



# CHAOS SPACE MARINES

## FACTION PACK: VERSION 1.0

Legal for matched play from 20th June 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

### WHAT'S NEW?

This is the first iteration of this Faction Pack for this edition of Warhammer 40,000, combining some earlier updates with new revisions designed to smooth the transition. As such, all of the following content should be regarded as new, and individual changes are not highlighted. The next time this document is updated, this section will summarise what has been added or changed.

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# CABAL OF CHAOS

A CABAL OF WARP-TOUCHED SORCERERS UNLEASH THEIR SUPERNATURAL POWERS TO MUTATE AND DESTROY



## DETACHMENT RULES

### EMPYRIC WELLSPRING

The sorcerous powers wielded by a cabal inevitably draw the attention of the Dark Gods, flooding the battlefield with immaterial energies that empower their dark magicks and their daemonically gifted comrades alike.

- In your Shooting phase, when a friendly **HERETIC ASTARTES PSYKER** unit (excluding **DAEMON** units) is **selected to shoot**, if that unit makes a **Dark Pact**, that unit's ranged attacks have +1 **S**.
- In the Fight phase, when a friendly **HERETIC ASTARTES DAEMON PRINCE** unit (excluding **KHORNE** units) is **selected to fight**, if that unit makes a **Dark Pact**, that unit's melee attacks have:
  - +2 **S**.
  - +1 **AP**.

## ENHANCEMENTS

### TOUCHED BY THE WARP

Saturated with empyric energies, this dark champion has spontaneously manifested the mutant powers of a true psyker.

**HERETIC ASTARTES** model only (excluding **KHORNE** models).

- This model has **PSYKER**.
- This model's weapons have [**PSYCHIC**].

### CONDUIT OF CHAOS

Like a lightning rod, this blessed fiend attracts the arcane energies of the Warp, unleashing them in a crackling storm of mutating horror as it plunges into the foe.

**HERETIC ASTARTES DAEMON** model only (excluding **KHORNE** models). This model's melee attacks have [**LANCE**].

## INFERNAL VIGOUR

1CP

### CABAL OF CHAOS STRATAGEM

With the unbound energies of the Warp surging through them, this infernal champion heals their hurts as quickly as the enemy can inflict them.

**WHEN:** Your Command phase.

**TARGET:** One friendly **HERETIC ASTARTES PSYKER/DAEMON** unit (excluding **KHORNE** units).

**EFFECT:** Your unit **heals** D3+1 wounds.



## FLESHY CURSE

1CP

### CABAL OF CHAOS STRATAGEM

Chanting words of forbidden power, this heretic witch triggers a ghastly explosion of hypermutation within the bodies of foes, rapidly transforming them into heaving mounds of gibbering meat.

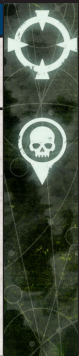
**WHEN:** Start of your Shooting phase.

**TARGET:** One friendly **HERETIC ASTARTES PSYKER** unit.

**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**.

These **mortal wounds** are inflicted by a **psychic attack**.



## WREATHED IN WARPFLAME

1CP

### CABAL OF CHAOS STRATAGEM

Secondary cantrips blossom out like poisoned flowers from the heart of this sorcerous manifestation, raining mutating flame upon the foe in roiling clouds.

**WHEN:** Your Shooting phase, when a friendly **HERETIC ASTARTES PSYKER** unit is **selected to shoot**.

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

**EFFECT:** Your unit's ranged attacks have [**IGNORES COVER**].



# DEVOTEES OF DESTRUCTION



REJOICING, THESE WARRIORS UNLEASH INFERNAL FIREPOWER IN THE NAME OF THE DARK GODS

## DETACHMENT RULES

### RAIN OF RUIN

*It is not enough for these heretical reavers merely to defeat their foes. Instead, they must pound all before them to smouldering oblivion with overwhelming salvos of fire.*

Friendly **HAVOCS/OBLITERATORS** units' ranged attacks have **[HEAVY]**.

## ENHANCEMENTS

### PACT OF DESTRUCTION

*There are those daemonic entities within the Warp that are willing to offer their boons to any who will wreak wholesale devastation in their name, at least for as long as the carnage holds their capricious attention.*

**WARPSMITH** model only.

- When this unit uses its **Dark Pacts** ability, this unit can re-roll **Leadership rolls**.
- In your Shooting phase, when this unit has shot, if this unit used its **Dark Pacts** ability and if those attacks **destroyed** an enemy model, this unit **heals** 3 wounds.

### EYE OF OBLIVION

*This vile technodaemonic parasite nests within the emptied eye socket of its host, driving filament tendrils deep into their brain and feeding on their animus in exchange for revealing the secrets of its supernatural vision.*

**WARPSMITH** model only. When this unit is **selected to shoot**, select one enemy unit within 24" of this unit. That enemy unit has +6" **detection range** until this unit has shot.

## RUINATION'S BOUNTY

1CP

### DEVOTEES OF DESTRUCTION STRATAGEM

As the murderous rain of projectiles redoubles and the fires of ruin burn higher, so the favour of the Dark Gods falls upon the architects of this devastation.

**WHEN:** Your Shooting phase, when a friendly **HAVOCS/OBLITERATORS** unit is **selected to shoot**.

**TARGET:** That **HAVOCS/OBLITERATORS** unit.

**EFFECT:** When your unit uses the **Dark Pacts** ability, your unit's ranged attacks have:

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



## SNARE OF FIRE

1CP

### DEVOTEES OF DESTRUCTION STRATAGEM

Even as the foe attempts to escape the rain of ruination, or to close with the foes so cruelly winnowing their ranks, so these Havocs move to establish new sight lines and draw their victims into an inescapable crossfire.

**WHEN:** Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly **unengaged HAVOCS** unit.

**TARGET:** That **HAVOCS** unit.

**EFFECT:** Your unit can make a **normal move** of up to D3+3".



## UNDYING HATRED

1CP

### DEVOTEES OF DESTRUCTION STRATAGEM

Gripped by a maniacal need to annihilate their hated enemies, these killers will not easily succumb to the clutches of death.

**WHEN:** Your opponent's Shooting phase, when an enemy unit targets a friendly **HAVOCS/OBLITERATORS** unit.

**TARGET:** That **HAVOCS/OBLITERATORS** unit.

**EFFECT:** Attacks that target your unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.



## UNIQUE: NIGHTMARE

# MURDERTALON RAIDERS



VICIOUS PACKS OF RAPTORS AND WARP TALONS DESCEND UPON THEIR TERRIFIED PREY

### DETACHMENT RULES

#### PREY ON THE WEAK

*The more bloodied, scattered and thinned are the ranks of the enemy, the more frenzied and brutal the attacks of these sadistic Chaos Space Marines become.*

- Friendly **HERETIC ASTARTES INFANTRY FLY** units' attacks that target a **battle-shocked** unit or a unit at or below **half-strength** can re-roll **hit rolls** of 1.
- When an enemy unit's attacks target a friendly **HERETIC ASTARTES INFANTRY FLY** unit, if that enemy unit is **battle-shocked** or at or below **half-strength**, those attacks have -1 to **hit rolls**.

This **detachment** has the **NIGHTMARE** tag and cannot be taken with another **NIGHTMARE** detachment.

### ENHANCEMENTS

#### SHADOWCOWL TALISMAN

*Worked with diabolical incantations of occlusion, wound about with subtle enchantments, this onyx disc draws a penumbral aura about the bearer that hides him from the eyes of his prey.*

**CHAOS LORD WITH JUMP PACK** model only. This unit has 5+ **InSv**.

#### PACT OF CURSED PINIONS

*Sharing their mortal frame with a predatory possessor daemon lends this dark champion additional might and swiftness, though it may yet damn them for eternity.*

**CHAOS LORD WITH JUMP PACK** model only.

- This model has **DAEMON**.
- This model's melee attacks have +1 **A**.

### PLUNGING TALONS

1CP

#### MURDERTALON RAIDERS STRATAGEM

With a last-second blast of speed from their jump packs, the Chaos Space Marines slam into their enemies blades-first.

**WHEN:** Fight phase, when a friendly **HERETIC ASTARTES INFANTRY FLY** unit that made a **charge move** this turn is **selected to fight**.

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

**EFFECT:** Your unit's melee attacks have [**LANCE**].



### RAKING PASS

1CP

#### MURDERTALON RAIDERS STRATAGEM

Surging in and out of the enemy lines on wings of dark fire, these predatory killers wreak bloody havoc.

**WHEN:** Your Movement phase, when a friendly **HERETIC ASTARTES INFANTRY FLY** unit is selected to make a **fall-back move**.

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

**EFFECT:** That move does not prevent your unit from being **eligible to declare a charge**.



### WARP-TWISTED TERRORS

1CP

#### MURDERTALON RAIDERS STRATAGEM

So hideous and otherworldly have many Warp Talons been rendered by the energies of the Warp, that merely to look upon their approach is enough to scare the enemy out of their minds.

**WHEN:** Your Movement phase, when a friendly **WARP TALONS** unit ends a move.

**TARGET:** That **WARP TALONS** unit.

**EFFECT:** Select one **visible** enemy unit (excluding **MONSTER/VEHICLE** units) within 9" of your unit. That enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll**.





# WARPSTRIKE CHAMPIONS

When a stronghold must be broken from within, or a surprise assault launched, some Chaos Space Marine commanders turn to massed empyric attack. Such tactics are risky but devastating. Whether by the power of daemonic allies or through sacrificial blood rites, temporary warp rifts are torn in the fabric of reality. Through these, the elite of a warband's warriors may not only attack without warning, but can also fade back into the Immaterium to emerge far across the battlefield and strike anew. Terminators shimmer into being, guns blazing as they storm their shocked foes. Packs of Obliterators and Mutilators lumber from rents in reality, the former unleashing torrents of firepower while the latter fall upon victims and rend them limb from limb. Such a brutal onslaught is often enough to break the enemy before the battle has truly begun. For those who resist, the heavily armoured killers rampaging through their lines spell almost certain doom when the rest of the warband closes in to complete the slaughter.

## DETACHMENT RULE



### WARP PORTALS

*Conjured warp portals flicker across the battlefield, tearing through the fabric of reality according to arcane designs. They are a means, however perilous and unnatural, for the warband's most elite warriors to traverse the battlefield in a matter of strides and strike again at new locations.*

At the end of your opponent's turn, you can select a number of **HERETIC ASTARTES TERMINATOR**, **OBLITERATORS** and **MUTILATORS** units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

BATTLE SIZE	NUMBER OF UNITS
Incursion	Up to 1 unit
Strike Force	Up to 2 units
Onslaught	Up to 3 units

Once you have made your selections, remove those units from the battlefield and place them into Strategic Reserves.

## ENHANCEMENTS



### INFERNAL FULGURITE

*This strange artefact was recovered from the storm-lashed daemon world of Utrixismia. A shard of warp lightning frozen forever in reality, it serves as a potent focus for teleportation.*

**HERETIC ASTARTES** model only (excluding **DAMNED** models). Once per battle, you can target the bearer's unit with the Rapid Ingress Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

### EYE OF THE WARP

*This burning gem allows its bearer to see through the veil between realspace and the Warp, and so to react instantly upon piercing that veil.*

**HERETIC ASTARTES** model with the Deep Strike ability only. Each time the bearer's unit is set up on the battlefield, until the end of the turn, you can re-roll Charge rolls made for that unit.

### AKSHUR'S BINDING RUNES

*Living runes that crawl from an ancient tome onto living skin, these sigils anchor their host to realspace even when they are immersed in the Empyrean.*

**HERETIC ASTARTES** model with the Deep Strike ability only. The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

### TZAGULLA

*This shape-shifting daemon weapon feeds upon the presence of warp energy to empower both itself and its wielder.*

**HERETIC ASTARTES** model with the Deep Strike ability only. Improve the Attacks, Strength and Armour Penetration characteristics of the bearer's weapons by 1. In addition, each time the bearer's unit is set up on the battlefield from Reserves, until the end of the turn, improve the Damage characteristic of the bearer's weapons by 1.



### EMPHYRIC DISLOCATION

WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM

*These warriors have not quite escaped the grip of the Warp, remaining slightly incorporeal in a way that causes enemy fire to pass harmlessly through them.*

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

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

**EFFECT:** Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

**RESTRICTIONS:** You cannot target the same unit with the Empyric Dislocation and Armour of Corruption Stratagems in the same phase.



### ARMOUR OF CORRUPTION

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

*Drawn to the largest and toughest warriors by their inherent sense of might and superiority, overspilling warp energies make their conceit a resilient reality.*

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

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

**EFFECT:** Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

**RESTRICTIONS:** You cannot target the same unit with the Armour of Corruption and Empyric Dislocation Stratagems in the same phase.



### WARP FLICKER

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

*Momentary flares of empyric energy wreathes this unit, causing them to stutter through time and space more swiftly.*

**WHEN:** Your Movement phase.

**TARGET:** One **HERETIC ASTARTES TERMINATOR**, **OBLITERATORS** or **MUTILATORS** unit from your army.

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



### WARP-TAINTED

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

*Immaterial energies still cling to these warriors like tattered shrouds, leaving sites of significance tainted by their touch and haunted by insubstantial spectres.*

**WHEN:** Your Movement phase.

**TARGET:** One **HERETIC ASTARTES TERMINATOR**, **OBLITERATORS** or **MUTILATORS** unit from your army, within range of an objective marker you control.

**EFFECT:** That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



### SIEGEBREAKER STRIKE

WARPSTRIKE CHAMPIONS – STRATEGIC PLOY STRATAGEM

*These warriors have drilled relentlessly in the art of laying down murderous fire against dug-in foes the moment they teleport into battle.*

**WHEN:** Your Shooting phase.

**TARGET:** Up to two **HERETIC ASTARTES** units from your army that were set up using the Deep Strike ability this turn and have not been selected to shoot this phase.

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



### PORTAL OF SPITE

WARPSTRIKE CHAMPIONS – BATTLE TACTIC STRATAGEM

*The warp rift through which these warriors reach the battlefield has been directed toward chosen prey by a vengeful daemonic entity.*

**WHEN:** Your Charge phase.

**TARGET:** One **HERETIC ASTARTES** unit from your army that was set up using the Deep Strike ability this turn and has not declared a charge this phase.

**EFFECT:** Your unit has +2 to charge rolls.





# CULT OF THE ARKIFANE

The influence of Vashtorr the Arkifane spreads insidiously through time and space. His unholy name rings through the Warp like the clangour of smiths' hammers. It is chanted by Traitors and mortal cultists, who gather to fight for the Arkifane and seek his infernal blessings. Such hosts seethe with biomechanoid mutation and warp augmentation. Tanks, Daemon Engines and Helbrutes are much in evidence with possessor daemons bound within their hulls, haloed by malevolent energies, or boasting helforged weaponry. The traitorous warriors alongside them shudder with technoviral strains and cybermutations. Some bear rune-cursed ammunition that punches through armour with supernatural ease. Others host technoparasitic familiars that gnaw their way into enemy comms and vomit intelligence into their masters' minds. Wielding armaments forged beyond the bounds of reality and empowered by the might of the Arkifane, these cults sweep across the battlefield to reduce their enemies to glowing ashes.

## DETACHMENT RULE



### SOUL FORGE BOONS

*The cybersorcerous power of Vashtorr's boons is much in evidence amongst his worshippers. Nowhere is this more true than in the war engines that his cults take into battle, and which exhibit a nightmarish variety of biomechanoid mutations and daemon-spawned powers. Whether wreathed in balefire, shimmeringly insubstantial or constantly regrowing battle-damaged hull plating, these accursed war machines are incredibly hard to destroy.*

**HERETIC ASTARTES VEHICLE** units from your army gain the **DAEMON** keyword.

**HERETIC ASTARTES VEHICLE, LORD DISCORDANT** and **VASHTORR THE ARKIFANE** units from your army gain the **SOUL FORGE** keyword.

**SOUL FORGE** units from your army have a 5+ invulnerable save.

## ENHANCEMENTS



### WYREDJINN

*A repulsive daemon imp of Vashtorr, this incorporeal data-familiar flits through vox-channels and sensor suites, stealing data for its master.*

**HERETIC ASTARTES** model only (excluding **DAMNED** models). At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding 1 to the result if the bearer is within range of an objective marker you control: on a 4+, you gain 1CP.

### CYBINFERNAL FONT

*This warp-forged augmetic channels daemoniac energies through its bearer and into those they lead, spawning biomechanoid mutation and supernatural resilience.*

**HERETIC ASTARTES** model only (excluding **DAMNED** models). Models in the bearer's unit have the **SOUL FORGE** keyword.

### MARK OF THE SOUL FORGES

*This burning rune attests to the – perhaps unwise – pact its bearer has struck with the Arkifane in return for enhanced martial might and lethality.*

**HERETIC ASTARTES** model only (excluding **DAMNED** models). Each time the bearer makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

### CROWN OF WORMS

*This parasitic helm bestows the ability to conjure daemoniac nematodes akin to those manifested by the Arkifane himself. These burrowing entities can reknit faltering war machines or gnaw upon such vehicles' sanity at the wearer's command.*

**WARPSMITH** model only. Add 3" to the range of the bearer's Warpsmith, Master of Mechanisms and Enrage Machine Spirits abilities.



### TOUCH OF THE ARKIFANE

CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

*The blessings of Vashtorr flow through these warriors' weapons, infusing them with power and mutating them into still-deadlier forms.*

**WHEN:** Any phase.

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

**EFFECT:** Until the end of the phase, if your unit is selected to make a Dark Pact, you can select both abilities for that unit's weapons to gain.



### BALEFIRE BOON

CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

*Channelling the infernal flames of the soul forges, this unit tears through its victims with blows and blasts that melt the toughest armour.*

**WHEN:** Your Shooting phase or the Fight phase.

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

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.



### SOUL-TALLY OFFERING

CULT OF THE ARKIFANE – BATTLE TACTIC STRATAGEM

*Offering up so great a sacrificial victim will surely win favour with the Arkifane, or go some way toward settling the looming debts already incurred to him.*

**WHEN:** Your Shooting phase or the Fight phase.

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

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack that targets a **CHARACTER**, **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll.



### BIOMECHANOID REGENERATION

CULT OF THE ARKIFANE – EPIC DEED STRATAGEM

*Metal and muscle, wire and sinew flow together, reknitting battle damage with sparking clots of repulsive mutant growth.*

**WHEN:** Your Command phase.

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

**EFFECT:** One model in your unit regains up to D3 lost wounds. If your unit has the **SOUL FORGE** keyword, one model in your unit regains up to 3 lost wounds instead.



### FORGE-FIRE SURGE

CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM

*Warp-tainted motive force and empyric plasma flows through engine and living entity alike, driving them on even as it scours them from within.*

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

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

**EFFECT:** Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced. If your unit has the **SOUL FORGE** keyword, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced instead.



### UNHOLY FORTITUDE

CULT OF THE ARKIFANE – STRATEGIC PLOY STRATAGEM

*Responding swiftly to incoming fire, the bound entity within this daemon engine raises arcane wards to soak up the foe's fury.*

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

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

**EFFECT:** Until the end of the phase, add 1 to the Toughness characteristic of models in your unit.





# CREATIONS OF BILE

Comprising abhorrent warbands of augmented Chaos Space Marines, the varied creations of Bile display the depths of the Primogenitor's dark genius. Whether devoted to Bile's search for prize specimens and forbidden knowledge or bartered to ambitious warlords in return for great riches, these altered warriors expand the web of the Spider's sinister influence. Each new experiment the Clonefather undertakes is intended to improve upon the works of the Corpse-Emperor and render the transhuman form of a Space Marine more lethal. In battle, his creations utilise their enhanced strength, speed, aggression and endurance to weather fields of killing fire, plunge into the midst of the enemy and tear their victims apart, even as the genetic mutations induced by the Clonefather begin to overwhelm their altered forms.







## DETACHMENT RULE



### EXPERIMENTAL AUGMENTATIONS

*Bile's creations, the Terata, possess a variety of mutations, all of which increase their transhuman lethality – for now.*

At the start of the battle, select which augmentations are active for **HERETIC ASTARTES INFANTRY** models (excluding **DAMNED** models) from your army until the end of the battle. To do so, either select one from the list below, or randomly determine two by rolling two D6. If **FABIUS BILE** is your **WARLORD**, when randomly determining your augmentations, you can re-roll one or both of the dice. Duplicated augmentations have no additional effect.

-  **Cholinergic Accelerants:** Add 1 to the Attacks characteristic of melee weapons equipped by this model.
-  **Hyperadrenal Infusion:** Add 2" to the Move characteristic of this model.
-  **Paraneural Reactions:** Improve the Weapon Skill characteristic of melee weapons equipped by this model by 1.
-  **Supracutaneous Chitination:** Improve the Toughness characteristic of this model by 1.
-  **Macrotensile Sinews:** Add 1 to the Strength characteristic of melee weapons equipped by this model.
-  **Ophthalmic Enhancement:** Improve the Ballistic Skill characteristic of ranged weapons equipped by this model by 1.

## ENHANCEMENTS



### SURGICAL PRECISION

*A student of Fabius Bile's dread craft, this champion of Chaos wields their weapons with the same precision a master surgeon would wield a scalpel.*

**HERETIC ASTARTES** model (excluding **DAMNED** models) only. The bearer's melee weapons have the **[PRECISION]** ability.

### LIVING CARAPACE

*With a thought, the wearer can compel this bioarmour to thicken, further increasing their formidable resistance.*

**CHAOS LORD** model only. Add 1 to the bearer's Wounds characteristic and the bearer has the Feel No Pain 5+ ability.

### HELM OF ALL-SEEING

*This baroque helm sports numerous additional sensors, requiring various disfiguring organ augmentations to process the information.*

**HERETIC ASTARTES INFANTRY** model (excluding **DAMNED** models) only. Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of the bearer.

### PRIME TEST SUBJECT

*Only the strongest will survive the rampant cell transformations associated with Bile's mysterious bioalchemy.*

**HERETIC ASTARTES INFANTRY** model (excluding **DAMNED** models) only. Add 1 to the Damage characteristic of melee weapons equipped by the bearer. Each time the bearer makes a melee attack, you can re-roll the Hit roll.



## MONSTROUS VISAGES

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

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

1CP

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

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

**EFFECT:** Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

## MASTERS ARE WATCHING

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*Feeling the expectant gaze of Bile's greatest creations from across the battlefield, transhuman and mortal warriors strive slavishly to impress.*

1CP

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

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

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

## SPECIMENS FOR THE SPIDER

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*The Clonefather's agents are always searching for new test subjects. They strive to harvest the bodies of great leaders and champions, dragging them from battle and leaving the remaining foes utterly demoralised.*

2CP

**WHEN:** Fight phase.

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

**EFFECT:** Until the end of the phase, each time a model in your unit makes a melee attack that targets a **CHARACTER** unit, you can re-roll the Wound roll. After your unit has fought, if one or more enemy **CHARACTER** models were destroyed as a result of those attacks, select one enemy unit within 6" of your unit. That enemy unit must take a Battle-shock test. If the enemy **WARLORD** was destroyed as a result of those attacks, each enemy unit within 6" of your unit must take a Battle-shock test instead.

## DELAYED MUTATIONS

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*Fabius Bile's experiments are notoriously unstable. In the heat of battle, new mutations may burst forth in explosions of gristle and oozing gore, many of which are as lethal to the subject as they are to the enemy.*

2CP

**WHEN:** Your Command phase.

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

**EFFECT:** Your unit suffers D3 mortal wounds. Then select one augmentation (see Experimental Augmentations). Until the start of your next Command phase, models in your unit have the selected augmentation in addition to any other augmentations they have.

## DIABOLIC REGENERATION

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*Not even death can lay the most vile of Bile's creations low.*

1CP

**WHEN:** Your Command phase.

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

**EFFECT:** One destroyed model (excluding **CHARACTER** models) is returned to your unit. If your unit is a **BATTLELINE** unit, D3 destroyed models (excluding **CHARACTER** models) are returned to your unit instead.

## AUTOSTIMULANTS

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*Arrays of subdermal vials inject autostimulants and biocatalysts into the warriors' enhanced muscles, invigorating them for incredible feats of exertion.*

1CP

**WHEN:** Start of your Charge phase.

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

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



# NIGHTMARE HUNT

Many warbands of the Traitor Legions embrace shock assaults of limitless cruelty and terror. The tactics of a Nightmare Hunt have been employed to fuel sorcerous rituals with their victims' fear, to sow discord and dread amongst the enemy, or to serve as reminders to circling rivals of a warband's superiority. For some Heretic Astartes, however, murder and misery-making for their own sake provide a sadistic delight. Such warriors steal onto the battlefield, darkness their ally as they prowl closer to their prey. Howling horrors plummet from dark skies or tear their way into reality, ready to rend the foe apart in gruesome spectacles. Every panicked error their quarry makes is another vulnerability that a Nightmare Hunt's predators gladly sink their talons into.

## DETACHMENT RULE



### TERROR MADE MANIFEST

*With vox-augmented screams or bedecked in grisly trophies, these nightmarish raiders possess a terrifying presence. Even the most stoic of opponents can be shaken by their sadistic cruelty. Once fear has its hooks into them, they become easier prey.*

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 12" of one or more **HERETIC ASTARTES** units from your army, that enemy unit must take a Battle-shock test, subtracting 1 from the result. Enemy units affected by this Detachment rule do not need to take any other Battle-shock tests in the same phase.

Each time a **HERETIC ASTARTES** model from your army makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

Each time an attack targets a **HERETIC ASTARTES** unit from your army, if the attacking model is Battle-shocked, subtract 1 from the Hit roll.

Each time a **HERETIC ASTARTES** model from your army makes an attack that targets a Battle-shocked unit, add 1 to the Wound roll.

## ENHANCEMENTS



### GREYVEIL HEX

*Incised into this warrior's battleplate is a runic curse which dims his form in the minds of his prey, until all they perceive is a mass of talons and shadow.*

**CHAOS LORD** model only. Models in the bearer's unit have the Stealth ability.

While the bearer's unit is within range of one or more objective markers you control, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".

### WARP-FUELLED THRUSTERS

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

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

### TERRORGLUT PARASITE

*A daemonic pact sealed in fear and dread allowed this entity to squirm into reality. Coiled tightly and invisibly about a warrior's soul, the being wears away at the sanity of those he faces and feasts on their terror.*

**HERETIC ASTARTES** model only. At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test, subtracting 1 from the result.

### SORROWSCENT VULTURE

*This champion demands to be in the vanguard of the hunt, their eagerness to inflict suffering manifesting in a daring lunge towards enemy lines.*

**CHAOS LORD JUMP PACK** model only. Models in the bearer's unit have the Scouts 6" ability.

In the Declare Battle Formations step, the bearer can be attached to a **WARP TALONS** unit.



### TALONS SUNK DEEP

NIGHTMARE HUNT – STRATAGEM

*When indecision and terror grip the foe, their frailties are exposed to the cruelest of lunges.*



1CP

**WHEN:** Your Shooting phase or the Fight phase.

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

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



### PREY ON THE WEAK

NIGHTMARE HUNT – STRATAGEM

*Suitably wounded, or with the corpses of their comrades around them, the enemy's faltering cohesion marks them as doomed.*



1CP

**WHEN:** Your Shooting phase or the Fight phase.

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

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



### SADISTIC DISPLAY

NIGHTMARE HUNT – STRATAGEM

*It is not enough to slay. The foe's allies must understand exactly what horrors await them.*



1CP

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

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

**EFFECT:** Each enemy unit within 6" of and visible to your unit (excluding **MONSTER** and **VEHICLE** units) must take a Battle-shock test.



### MALICIOUS SURGE

NIGHTMARE HUNT – STRATAGEM

*Pairing unholy power with blistering speed, the full horror of these warriors' strength is brought crashing into their foes.*



1CP

**WHEN:** Your Charge phase.

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

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



### RELENTLESS TERROR

NIGHTMARE HUNT – STRATAGEM

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



1CP

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

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

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



### HORRIFIC INCURSION

NIGHTMARE HUNT – STRATAGEM

*Accompanied by a burst of sensory torment, a sudden deployment can shatter the prey's discipline.*



1CP

**WHEN:** Your Movement phase.

**TARGET:** One **HERETIC ASTARTES** unit from your army that arrived from Reserves this turn.

**EFFECT:** Select one enemy unit (excluding **MONSTER** and **VEHICLE** units) within 12" of and visible to your unit: that unit must take a Battle-shock test, subtracting 1 from the result.



# HURON'S MARAUDERS

When the Red Corsairs go to war, they are aware that Huron Blackheart is always watching, whether in person or through the eyes of his agents. Fear of failure and incurring Tyrant's wrath are potent motivators. Crimson-clad Raiders go to great lengths to earn their tyrannical commander's approval, hurling themselves into the foe with savage vigour and seizing myriad treasures to swell his coffers. Should the Tyrant's gaze fall upon them, Red Corsair warriors are impelled to redouble their efforts, for those who fail Huron Blackheart are sure to meet an agonising end. Mortal soldiers and ragtag pirate crews engage the enemy with rabid devotion. Transhuman Renegades bellow war cries and dedications to their commander as they wade into battle, hewing down rank after rank of enemy infantry. All give their utmost to slaughter the enemy and secure plunder on behalf of their cruel master. The wrath of Huron Blackheart is terrifying enough to ensure that death is preferable to failure.

## DETACHMENT RULE



### TYRANNICAL MOTIVATION

*Murderers and renegades all, the Red Corsairs strive to meet their master's standards, fighting hardest of all when his gaze is upon them.*

In your Command phase, select one of the following abilities. Until the start of your next Command phase, each **HERETIC ASTARTES INFANTRY** unit from your army has that ability. At the start of each phase, if such a unit is visible to a friendly **HURON BLACKHEART** model, until the end of the phase, it has both of the following abilities.

#### Huron's Elite

*Hand-picked by Huron Blackheart himself, these warriors strive to retain his favour with feats of arms.*

Each time a model in this unit makes an attack, add 1 to the Hit roll.

#### Mobile Marauders

*The Red Corsairs utilise a highly mobile form of warfare and, under Huron's watch, are relentless in their aggression.*

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

**Designer's Note:** *If a unit is gaining eligibility to shoot and declare a charge in a turn in which it Fell Back as a result of being visible to Huron Blackheart, but after making a Fall Back move it is no longer visible to Huron Blackheart, that unit will not be eligible to shoot in your Shooting phase or to declare a charge in your Charge phase unless it is visible again at the start of the respective phase.*

## ENHANCEMENTS



### VOICE OF THE TYRANT

*This champion is a valued commander, and speaks with the authority of Huron himself.*

**HERETIC ASTARTES** model only (excluding **DAMNED** models). The bearer's unit has both abilities from the Tyrannical Motivation Detachment rule.

### RAID LEADER

*Rapid mechanised assaults are a preferred tactic of the Red Corsairs, and this champion excels at them.*

**HERETIC ASTARTES** model only (excluding **DAMNED** models). Each time the bearer's unit is set up after disembarking from a **TRANSPORT** that has made a Normal move this turn, the bearer's unit is still eligible to declare a charge.

### DREAD REPUTATION

*Such is this warrior's infamy that their mere presence on the field of battle can overwhelm the foe with tyrannical intimidation.*

**HERETIC ASTARTES** model only (excluding **DAMNED** models). Each time the bearer's unit is set up on the battlefield, each enemy unit within 6" of the bearer's unit (or within 12" if the bearer's unit was set up using the Deep Strike ability) takes a Battle-shock test.

### EAGER FOR BLOODSHED

*Desperate to lock weapons with the foe, this warrior is always at the fore, fighting in the vanguard of Huron Blackheart's forces.*

**HERETIC ASTARTES** model only. The bearer has the Infiltrators ability.



1CP

### HARDENED KILLERS

HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM

*The mortals under Huron's command have earned their place through bloody success on countless battlefields.*

**WHEN:** Your Command phase.

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

**EFFECT:** Select one of the following effects:

- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.
- Improve the Save characteristic of models in this unit by 1.

Until the start of your next turn, your unit has the benefit of that effect.



1CP

### AT THE TYRANT'S COMMAND

HURON'S MARAUDERS – STRATEGIC PLOY STRATAGEM

*At Huron's order, mortals and transhuman Renegades alike throw themselves into the heart of the battle.*

**WHEN:** Your Movement phase.

**TARGET:** One HERETIC ASTARTES unit (excluding MONSTERS and VEHICLES) from your army.

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



1CP

### SEIZE THE PRIZE

HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM

*After locating targets of opportunity, the Red Corsairs pursue them with shocking speed and relentless determination.*

**WHEN:** Your Movement phase, just after a HERETIC ASTARTES unit (excluding MONSTERS and VEHICLES) from your army has been selected to Advance.

**TARGET:** That HERETIC ASTARTES unit.

**EFFECT:** Do not make an Advance roll for your unit. Instead, until the end of the phase add 6" to the Move characteristic of models in your unit.



1CP

### RAEVERS' FLURRY

HURON'S MARAUDERS – BATTLE TACTIC STRATAGEM

*The Red Corsairs excel in the furious violence of melee combat, butchering outmatched foes in a lethal flurry of steel.*

**WHEN:** Your Fight phase.

**TARGET:** One HERETIC ASTARTES unit from your army that made a Charge move this turn.

**EFFECT:** Until the end of the phase, add 1 to the Attacks characteristics of melee weapons equipped by models in your unit.



1CP

### TO THE FAVOURED THE SPOILS

HURON'S MARAUDERS – STRATEGIC PLOY STRATAGEM

*Huron and his spies are always watching and judging. Those that strive hardest to reach and destroy the Tyrant's foes may earn a greater share of the plunder.*

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has shot.

**TARGET:** One HERETIC ASTARTES unit from your army that lost one or more wounds as a result of those attacks.

**EFFECT:** Your unit can make a surge move of up to D6".



1CP

### ENCIRCLING SURGE

HURON'S MARAUDERS – STRATEGIC PLOY STRATAGEM

*As the fighting continues, these warriors slip away, moving to outflank and surround the embattled foe.*

**WHEN:** End of your opponent's Fight phase.

**TARGET:** One HERETIC ASTARTES unit (excluding MONSTERS and VEHICLES) from your army that is within 6" of one or more battlefield edges and not within Engagement Range of one or more enemy units.

**EFFECT:** Remove your unit from the battlefield and place it into Strategic Reserves.



# RENEGADE WARBAND

Warbands of transhuman traitors seek to ruthlessly exploit the indoctrinated strategies and tactics of their loyalist past, delighting in turning such skills against their enemies. These forces of embittered and vengeful killers are lethally effective, utilising decades or even centuries of combat experience to raid, despoil and slaughter. Led by despotic warlords and crazed killers, these vicious aggressors descend upon their unfortunate victims, twisting their intricate knowledge of the Codex Astartes to their merciless ends. Whether motivated by enmity for those who have wronged them or simply a thirst for power, these murderous raiders ambush supply convoys and attack frontier worlds, striking like a mailed fist to seize and secure that which they require. These Renegades possess towering intelligence and ferocity but are loosed from the strictures of their former lives. They are free to fully embrace their ingrained desire to wage unrestricted war against any foe they wish.

## DETACHMENT RULE



### SLAVES TO NONE

*Many Renegades eschew the gifts of Dark Gods, relying only upon their own prowess.*

**HERETIC ASTARTES** models from your army lose the Dark Pacts ability.

Ranged weapons equipped by **HERETIC ASTARTES** models from your army have the [ASSAULT] ability.

When mustering your army, you cannot use the Cults of the Dark Gods rule.

### VENDETTA

*Bitter minds hold on to lasting grudges.*

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

### TWISTED DOCTRINE

*These Renegades ally their knowledge of the Codex Astartes with their own unrestrained savagery to horrific effect.*

In your Movement phase, each time you set up or select a **HERETIC ASTARTES** unit (excluding Battle-shocked units) from your army to move, it can choose to Default to Doctrine. If it does, it must first take a Battle-shock test. Then, select one of the following:

- Until the end of the turn, this unit is eligible to shoot and declare a charge in a turn in which it Fell Back.
- Until the end of the turn, this unit is eligible to declare a charge in a turn in which it Advanced.

## ENHANCEMENTS



### WEAPONISED HATRED

*This champion's bitterness has been tempered like a blade, and is wielded with the brutal efficacy to match.*

**HERETIC ASTARTES** model only. Once per battle round, after your Vendetta target is destroyed, if the bearer is on the battlefield, you can select one enemy unit visible to the bearer. That enemy unit becomes your Vendetta target until you select a new one.

### EYES OF THE HUNTER

*Immersion within the mutagenic energies of the Warp has wrought changes upon this warrior's eyes. Slit pupils and warp sight enable them to pick out their targets with unerring accuracy.*

**HERETIC ASTARTES** model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

### FRATRICIDAL TROPHIES

*The trophy racks of this warrior's Terminator armour bear the skulls of former battle-brothers slain by his own hand. The warriors that fight at his side strive their hardest to avoid sharing the fate of their former comrades.*

**HERETIC ASTARTES TERMINATOR** model only. In a turn in which the bearer's unit chose to Default to Doctrine, until the end of the turn, each time a model in this unit makes an attack, you can re-roll the Hit roll.

### EMPYRIC SYMBIOTE

*This champion of ruin has been bonded with a warp-spawned symbiote. This malefic companion's predatory senses sense the quickest route to the enemy.*

**HERETIC ASTARTES** model only. Add 1 to Advance and Charge rolls made for the bearer's unit.



### NEVER OUTGUNNED

RENEGADE WAR BAND – EPIC DEED STRATAGEM

*Centuries of combined combat experience enable these Renegade killers to eliminate any target, bringing down resilient foes by targeting weak points or reducing hordes of enemy infantry to bloody mist with rapid volleys.*



1CP

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **HERETIC ASTARTES** unit from your army that has just been selected to shoot or fight.

**EFFECT:** Select either the **[LETHAL HITS]** or **[SUSTAINED HITS 1]** ability. Until the end of the phase, weapons equipped by models in your unit have the selected ability.



### VENGEFUL DESTRUCTION

RENEGADE WAR BAND – BATTLE TACTIC STRATAGEM

*Hatred is a powerful motivator. Those who cross Renegade Space Marines rarely live long enough to regret their actions.*



1CP

**WHEN:** Your Shooting phase or the Fight phase.

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

**EFFECT:** Until the end of the phase, each time your unit makes an attack that targets your Vendetta target, add 1 to the Wound roll.



### UNDYING HATRED

RENEGADE WAR BAND – STRATEGIC PLOY STRATAGEM

*Freed from the Emperor's yoke, these warriors are motivated only by bitter hatred, channelling their ire into every brutal strike: even their final one.*



1CP

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

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

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



### RENEGADE CLAIM

RENEGADE WAR BAND – STRATEGIC PLOY STRATAGEM

*Renegades do not relinquish their prizes easily.*



1CP

**WHEN:** Your Movement phase

**TARGET:** One **HERETIC ASTARTES** unit from your army within range of an objective marker you control.

**EFFECT:** That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



### CORRUPTED MUNITIONS

RENEGADE WAR BAND – BATTLE TACTIC STRATAGEM

*Without traditional methods of resupply and rearmament, Renegades must plunder or barter for their ammunition. Whether seized from the holds of captive vessels or acquired from daemonic arms dealers or xenos black marketeers, these munitions are horrifically effective.*



1CP

**WHEN:** Your Shooting phase

**TARGET:** One **HERETIC ASTARTES** unit in your army that has just been selected to shoot.

**EFFECT:** Until the end of the phase, each time a model in this unit makes a ranged attack, improve the Armour Penetration of that attack by 1.



### REAVERS' REACTION

RENEGADE WAR BAND – STRATEGIC PLOY STRATAGEM

*Reacting to incoming fire, traitorous infantry adjust their battle plan without breaking stride, moving to take cover or closing in upon their assailants with vengeance in mind.*



1CP

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has shot.

**TARGET:** One **HERETIC ASTARTES** unit (excluding **MONSTERS** and **VEHICLES**) from your army that was hit by one or more of those attacks.

**EFFECT:** Your unit can make a Normal move of up to D6".

# KRAVEK MORNE

M

5"

T

5

SV

2+

W

6

LD

6+

OC

1

4+

INVULNERABLE SAVE



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	2
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Last Argument and power fist [DEVASTATING WOUNDS]	Melee	7	2+	10	-2	2
Servo-harness [EXTRA ATTACKS, ANTI-VEHICLE 2+]	Melee	3	2+	6	-2	2

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Dark Pacts

**Headlong Destruction:** Each time a model in this unit makes an attack that targets the closest eligible enemy unit, improve the Armour Penetration characteristic of that attack by 1.

**Architect of Ruin:** At the start of the battle, select one unit in your opponent's army to be this model's hated foe. Each time this model makes an attack that targets its hated foe, you can re-roll the Wound roll. Each time this model's hated foe is destroyed, you can select a new unit from your opponent's army to be its hated foe.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, CHAOS, CHAOS UNDIVIDED, TERMINATOR, KRAVEK MORNE



FACTION KEYWORDS:  
HERETIC ASTARTES

# KRAVEK MORNE

*A being of adamant and singular purpose, Warsmith Kravek Morne is a living weapon in service to the Daemon Primarch Perturabo.*

*With a will powerful enough to dominate even the insane Obliterators and Mutilators, Morne leads attacks by hulking elite warriors to break open enemy battle lines and fortress gates alike.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Kravek Morne – EPIC HERO

**This model is equipped with:** baleflamer; combi-bolter; servo-harness; Last Argument and power fist.

## LEADER

**This model can be attached to the following units:**  
**CHAOS TERMINATOR SQUAD, MUTILATORS, OBLITERATORS.**

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, CHAOS, CHAOS UNDIVIDED, TERMINATOR, KRAVEK MORNE



**FACTION KEYWORDS:**  
**HERETIC ASTARTES**

# MUTILATORS

M

5"

T

7

SV

2+

W

5

LD

6+

OC

2

5+

INVULNERABLE SAVE



## MELEE WEAPONS

### RANGE

A

WS

S

AP

D

▶ Fleshmetal weapons - clawed sweeps	Melee	6	3+	6	-2	1
▶ Fleshmetal weapons - rending strikes	Melee	4	3+	9	-3	3
▶ Fleshmetal weapons - thunderous blows	Melee	2	3+	12	-4	D6+2

## ABILITIES

CORE: **Deep Strike**

FACTION: **Dark Pacts**

**Crushing Charge:** You can re-roll charge rolls made for this unit, and each time this unit makes a Charge move, select one enemy unit and roll one D6 for each model in this unit that is within Engagement Range of that unit: for each 4+, that enemy unit suffers D3 mortal wounds.

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

KEYWORDS: INFANTRY, CHAOS, DAEMON, MUTILATORS



FACTION KEYWORDS:  
HERETIC ASTARTES

# MUTILATORS

*The grotesque, warp-saturated forms of Mutilators shift at will, sprouting oversized close-combat weapons and mutant siege appendages depending on the foes they face. Bursting from amidst coruscating teleportation flares, the hulking brutes charge headlong into their shocked victims to butcher everything within arm's reach.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 3 Mutilators

Every model is equipped with: 1 fleshmetal weapons.

KEYWORDS: INFANTRY, CHAOS, DAEMON, MUTILATORS






FACTION KEYWORDS:  
HERETIC ASTARTES



# DEFILER


M	T	SV	W	LD	OC
12"	11	3+	18	6+	5

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hades battle cannon [BLAST]	48"	D6+3	3+	10	-1	3
Ectoplasma destructor [BLAST]	36"	D6	3+	12	-3	3
Excruciator cannon	36"	6	3+	6	-1	2
Magma cutters [MELTA 2]	12"	2	3+	9	-4	D6
Heavy baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	7	-2	2
Hades lascannon	48"	2	3+	12	-3	D6+1
Heavy reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	48"	4	3+	9	-1	3
 Heavy missile launcher – krak	48"	2	3+	10	-2	D6+1
 Heavy missile launcher – frag [BLAST]	48"	2D6	3+	5	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Shearing claws – strike	Melee	5	3+	16	-3	D6+1
 Shearing claws – sweep	Melee	10	3+	6	-2	1
Electrocourge [EXTRA ATTACKS, SUSTAINED HITS 2]	Melee	5	3+	12	-2	2

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

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, DEFILER

## ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Dark Pacts**

**Scuttling Walker:** Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding TITANIC models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

**Daemonforge:** Each time this unit makes a Dark Pact, until the end of the phase, each time this model makes an attack, re-roll a Wound roll of 1. In addition, once per battle, when this unit makes a Dark Pact, before making the resulting Leadership test, you can declare it will overcharge its daemonforge. If it does:

- If the resulting Leadership test is failed, this model suffers 3 mortal wounds instead of D3 mortal wounds.
- Until the end of the phase, each time this model makes an attack, you can re-roll the Wound roll.



FACTION KEYWORDS:  
HERETIC ASTARTES

# DEFILER

*Towering creations that stomp across the battlefield on piston-driven legs, Defilers are Daemon Engines possessed by abominable entities. Foes are not safe at a distance either, as Defilers' monstrous cannons and other heavy weapons can inflict a toll of carnage.*

## WARGEAR OPTIONS

- This model's Hades battle cannon can be replaced with 1 ectoplasma destructor.
- This model's excruciator cannons can be replaced with 2 magma cutters.
- This model's heavy baleflamer can be replaced with one of the following:
  - 1 Hades lascannon
  - 1 heavy reaper autocannon
  - 1 electroscourge (a model cannot be equipped with more than one electroscourge)
- This model's heavy missile launcher can be replaced with one of the following:
  - 1 Hades lascannon
  - 1 heavy reaper autocannon
  - 1 electroscourge (a model cannot be equipped with more than one electroscourge)



## DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

## UNIT COMPOSITION

- 1 Defiler

**This model is equipped with:** 1 Hades battle cannon; 2 excruciator cannons; 1 heavy missile launcher; 1 heavy baleflamer; 1 shearing claws.

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, DEFILER



FACTION KEYWORDS:  
HERETIC ASTARTES

# HURON BLACKHEART

M

6"

T

5

SV

3+

W

5

LD

6+

OC

1

4+

INVULNERABLE SAVE



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tyrant's Claw heavy flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6+2	N/A	6	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tyrant's Claw and exalted power weapon	Melee	6	2+	8	-3	3

## ABILITIES

CORE: Deep Strike, Feel No Pain 5+, Leader

FACTION: Dark Pacts

**Lord of Badab (Aura):** While a friendly **HERETIC ASTARTES INFANTRY** unit (excluding Battle-shocked units and **DAMNED** units) is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

**Hamadrya's Knowledge (Psychic):** Once per battle round, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3".

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



FACTION KEYWORDS: HERETIC ASTARTES

# HURON BLACKHEART

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



## WARGEAR OPTIONS

- None.

## UNIT COMPOSITION

- 1 Huron Blackheart – EPIC HERO

This model is equipped with: Tyrant's Claw heavy flamer; Tyrant's Claw and exalted power weapon.

## LEADER

This model can be attached to the following units: **CHOSEN, CHAOS TERMINATOR SQUAD, LEGIONARIES, MASTERS OF THE MAELSTROM, RED CORSAIRS RAIDERS**

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



**FACTION KEYWORDS:  
HERETIC ASTARTES**

# MASTERS OF THE MAELSTROM

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

**GARLON SOULEATER, GARREON THE CORPSEMASTER, KATAR GARRIX**

**CAPTAIN SARGOTTA, THE ENFORCER**



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolver bolt pistol [PISTOL]	18"	1	3+	5	-1	2
Bolt pistol [PISTOL]	12"	1	3+	4	-1	1
Laspistol [PISTOL]	12"	1	3+	4	-1	1
Londaxi maimer [ASSAULT]	18"	3	3+	4	-1	1
Mind Wrench [PRECISION, PSYCHIC]	12"	1	2+	6	-2	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Axe of Ending [ANTI-CHARACTER 2+, PRECISION]	Melee	6	2+	6	-2	2
Bionic gauntlet	Melee	1	2+	6	-2	2
Force stave [PSYCHIC]	Melee	4	2+	6	-2	2
Power sabre	Melee	4	3+	4	-2	1
Reductor array	Melee	6	3+	4	-2	1

## ABILITIES

**CORE:** None

**FACTION:** Dark Pacts

**Choice Samples:** While this unit's Garreon the CorpseMASTER is on the battlefield, in your Command phase, select one of the following: you can return 1 destroyed model (excluding **CHARACTER** models) to this unit, or, if one or more **HERETIC ASTARTES INFANTRY** units from your army are below Starting Strength and within 3" of this unit, you gain 1CP.

**Fleet Command:** After both players have deployed their armies, if this unit is on the battlefield (or any **TRANSPORT** it is embarked within is on the battlefield) select up to three **HERETIC ASTARTES** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

**Plunder:** Once per battle, after this unit ends a Normal move, you can select one visible enemy unit within 12" of it and roll one D6: on a 2+, that enemy unit suffers D3+1 mortal wounds.

**KEYWORDS:** INFANTRY, EPIC HERO, GRENADES, CHAOS, CHAOS UNDIVIDED, MASTERS OF THE MAELSTROM | GARLON SOULEATER: PSYKER



**FACTION KEYWORDS:** HERETIC ASTARTES

# MASTERS OF THE MAELSTROM

*These lieutenants of Huron Blackheart stand within the circle of their master's trust, a position both privileged and dangerous. When they gather to fight in their lord's shadow, they epitomise the cruelty, cunning and piratical tactics that have made the Red Corsairs such a mighty power in the Maelstrom and beyond.*



## MASTERS OF THE MAELSTROM

At the start of the Declare Battle Formations step, this unit can join one of the following units. This unit then counts as part of that unit for the rest of the battle, and that unit's Starting Strength is increased accordingly.

- **CHOSEN, LEGIONARIES, RED CORSAIRS RAIDERS**

This unit cannot join an Attached unit, and only **HURON BLACKHEART** can join a unit this unit has joined.

## UNIT COMPOSITION

- **1 Garreon the Corpsemaster – EPIC HERO**
- **1 Garlon Souleater – EPIC HERO**
- **1 Katar Garrix – EPIC HERO**
- **1 Captain Sargotta – EPIC HERO**
- **1 The Enforcer – EPIC HERO**

**Garreon the Corpsemaster is equipped with:** absolver bolt pistol; reductor array.

**Garlon Souleater is equipped with:** Mind Wrench; force stave.

**Katar Garrix is equipped with:** bolt pistol; Axe of Ending.

**Captain Sargotta is equipped with:** laspistol; power sabre.

**The Enforcer is equipped with:** Londaxi maimer; bionic gauntlet.

**KEYWORDS:** INFANTRY, EPIC HERO, GRENADES, CHAOS, CHAOS UNDIVIDED, MASTERS OF THE MAELSTROM | GARLON SOULEATER: PSYKER



**FACTION KEYWORDS:** HERETIC ASTARTES

# RED CORSAIRS RAIDERS

M

6"

T

4

SV

3+

W

3

LD

6+

OC

2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Reaver's blade	Melee	4	3+	5	-1	1

## ABILITIES

CORE: **Infiltrators**

FACTION: **Dark Pacts**

**Trophy Takers:** The first time this unit destroys an enemy unit, until the end of the battle, while this unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in this unit.

KEYWORDS: INFANTRY, GRENADES, CHAOS, RED CORSAIRS RAIDERS



FACTION KEYWORDS:  
HERETIC ASTARTES

# RED CORSAIRS RAIDERS

*Ruthless and cruel even by the standards of Renegade Space Marines, Red Corsairs Raiders excel in hit-and-run attacks. They fight with cunning brutality, maiming their victims to be taken as captives or looting dying foes even before their life blood has stopped jetting from their ragged wounds.*



## WARGEAR OPTIONS

- The Red Corsairs Raider Champion's bolt pistol can be replaced with 1 hand flamer.
- For every 5 models in this unit:
  - 1 Red Corsairs Raider's boltgun can be replaced with 1 meltagun
  - 1 Red Corsairs Raider's reaver's blade can be replaced with 1 power fist

## UNIT COMPOSITION

- 1 Red Corsairs Raider Champion
- 4-9 Red Corsairs Raiders

Each model is equipped with: boltgun; bolt pistol; reaver's blade.

## ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **LEGIONARIES** unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, GRENADES, CHAOS, RED CORSAIRS RAIDERS



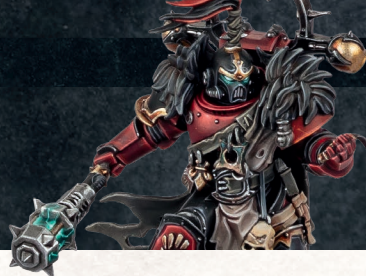
FACTION KEYWORDS:  
HERETIC ASTARTES

# RED CORSAIRS REAVE-CAPTAIN

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

4+

INVULNERABLE SAVE



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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power maul	Melee	5	2+	5	-2	2
Power sword [SUSTAINED HITS 1]	Melee	7	2+	5	-2	1

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

KEYWORDS: INFANTRY, CHARACTER, CHAOS, RED CORSAIRS REAVE-CAPTAIN



FACTION KEYWORDS:  
HERETIC ASTARTES

## ABILITIES

CORE: Infiltrators, Leader

FACTION: Dark Pacts

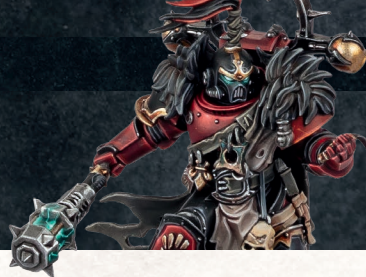
**Brutal Raider:** Each time this model's unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by this model and improve the Armour Penetration characteristics of those weapons by 1.

**Raider's Due:** When this unit declares a charge, if an enemy unit within range of an objective is within 12" of this unit, you can use this ability. If you do:

- This unit can re-roll that charge roll.
- This unit must end that charge move engaged with one or more of those enemy units.

# RED CORSAIRS REAVE-CAPTAIN

*Renegade warlords and lieutenants, the Reave Captains of the Red Corsairs are masters of underhanded warfare. Combining the strategic nous of loyalist Space Marine commanders with the viciousness of the Heretic Astartes, these merciless war leaders exploit their foes' every weakness and leave none alive.*



## WARGEAR OPTIONS

- This model's power sword can be replaced with 1 power maul.
- This model can be equipped with 1 plasma pistol.

## UNIT COMPOSITION

- 1 Red Corsairs Reave-Captain

This model is equipped with: bolt pistol; power sword.

## LEADER

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

KEYWORDS: INFANTRY, CHARACTER, CHAOS, RED CORSAIRS REAVE-CAPTAIN



FACTION KEYWORDS:  
HERETIC ASTARTES

# NEMESIS CLAW

M

T

SV

W

LD

OC

6"

4

3+

2

6+

1



## RANGED WEAPONS

### RANGE

A

BS

S

AP

D

Bolt pistol [PISTOL]

12"

1

3+

4

0

1

Boltgun

24"

2

3+

4

0

1

Flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

4

0

1

Heavy bolter [HEAVY, SUSTAINED HITS 1]

36"

3

4+

5

-1

2

Meltagun [MELTA 2]

12"

1

3+

9

-4

D6



Missile launcher – frag [BLAST, HEAVY]

48"

D6

4+

4

0

1



Missile launcher – krak [HEAVY]

48"

1

4+

9

-2

D6



Plasma gun – standard [RAPID FIRE 1]

24"

1

3+

7

-2

1



Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]

24"

1

3+

8

-3

2



Plasma pistol – standard [PISTOL]

12"

1

3+

7

-2

1



Plasma pistol – supercharge [HAZARDOUS, PISTOL]

12"

1

3+

8

-3

2



## MELEE WEAPONS

### RANGE

A

WS

S

AP

D

Accursed weapon

Melee

4

3+

5

-2

1

Astartes chainsword

Melee

4

3+

4

-1

1

Close combat weapon

Melee

3

3+

4

0

1

Nostraman chainblade [SUSTAINED HITS 1]

Melee

5

3+

4

-1

1

Nostraman chainglaive [SUSTAINED HITS 1]

Melee

4

3+

8

-2

1

Paired accursed weapons [TWIN-LINKED]

Melee

4

3+

5

-2

1

Power fist

Melee

3

3+

8

-2

2



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

KEYWORDS: INFANTRY, PSYKER, CHAOS, GRENADES, NEMESIS CLAW



FACTION KEYWORDS:  
HERETIC ASTARTES

## ABILITIES

CORE: Stealth

FACTION: Dark Pacts

**Visions of Suffering (Psychic):** Each time a model in this unit makes an attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll. If that enemy unit is Below Half-strength, add 1 to the Wound roll as well.

## WARGEAR ABILITIES

**Voice Eater:** Enemy units (excluding **MONSTERS** and **VEHICLES**) cannot be targeted with Stratagems while they are within Engagement Range of the bearer's unit.

# NEMESIS CLAW

*Nemesis Claws are squads of Night Lords consumed by murderlust and sadism that are employed as terror troops by Chaos warlords the galaxy over. These psychopathic killers use an array of dread weaponry and ghoulish equipment to inflict fear, misery and violent death upon their foes.*



## WARGEAR OPTIONS

- The Visionary's bolt pistol can be replaced with 1 plasma pistol.
- The Visionary's Nostraman chainblade can be replaced with one of the following:
  - 1 accursed weapon
  - 1 power fist
- Any number of Legionaries can each have their boltgun replaced with 1 Astartes chainsword.
- If this unit contains 10 models, one Legionary's boltgun can be replaced with one of the following:
  - 1 heavy bolter
  - 1 missile launcher
- One Legionary's boltgun can be replaced with one of the following:
  - 1 flamer
  - 1 meltagun
  - 1 plasma gun
- Up to four Legionaries can each have their boltgun replaced with one of the following (duplicates are not allowed):
  - 1 accursed weapon
  - 1 Nostraman chainglaive
  - 1 paired accursed weapons
  - 1 voice eater and 1 Astartes chainsword

## UNIT COMPOSITION

- 1 Visionary
- 4-9 Legionaries

The Visionary is equipped with: bolt pistol; Nostraman chainblade.

Each Legionary is equipped with: bolt pistol; boltgun; close combat weapon.

## ATTACHED UNIT

If a CHARACTER unit from your army with the Leader ability (excluding EPIC HEROES) can be attached to a LEGIONARIES unit, it can be attached to this unit instead.

KEYWORDS: INFANTRY, PSYKER, CHAOS, GRENADES, NEMESIS CLAW









FACTION KEYWORDS:  
HERETIC ASTARTES


# RAPTORS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
 Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
 Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Heavy melee weapon	Melee	3	3+	8	-2	2
Mutations	Melee	4	3+	5	-2	1

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

KEYWORDS: INFANTRY, FLY, JUMP PACKS, GRENADES, CHAOS, RAPTORS

## ABILITIES

CORE: Deep Strike

FACTION: Dark Pacts

**Fearsome (Aura):** While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

**Terrifying Assault:** At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.



FACTION KEYWORDS:  
HERETIC ASTARTES

# RAPTORS

*A subculture of sky warriors that cuts across Legion boundaries, Raptors hunt like avian predators and are unified by the thrill of the chase. With screeching battle cries amplified to terrify their prey, they descend in meteoric charges, a flurry of reaping blades and intense, short-ranged firepower.*



## WARGEAR OPTIONS

- The Raptor Champion's bolt pistol can be replaced with 1 plasma pistol.
- The Raptor Champion's Astartes chainsword can be replaced with one of the following:
  - 1 accursed weapon
  - 1 heavy melee weapon
- For every 5 models in this unit, up to 2 Raptors can each have their bolt pistol replaced with 1 plasma pistol (these models' Astartes chainswords cannot be replaced).
- For every 5 models in this unit, up to 2 Raptors can each have their Astartes chainsword replaced with 1 heavy melee weapon.
- For every 5 models in this unit, 1 Raptor can replace their Astartes chainsword with 1 mutations.
- Up to 2 Raptors can each have their Astartes chainsword replaced with one of the following options (you cannot select the same option more than once):
  - 1 flamer and 1 close combat weapon
  - 1 meltagun and 1 close combat weapon
  - 1 plasma gun and 1 close combat weapon
- If this unit contains 10 models, up to 2 additional Raptors can each have their Astartes chainsword replaced with one of the following options (you cannot select the same option more than once):
  - 1 flamer and 1 close combat weapon
  - 1 meltagun and 1 close combat weapon
  - 1 plasma gun and 1 close combat weapon

## UNIT COMPOSITION

- 1 Raptor Champion
- 4-9 Raptors

**Every model is equipped with:** bolt pistol; Astartes chainsword.

KEYWORDS: INFANTRY, FLY, JUMP PACKS, GRENADES, CHAOS, RAPTORS



FACTION KEYWORDS:  
HERETIC ASTARTES

# WARP TALONS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1

5+

INVULNERABLE SAVE



## MELEE WEAPONS

Warp Claws [TWIN-LINKED]

## RANGE

Melee

A

4

WS

3+

S

5

AP

-2

D

1

## ABILITIES

CORE: Deep Strike

FACTION: Dark Pacts

**Warp Strike:** At the end of the Fight phase, if this unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

KEYWORDS: INFANTRY, FLY, JUMP PACKS, GRENADES, CHAOS, DAEMON, WARP TALONS



FACTION KEYWORDS:  
HERETIC ASTARTES

# WARP TALONS

*Often appearing from the Immaterium, wreathed in unholy fire and with their armour warped into daemonic likenesses, Warp Talons are tainted warriors who have fallen further than most. They are skyborne assassins, their flaming talons equally adept at slicing through armour or tearing through the fabric of realspace.*



## WARGEAR OPTIONS

- None.

## UNIT COMPOSITION

- 1 Warp Talon Champion
- 4-9 Warp Talons

Every model is equipped with: warp claws.

KEYWORDS: INFANTRY, FLY, JUMP PACKS, GRENADES, CHAOS, DAEMON, WARP TALONS



FACTION KEYWORDS:  
HERETIC ASTARTES



# CHAOS SPACE MARINES

## RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

### UPDATES

#### CHAOS CULT DETACHMENT

##### Chaos Cult Detachment, Keywords Section

Change to:

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

##### Warped Foresight Enhancement

Change to:

'**DARK APOSTLE** or **DAMNED** model only. While the bearer is leading a unit with the Scouts 6" ability, every model in the bearer's unit has the Scouts 6" ability.'

#### DECEPTORS DETACHMENT

##### Relentless Pursuit Stratagem, Target Section

Change 9" to 8".

##### Falsehood Enhancement, third sentence

Change to:

'If you do, in one of your Movement phases, you can select one model in a friendly **LEGIONARIES** or **CHOSEN** unit that has two or more models remaining and is on the battlefield (excluding Attached units).'

#### DREAD TALONS DETACHMENT

##### Screaming Descent Stratagem, Effect section

Change to:

'Set your unit up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge. Then select one enemy **INFANTRY** or **MOUNTED** unit within 9" of and visible to your unit: that unit makes a battle-shock roll.'

#### PACTBOUND ZEALOTS DETACHMENT

##### Marks of Chaos Detachment Rule, Restrictions Section

Add an additional bullet point:

'A unit can only embark within (or start the battle embarked within) a **TRANSPORT** if both of those units share the same keyword from the list above.'

##### Restrictions Section

Change to:

'A **CHARACTER/EPIC HERO** unit can only be attached to a unit if both units share the same keyword from the list above.'

#### RENEGADE RAIDERS DETACHMENT

##### Unfailingly Obdurate Stratagem, Effect Section

Change to:

'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

#### SOULFORGED WARPACK DETACHMENT

##### Feeding Frenzy Stratagem, Target Section

Change to: 'One **HERETIC ASTARTES DAEMON VEHICLE** or **VASHTORR THE ARKIFANE** unit from your army that is within Engagement Range of that enemy unit.'

##### Unstoppable Rampage Stratagem, Target Section

Change to: 'One **HERETIC ASTARTES DAEMON VEHICLE** or **VASHTORR THE ARKIFANE** unit from your army that has not been selected to move or charge this phase.'

##### Predatory Pursuit Stratagem, Target Section

Change to: 'One **HERETIC ASTARTES DAEMON VEHICLE** or **VASHTORR THE ARKIFANE** unit from your army that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.'

#### VETERANS OF THE LONG WAR DETACHMENT

##### Eager For Vengeance Enhancement

Change to:

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

##### Bringers of Despair Stratagem

- **CP Cost:** change to '1CP'.
- **When section:** change to 'Fight phase'.

##### Millennia of Experience Stratagem, Target Section

Change 9" to 8".

##### Contemptuous Disregard Stratagem, Effect Section

Change to:

'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

#### DATASHEETS

##### Master of Executions, Core Abilities Section

Remove 'Leader', add 'Support'.

##### Chaos Land Raider, Chaos Predator Annihilator, Chaos Predator Destructor, Chaos Rhino, Chaos Vindicator, Khorne Lord of Skulls, Noctilith Crown – Keywords Section

Add 'FRAME'.

##### Heldrake

- **Profile:** Change **M** to 12" and **OC** to '-'.  
▪ **Keywords:** Remove 'AIRCRAFT'.

### Abaddon the Despoiler, Dark Destiny Ability

Change to:

'Each time this model's unit makes a Dark Pact and does not fail the resulting **leadership roll**, if the result of that roll was 7+, you gain 1CP.'

### Accursed Cultists, Howling Horde Ability

Change to:

'In your opponent's Shooting phase, when an enemy unit has shot, if a model from this unit was **destroyed** as a result of those attacks, this unit can make a **surge move** of up to D6''.

### Cypher, Agent of Discord Ability

Change to:

'**Agent of Discord:** Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, you can use this ability. If you do increase the CP cost of the use of that **stratagem** by 1CP.'

### Fabius Bile, Chirurgeon Ability

Change to:

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

### Chaos Lord in Terminator Armour, Keywords Section

Add '**CHAOS LORD**'.

### Chaos Rhino, Wargear Options

Change the second bullet point to:

'This model can be equipped with 1 havoc launcher or can replace 1 combi-bolter with 1 havoc launcher.'

### Chaos Predator Annihilator, Annihilator Ability

Change to:

'Each time a ranged attack made by this model is allocated to a **MONSTER** or **VEHICLE** model, you can re-roll the Damage roll.'

### Chaos Predator Destructor, Melee Weapons, Armoured Tracks

Change **WS** to '4+'.

### Heretic Astartes Daemon Prince, Abilities Section

Add the following:

'**Lord of Chaos:** While this model is within 3" of a friendly **HERETIC ASTARTES INFANTRY** unit, this model has **Lone Operative**.'

**Lord Discordant on Helstalker** • **Move characteristic:** Change to 14".

- **Invulnerable save:** Change to 4+.
- **Corrupt Machine Spirits ability:** Change to 'At the start of your Shooting phase, select one visible enemy **VEHICLE** unit within 12" of this model and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.'
- **Spirit Thief ability:** Change to 'At the start of your Shooting phase, select one visible enemy **VEHICLE** unit. Until the end of the phase, each time a friendly **HERETIC ASTARTES** model makes an attack that targets that unit, re-roll a Wound roll of 1.'
- **Impaler chainglaive weapon profile:** change to:

#### Impaler Chainglaive [LANCE]

RANGE	A	WS	S	AP	D
Melee	5	2+	8	-3	3

### Obliterators, Warp Rift Firepower Ability

Change to:

'**Warp Rift Firepower (Once per battle, per unit):** In your Shooting phase, when this unit is **selected to shoot**, you can use this ability. If you do, this unit's ranged attacks have [**INDIRECT FIRE**].'

### Vashtorr the Arkifane

- **Abilities section:** add '**Indentured Daemon Engines:** While this model is within 3" of one or more friendly **DAEMON VEHICLE** units, this model has the Lone Operative ability.'
- **Reorder Reality ability:** change to 'Each time an enemy unit within 18" of this model targets this model, subtract 1 from the Hit roll and, until the end of the phase, that enemy unit's ranged weapons have the [**HAZARDOUS**] ability.'
- **Unholy Mechanisms ability:** change to 'While a friendly **DAEMON VEHICLE** unit is within 6" of this model, add 2 to the Strength characteristic of weapons equipped by models in that unit.'
- **Vashtorr's hammer weapon profile:** change to:

#### Vashtorr's Hammer - Strike

[**ANTI-VEHICLE 4+, DEVASTATING WOUNDS**]

RANGE	A	WS	S	AP	D
Melee	6	2+	14	-3	3

#### Vashtorr's Hammer - Sweep

[**ANTI-VEHICLE 4+, DEVASTATING WOUNDS**]

RANGE	A	WS	S	AP	D
Melee	12	2+	8	-1	2

### Warp Talons, Warp Strike Ability

Change to:

'At the end of the Fight phase, if this unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.'

### Chaos Rhino, Transport Section

Change to:

'This model has a transport capacity of 12 **HERETIC ASTARTES INFANTRY** models. It cannot transport **TERMINATOR**, **JUMP PACK**, **MUTILATORS**, **OBLITERATORS** or **POSSESSED** models.'

### Chaos Land Raider, Transport Section

Change to:

'This model has a transport capacity of 12 **HERETIC ASTARTES INFANTRY** models (excluding **OBLITERATOR** and **JUMP PACK** models). Each **POSSESSED**, **MUTILATORS** and **TERMINATOR** model takes up the space of 2 models.'

### Traitor Guardsmen Squad, Twisted Defence Force Ability

Change to:

'While this unit is within range of an **objective**, this unit has +1 **Sv** against ranged attacks.'

## FAQS

**Q:** If I use the Cults of the Dark Gods rule to add Plague Marines to my Chaos Space Marines army, does the Plague Marines' Infused with the Blessings of Nurgle ability have any effect?

**A:** No

**Q:** When using the Soul Link Enhancement, can the bearer use a datasheet ability it gains as a result even if that ability has already been used by another **CHARACTER** model as many times as its restrictions allow (e.g. 'once per battle', 'once per phase')?

**A:** Yes.

**Q:** When using the Soul Link Enhancement, can I select a **CHARACTER** model from my army that is not on the battlefield?

**A:** Yes.

**Q:** Can my **CHARACTER** with the Soul Link Enhancement use that Enhancement while it is in Strategic Reserves?

**A:** Yes.

**Q:** When replacing the datasheet abilities of the bearer of the Soul Link Enhancement with those of the selected **CHARACTER** model, does this include Core and Faction abilities?

**A:** Yes.

**Q:** When replacing the datasheet abilities of the bearer of the Soul Link Enhancement with those of the selected **CHARACTER** model, does this include which units the bearer can be attached to?

**A:** No.

**Q:** If I am using the Veterans of the Long War Detachment, can I select a unit embarked within a **TRANSPORT** to be my focus of hatred?

**A:** Yes.

**Q:** For the Opportunistic Raiders Stratagem, is a unit that did not fight this phase an eligible target for that Stratagem, provided it was eligible to fight at one point during the phase?

**A:** Yes.

**Q:** Can I use the Opportunistic Raiders Stratagem to Fall Back with a unit of Warp Talons, then use that unit's Warp Strike ability to place it into Strategic Reserves?

**A:** If that Warp Talons unit destroyed one or more units this phase, yes; otherwise, no.

**Q:** For the Warp Talons' Warp Strike ability, is a unit that did not fight this phase eligible to use that ability, provided it was eligible to fight at one point during the phase?

**A:** No.

**Q:** When is the model destroyed by the Traitor Enforcer's Brutal Example ability removed?

**A:** Before resolving the Fire Overwatch Stratagem with that unit.

**Q:** When I target a unit with the Fire Overwatch Stratagem, can that unit make a Dark Pact?

**A:** Yes, as the unit is selected to shoot.

**Q:** Can I select a unit to shoot when there are no eligible targets so that unit can make a Dark Pact?

**A:** No.

**Q:** Does Fabius Bile's Enhanced Warriors ability apply if Fabius starts the battle as part of an Attached unit inside a transport?

**A:** Yes.

**Q:** When I replace the datasheet abilities of the bearer of the Soul Link Enhancement, do persisting effects that were gained from the replaced abilities continue to apply to the bearer of the Soul Link Enhancement?

**A:** No.

# GELLERPOX INFECTED

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
5"	5	6+	4	7+	1
5"	5	6+	1	7+	1

NIGHTMARE HULK

GELLERPOX MUTANTS

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Belly-flamer (IGNORES COVER, TORRENT)	12"	D6	N/A	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Brutal weapons	Melee	2	4+	4	0	1
Hideous mutations	Melee	4	4+	6	-1	2

## ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Dark Pacts**

**Fearsome (Aura):** While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

KEYWORDS: INFANTRY, CHAOS, DAMNED, NURGLE, GELLERPOX INFECTED



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- None
- 

## UNIT COMPOSITION

- 4 Nightmare Hulks
- 3 Gellerpox Mutants

Every Gellerpox Mutant is equipped with: brutal weapons.

One Nightmare Hulk is equipped with: belly-flamer; hideous mutations.

Every other Nightmare Hulk is equipped with: hideous mutations.

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KEYWORDS: INFANTRY, CHAOS, DAMNED, NURGLE, GELLERPOX INFECTED



FACTION KEYWORDS:  
HERETIC ASTARTES

# RENEGADE ENFORCER

WARHAMMER LEGENDS

M

6"

T

3

SV

5+

W

3

LD


6+

OC

1

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autogun [RAPID FIRE 1]	24"	1	3+	3	0	1
Enforcer pistol [PISTOL]	12"	1	3+	4	0	1
Lasgun [RAPID FIRE 1]	24"	1	3+	3	0	1
Shotgun [ASSAULT]	12"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Enforcer melee weapon	Melee	4	3+	4	0	1
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	3	3+	4	-2	1

## ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

**Brutal Example:** While this model is leading a unit, you can target that unit with the Insane Bravery Stratagem for OCP, and can do so even if another unit from your army has already been targeted with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

**Enforcer:** This model's unit is eligible to declare a charge in a turn in which it Fell Back.

KEYWORDS: INFANTRY, CHAOS, DAMNED, GRENADES, CHARACTER, RENEGADE ENFORCER



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- This model's Enforcer pistol can be replaced with one of the following:
    - 1 autogun
    - 1 lasgun
    - 1 shotgun
  - This model's Enforcer melee weapon can be replaced with one of the following:
    - 1 power fist
    - 1 power weapon
- 

## UNIT COMPOSITION

- **1 Renegade Enforcer**

This model is equipped with: Enforcer pistol; Enforcer melee weapon.

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## LEADER

This model can be attached to the following unit:

- **TRAITOR GUARDSMEN SQUAD**
  - **RENEGADE HEAVY WEAPONS SQUAD**
- 

KEYWORDS: **INFANTRY, CHAOS, DAMNED, GRENADES, CHARACTER, RENEGADE ENFORCER**





FACTION KEYWORDS:  
**HERETIC ASTARTES**

# RENEGADE HEAVY WEAPONS SQUAD

WARHAMMER LEGENDS


M	T	SV	W	LD	OC
6"	3	5+	2	7+	2

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autocannon [HEAVY]	48"	2	5+	9	-1	3
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	5+	5	-1	2
Heavy stubber [HEAVY, RAPID FIRE 3]	36"	4	5+	4	0	1
Lascannon [HEAVY]	48"	1	5+	12	-3	D6+1
 Missile launcher – frag [BLAST, HEAVY]	48"	D6	5+	4	0	1
 Missile launcher – krak [HEAVY]	48"	1	5+	9	2	D6
Mortar [BLAST, HEAVY, INDIRECT FIRE]	48"	D6	5+	5	0	1
Renegade firearm [RAPID FIRE 1]	24"	1	4+	3	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	4+	3	0	1

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

KEYWORDS: INFANTRY, CHAOS, DAMNED, GRENADES,  
RENEGADE HEAVY WEAPONS SQUAD

## ABILITIES

FACTION: Dark Pacts

**Covering Fire:** Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- Any numbers of models' heavy stubbers can each be replaced with one of the following:
  - 1 autocannon
  - 1 heavy bolter
  - 1 lascannon
  - 1 missile launcher
  - 1 mortar

## UNIT COMPOSITION

- 3 Renegade Heavy Weapons Teams

Every model is equipped with: renegade firearm; heavy stubber; close combat weapons.

## HEAVY WEAPONS TEAM

For the purposes of embarking within **TRANSPORTS**, each Renegade Heavy Weapons Team model counts as two models.

KEYWORDS: INFANTRY, CHAOS, DAMNED, GRENADES,  
RENEGADE HEAVY WEAPONS SQUAD



FACTION KEYWORDS:  
HERETIC ASTARTES

# RENEGADE PLAGUE OGRYNS

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

5"

7

5+

3

7+

1



## MELEE WEAPONS

Ogryn plague claws [LETHAL HITS]

## RANGE

Melee

## A

3

## WS

3+

## S

6

## AP

-1

## D

2

## ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Dark Pacts**

**Wall of Muscle:** Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

KEYWORDS: INFANTRY, CHAOS, DAMNED, NURGLE, RENEGADE PLAGUE OGRYNS



FACTION KEYWORDS:  
**HERETIC ASTARTES**

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 3 Renegade Plague Ogryns

Every model is equipped with: Ogryn plague claws.

## OGRYNS

For the purposes of embarking within **TRANSPORTS**, each Renegade Plague Ogryn model counts as one **TERMINATOR** model.

KEYWORDS: INFANTRY, CHAOS, DAMNED, NURGLE, RENEGADE PLAGUE OGRYNS





FACTION KEYWORDS:  
HERETIC ASTARTES

# HELL BLADE

# WARHAMMER LEGENDS

M **-** T **8** SV **3+** W **10** LD **6+** OC **-**

**5+** INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-3	3
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

**Interceptor:** Each time this model makes a ranged attack that targets a unit that can **FLY**, add 1 to the Hit roll.

KEYWORDS: **VEHICLE, CHAOS, AIRCRAFT, FLY, FRAME, HELL BLADE**



FACTION KEYWORDS:  
**HERETIC ASTARTES**

## WARGEAR OPTIONS

- This model's 2 twin autocannons can be replaced with 2 twin lascannons.

## UNIT COMPOSITION

- 1 Hell Blade

**This model is equipped with:** 2 twin autocannons; armoured hull.

KEYWORDS: VEHICLE, CHAOS, AIRCRAFT, FLY, FRAME, HELL BLADE




FACTION KEYWORDS:  
HERETIC ASTARTES


# HELL TALON

# WARHAMMER LEGENDS

M: -    T: 9    SV: 3+    W: 14    LD: 6+    OC: -

5+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	6	0	1

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

**Bomb Rack:** Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

## DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, CHAOS, AIRCRAFT, FLY, FRAME, HELL TALON



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- This model's autocannon can be replaced with 1 havoc launcher.

## UNIT COMPOSITION

- 1 Hell Talon

**This model is equipped with:** autocannon; twin lascannon; armoured hull.

KEYWORDS: VEHICLE, CHAOS, AIRCRAFT, FLY, FRAME, HELL TALON




FACTION KEYWORDS:  
HERETIC ASTARTES


# SORCERER ON STEED OF SLAANESH

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Lashing tongue [EXTRA ATTACKS, LETHAL HITS]	Melee	2	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

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

**KEYWORDS:** MOUNTED, CHARACTER, GRENADES, CHAOS, SLAANESH, SORCERER, STEED OF SLAANESH

## ABILITIES

**CORE:** Leader

**FACTION:** Dark Pacts

**Dark Favour (Psychic):** While this model is leading a unit, models in that unit have a 4+ invulnerable save.

**Infernal Speed:** While this model is leading a unit, change the Move characteristic of models in that unit to 14".



**FACTION KEYWORDS:**  
HERETIC ASTARTES

## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist

## UNIT COMPOSITION

- **1 Sorcerer on Steed of Slaanesh**

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

## LEADER

This model can be attached to the following unit:

- **CHAOS BIKERS**

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, SLAANESH, SORCERER, STEED OF SLAANESH




FACTION KEYWORDS: HERETIC ASTARTES

# RENEGADE OGRYN BRUTES

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	6	5+	3	7+	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ogryn power drill	Melee	3	3+	10	-2	2
Ogryn weapon	Melee	3	3+	6	-1	2

## ABILITIES

FACTION: **Dark Pacts**

**Ogryn Combat Stimms:** Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

KEYWORDS: INFANTRY, CHAOS, DAMNED, RENEGADE OGRYN BRUTES



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- One model's Ogryn weapon can be replaced with 1 Ogryn power drill.

## UNIT COMPOSITION

- 3 Renegade Ogryn Brutes

Every model is equipped with: Ogryn weapon.

## OGRYNS

For the purposes of embarking within **TRANSPORTS**, each Renegade Ogryn Brute model counts as one **TERMINATOR** model.

KEYWORDS: INFANTRY, CHAOS, DAMNED, RENEGADE OGRYN BRUTES








FACTION KEYWORDS:  
HERETIC ASTARTES

# ROGUE PSYKER

# WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Las pistol [PISTOL]	12"	1	4+	3	0	1
 Psychic Strike – focused witchfire [BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	12"	D6+3	3+	6	-2	2
 Psychic Strike – witchfire [BLAST, DEVASTATING WOUNDS, PSYCHIC]	12"	D6	3+	6	-2	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chaos stave [PSYCHIC]	Melee	1	4+	6	-1	D3

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

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, DAMNED, ROGUE PSYKER

## ABILITIES

CORE: Leader

FACTION: Dark Pacts

**Cursed Wardings (Psychic):** While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

**Psychic Barrier (Psychic):** At the start of your opponent's Shooting phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this PSYKER's unit have a 4+ invulnerable save.



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Rogue Psyker

This model is equipped with: laspistol; Psychic Strike; Chaos stave.

## LEADER

This model can be attached to the following units:

- ACCURSED CULTISTS
- CULTIST MOB
- NEGAVOLT CULTISTS

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, DAMNED, ROGUE PSYKER



FACTION KEYWORDS:  
HERETIC ASTARTES

# NEGAVOLT CULTISTS

# WARHAMMER LEGENDS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Electro-goads [SUSTAINED HITS 2]	Melee	3	3+	4	0	1

## ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Dark Pacts**

**Voltagheist Field:** Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS: INFANTRY, CHAOS, DAMNED, NEGAVOLT CULTISTS



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 4 Negavolt Cultists

Every model is equipped with: electro-goads.

## SERVANTS OF THE ABYSS

If a unit from your army with the Leader ability can be attached to a **CULTIST MOB**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, CHAOS, DAMNED, NEGAVOLT CULTISTS



FACTION KEYWORDS:  
HERETIC ASTARTES

# MUTOID VERMIN

WARHAMMER LEGENDS

M

8"

T

2

SV

7+

W

1

LD

8+

OC

0



## MELEE WEAPONS

Diseased claws and fangs [LETHAL HITS]

## RANGE

Melee

## A

2

## WS

4+

## S

2

## AP

0

## D

1

## ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Dark Pacts**

**Mischief Makers (Aura):** While an enemy unit (excluding **MONSTERS** and **VEHICLES**) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

KEYWORDS: SWARM, CHAOS, DAMNED, NURGLE, MUTOID VERMIN



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 16 Mutoid Vermin

Every model is equipped with: diseased claws and fangs.

KEYWORDS: SWARM, CHAOS, DAMNED, NURGLE, MUTOID VERMIN




FACTION KEYWORDS:  
HERETIC ASTARTES


# SORCERER ON PALANQUIN OF NURGLE

# WARHAMMER LEGENDS

M	T	SV	W	LD	OC
5"	5	3+	7	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Nurgling's claws and teeth [EXTRA ATTACKS, LETHAL HITS]	Melee	4	5+	2	0	1
Power fist	Melee	3	3+	8	-2	2

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

**KEYWORDS:** INFANTRY, CHARACTER, GRENADES, CHAOS, PSYKER, NURGLE, SORCERER, PALANQUIN OF NURGLE

## ABILITIES

**CORE:** Leader

**FACTION:** Dark Pacts

**Gift of Poxes [Psychic]:** While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

**Feculent Despair [Aura, Psychic]:** While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock test, subtract 1 from that test.



**FACTION KEYWORDS:** HERETIC ASTARTES

**WARGEAR OPTIONS**

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist

**UNIT COMPOSITION**

- **1 Sorcerer on Palanquin of Nurgle**

**This model is equipped with:** bolt pistol; Infernal Gaze; force weapon; Nurgling's claws and teeth.

**LEADER**

This model can be attached to the following units:

- **CHOSEN**
- **LEGIONARIES**
- **PLAGUE MARINES**

**KEYWORDS:** INFANTRY, CHARACTER, GRENADES, CHAOS, PSYKER, NURGLE,  
SORCERER, PALANQUIN OF NURGLE




**FACTION KEYWORDS:**  
HERETIC ASTARTES


# SORCERER ON DISC OF TZEENTCH

# WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Power fist	Melee	3	3+	8	-2	2

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

**KEYWORDS:** INFANTRY, CHARACTER, GRENADES, CHAOS, PSYKER, TZEENTCH, FLY, SORCERER, DISC OF TZEENTCH

## ABILITIES

**CORE:** Leader

**FACTION:** Dark Pacts

**Flames of Change (Psychic):** While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

**Altered Reality (Psychic):** Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.



**FACTION KEYWORDS:** HERETIC ASTARTES

### WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist

### UNIT COMPOSITION

- **1 Sorcerer on Disc of Tzeentch**

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

### LEADER

This model can be attached to the following units:

- **CHOSEN**
- **LEGIONARIES**
- **RUBRIC MARINES**

**KEYWORDS:** INFANTRY, CHARACTER, GRENADES, CHAOS, PSYKER, TZEENTCH, FLY, SORCERER, DISC OF TZEENTCH




**FACTION KEYWORDS:** HERETIC ASTARTES


# SORCERER ON BIKE

# WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, PSYKER, SORCERER ON BIKE



FACTION KEYWORDS:  
HERETIC ASTARTES

## ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

**Unholy Power:** Each time this model's unit makes a Dark Pact, until the end of the phase, each time this model makes a Psychic Attack, add 1 to the Wound roll.

**WARGEAR OPTIONS**

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist

**UNIT COMPOSITION**

- **1 Sorcerer on Bike**

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

**LEADER**

This model can be attached to the following unit:

- **CHAOS BIKERS**

**KEYWORDS:** MOUNTED, CHARACTER, GRENADES, CHAOS, PSYKER, SORCERER ON BIKE



**FACTION KEYWORDS:**  
HERETIC ASTARTES




# CHAOS LORD ON STEED OF SLAANESH


# WARHAMMER LEGENDS


M T SV W LD OC

14" 5 3+ 6 6+ 2

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Lashing tongue [EXTRA ATTACKS, LETHAL HITS]	Melee	2	4+	4	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

**KEYWORDS:** MOUNTED, CHARACTER, GRENADES, CHAOS, SLAANESH, CHAOS LORD, STEED OF SLAANESH

## ABILITIES

**CORE:** Leader

**FACTION:** Dark Pacts

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

**Cut Off Their Escape:** Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of this model's unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.



**FACTION KEYWORDS:** HERETIC ASTARTES

## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 power fist
- This model's Astartes chainsword can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist
- This model's bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.

## UNIT COMPOSITION

- **1 Chaos Lord on Steed of Slaanesh**

**This model is equipped with:** bolt pistol; Astartes chainsword; close combat weapon; lashing tongue.

## LEADER

This model can be attached to the following unit:

- **CHAOS BIKERS**

**KEYWORDS:** MOUNTED, CHARACTER, GRENADES, CHAOS, SLAANESH, CHAOS LORD, STEED OF SLAANESH



**FACTION KEYWORDS:** HERETIC ASTARTES




# CHAOS LORD ON PALANQUIN OF NURGLE


# WARHAMMER LEGENDS


M T SV W LD OC

5" 5 3+ 8 6+ 2

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Nurgling's claws and teeth [EXTRA ATTACKS, LETHAL HITS]	Melee	4	5+	2	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

**KEYWORDS:** INFANTRY, CHARACTER, GRENADES, CHAOS, NURGLE, CHAOS LORD, PALANQUIN OF NURGLE

## ABILITIES

**CORE:** Leader

**FACTION:** Dark Pacts

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

**Revolting Regeneration:** At the start of your Command phase, this model regains up to D3 lost wounds.



**FACTION KEYWORDS:**  
HERETIC ASTARTES

## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 power fist
- This model's Astartes chainsword can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist
- This model's bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.

## UNIT COMPOSITION

- 1 Chaos Lord on Palanquin of Nurgle

This model is equipped with: bolt pistol; Astartes chainsword; close combat weapon; Nurgling's claws and teeth.

## LEADER

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES
- PLAGUE MARINES

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, NURGLE, CHAOS LORD, PALANQUIN OF NURGLE




FACTION KEYWORDS:  
HERETIC ASTARTES


# CHAOS LORD ON DISC OF TZEENTCH


# WARHAMMER LEGENDS

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

**4+** INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

**KEYWORDS:** INFANTRY, CHARACTER, GRENADES, CHAOS, TZEENTCH, FLY, CHAOS LORD, DISC OF TZEENTCH



**FACTION KEYWORDS:** HERETIC ASTARTES

## ABILITIES

**CORE:** Leader

**FACTION:** Dark Pacts

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

**Lord of Fate:** While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 power fist
- This model's Astartes chainsword can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist
- This model's bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.

## UNIT COMPOSITION

- **1 Chaos Lord on Disc of Tzeentch**

This model is equipped with: bolt pistol; Astartes chainsword; close combat weapon.

## LEADER

This model can be attached to the following units:

- **CHOSEN**
- **LEGIONARIES**
- **RUBRIC MARINES**

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, TZEENTCH, FLY, CHAOS LORD, DISC OF TZEENTCH







FACTION KEYWORDS:  
HERETIC ASTARTES


# CHAOS LORD ON JUGGERNAUT

# WARHAMMER LEGENDS

M T SV W LD OC  
10" 6 2+ 7 6+ 2  
4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Bladed horn [EXTRA ATTACKS, LANCE]	Melee	4	4+	6	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

**KEYWORDS:** MOUNTED, CHARACTER, GRENADES, CHAOS, KHORNE, CHAOS LORD, JUGGERNAUT

## ABILITIES

**CORE:** Leader

**FACTION:** Dark Pacts

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

**Bloody Stampede:** Each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.



**FACTION KEYWORDS:** HERETIC ASTARTES

## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 power fist
- This model's Astartes chainsword can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist
- This model's bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.

## UNIT COMPOSITION

- 1 Chaos Lord on Juggernaut

This model is equipped with: bolt pistol; Astartes chainsword; bladed horn; close combat weapon.

## LEADER

This model can be attached to the following units:

- CHAOS BIKERS
- KHORNE BERZERKERS

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, KHORNE, CHAOS LORD, JUGGERNAUT




FACTION KEYWORDS:  
HERETIC ASTARTES

# RENEGADE OGRYN BEAST HANDLER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC	
6"	6	5+	4	7+	1	OGRYN PACK MASTER
6"	4	6+	1	7+	1	CHAOS MAULER HOUND

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Befouled claws and fangs	Melee	2	3+	5	0	1
Mauler goad and ripper claw	Melee	4	3+	6	-1	2

## ABILITIES

FACTION: **Dark Pacts**

**Beastmaster:** While this unit contains an Ogryn Pack Master model, you can re-roll Charge rolls made for this unit, and each time a Chaos Mauler Hound model in this unit makes an attack, re-roll a Hit roll of 1.

KEYWORDS: BEASTS, CHAOS, DAMNED, RENEGADE OGRYN BEAST HANDLER



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Ogryn Pack Master
- 3 Chaos Mauler Hounds

The Ogryn Pack Master is equipped with: mauler goad and ripper claw.

Every Chaos Mauler Hound is equipped with: befouled claws and fangs.

KEYWORDS: BEASTS, CHAOS, DAMNED, RENEGADE OGRYN BEAST HANDLER






FACTION KEYWORDS:  
HERETIC ASTARTES


# CHAOS LORD ON BIKE

# WARHAMMER LEGENDS

M T SV W LD OC  
12" 5 3+ 6 6+ 2  
4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, CHAOS LORD ON BIKE

## ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

**Swift Assault:** While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
    - 1 plasma pistol
    - 1 combi-weapon
    - 1 accursed weapon
    - 1 power fist
  - This model's Astartes chainsword can be replaced with one of the following:
    - 1 bolt pistol
    - 1 plasma pistol
    - 1 accursed weapon
    - 1 power fist
  - This model's bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.
- 

## UNIT COMPOSITION

- **1 Chaos Lord on Bike**

**This model is equipped with:** bolt pistol; combi-bolter; Astartes chainsword; close combat weapon.

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## LEADER

This model can be attached to the following unit:

- **CHAOS BIKERS**
- 

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, CHAOS LORD ON BIKE



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS DEIMOS PREDATOR

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Conversion beam cannon [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	7	-1	3
<b>Conversion:</b> Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Infernus cannon [TORRENT, IGNORES COVER]	12"	2D6	N/A	6	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Magna-melta cannon [MELTA 4]	18"	2	3+	12	-4	D6
Plasma destroyer – standard [BLAST]	36"	D3	3+	8	-2	2
Plasma destroyer – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	9	-3	3



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, SMOKE, FRAME, CHAOS, DEIMOS PREDATOR

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

**Armoured Spearhead:** Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.



## DAMAGED: 1-4 WOUNDS REMAINING

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



FACTION KEYWORDS:  
HERETIC ASTARTES

## WARGEAR OPTIONS

- This model's plasma destroyer can be replaced with one of the following:
    - 1 conversion beam cannon
    - 1 infernus cannon
    - 1 magna-melta cannon
  - This model can be equipped with one of the following:
    - 2 heavy bolters
    - 2 heavy flamers
    - 2 lascannons
  - This model can be equipped with 1 combi-bolter.
  - This model can be equipped with 1 hunter-killer missile.
- 

## UNIT COMPOSITION

- 1 Chaos Deimos Predator

This model is equipped with: plasma destroyer; armoured tracks.

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KEYWORDS: VEHICLE, SMOKE, FRAME, CHAOS, DEIMOS PREDATOR




FACTION KEYWORDS:  
HERETIC ASTARTES


# EXALTED CHAMPION

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Exalted weapon	Melee	5	2+	5	-2	2

## ABILITIES

CORE: **Support**

FACTION: **Dark Pacts**

**Dark Champion:** While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

**Aspire to Glory:** Each time this model's unit makes a Dark Pact, until the end of the phase, add D3 to the Strength characteristic of weapons equipped by this model.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, EXALTED CHAMPION



FACTION KEYWORDS:  
HERETIC ASTARTES

# EXALTED CHAMPION

# WARHAMMER LEGENDS

*These murderous champions of the Dark Gods exhort their fellow traitors by example. The fell deeds they commit and the violent bloodbaths they unleash – ostensibly supporting their overlord's strategies – are often wrought solely to further the Exalted Champion's own goals as they aspire to even greater glory.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Exalted Champion

**This model is equipped with:** bolt pistol; combi-weapon; exalted weapon.

## LEADER

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

*You can attach this model to one of the above units even if one other **CHARACTER** model has already been attached to it (a unit cannot have two **EXALTED CHAMPIONS** attached to it). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, EXALTED CHAMPION







FACTION KEYWORDS:  
HERETIC ASTARTES


# CULTIST MOB WITH FIREARMS

# WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autogun [RAPID FIRE 1]	24"	1	4+	3	0	1
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
 Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
 Grenade launcher – krak	24"	1	4+	9	-2	D3
Heavy stubber [HEAVY, RAPID FIRE 3]	36"	4	5+	4	0	1

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

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

**KEYWORDS:** INFANTRY, BATTLELINE, GRENADES, CHAOS, DAMNED, CULTIST MOB WITH FIREARMS

## ABILITIES

**FACTION:** Dark Pacts

**For the Dark Gods:** At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



**FACTION KEYWORDS:** HERETIC ASTARTES

# CULTIST MOB

# WARHAMMER LEGENDS

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

## WARGEAR OPTIONS

- The Cultist Champion's autopistol can be replaced with 1 bolt pistol.
- Any number of models can each have their autogun and close combat weapon replaced with 1 autopistol and 1 brutal assault weapon.
- For every 10 models in this unit, 1 Chaos Cultist's autogun can be replaced with 1 flamer.
- For every 10 models in this unit, 1 Chaos Cultist's autogun can be replaced with 1 heavy stubber.
- For every 10 models in this unit, 1 Chaos Cultist's autogun can be replaced with 1 grenade launcher.

## UNIT COMPOSITION

- 1 Cultist Champion
- 9-19 Chaos Cultists

The Cultist Champion is equipped with: autopistol; brutal assault weapon.

Every Chaos Cultist is equipped with: autopistol; brutal assault weapon.

## ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **CULTIST MOB**, it can be attached to this unit instead.

**KEYWORDS:** INFANTRY, BATTLELINE, GRENADES, CHAOS, DAMNED, CULTIST MOB WITH FIREARMS




**FACTION KEYWORDS:** HERETIC ASTARTES

# DECIMATOR

# WARHAMMER LEGENDS

M T SV W LD OC  
10" 10 3+ 12 6+ 4  
5+ INVULNERABLE SAVE

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Decimator butcher cannon	36"	4	3+	9	-1	2
Decimator conversion beamer [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	7	-1	3
[CONVERSION]: Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Hellflamer [ANTI-INFANTRY 4+, IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Soulburner petard [ANTI-INFANTRY 3+, DEVASTATING WOUNDS, HAZARDOUS]	24"	4	3+	2	0	1
Storm laser [SUSTAINED HITS 1]	36"	8	3+	6	-1	1

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Decimator claw	Melee	5	3+	14	-3	3
Twin Decimator claws [TWIN-LINKED]	Melee	5	3+	14	-3	3

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, DECIMATOR



FACTION KEYWORDS:  
HERETIC ASTARTES

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pact**

**Infernal Regeneration:** The first time this model is destroyed, remove it from play without resolving its Deadly Demise ability. Then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.

## DAMAGED: 1-4 WOUNDS REMAINING

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

# DECIMATOR

# WARHAMMER LEGENDS

*Decimators are horrific amalgamations of Human and xenos technology, brought to unholy life by the darkest warp sorceries and all but impossible to completely destroy. While some Decimators accompany Chaos warbands as siege engines, others mysteriously appear upon the bloodiest of battlefields, stepping from the warp to burn and slay.*

## WARGEAR OPTIONS

- Each of this model's Decimator butcher cannons can be replaced with one of the following:
    - 1 Decimator conversion beamer
    - 1 soulburner petard
    - 1 storm laser
    - 1 hellflamer and 1 Decimator claw
  - Both of this model's Decimator butcher cannons can be replaced with 1 twin Decimator claw and 2 hellflamers.
- 

## UNIT COMPOSITION

- **1 Decimator**
- This model is equipped with:** 2 Decimator butcher cannons; armoured feet.
- 

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, DECIMATOR



FACTION KEYWORDS:  
HERETIC ASTARTES

# GREATER BLIGHT DRONE

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	9	3+	10	6+	3

5+

INVULNERABLE SAVE

## RANGED WEAPON

	RANGE	A	BS	S	AP	D
Bile maw [LETHAL HITS]	12"	3	3+	5	0	1
Blightreaper cannon [LETHAL HITS]	36"	6	3+	8	-2	2

## MELEE WEAPON

	RANGE	A	WS	S	AP	D
Greater plague probe [LETHAL HITS]	Melee	4	3+	6	-1	1

## ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Dark Pact**

**Hovering Death:** This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

KEYWORDS: VEHICLE, FLY, CHAOS, NURGLE, DAEMON, GREATER BLIGHT DRONE



FACTION KEYWORDS:  
HERETIC ASTARTES

# GREATER BLIGHT DRONE

WARHAMMER LEGENDS

*Blight Drones are nightmarish hovering killers, their weapons capable of sending swathes of enemy infantry to an unspeakably vile death. Often encountered in swarms on worlds falling to Chaos, Blight Drones act very much in the manner of carrion flies, drawn to ongoing bloodshed and concentrations of the dead.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Greater Blight Drone

**This model is equipped with:** bile maw; blightreaper cannon; greater plague probe.

KEYWORDS: VEHICLE, FLY, CHAOS, NURGLE, DAEMON, GREATER BLIGHT DRONE



FACTION KEYWORDS:  
HERETIC ASTARTES

# DREADCLAW DROP POD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	7	3+	9	6+	2

## MELEE WEAPON

	RANGE	A	WS	S	AP	D
Blade struts	Melee	8	4+	6	-2	1

## ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Dark Pact**

**Dreadclaw Assault:** This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

KEYWORDS: VEHICLE, CHAOS, TRANSPORT, FLY, FRAME, DREADCLAW DROP POD



FACTION KEYWORDS:  
HERETIC ASTARTES

# DREADCLAW DROP POD

# WARHAMMER LEGENDS

*Since the dark days of the Horus Heresy, Dreadclaws have been a feared sight in void actions and planetary conflicts alike, their distinctive bladed hulls slicing through the flames of battle to disgorge elite Astartes assault troops. Though phased out by the loyalist Space Marine Chapters, Dreadclaws still form the spear-tip of many Heretic Astartes terror raids.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Dreadclaw Drop Pod

This model is equipped with: blade struts.

## TRANSPORT

This model has a transport capacity of 12 **HERETIC ASTARTES INFANTRY** models. Each **JUMP PACK, POSSESSED** and **TERMINATOR** model takes up the space of 2 models. Each **OBLITERATOR** model takes up the space of 3 models. This model can instead transport 1 **HELBRUTE** or **DREADNOUGHT** model.

KEYWORDS: VEHICLE, CHAOS, TRANSPORT, FLY, FRAME, DREADCLAW DROP POD



FACTION KEYWORDS:  
HERETIC ASTARTES

# BLOOD SLAUGHTERER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	3

5+

INVULNERABLE SAVE

## RANGED WEAPON

	RANGE	A	BS	S	AP	D
Impaler harpoon	12"	1	3+	12	-2	3

[ANTI-MONSTER 2+, ANTI-VEHICLE 2+, IMPALED]

[IMPALED]: Each time this weapon scores a hit against an enemy **MONSTER** or **VEHICLE** unit, until the end of the turn, if the bearer selects that unit as a target of a charge, add 2 to Charge rolls made for the bearer

## MELEE WEAPON

	RANGE	A	WS	S	AP	D
Slaughter blade	Melee	5	3+	12	-3	3

Twin slaughter blade [TWIN-LINKED]	Melee	5	3+	12	-3	3
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## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pact**

**Scuttling Gait:** Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, DAEMON, FRAME, BLOOD SLAUGHTERER



FACTION KEYWORDS: HERETIC ASTARTES

# BLOOD SLAUGHTERER

# WARHAMMER LEGENDS

*The Blood Slaughterer is a monstrous, gore-splattered Daemon Engine of brass and iron, forged for the sole purpose of wreaking carnage amongst the enemy. Once awoken by dreadful sacrifice rituals, Blood Slaughterers rend and kill indiscriminately, their every attack an act of profane worship to Khorne.*

## WARGEAR OPTIONS

- This model's impaler harpoon and slaughter blade can be replaced with 1 twin slaughter blade.

## UNIT COMPOSITION

- **1 Blood Slaughterer**  
This model is equipped with: impaler harpoon; slaughter blade.

**KEYWORDS:** VEHICLE, WALKER, CHAOS, KHORNE, DAEMON, FRAME, BLOOD SLAUGHTERER



**FACTION KEYWORDS:** HERETIC ASTARTES

# GREATER BRASS SCORPION

WARHAMMER LEGENDS

M 12" T 12 SV 3+ W 26 LD 6+ OC 10

5+ INVULNERABLE SAVE

RANGED WEAPON	RANGE	A	BS	S	AP	D
Demolisher cannon [BLAST]	24"	D6+3	3+	14	-3	D6
Hellmaw flame cannons [IGNORES COVER, TORRENT]	12"	2D6	N/A	8	-1	1
Scorpion cannon [SUSTAINED HITS 1]	36"	15	3+	5	-1	2

MELEE WEAPON	RANGE	A	WS	S	AP	D
Hellcrusher claws – strike	Melee	6	3+	14	-3	6
Hellcrusher claws – sweep	Melee	18	3+	8	-2	2

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

KEYWORDS: VEHICLE, TITANIC, WALKER, CHAOS, KHORNE, FRAME, DAEMON, GREATER BRASS SCORPION

## ABILITIES

CORE: Deadly Demise D6+2, Super-heavy Walker

FACTION: Dark Pact

**Runes of the Blood God:** This model has the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.

## DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS: HERETIC ASTARTES

# GREATER BRASS SCORPION

WARHAMMER LEGENDS

*More rampaging beasts than war machines, Brass Scorpions are monstrous fusions of armour plating and daemoniac flesh that delight in destruction.*

*Whether blasting apart the enemy at range with their scorpion cannon and soulburner cannon, or engulfing nearby targets with their hellmaw cannons, Brass Scorpions are terrifying embodiments of Khorne's wrath.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Greater Brass Scorpion

**This model is equipped with:** demolisher cannon; Scorpion cannon; hellmaw flame cannons; hellcrusher claws.

**KEYWORDS:** VEHICLE, TITANIC, WALKER, CHAOS, KHORNE, FRAME, DAEMON,  
GREATER BRASS SCORPION







**FACTION KEYWORDS:**  
HERETIC ASTARTES


# KYTAN RAVAGER

WARHAMMER LEGENDS

M 10" T 12 SV 3+ W 24 LD 6+ OC 10

5+ INVULNERABLE SAVE

WEAPON	RANGE	A	BS	S	AP	D
 RANGED WEAPON						
Kytan gatling cannon	36"	18	3+	6	-2	2
 MELEE WEAPON						
 Kytan cleaver – strike	Melee	4	3+	14	-4	6
 Kytan cleaver – sweep	Melee	12	3+	9	-3	2

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

KEYWORDS: VEHICLE, TITANIC, WALKER, CHAOS, KHORNE, DAEMON, KYTAN RAVAGER



FACTION KEYWORDS:  
HERETIC ASTARTES

## ABILITIES

CORE: Deadly Demise D6+2, Super-heavy Walker

FACTION: Dark Pact

**Bloodlust:** Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [SUSTAINED HITS 1] ability. In addition, once per battle, this model is eligible to declare a charge in a turn in which it Advanced.

## DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

# KYTAN RAVAGER

# WARHAMMER LEGENDS

*Forged by the most malign Warsmiths as an act of devotion to Khorne, Kytan Daemon Engines carve murderous paths across the battlefields of the 41st Millennium, their brazen hides slick with blood and gore. Kytan Ravagers' thirst for slaughter is unquenchable, and they do not relent until they have eviscerated all who dare oppose them.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Kytan Ravager

**This model is equipped with:** Kytan gatling cannon; Kytan cleaver.

KEYWORDS: VEHICLE, TITANIC, WALKER, CHAOS, KHORNE, DAEMON, KYTAN RAVAGER



FACTION KEYWORDS:  
HERETIC ASTARTES

# KHARYBDIS ASSAULT CLAW

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	11	3+	20	6+	4



RANGED WEAPON	RANGE	A	BS	S	AP	D
Kharybdis storm launcher – frag [BLAST]	36"	2D6	3+	4	0	1
Kharybdis storm launcher – krak	36"	2	3+	9	-2	D6

MELEE WEAPON	RANGE	A	WS	S	AP	D
Blade struts	Melee	12	4+	8	-2	1
Melta array [EXTRA ATTACKS]	Melee	1	4+	12	-4	D6+2

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

**KEYWORDS:** VEHICLE, TITANIC, CHAOS, TRANSPORT, FLY, FRAME, KHARYBDIS ASSAULT CLAW

## ABILITIES

**CORE:** Deadly Strike, Deadly Demise D6+2

**FACTION:** Dark Pact

**Kharybdis Assault:** This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

## DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



**FACTION KEYWORDS:** HERETIC ASTARTES

# KHARYBDIS ASSAULT CLAW

## WARHAMMER LEGENDS

The Kharybdis is a powerful ship-to-ship assault pod able to insert a large complement of Heretic Astartes warriors into enemy vessels or war zones on the ground. Far more than a simple shuttle, the Kharybdis is also a threat in its own right, capable of showering target areas with its storm launchers or even ramming enemy vehicles and burning through thick steel and ceramite with melta cutters designed to breach starships.

### WARGEAR OPTIONS

- None

### UNIT COMPOSITION

- 1 Kharybdis Assault Claw

This model is equipped with: 5 Kharybdis storm launchers; blade struts; melta array.

### TRANSPORT

This model has a transport capacity of 22 **HERETIC ASTARTES INFANTRY** models. Each **JUMP PACK**, **POSSESSED** and **TERMINATOR** model takes up the space of 2 models. Each **OBLITERATOR** model takes up the space of 3 models. This model can instead transport 1 **HELBRUTE** or **DREADNOUGHT** model.

KEYWORDS: VEHICLE, TITANIC, CHAOS, TRANSPORT, FLY, FRAME,  
KHARYBDIS ASSAULT CLAW




FACTION KEYWORDS:  
HERETIC ASTARTES


# CHAOS THUNDERHAWK


WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20"	12	2+	30	6+	-

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery [ANTI-FLY 4+]	72"	4	3+	8	-2	3
Lascannon	48"	1	3+	12	-3	D6+1
Thunderhawk heavy cannon [BLAST]	48"	D6+6	3+	10	-2	3
Turbo-laser destructor [BLAST]	96"	D3+1	3+	20	-4	D6+6
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, FRAME, CHAOS, THUNDERHAWK

## ABILITIES

CORE: **Deadly Demise D6+2, Hover**

FACTION: **Dark Pact**

**Aerial Assault:** Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

## WARGEAR ABILITIES

**Thunderhawk Cluster Bombs:** Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

## DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS THUNDERHAWK

# WARHAMMER LEGENDS

*So often a symbol of hope and deliverance in the skies above Imperial worlds, Thunderhawk Gunships sworn to Chaos encapsulate the opposite. Sowing ruin with their cannons and missiles, the resilient craft descend like ruthless birds of prey, their fuselages loaded with Chaos Space Marines hungry for conquest and revenge.*

## WARGEAR OPTIONS

- This model's Thunderhawk heavy cannon can be replaced with 1 turbo-laser destructor.
- This model's Thunderhawk cluster bombs can be replaced with 1 hellstrike missile battery.

## UNIT COMPOSITION

- **1 Chaos Thunderhawk**

**This model is equipped with:** 2 lascannons; Thunderhawk heavy cannon; 4 twin heavy bolters; armoured hull; Thunderhawk cluster bombs.

## TRANSPORT

This model has a transport capacity of 30 **HERETIC ASTARTES INFANTRY** or **HERETIC ASTARTES MOUNTED** models. Each **JUMP PACK**, **POSSESSED** and **TERMINATOR** model takes up the space of 2 models. Each **OBLITERATOR** model takes up the space of 3 models. Each **MOUNTED** model takes up the space of 4 models.

**KEYWORDS:** VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, FRAME, CHAOS, THUNDERHAWK



**FACTION KEYWORDS:** HERETIC ASTARTES

# RENEGADES AND TRAITORS

## UNIT OPTIONS

WARHAMMER LEGENDS

### DEATH GUARD

The following **HERETIC ASTARTES** datasheets can be included in **DEATH GUARD** armies:

- Chaos Thunderhawk
- Greater Blight Drone

To do so, on its datasheet, replace instances of the **HERETIC ASTARTES** Faction keyword with the **DEATH GUARD** Faction keyword and replace instances of the Dark Pact ability with Nurgle's Gift (Aura).

Use the points value listed for the **HERETIC ASTARTES** version of the datasheet.

### WORLD EATERS

The following **HERETIC ASTARTES** datasheets can be included in **WORLD EATERS** armies:

- Blood Slaughterer
- Chaos Thunderhawk
- Greater Brass Scorpion
- Kytan Ravager

To do so, on those datasheets, replace instances of the **HERETIC ASTARTES** Faction keyword with the **WORLD EATERS** Faction keyword, and replace instances of the Dark Pact ability with Blessings of Khorne.

Use the points values listed for the **HERETIC ASTARTES** versions of the datasheets.

### THOUSAND SONS

The following **HERETIC ASTARTES** datasheets can be included in **THOUSAND SONS** armies:

- Chaos Thunderhawk

To do so, on its datasheet, replace instances of the **HERETIC ASTARTES** Faction keyword with the **THOUSAND SONS** Faction keyword and remove any instances of the Dark Pact ability.

Use the points value listed for the **HERETIC ASTARTES** version of the datasheet.

