IMPERIAL ARMOUR™

INDEX: FORCES OF CHAOS





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INTRODUCTION

Welcome to *Imperial Armour – Index: Forces of Chaos*. This book is designed to update the rules for Forge World's current and recent ranges of models for use with the latest incarnation of the Warhammer 40,000 game. It provides rules for Forge World's Chaos Space Marines, Chaos Daemons, Chaos Titan Legions and Renegade Knight units, including ancient relics from the age of the Horus Heresy in the shape of the 'Hellforged' for your Heretic Astartes forces, as well as revisiting characters and monsters from Forge World's Siege of Vraks campaign.

This book and its contents are fully compatible with *Warhammer 40,000 – Index: Chaos*, expand the datasheets which are found there and contain all the information you need to field your Forge World Chaos models in the new edition of the Warhammer 40,000 game. Also included are both Power Ratings and an appendix for their use in Battle-forged armies.

You will need a copy of both the *Warhammer 40,000* rulebook and *Warhammer 40,000 – Index: Chaos* to make full use of this book and its contents.

ADDITIONAL RULES

While the majority of the rules found within this book should be familiar to you from *Warhammer 40,000 – Index: Chaos* and the *Warhammer 40,000* rulebook, owing to the sheer size and scale of some of the units we produce, we've had to create certain new overarching rules to encompass them, which you can find detailed here:

MACRO WEAPONS

This is an additional weapon type to the five types presented in the main *Warhammer 40,000* rulebook. Macro weapons are truly gigantic in proportion, often the size of armoured vehicles in their own right in many cases. Such mighty weapons are unwieldy and only able to be mounted on the largest of war engines such as Titans, but their power is enough to annihilate the most well-protected target and they are particularly effective against fortifications and the largest war machines, against which their power can be fully spent.

A model armed with a Macro weapon may not fire it if it has moved previously in the turn, unless the firing unit also has the **TITANIC** keyword. No Macro weapon may be used to make Overwatch attacks. When used against units with the **TITANIC** or **BUILDING** keyword, the damage inflicted by a Macro weapon is doubled (this doubling takes place after any randomised damage has been rolled for).

ARCH-DAEMONIC RITUAL

This book contains rules for four of the great Daemon Lords: An'ggrath the Unbound, Scabeiathrax the Bloated, Aetaos'rau'keres and Zarakynel. Summoning units of this power using the usual Daemonic Ritual rules is all but impossible and so a variant rule, Arch-daemonic Ritual, has been provided here.

If your army contains a model with the Arch-daemonic Ritual rule, they may instead of being deployed normally be summoned like other Daemons to the battlefield, although with greater risk to the summoner as befits their power and perilous nature. The usual rules for Daemonic Rituals apply (see *Warhammer 40,000 – Index: Chaos*) with the following alterations:

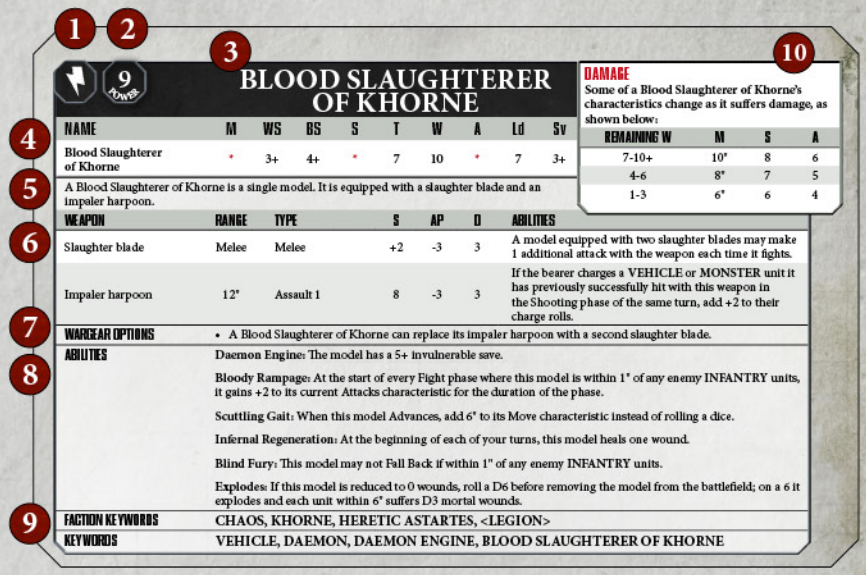
When attempting an Arch-daemonic Ritual, the summoning player must first declare which unit they are attempting to summon by name beforehand, and only characters with the same Mark of Chaos as the unit you wish to summon can be used to summon the unit.

When attempting to summon a unit using an Arch-daemonic Ritual, roll up to nine dice – this is your summoning roll. You can summon one new unit with the Arch-daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword as the summoning character. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is within 12" of the summoning character and is more than 9" from any enemy model. If the total rolled is insufficient to summon the named unit, the ritual fails and no new unit is summoned. If your Arch-daemonic Ritual summoning roll included any doubles, your summoning character then suffers a mortal wound. If it included any triples then the summoning character is slain instead (note that the summoning can still be successful, even if the summoning character perishes in the attempt).

COMBI-WEAPONS LIST

When asked to choose a weapon from the *Combi-weapons* list, select one of the following:
- Combi-bolter
- Combi-flamer
- Combi-melta
- Combi-plasma

DATASHEETS



1. Battlefield Role

This is typically used when making a Battle-forged army.

2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-', it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-', it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

Toughness (T): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.

5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

7. Wargear Options

Some units have a number of choices as to which gear they take into battle – this section describes these options. Weapons which a unit may take as an optional choice are typically described in the Appendices.

8. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise, both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all **ORKS** models'. This means it would only apply to models that have the **ORKS** keyword on their datasheet.

10. Damage

Some large models' characteristics can change as the model suffers damage, these characteristics are indicated with the '*' symbol instead of a number – here you will find a table that details how these characteristics change as wounds are lost. To determine the characteristics of a model with a Damage table, check the model's remaining wounds and consult the appropriate row of the chart on their datasheet. Not all units have Damage tables. If one is not included on a datasheet then that unit's characteristics do not change as it loses wounds.


DAEMON
BOUND

9 BLOOD SLAUGHTERER OF KHORNE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blood Slaughterer of Khorne	*	3+	4+	*	7	10	*	7	3+

A Blood Slaughterer of Khorne is a single model. It is equipped with a slaughter blade and an impaler harpoon.

DAMAGE

Some of a Blood Slaughterer of Khorne's characteristics change as it suffers damage, as shown below:

REMAINING W	M	S	A
7-10+	10"	8	6
4-6	8"	7	5
1-3	6"	6	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slaughter blade	Melee	Melee	+2	-3	3	A model equipped with two slaughter blades may make 1 additional attack with the weapon each time it fights.
Impaler harpoon	12"	Assault 1	8	-3	3	If the bearer charges a **VEHICLE** or **MONSTER** unit it has previously successfully hit with this weapon in the Shooting phase of the same turn, add +2 to their charge rolls.

WARGEAR OPTIONS

- A Blood Slaughterer of Khorne can replace its impaler harpoon with a second slaughter blade.

ABILITIES

Daemon Engine: The model has a 5+ invulnerable save.

Bloody Rampage: At the start of every Fight phase where this model is within 1" of any enemy **INFANTRY** units, it gains +2 to its current Attacks characteristic for the duration of the phase.

Scuttling Gait: When this model Advances, add 6" to its Move characteristic instead of rolling a dice.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Blind Fury: This model may not Fall Back if within 1" of any enemy **INFANTRY** units.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: CHAOS, KHORNE, HERETIC ASTARTES, <LEGION>

KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, BLOOD SLAUGHTERER OF KHORNE

11 GREATER BLIGHT DRONE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Greater Blight Drone	*	4+	3+	*	7	12	*	7	3+

A Greater Blight Drone is a single model. It is equipped with a Blightreaper cannon, a bile maw and a plague probe.

DAMAGE

Some of a Greater Blight Drone's characteristics change as it suffers damage, as shown below:

REMAINING W	M	S	A
8-12+	14"	6	3
4-7	10"	5	D3
1-3	6"	4	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bile maw	12"	Pistol D3	8	-2	D3	You can re-roll any wound rolls of 1 when attacking with this weapon.
Blightreaper cannon	36"	Heavy 4	7	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1.
Plague probe	Melee	Melee	User	-2	D3	You can re-roll any wound rolls of 1 when attacking with this weapon.

WARGEAR OPTIONS

- None.

ABILITIES

Daemon Engine: The model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Carrion Haunter: At the start of the first battle round but before the turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy units. If both players have units that can do this, the player who is taking the first turn moves their units first.

Putrid Explosion: If a Greater Blight Drone is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 4+ it explodes, and each unit within 7" suffers D3 mortal wounds.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, <LEGION>

KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, FLY, GREATER BLIGHT DRONE

CHAOS DECIMATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Decimator	**10"**	**3+**	**3+**	**7**	**7**	**8**	**5**	**8**	**3+**

A Chaos Decimator is a single model. It is equipped with two Decimator siege claws each with an inbuilt hellflamer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Decimator siege claw	Melee	Melee	+2	-3	3	–
Hellflamer	8"	Heavy D6	5	-1	2	This weapon automatically hits its target.
Decimator storm laser	24"	Assault 5	6	-2	1	–
Soulburner petard	24"	Assault 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound. This effect can only occur once per phase regardless of how many results of '1' are rolled.
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit must subtract 2 from its Leadership for the rest of the turn. This modifier is not cumulative.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.

WARGEAR OPTIONS

- A Chaos Decimator may replace any of its Decimator siege claws with an inbuilt hellflamer with any of the following weapons:
  - Soulburner petard
  - C-beam cannon
  - Butcher cannon
  - Decimator storm laser

ABILITIES

Daemon Engine: The model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Dark Fury: If this model is equipped with two melee weapons, it gains +1 attack.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

TITANIC, VEHICLE, DAEMON, DAEMON ENGINE, CHAOS DECIMATOR

PLAGUE HULK OF NURGLE

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Hulk of Nurgle	*	4+	*	8	8	14	*	7	3+

A Plague Hulk of Nurgle is a single model. It is equipped with an iron claw and a rot cannon, and can spew rancid vomit on its foes.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rot cannon	36"	Heavy D6	6	-3	2	Against **INFANTRY** targets, failed wound rolls for this weapon are re-rolled.
Rancid vomit	7"	Pistol D6	5	-2	1	This weapon automatically hits its target.
Iron claw	Melee	Melee	x2	-3	D6	–
Warpsword	Melee	Melee	User	-3	3	You can re-roll failed hit rolls for this weapon.

WARGEAR OPTIONS

- A Plague Hulk of Nurgle can replace its iron claw with a warpsword.

ABILITIES

Daemonic: The model has a 5+ invulnerable save.

Disgustingly Resilient: Each time the Plague Hulk of Nurgle loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose that wound.

Rusting Curse: All enemy **VEHICLE** units within 1" of a Plague Hulk of Nurgle must subtract 1 from their saving throws.

Daemonic Ritual: See *Warhammer 40,000 – Index: Chaos*.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6, it explodes and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: CHAOS, NURGLE

KEYWORDS: VEHICLE, DAEMON, PLAGUE HULK OF NURGLE

DAMAGE

Some of a Plague Hulk of Nurgle's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
8-14+	7"	4+	3
4-7	5"	5+	3
1-3	3"	6+	D3

KYTAN RAVAGER

25 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kytan Ravager	*	3+	3+	*	8	22	*	9	3+

A Kytan Ravager is a single model. It is equipped with a great cleaver of Khorne and a Kytan gatling cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kytan gatling cannon	48"	Heavy 8	8	-2	2	–
Great cleaver of Khorne	When attacking with this weapon, choose one of the profiles below:					
- Smash	Melee	Melee	x2	-4	6	–
- Slash	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Daemon Engine: The model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Titanic Daemon Engine: A Kytan Ravager can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Kytan Ravager can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Kytan Ravager only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Battle Walker: When making advance rolls for this model, roll 2D6 to determine the maximum distance it may move.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS: CHAOS, KHORNE, HERETIC ASTARTES, <LEGION>

KEYWORDS: TITANIC, VEHICLE, DAEMON, DAEMON ENGINE, KYTAN RAVAGER

DAMAGE

Some of a Kytan Ravager's characteristics change as it suffers damage, as shown below:

REMAINING W	M	S	A
11-22+	12"	10	5
5-10	10"	8	4
1-4	8"	5	3

GREATER BRASS SCORPION OF KHORNE

32 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Greater Brass Scorpion	*	3+	3+	*	8	20	*	9	3+

A Greater Brass Scorpion of Khorne is a single model. It is equipped with hellcrusher claws, a scorpion cannon, a soulshatter bombard and twin hellmaw blasters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellcrusher claws	Melee	Melee	+4	-4	6	–
Scorpion cannon	36"	Heavy 10	6	-2	2	–
Soulshatter bombard	24"	Heavy D6	12	-3	D6	Against **VEHICLE**, **BUILDING** and **MONSTER** units, this weapon's attacks are Damage 2D6 rather than D6.
Twin hellmaw blasters	8"	Pistol 2D6	User	-2	1	This weapon automatically hits its target.

DAMAGE

Some of a Greater Brass Scorpion of Khorne's characteristics change as it suffers damage, as shown below:

REMAINING W	M	S	A
11-20+	12"	10	8
4-10	10"	8	6
1-3	8"	5	4

WARGEAR OPTIONS

- None.

ABILITIES

Daemon Engine: The model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model heals one wound.

Titanic Daemon Engine: A Greater Brass Scorpion of Khorne can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Greater Brass Scorpion of Khorne can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Greater Brass Scorpion of Khorne only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Frenzied Charge: When the Greater Brass Scorpion of Khorne makes a charge move, roll 3D6 and add the results together to determine the maximum distance up to which it may charge.

Runes of the Blood God: When a **PSYKER** (friendly or enemy) attempts to manifest a psychic power that inflicts mortal wounds on the Greater Brass Scorpion of Khorne, the **PSYKER** suffers Perils of the Warp on any roll of a double; not just double 1 or double 6 as would normally be the case.

Doomsday Reactor: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 4+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS

CHAOS, KHORNE, HERETIC ASTARTES, <LEGION>

KEYWORDS

TITANIC, VEHICLE, DAEMON, DAEMON ENGINE, GREATER BRASS SCORPION OF KHORNE


THE
HELLFORGED

10 HELLFORGED CONTEMPTOR DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Contemptor	*	*	*	7	7	10	4	8	3+

A Hellforged Contemptor Dreadnought is a single model. It is equipped with two hellforged deathclaws and two combi-bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellforged deathclaw	Melee	Melee	x2	-3	3	–
Hellforged chainclaw	Melee	Melee	x2	-4	4	–
Combi-bolter	24"	Rapid Fire 2	4	0	1	–
Ectoplasma blaster	18"	Assault 2	8	-3	2	If any hit roll made in a given phase results in a score of a '1', then the firing unit suffers one mortal wound.
Hellflamer	8"	Heavy D6	5	-1	2	Attacks made by this weapon automatically hit.
Soulburner	24"	Assault D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage.
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit must subtract 2 from its Leadership for the rest of the turn. This modifier is not cumulative.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	–
Ectoplasma cannon	24"	Heavy D3	7	-3	D3	–
Kheres assault cannon	24"	Heavy 6	7	-1	1	–
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.

DAMAGE

Some of a Hellforged Contemptor's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
6-10+	9"	2+	2+
3-5	6"	3+	3+
1-2	4"	4+	4+

WARGEAR OPTIONS

- A Hellforged Contemptor may replace one or both deathclaws with chainclaws.
- A Hellforged Contemptor may replace one deathclaw and one combi-bolter with one of the following (both deathclaw and combi-bolter must be exchanged):
  - Twin heavy bolter
  - Multi-melta
  - Twin autocannon
  - Ectoplasma cannon
  - Kheres assault cannon
  - C-beam cannon
  - Butcher cannon
- One or both combi-bolters may be replaced with one of the following:
  - Hellflamer
  - Ectoplasma blaster
  - Soulburner

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Hellfire Reactor: A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.

Dark Fury: If this model is equipped with two melee weapons, it gains +1 attack.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6" it explodes and the hellish energies at its core are unleashed. Each unit within 6 suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: VEHICLE, DREADNOUGHT, HELLFORGED, HELLFORGED CONTEMPTOR DREADNOUGHT

HELLFORGED LAND RAIDER PROTEUS

19 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Proteus	*	*	*	8	8	16	4	9	2+

A Hellforged Land Raider Proteus is a single model. It is equipped with a twin heavy bolter, two twin lascannon and an infernal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Havoc launcher	48"	Heavy D6	5	0	1	–

DAMAGE

Some of a Hellforged Land Raider Proteus' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
9-16+	10"	5+	3+
5-8	5"	4+	4+
1-4	3"	3+	5+

WARGEAR OPTIONS

- A Hellforged Proteus may choose to take the Accursed Phylactery ability. If this option is selected then the number of models that the Hellforged Proteus may transport is reduced to 6.
- A Hellforged Proteus may replace its twin heavy bolter with a twin heavy flamer or a twin lascannon.
- A Hellforged Proteus may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

TRANSPORT

This model can transport 10 **<LEGION> INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CULT OF DESTRUCTION** model takes up the space of three other models). If the Accursed Phylactery ability has been selected, then this model may only transport six models.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Accursed Phylactery: The fallen and tormented souls bound to the phylactery constantly swirl about the Hellforged Proteus in battle. All units within 9" (both friendly and enemy) must subtract 1 from their Leadership, and if any enemy units attempt to enter the game from a position that is not represented on the tabletop (i.e., in orbit, teleport, from the hidden halls of the Webway, etc.) anywhere within 12" of the Hellforged Land Raider Proteus, the arriving unit's controlling player must roll a D6. If the score is a '1' or a '2' then the unit suffers D3 mortal wounds as it is deployed on the battlefield.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers 2D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

VEHICLE, TRANSPORT, HELLFORGED, LAND RAIDER, HELLFORGED LAND RAIDER PROTEUS

20 HELLFORGED LAND RAIDER ACHILLES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Achilles	*	*	*	**8**	**8**	**19**	**4**	**9**	**2+**

A Hellforged Achilles is a single model. It is equipped with a soulburner bombard, two twin multi-meltas and an infernal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	–
Havoc launcher	48"	Heavy D6	5	0	1	–
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Soulburner bombard	48"	Heavy 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. This weapon may target enemy units which the bearer cannot see.

WARGEAR OPTIONS

- A Hellforged Achilles may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

TRANSPORT

This model can transport six **<LEGION> INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CULT OF DESTRUCTION** model takes up the space of three other models).

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Daemonic Resilience: This model has a 4+ invulnerable save.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers 2D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

VEHICLE, TRANSPORT, HELLFORGED, LAND RAIDER, HELLFORGED LAND RAIDER ACHILLES

DAMAGE

Some of a Hellforged Land Raider Achilles' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
10-19+	10"	5+	3+
5-9	5"	4+	4+
1-4	3"	3+	5+

HELLFORGED PREDATOR

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Predator	*	*	*	6	7	11	4	8	3+

A Hellforged Predator is a single model. It is equipped with a plasma destroyer and an infernal hunger.

DAMAGE

Some of a Hellforged Predator's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
7-11+	12"	5+	3+
3-6	6"	4+	4+
1-2	3"	3+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	–
Infernal flamestorm cannon	8"	Heavy 2D6	5	-1	2	This weapon automatically hits its target.
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target of an attack by this weapon is within half range, roll an additional dice when inflicting damage with it and discard the lowest result.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Plasma destroyer	36"	Heavy 2D3	7	-3	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Predator autocannon	48"	Heavy 2D3	7	-1	3	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Havoc launcher	48"	Heavy D6	5	0	1	–

WARGEAR OPTIONS

- A Hellforged Predator may replace its plasma destroyer with any one of the following weapons:
  - Magna-melta cannon
  - C-beam cannon
  - Infernal flamestorm cannon
  - Predator autocannon
  - Twin lascannon
- A Hellforged Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers.
- A Hellforged Predator may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Hate-fuelled Rampage: A model with this ability can make D3 additional Attacks during the Fight phase if it successfully charged in the same turn.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: VEHICLE, HELLFORGED, HELLFORGED PREDATOR

HELLFORGED SCORPIUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Scorpius	*	*	*	**6**	**7**	**11**	**4**	**8**	**3+**

A Hellforged Scorpius is a single model. It is equipped with a Scorpius multi-launcher, combi-bolter and an infernal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	–
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	This weapon may target enemy units the bearer cannot see.
Combi-bolter	24"	Rapid Fire 2	4	0	1	–
Havoc launcher	48"	Heavy D6	5	0	1	–

WARGEAR OPTIONS

- A Hellforged Scorpius may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Rocket Barrage: On any turn in which the Scorpius does not move during the Movement phase, it may fire its Scorpius multi-launcher twice in the following Shooting phase.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: VEHICLE, HELLFORGED, HELLFORGED SCORPIUS

DAMAGE

Some of a Hellforged Scorpius' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
7-11+	12"	5+	3+
3-6	6"	4+	4+
1-2	3"	3+	5+

HELLFORGED SICARAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Sicaran	*	4+	*	6	7	14	*	8	3+

A Hellforged Sicaran is a single model. It is equipped with twin accelerator autocannon, a heavy bolter and an infernal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	–
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the **FLY** keyword. In addition, every wound roll of 6 made with this weapon increases the AP of that individual wound to -3.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Havoc launcher	48"	Heavy D6	5	0	1	–

WARGEAR OPTIONS

- A Hellforged Sicaran may also be equipped with either two heavy bolters or two lascannon.
- A Hellforged Sicaran may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: VEHICLE, HELLFORGED, HELLFORGED SICARAN

DAMAGE

Some of a Hellforged Sicaran's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
7-14+	14"	3+	4
3-6	10"	4+	3
1-2	8"	5+	2

HELLFORGED SICARAN VENATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Sicaran Venator	*	**4+**	*	**6**	**7**	**14**	*	**8**	**3+**

A Hellforged Sicaran Venator is a single model. It is equipped with a Malignatas beam laser, a heavy bolter and an infernal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	–
Malignatas beam laser	36"	Heavy 1	*	-5	2D6	The player with this weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Leadership characteristic, if the total equals or exceeds it then the target model is wounded.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Havoc launcher	48"	Heavy D6	5	0	1	–

WARGEAR OPTIONS

- A Hellforged Sicaran Venator may also be equipped with either two heavy bolters or two lascannon.
- A Hellforged Sicaran Venator may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Undying Hatred: If, in the preceding turn, a Hellforged Sicaran Venator has caused any enemy model to be removed as a casualty, it rolls an additional dice when making wound rolls for its Malignatas beam laser and discards the lowest dice before calculating the result of the roll.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: VEHICLE, HELLFORGED, HELLFORGED SICARAN VENATOR

DAMAGE

Some of a Hellforged Sicaran Venator's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
7-14+	14"	3+	4
3-6	10"	4+	3
1-2	8"	5+	2

HELLFORGED SPARTAN ASSAULT TANK

21 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Spartan	*	*	*	**8**	**8**	**20**	**4**	**9**	**2+**

A Hellforged Spartan is a single model. It is equipped with a twin heavy bolter, two quad lascannon and an infernal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Quad lascannon	48"	Heavy 4	9	-3	D6	–
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Havoc launcher	48"	Heavy D6	5	0	1	–

DAMAGE

Some of a Hellforged Spartan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
12-20+	10"	5+	3+
6-11	5"	4+	4+
1-5	3"	3+	5+

WARGEAR OPTIONS

- A Hellforged Spartan may replace both of its quad lascannon with laser destroyers.
- A Hellforged Spartan may replace its twin heavy bolter with a twin heavy flamer.
- A Hellforged Spartan may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

TRANSPORT

This model can transport 25 **<LEGION> INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CULT OF DESTRUCTION** model takes up the space of three other models).

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

In the Belly of the Beast: At the end of any Movement phase in which one or more units disembarks from a Hellforged Spartan, roll a D6. On the roll of a '1', one model from a disembarking unit, chosen by the controlling player, is slain. The number of models removed due to the effects of this rule are counted as slain models for the Spartan's Machina Malifica ability at the end of the turn.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 2D6" suffers D6 mortal wounds unless it is a **PSYKER**, in which case it suffers 2D3 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it. In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

TITANIC, VEHICLE, TRANSPORT, HELLFORGED, HELLFORGED SPARTAN ASSAULT TANK

14 HELLFORGED DEREDEO DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Deredeo	*	*	*	7	7	14	2	8	3+

A Hellforged Deredeo Dreadnought is a single model. It is equipped with a butcher cannon array and a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Butcher cannon array	36"	Heavy 8	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit subtracts 2 from its Leadership for the rest of the turn. This modifier is not cumulative.
Ectoplasma battery	24"	Heavy 5	8	-3	3	If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound.
Dual Malignatas saker	48"	Heavy 2	*	-5	D6	This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Leadership characteristic, if the total equals or exceeds the Leadership characteristic then the target model is wounded.
Greater havoc launcher	48"	Heavy 3D3	6	-1	1	This weapon can target units that are not visible to the bearer.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.

DAMAGE

Some of a Hellforged Deredeo Dreadnought's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
10-14+	7"	4+	2+
5-9	5"	5+	3+
1-4	3"	6+	4+

WARGEAR OPTIONS

- A Hellforged Deredeo may replace its twin heavy bolter with a twin heavy flamer.
- A Hellforged Deredeo may be equipped with one of the following:
  - Greater havoc launcher
- A Hellforged Deredeo may replace its butcher cannon array with one of the following:
  - Ectoplasma battery
  - Dual Malignatas saker

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Hellfire Reactor: A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks and a 4+ invulnerable save against Melee attacks in the Fight phase.

Hellfire Veil: If equipped with a Hellfire veil, all friendly units with the **CHAOS** and **<LEGION>** keywords within 6" of the Hellforged Deredeo Dreadnought gain a 5+ invulnerable save. This invulnerable save does not stack with or improve existing saves.

Helical Targeting Array: At the beginning of any turn, the controlling player may declare that the helical targeting array is active. While the helical targeting array is active, the Hellforged Deredeo Dreadnought may not move, Advance or charge in any phase, but adds 1 to its hit rolls for targeting vehicles with the **FLY** keyword. The helical targeting array remains active from the start of the turn in which their use is declared until the beginning of the controlling player's next turn. The helical targeting array may be activated any number of times during a game, but not in consecutive turns.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

FACTION KEYWORDS: **CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>**

KEYWORDS: **VEHICLE, DREADNOUGHT, HELLFORGED, HELLFORGED DEREDEO DREADNOUGHT**

HELLFORGED RAPIER BATTERY

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Rapier	4"	6+	3+	3	5	4	2	8	3+
Chaos Space Marine Crew	6"	3+	3+	4	4	1	1	8	3+

This unit contains one Hellforged Rapier and two Chaos Space Marine Crewmen. Each Hellforged Rapier is equipped with a quad heavy bolter and each Chaos Space Marine Crewman is armed with a boltgun and bolt pistol.
It can include up to one additional Hellforged Rapier and two Chaos Space Marine Crewmen (**Power Rating +4**), or two additional Hellforged Rapier and four Chaos Space Marine Crewmen (**Power Rating +8**).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Ectoplasma cannon	24"	Heavy 3	8	-3	3	If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Quad heavy bolter	48"	Heavy 12	5	-1	1	–
Boltgun	24"	Rapid Fire 1	4	0	1	–
Bolt pistol	12"	Pistol 1	4	0	1	–

WARGEAR OPTIONS

- Any Hellforged Rapier may replace its quad heavy bolter with any one of the following:
  - Laser destroyer
  - Ectoplasma cannon
  - C-beam cannon

ABILITIES

Chaos Space Marine Crew: A Hellforged Rapier Battery, including its accompanying Chaos Space Marine Crew, must be deployed with each model within 3" of at least one other model from their unit. From that point on, each Hellforged Rapier and each two-model group of Chaos Space Marine Crewmen acts as a single, independent unit. The Chaos Space Marine Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the model that is shooting.

Artillery: A Hellforged Rapier can only fire its ranged weapon if a friendly **LEGION** Chaos Space Marine Crewman model from the same unit is within 3". A single Chaos Space Marine Crewman cannot operate multiple Hellforged Rapiers in this way in a single turn. If all of the Chaos Space Marine Crewmen from the same unit within 6" of a Hellforged Rapier are slain, it loses the Artillery ability and gains the Daemon Unleashed ability, and operates under the rules of that ability instead.

Daemon Unleashed: A Hellforged Rapier gains this ability if all Chaos Space Marine Crewmen in the same unit are slain. While a Hellforged Rapier has this ability, it must move as far as possible directly towards the nearest visible enemy unit during the Movement phase (it does not have to Advance, but may do so if the controlling player wishes), it may fire normally in the Shooting phase, even if no friendly Chaos Space Marine Crewmen are within 6" and must declare a Charge in the Charge phase if there are any enemy units within 12" at the beginning of that phase.

Machina Malifica (Hellforged Rapier only): At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

(HELLFORGED RAPIER): VEHICLE, ARTILLERY, HELLFORGED, HELLFORGED RAPIER BATTERY

(CHAOS SPACE MARINES): INFANTRY, CHAOS SPACE MARINES

16 HELLFORGED LEVIATHAN DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Leviathan	*	*	*	**8**	**8**	**14**	**4**	**8**	**2+**

A Hellforged Leviathan Dreadnought is a single model. It is equipped with two hellforged siege claws, two meltaguns and two hellflamers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellforged siege claw	Melee	Melee	x2	-3	3	–
Hellforged siege drill	Melee	Melee	x2	-4	4	–
Hellflamer	8"	Heavy D6	5	-1	2	Attacks made by this weapon automatically hit.
Butcher cannon array	36"	Heavy 8	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit subtracts 2 from its Leadership for the rest of the turn. This modifier is not cumulative.
Soulburner ribaudkin	18"	Heavy 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage.
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model has any of the **MONSTER**, **VEHICLE** or **TITANIC** keywords then the amount of damage suffered becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

DAMAGE

Some of a Hellforged Leviathan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
8-14+	8"	2+	2+
4-7	5"	3+	3+
1-3	3"	4+	4+

WARGEAR OPTIONS

- A Hellforged Leviathan may replace one or both siege claws with siege drills.
- A Hellforged Leviathan may replace one siege claw and one meltagun with one of the following (both siege claw and meltagun must be exchanged for a single other option).
  - Butcher cannon array
  - Soulburner ribaudkin
  - Grav-flux bombard

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Hellfire Reactor: A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks and a 4+ invulnerable save against Melee attacks in the Fight phase.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

Dark Fury: If this model is equipped with two melee weapons, it gains +1 attack.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: VEHICLE, DREADNOUGHT, HELLFORGED, HELLFORGED LEVIATHAN DREADNOUGHT

HELLFORGED DREADCLAW DROP POD

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Dreadclaw	**15"**	**4+**	**5+**	*	**7**	**10**	*	**8**	**3+**

A Hellforged Dreadclaw is a single model. It is equipped with blade struts and thermal jets.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade struts	Melee	Melee	User	-2	2	–
Thermal jets	6"	Pistol D6	6	-1	1	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.

WARGEAR OPTIONS

- None.

TRANSPORT

This model can transport 10 **<LEGION>** or **<MARK OF CHAOS> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models, or it can be used to transport a single **HELLFORGED CONTEMPTOR DREADNOUGHT** or **CHAOS HELLBRUTE** and no other models.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

Drop Pod Assault: Instead of deploying this model with the rest of your army, you can set it up, along with any units embarked within it, in orbit, ready for a Drop Pod Assault. If you do so, it can make a Drop Pod Assault at the end of any of your Movement phases. When it does so, set it up anywhere on the battlefield that is more than 9" from any enemy models. Any models embarked inside must immediately disembark, but they cannot be set up within 9" of any enemy models. Any models that cannot be set up because there is not enough room are slain.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

VEHICLE, TRANSPORT, DROP POD, HELLFORGED, FLY, HELLFORGED DREADCLAW DROP POD

DAMAGE

Some of a Hellforged Dreadclaw's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	S	A
8-10+	7	4
4-7	5	3
1-3	3	D3

HELLFORGED KHARYBDIS ASSAULT CLAW

15 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Kharybdis	**15"**	**4+**	**4+**	*	**8**	**16**	*	**8**	**3+**

A Hellforged Kharybdis is a single model. It is equipped with blade struts, a thermal jet array, melta cutters and five Kharybdis storm launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade struts	Melee	Melee	User	-2	2	–
Melta cutters	Melee	Melee	16	-5	2D6	Normal attacks may not be made using this profile, instead if the Hellforged Kharybdis successfully charges a model with the **VEHICLE**, **MONSTER** or **TITANIC** keywords, the controlling player may choose to forfeit all of its standard attacks to make a single attack with this profile that hits its target on a 2+.
Thermal jet array	6"	Pistol D6	8	-1	D3	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.
Kharybdis storm launchers	24"	Heavy 3	6	-1	1	–

WARGEAR OPTIONS

- None.

TRANSPORT

This model can transport 20 **<LEGION>** or **MARK OF CHAOS INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models, or it can be used to transport a single **HELLFORGED CONTEMPTOR DREADNOUGHT**, **HELLFORGED RAPIER BATTERY** or **CHAOS HELLBRUTE** and no other models.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.

Drop Pod Assault: Instead of deploying this model with the rest of your army, you can set it up, along with any units embarked within it, in orbit, ready for a Drop Pod Assault. If you do so, it can make a Drop Pod Assault at the end of any of your Movement phases. When it does so, set it up anywhere on the battlefield that is more than 9" from any enemy models. Any models embarked inside must immediately disembark, but they cannot be set up within 9" of any enemy models. Any models that cannot be set up because there is not enough room are slain.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

VEHICLE, TRANSPORT, DROP POD, HELLFORGED, FLY, HELLFORGED KHARYBDIS ASSAULT CLAW

DAMAGE

Some of a Hellforged Kharybdis' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	S	A
10-16+	9	8
5-9	7	6
1-4	5	D6

HELLFORGED CERBERUS HEAVY DESTROYER

23 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Cerberus	*	*	*	**8**	**9**	**22**	**6**	**9**	**2+**

A Hellforged Cerberus is a single model. It is equipped with a Malignatas beam cannon and an infernal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Malignatas beam cannon	72"	Heavy 4	*	-6	4+D6	This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Ld characteristic, if the total equals or exceeds the Ld characteristic then the target model is wounded.
Havoc launcher	48"	Heavy D6	5	0	1	–

WARGEAR OPTIONS

- A Hellforged Cerberus may take either two heavy bolters or two lascannon.
- A Hellforged Cerberus may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Eternal Hatred: If, in the preceding turn, a Hellforged Cerberus has caused any enemy model to be removed as a casualty, the player rolls an additional dice when making wound rolls for its Malignatas beam cannon and discards the lowest dice before calculating the result of the roll.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 2D6" suffers D6 mortal wounds unless it is a **PSYKER** in which case it suffers 2D3 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (except for its Malignatas beam cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the firer.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: TITANIC, VEHICLE, HELLFORGED, HELLFORGED CERBERUS HEAVY DESTROYER

DAMAGE

Some of a Hellforged Cerberus' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
17-22+	10"	5+	2+
6-16	5"	4+	3+
1-5	3"	3+	4+

HELLFORGED TYPHON HEAVY SIEGE TANK

25 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Typhon	*	*	*	**8**	**9**	**22**	**7**	**9**	**2+**

A Hellforged Typhon is a single model. It is equipped with a dreadhammer siege cannon and an infernal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal hunger	Melee	Melee	User	-3	1	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.
Havoc launcher	48"	Heavy D6	5	0	1	–

WARGEAR OPTIONS

- A Hellforged Typhon may take either two heavy bolters or two lascannon.
- A Hellforged Typhon may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 2D6" suffers D6 mortal wounds unless it is a **PSYKER**, in which case it suffers 2D3 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (except for its dreadhammer siege cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: TITANIC, VEHICLE, HELLFORGED, HELLFORGED TYPHON HEAVY SIEGE TANK

DAMAGE

Some of a Hellforged Typhon's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
17-22+	10"	5+	2+
6-16	5"	4+	3+
1-5	3"	3+	4+

HELLFORGED FELLBLADE

35 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Fellblade	*	*	*	9	9	26	8	9	2+

A Hellforged Fellblade is a single model. It is equipped with a twin heavy bolter, demolisher cannon, two quad lascannon, a fellblade accelerator cannon and an eternal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eternal hunger	Melee	Melee	User	-3	D3	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Quad lascannon	48"	Heavy 4	9	-3	D6	–
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with five or more models, change this weapon's Type to Heavy D6.
Fellblade accelerator cannon	When firing this weapon, select one of the two profiles below:					
– HE shells	100"	Heavy 2D6	8	-3	1	When attacking units with five or more models, the dice rolled to decide the number of shots fired may be re-rolled.
– AE shells	100"	Heavy 2	14	-4	6	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Havoc launcher	48"	Heavy D6	5	0	1	–

WARGEAR OPTIONS

- A Hellforged Fellblade may replace its quad lascannon with laser destroyers.
- A Hellforged Fellblade may replace its twin heavy bolter with a twin heavy flamer.
- A Hellforged Fellblade may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed and each unit within 2D6" suffers D6 mortal wounds unless it is a **PSYKER** in which case it suffers 2D3 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (but only its twin heavy bolters, quad lascannon, laser destroyers, havoc launchers or weapons from the *Combi-weapons* list can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the firer.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: TITANIC, VEHICLE, HELLFORGED, HELLFORGED FELLBLADE

DAMAGE

Some of a Hellforged Fellblade's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
14-26+	10"	5+	3+
7-13	7"	4+	4+
1-6	4"	3+	5+

38

HELLFORGED FALCHION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Falchion	*	*	*	9	9	26	8	9	2+

A Hellforged Falchion is a single model. It is equipped with a twin heavy bolter, two quad lascannon, a twin volcano cannon and an eternal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eternal hunger	Melee	Melee	User	-3	D3	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Quad lascannon	48"	Heavy 4	9	-3	D6	–
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targeting **TITANIC** units with this weapon.
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Havoc launcher	48"	Heavy D6	5	0	1	–

DAMAGE

Some of a Hellforged Falchion's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
14-26+	10"	5+	3+
7-13	7"	4+	4+
1-6	4"	3+	5+

WARGEAR OPTIONS

- A Hellforged Falchion may replace its quad lascannon with laser destroyers.
- A Hellforged Falchion may replace its twin heavy bolter with a twin heavy flamer.
- A Hellforged Falchion may also be equipped with a havoc launcher or one item from the *Combi-weapons* list.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase, other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each model within 2D6" suffers D6 mortal wounds unless it is a **PSYKER**, in which case it suffers 2D3 mortal wounds instead.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (but only its twin heavy bolters, quad lascannon, laser destroyers, havoc launchers or weapons from the *Combi-weapons list* can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: TITANIC, VEHICLE, HELLFORGED, HELLFORGED FALCHION

HELLFORGED MASTODON

42 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellforged Mastodon	*	*	*	9	9	30	8	9	2+

A Hellforged Mastodon is a single model. It is equipped with two hellflamers, two lascannon, one skyreaper battery, a siege melta array and an eternal hunger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eternal hunger	Melee	Melee	User	-3	D3	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Hellflamer	8"	Heavy D6	5	-1	2	Attacks made by this weapon automatically hit.
Skyreaper battery	48"	Heavy 8	7	-1	5	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

DAMAGE

Some of a Hellforged Mastodon's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS	Void Shield
16-30+	10"	5+	3+	5+
8-15	7"	4+	4+	6+
1-7	4"	3+	5+	7+

WARGEAR OPTIONS

- None.

TRANSPORT

This model can transport 40 **<LEGION> INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CULT OF DESTRUCTION** model takes up the space of three other models). It may also transport up to two **HELLFORGED CONTEMPTOR DREADNOUGHTS**, **CHAOS DECIMATORS** or **CHAOS HELLBRUTES**, each taking up the space of ten models.

ABILITIES

Machina Malifica: At the end of any turn in which a unit with this ability has slain any models in the Fight phase, other than through Overwatch attacks, roll a number of D6 equal to the number of models it has slain. Each of these dice that scores a result of 5+ heals one wound on the unit with this rule. This unit cannot be healed of wounds by any other means in the same turn as this ability is used.

Containment Breach: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 2D6" suffers D6 mortal wounds unless it is a **PSYKER**, in which case it suffers 2D3 mortal wounds instead.

In the Belly of the Beast: At the end of any Movement phase in which one or more units disembarks from a Hellforged Mastodon, roll a D6. On the roll of a '1', one model from a disembarking unit, chosen by the controlling player, is slain. The number of models removed due to the effects of this rule are counted as slain models for the Machina Malifica ability at the end of the turn.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Void Shields: A Hellforged Mastodon is protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Hellforged Mastodon, with the mortal wound being ignored if the save roll is passed.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (but only its hellflamers and lascannon can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS

TITANIC, VEHICLE, TRANSPORT, HELLFORGED, HELLFORGED MASTODON


EYRINE
CULTS

CHAOS HELL BLADE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hell Blade	**18"-60"**	**6+**	**3+**	**6**	**6**	**8**	**2**	**8**	**3+**

A Hell Blade is a single model. It is equipped with two Helstorm cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Helstorm cannon	36"	Heavy 2	6	-2	3	Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Lascannon	48"	Heavy 1	9	-3	D6	–

WARGEAR OPTIONS

- This model may replace its two Helstorm cannon with two lascannon.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Baleful Aberration: This model has a 5+ invulnerable save.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Preternatural Manoeuvrability: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. You may then if you wish pivot it again up to 90° to face a new direction. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Skyborn Predator: When targeting units that can **FLY**, add 1 to your hit rolls for this model.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, EYRINE CULTS, <LEGION>

KEYWORDS

VEHICLE, FLY, CHAOS HELL BLADE

12 CHAOS HELL TALON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hell Talon	*	6+	*	7	7	12	*	8	3+

A Hell Talon is a single model. It is equipped with a helstorm cannon, a twin lascannon and a cluster of pyrax incendiary bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Helstorm cannon	36"	Heavy 2	6	-2	3	Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Havoc launcher	48"	Heavy D6	5	0	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- This model may replace its Helstorm cannon with a havoc launcher.
- This model may replace its Pyrax incendiary bombs with either Warp-pulse bombs or Baletalon shatter charges.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Baleful Aberration: This model has a 5+ invulnerable save.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model.

†**Pyrax Incendiary Bombs:** Once per battle, a Hell Talon equipped with Pyrax incendiary bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Hell Talon has moved, pick an enemy unit that it flew over then roll a D6 for every model in the unit, up to a maximum of 20 D6. Add 1 to the results of the dice if the target is **INFANTRY**. For each roll of a 5+, the unit suffers a mortal wound.

†**Warp-pulse Bombs:** Once per battle, a Hell Talon equipped with Warp-pulse bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Hell Talon has moved, pick an enemy unit that it flew over. Then roll 3D6 for each **VEHICLE** or **MONSTER** in the unit or a single D6 for every other model in the unit, up to a maximum of 9D6. For every roll of a 5+, the unit suffers a mortal wound. In addition, the targeted unit subtracts 1 from its hit rolls and Leadership characteristic until the start of your opponent's next game turn.

†**Baletalon Shatter Charges:** Once per battle, a Hell Talon equipped with Baletalon shatter charges can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Hell Talon has moved, pick an enemy unit that it flew over, then roll 6D6 for each **VEHICLE**, **BUILDING** or **MONSTER** in the unit, or a single D6 for every other model in the unit, up to a maximum of 6D6. For each roll of a 3+, the unit being bombed suffers a mortal wound.

†*Note that a Hell Talon will only have one of these abilities, which should be noted before the game begins.*

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, EYRINE CULTS, <LEGION>

KEYWORDS: VEHICLE, FLY, CHAOS HELL TALON

DAMAGE

Some of a Hell Talon's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
7-12+	20"-60"	3+	3
4-6	20"-40"	4+	D3
1-3	20"	4+	1

18 CHAOS STORM EAGLE ASSAULT GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Storm Eagle Gunship	*	6+	*	8	7	16	*	9	3+

A Chaos Storm Eagle Assault Gunship is a single model. It is equipped with a twin heavy bolter, a vengeance launcher and hellstrike missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Vengeance launcher	48"	Heavy 2D6	5	-1	1	–
Hellstrike missiles	72"	Heavy 2	8	-3	3	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Balefire missiles	36"	Heavy 2D3	6	-1	D3	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Havoc launcher	48"	Heavy D6	5	0	1	–
Reaper autocannon	36"	Heavy 4	7	-1	1	–

WARGEAR OPTIONS

- This model may replace its twin heavy bolter with either a twin multi-melta, a reaper autocannon or a havoc launcher.
- The model may replace its hellstrike missiles with balefire missiles or two twin lascannon.

TRANSPORT

The Chaos Storm Eagle can transport 20 **<LEGION> INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CULT OF DESTRUCTION** model takes up the space of three other models).

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, EYRINE CULTS, <LEGION>

KEYWORDS

VEHICLE, TRANSPORT, FLY, CHAOS STORM EAGLE ASSAULT GUNSHIP

DAMAGE

Some of a Chaos Storm Eagle Gunship's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
8-16+	20"-45"	3+	3
4-7	20"-30"	4+	D3
1-3	20"	4+	1



CHAOS FIRE RAPTOR ASSAULT GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fire Raptor Gunship	*	6+	*	8	7	16	*	9	3+

A Chaos Fire Raptor Gunship is a single model. It is equipped with a twin avenger bolt cannon, two quad heavy bolters and hellstrike missiles.

DAMAGE

Some of a Fire Raptor Gunship's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
8-16+	20"-45"	3+	3
4-7	20"-30"	4+	D3
1-3	20"	4+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	–
Reaper battery	36"	Heavy 6	7	-1	1	–
Quad heavy bolter	36"	Heavy 12	5	-1	1	–
Hellstrike missiles	72"	Heavy 2	8	-3	3	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Balefire missiles	36"	Heavy 2D3	6	-1	D3	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.

WARGEAR OPTIONS

- This model may replace its two quad heavy bolters with two reaper batteries.
- The model may replace its hellstrike missiles with balefire missiles or two twin lascannon.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D6 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, EYRINE CULTS, <LEGION>

KEYWORDS

VEHICLE, FLY, CHAOS FIRE RAPTOR ASSAULT GUNSHIP

42 CHAOS THUNDERHAWK ASSAULT GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+

A Chaos Thunderhawk Gunship is a single model. It is equipped with a Thunderhawk heavy cannon, four twin heavy bolters, two lascannon and a hellstrike battery.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Hellstrike battery	72"	Heavy 4	8	-3	3	–
Reaper battery	36"	Heavy 6	7	-1	1	–
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	–
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Balefire missiles	36"	Heavy 2D3	6	-1	D3	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.

DAMAGE

Some of a Chaos Thunderhawk Gunship's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
24-30+	20"-50"	2+	6
15-23	20"-40"	3+	4
8-14	20"-30"	4+	3
1-7	20"	5+	2

WARGEAR OPTIONS

- This model may replace its Thunderhawk heavy cannon with a turbo-laser destructor.
- The model may replace its hellstrike battery with balefire missiles or Thunderhawk cluster bombs.
- The model may replace any of its twin heavy bolters with a reaper battery.

TRANSPORT

The Chaos Thunderhawk Gunship can transport 30 **<LEGION> INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CULT OF DESTRUCTION** model takes up the space of three other models. It may also transport **BIKER** and **CAVALRY** models, these also take up the space of three other models).

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Colossal Flyer: When targeting this unit with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit can **FLY**, add 12" to the measured distance to determine the range when making shooting attacks against it. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Void-hardened Hull: The Chaos Thunderhawk Gunship has a 5+ invulnerable save.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6+ it crashes and explodes, and each unit within D6" suffers 2D6 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.

Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model.

Thunderhawk Cluster Bombs: Once per battle a Chaos Thunderhawk Gunship equipped with Thunderhawk cluster bombs can make a bombing run against a single enemy unit it moves over during one of its Movement phases. After the Chaos Thunderhawk Gunship has moved, pick a single enemy unit that it flew over. Roll 3D6 for every **VEHICLE** or **MONSTER**, or a D6 for every other model in the unit, up to a maximum of 12D6 per unit. For each roll of a 5+, the unit suffers a mortal wound. A unit which consists only of **CHARACTERS** cannot be targeted by this ability.

FACTION KEYWORDS CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, EYRINE CULTS, <LEGION>

KEYWORDS TITANIC, VEHICLE, TRANSPORT, FLY, CHAOS THUNDERHAWK ASSAULT GUNSHIP

50 CHAOS SOKAR PATTERN STORMBIRD GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Sokar Pattern Stormbird	*	6+	*	10	9	40	*	9	3+

A Chaos Sokar Pattern Stormbird is a single model. It is equipped with four twin lascannon, three twin heavy bolters and dreadstrike missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Dreadstrike missiles	120"	Heavy 4	10	-3	2D3	–
Reaper battery	36"	Heavy 6	7	-1	1	–

DAMAGE

Some of a Chaos Sokar Pattern Stormbird's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A	VOID SHIELD
30-40+	20"-50"	2+	6	4+
20-29	20"-40"	3+	4	5+
10-19	20"-30"	4+	3	6+
1-9	20"	5+	2	7+

WARGEAR OPTIONS

- The model may replace any of its twin heavy bolters with reaper battery.

TRANSPORT

The Chaos Sokar Pattern Stormbird can transport 50 **<LEGION> INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CULT OF DESTRUCTION** model takes up the space of three other models. It may also transport **<LEGION> BIKER** and **<LEGION> CAVALRY** models, these also take up the space of three other models). The Chaos Sokar Pattern Stormbird may also transport a single **CHAOS RHINO**, including its own transported models, occupying 25 models' worth of space. When disembarking, the Rhino may only exit via the rear of the Chaos Sokar Pattern Stormbird.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY,** and can only attack or be attacked in the Fight phase by units that can **FLY**.

Colossal Flyer: When targeting this unit with shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if is on a flying base. In addition, unless the attacking unit can **FLY** add 12" to the measured distance to determine the range when making shooting attacks against it. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Void-hardened Hull: The Chaos Sokar Pattern Stormbird has a 5+ invulnerable save.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 4+ it crashes and explodes, and each unit within 2D6" suffers 2D6 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.

Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model.

Projected Void Shields: The Chaos Sokar Pattern Stormbird is protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, these void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves, they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the Sokar, with the mortal wound being ignored if the save roll is passed. Void shields must be continuously re-energised and renewed in combat operations and so as the Sokar is damaged, the defensive potential of its void shields is reduced (see the Damage table for the Chaos Sokar Pattern Stormbird).

Shield Projection: So long as the Chaos Sokar Pattern Stormbird is using the Hover Jet ability (as described previously), and does not move at all during the turn, you may declare that the Chaos Sokar Pattern Stormbird is projecting its void shields beyond its hull at the start of the Movement phase. If this is the case, the void shields' save is extended to all models and buildings within 8" of the Chaos Sokar Pattern Stormbird's hull and wings.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, EYRINE CULTS, <LEGION>

KEYWORDS

TITANIC, VEHICLE, TRANSPORT, FLY, CHAOS SOKAR PATTERN STORMBIRD GUNSHIP

CHAOS XIPHON INTERCEPTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Xiphon Interceptor	*	6+	*	6	7	10	2	8	3+

A Chaos Xiphon Interceptor is a single model. It is equipped with two twin lascannon and a Soulstalker missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Soulstalker missiles	60"	Heavy D3	7	-2	2	Each time you roll a wound roll of 5+ for this weapon, the target suffers a mortal wound in addition to the weapon's normal damage.

WARGEAR OPTIONS

- None.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Preternatural Manoeuvrability: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. You may then if you wish pivot it again up to 90° to face a new direction. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6, it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Terminal Targeting: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model.

Skyborn Predator: When targeting units that can **FLY**, add 1 to your hit rolls for this model.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, EYRINE CULTS, <LEGION>

KEYWORDS: VEHICLE, FLY, CHAOS XIPHON INTERCEPTOR

DAMAGE

Some of Chaos Xiphon Interceptor's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS
6-10+	20"-70"	3+
3-5	20"-40"	4+
1-2	20"	5+


LORDS
OF RUIN

ZHUFOR THE IMPALER

LORD OF THE SKULLTAKERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zhufor the Impaler	**5"**	**2+**	**2+**	**5**	**4**	**7**	**5**	**9**	**2+**

Zhufor the Impaler is a single model. He is equipped with the Claw of Demnos, a Demnos bolter and the Skulltaker axe. He also wears a suit of Terminator armour. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demnos bolter	24"	Rapid Fire 2	4	-1	1	–
Claw of Demnos	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Skulltaker axe	Melee	Melee	User	-2	2	When targeting a **CHARACTER** model, every wound roll of 6+ inflicts becomes AP -4 and Damage 3. Roll saves for these wounds separately.

WARGEAR OPTIONS

- None.

ABILITIES

Death to the False Emperor: Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an **IMPERIUM** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Sigil of Corruption: The model has a 4+ invulnerable save.

Lord of the Skulltakers: You can re-roll hit rolls of 1 for friendly **SKULLTAKERS** units within 6" of this model.

Teleport Strike: During deployment, you can set up Zhufor the Impaler in the teleportarium of his grand cruiser instead of placing him on the battlefield. At the end of any of your Movement phases, Zhufor the Impaler can use a teleport strike – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

Favour of the Blood God: Zhufor the Impaler may attempt to deny one psychic power a turn in each enemy Psychic phase.

Icon of Slaughter: Such is the fear engendered by Zhufor that enemy units within 6" must add 1 to the result of any Morale tests they make.

FACTION KEYWORDS: CHAOS, KHORNE, HERETIC ASTARTES, SKULLTAKERS

KEYWORDS: CHARACTER, INFANTRY, CHAOS LORD, TERMINATOR, ZHUFOR THE IMPALER

NECROSIUS THE UNDYING

ARCH-SORCERER OF THE TAINTED

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Necrosius the Undying	**5"**	**3+**	**3+**	**4**	**5**	**6**	**4**	**9**	**3+**

Necrosius the Undying is a single model. He is equipped with a tainted force blade and a pox pistol, blight grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pox pistol	12"	Pistol 1	4	-1	2	–
Tainted force blade	Melee	Melee	+1	-2	D3	You can re-roll wound rolls of 1 for this weapon.
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

Death to the False Emperor: Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an **IMPERIUM** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Disgustingly Resilient: Each time Necrosius the Undying loses a wound, roll a D6; on a roll of 5 or 6, he does not lose a wound.

Sigil of Corruption: The model has a 4+ invulnerable save.

Arch-Sorcerer of the Tainted: You may add 1 to your hit rolls for any friendly **THE TAINTED** units within 6" of this model during the Fight phase.

Master of the Dead: When within 6" of Necrosius, **POXWALKER** units can re-roll results of a 1 for their Disgustingly Resilient ability.

PSYKER

Necrosius can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. He knows the *Smite* psychic power and three psychic powers from the Contagion discipline (see *Warhammer 40,000 – Index Chaos*).

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, THE TAINTED

KEYWORDS: CHARACTER, INFANTRY, PSYKER, SORCERER, NECROSIUS THE UNDYING

LORD ARKOS

MASTER OF THE FAITHLESS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord Arkos	**6"**	**2+**	**2+**	**4**	**4**	**5**	**5**	**9**	**3+**

Lord Arkos is a single model. He is equipped with the Black Blade of Venom and a combi-meltagun, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Black Blade of Venom	Melee	Melee	User	-2	3	Add 1 to all wound rolls for this weapon against any target that is not a **VEHICLE**.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Bolter	24"	Rapid Fire 1	4	0	1	–
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

Death to the False Emperor: Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an **IMPERIUM** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Aura of Dark Majesty: The model has a 5+ invulnerable save. In addition, subtract 1 from all hit rolls made against it in the Shooting phase.

Lord of the Faithless: You may add 1 to Advance and Charge rolls for any friendly **THE FAITHLESS** units within 6" of this model.

Arch-villain: In games where Stratagems are being used, if Arkos is your warlord you gain +1 Command points at the start of the game.

Infiltrator: During deployment, Lord Arkos can be set up anywhere on the battlefield that is not within your opponent's deployment zone and is more than 12" from any enemy unit.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, THE FAITHLESS OR ALPHA LEGION

KEYWORDS: CHARACTER, INFANTRY, CHAOS LORD, LORD ARKOS

CHAOS HELLWRIGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Hellwright	**6"**	**3+**	**2+**	**5**	**5**	**5**	**3**	**9**	**2+**

A Chaos Hellwright is a single model. It is equipped with an infernal axe, mechatendrils, a voidcutter, a flamer, a soulburner pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal axe	Melee	Melee	+1	-3	2	–
Mechatendrils	Melee	Melee	User	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon.
Voidcutter	8"	Assault 1	8	-4	3	Add 1 to wound rolls made for this weapon if the target is a **VEHICLE**.
Soulburner pistol	12"	Pistol 2	-	0	1	Successful hit rolls with this weapon inflict mortal wounds. If any hit roll made in a given phase with this weapon results in a score of a '1', then the firing unit suffers one mortal wound at the end of the phase.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.

WARGEAR OPTIONS

- None.

ABILITIES

Death to the False Emperor: Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an **IMPERIUM** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Infernal Augmetics: This model heals one wound at the start of each of your turns.

Gift of the Hellforge: Any **HELLFORGED** models within 6" of the Hellwright adds +1 to their Attacks and Leadership characteristics.

Master of Mechanisms: At the end of your Movement phase, a Hellwright can repair a single **<LEGION>/ DAEMON ENGINE/QUESTOR TRAITOROUS** or **DARK MECHANICUS VEHICLE** (other than models that can **FLY**) within 1". That model regains D3 lost wounds. A Hellwright can instead curse a single enemy **VEHICLE** within 18". Roll a D6; on a roll of 2+, that **VEHICLE** suffers a mortal wound. A **VEHICLE** cannot be repaired or cursed by more than one model with Master of Mechanisms in the same turn.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION> OR DARK MECHANICUS

KEYWORDS: CHARACTER, INFANTRY, WARPSMITH, CHAOS HELLWRIGHT

CHAOS HELLWRIGHT
ON DARK ABEYANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Hellwright on Dark Abeyant	**8"**	**3+**	**2+**	**5**	**5**	**6**	**3**	**9**	**2+**

A Chaos Hellwright on Dark Abeyant is a single model. The Chaos Hellwright is equipped with an infernal axe, mechatendrils, a voidcutter, a flamer and a soulburner pistol, while the Dark Abeyant is equipped with a warpfire lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernal axe	Melee	Melee	+1	-3	2	–
Mechatendrils	Melee	Melee	User	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon.
Voidcutter	8"	Assault 1	8	-4	3	Add 1 to wound rolls made for this weapon if the target is a **VEHICLE**.
Soulburner pistol	12"	Pistol 2	-	0	1	Successful hit rolls with this weapon inflict mortal wounds. If any hit roll made in a given phase with this weapon results in a score of a '1', then the firing unit suffers one mortal wound at the end of the phase.
Warpfire lance	15"	Heavy 2	6	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.

WARGEAR OPTIONS

- None.

ABILITIES

Death to the False Emperor: Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an **IMPERIUM** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Infernal Augmetics: This model heals one wound at the start of each of your turns.

Warp-flux Shield: This model has a 5+ invulnerable save.

Gift of the Hellforge: Any **HELLFORGED** models within 6" of the Hellwright adds +1 to their Attacks and Leadership characteristics.

Implacable: This model can only Advance D3", but ignores the -1 penalty to its hit rolls for moving and firing a Heavy weapon.

Monstrous Bulk: When taking up spaces within a **TRANSPORT**, this model takes up three spaces, rather than one.

Master of Mechanisms: At the end of your Movement phase, a Hellwright can repair a single **<LEGION>/ DAEMON ENGINE/ QUESTOR TRAITOROUS** or **DARK MECHANICUS VEHICLE** (other than models that can **FLY**) within 1". That model regains D3 lost wounds. A Hellwright can instead curse a single enemy **VEHICLE** within 18". Roll a D6; on a roll of 2+, that **VEHICLE** suffers a mortal wound. A **VEHICLE** cannot be repaired or cursed by more than one model with Master of Mechanisms in the same turn.

FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION> OR DARK MECHANICUS

KEYWORDS

CHARACTER, INFANTRY, WARPSMITH, CHAOS HELLWRIGHT ON DARK ABEYANT

CHILDREN OF THE WARP

35

AN'GGRATH THE UNBOUND

DAEMON LORD OF BLOODTHIRSTERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
An'ggrath	*	2+	4+	*	8	24	*	10	2+

An'ggrath is a single model. He is equipped with an Axe of Khorne and the Bloodlash.
Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bloodlash	12"	Assault 2D6	7	-3	2	This weapon can be used within 1" of an enemy unit and can target enemy units within 1" of friendly units.
Axe of Khorne	Melee	Melee	+3	-4	D6	–

WARGEAR OPTIONS

- None.

ABILITIES

Unstoppable Ferocity: If a **KHORNE DAEMON** unit with this ability either charges, is charged, or performs a Heroic Intervention, add 1 to the Strength and Attacks characteristics of all models in the unit until the end of the turn.

Daemon Lord: The model has a 4+ invulnerable save.

Arch-daemonic Ritual: See page 4.

Emissary of the Blood God: You may use this model's Leadership for friendly **KHORNE** units within 9" of this model when Morale tests are taken.

Scorn of the Blood God: An'ggrath the Unbound may be used to attempt to deny two psychic powers per turn in each enemy Psychic phase and adds +3 to any attempt to do so.

Shattering Onslaught: On any turn in which An'ggrath the Unbound successfully charges, roll a D6 for each unit within 1" at the end of its charge move. On a result of a 2+, the unit suffers D3 mortal wounds.

Frenzied Death-throes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ An'ggrath's frenzied death-throes scourge those about him, and each unit within D6" suffers D6 mortal wounds.

FACTION KEYWORDS

CHAOS, KHORNE

KEYWORDS

CHARACTER, DAEMON, MONSTER, TITANIC, BLOODTHIRSTER, FLY, AN'GGRATH THE UNBOUND

DAMAGE

Some of An'ggrath's characteristics change as he suffers damage in battle, as shown below:

REMAINING W	M	S	A
13-24+	16"	12	10
7-12	12"	10	8
1-6	8"	8	6

URAKA THE WARFIEND

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Uraka	**7"**	**2+**	**3+**	**6**	**6**	**8**	**5**	**9**	**3+**

Uraka the Warfiend is a single model armed with the Executioner's Axe. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Executioner's Axe						
Bloody Arc (melee)	Melee	Melee	+2	-3	2	For each wound roll of 6 made using this weapon, the Damage value of that attack is increased to D6. If a model is slain as a casualty by one of these enhanced attacks, add +1 to Uraka's Unholy Frenzy total.
Vengeful Cast (shooting)	*	Assault D3	User	-3	D6	The range of this weapon is equal to Uraka's current Strength in inches. Unless Uraka successfully charges or piles in to the unit targeted by this attack in the Shooting phase, he may not use the Bloody Arc attack ability in the Fight phase of a turn in which he has attacked with Vengeful Cast.

WARGEAR OPTIONS

- None.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Daemonic Ritual: See *Warhammer 40,000 – Index: Chaos*.

Unstoppable Ferocity: If a **KHORNE DAEMON** unit with this ability either charges, is charged, or performs a Heroic Intervention, add 1 to the Strength and Attacks characteristics of all models in the unit until the end of the turn.

The Black Collar of Khorne: Uraka's controlling player may attempt to deny a single psychic power in each enemy Psychic phase.

Unholy Frenzy: Uraka the Warfiend gains a bonus to his characteristics based on the number of models removed from play with the Bloody Arc attack ability. The benefits are as follows and Uraka gains the benefits of the current score reached and all previous scores for the duration of the game:

Total Score	Benefits
0	No benefit
1	+1 Move
2-3	+1 Strength
4-6	An additional +1 Strength and +1 Attacks
7+	For each additional point scored, Uraka heals one wound.

FACTION KEYWORDS: CHAOS, KHORNE

KEYWORDS: CHARACTER, DAEMON, MONSTER, URAKA THE WARFIEND

SAMUS

DAEMON PRINCE OF THE RUINSTORM

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Samus	*	*	4+	7	7	12	*	9	4+

Samus is a single model. He is equipped with the Slaughtering blade. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slaughtering blade	Melee	Melee	User	-3	3	When attacking **INFANTRY** models with this weapon, add 1 to your wound rolls.

WARGEAR OPTIONS

- None.

ABILITIES

Unstoppable Ferocity: If a **KHORNE DAEMON** unit with this ability either charges, is charged, or performs a Heroic Intervention, add 1 to the Strength and Attacks characteristics of all models in the unit until the end of the turn.

Daemonic: The model has a 5+ invulnerable save.

Daemonic Ritual: See *Warhammer 40,000 – Index: Chaos*.

Daemon Prince of the Ruinstorm: If an enemy **PSYKER** is within 9" of this model, their player must subtract 1 from their rolls to manifest psychic powers for that **PSYKER**. Friendly models within 9" attempting a Daemonic Ritual can also re-roll their summoning roll when doing so.

Whispers of Madness: All units which do not have the **MARK OF KHORNE** within 6" of Samus subtract 1 from their Leadership characteristic.

FACTION KEYWORDS: CHAOS, KHORNE

KEYWORDS: CHARACTER, DAEMON, MONSTER, DAEMON PRINCE OF THE RUINSTORM, SAMUS

DAMAGE

Some of Samus' characteristics change as he suffers damage in battle, as shown below:

REMAINING W	M	WS	A
7-12+	8"	2+	6
4-6	6"	3+	5
1-3	4"	4+	4

23 ZARAKYNEL
THE BRINGER OF TORMENTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zarakynel	*	2+	2+	7	8	20	*	10	4+

Zarakynel the Bringer of Torments is a single model. It wields the deadly Souleater blade as well as its slicing claws. Only one of this model may be included in your army.

DAMAGE

Some of Zarakynel the Bringer of Torments' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	A	LD PENALTY
11-20+	12"	6	-2
4-10	9"	5	-1
1-3	6"	4	0

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Souleater blade	Melee	Melee	+1	-4	3	Each time you make a wound roll of 4+ with this weapon, it inflicts 3 mortal wounds instead of its normal damage against the target unit.
Slicing claws	Melee	Melee	User	-2	D6	Each time you make a wound roll of 6+ with this weapon, that hit is resolved with an AP of -4 instead of -1.

WARGEAR OPTIONS

- None.

ABILITIES

Daemon Lord: The model has a 4+ invulnerable save.

Quicksilver Swiftness: Zarakynel always attacks first in the Fight phase, even if it didn't charge. If the enemy also has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

Arch-daemonic Ritual: See page 4.

Dance of Serpents: Add 1 to any save rolls made for Zarakynel against Melee attacks.

Lissom Terror: Zarakynel can both Advance and/or Fall Back and still charge in the same turn, in addition, its charge distance roll is not affected by terrain.

Emissary of the Prince of Excess: You may use this model's Leadership for friendly **SLAANESH** units within 6" of this model when Morale tests are taken.

Aura of Exquisite Despair: Subtract the penalty shown in this model's Damage table from the Leadership of enemy units within 6" of Zarakynel.

PSYKER

This model can attempt to manifest three psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. It knows the *Smite* psychic power and two psychic powers from the Slaanesh Discipline (see *Warhammer 40,000 – Index: Chaos*).

FACTION KEYWORDS

CHAOS, SLAANESH

KEYWORDS

TITANIC, CHARACTER, MONSTER, DAEMON, PSYKER, KEEPER OF SECRETS, ZARAKYNEL THE BRINGER OF TORMENTS

35

AETAOS'RAU'KERES

THE SLAYER OF SOULS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aetaos'rau'keres	*	2+	2+	8	8	27	*	10	3+

Aetaos'rau'keres is an immense Daemon who can slash at his foes with his warpfire shrouded talons or lay them to waste with the power of the sorcerous Staff of Cataclysm.
Only one of this model may be included in your army.

DAMAGE

Some of Aetaos'rau'keres' characteristics change as he suffers damage in battle, as shown below:

REMAINING W	M	A	PSYCHIC TEST BONUS
13-27+	20"	6	+2
6-12	14"	4	+1
1-5	8"	2	+0

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of Cataclysm	60"	Assault 2D6	9	-4	3	This weapon can be fired within 1" of an enemy unit and can target enemy units within 1" of friendly models. If a unit of at least 10 **INFANTRY** models has its last models slain by this attack, a unit of 3 **FLAMERS OF TZEENTCH** is added to your army and immediately placed within 1" of the slain unit before it is removed.
Warpfire talons	Melee	Melee	User	-3	D6	Any hit that rolls a 6 for its wound rolls immediately inflicts D3 mortal wounds on the target unit in addition to any other damage.
Cataclysmic strike	Melee	Melee	x2	-4	3	Against **VEHICLE**, **BUILDING** or **MONSTER** targets this weapon becomes Damage 6.

WARGEAR OPTIONS

- None.

ABILITIES

Daemon Lord: The model has a 4+ invulnerable save.

Arch-daemonic Ritual: See page 4.

Ephemeral Form: Add 1 to any invulnerable saving throws made for a **TZEENTCH DAEMON** with this ability.

Emissary of the Great Mutator: You may use this model's Leadership for friendly **TZEENTCH** units within 9" of this model when Morale tests are taken.

Mantle of Twisted Fates: Any successfully manifested enemy psychic power directed against Aetaos'rau'keres is reflected back on a D6 roll of 5+, the effects of the psychic power are ignored and the manifesting **PSYKER** suffers a mortal wound.

Render of the Veils: You may re-roll any failed attempt by Aetaos'rau'keres to invoke a Daemonic Ritual.

Dark Jealousy: If at the beginning of the controlling player's Shooting phase, any **LORD OF CHANGE** or **DAEMON PRINCE** is within 12" of Aetaos'rau'keres, roll a D6. On a result of 4+, the Staff of Cataclysm's ranged attack must be used against the closest **LORD OF CHANGE** or **DAEMON PRINCE** (friend or foe, contrary to the usual rules for selecting targets).

Spiteful Demise: When this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes with sorcerous energy, and each unit within D6" suffers D6 mortal wounds.

PSYKER

Aetaos'rau'keres can attempt to manifest three psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. Aetaos'rau'keres knows the *Smite* psychic power and three psychic powers from the Tzeentch Discipline (see *Warhammer 40,000 – Index: Chaos*). Whenever Aetaos'rau'keres attempts to manifest or deny a psychic power, add the bonus shown in his Damage table. In addition, increase the range of the *Smite* psychic power to 48" for Aetaos'rau'keres.

FACTION KEYWORDS

CHAOS, TZEENTCH

KEYWORDS

TITANIC, CHARACTER, MONSTER, DAEMON, FLY, PSYKER, LORD OF CHANGE, AETAOS'RAU'KERES

MAMON TRANSFIGURED

FEL ICON OF THE TAINTED

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mamon Transfigured	**5"**	**3+**	**3+**	**6**	**7**	**8**	**5**	**9**	**5+**

Mamon Transfigured is a single model armed with the contagion spray, pustulant stomp and fist of decay. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Contagion spray	9"	Pistol 2D3	*	-2	1	Attacks made with this weapon automatically hit the selected target. This weapon always wounds on a result of a 2+ unless the target unit has the **VEHICLE** keyword, in which case a result of 6+ is required.
Pustulant stomp	Melee	Melee	+2	-3	D3	When targeting a unit with this weapon during the Fight phase, add +3 to the Damage caused if the target unit has the **INFANTRY** keyword.
Fist of decay	Melee	Melee	+3	-1	1	If an attack made with this weapon causes an unsaved wound to a model, roll a D6. On a 4+, the model suffers an additional D6 wounds.

WARGEAR OPTIONS

- None.

ABILITIES

Daemonic: This unit has a 5+ invulnerable save.

Disgustingly Resilient: Each time Mamon loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose a wound.

Daemonic Ritual: See *Warhammer 40,000 – Index: Chaos* for more details.

Fel Icon of The Tainted: You can re-roll failed hit rolls of 1 during the Fight phase for all friendly models with **THE TAINTED** keyword within 6" of this model.

FACTION KEYWORDS: CHAOS, NURGLE, THE TAINTED

KEYWORDS: CHARACTER, MONSTER, DAEMON, MAMON TRANSFIGURED

COR'BAX UTTERBLIGHT

DAEMON PRINCE OF THE RUINSTORM

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cor'bax Utterblight	*	*	4+	6	8	12	*	10	6+

Cor'bax Utterblight is a single model. In combat, he feeds his foes to his vast, tooth-lined maw, which can swallow whole almost anything his rotting limbs can catch, while his canker worms scrabble for whatever morsels his vast jaws miss. Only one of this model may be included in your army.

DAMAGE

Some of Cor'bax Utterblight's characteristics change as he suffers damage in battle, as shown below:

REMAINING W	M	WS	A
7-12+	7"	2+	5
4-6	5"	3+	4
1-3	3"	4+	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gaping maw	Melee	Melee	User	-3	3	All rolls of 6 to hit with this weapon become 3 hits each.
Canker worms	Melee	Melee	2	0	1	After this model makes their close combat attacks, the canker worms infesting Cor'bax make their attacks separately. Make D6 additional attacks using this weapon profile.

WARGEAR OPTIONS

- None.

ABILITIES

Daemonic: The model has a 5+ invulnerable save.

Disgustingly Resilient: Each time Cor'bax Utterblight loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose a wound.

Daemonic Ritual: See *Warhammer 40,000 – Index: Chaos*.

Daemon Prince of the Ruinstorm: If an enemy **PSYKER** is within 9"of this model, their player must subtract 1 from their rolls to manifest psychic powers for that **PSYKER**. Friendly models within 9" attempting a Daemonic Ritual can also re-roll their summoning dice when doing so.

Poison Slime: Each time Cor'bax Utterblight successfully completes a charge move, roll a D6 for each enemy unit within 1". For each roll of a 2+, that unit suffers a mortal wound.

Noisome Tide of Flesh: Cor'bax's feculent mass is a seething, half-liquid horror that simply flows over obstacles and swamps anything, be it blade or bullet, that strikes it, with little outward effect. Cor'bax ignores any penalty to charge rolls made for him because of terrain. In addition, when making rolls for Cor'bax's Disgustingly Resilient ability against wounds caused by attacks with a Damage of 1, wounds are ignored on a 4+.

Putrid Demise: When this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes in a tide of filth, and each unit within D6" suffers D6 mortal wounds.

FACTION KEYWORDS

CHAOS, NURGLE

KEYWORDS

CHARACTER, MONSTER, DAEMON, DAEMON PRINCE OF THE RUINSTORM, COR'BAX UTTERBLIGHT

PLAGUE TOADS OF NURGLE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Toad	**7"**	**4+**	**4+**	**5**	**5**	**4**	**3**	**7**	**6+**

This unit contains 3 Plague Toads. It can include up to 3 additional Plague Toads (**Power Rating +6**) or up to 6 additional Plague Toads (**Power Rating +12**). Each model is equipped with both grasping tongues and yawning maws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grasping tongue	7"	Pistol 1	4	0	1	–
Yawning maw	Melee	Melee	5	-1	D3	All hit rolls of a 6 made when using this weapon generate a single additional automatic hit.

WARGEAR OPTIONS

- None.

ABILITIES

Daemonic: This unit has a 5+ invulnerable save.

Disgustingly Resilient: Each time a model with either the **NURGLE** or **DAEMON** keywords with this ability loses a wound, roll a D6; on a roll of a 5 or 6, the model does not lose a wound.

Daemonic Ritual: See *Warhammer 40,000 – Index: Chaos* for more details.

FACTION KEYWORDS: CHAOS, NURGLE

KEYWORDS: BEAST, DAEMON, FLY, PLAGUE TOADS OF NURGLE

POX RIDERS OF NURGLE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pox Rider	**7"**	**4+**	**4+**	**5**	**5**	**5**	**3**	**7**	**6+**

This unit contains 3 Pox Riders. It can include up to 3 additional Pox Riders (**Power Rating +8**) or up to 6 additional Pox Riders (**Power Rating +14**). Each model fights with grasping tongues, yawning maws and a Rider's plaguesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grasping tongue	7"	Pistol 1	4	0	1	–
Yawning maw	Melee	Melee	5	-1	D3	All hit rolls of a 6 made when using this weapon generate a single additional automatic hit.
Rider's plaguesword	Melee	Melee	4	0	1	After all other attacks have been made by a model equipped with this weapon during the Fight phase, it may make an additional two attacks using this weapon profile, re-rolling all failed wound rolls.

WARGEAR OPTIONS

- One Pox Rider may take an instrument of Chaos.
- One Pox Rider may take a Daemonic Icon, a Pox Rider that has taken an Instrument of Chaos may not also be equipped with a Daemonic Icon.

ABILITIES

Daemonic: This unit has a 5+ invulnerable save.

Disgustingly Resilient: Each time a model with either the **NURGLE** or **DAEMON** keywords with this ability loses a wound, roll a D6; on a roll of a 5 or 6, the model does not lose a wound.

Daemonic Ritual: See *Warhammer 40,000 – Index: Chaos*.

Cloud of Flies: If this unit contains six or more models at the start of any phase then any attacks that target this unit must subtract 1 from hit rolls made against them for the duration of that phase.

Daemonic Icon: If the controlling player rolls a 1 when making a Morale test for a unit equipped with a Daemonic Icon, reality blinks and the daemonic horde is bolstered. No models flee and one slain Pox Rider is returned to the unit.

Instrument of Chaos: A unit that includes an Instrument of Chaos adds +1 to any Charge or Advance rolls made for it.

FACTION KEYWORDS: CHAOS, NURGLE

KEYWORDS: BEAST, DAEMON, FLY, POX RIDERS OF NURGLE

SPINED CHAOS BEAST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Spined Chaos Beast	*	*	-	7	6	12	*	6	4+

A Spined Chaos Beast is a single model. It is armed with a tusked maw, jagged claws and warp spines.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tusked maw	Melee	Melee	x2	-3	D6	Only one attack may be made with this weapon per Fight phase. If a model is slain as a result of this attack, the Spined Chaos Beast heals 1 wound.
Jagged claws	Melee	Melee	User	-1	2	–
Warp spines	*	*	4	0	1	Normal attacks may not be made with this weapon. Instead, if the Spined Chaos Beast completes a successful Charge move, or any enemy unit ends a pile in move within 1", roll a D6 for each enemy unit within 1" of the Spined Chaos Beast. On a result of 2+, each enemy unit suffers a single automatic hit.

DAMAGE

Some of a Spined Chaos Beast's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	A
7-12+	10"	3+	8
4-6	8"	4+	5
1-3	4"	5+	3

WARGEAR OPTIONS

- None.

ABILITIES

Daemonic: This unit has a 5+ invulnerable save.

Daemonic Ritual: See *Warhammer 40,000 – Index: Chaos*.

Daemonic Allegiance: when this model is chosen as part of an army or Detachment, the controlling player must select one of the following four keywords to add to this model's Faction keywords, replacing the **<ALLEGIANCE>** keyword: **KHORNE**, **NURGLE**, **SLAANESH**, **TZEENTCH**. This model will gain one additional ability based on the chosen keyword, if **KHORNE** is chosen, it gains Blood for the Blood God; if **NURGLE** is chosen, it gains Disgustingly Resilient; if **TZEENTCH** is chosen, it gains Architects of Fate; and if **SLAANESH** is chosen, it gains Quicksilver Swiftness.

Unstoppable Ferocity: If a **KHORNE DAEMON** unit with this ability either charges, is charged, or performs a Heroic Intervention, add 1 to the Strength and Attacks characteristics of all models in the unit until the end of the turn.

Disgustingly Resilient: Each time a model with the **NURGLE** and **DAEMON** keywords and this ability loses a wound, roll a D6; on a roll of a 5 or 6, the model does not lose a wound.

Ephemeral Form: Add 1 to any invulnerable saving throws made for a **TZEENTCH DAEMON** with this ability.

Quicksilver Swiftness: A **SLAANESH DAEMON** always attacks first in the Fight phase, even if it didn't charge. If the enemy also has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

FACTION KEYWORDS

CHAOS, <ALLEGIANCE>

KEYWORDS

CHAOS, MONSTER, DAEMON, SPINED CHAOS BEAST

GIANT CHAOS SPAWN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Giant Chaos Spawn	*	4+	-	*	5	10	*	10	4+

A Giant Chaos Spawn is a single model. It is armed with churning fangs and claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Churning fangs and claws	Melee	Melee	User	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

Daemonic: This unit has a 5+ invulnerable save.

Daemonic Ritual: See *Warhammer 40,000 – index: chaos*.

Eternal Torment: Whenever a roll is made to set one of the Giant Chaos Spawn's mutable characteristics (see the Damage table) and a 1 or a 6 is rolled on any D6 or D3, the Giant Chaos Spawn gains D3 Wounds. This may be used to take it above its starting total of 10 Wounds. If the Giant Chaos Spawn ever reaches a total of 20 or more Wounds, it gains the **TITANIC** keyword until its Wounds total is reduced to 19 or less.

FACTION KEYWORDS

CHAOS

KEYWORDS

CHAOS, MONSTER, DAEMON, GIANT CHAOS SPAWN

DAMAGE

Some of a Giant Chaos Spawn's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	S	A
20+	8+D6"	6+D6	6+D6
10-19	6+D6"	6+D3	6+D3
5-9	3+D3"	3+D6	3+D6
1-4	D6"	2D6	2D6

At the start of each turn, the Giant Chaos Spawn's mutable characteristics are reset, and the first time it is called upon to use, test or roll for Movement, Strength or Attacks, a new roll is made to determine that characteristic based on the number of Wounds the model currently possess. That roll is then used for that characteristic until the end of the current turn, at which point it is once again reset.

SCABEIATHRAX THE BLOATED

LORD OF THE BLIGHTED PIT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scabeiathrax	*	2+	2+	*	9	22	*	10	6+

Scabeiathrax the Bloated is a single model. He wields the nightmarish Blade of Decay at whose touch all flesh rots, stone crumbles and metal corrodes to dust, while from his stomach he can project vast sprays of lethally infected vomit which kills those it covers with unimaginable suffering. The Daemon Lord is accompanied by swarms of Nurglings which bite and rip at anything that cannot escape. Only one of this model may be included in your army.

DAMAGE

Some of Scabeiathrax the Bloated's characteristics change as he suffers damage in battle, as shown below:

REMAINING W	M	S	A
11-22+	7"	10	6
6-10	5"	8	5
1-5	3"	6	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Horrific vomit	9"	Pistol 2D6	6	-2	D3	This weapon hits automatically.
Blade of Decay	Melee	Melee	+2	-4	6	–
Nurglings	Melee	Melee	2	0	1	After this model makes its close combat attacks, the Nurglings infesting Scabeiathrax the Bloated make their attacks separately. Make D6 additional attacks using this weapon profile. You can re-roll wound rolls of a 1 for these attacks.

WARGEAR OPTIONS

- None.

ABILITIES

Daemon Lord: The model has a 4+ invulnerable save.

Disgustingly Resilient: Each time Scabeiathrax the Bloated loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose a wound.

Arch-daemonic Ritual: See page 4.

Emissary of the Plague God: You may use this model's Leadership for friendly **NURGLE** units within 6" of this model when Morale tests are taken.

Exhalations of the Plague Pit: Your opponent must subtract 1 from any hit rolls that target friendly **NURGLE** and **DAEMON** units within 6" of Scabeiathrax the Bloated in the Fight phase.

Putrid Demise: When this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes in a tide of filth and each unit within D6" suffers D6 mortal wounds.

PSYKER

Scabeiathrax can attempt to manifest three psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. Scabeiathrax knows the *Smite* psychic power and two psychic powers from the Nurgle Discipline (see *Warhammer 40,000 – Index: Chaos*).

FACTION KEYWORDS

CHAOS, NURGLE

KEYWORDS

TITANIC, CHARACTER, MONSTER, DAEMON, PSYKER, GREAT UNCLEAN ONE, SCABEIATHRAX THE BLOATED



TRAITOR QUESTORIS

25 RENEGADE KNIGHT ACHERON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Acheron	*	*	*	8	8	27	4	9	3+

A Renegade Knight Acheron is a single model. It is equipped with an Acheron flame cannon and a reaper chainfist with an inbuilt twin heavy bolter. It may also crush its foes beneath its titanic feet.

DAMAGE

Some of a Renegade Knight Acheron's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acheron flame cannon	18"	Heavy 2D6	7	-2	3	This weapon automatically hits its target.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Reaper chainfist	Melee	Melee	x2	-4	6	When attacking with this weapon, subtract 1 from the hit roll.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Ion shield: The model has a 5+ invulnerable save against shooting attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+, the model heals one wound.

Flank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the maximum distance it may move.

Infernal Knight Titan: A Renegade Knight Acheron can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Renegade Knight Acheron Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Acheron can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Acheron can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Acheron only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS: TITANIC, VEHICLE, RENEGADE KNIGHT ACHERON

24 RENEGADE KNIGHT LANCER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Lancer	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

A Renegade Knight Lancer is a single model. It is equipped with a cerastus shock lance which it wields in melee combat and can also use it to discharge a lethal shock blast. It may also crush its foes beneath its titanic feet.

DAMAGE

Some of a Renegade Knight Lancer's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re roll failed hit rolls with this weapon if the Renegade Knight Lancer has successfully charged in your Charge phase.
Shock blast	18"	Heavy 6	6	-1	D3	–
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Ion Gauntlet Shield: The Renegade Knight Lancer has a 5+ invulnerable save, increasing to a 4+ invulnerable save in the Fight phase of any turn. In addition, enemy units with the **TITANIC** keyword within 1" must subtract 1 from their hit rolls when directing their attacks against the Renegade Knight Lancer (to a maximum of 6+ to hit).

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Flank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the maximum distance it may move.

Infernal Knight Titan: A Renegade Knight Lancer can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Renegade Knight Lancer Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Lancer can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Lancer can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Lancer only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS: TITANIC, VEHICLE, RENEGADE KNIGHT LANCER

25 RENEGADE KNIGHT CASTIGATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Castigator	*	*	*	**8**	**8**	**27**	**4**	**9**	**3+**

A Renegade Knight Castigator is a single model. It is equipped with a Castigator bolt cannon and a Tempest warblade. It may also crush its foes beneath its titanic feet.

DAMAGE

Some of a Renegade Knight Castigator's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Castigator bolt cannon	36"	Heavy 14	6	-2	2	–
Tempest warblade	Melee	Melee	+6	-3	5	If any result of a 6 is rolled on any wound roll with this weapon against a **MONSTER** or **VEHICLE**, then an additional D3 mortal wounds are also inflicted on the enemy unit.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Ion shield: The model has a 5+ invulnerable save against shooting attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Flank Speed: When making advance rolls for this model, roll 2D6 and add the result together to determine the maximum distance it may move.

Infernal Knight Titan: A Renegade Knight Castigator can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Renegade Knight Castigator Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Castigator can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Castigator can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Castigator only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS: TITANIC, VEHICLE, RENEGADE KNIGHT CASTIGATOR

29 RENEGADE KNIGHT ATROPOS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Atropos	*	*	*	8	8	27	4	9	3+

A Renegade Knight Atropos is a single model. It is equipped with an Atropos lascutter and a graviton singularity cannon. It may also crush its foes beneath its titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Atropos lascutter (shooting)	9"	Heavy 1	12	-4	6	If an attack with this weapon slays an enemy **VEHICLE** or **MONSTER** unit in the Shooting phase, you may immediately make another attack against a separate target unit within range. This bonus attack does not generate further attacks.
Atropos lascutter (melee)	Melee	Melee	14	-4	6	You may re-roll failed hit and wound rolls for this weapon against targets with the **MONSTER**, **BUILDING** or **VEHICLE** keyword.
Graviton singularity cannon	36"	Heavy 4	8	-3	3	Roll a D6 each time before this weapon is fired. On a roll of a 1, the bearer suffers a mortal wound and the weapon fires normally (if the bearer survives this). On a roll of 2-5, the attack is carried out normally using its listed profile. On a roll of a 6, the weapon's attacks are instead carried out at Strength 16, AP -4, Damage 6 instead of its normal profile.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- None.

ABILITIES

Ancient Evil: All enemy units subtract 1 from their Leadership characteristic when within 6" of a Renegade Knight Atropos.

Infernal Veil: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Macro-extinction Protocols: You may add 1 to your hit rolls with this model when making Shooting attacks against targets with the **TITANIC** keyword.

Flank Speed: When making advance rolls for this model, roll 2D6 and add the results together to determine the maximum distance it may move.

Infernal Knight Titan: A Renegade Knight Atropos can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Atropos Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Atropos can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Atropos can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Atropos only gains a bonus to its save in cover if at least half of the model is obscured from the firer.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS: TITANIC, VEHICLE, RENEGADE KNIGHT ATROPOS

DAMAGE

Some of a Renegade Knight Atropos' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
15-27+	14"	3+	3+
7-14	10"	4+	4+
1-6	6"	5+	5+

28 RENEGADE KNIGHT MAGAERA

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ren. Knight Magaera	*	*	*	8	8	24	4	9	3+

A Renegade Knight Magaera is a single model. It is equipped with a lightning cannon, an ectoplasma fusil and reaper chainsword. It may also crush its foes beneath its titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lightning cannon	48"	Heavy 6	7	-1	D3	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1 and Damage 3 instead of D3.
Ectoplasma fusil	24"	Rapid Fire 2	6	-3	2	–
Twin rad cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+, except against **TITANIC** and **VEHICLE** units against which it always wounds on a 6+.
Reaper chainsword	Melee	Melee	+4	-3	6	–
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- The Renegade Knight Magaera may replace its reaper chainsword with a hekaton siege claw with an inbuilt twin rad cleanser, this increases its cost by **+1 Power**.

ABILITIES

Empyreal Preysight: Units other than **VEHICLES** cannot claim the bonus +1 to their save for being in cover against this model.

Infernal Veil: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Infernal Knight Titan: A Renegade Knight Magaera can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Renegade Knight Magaera Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Magaera can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Magaera can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Magaera only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS: TITANIC, VEHICLE, RENEGADE KNIGHT MAGAERA

DAMAGE

Some of a Renegade Knight Magaera's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

40 RENEGADE KNIGHT PORPHYRION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Porphyrion	*	*	*	**8**	**9**	**30**	**3**	**9**	**3+**

A Renegade Knight Porphyrion is a single model. It is equipped with two twin magna lascannon, two autocannon and an ironstorm missile pod. It may also crush its foes beneath its titanic feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin magna lascannon	72"	Heavy 2D3	12	-3	6	This weapon may not be used to make Overwatch attacks.
Lascannon	48"	Heavy 1	9	-3	D6	–
Autocannon	48"	Heavy 2	7	-1	2	–
Ironstorm missile pod	72"	Heavy D6	5	-	D3	This weapon can target units that are not visible to the bearer.
Helios defence missiles	60"	Heavy 2	8	-2	3	Add 1 to all hit rolls made against targets that can **FLY**. Subtract 1 from all hit rolls against all other targets.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- The Renegade Knight Porphyrion may replace either of its autocannon with lascannon.
- The Renegade Knight Porphyrion may replace its ironstorm missile pod with Helios defence missiles.

ABILITIES

Ion shield: The model has a 5+ invulnerable save against shooting attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Infernal Knight Titan: A Renegade Knight Porphyrion can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Renegade Knight Porphyrion Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Porphyrion can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Porphyrion can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Porphyrion only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS: TITANIC, VEHICLE, RENEGADE KNIGHT PORPHYRION

DAMAGE

Some of a Renegade Knight Porphyrion's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
23-30+	10"	3+	2+
16-22	8"	4+	3+
9-15	6"	5+	4+
1-8	4"	6+	5+

24 RENEGADE KNIGHT STYRIX

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Renegade Knight Styrix	*	*	*	**8**	**8**	**24**	**4**	**9**	**3+**

A Renegade Knight Styrix is a single model. It is equipped with a hellburner chieorovile, a graviton crusher and reaper chainsword. It may also trample its foes beneath its titanic feet.

DAMAGE

Some of a Renegade Knight Styrix's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
13-24+	12"	3+	3+
7-12	9"	4+	4+
1-6	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellburner chieorovile	45"	Heavy 5	8	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.
Graviton crusher	18"	Heavy D3	6	-2	2	If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increases to 3.
Twin rad cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically and always wounds on a 3+, except against **TITANIC** and **VEHICLE** units against which it always wounds on a 6+.
Reaper chainsword	Melee	Melee	+4	-3	6	–
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.

WARGEAR OPTIONS

- The Renegade Knight Styrix may replace its reaper chainsword with a hekaton siege claw and twin rad cleanser, this increases its cost by **+1 Power**.

ABILITIES

Empyreal Preysight: Units, other than **VEHICLES**, cannot claim the bonus +1 to their save for being in cover against this model.

Infernal Veil: This model has a 4+ invulnerable save against shooting attacks, and a 5+ invulnerable save against melee attacks.

Infernal Autosimulacra: At the beginning of each of your turns, roll a D6; on the result of a 5+ the model heals one wound.

Infernal Knight Titan: A Renegade Knight Styrix can Fall Back in the Movement phase and still shoot and/or charge during its turn, When a Renegade Knight Styrix Falls Back, it can even move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" from all enemy units. A Renegade Knight Styrix can shoot if there are enemy models within 1" of it, as long as all of the enemy models have the **INFANTRY** keyword. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, the Renegade Knight Styrix can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, the Renegade Knight Styrix only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Explodes (Unstable Reactor): If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

FACTION KEYWORDS: CHAOS, QUESTOR TRAITOROUS OR DARK MECHANICUS

KEYWORDS: TITANIC, VEHICLE, RENEGADE KNIGHT STYRIX



CHAOS TITANS

200 CHAOS WARLORD BATTLE TITAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Warlord Titan	*	*	*	16	16	70	5	10	2+

The Chaos Warlord Titan is a single model. It is equipped with two carapace-mounted weapons and two arm-mounted weapons selected from the lists in this datasheet as shown. It is also armed with two ardex-defensor mauler bolter cannon turrets, and two ardex-defensor twin lascannon turrets. It may also crush its enemies beneath its greater titanic stride.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Greater titanic stride	Melee	Melee	User	-4	3	Make 4 hit rolls for each attack made with this weapon, instead of 1.
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by this weapon must halve their Move characteristic and cannot Advance in their following Movement phase.
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that unit also suffers D3 hits using the weapon's profile.
Warlord gatling blaster	72"	Macro 12	8	-3	3	Against **INFANTRY** units, each successful hit inflicted by this weapon instead becomes 3 hits.
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units which are not visible to the bearer.
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against **INFANTRY** units, each successful hit roll inflicted by this weapon instead becomes 3 hits.
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Arioch Titan power claw	Melee	Melee	x2	-5	12	If you slay a **VEHICLE** or **MONSTER** that does not have the **TITANIC** keyword, with the Warlord power claw, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same target unit, if this additional hit roll is successful, you may roll to hit again and again until either you miss or a total of 12 hits has been achieved. After the total number of hits has been determined for the weapon, resolve the attack.
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12	You may re-roll failed hit rolls for this weapon against targets with the **MONSTER**, **BUILDING** or **VEHICLE** keyword.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Belicosa volcano cannon	180"	Macro D6	30	-6	12	Any wound roll of a 6 made with this weapon inflicts an additional D6 mortal wounds on the target.
Titan plasma blastgun	This weapon has two firing modes, declare which is being used before the attack is made:					
- Normal	72"	Macro 2D6	8	-3	3	–
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan Vulcan mega-bolter	72"	Heavy 20	6	-3	2	–
Twin Titan mega-bolter	72"	Heavy 40	6	-3	2	–
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against **INFANTRY**, the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target units which are not visible to the bearer.
Ardex-defensor maulers	36"	Heavy 6	6	-2	2	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers.
Ardex-defensor twin lascannon	48"	Heavy 2	9	-3	D6	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. These weapons may only fire at targets behind the Titan.

DAMAGE

Some of a Chaos Warlord Titan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS	VOID SHIELD
60-70+	18"	4+	2+	3+
40-59	14"	4+	3+	4+
20-39	12"	5+	4+	4+
10-19	10"	5+	4+	5+
1-9	8"	6+	5+	6+

WARGEAR OPTIONS	• This model must take two options from the following list of carapace-mounted weapons: – Dual turbo-laser destructor – Titan plasma blastgun – Twin Titan Vulcan mega-bolter – Apocalypse missile launcher – Reaver laser blaster – Reaver gatling blaster – Incinerator missile bank • The model must take two of the following arm-mounted weapons: – Sunfury plasma annihilator – Mori quake cannon – Saturnyne lascutter – Arioch Titan power claw with an inbuilt Titan mega-bolter – Warlord gatling blaster – Belicosa volcano cannon
ABILITIES	**Infernal God-engine:** A Chaos Warlord Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Chaos Warlord Titan Falls Back, it can move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" away from all enemy units. A Chaos Warlord Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are **TITANIC**. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Chaos Warlord Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Chaos Warlord Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. **Titan Void Shields:** Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously re-energised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan). **Titanic Gait:** When this model advances, increase its Move characteristic by 8" instead of rolling a dice. **Icon of the Apocalypse:** All enemy models within 9" suffer a -2 penalty to their Leadership characteristic. **Cataclysmic Explosion:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion and each unit within 3D6" suffers 2D6 mortal wounds.
FACTION KEYWORDS	**CHAOS, TITANICUS TRAITORIS, <HERETIC TITAN LEGION>**
KEYWORDS	**TITANIC, VEHICLE, GOD-ENGINE, CHAOS WARLORD BATTLE TITAN**

120 CHAOS REAVER BATTLE TITAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Reaver Titan	*	*	*	10	10	60	5	10	3+

The Chaos Reaver Titan is a single model. It is equipped with a single carapace-mounted weapon and two arm-mounted weapons selected from the lists in this datasheet. It may also crush its enemies beneath its titanic stride.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon, instead of 1.
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units which are not visible to the firer.
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against **INFANTRY** units, each successful hit roll inflicted by this weapon instead becomes 3 hits.
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Reaver volcano cannon	180"	Macro D6	25	-5	12	–
Reaver melta cannon	48"	Macro 2D6	16	-4	6	–
Reaver power fist	Melee	Melee	x2	-5	10	If you slay a **VEHICLE** or **MONSTER** that does not have the **TITANIC** keyword with the Reaver power fist, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.
Reaver chainfist	Melee	Melee	x2	-5	10	Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on any **VEHICLE**, **MONSTER** or **BUILDING** automatically inflicts an additional 2D6 mortal wounds on the target.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Titan plasma blastgun	This weapon has two firing modes, declare which is being used before the attack is made:					
- Normal	72"	Macro 2D6	8	-3	3	–
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan inferno gun	18"	Heavy 4D6	7	-3	4	This weapon hits automatically.
Titan vulcan mega-bolter	72"	Heavy 20	6	-3	2	–
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against **INFANTRY**, the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target units which are not visible to the firer.

DAMAGE

Some of a Chaos Reaver Titan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS	VOID SHIELD
50-60+	20"	4+	2+	3+
35-49	18"	4+	3+	4+
20-34	15"	5+	4+	5+
10-19	12"	5+	5+	6+
1-9	10"	6+	6+	7+

WARGEAR OPTIONS

- This model must take an option from the following list of carapace-mounted weapons:
  - Dual turbo-laser destructor
  - Titan plasma blastgun
  - Titan inferno gun
  - Titan vulcan mega-bolter
  - Apocalypse missile launcher
  - Incinerator missile bank
- The model must take two of the following arm-mounted weapons:
  - Reaver gatling blaster
  - Reaver laser blaster
  - Reaver volcano cannon
  - Reaver melta cannon
  - Reaver power fist
  - Reaver chainfist

ABILITIES	**Infernal God-engine:** A Chaos Reaver Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Chaos Reaver Titan Falls Back, it can move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" away from all enemy units. A Chaos Reaver Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are **TITANIC**. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Chaos Reaver Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Chaos Reaver Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer. **Titan Void Shields:** Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously re-energised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its voids shields is reduced (see the Damage table listed for the Titan). **Titanic Gait:** When this model advances, increase its Move characteristic by 8" instead of rolling a dice. **Icon of the Apocalypse:** All enemy models within 9" add an additional D6 to the result of any Morale tests they make. **Cataclysmic Explosion:** If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+, it suffers a cataclysmic explosion and each unit within 3D6" suffers 2D6 mortal wounds.
FACTION KEYWORDS	**CHAOS, TITANICUS TRAITORIS, <HERETIC TITAN LEGION>**
KEYWORDS	**TITANIC, VEHICLE, GOD-ENGINE, CHAOS REAVER BATTLE TITAN**

75 CHAOS WARHOUND SCOUT TITAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Warhound Titan	*	*	*	10	9	35	4	10	3+

The Chaos Warhound Titan is a single model. It is equipped with two arm-mounted weapons selected from the list in this datasheet. It may also crush its enemies beneath its titanic stride.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon, instead of 1.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Titan plasma blastgun	This weapon has two firing modes, declare which is being used before the attack is made:					
- Normal	72"	Macro 2D6	8	-3	3	–
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan inferno gun	18"	Heavy 4D6	7	-3	4	This weapon hits automatically.
Titan vulcan mega-bolter	72"	Heavy 20	6	-3	2	–

DAMAGE

Some of a Chaos Warhound Titan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS	VOID SHIELD
30-35+	24"	5+	2+	4+
20-29	18"	5+	3+	5+
10-19	12"	6+	4+	6+
1-9	8"	6+	4+	7+

WARGEAR OPTIONS

- The model must take two of the following arm-mounted weapons:
  - Dual turbo-laser destructor
  - Titan plasma blastgun
  - Titan inferno gun
  - Titan vulcan mega-bolter

ABILITIES

Infernal God-engine: A Chaos Warhound Titan can Fall Back in the Movement phase and still shoot and/or charge during its turn. When a Chaos Warhound Titan Falls Back, it can move over enemy **INFANTRY** models, though at the end of its move it must be more than 1" away from all enemy units. A Chaos Warhound Titan can fire its shooting weapons even if there are enemy models within 1" unless those enemy models are **TITANIC**. In this case, it can shoot the enemy unit that is within 1" of it or any other visible enemy unit that is within range and more than 1" away from any friendly models. In addition, a Chaos Warhound Titan can move and fire Heavy weapons without any penalty to its hit rolls. Finally, a Chaos Warhound Titan only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Titan Void Shields: Titans are protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers and designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game-terms, Titan void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, Titan void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case, roll one dice for each mortal wound that has been inflicted on the Titan, with the mortal wound being ignored if the save roll is passed. Titan void shields must be continuously re-energised and renewed in combat operations and so as the Titan is damaged, the defensive potential of its void shields is reduced (see the Damage table listed for the Titan).

Flank Speed: When this model advances, increase its Move characteristic by 12" instead of rolling a dice.

Cataclysmic Explosion: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield. On a 5+ it suffers a cataclysmic explosion, and each unit within 3D6" suffers D6 mortal wounds.

FACTION KEYWORDS: CHAOS, TITANICUS TRAITORIS, <CHAOS TITAN LEGION>

KEYWORDS: TITANIC, VEHICLE, GOD-ENGINE, CHAOS WARHOUND SCOUT TITAN

APPENDICES

DAEMON BOUND POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Daemon Bound units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Blood Slaughterer of Khorne	1	180
Greater Blight Drone	1	139
Chaos Decimator	1	90
Plague Hulk of Nurgle	1	210
Kytan Ravager	1	330
Greater Brass Scorpion of Khorne	1	625

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Slaughter blade	0
Plague probe	25
Decimator siege claw	30
Iron claw	0
Warpsword	0
Great cleaver of Khorne	0
Hellcrusher claws	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Scorpion cannon	0
Soulshatter bombard	0
Twin hellmaw blasters	0
Kytan gatling cannon	184
Rot cannon	0
Rancid vomit	0
Hellflamer	17
Decimator storm laser	25
Soulburner petard	30
Butcher cannon	45
C-beam cannon	30
Blightreaper cannon	18
Bile maw	18
Impaler harpoon	0

HELLFORGED POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Hellforged units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Hellforged Contemptor Dreadnought	1	116
Hellforged Deredeo Dreadnought	1	135
Hellforged Leviathan Dreadnought	1	175
Hellforged Sicaran	1	160
Hellforged Sicaran Venator	1	160
Hellforged Predator	1	110
Hellforged Scorpius	1	175
Hellforged Spartan Assault Tank	1	300
Hellforged Land Raider Proteus	1	245
Hellforged Land Raider Achilles	1	255
Hellforged Typhon Heavy Siege Tank	1	500
Hellforged Cerberus Heavy Destroyer	1	470
Hellforged Fellblade	1	520
Hellforged Falchion	1	600
Hellforged Mastodon	1	704
Hellforged Dreadclaw Drop Pod	1	200
Hellforged Kharybdis Assault Claw	1	300
Hellforged Rapier	1-3	20
Chaos Space Marine Crew	*	13

**Each Hellforged Rapier must be accompanied by two Chaos Space Marine Crewmen.*

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Meltagun	17
Hellflamer	17
Boltgun	0
Bolt pistol	0
Butcher cannon array	80
Soulburner ribaudkin	70
Grav-flux bombard	65
Twin heavy bolter	17
Quad lascannon	80
Laser destroyer	60
Twin heavy flamer	34
Havoc launcher	11
Combi-bolter	2
Combi-flamer	11
Combi-melta	19
Combi-plasma	15
Ectoplasma blaster	21
Soulburner	23
Butcher cannon	45
Multi-melta	27
Twin autocannon	40
Kheres assault cannon	25
C-beam cannon	30
Twin lascannon	50
Twin multi-melta	54
Soulburner bombard	45

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Infernal hunger	0
Eternal hunger	0
Blade struts	0
Hellforged deathclaw	40
Hellforged chainclaw	45
Hellforged siege claw	55
Hellforged siege drill	65

OTHER WARGEAR	
ITEM	POINTS PER ITEM
Hellfire veil	35

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Plasma destroyer	52
Infernal flamestorm cannon	45
Magna-melta cannon	52
Heavy bolter	10
Lascannon	25
Heavy flamer	17
Predator autocannon	49
Scorpius multi-launcher	40
Twin accelerator autocannon	75
Malignatas beam laser	60
Ectoplasma battery	40
Dual malignatas saker	65
Greater havoc launcher	21
Ectoplasma cannon	26
Quad heavy bolter	36
Thermal jets	0
Melta cutters	0
Kharybdis storm launchers	0
Dreadhammer siege cannon	0
Malignatas beam cannon	0
Demolisher cannon	0
Fellblade accelerator cannon	0
Twin volcano cannon	0
Skyreaper battery	42
Thermal jet array	0
Siege melta array	0

EYRINE CULTS POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Eyrine Cults units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Chaos Hell Blade	1	110
Chaos Hell Talon	1	200
Chaos Storm Eagle Assault Gunship	1	210
Chaos Fire Raptor Assault Gunship	1	250
Chaos Thunderhawk Assault Gunship	1	650
Chaos Sokar Pattern Stormbird Gunship	1	651
Chaos Xiphon Interceptor	1	80

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Twin lascannon	50
Soulstalker missile launcher	50
Twin heavy bolter	17
Dreadstrike missiles	110
Thunderhawk heavy cannon	0
Lascannon	25
Hellstrike missiles	40
Hellstrike battery	60
Helstorm cannon	20
Turbo-laser destructor	0
Balefire missiles	60
Thunderhawk cluster bombs	60
Warp-pulse bombs	0
Quad heavy bolter	36
Vengeance launcher	28
Twin multi-melta	54
Havoc launcher	11
Pyrax incendiary bombs	0
Reaper battery	42
Twin avenger bolt cannon	0
Baletalon shatter charges	0

LORDS OF RUIN POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Lords of Ruin units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Zhufor the Impaler	1*	150
Necrosius the Undying	1*	120
Lord Arkos	1*	105
Chaos Hellwright	1	90
Chaos Hellwright on Dark Abeyant	1	100

**There may only be a single unit of this type in any given army.*

OTHER WARGEAR

WEAPON	POINTS PER ITEM
Frag grenade	0
Krak grenade	0
Blight grenade	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Voidcutter	15
Soulburner pistol	7
Warpfire lance	35
Combi-melta	19
Pox pistol	0
Flamer	9
Demnos bolter	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Infernal axe	12
Mechatendrils	0
Black Blade of Venom	0
Tainted force blade	0
Claw of Demnos	0
Skulltaker axe	0

CHILDREN OF THE WARP POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Children of the Warp units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Mamon Transfigured	1*	180
Uraka the Warfiend	1*	170
Samus	1*	220
Cor'bax Utterblight	1*	230
Scabeiathrax the Bloated	1*	610
An'ggrath the Unbound	1*	700
Aetaos'rau'keres	1*	700
Zarakynel	1*	460
Plague Toads of Nurgle	3-9	40
Pox Riders of Nurgle	3-9	55
Giant Chaos Spawn	1	75
Spined Chaos Beast	1	190

**There may only be a single unit of this type in any given army.*

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Bloodlash	0
Staff of Cataclysm	0
Contagion spray	0
Grasping tongue	0
Horrific vomit	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Axe of Khorne	0
The Executioner's Axe	0
Slaughtering blade	0
Souleater blade	0
Slicing claws	0
Warpfire talons	0
Cataclysmic strike	0
Pustulant stomp	0
Fist of decay	0
Gaping maw	0
Canker worms	0
Yawning maw	0
Rider's plaguesword	0
Tusked maw	0
Jagged claws	0
Warp spines	0
Churning fangs and spines	0
Blade of decay	0
Nurglings	0

OTHER WARGEAR

UNIT	POINTS PER ITEM
Instrument of Chaos	10
Daemonic Icon	25

TRAITOR QUESTORIS POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Traitor Questoris units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Renegade Knight Acheron	1	358
Renegade Knight Lancer	1	420
Renegade Knight Castigator	1	350
Renegade Knight Atropos	1	405
Renegade Knight Magaera	1	440
Renegade Knight Porphyrion	1	540
Renegade Knight Styrix	1	340

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Titanic feet	0
Hekaton siege claw	30
Reaper chainsword	30
Tempest warblade	30
Reaper chainfist	40
Cerastus shock lance	60

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Hellburner chieorovile	80
Graviton crusher	25
Twin rad cleanser	25
Twin heavy bolter	17
Twin magma lascannon	100
Lascannon	25
Autocannon	20
Ironstorm missile pod	16
Helios defence missiles	45
Lightning cannon	70
Ectoplasma fusil	20
Atropos lascutter	80
Graviton singularity cannon	70
Castigator bolt cannon	120
Shock blast	0
Acheron flame cannon	80

HERETIC TITAN LEGIONS POINTS VALUES

When playing games of Warhammer 40,000 using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Heretic Titan Legion units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Chaos Warhound Scout Titan	1	1,500
Chaos Reaver Battle Titan	1	2,400
Chaos Warlord Battle Titan	1	4,000

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Greater titanic stride	0
Titanic stride	0
Arioch Titan power claw	0
Reaver power fist	0
Reaver chainfist	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Mori quake cannon	0
Sunfury plasma annihilator	0
Warlord gatling blaster	0
Apocalypse missile launcher	0
Reaver gatling blaster	0
Reaver laser blaster	0
Saturnyne lascutter	0
Dual turbo-laser destructor	0
Belicosa volcano cannon	0
Titan plasma blastgun	0
Titan mega-bolter	0
Twin Titan mega-bolter	0
Incinerator missile bank	0
Ardex-defensor maulers	0
Ardex-defensor twin lascannon	0
Reaver volcano cannon	0
Reaver melta cannon	0
Titan inferno gun	0
Titan vulcan mega-bolter	0

DAEMON BOUND WARGEAR

DAEMON BOUND RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Impaler harpoon	12"	Assault 1	8	-3	3	If the bearer charges a **VEHICLE** or **MONSTER** unit it has previously successfully hit with this weapon in the Shooting phase of the same turn, add +2 to their charge rolls.
Bile maw	12"	Pistol D3	8	-2	D3	You can re-roll any wound rolls of 1 when attacking with this weapon.
Blightreaper cannon	36"	Heavy 4	7	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1.
Hellflamer	8"	Heavy D6	5	-1	2	This weapon automatically hits its target.
Decimator storm laser	24"	Assault 5	6	-2	1	–
Soulburner petard	24"	Assault 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound. This effect can only occur once per phase regardless of how many results of '1' are rolled.
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit must subtract 2 from to its Leadership for the rest of the turn. This modifier is not cumulative.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0 and causing 1 Damage. These additional hits do not trigger further hits themselves.
Rot cannon	36"	Heavy D6	6	-3	2	Against **INFANTRY** targets, failed wound rolls for this weapon are re-rolled.
Rancid vomit	7"	Pistol D6	5	-2	1	This weapon automatically hits its target.
Kytan gatling cannon	48"	Heavy 8	8	-2	2	–
Scorpion cannon	36"	Heavy 10	6	-2	2	–
Soulshatter bombard	24"	Heavy D6	12	-3	D6	Against **VEHICLE**, **BUILDING** and **MONSTER** units, this weapon's attacks are Damage 2D6 rather than D6.
Twin hellmaw blasters	8"	Pistol 2D6	User	-2	1	This weapon automatically hits its target.

DAEMON BOUND MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slaughter blade	Melee	Melee	+2	-3	3	A model equipped with two slaughter blades may make 1 additional attack with the weapon each time it fights.
Plague probe	Melee	Melee	User	-2	D3	You can re-roll any wound rolls of 1 when attacking with this weapon.
Decimator siege claw	Melee	Melee	+2	-3	3	–
Iron claw	Melee	Melee	x2	-3	D6	–
Warpsword	Melee	Melee	User	-3	3	You can re-roll failed hit rolls for this weapon.
Great cleaver of Khorne	When attacking with this weapon, choose one of the profiles below:					
- Smash	Melee	Melee	x2	-4	6	–
- Slash	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.
Hellcrusher claws	Melee	Melee	+4	-4	6	–

HELLFORGED WARGEAR

HELLFORGED RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	–
Ectoplasma blaster	18"	Assault 2	8	-3	2	If any hit roll made in a given phase results in a score of a '1', then the firing unit suffers one mortal wound.
Hellflamer	8"	Heavy D6	5	-1	2	Attacks made by this weapon automatically hit.
Soulburner	24"	Assault D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage.
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by this weapon in the Shooting phase, the unit must subtract 2 from its Leadership for the rest of the turn. This modifier is not cumulative.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin autocannon	48"	Heavy 4	7	-1	2	–
Kheres assault cannon	24"	Heavy 6	7	-1	1	–
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Havoc launcher	48"	Heavy D6	5	0	1	–
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Soulburner bombard	48"	Heavy 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage. This weapon may target enemy units which the bearer cannot see.
Infernal flamestorm cannon	8"	Heavy 2D6	5	-1	2	This weapon automatically hits its target.
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target of an attack by this weapon is within half range, roll an additional dice when inflicting damage with it and discard the lowest result.
Plasma destroyer	36"	Heavy 2D3	7	-3	2	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Predator autocannon	48"	Heavy 2D3	7	-1	3	–
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	This weapon may target enemy units the bearer cannot see.
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the **FLY** keyword. In addition, every wound roll of 6 made with this weapon increases the AP of that individual wound to -3.
Malignatas beam laser	36"	Heavy 1	*	-5	2D6	The player with this weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Leadership characteristic, if the total equals or exceeds it then the target model is wounded.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
– Boltgun	24"	Rapid Fire 1	4	0	1	–
– Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

HELLFORGED RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
– Boltgun	24"	Rapid Fire 1	4	0	1	–
– Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
– Boltgun	24"	Rapid Fire 1	4	0	1	–
– Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun – page 123 of *Warhammer 40,000 – Index: Chaos* for details.
Quad lascannon	48"	Heavy 4	9	-3	D6	–
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Butcher cannon array	36"	Heavy 8	8	-1	2	If a unit has any models slain by any butcher cannon in the Shooting phase, the unit subtracts 2 from its Leadership for the rest of the turn. This modifier is not cumulative.
Ectoplasma battery	24"	Heavy 5	8	-3	3	If any hit roll made in a given phase results in a score or a '1', then the firing unit suffers one mortal wound.
Dual Malignatas saker	48"	Heavy 2	*	-5	D6	This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Leadership characteristic, if the total equals or exceeds the Leadership characteristic then the target model is wounded.
Greater havoc launcher	48"	Heavy 3D3	6	-1	1	This weapon can target units that are not visible to the bearer.
Ectoplasma cannon	24"	Heavy D3	7	-3	D3	–
Quad heavy bolter	48"	Heavy 12	5	-1	1	–
Boltgun	24"	Rapid Fire 1	4	0	1	–
Bolt pistol	12"	Pistol 1	4	0	1	–
Soulburner ribaudkin	18"	Heavy 2D3	-	0	1	Each successful hit roll made with this weapon inflicts a mortal wound instead of the normal damage.
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model has any of the **MONSTER**, **VEHICLE** or **TITANIC** keywords then the amount of damage suffered becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Thermal jets	6"	Pistol D6	6	-1	1	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.
Thermal jet array	6"	Pistol D6	8	-1	D3	When fired, this weapon automatically inflicts D6 hits on each unit, friendly or enemy, with at least one model within range. The weapon can only be used if more enemy units will be affected than friendly ones.
Kharybdis storm launchers	24"	Heavy 3	6	-1	1	–
Malignatas beam cannon	72"	Heavy 4	*	-5	4+D6	This weapon does not roll to wound as normal, instead roll 3D6 and compare the total rolled to the target model's Ld characteristic, if the total equals or exceeds the Ld characteristic then the target model is wounded.
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with five or more models, change this weapon's Type to Heavy D6.
Fellblade accelerator cannon	When firing this weapon, select one of the two profiles below:					
- HE shells	100"	Heavy 2D6	8	-3	1	When attacking units with five or more models, the dice rolled to decide the number of shots fired may be re-rolled.
- AE shells	100"	Heavy 2	14	-4	6	–
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targetting **TITANIC** units with this weapon.

Skyreaper battery	48"	Heavy 8	7	-1	5	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

HELLFORGED MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellforged deathclaw	Melee	Melee	x2	-3	3	–
Hellforged chainclaw	Melee	Melee	x2	-4	4	–
Infernal hunger	Melee	Melee	User	-3	1	–
Hellforged siege claw	Melee	Melee	x2	-3	3	–
Hellforged siege drill	Melee	Melee	x2	-4	4	–
Blade struts	Melee	Melee	User	-2	2	–
Melta cutters	Melee	Melee	16	-5	2D6	Normal attacks may not be made using this profile, instead if the Hellforged Kharybdis successfully charges a model with the **VEHICLE**, **MONSTER** or **TITANIC** keywords, the controlling player may choose to forfeit all of its standard attacks to make a single attack with this profile that hits its target on a 2+.
Eternal hunger	Melee	Melee	User	-3	D3	–

EYRINE CULTS WARGEAR

EYRINE CULT RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Helstorm cannon	36"	Heavy 2	6	-2	3	Each time you roll a wound roll of 6+ for this weapon, the target suffers a mortal wound in addition to any other damage.
Lascannon	48"	Heavy 1	9	-3	D6	–
Havoc launcher	48"	Heavy D6	5	0	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Vengeance launcher	48"	Heavy 2D6	5	-1	1	–
Hellstrike missiles	72"	Heavy 2	8	-3	3	–
Hellstrike battery	72"	Heavy 4	8	-3	3	–
Balefire missiles	36"	Heavy 2D3	6	-1	D3	Units targeted by this weapon do not gain any bonus to their saving throws for being in cover.
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Reaper autocannon	36"	Heavy 4	7	-1	1	–
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	–
Reaper battery	36"	Heavy 6	7	-1	1	–
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	–
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Dreadstrike missiles	120"	Heavy 4	10	-3	2D3	–
Soulstalker missiles	60"	Heavy D3	7	-2	2	Each time you roll a wound roll of 5+ for this weapon, the target suffers a mortal wound in addition to the weapon's normal damage.
Quad heavy bolter	36"	Heavy 12	5	-1	1	–

LORDS OF RUIN WARGEAR

LORDS OF RUIN RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demnos bolter	24"	Rapid Fire 2	4	-1	1	–
Pox pistol	12"	Pistol 1	4	-1	2	–
Blight grenade	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Krak grenade	6"	Grenade 1	6	-1	D3	–
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Bolter	24"	Rapid Fire 1	4	0	1	–
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Frag grenade	6"	Grenade D6	3	0	1	–
Voidcutter	8"	Assault 1	8	-4	3	Add 1 to wound rolls made for this weapon if the target is a **VEHICLE**.
Soulburner pistol	12"	Pistol 2	-	0	1	Successful hit rolls with this weapon inflict mortal wounds. If any hit roll made in a given phase with this weapon results in a score of a '1', then the firing unit suffers one mortal wound at the end of the phase.
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Warpfire lance	15"	Heavy 2	6	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.

LORDS OF RUIN MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Claw of Demnos	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Skulltaker axe	Melee	Melee	User	-2	2	When targeting a **CHARACTER** model, every wound roll of 6+ inflicts becomes AP -4 and Damage 3. Roll saves for these wounds separately.
Tainted force blade	Melee	Melee	+1	-2	D3	You can re-roll wound rolls of 1 for this weapon.
Black Blade of Venom	Melee	Melee	User	-2	3	Add 1 to all wound rolls for this weapon against any target that is not a **VEHICLE**.
Infernal axe	Melee	Melee	+1	-3	2	–
Mechatendrils	Melee	Melee	User	0	1	Each time the bearer fights, it can make 2 additional attacks with this weapon.

CHILDREN OF THE WARP WARGEAR

CHILDREN OF THE WARP RANGED WEAPONS						
WEAPON	**RANGE**	**TYPE**	**S**	**AP**	**D**	**ABILITIES**
Bloodlash	12"	Assault 2D6	7	-3	2	This weapon can be used within 1" of an enemy unit and can target enemy units within 1" of friendly units.
Staff of Cataclysm	60"	Assault 2D6	9	-4	3	This weapon can be fired within 1" of an enemy unit and can target enemy units within 1" of friendly models. If a unit of at least 10 **INFANTRY** models has its last models slain by this attack, a unit of 3 **FLAMERS OF TZEENTCH** is added to your army and immediately placed within 1" of the slain unit before it is removed.
Contagion spray	9"	Pistol 2D3	*	-2	1	Attacks made with this weapon automatically hit the selected target. This weapon always wounds on a result of a 2+ unless the target unit has the **VEHICLE** keyword, in which case a result of 6+ is required.
Grasping tongue	7"	Pistol 1	4	0	1	–
Horrific vomit	9"	Pistol 2D6	6	-2	D3	This weapon hits automatically.

CHILDREN OF THE WARP MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Axe of Khorne	Melee	Melee	+3	-4	D6	–
The Executioner's Axe						
Bloody Arc (melee)	Melee	Melee	+2	-3	2	For each wound roll of 6 made using this weapon, the Damage value of that attack is increased to D6. If a model is slain as a casualty by one of these enhanced attacks, add +1 to Uraka's Unholy Frenzy total.
Vengeful Cast (shooting)	*	Assault D3	User	-3	D6	The range of this weapon is equal to Uraka's current Strength in inches. Unless Uraka successfully charges or piles in to the unit targeted by this attack in the Shooting phase, he may not use the Bloody Arc attack ability in the Fight phase of a turn in which he has attacked with Vengeful Cast.
Slaughtering blade	Melee	Melee	User	-3	3	When attacking **INFANTRY** models with this weapon, add 1 to your wound rolls.
Souleater blade	Melee	Melee	+1	-4	3	Each time you make a wound roll of 4+ with this weapon, it inflicts 3 mortal wounds instead of its normal damage against the target unit.
Slicing claws	Melee	Melee	User	-2	D6	Each time you make a wound roll of 6+ with this weapon, that hit is resolved with an AP of -4 instead of -1.
Warpfire talons	Melee	Melee	User	-3	D6	Any hit that rolls a 6 for its wound rolls immediately inflicts D3 mortal wounds on the target unit in addition to any other damage.
Cataclysmic strike	Melee	Melee	x2	-4	3	Against **VEHICLE**, **BUILDING** or **MONSTER** targets this weapon becomes Damage 6.
Pustulant stomp	Melee	Melee	+2	-3	D3	When targeting a unit with this weapon during the Fight phase, add +3 to the Damage caused if the target unit has the **INFANTRY** keyword.
Fist of decay	Melee	Melee	+3	-1	1	If an attack made with this weapon causes an unsaved wound to a model, roll a D6. On a 4+, the model suffers an additional D6 wounds.
Gaping maw	Melee	Melee	User	-3	3	All rolls of 6 to hit with this weapon become 3 hits each.
Canker worms	Melee	Melee	2	0	1	After this model makes their close combat attacks, the canker worms infesting Cor'bax make their attacks separately. Make D6 additional attacks using this weapon profile.
Yawning maw	Melee	Melee	5	-1	D3	All hit rolls of a 6 made when using this weapon generate a single additional automatic hit.
Rider's plaguesword	Melee	Melee	4	0	1	After all other attacks have been made by a model equipped with this weapon during the Fight phase, it may make an additional two attacks using this weapon profile, re-rolling all failed wound rolls.
Tusked maw	Melee	Melee	x2	-3	D6	Only one attack may be made with this weapon per Fight phase. If a model is slain as a result of this attack, the Spined Chaos Beast heals 1 wound.
Jagged claws	Melee	Melee	User	-1	2	–
Warp spines	*	*	4	0	1	Normal attacks may not be made with this weapon. Instead, if the Spined Chaos Beast completes a successful Charge move, or any enemy unit ends a pile in move within 1", roll a D6 for each enemy unit within 1" of the Spined Chaos Beast. On a result of 2+, each enemy unit suffers a single automatic hit.
Churning fangs and claws	Melee	Melee	User	-1	D3	–
Blade of Decay	Melee	Melee	+2	-4	6	–
Nurglings	Melee	Melee	2	0	1	After this model makes its close combat attacks, the Nurglings infesting Scabeiathrax the Bloated make their attacks separately. Make D6 additional attacks using this weapon profile. You can re-roll wound rolls of a 1 for these attacks.

TRAITOR QUESTORIS WARGEAR

TRAITOR QUESTORIS RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acheron flame cannon	18"	Heavy 2D6	7	-2	3	This weapon automatically hits its target.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Shock blast	18"	Heavy 6	6	-1	D3	–
Castigator bolt cannon	36"	Heavy 14	6	-2	2	–
Atropos lascutter (shooting)	9"	Heavy 1	12	-4	6	If an attack with this weapon slays an enemy **VEHICLE** or **MONSTER** unit in the Shooting phase, you may immediately make another attack against a separate target unit within range. This bonus attack does not generate further attacks.
Atropos lascutter (melee)	Melee	Melee	14	-4	6	You may re-roll failed hit and wound rolls for this weapon against targets with the **MONSTER**, **BUILDING** or **VEHICLE** keyword.
Graviton singularity cannon	36"	Heavy 4	8	-3	3	Roll a D6 each time before this weapon is fired. On a roll of a 1, the bearer suffers a mortal wound and the weapon fires normally (if the bearer survives this). On a roll of 2-5, the attack is carried out normally using its listed profile. On a roll of a 6, the weapon's attacks are instead carried out at Strength 16, AP -4, Damage 6 instead of its normal profile.
Lightning cannon	48"	Heavy 6	7	-1	D3	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of -1 and Damage 3 instead of D3.
Ectoplasma fusil	24"	Rapid Fire 2	6	-3	2	–
Twin rad cleanser	9"	Assault 2D6	*	0	3	This weapon hits automatically, and it always wounds on a 3+, except against **TITANIC** and **VEHICLE** units against which it always wounds on a 6+.
Twin magna lascannon	72"	Heavy 2D3	12	-3	6	These weapons may not be used to make Overwatch attacks.
Lascannon	48"	Heavy 1	9	-3	D6	–
Autocannon	48"	Heavy 2	7	-1	2	–
Ironstorm missile pod	72"	Heavy D6	5	-	D3	This weapon can target units that are not visible to the bearer.
Helios defence missiles	60"	Heavy 2	8	-2	3	Add 1 to all hit rolls made against targets that can **FLY**. Subtract 1 from all hit rolls against all other targets.
Hellburner chieorovile	45"	Heavy 5	8	-3	D6	Each time you make a wound roll of 6+ for this weapon, the weapon scores an additional automatic hit at the weapon's normal profile which is resolved after the initial attacks for the weapon on the same unit. These additional hits do not themselves generate more additional hits.
Graviton crusher	18"	Heavy D3	6	-2	2	If the target unit's armour save is 3+ or better, the damage of this weapon's attacks increase to 3.

TRAITOR QUESTORIS MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaper chainfist	Melee	Melee	x2	-4	6	When attacking with this weapon, subtract 1 from the hit roll.
Titanic feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon instead of 1.
Cerastus shock lance	Melee	Melee	+6	-4	6	You may re roll failed hit rolls with this weapon if the Renegade Knight Lancer has successfully charged in your Charge phase.
Tempest warblade	Melee	Melee	+6	-3	5	If any result of a 6 is rolled on any wound roll with this weapon against a **MONSTER** or **VEHICLE**, then an additional D3 mortal wounds are also inflicted on the enemy unit.
Reaper chainsword	Melee	Melee	+4	-3	6	–
Hekaton siege claw	Melee	Melee	x2	-4	6	Subtract 1 from hit rolls for attacks made with this weapon.

HERETIC TITAN LEGION WARGEAR

HERETIC TITAN LEGION RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mori quake cannon	24"-360"	Macro 3D6	20	-5	6	Units hit by this weapon must halve their Move characteristic and cannot Advance in their following Movement phase.
Sunfury plasma annihilator	72"	Macro 2D6	10	-4	2D6	After resolving all damage on the target unit, roll a D6 for every other unit within 6" of the target unit; on a 4+ that unit also suffers D3 hits using the weapon's profile.
Warlord gatling blaster	72"	Macro 12	8	-3	3	Against **INFANTRY** units, each successful hit inflicted by this weapon instead becomes 3 hits.
Apocalypse missile launcher	24"-360"	Heavy 12	7	-2	2	This weapon can target units which are not visible to the bearer.
Reaver gatling blaster	72"	Macro 6	8	-3	3	Against **INFANTRY** units, each successful hit roll inflicted by this weapon instead becomes 3 hits.
Reaver laser blaster	96"	Macro 3D3	10	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Saturnyne lascutter (shooting)	18"	Heavy 1	12	-4	6	After you have rolled a successful hit with this weapon, you may immediately roll for an additional hit against the same target unit, if this additional hit roll is successful, you may roll to hit again and again until either you miss or a total of 12 hits has been achieved. After the total number of hits has been determined for the weapon, resolve the attack.
Saturnyne lascutter (melee)	Melee	Melee	20	-5	12	You may re-roll failed hit rolls for this weapon against targets with the **MONSTER**, **BUILDING** or **VEHICLE** keyword.
Dual turbo-laser destructor	96"	Macro 2D3	16	-3	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Belicosa volcano cannon	180"	Macro D6	30	-6	12	Any wound roll of a 6 made with this weapon inflicts an additional D6 mortal wounds on the target.
Titan plasma blastgun	This weapon has two firing modes, declare which is being used before the attack is made:					
- Normal	72"	Macro 2D6	8	-3	3	–
- Overcharged	72"	Macro 2D6	10	-4	4	When using this firing mode, for each hit roll of 1, the Titan suffers a mortal wound after all of this weapon's shots have been resolved. These mortal wounds may not be stopped by the Titan's own void shields.
Titan Vulcan mega-bolter	72"	Heavy 20	6	-3	2	–
Twin Titan Vulcan mega-bolter	72"	Heavy 40	6	-3	2	–
Incinerator missile bank	24"-360"	Heavy 10	6	-2	2	Against **INFANTRY**, the number of successful hits rolled for this weapon is doubled. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. This weapon can target units which are not visible to the bearer.
Ardex-defensor maulers	36"	Heavy 6	6	-2	2	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers.
Ardex-defensor twin lascannon	48"	Heavy 2	9	-3	D6	Overwatch attacks with this weapon hit on a 5+ regardless of modifiers. These weapons may only fire at targets behind the Titan.
Reaver volcano cannon	180"	Macro D6	25	-5	12	–
Reaver melta cannon	48"	Macro 2D6	16	-4	6	–
Titan inferno gun	18"	Heavy 4D6	7	-3	4	This weapon automatically hits its target.
Titan vulcan mega-bolter	72"	Heavy 20	6	-3	2	–

HERETIC TITAN LEGION MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Greater titanic stride	Melee	Melee	User	-4	3	Make 4 hit rolls for each attack made with this weapon, instead of 1.
Titanic stride	Melee	Melee	User	-3	3	Make 3 hit rolls for each attack made with this weapon, instead of 1.
Arioch Titan power claw	Melee	Melee	x2	-5	12	If you slay a **VEHICLE** or **MONSTER** that does not have the **TITANIC** keyword, with the Warlord power claw, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.
Reaver power fist	Melee	Melee	x2	-5	10	If you slay a **VEHICLE** or **MONSTER** that does not have the **TITANIC** keyword with the Reaver power fist, select an enemy unit within 12" and roll a D6; on a 4+ that unit suffers D6 mortal wounds as the dead body or debris is thrown at it.
Reaver chainfist	Melee	Melee	x2	-5	10	Subtract 1 from hit rolls made with this weapon. Any wound roll of a 6 made with this attack on any **VEHICLE**, **MONSTER** or **BUILDING** automatically inflicts an additional 2D6 mortal wounds on the target.

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