



Army Special Rules

Daemonic Alignments

Models aligned with a god may not join or be joined by models aligned with a different god, nor may they embark in vehicles aligned to a different god. A model may not select an upgrade that would give it an alignment to one god if it is already aligned to a different god.

Marks of Chaos

A unit may only ever take a single type of Mark of Chaos: All Marks of Chaos give the Fearless rule in addition to the following effects:

Mark of Tzeentch: Models with the Mark of Tzeentch are aligned with Tzeentch and gain +1LD. Each unit or independent character that has taken the Mark of Tzeentch allows you to reroll a single die on each of your turns which they or their unit has caused to be rolled.

Mark of Khorne: Models with the Mark of Khorne are aligned with Khorne and gain +1 A.

Mark of Nurgle: Models with the Mark of Nurgle are aligned with Nurgle and gain +1 T.

Mark of Slaanesh: Models with the Mark of Slaanesh are aligned with Slaanesh and gain +1 I.

Daemons of Chaos:

A unit may only ever be a Daemon of a single god. All Daemons of Chaos rules give the Fearless and Daemon rules in addition to the following effects.

Daemon of Tzeentch: Daemons of Tzeentch are aligned with Tzeentch and may reroll all failed saving throws of 1 if they would not have succeeded on a 2+. They also gain Hatred (Daemons of Nurgle). When manifesting psychic powers, Daemons of Tzeentch may reroll a single die for each power they attempt to manifest. But if they do so may not then reroll the other dice used to manifest the power.

Daemon of Khorne: Daemons of Khorne are aligned with Khorne and gain Furious Charge, Adamantium Will, and Hatred (Daemons of Slaanesh). Hammer of Wrath attacks made by Chariots with this rule are resolved at S7.

Daemon of Nurgle: Daemons of Nurgle are aligned with Nurgle and gain Shrouded, Slow and Purposeful, and Hatred (Daemons of Tzeentch). They count as having defensive grenades.

Daemon of Slaanesh: Daemons of Slaanesh are aligned with Slaanesh and gain Fleet, Rending for close combat attacks, and Hatred (Daemons of Khorne). They also add +3" to their maximum run distance when running in the shooting phase and add +3" to their maximum movement when moving Flat Out. Cavalry gain an additional +3" to their maximum run distance when running in the shooting phase.

Undivided Daemon gives no additional rules beyond Fearless and Daemon.

Covenants of Chaos:

A unit may only ever take a single type of Covenant of Chaos.

Covenant of Tzeentch: Units with the Covenant of Tzeentch are aligned with Tzeentch and may reroll any die rolls that would have only succeeded on a 6+, including Snap Shots.

Covenant of Khorne: Units with the Covenant of Khorne are aligned with Khorne and reroll all failed To Wound rolls in the first turn of any close combat.

Covenant of Nurgle: Units with the Covenant of Nurgle are aligned with Nurgle and gain Feel No Pain (6+).

Covenant of Slaanesh: Units with the Covenant of Slaanesh are aligned with Slaanesh and gain Fleet.

Psyker Disciplines

Daemonic Alignment Affects which disciplines are available to psykers. No matter which discipline they generate powers on, all psykers with a daemonic alignment get the primaris from their god's discipline rather than benefiting from the Psychic Focus rule. Any model with the Daemon rule may not generate powers from Sanctic Daemonology.

Psykers of mastery level 2 or greater aligned with Tzeentch may generate powers from the disciplines of [Tzeentch](#), Biomancy, Divination, Pyromancy, Telekinesis, Telepathy, and Daemonology (Both Sanctic and Malefic) disciplines. Psykers of Mastery Level 1 aligned with Tzeentch may generate powers from the disciplines of [Tzeentch](#), Pyromancy, Divination, and Daemonology (Both Sanctic and Malefic).

Psykers may not be aligned with Khorne.

Psykers aligned with Nurgle may generate powers from the disciplines of [Nurgle](#), Biomancy, Telepathy, and Daemonology (Both Sanctic and Malefic).

Psykers aligned with Slaanesh may generate powers from the disciplines of [Slaanesh](#), Biomancy, Telepathy, and Daemonology (Both Sanctic and Malefic).

Psykers that have no Daemonic Alignment may generate powers from Biomancy, Pyromancy, Telekinesis, Telepathy, and Daemonology (Both Sanctic and Malefic).

Uncertain Worth:

The first time a unit with this rule is required to take a Leadership test roll a die. This die roll is used to determine the Leadership value of all models in that unit (to a maximum of 10) for the rest of the game.

Veterans of the Long War

Models with Veterans of the Long War gain +1 Weapon Skill and +1 Leadership.

Veteran Skills

Found in the BRB: Counter-Attack, Furious Charge, Hit and Run, Infiltrate, Monster Hunters, Move Through Cover, Scout, Skilled Riders, Stealth, Tank Hunters.

Unit Special rules

Amphibious: A model with this rule treats all water features as open terrain when it moves.

Attendant: Models with this rule must always join any unit containing the character which selected them (if possible). If the character which selected them is removed as a casualty, they will immediately remain a part of any unit they are currently a part of until the end of the game, and if they were not a part of that unit, all models with this rule selected by that character become a separate unit for the rest of the game.

Baleful Aberration: During the Movement phase, before a model with this rule has moved, it may be repositioned D6+2" in any direction (but may not change its current facing, or be repositioned over another model or its base) as long as it is not locked in close combat.

Baleful Judge: If a unit this model is a part of fails a Morale check, remove another model in the unit from the game as a casualty and reroll the Morale check, only do this once per Morale check.

Beseech the Dark Gods: If any friendly model within this model's unit, and any within 12" if this model is a [Black Chaplain](#), would roll a die to determine the bonus from any [Gift of Mutation](#), from the [Rampant Mutations](#) rule, the [Mutated Beyond Reason](#) rule, the [Mutated Beyond Sanity](#) rule, and/or from the [Banner of Change](#) they may reroll the dice to determine these rules' effects. The second roll must be kept if you choose to do so.

Bloodscent: If at the beginning of the turn a unit containing models with this rule is within 18" of an enemy unit, those models become the Beast unit type until the end of turn.

Boarding Craft: Such craft are capable of atmospheric flight but are much less maneuverable than typical aircraft. As such they have -2 to any Jink save they attempt to make and gain the [Melta-Ram](#) rule.

Crazed: Units entirely composed of models with this rule will always abandon Immobilised members of the unit. For each unit with models with this rule, roll a D6 at the beginning of each turn:

1: *Rebellion:* All models with this rule in the unit immediately recover from Crew Stunned and Crew Shaken results and immediately fire all their weapons at the nearest friendly unit. They may not then move this turn nor may they fire in the Shooting phase this turn. If there are no friendly units in range, treat this as a *Blood Rage*.

2-3: *Controlled, for Now:* No effect.

4: *Rising Fury:* All models with this rule in the unit immediately recover from Crew Stunned and Crew Shaken results.

5: *Blood Rage:* All models with this rule in the unit immediately recover from Crew Stunned and Crew Shaken results, gain Fleet and Rage until end of turn, and must move directly toward the nearest visible enemy at full speed during the movement phase. During the Shooting Phase if the unit is outside of charge range of an enemy, they must run towards the nearest visible enemy. If within charge range, they must declare a charge during the assault phase against the nearest visible enemy if possible. If all models in the unit are Immobilised, treat this as a *Fire Frenzy* instead.

6: *Fire Frenzy:* All models with this rule in the unit immediately recover from Crew Stunned and Crew Shaken results and may not move in the movement phase but fire all of their weapons twice in the ensuing Shooting phase at the closest enemy unit. If the unit has no remaining ranged

weapons, treat this as a *Blood Rage* result instead unless all models in the unit are also Immobilised, at which point treat this as a *Rising Fury* result instead.

Daemonforge: Once per game, at the start of any Shooting or Assault phase, the Daemonforge may be activated. For the rest of the phase, the model may re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the Phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed.

Demagogue: Any friendly unit within 6" with the Chaos Faction, 12" if this character is a [Black Chaplain](#), may use this character's leadership instead of their own.

Disruptor: Enemy armies must reroll successful Reserves roll as long as this model is on the board.

Drop Pod Assault: Models with this rule and units embarked on them must begin the game in Reserve. At the beginning of your first turn, half of these models (rounding up) automatically arrive from Deep Strike Reserve. The arrivals of the remaining models with this rule are rolled for normally. Models may disembark from a vehicle with this rule the turn it arrives from deepstrike.

Expendable: Units entirely composed of models with this rule which are locked in combat with enemy units do not prevent your other units from firing at those enemies in the Shooting or Psychic phase. However, all Shooting and Psychic hits except those assigned from blast weapons are randomly assigned before making To Wound or Armour Penetration rolls as if all units in the combat were a single unit. Then To Wound or Armour Penetration rolls are made against each unit separately otherwise as normal.

Hellcrawler: A model with this rule is not forced to fire snapshots with its other weapons when it fires an Ordnance weapon that turn as long as it did not move in the preceding Movement phase.

Immobile: A model with this rule cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised result that cannot be repaired in any way. This does not cause it to lose a Hull Point. Additionally, when a model with this rule enters play, all passengers must disembark and no models can embark for the rest of the game.

Independent Operative: This character may never join a unit or be joined by any models. It never has a Warlord Trait.

Inertial Guidance System: If this model would scatter on top of impassible terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the model scatters off the edge of the board, it suffers a Deep Strike Mishap.

Killshot: As long as a unit consists of three or more models with this rule, all such models gain the Monster Hunter and Tank Hunters special rules.

Linebreaker Bombardment: As long as a unit consists of three or more models with this rule, every set of three models with this rule may all forgo shooting the same type of weapon in order to have one of them fire that weapon with a larger area and with the Ignores Cover special rule gained. Template weapons are upgraded to Helstorm Templates and additionally gain the Rending rule. Blasts are upgraded to Large Blasts. Large Blasts are upgraded to Apocalyptic Blasts.

Madness: When a model with this rule successfully manifests a Witchfire power, roll a D6. On a 6 you immediately resolve that power again on a different target if one is within range of this model. On a 1, the opponent immediately resolves that power again on any unit in range, friend or foe, although this model is ignored for purposes of determining hits or assigning wounds.

Master of Mechanisms: In each of your Shooting phases instead of firing his weapons, a model with this rule may choose to either repair a single friendly, damaged vehicle or curse a single enemy vehicle. The model cannot use this ability if he has gone to ground or is falling back.

To repair a vehicle, the model with this rule must be in base contact with it or embarked upon it. Roll a D6, (add +1 if the model has [Mechatendrils](#), an additional +1 if the character is a [Heretek Magos](#), and +1 if there is a different model with a [Servo-arm](#) in the user's unit.). If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle, effective immediately.

To curse a vehicle, the model with this rule must be within 18" of it. Roll to hit the vehicle using this model's ballistic skill. If the curse hits, all of that vehicle's weapons have the Gets Hot special rule until the end of its next turn.

Melta Ram: You may attempt to place this model over an enemy model when arriving from Deepstrike reserve. Before resolving scatter for this model, you may place a single small blast template within 6" of its intended deep strike location. Roll for scatter as normal for this blast template. Any model partially under it takes a S8 AP1 hit with the Armourbane special rule. Then resolve the scatter for this model's Deepstrike rule. Additionally they may perform a tank shock/ram move and any hits from such an attack are resolved at S8 AP1 with the Armourbane special rules.

Meteoric Descent: This model has the Vector Strike special rule, which can be performed whilst Zooming rather than whilst Swooping. Furthermore, hits caused by this model's Vector Strike are resolved at Strength 7.

Militia Training: Models with this rule bring their BS and WS(if they have it) up to a minimum of 3 if it was previously lower.

Mindlock: A unit containing no character but containing at least one model with this rule must roll a D6 at the beginning of each of your turns. On a 1-3 the models with this rule in that unit may take no voluntary actions that turn except to fight in close combat, although they may not declare a charge.

Murder

For each unit with this rule select a character in the enemy army before deployment. Models with this rule from such a unit treat all close combat weapons as +2 Strength and Rending against that character and any units that character is either attached to or a member of. If a unit containing any models with this rule would arrive from Deep Strike and place their initial model within 18" of the targeted character, the arriving unit scatters one fewer die when determining their final location.

Mutated Beyond Reason: At the beginning of each Fight sub-phase, roll a D3 for each unit containing models with this special rule that is locked in close combat. Those models gain the following result until the end of the turn:

- 1: *Subcutaneous Armour*. These models gain a 4+ armour save.
- 2: *Grasping Pseudopods*. Roll an extra die and ignore the lowest for their [Random Attacks](#) rule.
- 3: *Toxic Haemorrhage*. These models gain the Poisoned (4+) special rule.

Mutilator Weapons: If a model with this rule is locked in combat at the start of the Fight sub-phase, they must choose one of the weapons options from the following list:

- | | |
|---------------------------|----------------------------------------|
| A pair of chainfists | A pair of power mauls |
| A pair of lightning claws | A pair of power swords |
| A pair of power axes | A pair of daemonblades |

Every model with this rule in a single unit must choose the same weapons option. A unit cannot choose the same weapons option in two consecutive Fight sub-phases.

No Escape: Look Out, Sir tests taken against wounds dealt by a model with this rule have a -2 penalty.

Obliterator Weapons: During each of your Shooting phases, each unit containing models with this rule must choose which weapon option those models have this turn from the following list:

- | | | |
|----------------|-------------------------------|---------------------------------------------|
| Assault cannon | Daemoncannon | Twin-linked meltagun, |
| Heavy Flamer | Blastmaster * | Twin-linked plasma gun |
| Lascannon | Plasma cannon | Twin-linked Warpgun |
| Multi-melta | Twin-linked Flamer | Twin-linked Sonic Blaster * |

Every model with this rule in a single unit must choose the same weapon. A unit cannot choose the same weapon in two of your consecutive Shooting phases. Weapons marked with a * may only be taken by models with the [Mark of Slaanesh](#).

Possession

A model with this rule gains +1 Strength and Fearless and benefits from the Rampant Mutations rule.

Psychic Aberration: All models within 12" of a model with this rule subtract 3 from their leadership to a minimum of 2 and suffer Perils of the Warp on any double when attempting to manifest a psychic power.

Random Attacks: At the beginning of each Fight sub-phase, roll a die to determine the attacks characteristic of each model with this special rule in each unit locked in close combat. Roll only once for each unit and apply the result to each model with this rule in that unit.

Rampant Mutations: Roll a D3 for each unit containing one or more model (s) with this rule at the beginning of your turn. Each unit will keep these bonuses until next they roll on this chart.

- 1: *Beast Form*. Each model with the Rampant Mutations rule in the unit becomes unit type Beast.
- 2: *Warp Aura*. Each model with the Rampant Mutations rule in the unit gains the Stealth **or** Shrouded rule.
- 3: *Incorporeal Bodies*. Each model with the Rampant Mutations rule in the unit gains +2 to its invulnerable save, to a max of 3+ or a 5+ invulnerable save if it doesn't have one, and the Rending special rule for all close combat attacks..

Repair: If a model with this rule is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a d6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilised. This does not restore a hull point.

Sacrifice: This model cannot make Look Out Sir rolls. Characters that would make a Look Out Sir roll in the same unit as this model may decide to pass them automatically, but if they do so the attack will automatically get reassigned to a model with this rule in that unit rather than the closest model as per usual.

Shatter Defences: After deployment, but before Scout redeployments and Infiltrate deployment, nominate one piece of terrain at least partially in your opponent's deployment zone (this may not be one that he has purchased as part of his army). The terrain's cover save is decreased by one for the duration of the game. A piece of terrain can only be shattered in this way once, but this is cumulative with other modifiers to cover saves.

Siege Crawler: Models with this rule can move 12" in the Movement phase and are not slowed by difficult terrain (even when charging). In addition, in close combat, models with this rule add 1 to armour penetration rolls against buildings. The model also gains Move Through Cover.

Unholy Vigor: A model with this rule ignores Weapon Destroyed and Immobilised results on a 5+. Additionally, if a model with this rule is wrecked but not due to an Explodes result, place it on its back or side or leave a marker on the table to represent its position. At the start of every one of your turns, before any models are moved, roll a D6. On a 6, return this model to play with D3 hull points remaining and removing all weapon destroyed and immobilised results. It cannot be brought to a greater number of hull points than it began the game with. The model is returned to play as close to its original location as possible that is outside of 1" from all enemy models, just as if it had successfully arrived via Deep Strike. On a 1, remove the marker, this model remains wrecked for the remainder of the game. On a 2-5, it remains wrecked but you may roll again on your next turn.

Unnatural Predator: Immediately after deployment, nominate any one enemy vehicle of the Flyer type or Flying Monstrous Creature or Gargantuan creature - this may include models in reserve. When making Armour Penetration or To Wound rolls against the chosen model, all rolls of 1 may be re-rolled.

Unstoppable: If this model would suffer a penetrating hit, you can force the result on the Vehicle Damage table to be rerolled, but must abide by the second result even if it is worse.

Warp Conduit: If another model in this unit suffers Perils of the Warp, it may make a Look Out Sir roll to transfer the effect to a model with this rule in the unit, but if the Look Out Sir roll is successful, this model is removed with no saves of any kind after its effects are resolved.

Warpflame Strike

When a unit containing at least one model with this rule arrives from Deep Strike Reserves, all enemy units within 12" of that unit must test as if hit by a weapon with the Blind rule.

Warp Legacies

Each unit that has the Warp Legacy rule must select a rule from the following list along with their wargear. Some units and models will have a legacy already listed in their unit entry, in this case they always have the same legacy and may not choose another. All units without a set Warp Legacy rule in a single detachment must choose the same Warp Legacy rule. Allied Detachments with a different Warp Legacy from your Warlord count as a different faction for the Allied Detachment restriction.

Arch-Heretics: Models with this Warp Legacy have the Hatred and Crusader special rules.

Blood and Sand: Units entirely composed of models with this Warp Legacy may reroll failed charge distances and Characters with this Warp Legacy gain Preferred Enemy (Characters) while in close combat.

Crumbling Cities: Models with this Warp Legacy gain Tank Hunter and treat enemy cover saves due to ruins, battlements, and defense lines as 1 worse. Additionally, they treat fortifications as vehicles for the purpose of the Tank Hunter rule.

Forbidden Knowledge: Psykers with this Warp Legacy may decide to add +1 to their dice when attempting to harness the warp before any psychic test. If they do so, all unmodified 5s are treated as 6s for the purposes of Perils of the Warp. Units entirely composed of models with this Warp Legacy may roll an additional die and ignore one of them when identifying mysterious objectives.

Profane Alterations: For each unit with this Warp Legacy at the beginning of the game roll a D3 and give models with this Warp Legacy in that unit the ability as per the results below for the remainder of the game

1: The unit ignores the first unsaved wound it would take each turn if that wound would not cause instant death and would be dealt to a model with this Warp Legacy.

2: +1 A

3: +1 I

Tongues of the Serpent: Enemy units that begin their turn within 12" of a model with this Warp Legacy treat all friendly units as desperate allies for the purpose of the One Eye Open rule. You may choose to have all non-vehicle models with this Warp Legacy gain infiltrate, otherwise D3 units entirely composed of models with this Warp Legacy may be redeployed, including returning them to reserves, before the first player begins their first turn, immediately before either player decides whether to seize the initiative.

Unforgivable Sins: Models with this Warp Legacy treat all template weapons they fire as poisoned 4+. Non-vehicle models with this rule gain +1 to Feel No Pain but not better than a 4+, or if they do not have Feel No Pain gain Feel No Pain (6+).

Where Angels Fear To Tread: Models with this rule have the Fear and Night Vision special rules. Any non-vehicle enemy that normally would automatically pass or not need to take Fear checks must take Fear checks on 2D6 as if they did not have such a rule if that Fear check was caused by a model with this Warp Legacy. Any non-vehicle unit with this Warp Legacy may purchase the Stealth [Veteran Skill](#) even if they would otherwise not be able to do so.

Heralds of the Dark Gods:

At the beginning of the game roll a die for each unit that has this Warp Legacy. On a 6+ models with this Warp Legacy in that unit gain the Daemon special rule for the remainder of the battle.

Additionally, at the beginning of each of your psychic phases roll 2D6 and consult the table:

2 *The Storm Abates*. Each unit containing a model with the Daemon special rule within 18" of a model with this Warp Legacy must take a leadership test and suffer a wound for each point they fail by.

3 *Punished by the Gods*. Randomly select an independent character with the Daemon special rule within 18" of a model with this Warp Legacy. That character takes a leadership test on 3D6 against their own leadership score and takes a wound for each point failed by.

4 *Warp Ebb*. Units with the Daemon special rule within 18" of a model with this Warp Legacy reduce their invulnerable save by 1 until the beginning of your next psychic phase.

5 *Storm of Fire*. Roll a D6 for each enemy unit and each [Nurgle Aligned](#) unit within 18" of a model with this Warp Legacy. On a 6+ that unit takes a S4 AP5 large blast hit with the Barrage and Ignore Cover special rule that rolls to scatter as normal. Vehicles are hit on the side armour.

6. *Rot, Glorious Rot*. Roll a D6 for each enemy unit and each [Tzeentch Aligned](#) unit within 18" of a model with this Warp Legacy. On a 6+ that unit takes D6 S4 AP3 hits with poisoned (4+) and Ignores cover. Wounds are allocated by the unit's controlling player. Vehicles are hit on the side armour.

7 *The Warp is Calm*. Nothing happens.

8 *The Dark Prince Thirsts*. Roll a D6 for each enemy unit and each [Khorne Aligned](#) unit within 18" of a model with this Warp Legacy. On a 6+ that unit takes D6 S4 AP- hits with Rending and Ignores cover. Wounds are allocated by the unit's controlling player. Vehicles are hit on the side armour.

9 *Khorne's Wrath*. Roll a D6 for each enemy unit and each [Slaanesh Aligned](#) unit within 18" of a model with this Warp Legacy. On a 6+ that unit takes a S8 AP3 small blast hit with the barrage special rule that scatters as normal. Vehicles are hit on the side armour.

10 *Warp Surge*. Units with the Daemon special rule within 18" of a model with this Warp Legacy increase their invulnerable save by 1 until the beginning of your next psychic phase.

11 *Psychic Backlash*. Randomly select an enemy psyker within 18" of a model with this Warp Legacy rule. That psyker takes a leadership test on 3D6 against their own leadership score and is removed from play if the test is failed with no saves of any kind allowed.

12 *Warp Rift*. Choose one unengaged non-vehicle enemy unit within 18" of a model with this Warp Legacy. That unit must take an initiative test or be put into Ongoing Reserve. They take a -1 penalty to that test for each unit entirely composed of models with this Warp Legacy within 6" of them to a maximum of -3, a 1 still always succeeds on the test.

Warlord Traits

If you select your warlord from this book, you may roll on this table to determine a warlord trait, rather than rolling as normal.

- 1:
- 2:
- 3:
- 4:
- 5:
- 6:

Special Tactical Objectives

If your primary detachment has the Chaos Faction and you using Tactical Objectives, you must generate these objectives instead of objectives 11-16.

11:

12:

13:

14:

15:

16:

Psychic Disciplines

Tzeentch

Primaris: *Bolt of Change/Firestorm* WC2:

Bolt of Change is a **beam** with S:8, AP: 1, Range: 18", Assault 1, Detonate

Detonate: A vehicle that explodes due to a hit from this attack rolls 2d6 to determine the explosion distance.

Firestorm is a **witchfire** power with S: 5, AP: -, Range: 18", Assault 1, Blast, Inferno

For each model removed as a casualty as a result of this attack, the remainder of the unit immediately takes a further D3 S: 3, AP: - hits which do not generate further hits.

1: *Boon of Mutation/Curse of Mutation*: WC 2:

Boon of Mutation is a **blessing** that targets a single, friendly unit within 12". That unit immediately rolls on the [Gift of Mutation](#) table and keeps that result for the rest of the game.

Curse of Mutation is a **focused witchfire** power with a range of 12" that may not target Gargantuan Creatures, Monstrous Creatures, Flying Gargantuan Creatures, Flying Monstrous Creatures, or Vehicles. The model that is hit must immediately take a Toughness test or be removed from play with no saves of any kind. If they are removed from play, you may immediately place a [Chaos Spawn](#) model within 6" of where the enemy model was removed if you have such a model available to place and there is room to place it. That model may not assault this turn, but otherwise acts normally.

2: *Breath of Chaos/Chaos Infusion*: WC 2:

Breath of Chaos is a **witchfire** power with S: 1, AP: 2, Range: Template, Assault 1, Corrosion, Poisoned (4+)

Corrosion: Do not roll for armour penetration, instead any such target takes a glancing hit on a D6 roll of 4+.

Chaos Infusion is a **blessing** with a range of 6". Whilst this power is in effect, the unit gains the [Undivided Daemon](#) special rule, and all models with a [Daemonic Alignment](#) in that unit instead gain the [Daemon rule](#) of whichever god they are aligned to.

3: *Flickering Fire/Fae Lights*: WC 2

Flickering Fire is a **witchfire** power with S: 5, AP: 4, Range: 24", Assault (X+1)D6, Soul Blaze, Empowered

Empowered: When attempting to manifest this power, you may declare that you are going to manifest it at any Warp Charge value greater than one. If you succeed, the power has a number of D6 of shots equal to one more than the Warp Charge value you attempted to cast at.

Fae Lights: is a **malediction** that targets a single enemy unit within 24". Whilst this power is in effect, that unit must pass a Leadership test at -1 if they wish to Move, attempt to Manifest Psychic Powers, Shoot (at any time), Run, or Declare a Charge. If they fail, they take no further actions that turn except to fight in an assault (but not to declare one).

4: *Gate of Fire/Infernal Gate*: WC 2

Gate of Fire is a **witchfire** power with S: D6+4, AP: 1, Range: 18", Assault 1, Blast

Infernal Gate is a **blessing** that targets a single friendly unit within 12". That unit may immediately redeploy as per the Deep Strike rule anywhere on the battlefield such that the initially placed before scatter model is within 4D6" of the Psyker's location.

5: *Perfect Planning/Hex*: WC 2

Perfect Planning is a **blessing** targeting the Psyker. Whilst this power is in effect, instead of rerolling one die during your turn due to the Psyker's [Mark of Tzeentch](#), the Psyker or the Psyker's unit may reroll one die during each of your phases. If the Psyker does not have the [Mark of Tzeentch](#), they may reroll any one die whilst the power is in effect as if they did have the [Mark of Tzeentch](#).

Hex is a **malediction** targeting a single enemy unit within 24". Whilst this spell is in effect, you may choose any one die that unit causes your opponent to roll each phase and force them to reroll it, although you must keep the second result.

6: *Light of the Aether/Dark of the Aether*: WC 2

Light of the Aether is a **malediction** targeting a single enemy unit within 24". That unit's cover save is reduced by 2 whilst this power is in effect. Subsequent uses of this power on a target already currently under its effect only reduce that unit's cover save by an additional 1.

Dark of the Aether is a **blessing** targeting a single friendly unit within 24". That unit gains Shrouded or Stealth.

Nurgle

Primaris: *Nurgle's Rot*: WC 1

Nurgle's Rot is a **nova** 1D6+1 power with S: 2, AP: 5, Range: 6", Poisoned (4+)

1: *Plague Wind*: WC 1

Plague Wind is a **witchfire** power with S: 1, AP: 2, Range: Template, Assault 1, Torrent, Poisoned (5+),

2: *Miasma of Pestilence*: WC 1

Miasma of Pestilence is a **blessing** that targets the Psyker. Roll a D3, whilst the power is in effect, models that are not [aligned](#) with Nurgle locked in close combat with the Psyker subtract that value from their WS and Initiative.

3: *Weapon Virus*: WC 1

Weapon Virus is a **malediction** with a range of 36". All ranged weapons of an affected unit gain the Gets Hot rule whilst this power is in effect.

4: *Gift of Contagion*: WC 1

Gift of Contagion is a **malediction** with a range of 48". Roll on the table below to see effect it has on every model in the unit whilst the power is in effect. The effects of multiple *Gifts of Contagion* are cumulative.

- 1: *Flyblown Palsy*: -1 Attack to a minimum of 1 and the Stealth special rule.
- 2: *Muscular Atrophy*: -1 Strength to a minimum of 1 and may not Run.
- 3: *Liquefying Ague*: -1 Strength and -1 Toughness to minimums of 1.

5: *Reanimate Flesh*: WC 3

Reanimate Flesh is a **blessing** that targets a friendly independent character or single model unit or a multi model unit within 18". A multi model unit affected recovers 1D3 wounds lost earlier in the battle unless it is a unit with the [Plague Zombies](#) upgrade, at which point it instead regains 3+D6 wounds. First return these wounds to living models, and then randomly return wounds worth of models to play from that unit that died earlier in the battle. [Plague Zombies](#) units may be brought above their original size. Independent characters and single model units affected by this ability instead regain a single wound lost earlier in the battle.

6: *Rancid Visitation*: WC 3

Rancid Visitation is a **witchfire** power with a range of 24". Every model in a unit hit by this power must make a Toughness test. The unit suffers a wound with no armour or cover saves allowed for each failed test. Then, if the unit took at least one casualty, all units that haven't already been hit by this power within 6" must do the same. This continues until every unit has been hit, or until no units are still within range of a unit that takes a casualty.

Slaanesh

Primaris: *Sensory Overload*: WC 1

Sensory Overload is a **witchfire** power with S: 4, AP: 4, Range: 24", Assault 4, Blind, Concussive, Pinning

1: *Lash of Slaanesh*: WC 1

Lash of Slaanesh is a **beam** power with S: 6, AP: -, Range: 24", Assault 1, Rending

2: *Symphony of Pain*: WC 1

Symphony of Pain is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, all models in that unit suffer -1 WS and -1 BS, to a minimum of 1, and all Sonic Weapons fired at that unit gain +1 Strength. The effects of more than one *Symphony of Pain* are cumulative.

3: *Hysterical Frenzy*: WC 1

Hysterical Frenzy is a **blessing** that targets a single friendly non-vehicle unit within 12". The target unit rolls a D3 on the table below to determine what benefit all models in the unit gain whilst the power is in effect.

- 1: *Swollen Sensorium*: +1 Initiative
- 2: *Lunatic Strength*: +1 Strength
- 3: *Hyperactive Fit*: +1 Attack

4: *Acquiescence*: WC 1

Acquiescence is a **malediction** with a range of 18". The affected unit suffers -5 to Initiative to a minimum of 1 and cannot use Counter-attack or fire Overwatch whilst the power is in effect.

5: *Ecstatic Seizures*: WC 2

Ecstatic Seizures is a **malediction** power with a range of 24". Every model in a unit hit by it immediately makes an attack against its own unit with the highest strength weapon it has.

6: *Pavane of Slaanesh*: WC 2

Pavane of Slaanesh is a **focused witchfire** power with a range of 24". Any unit hit by it must take a leadership test or you may move that unit 2d6" in any direction. If they pass the test, the model targeted takes one wound with no armour saves or cover saves allowed.

Weapons and Wargear

Melee Weapons

Found in the BRB: Chainfist, Close combat weapon, Eviscerator, Force weapons, Lightning claws, Power fist, Power weapons, Thunder hammer

Chainaxe: S: User, AP:-, Range: Melee, Rending

Daemonblade: S: User, AP:-, Range: Melee, Daemon Weapon

Daemon Weapon: Any weapon with this rule gains the Specialist Weapon rule. At the start of each Fight sub-phase during which the bearer of a Daemon Weapon is locked in combat, roll a D6. On a roll of a 1, the model immediately suffers hit from the Weapon (i.e. at its AP and applying any special abilities it may have, including any bonuses given it by the user) that automatically does a single Wound and his Weapon Skill is 1 until the end of the phase. On a roll of 2+, the bearer gains that many additional Attacks until the end of the phase. If the model has multiple close combat weapons, only roll a D6 if the model chooses to use the Daemon Weapon.

Daemonic Force Weapon: These have profiles as one of the base force weapons, but gain the Daemon Weapon special rule.

Darkblade: These have profiles as one of the base power weapons, but gain the Daemon Weapon special rule.

Plague Knife: S: User, AP: 4, Range: Melee, Poisoned (4+)

Power Scourge: S: User, AP 4, Range: Melee, Flail, Specialist Weapon

Flail: If one or more enemy models are in base contact with a model with a Flail weapon at the beginning of the Fight sub-phase, roll a D3 and subtract the result from the Weapon Skill of those models (to a minimum of 1) for the duration of that phase. Infantry, Bikes, Jump Infantry, Beasts, and Cavalry may only claim this bonus if they are fighting with this weapon, other models may claim this bonus even if they do not.

Servo-arm: S: x2, AP: 1, Range: Melee, Unwieldy, Specialist Weapon

Ranged Weapons

Found in the BRB: Autocannon, Autogun, Autopistol, Assault cannon, Battle cannon, Boltgun, Bolt pistol, Combi-weapons, Flamer, Heavy bolter, Heavy flamer, Heavy stubber, Lascannon, Melltagun, Missile launcher, Multi-melta, Plasma cannon, Plasma gun, Plasma pistol, Shotgun

Baleflamer: S: 6, AP: 3, Range: Template, Heavy 1, Soul Blaze

Butcher Cannon: S: 8, AP: 4, Range: 36", Heavy 4

Combi-Bolter: S: 4, AP: 5, Range: 24", Rapid fire, Twin-linked

Daemon Guns

Warp Pistol: S: 6, AP: -, Range: 9", Pistol, Daemongun

Warpgun: S: 6, AP: -, Range: 18", Assault 1, Daemongun

Daemoncannon: S: 6, AP: -, Range 36", Heavy 1, Blast, Daemongun

Daemongun: Whenever the bearer chooses to shoot a weapon with this rule, roll a D6. On a roll of a 1, the nonvehicle bearer immediately suffers a Wound at the AP value of the weapon and his Ballistic Skill is 1 until the end of the phase. On a roll of a 1, the vehicle bearer instead suffers a Hull Point on a 4+ with no saves allowed and is reduced to Ballistic Skill 1 until the end of the phase. On a roll of 2-3, the weapon fires an additional shot. On a roll of 4-5 the weapon fires two additional shots. On a roll of 6 the weapon fires 3 additional shots and gains the Pinning rule for the remainder of the shooting phase.

Demolisher Cannon: S: 10, AP: 2, Range: 24", Ordnance 1, Large Blast

Ectoplasma Cannon: S: 8, AP: 2, Range: 24", Heavy 1, Blast, Gets Hot

Hades Autocannon: S: 8, AP: 4, Range: 36", Heavy 4, Pinning

Harvester Cannon:

Solid Shells: S: 7, AP: 4, Range: 48", Heavy 3

Flakk Shells: S: 7, AP: 4, Range: 48", Heavy 3, Skyfire

Haywire Array: S: 4, AP: 4, Range, 30", Salvo 2/3, Haywire, Gets Hot

Heavy Conversion Beamer:

Short Range: S: 6, AP: -, Range 18", Heavy 1, Large Blast, Firing Calibration

Medium Range: S: 8, AP: 4, Range 18"-42", Heavy 1, Large Blast, Firing Calibration

Long Range: S: 10, AP: 1, Range 42"-72", Heavy 1, Large Blast, Firing Calibration

Firing Calibration: A weapon with this rule cannot be fired if the model bearing it has moved in the same turn.

Helstorm Autocannon: S: 7, AP: 4, Range: 36", Heavy 3, Twin-linked, Rending

Radiation Weaponry

Phosphor Cannon: S:4, AP: 5, Range:Template, Assault 1, Fleshbane, Rad Contamination

Rad Mortar: S:4, AP: 5, Range: 36", Heavy 1, Blast, Barrage, Rad Contamination

Radstorm Launcher: S:4 AP: 5, Range 12", Heavy 1, Large Blast, Barrage, Rad Contamination

Rad Contamination: Any unit that loses at least one wound due to one or more weapons with this special rule has -1 Toughness until the end of the following turn to a minimum of 1 Toughness. This does not stack with multiple instances of this rule.

Reaper Autocannon: S: 7, AP: 4, Range: 36", Heavy 2, Twin-linked

Sonic Weapons

Blastmaster:

-Fixed Frequency: S: 5, AP: 4, Range: 36", Assault 2, Ignores Cover, Pinning

-Variable Frequency: S: 8, AP: 3, Range: 48", Heavy 1, Blast, Ignores Cover, Pinning

Doom Siren: S: 4, AP: 3, Range: Template, Assault 1.

Sonic Blaster: S:4, AP:5, Range: 24", Heavy 3 or Assault 2, Ignores Cover

Soulburner Petard: S: 5, AP: 5, Range 24", Heavy 1, Large Blast, Rending

Storm Laser: S: 6, AP: 3, Range: 36", Heavy D3+2

Warpgate Cannon: S: 10, AP: 1, Range: 24", Ordnance 1, Blast, Ignores Cover, Soul Blaze

Warp Gaze: S: 10, AP: 1, Range: 24", Heavy 1

Chaos Icons

If you have any units with a Chaos Icon in any close combat, add 1 to your combat resolution result in that combat. All units with the Chaos faction deepstriking within 6" of a model carrying a Chaos Icon do not scatter if that model started the game on the board. Different Chaos Icons may have different additional effects as below.

Icon of Flame: Tzeentch Icon. May only be taken by [Tzeentch Aligned](#) models. Models in a unit carrying an Icon of Flame gain the Soul Blaze and Blind special rule on all shooting attacks. If a unit has no shooting attacks it instead gets Soul Blaze and Blind special rule on all close combat attacks. Units which are not [aligned with Tzeentch](#) which attempt to eliminate their deep strike scatter using this icon instead only reduce their scatter by one die.

Icon of Wrath: Khorne Icon. May only be taken by [Khorne Aligned](#) models. Models in a unit carrying an Icon of Wrath gain Rage and Counter-attack. Units which are not [aligned with Khorne](#) which attempt to eliminate their deep strike scatter using this icon instead only reduce their scatter by one die.

Icon of Despair: Nurgle Icon. May only be taken by [Nurgle Aligned](#) models. Enemy units within 12" of at least one unit carrying an Icon of Despair subtract 1 from their leadership to a minimum of 2 and 2" from their charge range. Units which are not [aligned with Nurgle](#) which attempt to eliminate their deep strike scatter using this icon instead only reduce their scatter by one die.

Icon of Excess: Slaanesh Icon. May only be taken by [Slaanesh Aligned](#) models. Units carrying an Icon of Excess may run in the shooting phase after causing at least one unsaved wound or unsaved Hull Point from shooting even if they normally would not be allowed to perform a run move. If they do not shoot, they may assault after running as long as they did not arrive from reserves this turn or disembark from a

vehicle or building that would not normally allow them to assault after disembarking. Units which are not [aligned with Slaanesh](#) which attempt to eliminate their deep strike scatter using this icon instead only reduce their scatter by one die.

Icon of Chaos Undivided: Undivided Icon. Models in a unit carrying an Icon of Chaos Undivided may reroll failed morale checks.

Gifts and Special Issue Wargear

Found in the BRB: Frag grenades*, Krak grenades, Melta bombs *see assault grenades

Aura of Dark Glory: A model with this gift gains a 5+ invulnerable save.

Baleful Eye: A Baleful Eye may be fired as a shooting attack with the following profile: S: -, AP: -, Range: 24", Assault 1, Doom.

Doom: any unit hit by a weapon with this rule reduces its cover save by 1 for the remainder of the turn. This is cumulative with other instances of this rule and with similar rules.

Bionics: Increase the model's Feel no Pain by 1 but not better than a 4+. If they don't have Feel no Pain instead they get Feel no Pain (6+).

Blight Grenades: May only be chosen by [Nurgle Aligned](#) models: Count as offensive and defensive grenades. May be thrown in the shooting phase with the following profile: S:1, AP: -, Range: 8", Assault 1, Blast, Poisoned (2+), Blind

Chaos Bikes: May only be taken by Infantry models without [Terminator Armour](#). Models with a Chaos bike change their unit type to Bike, as described in the BRB. A Chaos bike is fitted with a single [Combi-Bolter](#) that may be exchanged for other weapons normally if modelled appropriately.

Combat Familiar: Enemy models in base contact with a model that has a Combat Familiar subtract 1 from their Weapon Skill to a minimum of 1. The Combat Familiar is always assumed to be on the same base as its master, but may be modelled separately if you desire. A separately modeled Combat Familiar has no effect on the game and if it would be in the way move it aside.

Command-Net Vox: Counts as a [Vox-Caster](#). Any friendly unit within 18" of a model with this upgrade may use the bearer's unit's leadership for any Morale, Pinning, or Fear tests they have to make.

Gift of Mutation: Immediately after deployment roll a die and the bearer gains the following bonus for the rest of the game. If a model or unit would roll a die on this chart more than once and rolls the same result roll again until a different result is achieved or the model or unit has achieved every result, at which point the effect is discarded.

- 1: +1 WS
- 2: +1 BS
- 3: +1 S
- 4: +1 T
- 5: +1 I
- 6: +1 A

Ichor Blood: Each time the bearer takes an unsaved wound in close combat, the unit which dealt that wound immediately takes a S2 AP5 Rending, Ignores Cover hit randomly assigned as per shooting.

Inferno Bolts: May only be chosen by [Tzeentch Aligned](#) models: All bolt weaponry held by the model are treated as AP 3.

Jump Pack/ Wings: May not be taken by models wearing [Terminator Armour](#). Infantry models equipped with Jump packs or Wings have the Jump unit type, as described in the BRB. Monstrous creatures

equipped with Jump Packs or Wings have the Flying Monstrous Creature type, as described in the BRB, any unit that becomes a Flying Monstrous Creature due to this after the beginning of the game starts in Glide unless entering from reserves.

Malefic Ammunition: A weapon with Malefic Ammunition gains the Rending rule.

Mechatendrils: Mechatendrils give the wearer +2 Attacks. Mechatendrils also include a flamer and a meltagun that may not be exchanged. In the Shooting phase, the wearer can fire either both Mechatendril weapons or instead may fire one Mechatendril weapon and one other weapon.

Personal Icon: The wielder counts as having a [Chaos Icon](#).

Sigil of Corruption: A model with a Sigil of Corruption is granted a 4+ invulnerable save.

Signum: A model with this may forgo shooting in the Shooting phase to give one other model in his unit +1BS.

Soulbonded Targeters: Immediately after deployment, choose a unit in all the same detachments as the unit with this gift for this unit to spot for. At the beginning of each shooting phase, choose an enemy unit within 12" of this unit. The unit being spotted for treats all ranged weapons as twin-linked against the chosen enemy until the end of the phase.

Spell Familiar: Models with a Spell Familiar may reroll failed psychic tests. The Spell Familiar is always assumed to be on the same base as its master, but may be modelled separately if you desire. A separately modeled Spell Familiar has no effect on the game and if it would be in the way move it aside.

Storm Shield: A model with a storm shield gains a 3+ invulnerable save, but may never gain an extra attack from having more than one close combat weapon.

Vox-Caster: A unit with a Vox-Caster may reroll the die when determining its leadership due to the [Uncertain Worth](#) rule.

Vox Screech: When a unit containing one or more models with this gift declares a charge, all charged enemies must make a leadership test at -1. If they fail they may not fire overwatch this turn and their Initiative is reduced to 1 in the following Fight sub-phase.

Teleportarium: A unit containing at least one model with this equipment gains the Deep Strike rule.

Steeds:

Only Infantry models without [Terminator Armour](#) may choose daemoniac steeds, and a model may only take a daemoniac steed if it also has the proper [Daemoniac Alignment](#).

Disc of Tzeentch: The model receives +1 Attack and becomes unit type Jetbike.

Juggernaut of Khorne: The model receives +1 Toughness, +1 Wound, +1 Attack and becomes unit type Cavalry.

Palanquin of Nurgle: The model receives +2 Wounds, +1 Attack and gains the Very Bulky special rule.

Steed of Slaanesh: The model receives +1 Attack and +3" to Run moves which does not stack with the [Daemon of Slaanesh](#) rule. Additionally the model gains the Acute Senses and Outflank special rules and becomes unit type Cavalry.

Devotions:

Whenever a devotion refers to models in the same detachment, this does not extend to models unless they are part of all the detachments the model with this rule is a part of, for instance, Master of the Horde would provide no benefit to a model in a different [] formation that is part of the same [Black Crusade](#) Detachment.

Bloody Handed Reaver: Any unit containing a model with this rule and all [Disciple Squads](#) in the same detachment as a model containing this rule replace all Autoguns with Hotshot Lasguns and all Autopistols with Hotshot Laspistols. Units of [Disciple Squads](#) may elect not to do so, and if they do they change battlefield role to [Troops](#).

Arch-Heretic Revolutionary: A model with this rule gains the [Beseech the Dark Gods](#), Crusader, and Zealot rules.

Master of the Horde: The first time each Troop Infantry Unit in a detachment containing a model with this rule is destroyed or flees the board roll a D6. On a 5+, place a unit identical to how that unit started the game into ongoing reserves, but not including any attached characters or transports.

Mutant Overlord: A model with this rule grants its unit an additional two [Gift of Mutation](#) (rolled for for the unit before any individual rolls) and the [Rampant Mutations](#) rule.

Armour

Carapace Armour: A model with Carapace Armour gains a 4+ armour save.

Flak Armour: A model with Flak Armour gains a 5+ armour save.

Fleshmetal and Daemon Armour: A model with Fleshmetal or Daemon Armour gains a 2+ armour save.

Improvised Armour: A model with Improvised Armour gains a 6+ armour save.

Power Armour: A model with Power Armour gains a 3+ Armour Save.

Terminator Armour: A model with Terminator Armour gains a 2+ armour save, a 5+ invulnerable save, and the Relentless, Deep Strike, and Bulky special rules. Models in Terminator Armour cannot perform a Sweeping Advance.

Vehicle Equipment

Found in the BRB: Combi-weapons, Dozer blade, Extra armour, Searchlight, Smoke Launchers

Assault Modifications: The vehicle counts as open-topped.

Combi-Bolter, see Ranged Weapons

Daemonic Possession: The vehicle gains the Daemon special rule. It may also be upgraded to be a [daemon of a specific god](#) at the cost given in the unit entry.

Destroyer Blades: Any unit that is Tank Shocked by a vehicle with destroyer blades takes D6 Strength 5 AP- hits. If the unit chose to make a Death or Glory attack, it instead takes 2D6 Strength 5 AP- hits.

Dirge Caster: Enemy units within 6" of a vehicle with a Dirge Caster cannot fire overwatch.

Frag Assault Launchers: Any unit disembarking from this vehicle this turn counts as being equipped with assault grenades until the end of the turn.

Fuel Relay: A template weapon with this rule has counts as having the Torrent rule.

Havoc Launcher: The vehicle has a pintle mounted Havoc Launcher with the following profile: S: 5, AP; 5, Range 48", Heavy 1 Blast Twin-linked

Lasgun Array: A lasgun array consists of three lasguns that are mounted on a transport. They may only be fired by embarked models instead of using a fire point and use the vehicle's Ballistic Skill. They may be fired at this Ballistic Skill no matter how far this model has moved but may only fire Snap Shots if the vehicle has suffered a Crew Stunned or Crew Shaken result. An array may shoot at a different target from the vehicle but all lasguns in the same array must shoot at the same target. Ignore these for the purpose of Weapon Destroyed results.

Lasher Tendrils: For each set of lasher tendrils on a vehicle, models in base contact reduce their attacks characteristic by 1, to a minimum of 1. These effects are cumulative.

Magma Cutters: If a model with Magma Cutters hits with at least one Attack in the Fight sub-phase, it may make an additional Attack with one of its magma cutters against one of the models it hit. If it hit with all of its Attacks, it instead makes an additional attack for each magma cutter it has against one of the models it hit. These Attacks hit automatically and are resolved at Initiative 1 with the following profile:

S: 8, AP: 1, Range: Melee, Armourbane

Mutated Hull: Increase the armour values of each facing on the vehicle by 1, this cannot increase any armour value above 14. If given to a model that already has AV 14 on all sides, instead that model gains +1 Hull Point.

Parasitic Possession: The vehicle's Ballistic Skill is reduced to 3 if it was higher before. It ignores effects of Crew Shaken and Crew Stunned results on a roll of a 2+. Embarked units are still affected by these results. Roll a D6 each time a unit embarks on a vehicle with the Parasitic Possession upgrade (including rolling at the start of your first turn if a unit begins the game embarked upon such a vehicle). On a roll of a 1 the Parasite devours a randomly chosen non character model in the unit - remove that model as a casualty with no saves of any kind allowed. The vehicle then recovers a Hull Point lost earlier in the battle.

Paralytic Emanations: Enemy models within 6" treat all terrain as difficult terrain.

Siege Claw: S:User, AP: 2, Range: Melee, Shred, Burning Siege

Burning Siege: A model with a weapon with this rule gains the Smash rule. In addition, whenever this model deals a Penetrating hit to a building or a transport with a Smash attack, they immediately deal D6 hits with every template weapon they have built into a weapon with this rule on every unit within the target.

Siege Shield: A vehicle equipped with a siege shield automatically passes dangerous terrain tests.

Warpflame Gargoyles: All ranged weapons on a vehicle with Warpflame Gargoyles gain the Soul Blaze and Blind special rules.

Relics

Banner of Vengeance: Undivided Icon. Counts as a [Chaos Icon](#). All friendly models with the Chaos faction in units within 12" of the bearer of the Banner of Vengeance gain +1 attack. Any model in a unit bearing the Banner of Vengeance also gains Fearless and Preferred Enemy: Armies of the Imperium. Cannot be carried by a [Chaos Lord](#), [Sorcerer Lord](#), or [Daemon Prince](#).

Black Mace: S: User, AP: 4, Range: Melee, [Daemon Weapon](#), Cursed, Fleshbane

Cursed: If a model suffers an unsaved Wound from the Black Mace it must immediately take a Toughness test. If the test is failed, remove the model as a casualty with no saves of any kind allowed. In addition, at the end of a phase in which the Black Mace causes one or more unsaved Wounds, all non-vehicle models within 3" of the bearer, which haven't suffered an unsaved Wound from the Black Mace this phase and are from the same army or armies as the models who have been dealt unsaved wounds, must take a Toughness test. Any models that fail the test suffer a Wound with no saves of any kind allowed.

Dimensional Key: At the beginning of each of your turns, even the first, before rolling for reserves you may choose a single unit you have in reserves with the Daemon special rule to deepstrike onto the board within 12" of the bearer of the Dimensional Key. That unit may do so even if it did not have the deep strike special rule and will not scatter.

Dreadplate: Counts as [Terminator Armour](#) that also grants Objective Secured to the wearer. If the Wearer is your Warlord and you choose to generate a Warlord Trait from this book, instead you may select any of those Warlord traits instead of rolling for one at random. A model in Dreadplate loses access to the [Close Combat Weapons](#), [Special Weapons](#), [Heavy Weapons](#), [Special Issue Wargear](#), and [Steeds](#) lists if they had access to them to begin with. Additionally they exchange all weapons and frag and krak grenades for a power weapon and a [Combi-Bolter](#) and further gain access to the [Terminator Weapons](#) list in addition to other lists they have access to.

Kai Gun: S: 6, AP: 3, Range 30", Assault 1, [Daemongun](#), Rending

Rivener: S: X, AP: 2, Range 12", Pistol, [Daemongun](#), Fleshbane, [Rad Contamination](#)

[Tzeentch Aligned](#) Only

Bedlam Staff: S: +2, AP: 4, Range: Melee, [Daemon Weapon](#), Force, Warp Syphon, Concussive, Strike down, Blind

Warp Syphon: Whenever the wielder kills a psyker with this weapon, at the beginning of your next psychic phase, you get a number of bonus warp charges equal to the slain psyker's maximum Wounds characteristic.

[Khorne Aligned](#) Only

Bloodfeeder: S: +1, AP: 2, Range: Melee, [Daemon Weapon](#), Bloodbath

Bloodbath: the user rolls 2 dice for this weapon's Daemon Weapon rule and if either die rolls a 1 the character gains no bonus attacks and takes only a single wound as described in the Daemon Weapon rule.

[Nurgle Aligned](#) Only

Manreaper: S:+1, AP: 2, Range: Melee, [Daemon Weapon](#), Poisoned (4+), Unwieldy, Reaper

Reaper: Each to wound roll of a 6 does an additional wound that must be saved separately. This rule does not work if fighting a single enemy model.

[Slaanesh Aligned](#) Only

Blissgiver: S: User, AP: 3, Range: Melee, [Daemon Weapon](#), Lethal Strike

Lethal Strike: Against non-vehicle targets each to hit roll of a 6 wounds automatically and causes Instant Death regardless of the target's Toughness.

Wargear The number indicates the price per model of the upgrade. Where two prices are listed, the second is the price for multiwound models. When two prices are listed for Vehicle equipment the first price is for models with a base point cost (all points before items from this list) of 125 points or lower and the second is for all vehicles with a greater base point cost.

<p>Close Combat Weapons Models may exchange any weapon for one of:</p> <p>Chainaxe 3/8 Daemonblade 7/12 Eviscerator 20/25 Lightning Claw 15 -Pair replacing two weapons 18/20 Meltabombs* 5 Plague Knife N 2/5 Plasma Pistol 10/15 Powerfist 20/25 Power Weapon 10/15 Warp Pistol 10</p> <p>Special Weapons Models may exchange a single ranged weapon for:</p> <p>Bolter 1 Combi-Bolter 2/3 Combi-Flamer,-Melta,-Plasma 5 Warpgun 10/20 Flamer 5 Meltagun 10 Plasma Gun 15</p> <p>Heavy Weapons Models may exchange a single ranged weapon for:</p> <p>Autocannon 10 Daemoncannon 40 Heavy Bolter 5 Lascannon 20 Missile Launcher 10 Flakk 10 Multi-melta 15</p>	<p>Gifts Models may take any of:</p> <p>Aura of Dark Glory 10/15 Bionics 10 Combat Familiar 15 Gift of Mutation 10 Ichor Blood 5/10 Spell Familiar 10/15</p> <p>Special Issue Wargear Models may take any of:</p> <p>Personal Icon 10 Sigil of Corruption 25</p> <p>Devotions Bloody Handed Reaver 40 Arch-Heretic Revolutionary 25 Master of the Horde 50 Mutant Overlord 35</p>	<p>Vehicle Equipment Models may take any of:</p> <p>Assault modifications^ 15/45 Daemonic Possession 15/30 Destroyer Blades 15 Dozer Blade 5 Dirge Caster 10 Extra Armour 10 Mutated Hull^ 20/40 Pintle Combi-Bolter or Heavy Stubber^ 5 Pintle Havoc Launcher^ 12 Parasitic Possession 15 Paralytic Emanations 10 Searchlight 1 Warpflame Gargoyles 10</p> <p>Relics Only one of each of the following may be included in a single army. Models may exchange any one weapon for one of:</p> <p>Marks of Chaos Mark of Tzeentch 20 Mark of Khorne 15 Mark of Nurgle 15 Mark of Slaanesh 15</p> <p>Heretek Wargear Models may take any of:</p> <p>Mechatendrils 30 Servo-arm 10 Signum 5 Baleful Eye 10 Teleportarium 40</p> <p>Attendants Models may take up to three of the following and may take the same selection more than once.</p> <p>0-3 Servitor Varies 0-3 Bodyguard Varies 0-1 Thrall Psyker Varies (not by a unit devoted to Khorne)</p>
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*These may be taken in addition to weapons rather than replacing them. Only one item marked with a # can be taken per model. Items marked with a T may only be taken by models [aligned](#) with Tzeentch, likewise K with Khorne, N with nurgle and S with Slaanesh.

^These may not be taken by Decimators.

Items marked with a P may not be taken by a [Daemon Prince](#).

HQ

[Demagogue Command Squad](#)

[Heretek Magos](#)

[Rogue Psyker](#)

[Chaos Assassin](#)

Wargear

[Servitor](#)

[Bodyguard](#)

[Thrall Psyker](#)

Troops

[Chaos Renegades](#)

[Mutants](#)

Elites

[Disciple Squad](#)

[Heretek Adepts](#)

[Chaos Cultists](#)

[Death Cult Assassins](#)

Giant Chaos Spawn

Renegade Ogryns

Fast Attack

[Renegade Chimera](#)

[Renegade Hellhound Squadron](#)

Renegade Light Walker Squadron

Renegade Salamander Squadron

Renegade Arvus Lighter Squadron

Renegade Valkyrie Squadron

[Chaos Furies](#)

Heavy Support

[Daemonfiend](#)

[Decimator](#)

[Hellcrawler](#)

[Renegade Battle Tank Squadron](#)

Renegade Rapier Weapons Battery*

Heretek Battle Servitors

Renegade Artillery Battery

Renegade Hydra Battery

Renegade Ordnance Battery

Renegade Support Team

Lord of War

[LORD OF WAR](#)

Renegade Macharius
Renegade Malcador
Renegade Minotaur
Renegade Baneblade

Fortification

[FORTIFICATION](#)

Detachments and Formations

[THING](#)

[HQ](#): Demagogue Command Squad

Demagogue Command Squad_____40 Points	WS	BS	S	T	W	I	A	Ld	Sv
Disciple	3	4	3	3	1	3	1	D6+4	5+
Disciple Weapons Team	3	4	3	3	2	3	2	D6+4	5+
Arch-Demagogue (Character)	4	4	3	3	3	3	3	D6+6	5+

Unit Composition: 4 Disciples and 1 Arch-Demagogue (Infantry)

Wargear:

[Flak Armour](#)

Autopistol

Close Combat Weapon

Frag Grenades

Special Rules:

[Uncertain Worth](#)

[Demagogue](#) (Arch-Demagogue only)

Bulky (Renegade Weapons Team only)

Options:

Up to 5 more Disciples may be included at +5 points per model.

Any model may exchange its Autopistol for an Autogun or Shotgun for free.

Two models may be exchanged for a Disciple Weapons Team armed with a selection from the [Heavy Weapons](#) list.

Up to three other models may take a selection from the [Special Weapons](#) list.

Another model may take a [Command Net Vox](#) for +5 points

Another model in the unit can be upgraded to have one from:

-[Icon of Flame](#) 15 Pts

-[Icon of Wrath](#) 15 pts

-[Icon of Despair](#) 15 pts

-[Icon of Excess](#) 15 pts

-[Icon of Chaos Undivided](#) 15 pts

The Arch-Demagogues

-may exchange an Autopistol for a Bolter at +1 points or a Bolt pistol for +1 point.

-may take options from the [Close Combat Weapons](#), [Gifts](#), [Relics](#), [Devotions](#), and [Attendants](#) lists.

-may take [Carapace Armour](#) for +2 points.

-may take Melta bombs for +5 points

The unit may take one from:

-[Covenant of Tzeentch](#) for +15 points

-[Covenant of Khorne](#) for +15 points

-[Covenant of Nurgle](#) for +15 points

-[Covenant of Slaanesh](#) for +15 points

If the unit numbers 12 or fewer they may take a Renegade Chimera as a dedicated transport.

[HQ](#): Heretek Magos

Heretek Magos _____ 65 Points	WS	BS	S	T	W	I	A	Ld	Sv
Heretek Magos	4	5	4	4	3	3	2	9	2+

Unit Composition: 1 Heretek Magos (Infantry, Character)

Wargear:

[Fleshmetal](#)

Power Axe

[Warp Pistol](#) with [Malefic Ammunition](#)

[Reaper Autocannon](#) with [Malefic Ammunition](#)

Special Rules:

Feel No Pain (5+)

[Bionics](#) (already included)

Relentless

[Master of Mechanisms](#)

Independent Character

Options:

May select from the [Attendants](#), [Close Combat Weapons](#), [Special Weapons](#), [Gifts](#), [Relics](#), and/or [Heretek Wargear](#) lists.

May exchange [Reaper Autocannon](#) and its [Malefic Ammunition](#) with a [Haywire Array](#) for +10 points.

May take one Covenant of Chaos:

-[Covenant of Tzeentch](#) for +15 points

-[Covenant of Khorne](#) for +15 points

-[Covenant of Nurgle](#) for +15 points

-[Covenant of Slaanesh](#) for +15 points

[HQ](#): Rogue Psyker

Rogue Psyker _____ 45 Points	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	3	4	3	3	2	3	2	D6+5	6+

Unit Composition: 1 Rogue Psyker (Infantry, Character)

Wargear:

[Improvised Armour](#)

Force Weapon

Autopistol

Special Rules:

[Uncertain Worth](#)

[Psyker](#) (ML 1)

Independent Character

Madness

Options:

May select from the [Attendants](#), [Close Combat Weapons](#), [Special Weapons](#), [Gifts](#), and/or [Relics](#) lists.

May take an additional Mastery Level at +25 points.

May take Flak Armour at +5 points or Carapace Armour at +10 points

May take one Covenant of Chaos:

-[Covenant of Tzeentch](#) for +15 points

-[Covenant of Nurgle](#) for +15 points

-[Covenant of Slaanesh](#) for +15 points

[HQ](#): Chaos Assassin

Chaos Assassin _____ 100 Points	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Assassin	8	8	4	4	3	7	4	10	-

Unit Composition: 1 Chaos Assassin (Infantry, Character)

Wargear:

[Sigil of Corruption](#)

Bolt Pistol

Poisoned (4+) close combat weapon

Frag Grenades

Krak Grenades

Special Rules:

[Independent Operative](#)

[No Escape](#)

Fearless

Infiltrate

Deep Strike

Fear

Move Through Cover

Stealth

[Murder](#)

Options:

May select from the [Close Combat Weapons](#), [Special Weapons](#), and/or [Gifts](#) lists.

May take one of:

Aberration: Gains [Psychic Aberration](#) and Preferred Enemy (Psykers) 35 pts

Tech-Assassin: Gains Feel No Pain, [Fleshmetal](#), and [Malefic Ammunition](#) for all weaponry 45 pts

Death Oath: Gains [Possession](#), Furious Charge, Rage, Rampage, and Hatred for 40 pts

Manipulator: Gains Precision Strikes and Shots, [Disruptor](#), and access to [Heavy Weapons](#) 35 pts

May take one of:

-[Mark of Tzeentch](#) 15 points

-[Mark of Khorne](#) 12 points

-[Mark of Nurgle](#) 20 points

-[Mark of Slaanesh](#) 5 points

[WARGEAR MODEL](#): Servitor

Servitor _____ 10 Points _____	WS	BS	S	T	W	I	A	Ld	Sv
Servitor	3	3	3	3	1	3	1	8	4+

Unit Composition: 1 Servitor (Infantry)

Wargear:

[Carapace Armour](#)

[Servo-arm](#)

Special Rules:

[Attendant](#)

[Mindlock](#)

Options:

A Servitor may replace its [Servo-arm](#) with one of the following

[Daemonblade](#) for free

Multi-melta for free

Heavy Bolter with [Malefic Ammunition](#) for +5 points

Plasma-cannon for +10 points

[Haywire Array](#) for +15 points

[Daemoncannon](#) for +20 points

WARGEAR MODEL: Bodyguard

Bodyguard_____6 Points	WS	BS	S	T	W	I	A	Ld	Sv
Bodyguard	3	3	3	3	1	3	1	D6+4	5+

Unit Composition: 1 Bodyguard (Infantry, Character)

Wargear:

[Flak Armour](#)

Autopistol

Close Combat Weapon

Special Rules:

[Attendant](#)

[Expendable](#)

[Sacrifice](#)

[Uncertain Worth](#)

Options:

A Bodyguard may select from the [Close Combat Weapons](#) list and/or may select the Combi-bolter, -flamer, -melta, or -plasma upgrade from the [Special Weapons](#) list.

A Bodyguard may take [Carapace Armour](#) for +3 points or [Power Armour](#) for +6 points.

A Bodyguard may take a [Stormshield](#) for +20 points.

WARGEAR MODEL: Thrall Psyker

Thrall Psyker _____ 28 Points	WS	BS	S	T	W	I	A	Ld	Sv
Thrall Psyker	2	3	3	3	1	3	1	D6+4	5+

Unit Composition: 1 Thrall Psyker (Infantry, Character)

Wargear:

[Improvised Armour](#)

Autopistol

Close combat weapon

Special Rules:

[Attendant](#)

[Uncertain Worth](#)

[Psyker](#) (ML 1)

[Warp Conduit](#)

Options:

May exchange Autopistol or Close combat weapon for a Force Weapon for +10 points.

May take [Flak Armour](#) for +4 points

WARGEAR MODEL: Enforcer

Enforcer_____25 Points	WS	BS	S	T	W	I	A	Ld	Sv
Enforcer	4	4	3	3	2	3	3	D6+5	5+

Unit Composition: 1 Enforcer (Infantry, Character)

Wargear:

[Flak Armour](#)

Autopistol

Close Combat Weapon

Special Rules:

[Expendable](#)

[Uncertain Worth](#)

[Baleful Judge](#)

Options:

May select from the [Close Combat Weapons](#) list and/or may select the Combi-bolter, -flamer, -melta, or -plasma upgrade from the [Special Weapons](#) list.

May exchange Autopistol for Autogun for free.

May take [Carapace Armour](#) for +4 points.

Up to one Enforcer may be taken for each [Demagogue Command Squad](#), Chaos Renegades, or Disciples unit in your army. It becomes a part of that unit and gains the benefit of any Covenants they may have.

TROOPS: Chaos Renegades

Chaos Renegades_____30 Points	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Renegade	2	2	3	3	1	3	1	D6+3	6+
Renegade Weapons Team	2	2	3	3	2	3	2	D6+3	6+
Renegade Champion (Character)	3	3	3	3	1	3	2	D6+4	6+

Unit Composition: 10 Chaos Renegades (Infantry)

Wargear:

[Improvised Armour](#)

Autopistol

Close Combat Weapon

Special Rules:

[Uncertain Worth](#)

[Expendable](#)

Bulky (Renegade Weapons Team only)

Options:

Up to 40 additional Chaos Renegades may be added at +3 pts each

Any model may exchange its Autopistol for an Autogun for free.

For every full 10 models in the unit two models may be exchanged for a Renegade Weapons Team armed with a selection from the [Heavy Weapons](#) list.

For every full five models in the unit one model may take one of

-A selection from the [Special Weapons](#) list.

-A [Vox-Caster](#) for +5 points (only one per unit)

Another model in the unit can be upgraded to have one from:

-[Icon of Flame](#) 15 Pts

-[Icon of Wrath](#) 15 pts

-[Icon of Despair](#) 15 pts

-[Icon of Excess](#) 15 pts

-[Icon of Chaos Undivided](#) 20 pts

Another model may be upgraded to a Renegade Champion for +10 points. Furthermore they:

-may exchange an Autopistol for a Shotgun at +2 points or a Bolt pistol for +1 point.

-may exchange a Close Combat Weapon for a Power Weapon for +10 pts or an Eviscerator for +20 pts

-may take [Carapace Armour](#) for +3 points.

-may take Melta bombs for +5 points

The unit may take one from:

-[Covenant of Tzeentch](#) for +25 points

-[Covenant of Khorne](#) for +25 points

-[Covenant of Nurgle](#) for +25 points

-[Covenant of Slaanesh](#) for +25 points

The unit may take [Militia Training](#) for +1 point per wound.

The unit may take [Flak Armour](#) at +1 point per wound..

If the unit numbers 12 or fewer they may take a Renegade Chimera as a dedicated transport.

TROOPS: Mutants

Mutants_____30 Points	WS	BS	S	T	W	I	A	Ld	Sv
Mutant	2	2	3	3	1	3	1	D6+2	-
Mutant Champion (Character)	3	2	3	3	1	3	2	D6+3	-

Unit Composition: 10 Mutants (Infantry)

Wargear:

Autopistol

Close Combat Weapon

Special Rules:

[Uncertain Worth](#)

[Expendable](#)

[Gift of Mutation](#) (rolled for the unit)

Fear

Options:

Up to 40 additional Mutants may be added at +3 pts each

Any model may exchange its Autopistol for an Autogun for free.

Another model in the unit can be upgraded to have one from:

-[Icon of Flame](#) 15 Pts

-[Icon of Wrath](#) 15 pts

-[Icon of Despair](#) 15 pts

-[Icon of Excess](#) 15 pts

-[Icon of Chaos Undivided](#) 20 pts

Another model may be upgraded to a Mutant Champion for +10 points. Furthermore they:

-may exchange a Close Combat Weapon for a Power Weapon for +10 pts or an Eviscerator for +20 pts

-may take Melta bombs for +5 points

The unit may take one from:

-[Covenant of Tzeentch](#) for +25 points

-[Covenant of Khorne](#) for +25 points

-[Covenant of Nurgle](#) for +25 points

-[Covenant of Slaanesh](#) for +25 points

The unit may take [Improvised Armour](#) for +1 point per model.

ELITES: Disciple Squad

Disciples_____50 Points	WS	BS	S	T	W	I	A	Ld	Sv
Disciple	3	4	3	3	1	3	1	D6+4	5+
Disciple Weapons Team	3	4	3	3	2	3	2	D6+4	5+
Fanatic (Character)	3	4	3	3	1	3	2	D6+5	5+

Unit Composition: 10 Disciples (Infantry)

Wargear:

[Flak Armour](#)

Autopistol

Close Combat Weapon

Frag Grenades

Special Rules:

[Uncertain Worth](#)

Bulky (Renegade Weapons Team only)

Options:

Any model may exchange its Autopistol for an Autogun or Shotgun for free.

Two models may be exchanged for a Disciple Weapons Team armed with a selection from the [Heavy Weapons](#) list.

Up to three other models may take a selection from the [Special Weapons](#) list.

Another model may take a [Command Net Vox](#) for +5 points

Another model in the unit can be upgraded to have one from:

-[Icon of Flame](#) 15 Pts

-[Icon of Wrath](#) 15 pts

-[Icon of Despair](#) 15 pts

-[Icon of Excess](#) 15 pts

-[Icon of Chaos Undivided](#) 20 pts

Another model may be upgraded to a Fanatic for +10 points. Furthermore they:

-may exchange an Autopistol for a Bolter at +1 points or a Bolt pistol for +1 point.

-may take options from the [Close Combat Weapons](#) list.

-may take [Carapace Armour](#) for +2 points.

-may take Melta bombs for +5 points

The unit may take one from:

-[Covenant of Tzeentch](#) for +15 points

-[Covenant of Khorne](#) for +15 points

-[Covenant of Nurgle](#) for +15 points

-[Covenant of Slaanesh](#) for +15 points

They may take a Renegade Chimera as a dedicated transport.

ELITES: Heretek Adepts

Adepts_____ 45 Points	WS	BS	S	T	W	I	A	Ld	Sv
Adepts	3	4	3	3	1	3	1	8	4+
Heretek (Character)	3	4	3	3	2	3	2	8	4+

Unit Composition: 5 Adepts (Infantry)

Wargear:

[Carapace Armour](#)

Bolter with [Malefic Ammunition](#) (Adepts Only)

Frag Grenade

Bolt Pistol with [Malefic Ammunition](#) (Heretek Only)

Close Combat Weapon (Heretek Only)

Special Rules:

[Bionics](#)

Relentless

[Master of Mechanisms](#) (Heretek Only)

Options:

up to 5 additional Adepts may be added at 9 points each.

All models may take krak grenades for +1 points per model.

Any Adept in the unit can be upgraded to have one from:

-[Icon of Flame](#) 20 Pts

-[Icon of Wrath](#) 15 pts

-[Icon of Despair](#) 15 pts

-[Icon of Excess](#) 25 pts

-[Icon of Chaos Undivided](#) 15

The unit may take one Covenant of Chaos:

-[Covenant of Tzeentch](#) for +15 points

-[Covenant of Khorne](#) for +15 points

-[Covenant of Nurgle](#) for +15 points

-[Covenant of Slaanesh](#) for +15 points

One adept may be upgraded to a Heretek for 30 points.

-The Heretek may select from the [Close Combat Weapons](#), [Gifts](#), and/or [Heretek Wargear](#) lists.

-Additionally, the Heretek may take up to 3 [Servitors](#) at their normal cost.

If the unit numbers 12 or fewer they may take a Renegade Chimera as a dedicated transport.

ELITES: Chaos Cultists

Chaos Cultists_____40 Points	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultist	3	3	3	3	1	3	1	7	6+
Cultist Champion (Character)	3	3	3	3	1	3	2	8	6+

Unit Composition: 10 Chaos Cultists (Infantry)

Wargear:

[Improvised Armour](#)

Autopistol

CCW

Special Rules:

[Expendable](#)

Options:

up to 25 additional Chaos Cultists may be added at +4 pts each

Any Chaos Cultist replace their Autopistol with an Autogun for +1 point each.

The unit may take Frag Grenades for +1 point each.

For every full 10 models in the unit up to one model may replace an Autopistol for a Heavy Stubber at +5 pts or a Flamer at +5 points.

One model in the unit can be upgraded to have one from:

-[Icon of Flame](#) 20 Pts

-[Icon of Wrath](#) 20 pts

-[Icon of Despair](#) 20 pts

-[Icon of Excess](#) 20 pts

-[Icon of Chaos Undivided](#) 20 pts

Another model may be upgraded to a Cultist Champion for +10 points.

-The Cultist Champion may exchange an Autopistol for a Shotgun at +2 points and/or may exchange a Close Combat Weapon for a Power Weapon for 10 points or for an Eviscerator at +20 points.

The unit may take one from:

-[Mark of Tzeentch](#) 2 pts per model

-[Mark of Khorne](#) 2pts per model

-[Mark of Nurgle](#) 2pts per model

-[Mark of Slaanesh](#) 2pts per model

The unit may take one from:

-[Covenant of Tzeentch](#) for +25 points

-[Covenant of Khorne](#) for +25 points

-[Covenant of Nurgle](#) for +25 points

-[Covenant of Slaanesh](#) for +25 points

The unit may take of the following options

-Assassins: Infiltrate and Furious Charge at 25 points

-Saboteurs: Infiltrate and Krak Grenades at 30 points

-Scouts: Scout, Infiltrate, and Move through Cover at 25 points

If the unit numbers 12 or fewer they may take a Renegade Chimera as a dedicated transport.

ELITES: Death Cult Assassins

Death Cult Assassins_____45 Points	WS	BS	S	T	W	I	A	Ld	Sv
Assassin	5	3	4	3	1	6	2	8	5+
Master of Death (Character)	6	3	4	3	2	6	3	9	5+

Unit Composition: 3 Assassins (Infantry)

Wargear:

[Flak Armour](#)

Two Power Weapons of the same type (per model not per unit)

[Aura of Dark Glory](#)

Special Rules:

Fearless

Options:

up to 7 additional Assassins may be added at +15 pts each.

The unit may take Frag Grenades for +1 point each.

One model in the unit can be upgraded to have one from:

-[Icon of Flame](#) 20 Pts

-[Icon of Wrath](#) 20 pts

-[Icon of Despair](#) 15 pts

-[Icon of Excess](#) 25 pts

-[Icon of Chaos Undivided](#) 15 pts

Another model may be upgraded to a Master of Death for +25 points.

-The Master of Death may take items from the [Close Combat Weapons](#) and [Gifts](#) lists.

The unit may take one from:

-[Covenant of Tzeentch](#) for +15 points

-[Covenant of Khorne](#) for +20 points

-[Covenant of Nurgle](#) for +15 points

-[Covenant of Slaanesh](#) for +20 points

[FAST ATTACK](#): Renegade Chimera

Renegade Chimera _____ 55 Points	BS	Armour			HP
		Front	Side	Rear	
Renegade Chimera	2	12	10	10	3

Unit Composition: 1 Renegade Chimera (Tank, Transport)

Wargear:

Turret mounted Multi-Laser

Hull mounted Heavy Bolter

Two [Lasgun Arrays](#) (one on either side at the rear)

Searchlight

Smoke Launchers

Special Rules:

[Amphibious](#)

Transport:

Transport Capacity: 12 models

Fire Points: two models can fire from the Renegade Chimera's top hatch.

Access Points: 1 at the rear

Options:

May purchase upgrades from the [Vehicle Equipment](#) list.

May replace Multi-Laser with

-Heavy Flamer for free

-Heavy Bolter for free

-Autocannon for +5 points

May replace its Heavy Bolter with a Heavy Flamer for free.

May purchase [Militia Training](#) for 10 points.

If the model takes the [Daemonic Possession](#) upgrade it may further take one [Daemonic Alignment](#):

-[Daemon of Tzeentch](#) for 10 points

-[Daemon of Khorne](#) for 5 pts

-[Daemon of Nurgle](#) for 15 points

-[Daemon of Slaanesh](#) for 10 points

[FAST ATTACK](#): Renegade Hellhound Squadron

Renegade Hellhound _____ 115 Points	BS	Armour			HP
		Front	Side	Rear	
Renegade HellHound	2	12	12	10	3

Unit Composition: 1 Renegade Hellhound (Tank, Fast)

Wargear:

Turret mounted Inferno Cannon

Hull mounted Heavy Bolter

Options:

May take up to two more Renegade Hellhounds for +115 points each.

Any model may replace its Inferno Cannon with a

-Chem Cannon +5pts per model

-Melta Cannon +10pts per model

Any model may purchase upgrades from the [Vehicle Equipment](#) list.

Any model may take

-Searchlights +1 points per model

-Smoke Launchers +3 points per model

May replace its Heavy Bolter with a Heavy Flamer for free.

Any model may purchase [Militia Training](#) for 10 points.

If any model takes the [Daemonic Possession](#) upgrade it may further take one [Daemonic Alignment](#):

-[Daemon of Tzeentch](#) for 10 points

-[Daemon of Khorne](#) for 5 pts

-[Daemon of Nurgle](#) for 15 points

-[Daemon of Slaanesh](#) for 10 points

[FAST ATTACK](#): Chaos Furies

Chaos Furies_____35 Points	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Fury	3	0	4	3	1	4	1	2	-

Unit Composition: 5 Chaos Furies (Jump Infantry)

Special Rules:

Daemon

Fearless

[Warp Legacy](#)([Heralds of the Dark Gods](#))

Deep Strike

Options:

up to 15 additional Chaos Furies may be added at +6 pts each

The unit may take [Soulbonded Targeters](#) for +20 points.

HEAVY SUPPORT: Daemonfiend

Daemonfiend _____ 80 Points	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Daemonfiend	3	3	6	12	12	10	3	4	3

Unit Composition: 1 Daemonfiend (Walker)

Wargear:

Two Power Fists

[Daemonic Possession](#)

Special Rules:

[Daemonforge](#)

Fleet

It Will Not Die

Options:

May purchase upgrades from the [Vehicle Equipment](#) list.

May purchase the [Warp Legacy](#) ability for 15 pts

May purchase the [Siege Crawler](#) ability for 15 pts.

May purchase any of

+1 WS for +20 points

+1 BS for +20 points

+1 Initiative for +15 points.

May take one of

-[Hades Autocannon](#) for +25 points.

-[Ectoplasma Cannon](#) for +25 points.

-[Baleflamer](#) for +25 pts.

May take up to two from the following

-[Magma Cutters](#) at +5 points each

-Sets of [Lasher Tendrils](#) at +5 points each.

May replace any number of power fists with

-[Hades Autocannons](#) for +20 pts each.

-[Ectoplasma Cannons](#) for +20 pts each.

May take one [Daemonic Alignment](#):

-[Daemon of Tzeentch](#) for 20 points

-[Daemon of Khorne](#) for 5 pts

-[Daemon of Nurgle](#) for 20 points

-[Daemon of Slaanesh](#) for 15 points

HEAVY SUPPORT: Decimator

Decimator _____ 195 Points	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Decimator	3	3	8	13	12	11	3	5	3

Unit Composition: 1 Decimator (Walker)

Wargear:

Two [Siege Claws](#) with Built in Heavy Flamers

[Daemonic Possession](#)

[Parasitic Possession](#)

Special Rules:

[Unholy Vigor](#)

Deep Strike

Options:

May purchase upgrades from the [Vehicle Equipment](#).

May purchase the [Warp Legacy](#) ability for 15 pts

May exchange any number of [Siege Claws](#) (and any inbuilt weapons) for one or more of the following, losing one attack per replaced weapon.

-[Soulburner Petard](#) at +15 pts each

-[Storm Laser](#) at +15 pts each

-[Butcher Cannon](#) at +20 pts each

-[Heavy Conversion Beamer](#) (only one per model) at +35 pts

May take Smoke Launchers for +3 pts.

May take one [Daemonic Alignment](#):

-[Daemon of Tzeentch](#) for 20 points

-[Daemon of Khorne](#) for 15 pts

-[Daemon of Nurgle](#) for 25 points

-[Daemon of Slaanesh](#) for 35 points

HEAVY SUPPORT: Hellcrawler

Hellcrawler_____85 Points	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Hellcrawler	3	3	6	12	12	10	3	5	4

Unit Composition: 1 Hellcrawler (Walker)

Wargear:

[Reaper Autocannon](#)

Powerfist

[Daemonic Possession](#)

Special Rules:

[Hellcrawler](#)

Options:

May purchase upgrades from the [Vehicle Equipment](#) list.

May take any of

- [Warp Legacy](#) ability for +20 points
- Deep Strike ability for +20 points.
- [Daemonforge](#) ability for +25 points
- It Will Not Die for +20 points
- Fleet for +10 points
- Smoke Launchers and Searchlight for +3 points
- +1 WS for 30 points
- +1 BS for 30 points
- +2 Strength for 5 points

May take one more power fist at +10 points

May take one of:

- Heavy Flamer for +5 points
- [Havoc Launcher](#) for +12 points
- [Power Scourge](#) for +25 points

May replace its [Reaper Autocannon](#) with:

- Power fist for free
- Twin linked Heavy Bolter for free
- [Harvester Cannon](#) for +15 pts
- Twin-linked Lascannon for 20 points

May take one of

- [Baleflamer](#) with [Fuel Relay](#) for +25 pts
- [Warp Gaze](#) for +25 pts
- Battle Cannon for +40 pts

May take one [Daemonic Alignment](#):

- [Daemon of Tzeentch](#) for 20 points
- [Daemon of Khorne](#) for 5 pts
- [Daemon of Nurgle](#) for 20 points
- [Daemon of Slaanesh](#) for 20 points

HEAVY SUPPORT: Renegade Battle Tank Squadron

Renegade Leman Russ _____ 110 Points	BS	Armour			HP
		Front	Side	Rear	
Renegade Leman Russ	2	14	13	10	3
Renegade Leman Russ (Front Lines)	2	14	13	11	3

Unit Composition: 1 Renegade Leman Russ (Tank, Heavy)

Wargear:

Eradicator Nova Cannon

Hull mounted Heavy Bolter

Searchlight

Smoke Launchers

Options:

May purchase up to two additional Leman Russ for 110 points each.

Any model may purchase upgrades from the [Vehicle Equipment](#) list.

Any model may replace Heavy Bolter with

-Heavy Flamer for free

-Lascannon +10 pts per model

Any model may purchase [Militia Training](#) for 10 points.

Any model may take a pair of sponsons armed with

-Heavy Flamers +10 pts per model

-Heavy Bolters +20 pts per model

-Multi-meltas +20 pts per model

-Plasma Cannons +30 pts per model

Any model may upgrade its Eradicator Nova Cannon to one of the following:

-Twin-Linked Lascannon for +10 pts per model

-Exterminator Autocannon for +10 pts per model

-Vanquisher Battle Cannon for +15 pts per model, which may further take a co-axial storm bolter or heavy stubber for an additional +10 pts each

-Battle Cannon for +30 pts per model

Or

-May exchange the Heavy type for the Fast type and exchange the Nova Cannon for a Conqueror cannon and co-axial storm bolter for free

Or may take a Front Line chassis and exchange the Eradicator Nova Cannon for

-Punisher Gatling Cannon for +20 pts per model

-Executioner Plasma Cannon for +35 pts per model

-Demolisher siege cannon for +50 pts per model

If a model takes the [Daemonic Possession](#) upgrade it may further take one [Daemonic Alignment](#),

although no two tanks in the same unit may have different [Daemonic Alignments](#):

-[Daemon of Tzeentch](#) for 10 points

-[Daemon of Khorne](#) for 5 pts

-[Daemon of Nurgle](#) for 15 points

-[Daemon of Slaanesh](#) for 10 points

LORD OF WAR:

FORTIFICATION: Chaos Altar

Chaos Altar _____ 65 Points	BS	Armour			HP
		Front	Side	Rear	
Chaos Altar	2	12	12	12	5

Unit Composition: 1 Chaos Altar (Building)

Terrain Type: Impassable Building with battlements

Wargear:

None

Special Rules:

Open-Topped

Chaos Faction

Altar to the Dark Gods

Fear

Building:

Capacity: None

Access Points: None.

Options:

May take up to 4 Heavy Bolters at +10 points each

May take items from the Obstacles and Battlements & Battlefield lists from *Stronghold Assault*.

Altar to the Dark Gods: Any model with the Chaos Faction that is on the battlements of the Chaos Altar must double the range of all abilities they have except for the range of Weapon Based Shooting Attacks. Additionally, these abilities are measured by treating this Fortification as the model's base. Finally, models with the Chaos Faction within 12" of the Chaos Altar roll an additional die and drop the lowest die for all leadership tests.

Detachments and Formations

All of the following formations may take only units with the Chaos Faction or no faction and unless otherwise specified may only include a Chaos Faction units from a single codex.

Black Crusade Detachment

The Black Crusade Detachment is created from the formations and options below. It must contain at least 1 **Core** and at least 1 **Command** or **Auxiliary** selection. You may not have more than 3 **Command**, more than 3 **Core** or more than 7 **Auxiliary** selections per Black Crusade Detachment. All models in this Detachment gain the *Let The Galaxy Burn* command benefit. Additionally, any model rolling for a Warlord Trait that is part of this detachment may reroll it, but must keep the second result if they choose to do so.

Let The Galaxy Burn: Once per game at the beginning of any phase, you may have all units from this detachment gain the Preferred Enemy(Everything) Rule until end of phase.

All of the following Formations need not be taken as a part of the Black Crusade Detachment except those marked with an *.

Command

[Lords of the Apocalypse](#)

[Sorcerer Coven](#)

[Chosen of the Damned](#)

*Monstrousity (Any Monstrous Creature or Gargantuan Creature with the Chaos Faction)

Core

[Renegade Warband](#)

[Corsair Warband](#)

[Legion Warband](#)

Auxiliary

[Fire Cult](#)

[Blood Cult](#)

[Plague Cult](#)

[Noise Cult](#)

[Desecration Cult](#)

[Forge Cult](#)

[Helcult](#)

[Murder Cult](#)

[Obliteration Cult](#)

[Tank Cult](#)

*War Machine (Any Vehicle with the Chaos Faction and the Walker Subtype)

*[Chaos Recruits](#)

COMMAND: Lords of the Apocalypse

Composition:

0-1 Independent Characters or [HQ](#) selections that are not have no [Daemonic Alignment](#) or [Abaddon](#).

4 Independent Character or [HQ](#) selections that each have a different [Daemonic Alignment](#).

Restrictions:

All units selected must have the Chaos Faction and be single model units that are characters, although they may join units if they could normally do so.

Special Rules:

Heralds of the End Times: Each of the models in this formation gains a Warlord Trait generated normally, although they do not count as your Warlord for any purpose other than the effects of that Warlord Trait.

Dark Omens Indeed: Instead of having the models of this formation deploy as normal, you may instead have them deploy as a single unit, ignoring all rules that would normally prevent them from forming such a unit. If you choose to do so, these models all lose the Independent Character rule if they had it and may not leave the unit for any reason during the game, nor may any other model join this unit. Any Mark of Tzeentch may only be used to reroll dice that are rolled by the bearing model.

COMMAND: Sorcerer Coven

Composition:

3-5 Independent Characters or [HQ](#) selections with the Psyker special rule.

Restrictions:

All units selected must have the Chaos Faction and be single model units that are characters, although they may join units if they could normally do so.

Special Rules:

Warp Network: Models in this formation within 12" of at least one other model in this formation gain a +1 to harness Warp Charges.

Warp Disruption: Enemy Psykers within 12" of one or more models from this formation suffer a -1 penalty to their attempts to harness Warp Charges which cannot reduce them to worse than a 6+.

COMMAND: Chosen of the Damned

Composition:

0-3 Independent Characters with 2 or fewer wounds before any bonuses from Wargear.

2-3 Units of [Chosen](#), [Chaos Terminators](#), or [Possessed](#)

Restrictions:

All units selected must have the Chaos Faction.

Special Rules:

Lieutenants and Enforcers: All models in this formation increase their leadership by 1.

Planned Blow: All units that are kept in reserve containing at least one model from this formation do not roll for arrival as normal. Instead at the beginning of the game you must choose any turn after the first and they will automatically arrive from reserves that turn.

CORE: Renegade Warband

Composition:

- 1 Independent Character or single model [HQ](#) selection
- 0-1 Unit of [Chosen](#), [Chaos Terminators](#), or [Possessed](#)
- 3 Units of [Chaos Space Marines](#)
- 0-1 Units of [Chaos Recruits](#)
- 1 Unit of [Havocs](#)
- 1 Unit of [Chaos Bikers](#) or [Chaos Raptors](#)
- 0-1 Units of [Helbrutes](#), [Daemonfiends](#), or [Hellcrawlers](#)

Restrictions:

All units selected must have the Chaos Faction.

Special Rules:

Deep Seated Hatred: You may use the [Let The Galaxy Burn](#) ability during one more phase than would normally be allowed, only affecting units in this formation.

We Are Returned: Any unit in this detachment with a Chaos Icon gains the Objective Secured special rule.

CORE: Corsair Warband

Composition:

- 1 Independent Character or single model [HQ](#) selection
- 0-1 Unit of [Chosen](#), [Chaos Terminators](#), or [Possessed](#)
- 1-2 Units of [Chaos Space Marines](#)
- 3 Units of [Chaos Bikers](#) or [Chaos Raptors](#)
- 0-1 Units of [Warp Talons](#)

Restrictions:

All units selected must have the Chaos Faction. All models must either begin the game embarked in a transport or have the ability to move 12" or more during the movement phase.

Special Rules:

Lightning Strike: Vehicles in this formation gain the Fast Unit Type and all other models gain the Hit and Run special rule.

Unnatural Darkness: At the beginning of any game turn during which any unit from this formation is on the board or in reserve roll a die. If you roll equal to or greater than the current game turn then the Night Fighting rules are in effect for the remainder of that game turn.

CORE: Legion Warband

Composition:

- 1-3 Independent Character or single model [HQ](#) selections
- 1-2 Units of [Chosen](#), [Chaos Terminators](#), or [Possessed](#)
- 2 Units of [Chaos Space Marines](#)
- 1 Unit of [Chaos Bikers](#) or [Chaos Raptors](#)
- 1 Unit of [Havocs](#)
- 0-2 Units of Walkers, Tanks, Artillery, or Lords of War

Restrictions:

All units selected must have the Chaos Faction.

All non-vehicle units which are able must take at least 10 models and all other units must take maximum unit size.

All models which are able must take the [Veterans of the Long War](#) upgrade.

All vehicle units must take as many models as possible.

All models which are able must take at least one selection from the [Veteran Skills](#) list.

Special Rules:

Veterans of Ten Thousand Years: All models in this formation with the [Veterans of the Long War](#) upgrade gain +1 Ballistic Skill. All vehicle models in the army gain the [Unstoppable](#) rule. Additionally any non vehicle unit may take one more selection from the [Veteran Skills](#) list than it would normally be allowed to take but must pay the normal cost for such upgrades.

Captured without Contest: Any unit from this formation with 10 or more models and any vehicle unit with 3 or more models has Objective Secured.

AUXILIARY: Desecration Cult

Composition:

1 [Dark Apostle](#)1-3 Units of [Chaos Cultists](#)0-1 [Chaos Altar](#)

Restrictions:

All units must have the Chaos Faction.

Special Rules:

Desecrate False Idols: Any unit of Chaos Cultists from this formation within 18" of the Dark Apostle that controls an objective at the end of the turn (after any victory points have been scored for this turn) may attempt to desecrate the objective. Roll a D6 and remove that many models from the Chaos Cultist unit as casualties; if fewer than that many models remain, remove them all and the Desecration fails, otherwise the Objective counts as desecrated for the rest of the game. No more victory points may be scored for holding desecrated objectives, and if the mysterious objectives rule is in effect, desecrated objectives are automatically Sabotaged instead of any other result.

Prepared to Die: All Chaos Cultist units within this formation gain the Zealot special rule.

AUXILIARY: Forge Cult

Composition:

0-1 [Warpsmith](#)0-1 [Dark Apostle](#)

3+ Units of Walkers

0-1 Helldrake

Restrictions:

All units must have the Chaos Faction.

All units in this formation must be of the same [Daemonic Alignment](#) if any.

All Walkers in the formation are combined into a single unit and you may nominate one of them as a Character. This unit must be kept in reserves.

No more than one super-heavy vehicle may be included in this formation.

Special Rules:

Summoned to War: The combined unit of Walkers gains the Deep Strike rule. If the Warpsmith from this formation is still alive and on the board, you may choose whether to pass or fail any reserve roll made for units in this formation. If the Dark Apostle is still alive and on the board units in this formation do not scatter when arriving from deep strike.

Battlemad: The combined unit of Walkers gains the [Crazed](#) rule but may reroll the result (keeping the second roll even if it is worse) as long as they still contain their Character. All models in the combined unit of Walkers also gain the [Daemonic Possession](#) upgrade for free.

AUXILIARY: Helcult

Composition:

1 Unit of [Helbrutes](#), [Daemonfiends](#), or [Hellcrawlers](#)1 Unit of [Chaos Cultists](#)

Restrictions:

All units must have the Chaos Faction.

All units in this formation must be of the same [Daemonic Alignment](#) if any.

The Chaos Cultist unit in this formation may not be joined by Independent Characters.

Special Rules:

Die For Your Lord: Helbrutes, Daemonfiends, and Hellcrawlers in this formation that would receive a cover save from the Chaos Cultist units in this formation get a 3+ cover save, but every successful such save results in the closest model in the unit(s) providing the save to the Helbrute, Daemonfiend, or Hellcrawler in question being removed as a casualty with no saves of any kind allowed. If all of the Helbrutes, Daemonfiends, and Hellcrawlers from this formation die, the Chaos Cultist units gain the Zealot special rule.

Prepared to Die: The Chaos Cultist unit within this formation gains the Fearless special rule.

[AUXILIARY:](#) Murder Cult

Composition:

1 Unit of [Warp Talons](#)

2 Units of [Chaos Raptors](#)

0-1 Units which can move 12" or more in the movement phase every turn.

Restrictions:

All units must have the Chaos Faction.

All units in this formation must be of the same [Daemonic Alignment](#) if any.

All units in this formation must be kept in reserves.

Special Rules:

The Hounds of Hell: All units in this formation gain the [Murder](#) rule but must all select the same character as their target. Additionally, all units are rolled for together to see if they come in from reserves on any given turn.

Vox Crescendo: Enemy units suffer a -1 penalty to their leadership when making a leadership test due to the [Vox Screech](#) upgrade for each unit from this formation within 6".

[AUXILIARY:](#) Obliteration Cult

Composition:

1 [Warpsmith](#)

1-3 Units of [Obliterators](#)

1-3 Units of [Mutilators](#)

Restrictions:

All units must have the Chaos Faction.

All units in this formation must be of the same [Daemonic Alignment](#) if the Warpsmith is [Aligned](#).

The warpsmith may not join any unit other than those of the formation during deployment.

Special Rules:

Arcane Teleportation: The Warpsmith gains the Deepstrike special rule, Any unit from this formation deepstriking within 6" of either the Warpsmith or the terrain chosen for the Warpsmith's [Shatter Defences](#) rule does not scatter.

Focused Destruction: All members of this formation targeting units within the terrain chosen for the Warpsmith's [Shatter Defences](#) rule gain Preferred Enemy against those targets.

AUXILIARY: Tank Cult

Composition:

1 Warpsmith

1-3 Chaos Land Raiders

1-3 Units of Chaos Vindicators or Chaos Predators

Restrictions:

All units must have the Chaos Faction.

The Warpsmith must begin the game embarked in one of the vehicles in this formation.

Special Rules:

Rolling Thunder: Any vehicle from this formation within 12" of the Warpsmith or any vehicle from this formation he is embarked upon gains the Unstoppable Rule.

Master of Machines: Any vehicle from this formation which the Warpsmith is embarked upon gains +1 Ballistic Skill while he remains embarked upon it.

SUMMARY

Type: C=Character, I=Infantry, M=Monstrous Creature, J=Jump, B=Bike, V=Cavalry, E=Beast

HQ	Type	WS	BS	S	T	W	I	A	Ld	Sv
Erebus	IC	7	5	4	4	4	5	4	10	2+
Exodus	IC	6	8	4	4	3	4	2	10	3+
Ironclaw	IC	7	5	5	5	4	5	4	10	2+
Talos	IC(J)	7	5	4	4	3	5	4	10	3+
Huron	IC	7	5	4	4	4	5	4	10	3+
Fabius	IC	7	5	5	4	3	4	5	10	3+
Daemon Prince	MC	9	5	6	5	4	8	5	9	-
Chaos Lord	IC	7	5	4	4	4	5	4	10	3+
Sorcerer Lord	IC	6	5	4	4	4	5	4	10	3+
Chaos Champion	IC	5	4	4	4	2	4	2	9	3+
Chaos Despot	IC	6	5	4	4	3	5	3	9	3+
Chaos Sorcerer	IC	5	4	4	4	2	4	2	9	3+
Chaos Magi	IC	6	5	4	4	3	5	3	9	3+
Dark Apostle	IC	5	4	4	4	2	4	2	9	3+
Black Chaplain	IC	6	5	4	4	3	5	3	9	3+
Warpsmith	IC	4	5	4	4	2	4	2	9	2+
Forgelord	IC	5	5	4	5	3	4	3	9	2+
TROOPS										
Chaos Space Marine	I	4	4	4	4	1	4	1	8	3+
Aspiring Champion/Sorcerer	IC	4	4	4	4	1	4	2	9	3+
Chaos Recruit	I	4	4	4	4	1	4	1	7	3+
Chaos Taskmaster	IC	4	4	4	4	1	4	1	8	3+
Chaos Cultist	I	3	3	3	3	1	3	1	7	6+
Cultist Champion	IC	3	3	3	3	1	3	2	8	6+
ELITES										
Chosen	I	4	4	4	4	1	4	2	9	3+
Chosen Champion/Sorcerer	IC	4	4	4	4	1	4	2	9	3+
Chaos Terminators	I	4	4	4	4	1	4	2	9	2+
Terminator Champion/Sorcerer	IC	4	4	4	4	1	4	2	9	2+
Possessed	I	4	4	5	4	1	4	2	9	3+
Possessed Champion	IC	4	4	5	4	1	4	2	9	3+
Mutilator	I	4	4	4	4	2	4	2	8	2+
Rubric	I	5	4	4	4	2	4	1	10	3+
Thousand Sons Aspiring Sorcerer	IC	5	4	4	4	1	4	2	10	3+
Khorne Berzerker	I	5	4	4	4	1	4	2	8	3+
Skull Champion	IC	5	4	4	4	1	4	3	9	3+
Plague Marine	I	4	4	4	5	1	3	1	8	3+
Plague Champion	IC	4	4	4	5	1	3	2	9	3+
Noise Marine	I	4	4	4	4	1	5	1	8	3+
Noise Champion	IC	4	4	4	4	1	5	2	9	3+
FAST ATTACK										
Chaos Biker	B	4	4	4	5	1	4	1	8	3+
Biker Champion/Sorcerer	BC	4	4	4	5	1	4	2	9	3+
Chaos Spawn	E	3	0	5	5	3	3	D6	10	-
Chaos Raptor	JI	4	4	4	4	1	4	1	8	3+
Raptor Champion/Sorcerer	JIC	4	4	4	4	1	4	2	9	3+
Warp Talon	JI	4	4	4	4	1	4	1	9	3+
Warp Talon Champion	JIC	4	4	4	4	1	4	2	9	3+
HEAVY SUPPORT										
Havoc	I	4	4	4	4	1	4	1	8	3+
Havoc Champion/Sorcerer	IC	4	4	4	4	1	4	2	9	3+
Obliterator	I	4	4	4	4	2	4	2	8	2+
Lord of War										
Abaddon	IC	9	5	4	5	4	6	5	10	2+

Type: T=Tank, W=Walker, F=Flyer, H=Hover, R=Transport, O=Open-Topped, E=Heavy

Vehicle	Type	WS	BS	S	Armour			I	A	HP
					F	S	R			
Helbrute	W	4	4	6	12	12	10	4	4	3
Helblitzer	W	5	5	6	12	12	10	4	4	3
Chaos Rhino	TR	-	4	-	11	11	10	-	-	3
Chaos Drop Pod	RO	-	4	-	12	12	12	-	-	3
Chaos Dreadclaw	RFHE	-	4	-	12	12	12	-	-	3
Stalker Pod	WR	2	4	5	12	12	12	2	2	3
Hellblade	F	-	3	-	10	10	10	-	-	2
Helldrake	FH	-	3	-(7)	12	12	10	-	-	3
Daemonfiend	W	3	3	6	12	12	10	3	4	3
Hellcrawler	W	3	3	6	12	12	10	3	6	4
Chaos Predator	T	-	4	-	13	11	10	-	-	3
Chaos Vindicator	T	-	4	-	13	11	10	-	-	3
Chaos Land Raider	TR	-	4	-	14	14	14	-	-	4

Melee Weapons Summary

Melee Weapons	S	AP	Notes
Bedlam Staff	+2	4	Daemon Weapon , Force, Warp Syphon , Concussive, Strike down, Blind
Black Mace	User	4	Daemon Weapon , Cursed , Fleshbane
Blissgiver	User	3	Daemon Weapon , Lethal Strike
Bloodfeeder	+1	2	Daemon Weapon , Bloodbath
Chainaxe	User	-	Rending
Chainfist			see BRB
Close combat weapon			see BRB
Daemonblade	User	-	Daemon Weapon
Daemonic Force Weapon			as Force weapon but add Daemon Weapon
Darkblade			as Power weapon but add Daemon Weapon
Eviscerator			see BRB
Force weapon			see BRB
Krak grenades			see BRB
Lightning claw			see BRB
Manreaper	+1	2	Daemon Weapon , Poisoned (4+) Unwieldy, Reaper
Melta bombs			see BRB
Plague Knife	User	4	Poisoned (4+)
Power fist			see BRB
Power Scourge	User	4	Flail , Specialist Weapon
Power weapon			see BRB

Ranged Weapons Summary

Ranged Weapons	Range	S	AP	Notes
Autocannon				see BRB
Autogun				see BRB
Autopistol				see BRB
Assault cannon				see BRB
Baleflamer	Template	6	3	Heavy 1, Soul Blaze
Baleful Eye	24"	-	-	Assault 1, Doom
Battle cannon				see BRB
Blastmaster				
-Fixed Frequency	36"	5	4	Assault 2, Ignores Cover, Pinning
-Variable Frequency	48"	8	3	Heavy 1, Blast, Ignores Cover, Pinning
Blight Grenades	8"	1	-	Assault 1, Blast, poisoned (2+), Blind, Grenade
Boltgun				see BRB
Bolt Pistol				see BRB
Combi-Bolter	24"	4	5	Rapid fire, Twin-linked
Daemoncannon	36"	6	-	Heavy 1, Blast, Daemongun
Demolisher Cannon	24"	10	2	Ordnance 1, Large Blast
Doom Siren	Template	4	3	Assault 1
Ectoplasma Cannon	24"	8	2	Heavy 1, Blast, Gets Hot
Flamer				see BRB
Frag grenades(Assault grenades)				see BRB
Hades Autocannon	36"	8	4	Heavy 4, Pinning
Harvester Cannon				
-Solid Shells	48"	7	4	Heavy 3
-Flakk Shells	48"	7	4	Heavy 3, Skyfire
Havoc Launcher	48"	5	5	Heavy 1, Blast, Twin-linked
Haywire Array	30"	4	4	Salvo 2/3, Haywire, Gets Hot
Heavy bolter				see BRB
Heavy flamer				see BRB
Heavy stubber				see BRB
Helstorm Autocannon	36"	7	4	Heavy 3, Twin-linked, Rending
Kai Gun	30"	6	3	Assault 1, Daemongun , Rending
Krak grenades				see BRB
Lascannon				see BRB
Meltagun				see BRB
Missile launcher				see BRB
Multi-Melta				see BRB
Phosphor Cannon	Template	4	5	Assault 1, Fleshbane, Rad Contamination
Plasma cannon				see BRB
Plasma gun				see BRB
Rad Mortar	36"	4	5	Heavy 1, Blast, Barrage, Rad Contamination
Radstorm Launcher	12"	4	5	Heav4 1, Large Blast, Barrage, Rad Contamination
Reaper Autocannon	36"	7	4	Heavy 2, Twin-linked
Rivener	12"	X	2	Pistol, Daemongun , Fleshbane, Rad Contamination
Shotgun				see BRB
Sonic Blaster	24"	4	5	Assault 2 or Heavy 3, Ignores Cover
Wargate Cannon	24"	10	1	Ordnance 1, Blast, Ignores Cover, Soul Blaze
Warp Gaze	24"	10	1	Heavy 1
Warpgun	18"	6	-	Assault 1, Daemongun
Warp Pistol	9"	6	-	Pistol, Daemongun