model as a reminder, removing it once this ability has been used (a Hamadrya does not count as a model for any rules purposes).

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, RED CORSAIRS**
KEYWORDS: **CHARACTER, INFANTRY, CHAOS LORD, HURON BLACKHEART**



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.



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.

HERETIC ASTARTES DAEMON PRINCE 8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Heretic Astartes Daemon Prince	8"	2+	2+	7	6	8	6	10	3+

A Heretic Astartes Daemon Prince is equipped with: hellforged sword; malefic talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemonic axe	Melee	Melee	+2	-2	3	-
Hellforged sword	Melee	Melee	+1	-3	3	-
Malefic talons	Melee	Melee	User	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Wings	The bearer has a Move characteristic of 12" and the **FLY** keyword.

WARGEAR OPTIONS

- This model's hellforged sword can be replaced with one of the following: 1 daemonic axe; 1 malefic talons.
- This model can be equipped with 1 wings (**Power Rating +2**).

ABILITIES

Let the Galaxy Burn (pg 145)

Daemonic Allegiance: When you include this model in your army, you must select one of the following: **KHORNE**; **TZEENTCH**; **NURGLE**; **SLAANESH**. This model gains that Faction keyword for the rest of the battle.

If your army is Battle-forged, this model must also be upgraded to have the Mark of Chaos (pg 112) associated with that Faction keyword (for example, if you selected **SLAANESH**, this model gains the **SLAANESH** keyword and, if your army is Battle-forged, this model must be upgraded to have the Mark of Slaanesh).

If you selected **TZEENTCH**, **NURGLE** or **SLAANESH**, this model gains the **PSYKER** keyword. If you selected **KHORNE**, add 1 to this model's Strength and Attacks characteristics.

Lord of Chaos (Aura): While a friendly **<LEGION> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Daemonic: This model has a 4+ invulnerable save against ranged attacks, and a 5+ invulnerable save against melee attacks.

Fearsome (Aura): While an enemy unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit.

PSYKER

If this model has the **TZEENTCH**, **NURGLE** or **SLAANESH** keywords, it can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. Such a model knows *Smite* and one psychic power from the Dark Hereticus discipline (pg 118). If this model has the **TZEENTCH** keyword, it also knows *Skeins of Fate* (pg 118); if it has the **NURGLE** keyword, it also knows *Putrid Miasma* (pg 118); if it has the **SLAANESH** keyword, it also knows *Delightful Agonies* (pg 118).

FACTION KEYWORDS: **CHAOS**, **HERETIC ASTARTES**, **TRAITORIS ASTARTES**, **<LEGION>**
KEYWORDS: **CHARACTER**, **MONSTER**, **DAEMON**, **DAEMON PRINCE**

FABIUS BILE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Fabius Bile	6"	2+	2+	5	4	6	6	10	3+
1	Surgeon Acolyte	6"	5+	5+	3	4	1	1	6	6+

Fabius Bile is equipped with: Xyclos Needler; Chirurgeon; Rod of Torment; frag grenades; krak grenades. A Surgeon Acolyte is equipped with: close combat weapon. Your army can only include one **FABIUS BILE** unit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Xyclos Needler	18"	Pistol 3	2	-2	2	Each time an attack is made with this weapon against a unit (excluding **VEHICLE** or **TITANIC** units), an unmodified wound roll of 2+ is always successful.
Chirurgeon	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 4 additional attacks with this weapon.
Rod of Torment	Melee	Melee	User	-2	3	-

ABILITIES

Let the Galaxy Burn (pg 145)

Enhance Warriors: While this unit contains **FABIUS BILE**, it can attempt the following action:

Enhance Warriors (Action): At the end of your Movement phase, **FABIUS BILE** can start to perform this action. If he does so, select one friendly **TRAITORIS ASTARTES CORE INFANTRY** unit within 3" of **FABIUS BILE** which does not have the **MARK OF CHAOS** keyword or an enhancement (see below). This action is completed at the end of your Shooting phase, provided the unit you selected is still within 3" of **FABIUS BILE**. If completed, roll one D3: until the end of the battle, the unit you selected gains the relevant enhancement from the table below.

If you are playing a Crusade battle, at the end of the battle you must take an Out of Action test for all enhanced units that do not have the **CREATIONS OF BILE** keyword, even if they were not destroyed.

D3	Enhancement
1	**Enhanced Musculature:** Add 1 to the Strength characteristic of models in that unit.
2	**Enhanced Black Carapace:** Add 1 to the Toughness characteristic of models in that unit.
3	**Enhanced Ferocity:** Add 1 to the Attacks characteristic of models in that unit.

Surgeon Acolyte: While this unit contains a **SURGEON ACOLYTE** model:

- Each time **FABIUS BILE** completes the Enhance Warriors action, roll two D3 instead of one D3 when determining the selected unit's enhancement, and select one of the results.
- The destruction of a **SURGEON ACOLYTE** model is ignored for the purposes of Morale tests.
- If **FABIUS BILE** is ever destroyed, this unit's **SURGEON ACOLYTE** model is also destroyed.

The Chirurgeon: Each time **FABIUS BILE** would lose a wound, roll one D6: on a 5+, that wound is not lost. At the start of your Command phase, **FABIUS BILE** regains up to D3 lost wounds.

Designer's note: *For the purposes of this unit's Enhance Warriors and Surgeon Acolyte abilities, ignore any* **FABIUS BILE** *models from your opponent's army.*

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, CREATIONS OF BILE**
KEYWORDS (FABIUS BILE): **CHARACTER, INFANTRY, AGENT OF CHAOS, FABIUS BILE**
KEYWORDS (SURGEON ACOLYTE): **INFANTRY, SURGEON ACOLYTE**



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.



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.

CYPHER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Cypher	6"	2+	2+	4	4	6	6	9	3+

Cypher is equipped with: Cypher's bolt pistol; Cypher's plasma pistol; frag grenades; krak grenades. Your army can only include one **CYPHER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cypher's bolt pistol	18"	Pistol 6	4	-1	1	-
Cypher's plasma pistol	12"	Pistol 3	8	-3	2	-

ABILITIES

Let the Galaxy Burn (pg 145)

Mysterious Protection: This model has a 4+ invulnerable save. Each time an attack is made against this model, an unmodified hit roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making the attack may have.

Escape: Once per battle, at the end of any Shooting phase or Fight phase, you can remove this model from the battlefield and place it into Strategic Reserves. If the battle ends and this model is not on the battlefield, it is destroyed.

Blazing Weapons: This model is eligible to shoot in a turn in which it Fell Back or Advanced.

Enigmatic Ally: If your army is Battle-forged and a **CHAOS SPACE MARINES** Detachment in your army includes any **CHAOS LORD** models, **CYPHER** can be included in that Detachment without taking up an additional Battlefield Role slot.

Agent of Discord: Each time your opponent uses any rule that would allow them to generate Command points or have Command points refunded (excluding the Battle-forged CP bonus), roll one D6. On a 4+, your opponent does not gain those Command points or have those Command points refunded.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, FALLEN**
KEYWORDS: **CHARACTER, INFANTRY, AGENT OF CHAOS, CYPHER**



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.

MASTER OF POSSESSION

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Master of Possession	6"	3+	3+	4	4	5	5	9	3+

A Master of Possession is equipped with: bolt pistol; staff of possession; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Staff of possession	Melee	Melee	+3	-1	D3	Each time the bearer fights, if one or more attacks made with this weapon were allocated to a **PSYKER** model, after the bearer has resolved all of its attacks, that **PSYKER** model's unit suffers Perils of the Warp.

ABILITIES

Let the Galaxy Burn (pg 145)

Daemonkin: This model has a 5+ invulnerable save.

Rites of Possession (Aura): While an enemy unit is within 12" of this model, each time that unit suffers Perils of the Warp, it suffers 1 additional mortal wound.

Sacrificial Dagger: Each time this model attempts to manifest a psychic power from the Malefic discipline (pg 119), if it is within 3" of any friendly **<LEGION> INFANTRY** units (excluding **DAEMONKIN** and **CULTISTS** units), you can select one of those units and make a sacrifice: if you do so, the selected unit suffers D3 mortal wounds and you can add 2 to the psychic test taken for that psychic power.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Malefic discipline (pg 119).

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, WARP LOCUS, DAEMONKIN, MASTER OF POSSESSION**

CHAOS LORD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Lord	6"	2+	2+	4	4	6	6	10	3+

A Chaos Lord is equipped with: plasma pistol; thunder hammer; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR OPTIONS

- This model's thunder hammer can be replaced with 1 weapon from the *Melee Weapons* list (pg 176).
- This model's plasma pistol can be replaced with one of the following: 1 bolt pistol; 1 weapon from the *Melee Weapons* list.

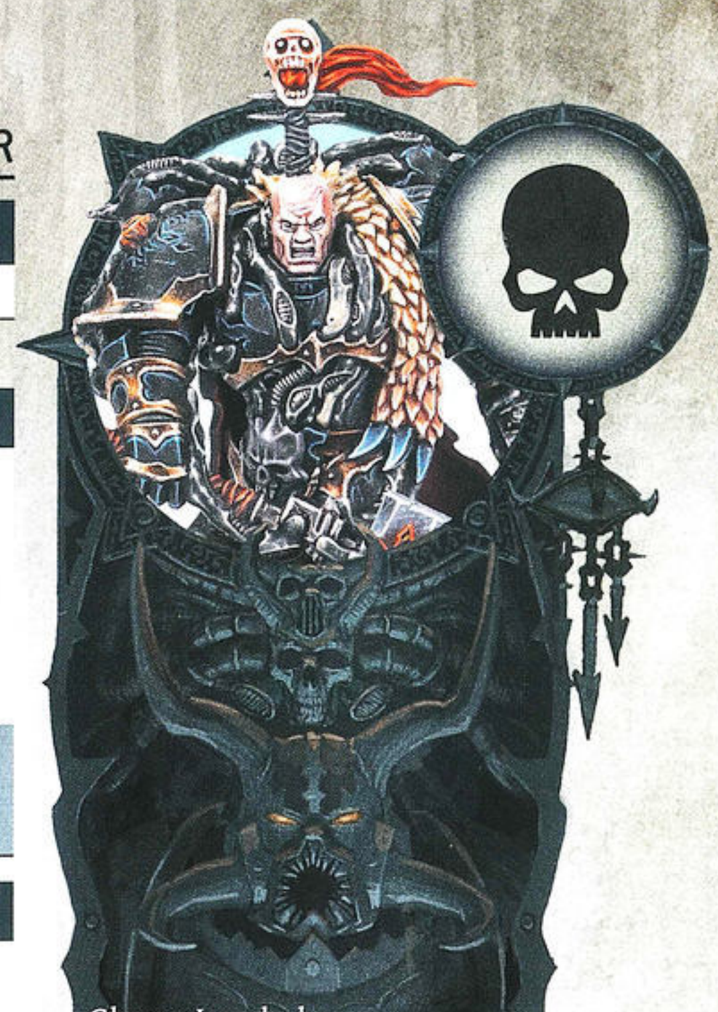
ABILITIES

Let the Galaxy Burn (pg 145)

Sigil of Corruption: This model has a 4+ invulnerable save.

Lord of Chaos (Aura): While a friendly <LEGION> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>
KEYWORDS: CHARACTER, INFANTRY, CHAOS LORD



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.

CHAOS LORD IN TERMINATOR ARMOUR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Lord in Terminator Armour	5"	2+	2+	4	4	7	6	10	2+

A Chaos Lord in Terminator Armour is equipped with: combi-bolter; exalted power axe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Exalted power axe	Melee	Melee	+2	-2	2	-
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.

WARGEAR OPTIONS

- This model's combi-bolter can be replaced with one of the following: 1 combi-melta; 1 combi-plasma; 1 combi-flamer; 1 lightning claw.
- This model's exalted power axe can be replaced with one of the following: 1 lightning claw; 1 chainfist; 1 weapon (excluding 1 Astartes chainsword) from the *Melee Weapons* list (pg 176).

ABILITIES

Let the Galaxy Burn, Malicious Volleys, Warp Strike (pg 144-145)

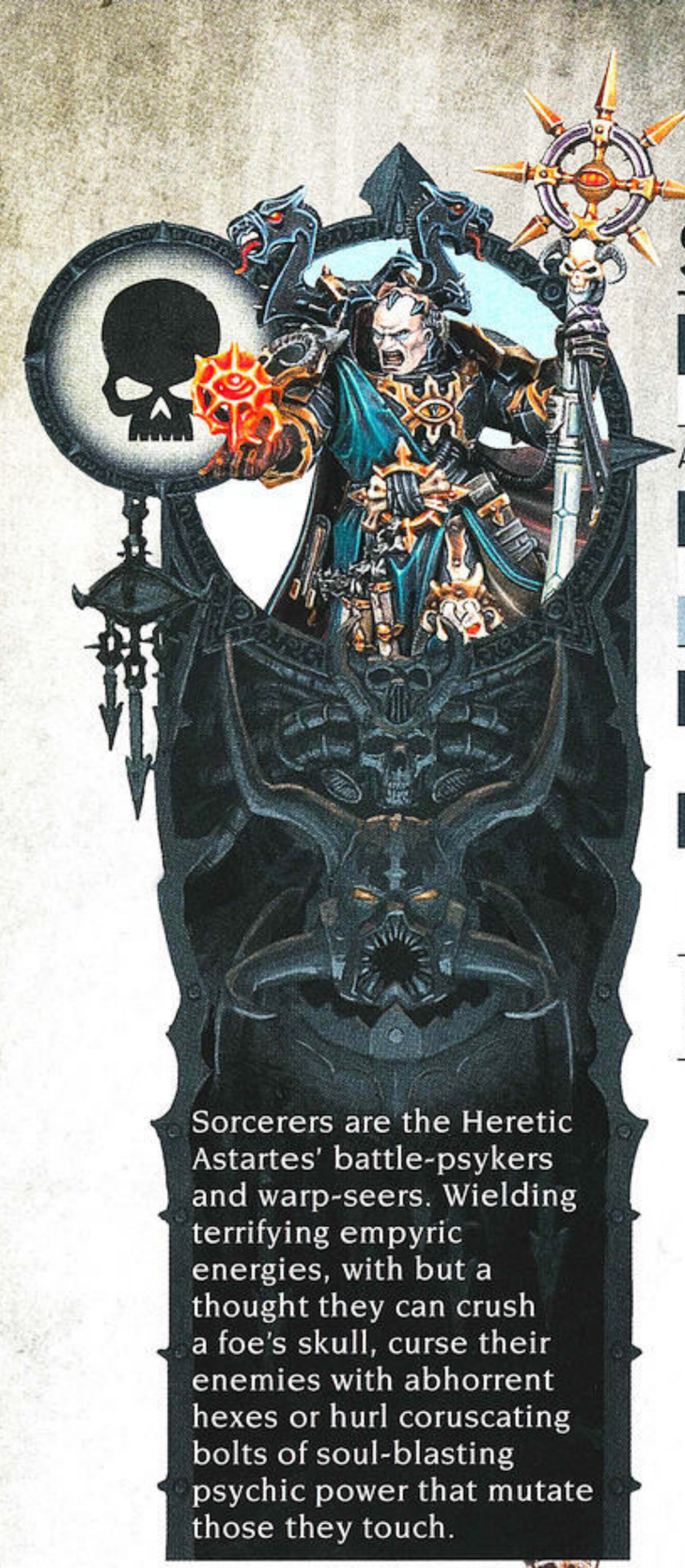
Sigil of Corruption: This model has a 4+ invulnerable save.

Lord of Chaos (Aura): While a friendly <LEGION> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>
KEYWORDS: CHARACTER, INFANTRY, TERMINATOR, CHAOS LORD



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.



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.

SORCERER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sorcerer	6"	3+	3+	4	4	5	5	9	3+

A Sorcerer is equipped with: bolt pistol; force stave; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Force stave	Melee	Melee	+3	-1	D3	-

ABILITIES

Let the Galaxy Burn (pg 145)

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Dark Hereticus discipline (pg 118).

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, Chaos Undivided, <Legion>**
KEYWORDS: **Character, Infantry, Psyker, Sorcerer**



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.

SORCERER IN TERMINATOR ARMOUR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sorcerer in Terminator Armour	5"	3+	3+	4	4	6	5	9	2+

A Sorcerer in Terminator Armour is equipped with: combi-bolter; force stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-

OTHER WARGEAR	ABILITIES
Chaos familiar	Once per battle, you can re-roll one Psychic test taken for this model. *We recommend placing a Chaos Familiar model next to this model as a reminder, removing it once this ability has been used (a Chaos Familiar does not count as a model for any rules purposes).*

WARGEAR OPTIONS

- This model's combi-bolter can be replaced with one of the following: 1 combi-melta; 1 combi-plasma; 1 combi-flamer.
- This model's force stave can be replaced with one of the following: 1 force axe; 1 force sword.
- This model can be equipped with 1 Chaos familiar.

ABILITIES

Let the Galaxy Burn, Malicious Volleys, Warp Strike (pg 144-145)
Terminator Armour: This model has a 5+ invulnerable save.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Dark Hereticus discipline (pg 118).

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, Chaos Undivided, <Legion>**
KEYWORDS: **Character, Infantry, Psyker, Terminator, Sorcerer**

LUCIUS THE ETERNAL

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lucius the Eternal	6"	2+	2+	5	4	6	5	10	3+

Lucius the Eternal equipped with: doom siren; duellist's sword; frag grenades; krak grenades. Your army can only include one **LUCIUS THE ETERNAL** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Doom siren	12"	Assault D6	5	-3	1	Sonic Weapon. Each time an attack made with this weapon targets a unit within half range, add 1 to the Damage characteristic of that attack. Each time an attack is made with this weapon, that attack automatically hits the target.
Duellist's sword	Melee	Melee	User	-3	2	-

ABILITIES

Let the Galaxy Burn (pg 145)

Mark of Slaanesh: If this unit starts the Fight phase within Engagement Range of any enemy units, it fights first that phase.

Duellist's Pride: Each time this model is selected to fight, if there are any models with an unmodified Weapon Skill characteristic of 3+ or better within Engagement Range of this model, then until that fight is resolved, add 3 to this model's Attacks characteristic. Each time a melee attack made by this model is allocated to a model with an unmodified Weapon Skill characteristic of 3+ or better, add 1 to the Damage characteristic of that attack.

Armour of Shrieking Souls: This model has a 4+ invulnerable save. If this model is destroyed by an attack made by an enemy model, your opponent must roll 2D6. If the result is less than that enemy model's Leadership characteristic, that enemy model's unit suffers D3 mortal wounds; otherwise, that enemy model's unit suffers D6 mortal wounds. In either case, if you are playing a Crusade battle, that enemy model's unit must take an Out of Action test at the end of the battle, even if it was not destroyed.

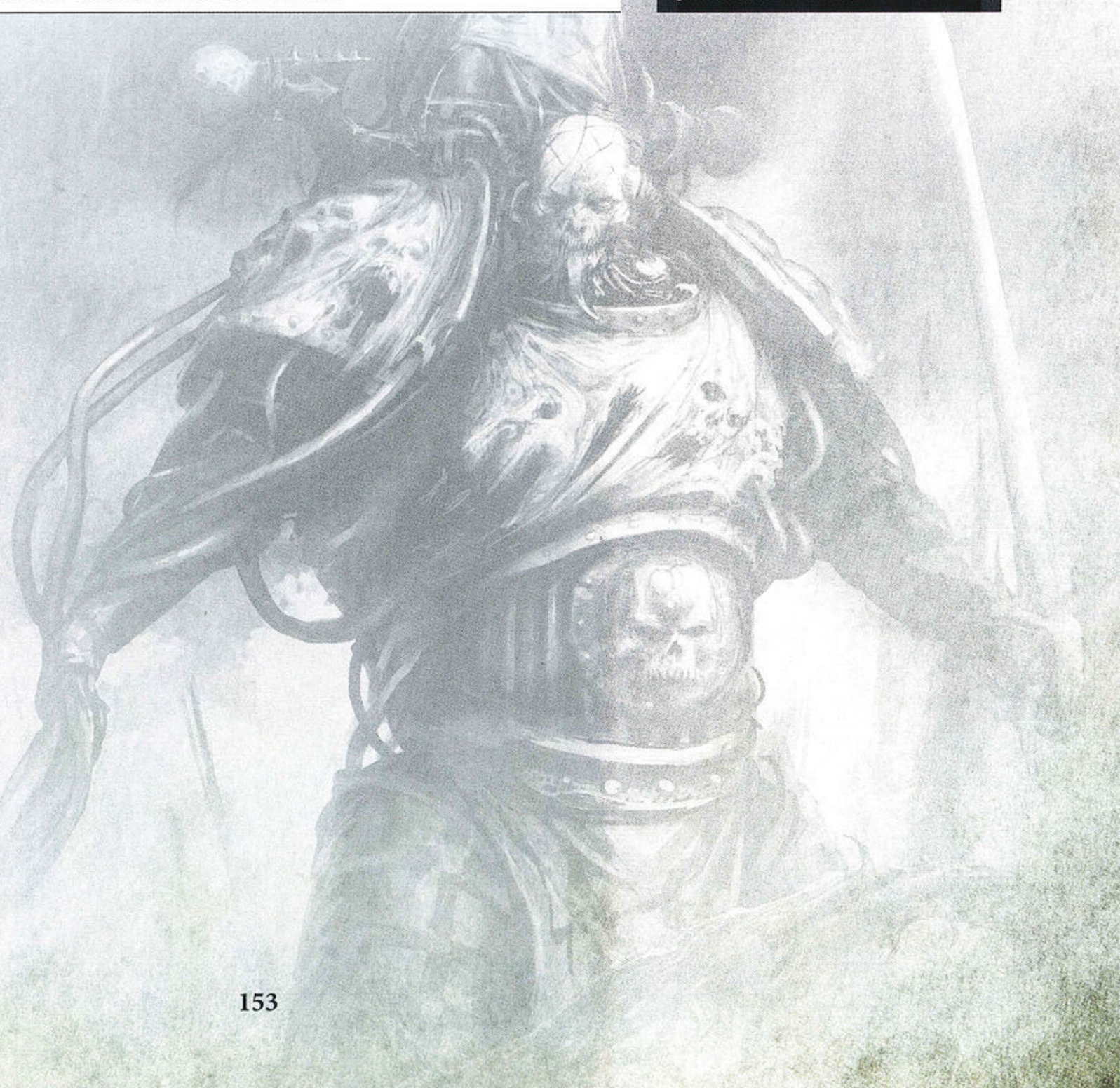
Lash of Torment: At the start of the Fight phase, you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

Lord of Chaos (Aura): While a friendly **EMPEROR'S CHILDREN CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **CHAOS, SLAANESH, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN**
KEYWORDS: **CHARACTER, INFANTRY, CHAOS LORD, MARK OF CHAOS, LUCIUS THE ETERNAL**



An arrogant slaughterer and swordsman supreme, Lucius seeks out the most skilled of the foe's champions, casually striking down lesser enemies that dare bar his path. Against worthy opponents, Lucius strikes with the speed of a snake, his daemonically sentient lash and duellist's sword making a mockery of the greatest warriors.





Technocrats and spirit-thieves, Lords Discordant hunt the foe's war engines. Atop scuttling, daemonic Helstalkers, these heretics cut through enemy infantry before lunging at their quarry with saw-toothed polearms. Each monstrous mount tears its mechanical prey open as the Lord Discordant siphons off the victim's spirit to reinvigorate other Daemon Engines.

LORD DISCORDANT ON HELSTALKER

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord Discordant on Helstalker	12"	2+	2+	4	6	9	6	9	2+

A Lord Discordant on Helstalker is equipped with: Helstalker autocannon; bolt pistol; bladed limbs; impaler chainglaive; mechatendrils; techno-virus injector; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Baleflamer	18"	Assault 2D3	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Bolt pistol	12"	Pistol 1	4	0	1	-
Helstalker autocannon	48"	Heavy 3	7	-1	2	-
Magma cutter	6"	Assault 1	8	-4	D6+2	-
Bladed limbs	Melee	Melee	6	-2	2	Each time the bearer fights, it makes 4 additional attacks with this weapon.
Impaler chainglaive	Melee	Melee	+2	-3	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, add 1 to that attack's wound roll.
Mechatendrils	Melee	Melee	4	0	1	Each time the bearer fights, it makes 4 additional attacks with this weapon.

OTHER WARGEAR	ABILITIES
Techno-virus injector	Each time the bearer makes a melee attack against a **VEHICLE** unit, add 1 to the Damage characteristic of that attack.

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

Let the Galaxy Burn, Daemon Engine (pg 144-145)

Corrupt Machine Spirits: In your Command phase, this model can corrupt either one enemy **VEHICLE** model within 9", or one friendly **<LEGION> VEHICLE** model within 9":

- If it corrupts an enemy model, roll a number of D6 equal to the Wounds characteristic of that model; for each 6, that model's unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).
- If it corrupts a friendly model, until the start of your next Command phase, each time that model makes a melee attack, add 1 to that attack's hit roll.

Each model can only be corrupted once per turn.

Spirit Thief: If this model destroys one or more enemy **VEHICLE** models with a melee attack, then until the end of the battle it can use the Corrupt Machine Spirits ability twice in your Command phase.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>**
KEYWORDS: **CHARACTER, VEHICLE, DAEMON, DAEMON ENGINE, HELSTALKER, LORD DISCORDANT**

WARPSMITH

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Warpsmith	6"	3+	2+	4	4	5	5	9	2+

A Warpsmith is equipped with: flamer tendril; melta tendril; plasma pistol; mechatendrils; exalted power axe; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamer tendril	12"	Pistol D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Melta tendril	6"	Pistol 1	8	-4	D6+2	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Exalted power axe	Melee	Melee	+2	-2	2	-
Mechatendrils	Melee	Melee	4	0	1	Each time the bearer fights, it makes 4 additional attacks with this weapon.
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR OPTIONS

- This model's exalted power axe can be replaced with 1 thunder hammer.

ABILITIES

Let the Galaxy Burn (pg 145)

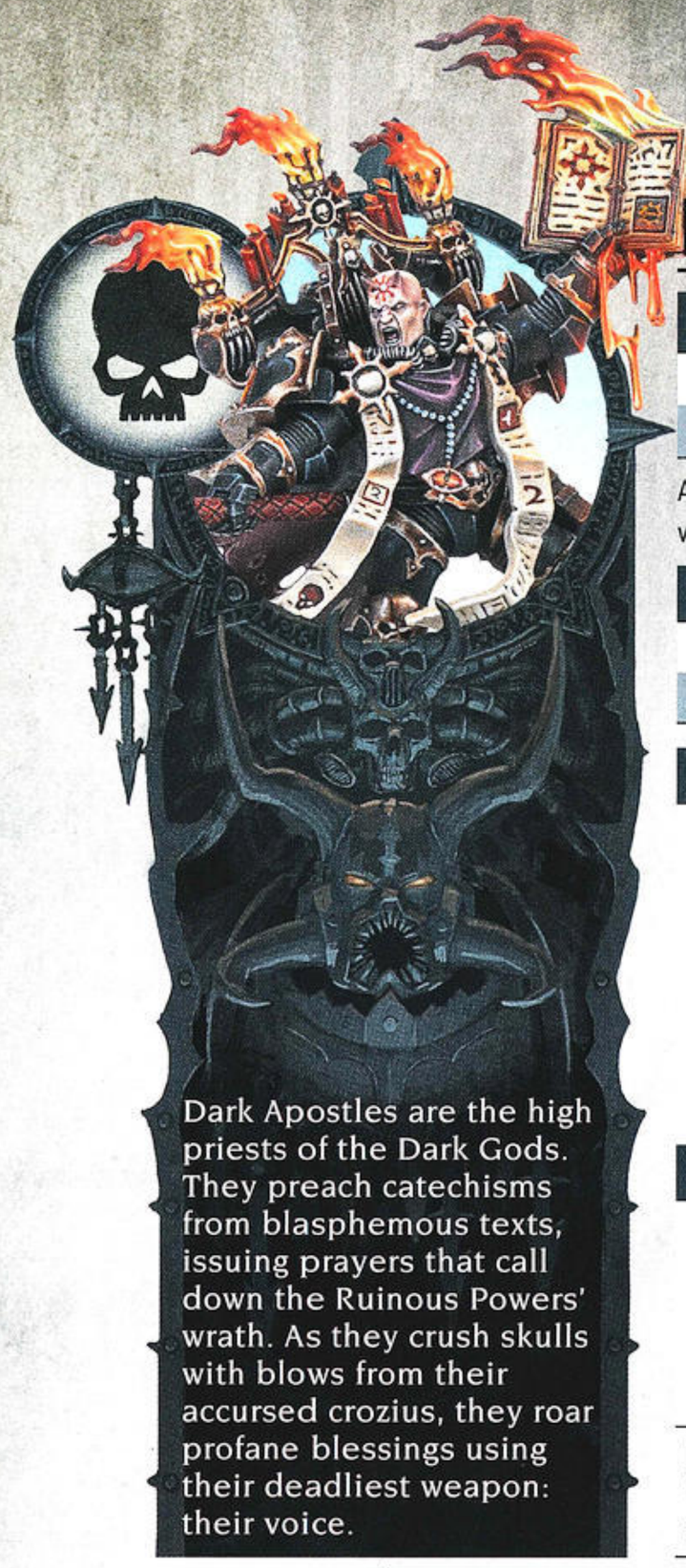
Master of Mechanisms: At the end of your Movement phase, this model can repair one friendly **<LEGION> VEHICLE** model within 3" of it. That **VEHICLE** model regains up to D3 lost wounds. Each model can only be repaired once per turn.

Enrage Machine Spirits: In your Command phase, this model can enrage one friendly **<LEGION> VEHICLE** model within 3". If it does so, until the start of your next Command phase, each time that **VEHICLE** model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be enraged once per turn.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>**
KEYWORDS: **INFANTRY, CHARACTER, WARPSMITH**



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.



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.

DARK APOSTLE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Dark Apostle	6"	2+	3+	4	4	5	5	10	3+
2	Dark Disciple	6"	4+	4+	3	3	1	1	6	6+

A Dark Apostle is equipped with: bolt pistol; accursed crozius; frag grenades; krak grenades. Each Dark Disciple is equipped with: close combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Accursed crozius	Melee	Melee	+2	-1	2	-

ABILITIES

Let the Galaxy Burn (pg 145)

Icons of Corruption: Models in this unit have a 4+ invulnerable save.

Demagogue (Aura): While a friendly **<LEGION> CORE**, **<LEGION> DAEMONKIN** or **<LEGION> CULTISTS** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Dark Disciples: Each time this unit chants a prayer, if this unit contains any **DARK DISCIPLE** models, add 1 to the dice roll to determine if that prayer is heard. The destruction of **DARK DISCIPLE** models is ignored for the purposes of Morale tests. If this unit's **DARK APOSTLE** model is ever destroyed, all remaining **DARK DISCIPLE** models in this unit are also destroyed.

PRIEST

This unit's **DARK APOSTLE** model knows *Dark Zealotry* and one other prayer from the Prayers to the Dark Gods (pg 120-121). In your Command phase, this unit's **DARK APOSTLE** model can attempt to chant one prayer it knows that has not already been attempted by a friendly model this turn. Roll one D6: on a 3+, the prayer is heard and takes effect until the start of your next Command phase. Each time a prayer chanted by this unit's **DARK APOSTLE** model is heard, measure distances and draw line of sight from that **DARK APOSTLE** model.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>**
KEYWORDS (DARK APOSTLE): **CHARACTER, INFANTRY, PRIEST, DARK APOSTLE**
KEYWORDS (DARK DISCIPLE): **INFANTRY, DARK DISCIPLE**



These murderous champions of the Dark Gods exhort their fellow traitors by example. The fell deeds they commit and the violent bloodbaths they unleash – ostensibly supporting their overlord's strategies – are often wrought solely to further the Exalted Champion's own goals as they aspire to even greater glory.

EXALTED CHAMPION

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Exalted Champion	6"	2+	2+	4	4	5	5	9	3+

An Exalted Champion is equipped with: bolt pistol; combi-melta; exalted power axe; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Exalted power axe	Melee	Melee	+2	-2	2	-

ABILITIES

Let the Galaxy Burn, Malicious Volleys (pg 144-145)

Aspire to Glory (Aura): While a friendly **<LEGION> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>**
KEYWORDS: **CHARACTER, INFANTRY, EXALTED CHAMPION**

DARK COMMUNE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Cult Demagogue	6"	4+	4+	3	3	3	3	7	6+
1	Mindwitch	6"	4+	4+	3	3	3	1	6	6+
1	Iconarch	6"	4+	4+	3	3	2	2	6	6+
2	Blessed Blades	6"	4+	4+	4	3	1	2	6	6+

A Cult Demagogue is equipped with: autopistol; Commune stave. A Mindwitch is equipped with: close combat weapon. An Iconarch is equipped with: autopistol. Each Blessed Blade is equipped with: Commune blade. Every model is equipped with: frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Commune stave	Melee	Melee	User	-1	D3	-
Commune blade	Melee	Melee	User	-3	2	-

ABILITIES

Faithful Flock: While this unit contains a **CULT DEMAGOGUE** model, each time a Morale test is taken for this unit, that test is automatically passed.

Iconarch (Aura): While a friendly **<LEGION> CULTISTS** unit is within 6" of this unit's **ICONARCH** model, add 2 to the Leadership characteristic of models in that unit, and each time a model in that unit makes an attack, re-roll a hit roll of 1.

PRIEST

This unit's **CULT DEMAGOGUE** model knows *Dark Zealotry* and one other prayer from the Prayers to the Dark Gods (pg 120-121). In your Command phase, if that **CULT DEMAGOGUE** model is on the battlefield, it can attempt to chant one prayer it knows that has not already been attempted by a friendly model this turn. Roll one D6: on a 3+, the prayer is heard and takes effect until the start of your next Command phase. Each time a prayer chanted by this unit's **CULT DEMAGOGUE** model is heard, measure distances and draw line of sight from that **CULT DEMAGOGUE** model.

PSYKER

This unit's **MINDWITCH** model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Dark Hereticus discipline (pg 118). Each time this unit's **MINDWITCH** model attempts to Deny the Witch, manifest a psychic power or perform a psychic action, measure distances and draw line of sight from that **MINDWITCH** model. If enemy units have any abilities that require measuring distance or drawing line of sight to **PSYKER** units, do so to this unit's **MINDWITCH** model.

FACTION KEYWORDS: **CHAOS, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS (CULT DEMAGOGUE): **CHARACTER, PRIEST, CULT DEMAGOGUE**
KEYWORDS (MINDWITCH): **PSYKER, MINDWITCH**
KEYWORDS (ICONARCH): **ICON, ICONARCH**
KEYWORDS (BLESSED BLADES): **BLESSED BLADES**
KEYWORDS: **INFANTRY, CULTISTS, DARK COMMUNE**



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.



Cult Demagogue | Mindwitch | Iconarch | Blessed Blade



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.

LEGIONARIES

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Legionary	6"	3+	3+	4	4	2	3	8	3+
1	Aspiring Champion	6"	3+	3+	4	4	2	4	9	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Daemon blade	Melee	Melee	User	-2	2	Each time an attack is made with this weapon, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage.
Heavy chainaxe	Melee	Melee	+4	-4	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Chaos icon	The bearer's unit gains the **ICON** keyword. Each time a Combat Attrition test is taken for the bearer's unit, add 1 to that Combat Attrition test.
Balefire tome	The bearer's unit gains the **PSKYER** keyword (see below).

WARGEAR OPTIONS

- The Aspiring Champion's boltgun can be replaced with one of the following: 1 daemon blade; 1 plasma pistol (maximum 1 per model); 1 weapon from the *Melee Weapons* list (pg 176).
- The Aspiring Champion's bolt pistol can be replaced with one of the following: 1 plasma pistol (maximum 1 per model); 1 weapon from the *Melee Weapons* list.
- One 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 chainaxe.
- One Legionary's boltgun can be replaced with 1 balefire tome.
- For every 5 models in this unit, one Legionary's boltgun can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Special Weapons* list (pg 176); 1 weapon from the *Heavy Weapons* list (pg 176).*

** You cannot select the same Special Weapon or Heavy Weapon more than once per unit.*

ABILITIES

Let the Galaxy Burn, Malicious Volleys (pg 144-145)

PSYKER

While this unit contains a model equipped with a balefire tome, this unit has the **PSYKER** keyword and can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Dark Hereticus discipline (pg 118). Each time this unit attempts to Deny the Witch, manifest a psychic power or perform a psychic action, measure distances and draw line of sight from the model in this unit equipped with a balefire tome. If enemy units have any abilities that require distances to be measured or line of sight to be drawn to **PSYKER** units, do so to the model in this unit equipped with a balefire tome.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>**
KEYWORDS: **INFANTRY, CORE, LEGIONARIES**

CULTISTS MOB

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-19	Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+
1	Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

If this unit contains 11-20 models, it has **Power Rating 5**. Every model is equipped with: autopistol; brutal assault weapon; frag grenades; krak grenades.

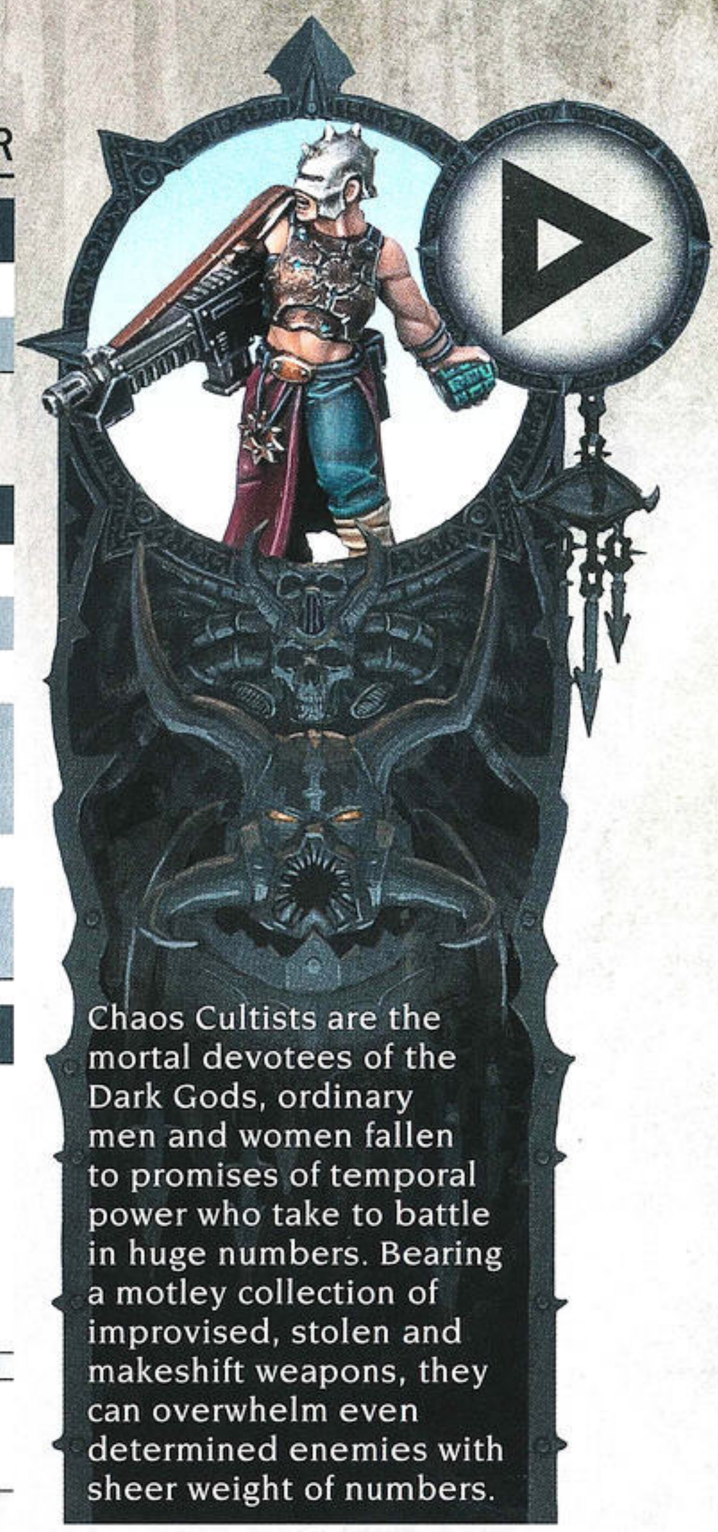
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Cultist firearm	24"	Rapid Fire 1	3	0	1	-
Cultist grenade launcher	24"	Assault 1	6	-1	D3	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any number of models can each have their autopistol and brutal assault weapon replaced with 1 Cultist firearm.
- 1 Chaos Cultist's autopistol and brutal assault weapon can be replaced with 1 flamer.*
- 1 Chaos Cultist's autopistol and brutal assault weapon can be replaced with 1 heavy stubber.*
- 1 Chaos Cultist's autopistol and brutal assault weapon can be replaced with 1 Cultist grenade launcher.*
- The Cultist Champion's autopistol can be replaced with 1 bolt pistol.

** If this unit contains 15 or more models, you can select each of these wargear options a second time.*

FACTION KEYWORDS: **Chaos, Traitoris Astartes, <Legion>**
KEYWORDS: **Infantry, Cultists, Cultists Mob**



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.

ACCURSED CULTISTS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Mutant	6"	4+	4+	4	4	1	2	6	6+
3-6	Torment	6"	4+	4+	5	4	3	2D3	6	6+

This unit cannot contain more than 3 Torment models unless it also contains 10 Mutant models. If this unit contains 9 or more models, it has **Power Rating 6**. Every Mutant model is equipped with: blasphemous appendages. Every Torment model is equipped with: hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blasphemous appendages	Melee	Melee	User	-1	1	-
Hideous mutations	Melee	Melee	User	-2	2	-

ABILITIES

Accursed Horde: This unit cannot perform actions and cannot embark within **Transport** models. At the start of your Command phase, you can select one of the following:

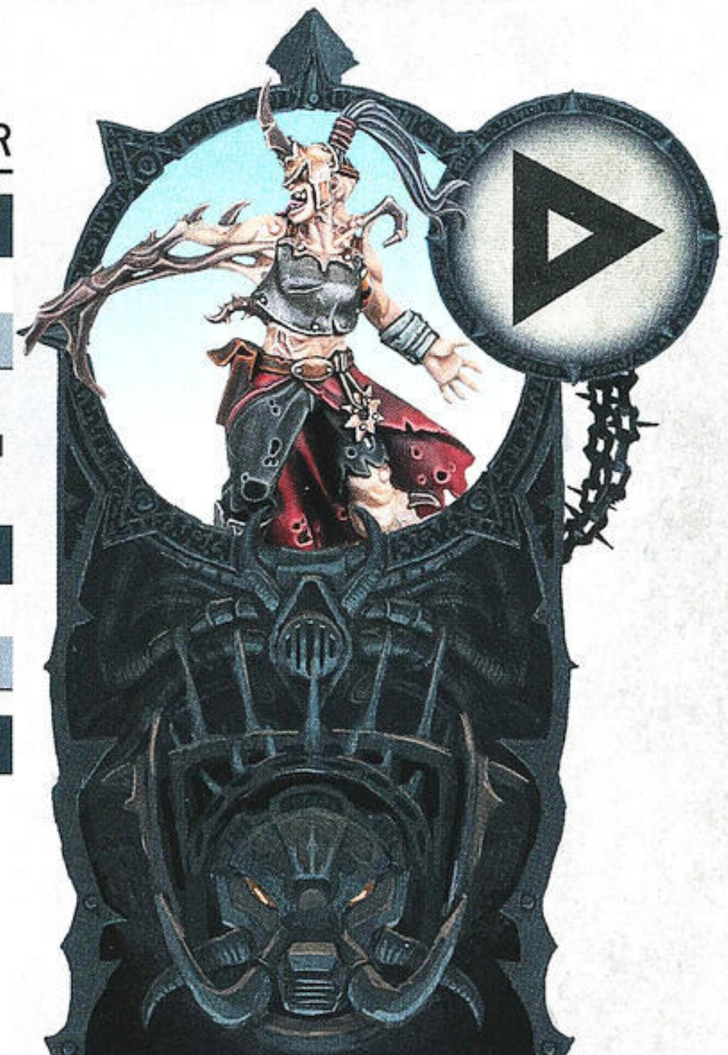
- Return up to 3 destroyed Mutant models to this unit.
- Return 1 destroyed Torment model to this unit with its full wounds remaining.

Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.

Unnatural Regeneration: Each time a model in this unit would lose a wound, roll one D6: on a 6, that wound is not lost.

Mutant Rabble: The destruction of Mutant models is ignored for the purposes of Morale tests.

FACTION KEYWORDS: **Chaos, Traitoris Astartes, <Legion>**
KEYWORDS: **Infantry, Cultists, Accursed Cultists**



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.



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.

CHAOS TERMINATOR SQUAD

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Chaos Terminator	5"	3+	3+	4	4	3	3	9	2+
1	Terminator Champion	5"	3+	3+	4	4	3	4	10	2+

If this unit contains 6 or more models, it has **Power Rating 18**. Every model is equipped with: combi-bolter; accursed weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Accursed weapon	Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

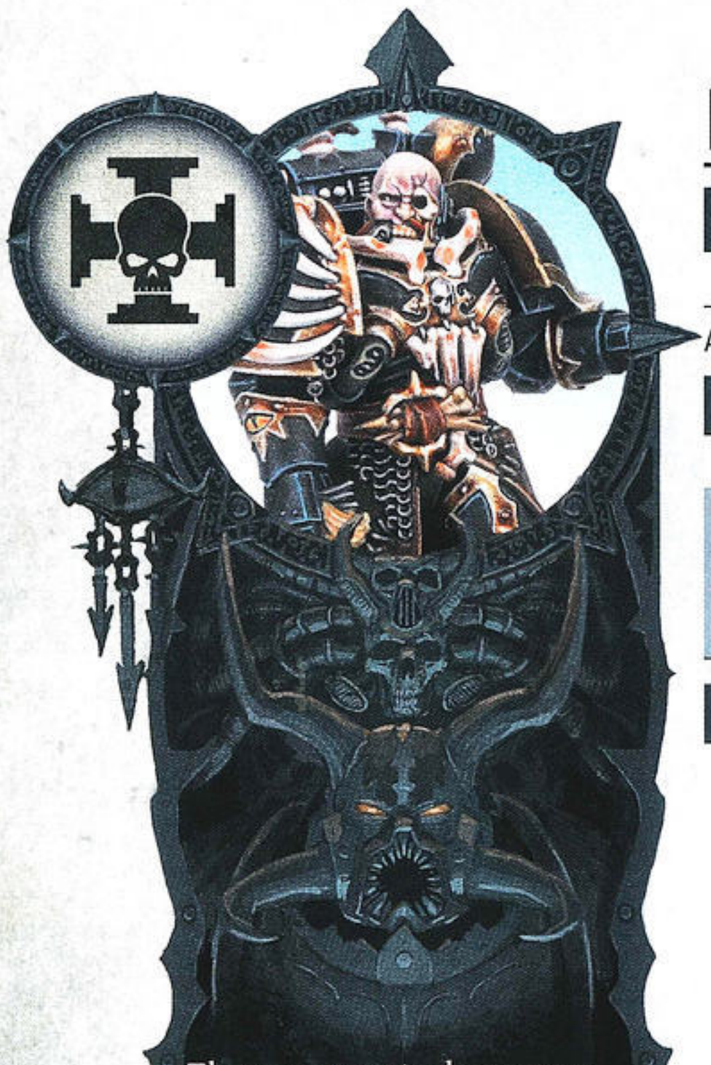
- For every 5 models in this unit:
  - One Chaos Terminator's combi-bolter can be replaced with one of the following: 1 reaper autocannon; 1 heavy flamer.
  - One model's combi-bolter can be replaced with 1 combi-plasma.
  - One model's combi-bolter can be replaced with 1 accursed weapon. Neither of this model's accursed weapons can be replaced with 1 power fist or 1 chainfist (see below).
  - Up to two models can each have their combi-bolter replaced with 1 combi-flamer.
  - Up to two models can each have their combi-bolter replaced with 1 combi-melta.
  - Up to three models can each have their accursed weapon replaced with 1 power fist.
  - One model's accursed weapon can be replaced with 1 chainfist.

ABILITIES

Let the Galaxy Burn, Malicious Volleys, Warp Strike (pg 144-145)

Terminator Armour: Models in this unit have a 5+ invulnerable save.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, Chaos Undivided, <Legion>**
KEYWORDS: **Infantry, Core, Terminator, Chaos Terminator Squad**



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.

MASTER OF EXECUTIONS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Master of Executions	6"	2+	3+	4	4	5	6	9	3+

A Master of Executions is equipped with: bolt pistol; axe of dismemberment; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Axe of dismemberment	Melee	Melee	+3	-3	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends.

ABILITIES

Let the Galaxy Burn (pg 145)

Trophy-taker: Each time this model makes a melee attack against an enemy **Character** unit, you can re-roll the wound roll.

Warp-sighted Butcher: This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy **Character** unit, it can move up to 6". All other rules for Heroic Interventions still apply.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, Chaos Undivided, <Legion>**
KEYWORDS: **Infantry, Character, Master of Executions**

POSSESSED

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Possessed	9"	3+	3+	5	5	3	5	9	3+
1	Possessed Champion	9"	3+	3+	5	5	3	6	9	3+

If this unit contains 6 or more models, it has **Power Rating 14**. Every model is equipped with: hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

OTHER WARGEAR	ABILITIES
Chaos icon	The bearer's unit gains the **ICON** keyword. Each time a Combat Attrition test is taken for the bearer's unit, add 1 to that Combat Attrition test.

WARGEAR OPTIONS

- One model can be equipped with 1 Chaos icon.

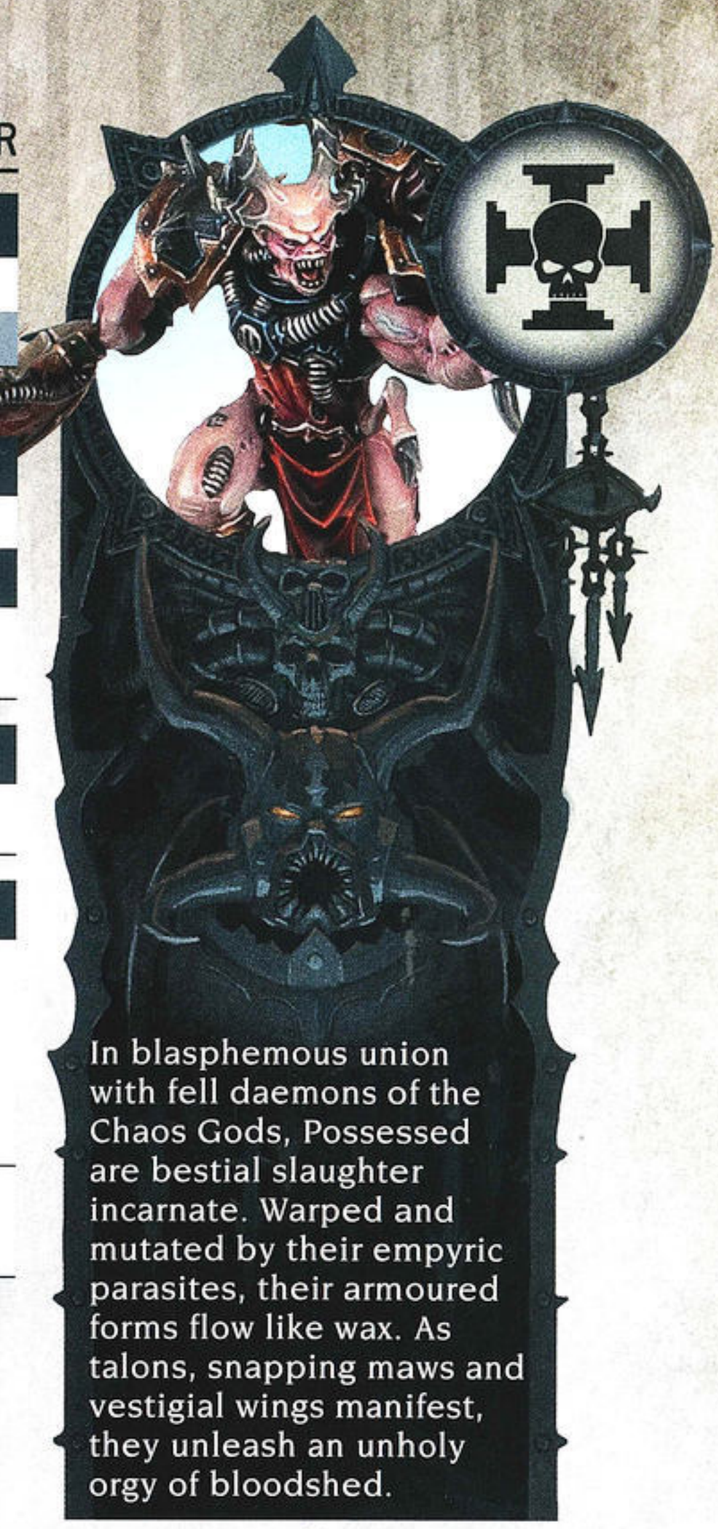
ABILITIES

Let the Galaxy Burn (pg 145)

Daemonkin: Models in this unit have a 5+ invulnerable save.

Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS: **INFANTRY, DAEMON, DAEMONKIN, POSSESSED**



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.

CHOSEN

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Chosen	6"	3+	3+	4	4	3	3	9	3+
1	Chosen Champion	6"	3+	3+	4	4	3	4	10	3+

If this unit contains 6 or more models, it has **Power Rating 14**. Every model is equipped with: bolt pistol; boltgun; accursed weapon; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Accursed weapon	Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Chaos icon	The bearer's unit gains the **ICON** keyword. Each time a Combat Attrition test is taken for the bearer's unit, add 1 to that Combat Attrition test.

WARGEAR OPTIONS

- One model can be equipped with 1 Chaos icon.
- For every 5 models in this unit:
  - Up to two models can each have their bolt pistol replaced with 1 plasma pistol.
  - Up to two models can each have their boltgun replaced with one of the following: 1 combi-melta; 1 combi-flamer; 1 combi-plasma.
  - One model's boltgun can be replaced with 1 accursed weapon.

ABILITIES

Let the Galaxy Burn, Malicious Volleys (pg 144-145)

Chosen: The first time this unit destroys an enemy unit, until the end of the battle, this unit is considered to be engaged in Wanton Destruction, Wanton Massacre and Wanton Slaughter (pg 145).

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, <LEGION>**
KEYWORDS: **INFANTRY, CORE, CHOSEN**



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.



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.

HELBRUTE

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Helbrute	6"	3+	3+	6	7	8	5	8	3+

A Helbrute is equipped with: missile launcher; twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Helbrute plasma cannon	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Helbrute fist	Melee	Melee	x2	-3	3	Each time the bearer fights, if it is equipped with 2 Helbrute fists, it makes 1 additional attack with 1 of those weapons.
Helbrute hammer	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power scourge	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following: 1 Helbrute plasma cannon; 1 multi-melta; 1 reaper autocannon; 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 heavy flamer; 1 combi-bolter.

ABILITIES

Let the Galaxy Burn (pg 145)

Monstrous Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Frenzy: Each time this model makes an attack, if it has 7 or fewer wounds remaining, re-roll a wound roll of 1.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, Chaos Undivided, <Legion>**
KEYWORDS: **Vehicle, Core, Helbrute**

NOISE MARINES

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Noise Marine	6"	3+	3+	4	4	2	3	8	3+
1	Noise Champion	6"	3+	3+	4	4	2	4	9	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blastmaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Single frequency	48"	Heavy 3	8	-3	3	Sonic Weapon (see below)
- Varied frequency	36"	Assault 6	5	-2	1	Sonic Weapon (see below)
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Doom siren	12"	Assault D6	5	-3	1	Sonic Weapon (see below). Each time an attack is made with this weapon, that attack automatically hits the target.
Sonic blaster	24"	Assault 3	4	-1	1	Sonic Weapon (see below)

OTHER WARGEAR	ABILITIES
Icon of Slaanesh	The bearer's unit gains the **ICON** keyword. Each time a Combat Attrition test is taken for the bearer's unit, ignore any or all modifiers to that Combat Attrition test. Each time a model in the bearer's unit makes a melee attack, add 1 to that attack's hit roll.

WARGEAR OPTIONS

- Any number of Noise Marines can each have their boltgun replaced with one of the following: 1 Astartes chainsword; 1 sonic blaster.
- One Noise Marine's boltgun can be replaced with 1 blastmaster.
- The Noise Champion's bolt pistol can be replaced with one of the following: 1 plasma pistol (maximum 1 per model); 1 weapon from the *Melee Weapons* list (pg 176).
- The Noise Champion's boltgun can be replaced with one of the following: 1 sonic blaster; 1 plasma pistol (maximum 1 per model); 1 weapon from the *Melee Weapons* list.
- The Noise Champion can be equipped with 1 doom siren.
- One model can be equipped with 1 icon of Slaanesh.

ABILITIES

Let the Galaxy Burn, Malicious Volleys (pg 144-145)

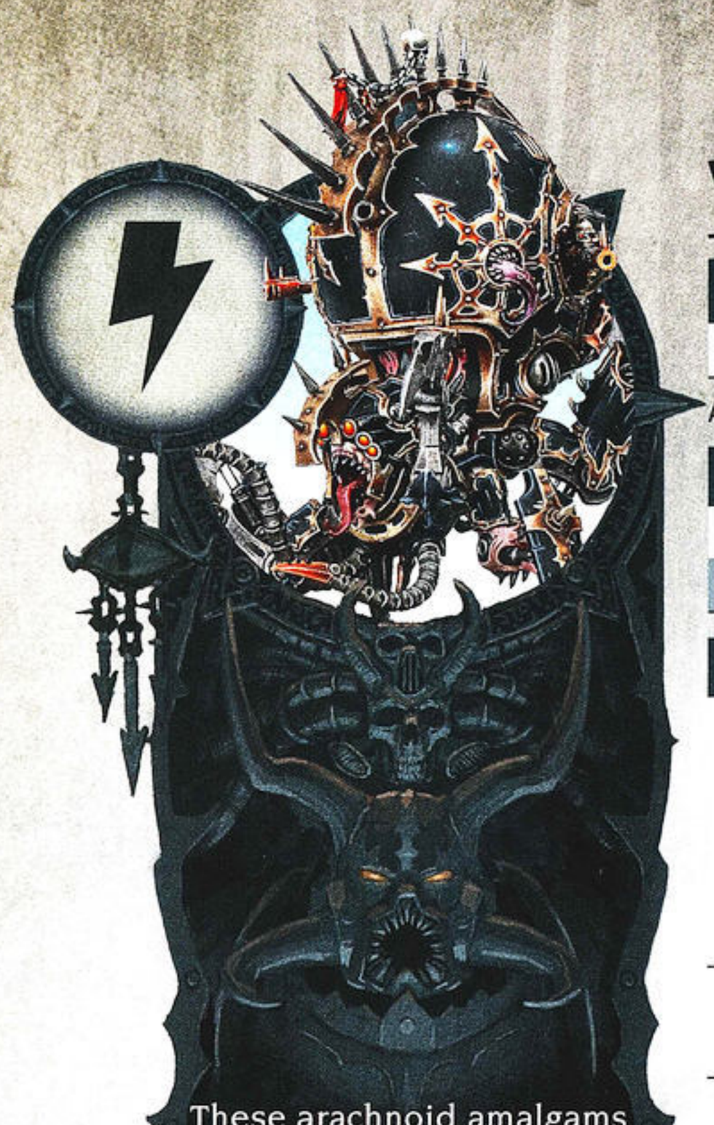
Mark of Slaanesh: If this unit starts the Fight phase within Engagement Range of any enemy units, it fights first that phase.

Sonic Weapon: Each time an attack made with this weapon targets a unit within half range, add 1 to the Damage characteristic of that attack.

FACTION KEYWORDS: **CHAOS, SLAANESH, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS: **INFANTRY, CORE, MARK OF CHAOS, NOISE MARINES**



Orchestrating riotous destruction on vast scales, Noise Marines saturate the war zone with explosive bolts, clashing aural waves and extreme psychosonic attacks. These hedonistic worshippers of Slaanesh are inured to most stimuli, and seek to unleash the most cacophonous destruction to stir their jaded senses.



VENOMCRAWLER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Venomcrawler	12"	3+	3+	7	7	9	6	8	3+

A Venomcrawler is equipped with: 2 excruciator cannons; soulflayer tendrils and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Excruciator cannon	36"	Assault 3	6	-2	2	-
Soulflayer tendrils and claws	Melee	Melee	User	-3	2	-

ABILITIES

Let the Galaxy Burn, Daemon Engine (pg 144-145**)**

Reservoir of Daemonic Energy (Aura): While a friendly **<LEGION> PSYKER** is within 9" of this model, add 1 to Psychic tests taken for that unit.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS: **VEHICLE, DAEMON, DAEMON ENGINE, VENOMCRAWLER**

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.



Black Legion Venomcrawler

CHAOS SPAWN

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Chaos Spawn	7"	4+	-	5	5	4	2D3	8	5+

If this unit contains 2 models, it has **Power Rating 2**. If this unit contains 3 models, it has **Power Rating 3**. If this unit contains 4 models, it has **Power Rating 4**. If this unit contains 5 models, it has **Power Rating 5**. Every model is equipped with: hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

ABILITIES

Let the Galaxy Burn (pg 145)

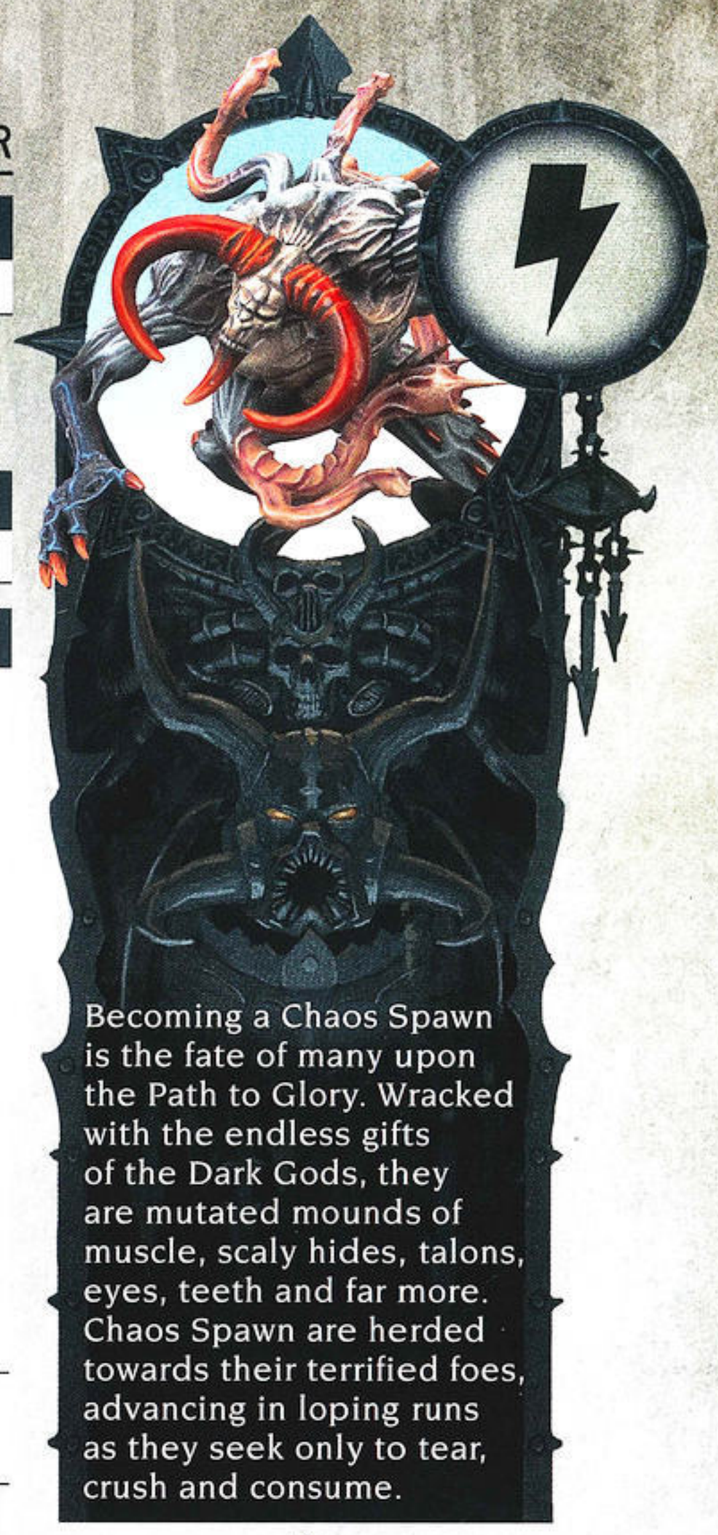
Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.

Mutated Beyond Reason: This unit cannot perform actions. The first time this unit is selected to fight in each Fight phase, roll one D3: until the end of the phase, this unit gains the relevant mutation from the table below.

D3	Mutation
1	**Razor Claws:** Change the Armour Penetration characteristic of hideous mutations models in this unit are equipped with to -4.
2	**Grasping Pseudopods:** Change the Attacks characteristic of models in this unit to 3D3.
3	**Toxic Haemorrhage:** Each time a model in this unit makes an attack, you can re-roll the wound roll.

Hideous Regeneration: Each time an enemy unit shoots or fights, after it has finished making its attacks, if any model in this unit lost any wounds as a result of those attacks but was not destroyed, that model immediately regains all of its lost wounds.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, <Legion>**
KEYWORDS: **Beast, Chaos Spawn**



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.

CHAOS BIKERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-8	Chaos Biker	14"	3+	3+	4	5	3	3	8	3+
1	Biker Champion	14"	3+	3+	4	5	3	4	9	3+

If this unit contains 4-6 models, it has **Power Rating 10**. If this unit contains 7 or more models, it has **Power Rating 15**. Every model is equipped with: bolt pistol; combi-bolter; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-

OTHER WARGEAR	ABILITIES
Chaos icon	The bearer's unit gains the **Icon** keyword. Each time a Combat Attrition test is taken for the bearer's unit, add 1 to that Combat Attrition test.

WARGEAR OPTIONS

- Any number of Chaos Bikers can each have their bolt pistol replaced with 1 Astartes chainsword.
- The Biker Champion's bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the *Melee Weapons* list (pg 176).
- Up to 2 Chaos Bikers can each do one of the following:
  - Be equipped with 1 weapon from the *Special Weapons* list (pg 176).
  - Have their combi-bolter replaced with one of the following: 1 combi-plasma; 1 combi-flamer; 1 combi-melta.
- One model can be equipped with 1 Chaos icon.

ABILITIES

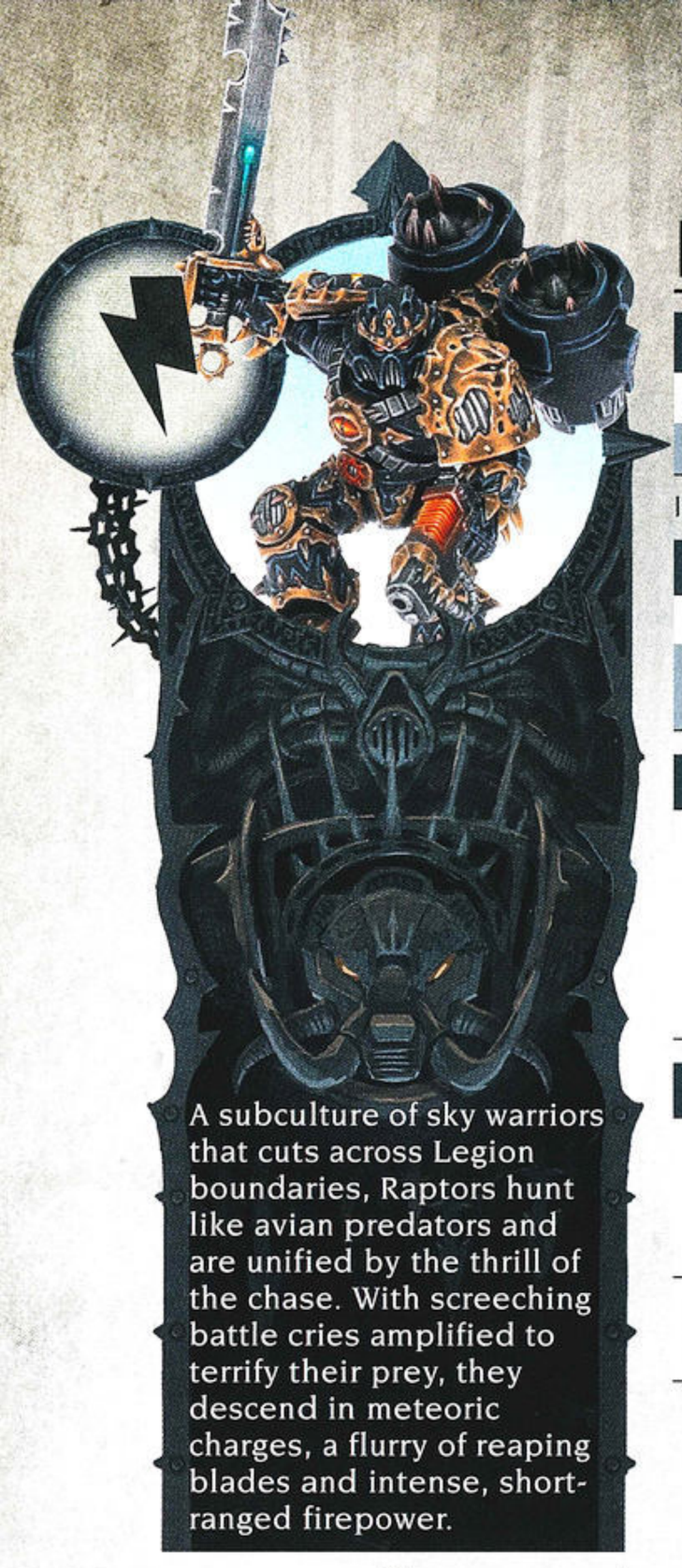
Let the Galaxy Burn, Malicious Volleys (pg 144-145)

Turbo-boost: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, Chaos Undivided, <Legion>**
KEYWORDS: **Biker, Core, Chaos Bikers**



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.



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.

RAPTORS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Raptor	12"	3+	3+	4	4	2	3	8	3+
1	Raptor Champion	12"	3+	3+	4	4	2	4	9	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; Astartes chainsword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Up to 2 Raptors can each do one of the following:
  - Have their bolt pistol replaced with 1 plasma pistol.
  - Have their bolt pistol and Astartes chainsword replaced with 1 weapon from the *Special Weapons* list (pg 176).
- 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 power sword; 1 power fist.

ABILITIES

Let the Galaxy Burn, Warp Strike (pg 144-145)

Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, Chaos Undivided, <Legion>**
KEYWORDS: **Infantry, Core, Jump Pack, Fly, Raptors**



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.

WARP TALONS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Warp Talon	12"	3+	3+	4	4	2	5	9	3+
1	Warp Talon Champion	12"	3+	3+	4	4	2	6	9	3+

If this unit contains 6 or more models, it has **Power Rating 14**. Every model is equipped with: warp claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Warp claws	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, you can re-roll the wound roll.

ABILITIES

Let the Galaxy Burn, Warp Strike (pg 144-145)

Daemonic: Models in this unit have a 5+ invulnerable save.

Warpflames: Each time an enemy unit (excluding **Monster** and **Vehicle** units) that is within Engagement Range of this unit is selected to Fall Back, roll off with your opponent. If you win, that unit cannot Fall Back this turn.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, <Legion>**
KEYWORDS: **Infantry, Daemon, Daemonkin, Jump Pack, Fly, Warp Talons**

HAVOCS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Havoc	6"	3+	3+	4	5	2	3	8	3+
1	Havoc Champion	6"	3+	3+	4	5	2	4	9	3+

A Havoc Champion is equipped with: flamer; Astartes chainsword. 2 Havocs are equipped with: Havoc autocannon. 2 Havocs are equipped with: lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Havoc autocannon	48"	Heavy 2	7	-2	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- The Havoc Champion's Astartes chainsword can be replaced with 1 weapon from the *Melee Weapons* list (pg 176).
- The Havoc Champion's flamer can be replaced with one of the following: 1 boltgun; 1 plasma pistol; 1 weapon from the *Special Weapons* list (pg 176); 1 weapon from the *Melee Weapons* list.
- Any number of Havocs can each have their Havoc autocannon or lascannon replaced with 1 weapon from the *Heavy Weapons* list (pg 176).

ABILITIES

Let the Galaxy Burn, Malicious Volleys (pg 144-145)

Stabilisation Talons: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, Chaos Undivided, <Legion>**
KEYWORDS: **Infantry, Core, Havocs**



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.

OBLITERATORS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Obliterator	5"	3+	3+	5	5	5	4	9	2+

If this unit contains 2 models, it has **Power Rating 10**. If this unit contains 3 models, it has **Power Rating 15**. Every model is equipped with: fleshmetal guns; crushing fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fleshmetal guns	Before selecting targets, select one of the profiles below to make attacks with.					
- Warp hail	24"	Heavy D6+9	5	-1	1	-
- Ruinous salvo	24"	Heavy D3+3	7	-2	2	-
- Focused malice	24"	Heavy D3	9	-3	4	-
Crushing fists	Melee	Melee	x2	-3	2	-

ABILITIES

Let the Galaxy Burn, Warp Strike (pg 144-145)

Daemonic: Models in this unit have a 5+ invulnerable save.

Unrelenting Firepower: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved. Models in this unit can make attacks with ranged weapons even while their unit is within Engagement Range of enemy units, but each model can only make such attacks against enemy units that their unit is within Engagement Range of, and each time they do so, subtract 1 from that attack's hit roll. In such circumstances, models in this unit can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, <Legion>**
KEYWORDS: **Infantry, Daemon, Daemonkin, Cult of Destruction, Obliterators**



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.



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.

CHAOS LAND RAIDER

14 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Land Raider (9+ wounds remaining)	10"	6+	3+	8	9	16	6	9	2+
	Chaos Land Raider (5-8 wounds remaining)	5"	6+	4+	8	9	N/A	D6	9	2+
	Chaos Land Raider (1-4 wounds remaining)	3"	6+	5+	8	9	N/A	1	9	2+

A Chaos Land Raider is equipped with: twin heavy bolter; 2 twin soulshatter lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin soulshatter lascannon	48"	Heavy 2	9	-3	D6+2	-

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta.
- This model can be equipped with 1 havoc launcher.

ABILITIES

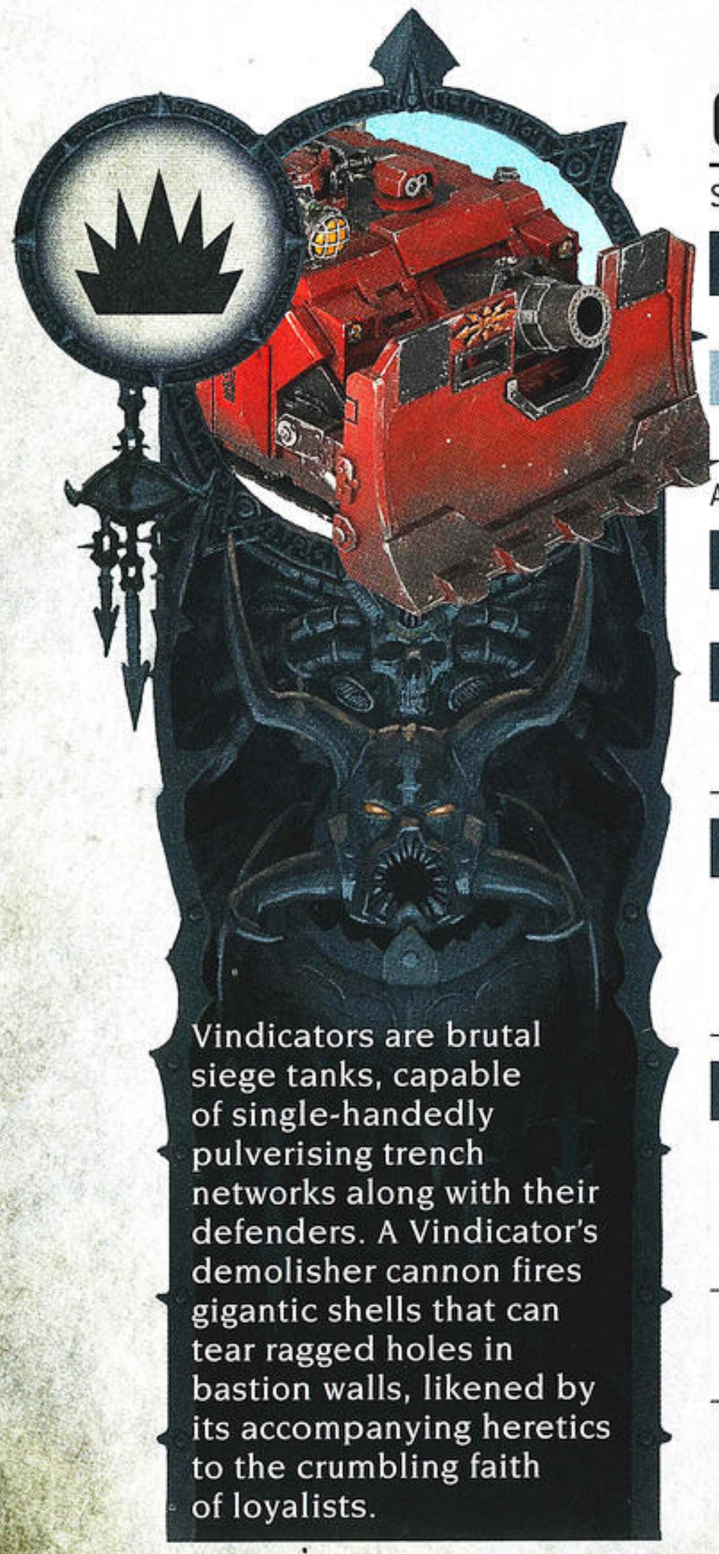
Let the Galaxy Burn (pg 145)

Explodes: When this **TRANSPORT** model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **<LEGION> INFANTRY** models. Each **TERMINATOR** and **POSSESSED** model takes up the space of 2 models. It cannot transport **CULT OF DESTRUCTION** or **JUMP PACK** models.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS: **VEHICLE, TRANSPORT, MACHINE SPIRIT, SMOKESCREEN, CHAOS LAND RAIDER**



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.

CHAOS VINDICATOR

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Vindicator (6+ wounds remaining)	10"	6+	3+	6	8	12	3	8	3+
	Chaos Vindicator (3-5 wounds remaining)	5"	6+	4+	6	8	N/A	D3	8	3+
	Chaos Vindicator (1-2 wounds remaining)	3"	6+	5+	6	8	N/A	1	8	3+

A Chaos Vindicator is equipped with: demolisher siege cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher siege cannon	24"	Heavy D3+3	10	-4	D6	Blast

OTHER WARGEAR	ABILITIES
Vindicator siege shield	Each time a ranged attack is allocated to the bearer, add 1 to any armour saving throw made against that attack.

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta.
- This model can be equipped with 1 havoc launcher.
- This model can be equipped with 1 Vindicator siege shield.

ABILITIES

Let the Galaxy Burn (pg 145)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS: **VEHICLE, SMOKESCREEN, CHAOS VINDICATOR**

CHAOS PREDATOR DESTRUCTOR — 8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Predator Destructor (6+ wounds remaining)	12"	6+	3+	6	8	11	3	8	3+
	Chaos Predator Destructor (3-5 wounds remaining)	6"	6+	4+	6	8	N/A	D3	8	3+
	Chaos Predator Destructor (1-2 wounds remaining)	3"	6+	5+	6	8	N/A	1	8	3+

A Chaos Predator Destructor is equipped with: Predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-

WARGEAR OPTIONS

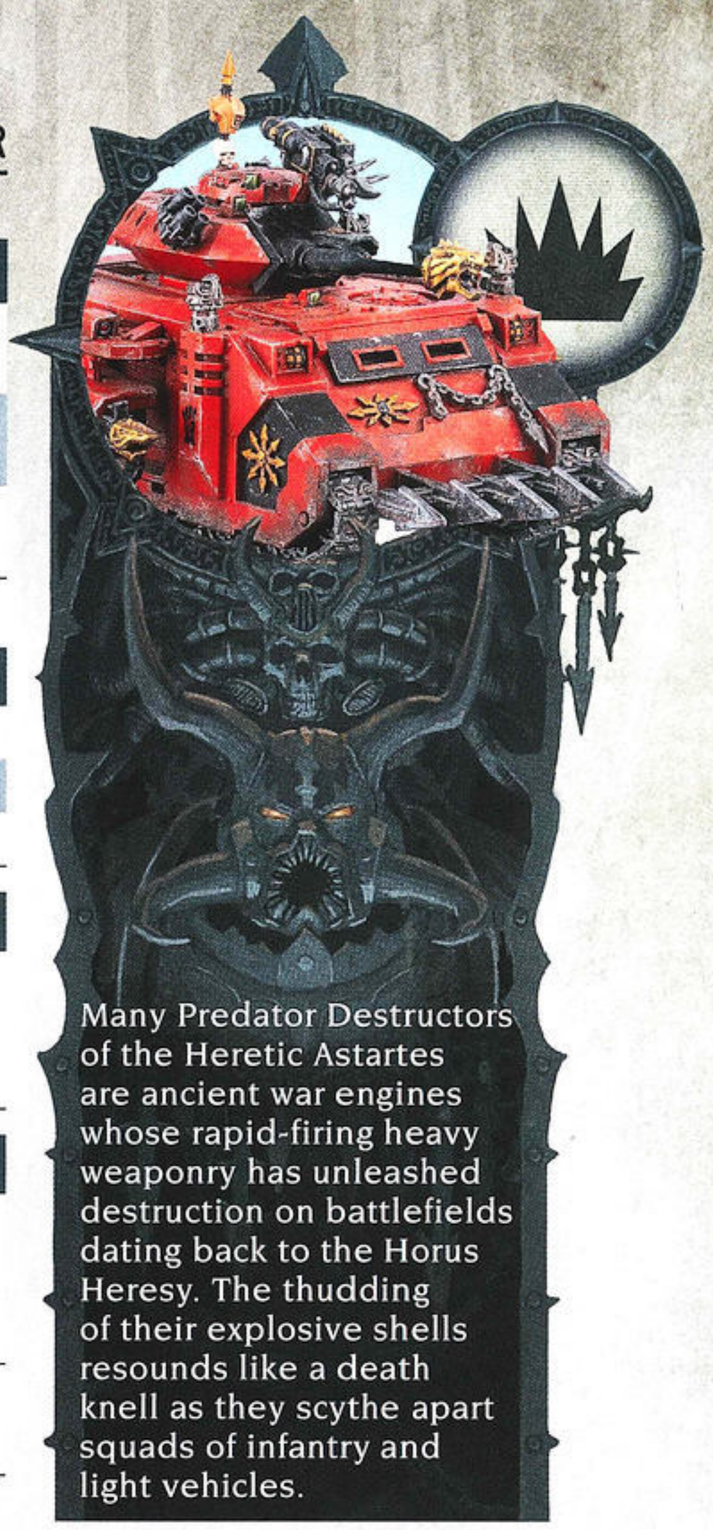
- This model can be equipped with one of the following: 2 heavy bolters; 2 lascannons.
- This model can be equipped with one of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Let the Galaxy Burn (pg 145)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, <Legion>**
KEYWORDS: **Vehicle, Smokescreen, Chaos Predator Destructor**



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.

CHAOS PREDATOR ANNIHILATOR — 8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Predator Annihilator (6+ wounds remaining)	12"	6+	3+	6	8	11	3	8	3+
	Chaos Predator Annihilator (3-5 wounds remaining)	6"	6+	4+	6	8	N/A	D3	8	3+
	Chaos Predator Annihilator (1-2 wounds remaining)	3"	6+	5+	6	8	N/A	1	8	3+

A Chaos Predator Annihilator is equipped with: twin soulshatter lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin soulshatter lascannon	48"	Heavy 2	9	-3	D6+2	-

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-flamer; 1 combi-melta.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Let the Galaxy Burn (pg 145)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, <Legion>**
KEYWORDS: **Vehicle, Smokescreen, Chaos Predator Annihilator**



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.



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.

DEFILER

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Defiler (8+ wounds remaining)	8"	3+	3+	8	7	14	5	8	3+
	Defiler (4-7 wounds remaining)	6"	4+	4+	8	7	N/A	5	8	3+
	Defiler (1-3 wounds remaining)	4"	5+	5+	8	7	N/A	5	8	3+

A Defiler is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Defiler cannon	72"	Heavy D6	8	-2	3	Blast
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model's twin heavy flamer can be replaced with one of the following: 1 havoc launcher; 1 Defiler scourge.
- 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-flamer; 1 combi-melta.

ABILITIES

Let the Galaxy Burn, Daemon Engine (pg 144-145)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, <Legion>**
KEYWORDS: **Vehicle, Daemon, Daemon Engine, Smokescreen, Defiler**

FORGEFIEND

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Forgefiend (7+ wounds remaining)	8"	3+	3+	6	7	12	5	8	3+
	Forgefiend (4-6 wounds remaining)	6"	4+	4+	6	7	N/A	5	8	3+
	Forgefiend (1-3 wounds remaining)	4"	5+	5+	6	7	N/A	5	8	3+

A Forgefiend is equipped with: 2 heavy hades autocannons; Forgefiend jaws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ectoplasma cannon	36"	Heavy D3	7	-3	3	Blast
Heavy hades autocannon	48"	Heavy 4	8	-2	2	-
Forgefiend jaws	Melee	Melee	User	-1	2	-

WARGEAR OPTIONS

- This model's 2 heavy hades autocannons can be replaced with 2 ectoplasma cannons.
- This model's Forgefiend jaws can be replaced with 1 ectoplasma cannon.

ABILITIES

Let the Galaxy Burn, Daemon Engine (pg 144-145)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes, <Legion>**
KEYWORDS: **Vehicle, Daemon, Daemon Engine, Forgefiend**



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.

MAULERFIEND

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Maulerfiend (7+ wounds remaining)	10"	3+	3+	7	7	12	6	8	3+
	Maulerfiend (4-6 wounds remaining)	8"	4+	4+	7	7	N/A	6	8	3+
	Maulerfiend (1-3 wounds remaining)	6"	5+	5+	7	7	N/A	6	8	3+

A Maulerfiend is equipped with: lasher tendrils; Maulerfiend fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Magma cutter	6"	Assault 1	8	-4	D6+2	-
Lasher tendrils	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 6 additional attacks with this weapon.
Maulerfiend fists	Melee	Melee	x2	-3	D3+3	-

WARGEAR OPTIONS

- This model's lasher tendrils can be replaced with 2 magma cutters.

ABILITIES

Let the Galaxy Burn, Daemon Engine (pg 144-145)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Siege Crawler: Each time a charge roll is made for this unit, you can ignore any or all modifiers to that charge roll.

FACTION KEYWORDS: **Chaos, Heretic Astartes, Traitoris Astartes <Legion>**
KEYWORDS: **Vehicle, Daemon, Daemon Engine, Maulerfiend**



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 talons, crushing jaws and stabbing tendrils.



Based upon ancient workhorse vehicles that 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 fireswept battlefields.

CHAOS RHINO

4 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Rhino (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
	Chaos Rhino (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Chaos Rhino (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Chaos Rhino is equipped with: combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Let the Galaxy Burn (pg 145)

Explodes: When this **TRANSPORT** model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **<LEGION> INFANTRY** models. It cannot transport **TERMINATOR, CULT OF DESTRUCTION, JUMP PACK** or **POSSESSED** models.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS: **VEHICLE, TRANSPORT, SMOKESCREEN, CHAOS RHINO**

HELDRAKE

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Heldrake [7+ wounds remaining]	20-60"	3+	3+	7	7	12	5	8	3+
	Heldrake [4-6 wounds remaining]	20-45"	4+	4+	7	7	N/A	5	8	3+
	Heldrake [1-3 wounds remaining]	20-30"	5+	5+	7	7	N/A	5	8	3+

A Heldrake is equipped with: hades autocannon; Heldrake claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Baleflamer	18"	Assault 2D3	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Hades autocannon	36"	Heavy 4	8	-2	2	-
Heldrake claws	Melee	Melee	User	-2	2	Each time an attack made with this weapon is allocated to an **AIRCRAFT** model, that attack has a Damage characteristic of 4.

WARGEAR OPTIONS

- This model's hades autocannon can be replaced with 1 baleflamer.

ABILITIES

Let the Galaxy Burn, Daemon Engine [pg 144-145]

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Airborne Predator: Each time you declare a charge with this model, you can only select **AIRCRAFT** units as the target(s) of that charge. This model can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Hover Jet: In your Command phase, this model can hover. If it does so, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne Predator, Hard to Hit and Supersonic abilities.

Hunter in the Skies: Each time this model makes an attack against a unit that can **FLY**, add 1 to that attack's hit roll.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS: **VEHICLE, AIRCRAFT, DAEMON, DAEMON ENGINE, FLY, HELDRAKE**



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.



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.

KHORNE LORD OF SKULLS

29 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Khorne Lord of Skulls (16+ wounds remaining)	10"	3+	3+	8	8	30	6	8	2+
	Khorne Lord of Skulls (8-15 wounds remaining)	8"	4+	4+	8	8	N/A	7	8	2+
	Khorne Lord of Skulls (1-7 wounds remaining)	6"	5+	5+	8	8	N/A	8	8	2+

A Khorne Lord of Skulls is equipped with: gorestorm cannon; hades gatling cannon; great cleaver of Khorne.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Daemongore cannon	18"	Heavy D6	10	-4	D3+3	Blast
Gorestorm cannon	24"	Heavy 3D3	9	-2	3	Blast
Hades gatling cannon	48"	Heavy 12	8	-3	2	-
Ichor cannon	48"	Heavy D6+3	7	-3	2	Blast
Skullhurler	60"	Heavy 2D6	10	-3	3	Blast
Great cleaver of Khorne	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Smash	Melee	Melee	x2	-4	6	-
- Slash	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.

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.

ABILITIES

Let the Galaxy Burn, Daemon Engine (pg 144-145)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Titanic Daemon Engine: This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does so it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.

Unstoppable Wrath: This model can make attacks with Blast weapons against units within Engagement Range of it. Each time a ranged attack is made by this model against an enemy unit that is within Engagement Range of it, add 1 to that attack's hit roll.

FACTION KEYWORDS: **CHAOS, KHORNE, HERETIC ASTARTES, TRAITORIS ASTARTES, <LEGION>**
KEYWORDS: **VEHICLE, TITANIC, DAEMON, DAEMON ENGINE, WARP LOCUS, LORD OF SKULLS**

NOCTILITH CROWN

5 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Noctilith Crown (8+ wounds remaining)	-	-	4+	8	8	14	-	8	3+
	Noctilith Crown (4-7 wounds remaining)	-	-	4+	7	8	N/A	-	8	3+
	Noctilith Crown (1-3 wounds remaining)	-	-	4+	6	8	N/A	-	8	3+

A Noctilith Crown is a equipped with: lashing warp energies.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashing warp energies	6"	Assault 8	User	-2	2	-

ABILITIES

Let the Galaxy Burn (pg 145)

Malevolent Locus (Aura): While a friendly **TRAITORIS ASTARTES** unit is wholly within range of this ability (see below), every model in that unit has a 4+ invulnerable save against ranged attacks. While an enemy unit is within range of this ability, subtract 1 from the Leadership characteristic of non-**CHAOS** models in that unit. The range of this ability changes with each battle round, as follows:

Battle Round	Range
1	6"
2	9"
3	12"
4	15"
5+	18"

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Loathsome Insights: While there are any friendly **NOCTILITH CROWN** models on the battlefield, **TRAITORIS ASTARTES PRIEST** and **TRAITORIS ASTARTES PSYKER** units from your army can attempt the following action:

Loathsome Insights (Action): At the end of your Movement phase, one **TRAITORIS ASTARTES PRIEST** or **TRAITORIS ASTARTES PSYKER** unit from your army that is wholly within 9" of a friendly **NOCTILITH CROWN** model can start to perform this action. The action is completed at the end of your turn. If completed, you gain 1 Command point and you must roll 2D6: if the result is less than or equal to the Leadership characteristic of the unit that completed this action, you can select one prayer (if that unit is a **PRIEST** unit) from the Prayers to the Dark Gods (pg 120-121), or one psychic power (if that unit is a **PSYKER** unit) from one of the disciplines that unit has access to. Until the end of the battle, that prayer/psychic power replaces one prayer/psychic power that unit knows.

FACTION KEYWORDS: **CHAOS, TRAITORIS ASTARTES**
KEYWORDS: **BUILDING, VEHICLE, WARP LOCUS, NOCTILITH CROWN**



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.



WEAPON PROFILES

On pages 176-179 you will find the profiles for all the weapons that Chaos Space Marines models can be equipped with. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

WEAPON LISTS

The Wargear Options sections of some datasheets in this Codex refer to one or more weapon lists. These lists can be found below:

HEAVY WEAPONS

- Havoc autocannon
- Heavy bolter
- Lascannon
- Missile launcher
- Reaper chaincannon

MELEE WEAPONS

- Astartes chainsword
- Power axe
- Power fist
- Power maul
- Power sword
- Tainted chainaxe

SPECIAL WEAPONS

- Flamer
- Meltagun
- Plasma gun

WEAPON DEFINITIONS

Some rules in this Codex refer to 'bolt weapons', 'flame weapons', 'melta weapons' or 'sonic weapons'. For the purposes of such rules, the definitions of these weapons can be found below:

BOLT WEAPONS

A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, combi-bolter, heavy bolter, etc.), any Relic that replaces a bolt weapon, and the Talon of Horus (shooting). For the purposes of combi-flamers, combi-meltas and combi-plasmas, rules that apply to bolt weapons only apply to the 'boltgun' profile of such combi-weapons (or the 'boltgun' profile of Relics that replace such combi-weapons).

MELTA WEAPONS

A melta weapon is any weapon whose profile includes the word 'melta' (meltagun, multi-melta, melta tendril, etc.), any Relic that replaces a melta weapon, and any magma cutters. For the purposes of combi-meltas, rules that apply to melta weapons only apply to the 'meltagun' profile of combi-meltas (or the 'meltagun' profile of Relics that replace combi-meltas).

FLAME WEAPONS

A flame weapon is any weapon whose profile includes the word 'flame' (flamer, baleflamer, heavy flamer, etc.), any Relic that replaces a flame weapon, and the Tyrant's Claw (shooting). For the purposes of combi-flamers, rules that apply to flame weapons only apply to the 'flamer' profile of combi-flamers (or the 'flamer' profile of Relics that replace combi-flamers).

SONIC WEAPONS

A sonic weapon is any weapon that has the Sonic Weapon ability (pg 163).

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Baleflamer	18"	Assault 2D3	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Defiler cannon	72"	Heavy D6	8	-2	3	Blast
Blastmaster	Before selecting targets, select one of the profiles below to make attacks with. Each time an attack made with this weapon targets a unit within half range, add 1 to the Damage characteristic of that attack.					
- Single frequency	48"	Heavy 3	8	-3	3	Sonic Weapon
- Varied frequency	36"	Assault 6	5	-2	1	Sonic Weapon
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Cultist firearm	24"	Rapid Fire 1	3	0	1	-
Cultist grenade launcher	24"	Assault 1	6	-1	D3	-
Cypher's bolt pistol	18"	Pistol 6	4	-1	1	-
Cypher's plasma pistol	12"	Pistol 3	8	-3	2	-
Daemongore cannon	18"	Heavy D6	10	-4	D3+3	Blast
Demolisher siege cannon	24"	Heavy D3+3	10	-4	D6	Blast
Doom siren	12"	Assault D6	5	-3	1	Sonic Weapon. Each time an attack made with this weapon targets a unit within half range, add 1 to the Damage characteristic of that attack. Each time an attack is made with this weapon, that attack automatically hits the target.
Ectoplasma cannon	36"	Heavy D3	7	-3	3	Blast
Excruciator cannon	36"	Assault 3	6	-2	2	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Flamer tendril	12"	Pistol D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Fleshmetal guns	Before selecting targets, select one of the profiles below to make attacks with.					
- Warp hail	24"	Heavy D6+9	5	-1	1	-
- Ruinous salvo	24"	Heavy D3+3	7	-2	2	-
- Focused malice	24"	Heavy D3	9	-3	4	-
Frag grenade	6"	Grenade D6	3	0	1	Blast
Gorestorm cannon	24"	Heavy 3D3	9	-2	3	Blast
Hades autocannon	36"	Heavy 4	8	-2	2	-
Hades gatling cannon	48"	Heavy 12	8	-3	2	-
Havoc autocannon	48"	Heavy 2	7	-2	2	-
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy hades autocannon	48"	Heavy 4	8	-2	2	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Helbrute plasma cannon	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Helspear	12"	Assault 1	7	-3	3	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
Helstalker autocannon	48"	Heavy 3	7	-1	2	-
Ichor cannon	48"	Heavy D6+3	7	-3	2	Blast
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Lashing warp energies	6"	Assault 8	User	-2	2	-
Magma cutter	6"	Assault 1	8	-4	D6+2	-
Melta tendril	6"	Pistol 1	8	-4	D6+2	-
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma gun	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Reaper chaincannon	24"	Heavy 8	5	-1	1	-
Skullhurler	60"	Heavy 2D6	10	-3	3	Blast
Sonic blaster	24"	Assault 3	4	-1	1	Sonic Weapon. Each time an attack made with this weapon targets a unit within half range, add 1 to the Damage characteristic of that attack.
Talon of Horus (shooting)	24"	Assault 4	5	-1	2	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin soulshatter lascannon	48"	Heavy 2	9	-3	D6+2	-
Tyrant's Claw (shooting)	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Xyclos Needler	18"	Pistol 3	2	-2	2	Each time an attack is made with this weapon against a unit (excluding **VEHICLE** or **TITANIC** units), an unmodified wound roll of 2+ is always successful.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Accursed crozius	Melee	Melee	+2	-1	2	-
Accursed weapon	Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Axe of dismemberment	Melee	Melee	+3	-3	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends.
Bladed limbs	Melee	Melee	6	-2	2	Each time the bearer fights, it makes 4 additional attacks with this weapon.
Blasphemous appendages	Melee	Melee	User	-1	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a **VEHICLE** model, that attack has a Damage characteristic of 3.
Chirurgeon	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 4 additional attacks with this weapon.
Commune blade	Melee	Melee	User	-3	2	-
Commune stave	Melee	Melee	User	-1	D3	-
Crushing fists	Melee	Melee	x2	-3	2	-
Daemon blade	Melee	Melee	User	-2	2	Each time an attack is made with this weapon, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage.
Daemonic axe	Melee	Melee	+2	-2	3	-
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Drach'nyen	Melee	Melee	+3	-4	3	Each time an attack is made with this weapon, on an unmodified wound roll of 6, the target suffers D3 mortal wounds in addition to any normal damage.
Duellist's sword	Melee	Melee	User	-3	2	-

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Exalted power axe	Melee	Melee	+2	-2	2	-
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-
Forgefiend jaws	Melee	Melee	User	-1	2	-
Great cleaver of Khorne	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Smash	Melee	Melee	x2	-4	6	-
- Slash	Melee	Melee	User	-3	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Heavy chainaxe	Melee	Melee	+4	-4	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Helbrute fist	Melee	Melee	x2	-3	3	Each time the bearer fights, if it is equipped with 2 Helbrute fists, it makes 1 additional attack with 1 of those weapons.
Helbrute hammer	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Heldrake claws	Melee	Melee	User	-2	2	Each time an attack made with this weapon is allocated to an **AIRCRAFT** model, that attack has a Damage characteristic of 4.
Hellforged sword	Melee	Melee	+1	-3	3	-
Herald's Talon	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll.
Hideous mutations	Melee	Melee	User	-2	2	-
Impaler chainglaive	Melee	Melee	+2	-3	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, add 1 to that attack's wound roll.
Lasher tendrils	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 6 additional attacks with this weapon.
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Malefic talons	Melee	Melee	User	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Maulerfiend fists	Melee	Melee	x2	-3	D3+3	-
Mechatendrils	Melee	Melee	4	0	1	Each time the bearer fights, it makes 4 additional attacks with this weapon.
Power axe	Melee	Melee	+2	-2	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power scourge	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Power sword	Melee	Melee	+1	-3	1	-
Rod of Torment	Melee	Melee	User	-2	3	-
Soulflayer tendrils and claws	Melee	Melee	User	-3	2	-
Staff of possession	Melee	Melee	+3	-1	D3	Each time the bearer fights, if one or more attacks made with this weapon were allocated to a **PSYKER** model, after the bearer has resolved all of its attacks, that **PSYKER** model's unit suffers Perils of the Warp.
Tainted chainaxe	Melee	Melee	+1	-1	2	-
Talon of Horus (melee)	Melee	Melee	User	-4	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Thunder hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Tyrant's Claw (melee)	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Warp claws	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, you can re-roll the wound roll.



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 (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Abaddon the Despoiler (pg 146)
Unit size ..... 1 model
Unit cost ..... 300 pts

Chaos Lord (pg 151)
Unit size ..... 1 model
Unit cost ..... 90 pts
- Plasma pistol ..... +5 pts
- Power axe ..... +5 pts
- Power fist ..... +10 pts
- Power maul ..... +5 pts
- Power sword ..... +5 pts
- Tainted chainaxe ..... +5 pts
- Thunder hammer ..... +20 pts

Chaos Lord in Terminator Armour (pg 151)
Unit size ..... 1 model
Unit cost ..... 110 pts
- Combi-flamer ..... +5 pts
- Combi-melta ..... +5 pts
- Combi-plasma ..... +5 pts

Cypher (pg 150)
Unit size ..... 1 model
Unit cost ..... 90 pts

Dark Apostle (pg 156)
Unit size ..... 3 models
Unit cost ..... 95 pts

Dark Commune (pg 157)
Unit size ..... 5 models
Unit cost ..... 100 pts

Exalted Champion (pg 156)
Unit size ..... 1 model
Unit cost ..... 90 pts

Fabius Bile (pg 149)
Unit size ..... 2 models
Unit cost ..... 90 pts

Haarken Worldclaimer (pg 147)
Unit size ..... 1 model
Unit cost ..... 150 pts

Heretic Astartes Daemon Prince (pg 148)
Unit size ..... 1 model
Unit cost ..... 120 pts*
- Daemonic axe ..... +10 pts
- Hellforged sword ..... +10 pts
- Wings ..... +35 pts

* This model must be upgraded to have a Mark of Chaos (pg 112).

Huron Blackheart (pg 147)
Unit size ..... 1 model
Unit cost ..... 140 pts

Lord Discordant on Helstalker (pg 154)
Unit size ..... 1 model
Unit cost ..... 175 pts

Lucius the Eternal (pg 153)
Unit size ..... 1 model
Unit cost ..... 120 pts

Master of Possession (pg 150)
Unit size ..... 1 model
Unit cost ..... 105 pts

Sorcerer (pg 152)
Unit size ..... 1 model
Unit cost ..... 95 pts

Sorcerer in Terminator Armour (pg 152)
Unit size ..... 1 model
Unit cost ..... 110 pts
- Chaos familiar ..... +5 pts
- Combi-flamer ..... +5 pts
- Combi-melta ..... +5 pts
- Combi-plasma ..... +5 pts

Warpsmith (pg 155)
Unit size ..... 1 model
Unit cost ..... 80 pts
- Thunder hammer ..... +15 pts

TROOPS

Accursed Cultists (pg 159)
Unit size ..... 5-10 Mutants and 3-6 Torments*
Unit cost (Mutants) ..... 6 pts/model
Unit cost (Torments) ..... 15 pts/model

* This unit cannot contain more than 3 Torment models unless it also contains 10 Mutant models.

Cultists Mob (pg 159)
Unit size ..... 10-20 models
Unit cost ..... 5 pts/model
- Cultist grenade launcher ..... +5 pts
- Flamer ..... +5 pts
- Heavy stubber ..... +5 pts

Legionaries (pg 158)
Unit size ..... 5-10 models
Unit cost ..... 18 pts/model
- Balefire tome ..... +20 pts
- Chaos icon ..... +5 pts
- Daemon blade ..... +10 pts
- Flamer ..... +5 pts
- Havoc autocannon ..... +10 pts
- Heavy bolter ..... +10 pts
- Heavy chainaxe ..... +10 pts
- Lascannon ..... +15 pts
- Meltagun ..... +10 pts
- Missile launcher ..... +15 pts
- Plasma gun ..... +10 pts
- Plasma pistol ..... +5 pts
- Power axe ..... +5 pts
- Power fist ..... +10 pts
- Power maul ..... +5 pts
- Power sword ..... +5 pts
- Reaper chaincannon ..... +15 pts
- Tainted chainaxe ..... +5 pts

ELITES

Chaos Terminator Squad (pg 160)
Unit size ..... 5-10 models
Unit cost ..... 33 pts/model
- Chainfist ..... +5 pts
- Combi-flamer ..... +5 pts
- Combi-melta ..... +5 pts
- Combi-plasma ..... +5 pts
- Heavy flamer ..... +5 pts
- Power fist ..... +5 pts
- Reaper autocannon ..... +5 pts

Chosen (pg 161)
Unit size ..... 5-10 models
Unit cost ..... 25 pts/model
- Chaos icon ..... +5 pts
- Combi-flamer ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Plasma pistol ..... +5 pts

MARKS OF CHAOS
Mark of Khorne ..... 15 pts
Mark of Tzeentch ..... 15 pts
Mark of Nurgle ..... 15 pts
Mark of Slaanesh ..... 15 pts

Helbrute (pg 162)
Unit size: 1 model
Unit cost: 105 pts
- Combi-bolter: +5 pts
- Heavy flamer: +10 pts
- Multi-melta: +5 pts
- Twin heavy bolter: +10 pts
- Twin lascannon: +20 pts

Master of Executions (pg 160)
Unit size: 1 model
Unit cost: 65 pts

Noise Marines (pg 163)
Unit size: 5-10 models
Unit cost: 21 pts/model
- Blastmaster: +15 pts
- Doom siren: +10 pts
- Icon of Slaanesh: +5 pts
- Plasma pistol: +5 pts
- Power axe: +5 pts
- Power fist: +10 pts
- Power maul: +5 pts
- Power sword: +5 pts
- Sonic blaster: +5 pts
- Tainted chainaxe: +5 pts

Possessed (pg 161)
Unit size: 5-10 models
Unit cost: 28 pts/model
- Chaos icon: +5 pts

FAST ATTACK

Chaos Bikers (pg 165)
Unit size: 3-9 models
Unit cost: 30 pts/model
- Chaos icon: +5 pts
- Combi-flamer: +5 pts
- Combi-melta: +5 pts
- Combi-plasma: +5 pts
- Flamer: +5 pts
- Meltagun: +10 pts
- Plasma gun: +10 pts
- Plasma pistol: +5 pts
- Power axe: +5 pts
- Power fist: +10 pts
- Power maul: +5 pts
- Power sword: +5 pts
- Tainted chainaxe: +5 pts

Chaos Spawn (pg 165)
Unit size: 1-5 models
Unit cost: 25 pts/model

Venomcrawler (pg 164)
Unit size: 1 model
Unit cost: 105 pts

Raptors (pg 166)
Unit size: 5-10 models
Unit cost: 21 pts/model
- Flamer: +5 pts
- Meltagun: +10 pts
- Plasma gun: +10 pts
- Plasma pistol: +5 pts
- Power fist: +10 pts
- Power sword: +5 pts

Warp Talons (pg 166)
Unit size: 5-10 models
Unit cost: 28 pts/model

HEAVY SUPPORT

Chaos Land Raider (pg 168)
Unit size: 1 model
Unit cost: 265 pts
- Combi-bolter: +5 pts
- Combi-flamer: +10 pts
- Combi-melta: +10 pts
- Havoc launcher: +5 pts

Chaos Predator Annihilator (pg 169)
Unit size: 1 model
Unit cost: 130 pts
- Combi-bolter: +5 pts
- Combi-flamer: +10 pts
- Combi-melta: +10 pts
- Havoc launcher: +5 pts
- Heavy bolter: +10 pts
- Lascannon: +20 pts

Chaos Predator Destructor (pg 169)
Unit size: 1 model
Unit cost: 140 pts
- Combi-bolter: +5 pts
- Combi-flamer: +10 pts
- Combi-melta: +10 pts
- Havoc launcher: +5 pts
- Heavy bolter: +10 pts
- Lascannon: +20 pts

Chaos Vindicator (pg 168)
Unit size: 1 model
Unit cost: 130 pts
- Combi-bolter: +5 pts
- Combi-flamer: +10 pts
- Combi-melta: +10 pts
- Havoc launcher: +5 pts
- Vindicator siege shield: +10 pts

Defiler (pg 170)
Unit size: 1 model
Unit cost: 165 pts
- Combi-bolter: +5 pts
- Combi-flamer: +10 pts
- Combi-melta: +10 pts
- Defiler scourge: +10 pts
- Twin heavy bolter: +10 pts
- Twin heavy flamer: +15 pts
- Twin lascannon: +20 pts

Forgefiend (pg 171)
Unit size: 1 model
Unit cost: 110 pts
- Ectoplasma cannon: +15 pts
- Heavy hades autocannon: +25 pts

Havocs (pg 167)
Unit size: 5 models
Unit cost: 125 pts
- Flamer: +5 pts
- Lascannon: +5 pts
- Meltagun: +10 pts
- Missile launcher: +5 pts
- Plasma gun: +10 pts
- Plasma pistol: +5 pts
- Power axe: +5 pts
- Power fist: +10 pts
- Power maul: +5 pts
- Power sword: +5 pts
- Reaper chaincannon: +5 pts
- Tainted chainaxe: +5 pts

Obliterators (pg 167)
Unit size: 1-3 models
Unit cost: 90 pts/model

Maulerfiend (pg 171)
Unit size: 1 model
Unit cost: 140 pts
- Lasher tendrils: +10 pts

FLYER

Heldrake (pg 173)
Unit size: 1 model
Unit cost: 165 pts

DEDICATED TRANSPORT

Chaos Rhino (pg 172)
Unit size: 1 model
Unit cost: 80 pts
- Additional combi-bolter: +5 pts
- Combi-flamer: +10 pts
- Combi-melta: +10 pts
- Havoc launcher: +5 pts

LORDS OF WAR

Khorne Lord of Skulls (pg 174)
Unit size: 1 model
Unit cost: 575 pts

FORTIFICATIONS

Noctilith Crown (pg 175)
Unit size: 1 model
Unit cost: 100 pts

GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Any number of models can each have their Weapon A replaced with 1 Weapon B: When this option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have that weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Bolt weapon (pg 176): A ranged weapon whose profile includes the word 'bolt', or a Relic that replaces a bolt weapon. The Talon of Horus (shooting) and the 'boltgun' profile of a combi-weapon are also bolt weapons.

Chaos Boons (pg 131): A Battle Honour category that can be taken by certain **TRAITORIS ASTARTES** units (excluding **DAEMON** units).

Chaos points (pg 126): A resource generated in Crusade games by **WARBAND CHAMPIONS** in Chaos warbands.

CHAOS SPACE MARINES Detachment (pg 76): A Detachment in which every model has the **TRAITORIS ASTARTES** keyword (excluding **AGENT OF CHAOS** or **UNALIGNED** models).

Chaos Space Marines secondary objectives (pg 123): Secondary objectives that can be used in certain matched play mission packs if every model from your army has the **TRAITORIS ASTARTES** keyword (excluding **AGENT OF CHAOS** and **UNALIGNED** models).

Chaos warband: If a Crusade force includes enough **TRAITORIS ASTARTES** units it must form a Chaos warband. One **TRAITORIS ASTARTES CHARACTER** model must be a **WARBAND CHAMPION**.

Drawn from: The Legion that a unit belongs to is the Legion they are drawn from. A unit is drawn from a certain Legion if it has that Legion's name listed on its Faction keyword line.

Engaged in (pg 145): The wanton act that your army, or a unit from it, is engaged in, dictating which bonuses apply to their attacks.

Favoured (pg 126): While the Warband Glory of a certain category is 7 or 8, your Chaos warband is said to be Favoured in that category and that category's Favoured Rewards apply.

Flame weapon (pg 176): A ranged weapon whose profile includes the word 'flame', or a Relic that replaces a flame weapon. The Tyrant's Claw (shooting) and the 'flamer' profile of a combi-flamer are also flame weapons.

Forsaken (pg 126): While the Warband Glory of a certain category is 1 or 2, your Chaos warband is said to be Forsaken in that category and that category's Forsaken Punishments apply.

Legion Crusade rules: Additional Agendas, Requisitions, Battle Traits and Crusade Relics that can be used by **<LEGION>** units from your Crusade force if they are drawn from the associated Legion.

Legion Detachment (pg 77): A **CHAOS SPACE MARINES** Detachment in which every **<LEGION>** unit is drawn from the same Legion. These gain additional rules provided every **<LEGION>** unit from your army (excluding **ABADDON THE DESPOILER**) is drawn from the same Legion.

Legion Relic (pg 77): A Relic of Chaos associated with one of the Legions. These are only available to **TRAITORIS ASTARTES CHARACTER** models that are part of a Legion Detachment (and only if they, and your **WARLORD**, are drawn from the associated Legion).

Legion Secondary Objective (pg 77): Secondary objectives associated with one of the Legions. These are only available if all the **<LEGION>** units from your army (excluding **ABADDON THE DESPOILER**) are drawn from the associated Legion.

Legion Stratagem (pg 77): A Stratagem associated with one of the Legions. These are only available if all the **<LEGION>** units in a Legion Detachment are drawn from the associated Legion. All Legion Stratagems have the Chaos Space Marines Stratagem label.

Legion Trait (pg 77-105): A Detachment ability for **CHAOS SPACE MARINES** Detachments, gained by **<LEGION>** units (excluding **CULTISTS** units and units described by the Slaves to Darkness rule – page 76) based on the Legion they are drawn from, if all **<LEGION>** units from your army (excluding **CULTISTS** and **AGENT OF CHAOS** units) are drawn from the same Legion.

<LEGION> unit: A unit that is drawn from one of the Legions.

Legion Warlord Trait (pg 77): A Warlord Trait associated with one of the Legions. These are only available to **TRAITORIS ASTARTES CHARACTER** models that are drawn from the associated Legion.

Prayer: A Prayer to the Dark Gods. **TRAITORIS ASTARTES PRIEST** models can attempt to chant prayers that they know.

Mark of Chaos (pg 112): An upgrade that can be applied to **CHAOS UNDIVIDED** units (excluding named characters). Certain units must be upgraded to have a Mark of Chaos.

Melta weapon (pg 176): A ranged weapon whose profile includes the word 'melta', or a Relic that replaces a melta weapon. The 'meltagun' profile of a combi-melta is also a melta weapon.

Psychic power type: A psychic power's type is written in **bold** at the start of its rules. There are three types of psychic power described in this Codex: Blessing, Malediction and Witchfire.

Relic of Chaos: A type of Relic that can be given to certain **TRAITORIS ASTARTES** models.

Sonic Weapon (pg 163): A weapon with the Sonic Weapon ability.

Spawndom (pg 124): A Crusade Rule that, when applied, transforms a certain unit in your Crusade force into a **CHAOS SPAWN**.

Stratagem label: A Stratagem's labels are written beneath its title and can include: Chaos Space Marines; Battle Tactic; Epic Deed, Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'Chaos Space Marines – Wargear Stratagem' has both the Chaos Space Marines and Wargear labels.

Wanton act (pg 145): There are three wanton acts: Wanton Destruction; Wanton Massacre; Wanton Slaughter.

REFERENCE

Below you will find a bullet-pointed summary of several Chaos Space Marines rules.

CHAMPIONS OF CHAOS (PG 76)

- You can include a maximum of one **CHAOS LORD**, one **DAEMON PRINCE** and one **DARK COMMUNE** unit in each **CHAOS SPACE MARINES** Detachment.

CHAOS WARBANDS (PG 125)

- One **CHARACTER** model gains the **WARBAND CHAMPION** keyword.
- After each battle, gain Chaos points as follows: win = D3+3; draw = 3; loss = D3.
- There are three categories of glory: Personal Glory; Dark God Glory; Warfleet Glory (each starts at level 4).
- Spend Chaos points to increase a category's glory level (to a maximum of 8).
- After each battle, subtract 1 level from each category of glory (to a minimum of 1).
- While a category is at level 7 or 8, your warband is Favoured in that category and its Favoured Rewards apply.
- While a category is at level 1 or 2, your warband is Forsaken in that category and its Forsaken Punishments apply.

DAEMON ENGINE (PG 144)

- 5+ invulnerable save.
- In your Command phase, this model regains 1 lost wound.

DETACHMENT ABILITIES (PG 76)

- **CHAOS SPACE MARINES** Detachments gain the Champions of Chaos, Mere Mortals and Slaves to Darkness abilities.
- **TRAITORIS ASTARTES** units in **CHAOS SPACE MARINES** Detachments gain the Legion Traits ability.
- Troops units in **CHAOS SPACE MARINES** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

<LEGION> KEYWORD (PG 144)

- When you include a unit with the **<LEGION>** keyword, nominate which Legion it is drawn from.
- Replace every instance of the **<LEGION>** keyword on that unit's datasheet with the name of your chosen Legion.

LEGION TRAITS (PG 77)

- If every **<LEGION>** unit from your army is from the same Legion, all **TRAITORIS ASTARTES** units (excluding **CULTISTS** and units described by the Slaves to Darkness rule – page 76) gain the relevant Legion Trait.

LET THE GALAXY BURN (PG 145)

- Only applies if every model from your army has the **TRAITORIS ASTARTES** keyword (excluding **AGENT OF CHAOS** and **UNALIGNED** models).
- Does not apply to **CULTISTS** units.
- Each time a model shoots with a flame weapon (pg 176), add 2 to the number of attacks it makes.
- During the first battle round, your army is engaged in Wanton Destruction.
- During the second battle round, your army is engaged in Wanton Massacre.
- At the start of the third battle round, select either Wanton Massacre or Wanton Slaughter: until the end of that battle round, your army is engaged in the wanton act you selected.
- During the fourth and subsequent battle rounds, your army is engaged in Wanton Slaughter.
- **Wanton Destruction:** Each unmodified hit roll of 6 made for a Heavy, Rapid Fire or Grenade weapon scores 1 additional hit.
- **Wanton Massacre:** Each unmodified hit roll of 6 made for a Rapid Fire, Assault or Pistol weapon scores 1 additional hit.
- **Wanton Slaughter:** Each unmodified hit roll of 6 made for an Assault, Pistol or melee weapon scores 1 additional hit.

MALICIOUS VOLLEYS (PG 144)

- Make double the number of attacks when shooting a Rapid Fire bolt weapon if the target is within half range, or if the shooting model is an **INFANTRY** model whose unit Remained Stationary in your previous Movement phase, or if the shooting model is a **TERMINATOR** or **BIKER** model.

MARKS OF CHAOS (PG 112)

- Can upgrade **CHAOS UNDIVIDED** units.
- Doing so increases the unit's Power Rating and points value.
- Upgraded units gain new keywords and abilities depending on which of the four Marks of Chaos they have.
- Cannot upgrade named characters.
- Must upgrade **DAEMON PRINCES**.
- Must upgrade **KHORNE BERZERKERS** to have Mark of Khorne, **RUBRIC MARINES** to have Mark of Tzeentch, **PLAGUE MARINES** to have Mark of Nurgle, and **EMPEROR'S CHILDREN** to have Mark of Slaanesh.
- **Mark of Khorne:** +1 Strength if unit charged, was charged or performed a Heroic Intervention this turn. Armour Penetration of melee attacks improved by 1 if this unit has the **ICON** keyword.
- **Mark of Tzeentch:** The first this unit fails a saving throw each turn, the Damage characteristic of that attack is 0. Armour Penetration of ranged attacks improved by 1 if this unit has the **ICON** keyword.
- **Mark of Nurgle:** If Strength of an attack against this unit either equals or is at least double its Toughness, subtract 1 from wound roll. Unmodified hit rolls of 6 for ranged attacks by this unit automatically wound the target if this unit has the **ICON** keyword.
- **Mark of Slaanesh:** This unit fights first in the Fight phase. Add 1 to hit rolls for melee attacks by this unit if it has the **ICON** keyword.

MERE MORTALS (PG 76)

- You cannot include more **CULTISTS** units than **TRAITORIS ASTARTES CORE INFANTRY** units in a Detachment.
- A **CULTISTS CHARACTER** model cannot be your **WARLORD** if your army contains any **HERETIC ASTARTES CHARACTER** models.

SLAVES TO DARKNESS (PG 76)

- Can include **KHORNE BERZERKERS**, **RUBRIC MARINES** and **PLAGUE MARINES** units in **CHAOS SPACE MARINES** Detachments.
- These have the Elites battlefield role, they replace their Faction keywords, they gain the Let the Galaxy Burn ability (pg 145) and they must be upgraded to have an associated Mark of Chaos.
- These units never gain a Legion Trait.
- **NOISE MARINES** change Battlefield Role to Troops when taken in an **EMPEROR'S CHILDREN** Detachment.
- **NOISE MARINES** only gain a Legion Trait when taken in an **EMPEROR'S CHILDREN** Detachment.

WARP STRIKE (PG 144)

- During deployment, you can set this unit up in blasphemous reserves instead of setting it up on the battlefield.
- Such a unit can then arrive during the Reinforcements step of one of your Movement phases. When it does so, set it up anywhere on the battlefield more than 9" from any enemy models.

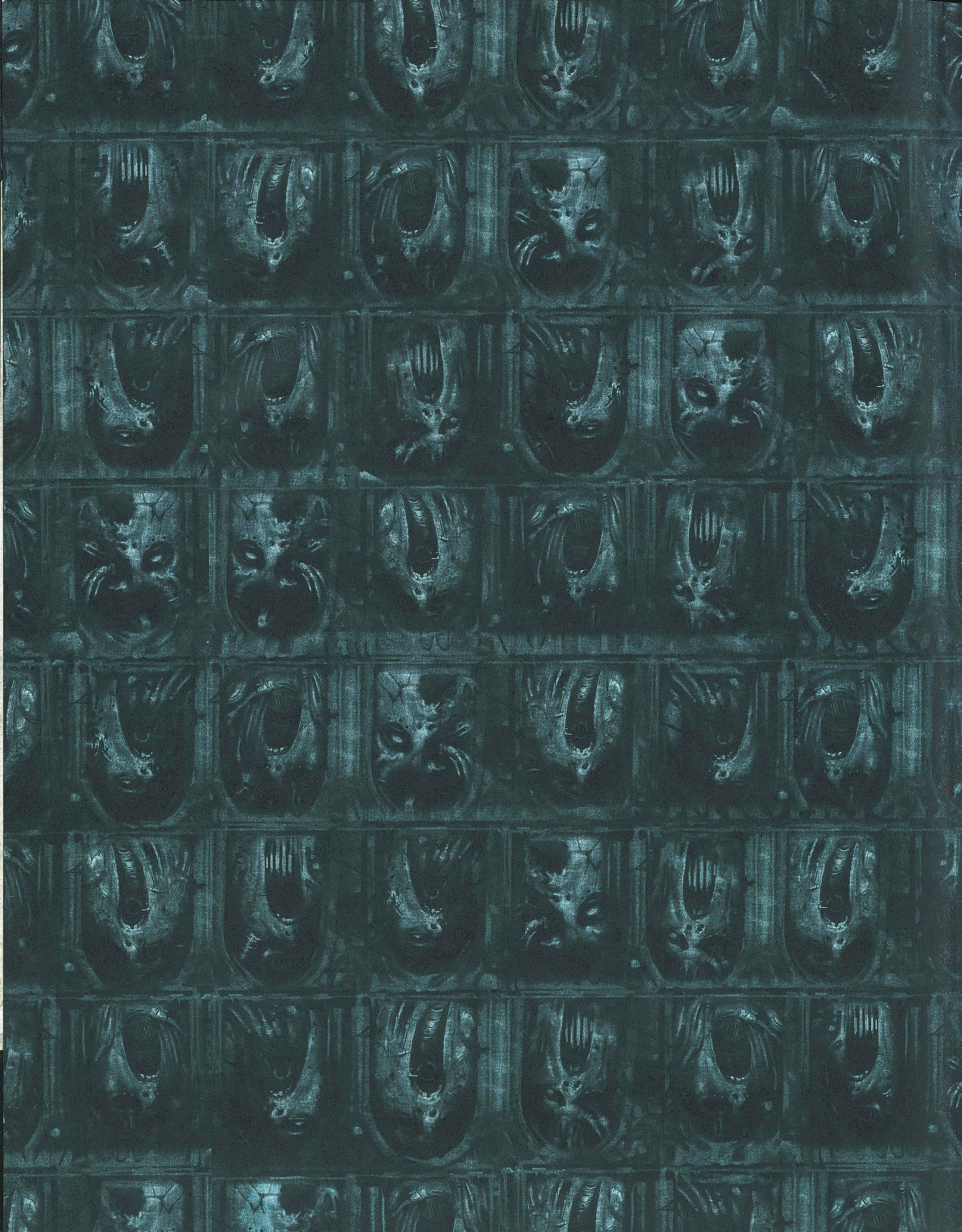
CRUSADE FORCE CHAOS POINTS TRACKER

CHAOS WARBAND:	
WARBAND CHAMPION:	
PLAYER:	

PERSONAL GLORY	DARK GOD GLORY	WARFLEET GLORY
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1

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LET THE GALAXY BURN!

Chaos Space Marines are genetically augmented post-humans clad in baroque power armour and festooned with the battle scars and trophies of their treachery. Some amongst them have waged near-constant war for ten thousand years; from the veteran murderers of Renegade Chapters to the Traitor Legions of horrific legend, the Heretic Astartes fight alongside growling battle tanks and gargoyle-mouthed Daemon Engines to bring doom to their foes. Meanwhile, teeming Chaos Cultists strive to impress their dark masters and prove themselves as worthy as those possessed body and soul by daemons of the warp. Leading such armies are champions of Chaos: malevolent Lords, Sorcerers and Daemon Princes empowered by the dubious boons of their Dark Gods. Throughout the galaxy, Chaos Space Marines constitute the deadliest threat to the Imperium of Mankind, their Long War one of vengeance, conquest and the bitterest of hatreds.

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ISBN 978-1-83906-806-5

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DESIGNED IN THE UK

PRINTED BY C&C IN CHINA

60 03 01 02 024

A supplement for WARHAMMER 40,000

You will need a copy of the Warhammer 40,000 rules in order to use the contents of this book

Games Workshop Limited.
Willow Road, Nottingham,
NG7 2WS, UK

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