



CHAOS SPACE MARINES

FACTION PACK: VERSION 1.3

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Huron's Marauders, Renegade Warband detachments
- Huron Blackheart, Masters of the Maelstrom, Red Corsairs Raiders, Red Corsairs, Reave-Captain datasheets
- FAQ/Errata update, removed obsolete entry

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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.



CABAL OF CHAOS

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

DETACHMENT RULE



EMPYRIC WELLSPRING

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

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

Leaping Warpflame

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

Monstrous Manifestation

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

ENHANCEMENTS



TOUCHED BY THE WARP

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

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

EYE OF Z'DESH

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

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

MIND BLADE

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

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

INFERNAL AVATAR

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

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



1CP

BALEFUL BLESSING

CABAL OF CHAOS – EPIC DEED STRATAGEM

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

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

TARGET: That **HERETIC ASTARTES** unit.

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



1CP

NO REST IN DEATH

CABAL OF CHAOS – STRATEGIC PLOY STRATAGEM

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

WHEN: Your Movement phase.

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

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



1CP

MUTATION'S CURSE

CABAL OF CHAOS – STRATEGIC PLOY STRATAGEM

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

WHEN: Your Shooting phase.

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

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



1CP

SOULSEEKERS

CABAL OF CHAOS – STRATEGIC PLOY STRATAGEM

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

WHEN: Your Shooting phase.

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

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



1CP

UNHOLY HASTE

CABAL OF CHAOS – EPIC DEED STRATAGEM

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

WHEN: Your Charge phase.

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

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



1CP

SHROUD OF CHAOS

CABAL OF CHAOS – BATTLE TACTIC STRATAGEM

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

WHEN: Start of your opponent's Shooting phase.

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

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

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



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.

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.



1CP



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.

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.



1CP



SADISTIC DISPLAY

NIGHTMARE HUNT – STRATAGEM

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

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.



1CP



MALICIOUS SURGE

NIGHTMARE HUNT – STRATAGEM

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

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.



1CP



RELENTLESS TERROR

NIGHTMARE HUNT – STRATAGEM

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

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

TARGET: That **HERETIC ASTARTES** 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.



1CP



HORRIFIC INCURSION

NIGHTMARE HUNT – STRATAGEM

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

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.



1CP



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.



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.



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.



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.



REAVERS' 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.



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. To do so, roll one D6: models in your unit move a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of that enemy unit.



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 to sweep forth and destroy the foe.

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.

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. At the start of your Command phase, after you have selected your Vendetta target, select a second enemy unit. Until the start of your next Command phase, if your Vendetta target is destroyed, that second 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.

EMPHYRIC 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 WARBAND – 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 WARBAND – 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 WARBAND – 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 WARBAND – 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 WARBAND – 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 WARBAND – 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".

HURON BLACKHEART

M	T	SV	W	LD	OC
6"	5	3+	5	6+	1
<div>4+ INVULNERABLE SAVE</div>					



 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 9" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 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.

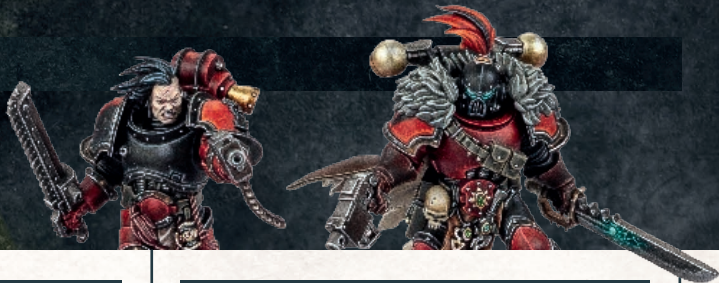
KEYWORDS: INFANTRY, GRENADES, CHAOS, RED CORSAIRS RAIDERS



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

6"

T

4

SV

3+

W

5

LD

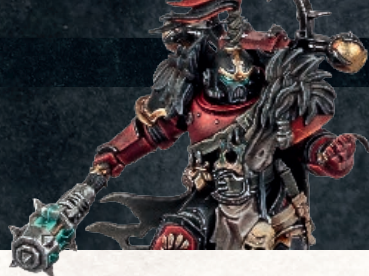
6+

OC

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

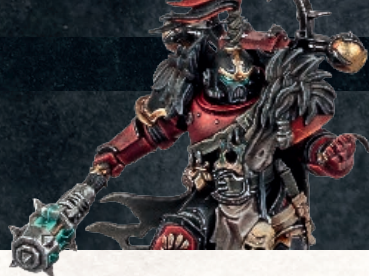
FACTION: Dark Pacts

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: Each time this unit declares a Charge that targets one or more units that are within range of one or more objective markers, you can re-roll the Charge roll.

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

6"

T

4

SV

3+

W

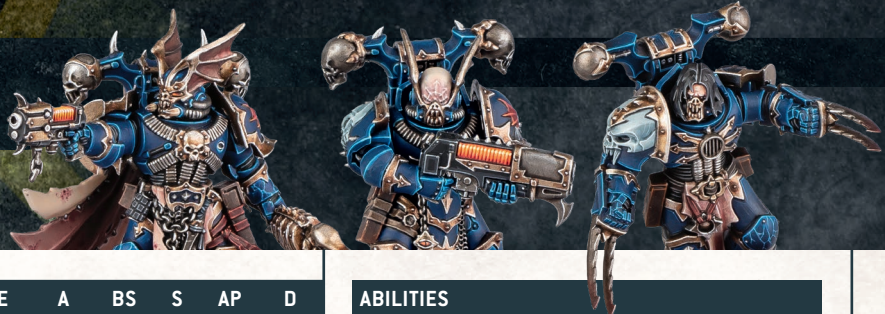
2

LD

6+

OC

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

UPDATES & ERRATA

Page 86 – 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.'

Page 88 – Falsehood Enhancement, third sentence

Change to:

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

Page 96 – 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.'

Page 98 – Chaos Cult Detachment, Restrictions

Change to:

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

Page 98 – 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.'

Page 101 – Unstoppable Rampage Stratagem, Target section

Change to:

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

Page 101 – Predatory Pursuit Stratagem, Target section

Change to:

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

Page 101 – Feeding Frenzy Stratagem, Target section

Change to:

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

Page 106 – Abaddon, Dark Destiny

Change to:

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

Page 108 – Cypher, Agent of Discord ability

Change to:

'Agent of Discord (Aura): Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP (this is not cumulative with any other rules that would increase the CP cost of that Stratagem).'

Page 109 – Fabius Bile, Chirurgion ability

Change to:

'Chirurgion: 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.'

Page 111 – Chaos Lord in Terminator Armour, Keywords section

Add **'CHAOS LORD**'.

Page 132 – Obliterators, Warp Rift Firepower ability

Change to:

'Warp Rift Firepower: Once per battle, during the shooting phase, this unit can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the **[INDIRECT FIRE]** ability.'

Page 135 – 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.'

Page 138 – Chaos Predator Destructor, Melee Weapons table, armoured tracks

Change Weapon Skill characteristic to '4+'.

FAQS

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.

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: If I am using the Deceptors Detachment, when I use the Scrambled Coordinates Stratagem, can my opponent sequence one or more of their 'end of your Movement phase' abilities (e.g. Da Jump) to happen after that Stratagem's effect ends?

A: Yes.

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 (excluding **CHARACTER** models embarked within a **TRANSPORT**)?

A: Yes.

Q: Can my **CHARACTER** with the Soul Link Enhancement use that Enhancement while it is in Reserves/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 and I select an Attached unit to be my focus of hatred, if that unit splits for any reason, are each of the resulting units my focus of hatred until the start of my next Command phase?

A: Yes.

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: No.

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: While using the Balance Dataslate, 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: While using the Balance Dataslate, 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: When a model 'fights on death', can that model's unit make a Dark Pact?

A: No, as the unit is not selected to fight.

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.

GELLERPOX INFECTED

WARHAMMER LEGENDS

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

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



FACTION KEYWORDS:
HERETIC ASTARTES

RENEGADE ENFORCER

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

3

5+

3

6+

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.

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
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➤ 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

RENEGADE HEAVY WEAPONS SQUAD

WARHAMMER LEGENDS

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

RANGE

A

WS

S

AP

D

Ogryn plague claws [LETHAL HITS]

Melee

3

3+

6

-1

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

20+"

T

8

SV

3+

W

10

LD



6+

OC

0

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, 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, HELL BLADE**



FACTION KEYWORDS:
HERETIC ASTARTES

HELL TALON

WARHAMMER LEGENDS

M

20+"

T

9

SV

3+

W

14

LD



6+

OC

0

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, 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, 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

MUTILATORS

WARHAMMER LEGENDS

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fleshmetal weapons – strike	Melee	4	3+	6	-2	2
Fleshmetal weapons – sweep	Melee	8	3+	5	-1	1

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

KEYWORDS: INFANTRY, CHAOS, DAEMON, MUTILATORS

ABILITIES

CORE: **Deep Strike**

FACTION: **Dark Pacts**

Death Frenzy: 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.



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3 Mutilators

Every model is equipped with: fleshmetal weapons.

CULT OF DESTRUCTION

For the purposes of embarking within **TRANSPORTS**, each **MUTILATOR** model counts as one **OBLITERATOR** model.

KEYWORDS: INFANTRY, CHAOS, DAEMON, MUTILATORS




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

12"

D6+3

3+

6

-2

2

[BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]

Psychic Strike – witchfire

12"

D6

3+

6

-2

1

[BLAST, DEVASTATING WOUNDS, PSYCHIC]



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	T	SV	W	LD	OC
8"	2	7+	1	8+	0

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Diseased claws and fangs [LETHAL HITS]	Melee	2	4+	2	0	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

24"

1

4+

4

0

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]

Infernal Gaze – focused witchfire

24"

D6

3+

6

-2

D3

[DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]

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

Nurgle's claws and teeth

Melee

4

5+

2

0

1

[EXTRA ATTACKS, LETHAL HITS]

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

24"

1

4+

4

0

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]

Infernal Gaze – focused witchfire

24"

D6

3+

6

-2

D3

[DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]

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

24"

1

4+

4

0

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]

Infernal Gaze – focused witchfire

24"

D6

3+

6

-2

D3

[DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]

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



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.

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 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 5" **T** 5 **SV** 3+ **W** 8 **LD** 6+ **OC** 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

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.



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 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 10" **T** 6 **SV** 2+ **W** 7 **LD** 6+ **OC** 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 12" **T** 5 **SV** 3+ **W** 6 **LD** 6+ **OC** 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.

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

24"

1

3+

7

-1

3

[CONVERSION, SUSTAINED HITS D3]

Conversion: 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

One Shot: 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, 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.

KEYWORDS: VEHICLE, SMOKE, 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: **Leader**

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	24"	1	3+	7	-1	3
[CONVERSION, SUSTAINED HITS D3]						
[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	24"	4	3+	2	0	1
[ANTI-INFANTRY 3+, DEVASTATING WOUNDS, HAZARDOUS]						
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

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.

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, DECIMATOR



FACTION KEYWORDS:
HERETIC ASTARTES

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

10"

T

9

SV

3+

W

10

LD



6+

OC

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, 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, DREADCLAW DROP POD




FACTION KEYWORDS:
HERETIC ASTARTES


BLOOD SLAUGHTERER

WARHAMMER LEGENDS

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

5+ INVULNERABLE SAVE

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Impaler harpoon [ANTI-MONSTER 2+, ANTI-VEHICLE 2+, IMPALED]	12"	1	3+	12	-2	3
[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

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, 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, 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, DAEMON,
GREATER BRASS SCORPION

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Dark Pact**

Super-heavy Walker: Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move over models (excluding **TITANIC** models) and terrain features that are 4" or less in height as if they were not there.

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, 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**

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Kytan gatling cannon	36"	18	3+	6	-2	2
 MELEE WEAPON	RANGE	A	WS	S	AP	D
 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



ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Dark Pact**

Super-heavy Walker: Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move over models (excluding **TITANIC** models) and terrain features that are 4" or less in height as if they were not there.

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.

FACTION KEYWORDS:
HERETIC ASTARTES

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, 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, KHARYBDIS ASSAULT CLAW





FACTION KEYWORDS:
HERETIC ASTARTES

CHAOS THUNDERHAWK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+" data-bbox="26 125 85 175">	12 data-bbox="100 125 140 175">	2+ data-bbox="155 125 195 175">	30 data-bbox="210 125 250 175">	6+ data-bbox="265 125 305 175">	0 data-bbox="320 125 360 175">



 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, 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, 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.

