



CABAL OF CHAOS

Even a single Chaos Space Marine Sorcerer is a powerful champion of the Dark Gods, capable of channelling the energies of the Warp into blasts of infernal flame and nightmarish curses of mutation. When multiple Sorcerers gather, their powers are magnified. Reality itself convulses at their command. Enemy warriors are torn asunder by storms of empyric power, as the battlefield writhes in unnatural mutation. While a lone Sorcerer often acts as the advisor to a powerful Chaos Lord, cabals such as this possess the combined might and forbidden knowledge to rule over armies or even entire worlds. Accompanied by their chosen lieutenants and defended by those they consider their servants, the Sorcerers unleash their hosts to conquer unsuspecting worlds, ransack ancient repositories of knowledge, and expand their malevolent powers even more.

DETACHMENT RULE



EMPYRIC WELLSPRING

The sorcerous powers wielded by a cabal inevitably draw the eyes of the Dark Gods and flood the battlefield with supernatural energies, further enhancing the warp-gifts of their fellow Chaos Space Marines.

Each time a unit from your army makes a Dark Pact, select one of the following abilities. Your unit has that ability until the end of the phase.

Leaping Warpflame

While this unit is within 9" of one or more friendly **HERETIC ASTARTES PSYKER** models, improve the Strength characteristic of ranged weapons equipped by models in this unit by 1.

Monstrous Manifestation

While this unit is within 9" of one or more friendly **HERETIC ASTARTES DAEMON PRINCE** or a **HERETIC ASTARTES DAEMON PRINCE WITH WINGS** models, improve the Armour Penetration characteristic of melee weapons equipped by models in this unit by 1.

ENHANCEMENTS



TOUCHED BY THE WARP

Not all Sorcerers begin as psykers. Some are gifted their mystic powers by the gods of the Warp.

HERETIC ASTARTES model only (excluding **KHORNE** models). The bearer gains the **PSYKER** keyword.

EYE OF Z'DESH

This splintered crystal shows possible futures, affording its bearer the chance to act before all others.

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

MIND BLADE

This Sorcerer has been blessed with the ability to channel all their hatred and cruelty into the weapons of their warriors.

PSYKER model only. Melee weapons equipped by models in the bearer's unit have the **[LANCE]** ability.

INFERNAL AVATAR

This dread being is not only a Daemon Prince but also a dark sorcerer of immense power, able to augment their physical might with even greater empyric puissance.

HERETIC ASTARTES DAEMON PRINCE or **HERETIC ASTARTES DAEMON PRINCE WITH WINGS** model only. Improve the Strength characteristic of melee weapons equipped by the bearer by 2, and improve the Armour Penetration characteristic of those weapons by 1.



1CP

BALEFUL BLESSING

CABAL OF CHAOS – EPIC DEED STRATAGEM

The powers of the cabal render these warriors semicorporeal for a short time, causing the most powerful attacks of their foes to simply pass through them as though they were smoke.

WHEN: Any phase, just after a **HERETIC ASTARTES** unit from your army has a mortal wound allocated to it.

TARGET: That **HERETIC ASTARTES** unit.

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



1CP

NO REST IN DEATH

CABAL OF CHAOS – STRATEGIC PLOY STRATAGEM

With an imperious gesture, one of the army's sorcerous masters conjures the wounded and dead back to their feet to fight on for their amusement.

WHEN: Your Movement phase.

TARGET: One **HERETIC ASTARTES** unit from your army within 9" of a **HERETIC ASTARTES PSYKER**, **HERETIC ASTARTES DAEMON PRINCE** or **HERETIC ASTARTES DAEMON PRINCE WITH WINGS** unit from your army.

EFFECT: One model in your unit regains up to D3+1 lost wounds. If your unit has the **BATTLELINE** keyword, you can return up to D3 destroyed models (excluding **CHARACTER** models) to your unit with their full wounds remaining, instead.



1CP

MUTATION'S CURSE

CABAL OF CHAOS – STRATEGIC PLOY STRATAGEM

Surging warp energies coil around the foe and rapidly mutate them until their physical forms are rent asunder.

WHEN: Your Shooting phase.

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

EFFECT: Select one visible enemy unit within 12" of your unit. Roll one D6: on a 1, that enemy unit suffers 1 mortal wound; on a 2-4, that enemy unit suffers D3 mortal wounds; on a 5-6, that enemy unit suffers 2D3 mortal wounds.



1CP

SOULSEEKERS

CABAL OF CHAOS – STRATEGIC PLOY STRATAGEM

These warriors have been gifted with hex-marked rounds that seek the living essence of their targets, leaving them nowhere to hide.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVERS]** ability.



1CP

UNHOLY HASTE

CABAL OF CHAOS – EPIC DEED STRATAGEM

Hastened through the weave of time by sorcerous magicks, these warriors spring suddenly upon their foes.

WHEN: Your Charge phase.

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

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



1CP

SHROUD OF CHAOS

CABAL OF CHAOS – BATTLE TACTIC STRATAGEM

A conjured shroud of whirling shadows and supernatural mists veils the servants of the Dark Gods.

WHEN: Start of your opponent's Shooting phase.

TARGET: One **HERETIC ASTARTES PSYKER**, **HERETIC ASTARTES DAEMON PRINCE** or **HERETIC ASTARTES DAEMON PRINCE WITH WINGS** unit from your army.

EFFECT: Until the end of the phase, your unit has the following ability:

Shroud of Chaos (Aura): Models in friendly **HERETIC ASTARTES** units within 6" of this unit have the **Stealth** ability.