Chaos Space MarineS

Once proud Space Marines, now followers of the chaos gods, eternally battling all that is good. They may have gained demonic powers, but they have lost discipline and skill, and ultimately, themselves.

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# Special Rules

### Alignment

When assembling your squad, you need to decide which chaos god you follow. Each will give you unique bonuses and options, so choose well.

### Devotion

Each unit must decide how far they are willing to go on the path to power and corruption. Not all weapons are available for all followers of chaos. The three devotion levels are marked with DL1, DL2 and DL3, only weapons with an X in a unit’s devotion level can be used. See *Devotion Levels* further down in the codex for more details.

### Chaos Powers

All units may receive Chaos Powers, one per Devotion Level. This includes Heroes.

### Blessing

Every unit (not Heroes) may receive a blessing from their god, giving them additional power to wield in battle.

### Favored Son

Units with this special rule may choose on additional Chaos Power and gain twice the effect of the Mark.

# Units

All units can use all Weapons and Equipment unless otherwise stated.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Unit | HP | MM | CB | DF | Crit | PL | PM | Gear | DL | Cost |
| Chaos Legionaire | 4 | 8 | 8 | 8 | 2 | - | - | 3 | I-III | 50P |
| Raptor | 4 | 8 | 12 | 10 | 2 | - | - | 3 | I-III | 70P |
| Havocs | 4 | 10 | - | 5\* | 2 | - | - | 2 | I-III | 70P |
| Chaos Terminator | 5 | 8 | 10 | 12 | 2 | - | - | 1 | I-III | 100P |
| Chaos Chosen | 4 | 12 | 12 | 12 | 2 | - | - | 1 | II-III | 100P |
| Possessed | 4 | 8 | 8 | 8 | 2 | - | - | - | III | - |
| Chaos Sorcerer | 4 | 8 | 8 | 8 | 2 | 1 | 12 | - | I-III | 100P |
| Chaos Lord | 6 | 10 | 10 | 10 | 2 | 1 | 8 | - | III | 150P |
| Helbrute | 6 | 8 | 8 | 14 | 2 | - | - | - | III | 250P |
| Chaos Dreadnought | 6 | 8 | 8 | 14 | 2 | - | - | - | III | 250P |

# Heroes

A Hero’s Devotion Level may not be changed, and Heroes may not receive Blessings.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HP | MM | CB | DF | Crit | PL | PM | DL | Cost |
| Warsmith Kroeger | 5 | - | 12 | 8 | 2 | - | - | I | **150P** |
| Arthas the Harbinger | 5 | - | 12 | 12 | 2 | - | - | II | **150P** |
| Nagul Varr | 4 | - | 10 | 8 | 2 | - | - | III | **150P** |
| Sevatar, Prince of Crows | 5 | - | 14 | 8 | 2 | - | - | II | **150P** |
| Argel Tal | 6 | 12 | 12 | 12 | 2 | - | - | II | **150P** |
| Dark Chaplain | 5 | 8 | 10 | 8 | 2 | - | - | III | **150P** |
| Bringer of Change | 4 | 8 | 10 | 8 | 2 | - | - | III | **150P** |
| Riftstalker | 5 | 10 | 10 | 10 | 2 | - | - | II | **150P** |
| Lucius the Eternal | 3 | - | 14 | 8 | 3 | - | - | II | **150P** |

# Units

|  |  |
| --- | --- |
| Chaos LegionaireEquipment A Chaos Legionaire carries a Bolter or a Bolt Pistol and a Chainaxe. Wargear Chaos Legionaires cannot use Heavy Weapons. HavocsEquipment A Havoc carries a Hades Autocannon. Wargear Havocs can only use heavy weapons. Chaos ChosenEquipment A Chaos Chosen carries an Auto Pistol and a Chainfist. Wargear Chaos Chosen cannot use heavy weapons. Chaos SorcererEquipment A Chaos Sorcerer carries a Warpblade (Melee, 12D, 2A, Penetration). Wargear Chaos Sorcerers cannot change their weapon.  Powers of the Warp Every Devotion Level above 1 increases the Sorcerer’s Psyker Level by one. On DL II, every spell roll of 1 (excluding rerolled rolls) transforms him into a Possessed. On DL III, rolls of <2 transform him. Respawning turns the Possessed back into the Sorcerer. HelbruteRules Armored(12), Weapon Platform, may not receive Blessings Equipment A Helbrute carries a Battle Cannon and a Helbrute Daemonfist Wargear Helbrutes can swap their Battle Cannon for a Hades Autocannon or a Doom Siren.  Helbrute Daemonfist (1H): Melee, 14D, 2A, Lethal Weapon | RaptorRules Fast Equipment A Raptor carries a Bolt Pistol and a Chainaxe. Wargear Raptors can only use a pistol and/or melee weapons. Chaos TerminatorRules *Armored* Equipment A Chaos Terminator carries an Auto Pistol and a Chainfist. Wargear Chaos Terminators can only use a pistol and/or melee weapons. PossessedRules *Fast* Equipment A Possessed has two Daemon Claws and Wings. Wargear Possessed cannot change their weapons.  Possessed cannot be recruited into your squad, but only spawn during a battle. Chaos LordRules Armored, Favored Son Equipment A Chaos Lord carries a Havoc Pistol and a Chain Fist. Wargear Chaos Lords can carry a pistol and/or melee weapons. Chaos DreadnoughtRules Armored(15), Weapon Platform, may not receive Blessings, Marks or Powers Equipment A Chaos Dreadnought carries an Autocannon and a Dreadnought Fist (Melee, 14D, 2A, Penetration). Wargear Chaos Dreadnaughts can swap their Weapons for an Autocannon, Twin-Linked Las Cannon or Whirlwind Missiles.  Dreadnaught Fist (1H): Melee, 14D, 2A, Penetration Autocannon: 30cm, 10D, 4A, Rapid Fire, can’t crit Twin-Linked Las Cannon: 45cm, 12D, 4A, Energy Whirlwind Missiles: 30cm, 8D, 3A, AoE M |

# Heroes

|  |  |
| --- | --- |
| Warsmith KroegerEquipment Warsmith Kroeger carries two Chainaxes. Trait: Breaker Warsmith Kroeger is an Iron Warrior Siegemaster, all his attacks have *Rending*. Synergy If there are at least two characters with a heavy weapon in Kroeger’s Squad, they gain *Penetration*. Nagul VarrEquipment Nagul Varr carries his scythe *Harvester of Souls* (counts as Power Hammer) which is *Poisoned*. Trait: Soul Harvest Whenever a unit dies within 20cm of Nagul Varr, he gains a Soul. Nagul may devour a soul to regain 2 HP. For every Soul he has, his attacks gain +2 Damage. Skill: Wave of Death Nagul releases a wave of death, dealing 1 hit per Soul with 10 damage to every enemy unit within 10cm. This Skill costs 2 AP. Synergy When aligned to Khorne, *Harvester of Souls* gains +1 attack per Soul.  When aligned to Nurgle, Wave of Death gets 20cm range. When aligned to Slaanesh, Nagul gains two souls with Soul Harvest.  When aligned to Tzeentch, Nagul may survive a wound reducing him to 0 HP on a <(Souls x2). Argel TalEquipment Argel Tal carries a Doombolter in Human Form and two Daemon Claws in Daemon Form. Trait: Symbiosys A deep bond between Argel Tal and his daemon *Raum* gives them the edge in combat. While Argel Tal is in Daemon Form, *Raum* heals him for 1 HP per round. While in Human Form, Argel Tal gets +4 MM through *Raum’s* daemonic senses. Synergy When there is at least two more *Gal Vorbak* in your Squad, they (but not Argel Tal) get +1 attacks in melee combat. Argel Tal gets +1 HP per *Gal Vorbak*.  ***Gal Vorbak*** The symbiosis with a daemon allows Argel Tal to let the daemon take over to harness its daemonic powers. Once per round, Argel Tal may switch from *Human Form* to *Daemon Form* or back. While in *Human Form*, the daemon strengthens them in battle, and they may reroll five dice per round. While in *Daemon Form*, the daemon takes over and transforms into a winged daemonic version of the Space Marine, granting *Fast* and +2 attacks in melee combat. RiftstalkerEquipment The Riftstalker may equip any Weapon from the Armory (normal cost). Skill: Warp Rift The Rift Stalker moves through the Warp to anywhere within 30/60cm. This Skill costs 2/4 AP.  Predatory in nature, the Riftstalker can’t be used to take objectives. Synergy The Riftstalker may bring allied sorcerers (anyone with a PL of at least 1) within 5cm with him while moving through the warp. This reduces the travel distance by half. The sorcerers brought along can’t be further than 5cm when reappearing. | Arthas the HarbingerRules *Armored* Equipment Arthas carries the greatsword *Omen of Death* (count as Power Hammer). Trait: Wide Strikes Arthas may attack all units in melee range at once. Synergy If you have a Chaos Lord in your Squad, *Omen of Death* gains *Lethal Weapon*. Sevatar, Prince of CrowsEquipment Sevatar carries Slicers, a special variant of Lightning Claws. Trait: From the Shadows As long as no enemy unit has direct line of sight of Sevatar, he may slip through the shadows getting +10cm to *charge*. Synergy If every unit in the Squad carries only melee weapons, Sevatar receives +2 Critical and *Weak Spots*. Dark ChaplainEquipment The Dark Chaplain carries a Power Mace and a Bolt Pistol. Skill: The Chosen One The Dark Chaplain selects one ally (not himself) as the chosen one. This unit gets +2 AP and two rerolls this round. Synergy If all units in your Squad are DL III, all units get a free Blessing. Bringer of ChangeEquipment The Bringer of Change carries a Cruzius (counts as Power Mace) and a Power Fist. Skill: Sacrifice This skill can either target an ally within 20cm or an enemy corpse within 10cm.  When targeting an ally, kill it instantly, gaining 2 + the HP they had remaining as *Sacrifice* tokens.  When targeting an enemy corpse, gain 2 *Sacrifice* tokens. This Skill costs 2 AP. Skill: Dark Ritual Use 4 *Sacrifice* tokens to instantly transform an ally within 20cm to a *Possessed* with full HP.  Use 10 *Sacrifice* tokens to bestow dark powers onto an ally within 20cm. They gain +5 MM, CB; +2 HP and one additional free melee or ranged attack per round. This Skill costs 2 AP. Synergy All *Possessed* in your Squad have 12 MM and CB and have +1 HP. Units may turn to a Possessed on a <10 with 3 HP instead.   Lucius the EternalEquipment Lucius carries twin *Laer Blades* (count as Powerswords) and his *Lash of Torment (12/3, Wide Reach, Rend(10) )*. Chose the weapon before every attack. Skill: Master of Blades Enemies with a DF below 10 have their DF reduced to 0, enemies with a DF below Lucius’s CB have their DF reduced to 10 in combat against him. Synergy You may bring no other units equipped with Powerswords. If an enemy wounds him in melee, he may immediately counter attack. There can be only one Swordmaster! |

# Weapons

Ι,ΙΙ, ΙΙΙ refers to the Devotion Levels. Weapons with an X in a column can be used at that devotion level, no X means they can’t be used.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Melee Weapons | Range | Damage | Attacks | Rules | Ι | ΙΙ | ΙΙΙ | Cost |
| Chainsword (1H) | Melee | 8 | 2 | - | X | X |  | 0P |
| Chainaxe (1H) | Melee | 10 | 2 | *-* |  | X |  | 0P |
| Powersword (1H) | Melee | 8 | 2 | *+4 DF* | X |  |  | 10P |
| Power Hammer (2H) | Melee | 15 | 3 | *-* | X |  |  | 10P |
| Chainfist (1H) | Melee | 8 | 2 | *Penetration* | X | X |  | 10P |
| Power Claws (2x1H) | Melee | 8 | 6 | *Light Weapon* | X | X |  | 20P |
| Power Mace (1H) | Melee | 12 | 2 | *Rending* | X | X |  |  |
| Bone Claw (1H) | Melee | 10 | 3 | *Light Weapon* |  | X | X | 10P |
| Daemon Claw (1H) | Melee | 12 | 2 | *Lethal Wounds* |  |  | X | 10P |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Pistols | Range | Damage | Attacks | Rules | Ι | ΙΙ | ΙΙΙ | Cost |
| Bolt Pistol | 20cm | 8 | 2 |  | X | X |  | 0P |
| Melta Pistol | 20cm | 7 | 2 | *Penetration* | X |  |  | 10P |
| Storm Bolter | 20cm | 8 | 2 | *Rapid Fire, can’t crit* | X |  |  |  |
| Havoc Pistol | 20cm | 8 | 2 | *Rending* | X | X |  | 10P |
| Doom Pistol | 20cm | 8 | 1 | *Rapid Fire, Lethal Wounds, can’t crit* |  | X | X | 20P |
| Bile Spitter | 20cm | 8 | 2 | *Lethal Weapon, Poison* |  | X | X | 20P |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rifles | Range | Damage | Attacks | Rules | Ι | ΙΙ | ΙΙΙ | Cost |
| Bolter | 30cm | 10 | 3 | *-* | X | X |  | 0P |
| Melta Gun | 30cm | 8 | 3 | *Penetration* | X |  |  | 20P |
| Flamer | Cone | 10 | 2 | *Cone* | X |  |  | 20P |
| Havoc Blaster | 30cm | 12 | 2 | *Rending* | X | X |  | 20P |
| Doombolter | 30cm | 10 | 2 | *Rapid Fire, Lethal Wounds, can’t crit* |  | X | X | 40P |
| Sonic Blaster | 30cm | 12 | 3 | *Penetration* |  | X | X | 40P |
| Bale Flamer | Cone | 10 | 2 | *Cone, Lethal Weapon, Poison* |  | X | X | 40P |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Heavy Weapons | Range | Damage | Attacks | Rules | Ι | ΙΙ | ΙΙΙ | Cost |
| Heavy Bolter | 45cm | 12 | 2 | *Rapid Fire* | X |  |  | 0P |
| Multimelta | 45cm | 14 | 3 | *Penetration* | X |  |  | 20P |
| Heavy Flamer | Cone X | 12 | 2 | *Cone X* | X |  |  | 20P |
| Missile Launcher | 45cm | 12 | 2 | *Area of Effect M* | X |  |  | 20P |
| Havoc Launcher | 30cm | 10 | 2 | *Area of Effect M, Rending* |  | X | X | 40P |
| Hades Autocannon | 45cm | 12 | 6 | *-* |  | X | X | 40P |
| Doom Siren | Cone X | 12 | 2 | *Cone X, Penetration* |  | X | X | 40P |
| Bale Cannon | Cone X | 10 | 2 | *Cone X, Lethal Weapon, Poison* |  | X | X | 40P |

# Equipment

|  |  |  |
| --- | --- | --- |
| Equipment | Cost | Gearpoints |
| Frak-Grenade (1) | 5P | 1 |
| Sonic-Grenade (1) | 10P | 1 |
| Blight-Grenade (1) | 10P | 1 |
|  |  |  |
| Combat Knife | 10P | 1 |

## Limited Equipment

Frak-Grenade

Simple explosive grenades with 20cm range, 11 damage and 1 attack. Has *Area of Effect M* and is *Limited* andcounts as *Projectile*. Costs 1 Action Point to use.

Sonic-Grenade

A grenade packed with screams of agony. Has 20cm range, 8 damage, 2 attacks, *Penetration, Area of Effect M* and *Limited* and counts as *Energy*. Costs 1 Action Point to use.

Blight-Grenade

A grenade full of corruption and pestilence. Has 20cm range, 8 damage, 2 attacks, *Lethal Weapon, Poison, Area of Effect M* and *Limited* and counts as *Energy*. Costs 1 Action Point to use.

Combat Knife

A simple weapon for close combat, reliable but not very dangerous. When a unit carrying this is attacked in melee, it won’t get a DF malus for no melee weapon.

# Blessings

|  |  |  |  |
| --- | --- | --- | --- |
| Blessing | Req. DL | Restrictions | Cost |
| Leaper | II | *-* | 20P |
| Daemonic Wings | II | *-* | 20P |
| Daemonic Strength | II | *-* | 20P |
| Electrolocation | II | *-* | 20P |
| Shadow’s Veil | II | *-* | 20P |
| Powers of the Warp | II | *-* | 20P |
| Vessel of the Gods | III | *-* | 30P |
| Will of the Gods | III | - | 30P |

### Leaper

Massively overgrown legs give you +10cm on *charge.*

### Daemonic Wings

You grow massive, fleshy wings, giving you *Fast*.

### Daemonic Strength

With daemon’s blood flowing through your veins, your attacks hit harder than ever - +2 Damage on melee attacks.

### Electrolocation

Sensing your enemies as well as seeing them gives you a much better view of the battlefield - +5 to Marksmanship.

### Shadow’s Veil

You can’t shoot what you can’t see – you gain *Dodge(5)*.

### Powers of the Warp

The secrets of the Immaterium are laid open before you – you get PL1/PM8 if you weren’t a psyker before or gain +1 PL if you were.

### Vessel of the Gods

You let a daemon inside of your body for a taste of their power, but the daemons will may be stronger than yours. Roll a dice at the beginning of every round, on a >10 (excl), the daemon takes over. You *charge*/attack the closest enemy, if none are in range, you move towards them. No other actions may be taken. While the host is in control, you gain +5MM/+5CS, while the daemon is in control, you gain *Fast,* *Daemon* and +2 Damage in Melee, but also *Regardless*.

### Will of the Gods

Chosen to enact their will, the gods themselves have given you the power to do battle eternally. Roll a dice in every round, on a 1-5, you heal fully, on a >5 (excl), you regenerate 1 HP.

# Devotion Levels

Each unit must decide how far they are willing to go on the path to power and corruption. The further they go, the more powers will be bestowed upon them, but they may not be able to fight like they used to. Not all units can choose all Devotion Levels.

|  |  |  |
| --- | --- | --- |
| Devotion Level | Cost | Bonuses |
| Cultist (DL1) | 0P | 1 Chaos Power |
| Fanatic (DL2) | 10P | 2 Chaos Powers |
| Vessel (DL3) | 20P | 3 Chaos Powers, becomes *Daemon*, loses access to Equipment |

When a Chaos Legionaire, Raptor, Havoc or Chaos Terminator with Devotion Level III dies, they are overtaken by the daemon within on a <5 and turn into a Possessed with 2 HP. When this Possessed dies, it respawns as the normal unit.

# Alignment

Each squat must choose one and only one chaos god to follow. Every unit will bear their mark, receiving various boons.

## Khorne

***Blood for the Blood God! Skulls for the Skull Throne!***

Devote yourself to Khorne, the Blood God and Lord of Skulls. Embrace the hate and the rage to live a life of war and bloodshed and receive power beyond your imaginations.

The **Mark of Khorne** gives a unit +2 Damage in melee combat, but only as the attacker. Units with the Mark of Khorne need the close combat slaughter, and get a -5 malus to Marksmanship.

## Nurgle

***Buboes, phlegm, blood and guts! Boils, bogeys, rot and pus! Blisters, fevers, weeping sores! From your wounds the fester pours.***

Devote yourself to Nurgle, the Plague Lord and God of Disease and Decay. Spread death and destruction and live forever free of fear or death, for Nurgle watches over you.

The **Mark of Nurgle** gives a unit +1 HP.

## Tzeentch

***It is my cry that wakes you in the night, and my body that crouches in the shadow. I am Tzeentch and you are the puppet that dances to my tune...***

Devote yourself to Tzeentch, the Architect of Fate and God of Change. Forever chase knowledge and power and enact the will of Tzeentch to gain understanding of the universe itself.

The **Mark of Tzeentch** gives all units +1 Power Charges.

## Slaanesh

***Embrace your hunger, your lust, your desire. The universe is ours for the taking!***

Devote yourself to Slaanesh, She Who Thirsts, the Dark Prince of Pleasure and Excess. Embrace pain and desire to experience pleasure beyond imagination in the service of the Dark Prince.

The **Mark of Slaanesh** gives 1 re-rollable dice per round per HP below maximum.

# Chaos Powers

Every unit may choose up to three powers, depending on their devotion, of the chaos god they are aligned to.

|  |  |
| --- | --- |
| Powers of Khorne **Furious Charge** - Gain +5cm on *charging*.  **Restless** - If you deal not a single wound during a melee *To-Wound* roll, reroll all dice.  **Headcleaver** - When reducing an enemy to 1 HP in melee combat, kill them instantly by taking their head.  **Mutilation** - Critical hits in melee combat deal one additional wound.  **Blood Drinker** - Killing an enemy restores 2 HP.  **Blood Rage** - Inflict a wound to yourself to be able to reroll every dice once during melee combat. | Powers of Nurgle **Embrace of Death** - You may reroll one *Armor* roll per round.  **Decay** - When using weapons with *Poison* or *Corrosion*, you may reroll each dice once during a *To-Wound* roll.  **Herald of Pestilence** - All enemy units within 15cm of you take a 10D hit at the beginning of the round.  **Lifetaker** - You restore 1 HP for every unit that dies within 15cm of you.  **Poisoned Armor** - Every melee attacker takes a 4D hit for every hit they make against you.  **Corrosion** - Enemies take a 5D hit for every hit you dealt them at the beginning of the next round. |
| Powers of Tzeentch **Fate Rewoven** - When you are reduced to or below 0 HP, roll a dice: on a <5, you are instantly restored to 2 HP.  **Knowledge is Power** - You gain +5 Psyker Mastery.  **Whispers of the Future** - Once per round, you can reroll a complete roll.  **Destiny’s End** - Damaging psychic spells gain +3 Damage.  **The Weaver’s Favored** - Once per round, you may force an enemy to reroll a roll against you in melee or ranged combat or during any spell casting.  **Sight** - Your spells and ranged attacks gain +50% range. | Powers of Slaanesh **Bloody Feast** - You may mutilate any corpse (including allies) to regenerate 2 HP. Costs 2 AP.  **Pain and Pleasure** - When taking a wound, roll a dice: on a <5, you may immediately counterattack in melee or ranged combat (depending on the attack taken)  **Striving for Perfection** - You may reroll every successful dice once in one roll per round. Take the better result for each of these dice.  **Extensive Mutations** - You gain +3 MM and +3 CB.  **Thick Skin** - You gain +1 HP.  **Cacophony** - When attacking with a Sonic Blaster or a Doom Siren, you may reroll every failed dice once. |

# Psychic Spells

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Spell | Restrictions | Target | Range | PL Req. |
| Warpfire | *-* | Enemy | 30cm | 1 |
| Battle Rage | *Khorne* | Ally | 30cm | 1 |
| Touch of the Grave | *Nurgle* | Enemy | 30cm | 1 |
| Weaver’s Hand | *Tzeentch* | Ally | 30cm | 1 |
| Searing Pain | *Slaanesh* | Enemy | 30cm | 1 |
| Undying Fury | *Khorne* | Ally | 30cm | 2 |
| Pestilence | *Nurgle* | Enemy | 30cm | 2 |
| Destiny Unfulfilled | *Tzeentch* | Ally | 30cm | 2 |
| Painful Exchange | *Slaanesh* | Ally | 30cm | 2 |
| Spirit Walk | *-* | Ally | 30cm | 2 |
| Blood Funnel | *-* | Enemy | 30cm | 2 |
| Warp-Touched | *-* | Ally | 30cm | 2 |
| Searing Embers | *-* | Enemy | 30cm | 2 |
| Sacrifice | *-* | Ally | 30cm | 2 |
|  |  |  |  |  |

|  |  |
| --- | --- |
| Warpfire Burn your foe with fiery heat. This spell has 10 Damage and 2 Attacks. Battle Rage Throw an ally within 30cm into a rage, giving them +2 attack in melee but reducing their DF by 5. Lasts one round. Stacks up to two. Touch of the Grave The targeted enemy unit feels the shadow of death upon them. Every time the enemy is hit, roll a dice: every <2 deals a wound to them. Weaver’s Hand The targeted ally may reroll 2 different dice this round. Searing Pain Bath an enemy in unimaginable pain, causing them to lose two Action Points. If none were left to lose, the target takes a wound instead. Undying Fury Bestow the blessing of Khorne onto the targeted ally, giving them *Save-5* while within 10cm of an enemy for two rounds. Pestilence The targeted enemy becomes infected. They lose 10cm on *Move* and get a -5 malus to MM, CB and DF for this round. Destiny Unfulfilled If the targeted ally dies within this round, restore them to 1HP. Painful Exchange The targeted ally loses 1 HP, but gets +8 MM or CB for this round. Spirit Walk Give the targeted ally *Spectral* for one round. Blood Funnel The targeted enemy takes 2 D8 hits, regenerate 1 HP for every wound dealt by this. | Warp-Touched The targeted ally’s attacks gain the *Lethal Weapon* special rule for one round. Searing Embers Let fire rain from the sky, dealing 2 Attacks with 8 Damage in an *Area of Effect M*. Sacrifice Sacrifice the life force of the targeted ally to give it to another ally. On success, roll a dice:  1-5: 4 HP sacrificed, +2 AP and +3 attacks in melee for the target  6-10: 3 HP sacrificed, +2 AP and +2 attack  11-16: 2 HP sacrificed, +2 attacks  17-20: 2 HP sacrificed, no effect |