

# CHAOS SPACE MARINES

## ARMY RULES

Beseeching the Chaos Gods with fanatical fervour, the profane champions of the Heretic Astartes pray for diabolic boons, promising the vilest of offerings in return for their power.

### DARK PACTS

If your Army Faction is **HERETIC ASTARTES**, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

Each time a unit makes a Dark Pact, after it has resolved its attacks, it must take a Leadership test; if that test is failed, that unit suffers D3 mortal wounds.

### THE LOST AND THE DAMNED

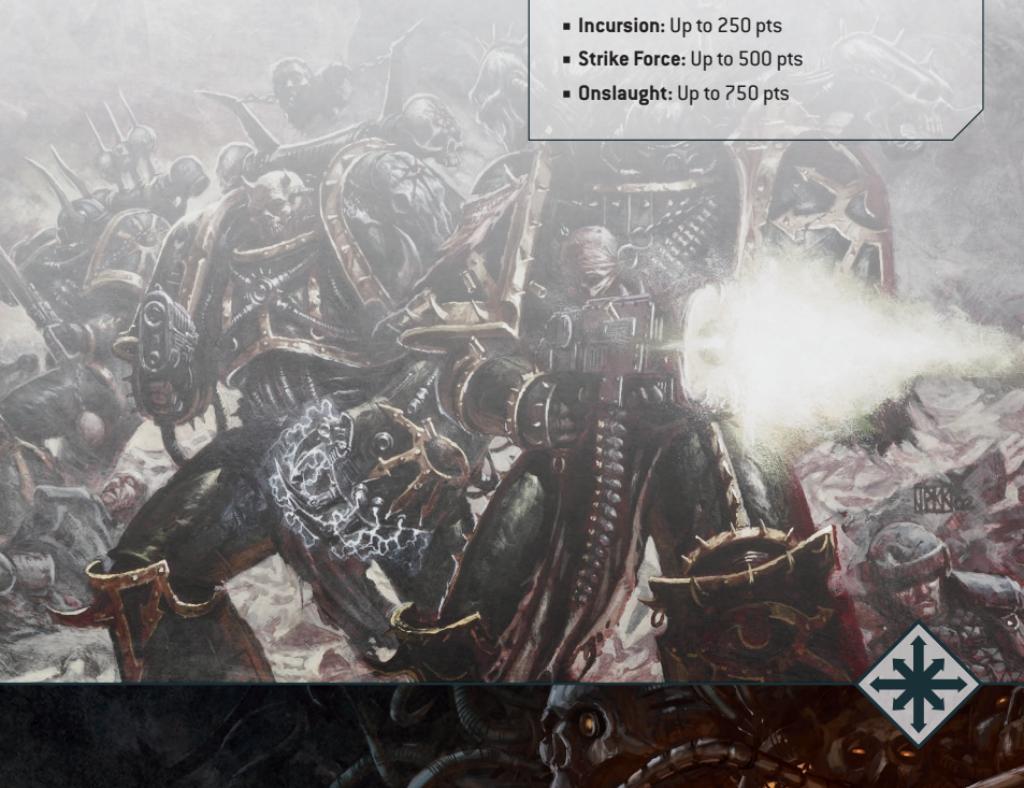
Some traitors have given themselves entirely to the service of the Dark Gods, and they are so lost to damnation that they barely resemble the warriors they once were.

If your Army Faction is **HERETIC ASTARTES**, you can include any of the following units in your army, and when you do so their Faction keywords are replaced with **HERETIC ASTARTES**:

- **KHORNE BERZERKERS** (see World Eaters)
- **RUBRIC MARINES** (see Thousand Sons)
- **PLAGUE MARINES** (see Death Guard)

The combined points value of such units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 750 pts



# CHAOS SPACE MARINES – SLAVES TO DARKNESS

## DETACHMENT RULE

If your Army Faction is Heretic Astartes, you can use this Slaves to Darkness Detachment rule.

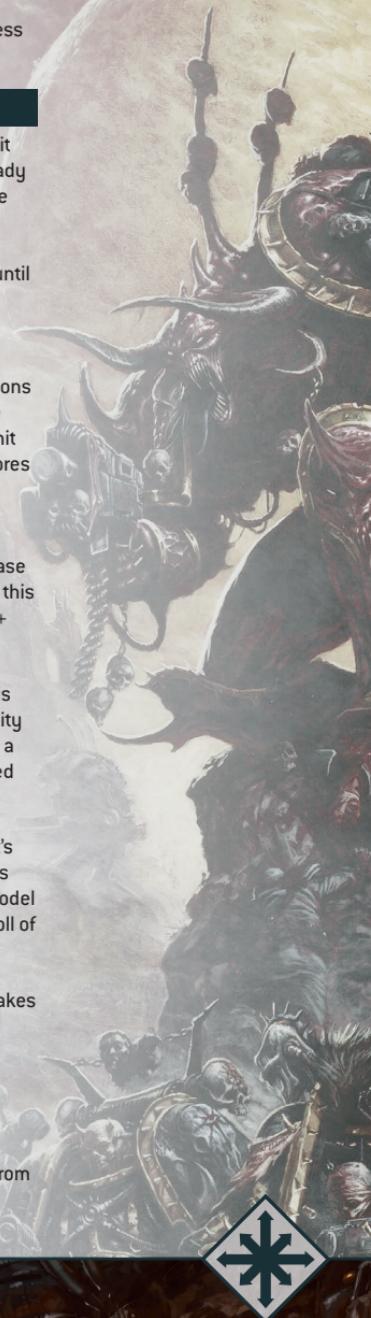
### MARKS OF CHAOS

When mustering your army, each time you select a **HERETIC ASTARTES** unit to include in your army, if that unit is not an **EPIC HERO** and does not already have one or more of the keywords listed below, you must select one of the keywords listed below for that unit to gain [note which units gain which keywords in this way on your Army Roster]. Each time a unit with one of these keywords makes a Dark Pact, it gains the associated ability below until the end of the phase.

KEYWORD	ABILITY
<b>KHORNE</b>	<b>Blood Fury:</b> In the Fight phase, if this unit's weapons gained the [LETHAL HITS] ability this phase as the result of a Dark Pact, each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.
<b>TZEENTCH</b>	<b>Warpfire:</b> In the Shooting phase, if this unit's weapons gained the [LETHAL HITS] ability this phase as the result of a Dark Pact, each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.
<b>NURGLE</b>	<b>Spreading Sickness:</b> In the Shooting phase, if this unit's weapons gained the [SUSTAINED HITS 1] ability this phase as the result of a Dark Pact, each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.
<b>SLAANESH</b>	<b>Excessive Cruelty:</b> In the Fight phase, if this unit's weapons gained the [SUSTAINED HITS 1] ability this phase as the result of a Dark Pact, each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.
<b>CHAOS UNDIVIDED</b>	<b>Glory to Chaos:</b> Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

### RESTRICTIONS

- You cannot select the **KHORNE** keyword for a **PSYKER** unit to gain.
- A **CHARACTER** unit with the Leader ability can only be attached to a Bodyguard unit if both of those units share one of the same keywords from the list above.



# CHAOS SPACE MARINES – SLAVES TO DARKNESS

## STRATAGEMS

If you are using the Slaves to Darkness Detachment rule, you can use these Slaves to Darkness Stratagems.

### INFERNAL RITES

#### SLAVES TO DARKNESS – BATTLE TACTIC STRATAGEM

*With gruesome offerings and ritualised promises, the Chaos Space Marines seek the protection of their infernal masters.*

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

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

**EFFECT:** Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

2CP

### PROFANE ZEAL

#### SLAVES TO DARKNESS – BATTLE TACTIC STRATAGEM

*Fervent mortal followers flock to the champions of Chaos, damning their souls seeking promises of dark power.*

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

1CP

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

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If your unit is a CHAOS UNDIVIDED unit, you can instead re-roll the Hit roll and you can re-roll the Wound roll for that attack.

### ETERNAL HATE

#### SLAVES TO DARKNESS – STRATEGIC PLOY STRATAGEM

*Heretic Astartes are fuelled by hate, a searing spite that burns fiercely within them unto the very moment of death. Even as their life force pours from terrible wounds, this loathing can drive them to fight on in a second wind of wrath. Those Heretic Astartes in thrall to the Blood God feel this enmity to an even greater extent than others, exploding with violence just as the enemy think they have finally ended them.*

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

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

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



1CP



# CHAOS SPACE MARINES – SLAVES TO DARKNESS

## STRATAGEMS

If you are using the Slaves to Darkness Detachment rule, you can use these Slaves to Darkness Stratagems.

### SKINSHIFT



1CP

#### SLAVES TO DARKNESS – EPIC DEED STRATAGEM

*With the Dark Gods and the powers of the warp on their side, Chaos Space Marines can cheat death altogether. Their foes look on in horror as killing wounds knit themselves together in a cacophony of hideous cracks and squelches and shattered armour reforms. After such a blessing, the Heretic Astartes are both something far greater, and far less, than what they once were.*

**WHEN:** Your Command phase.

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

**EFFECT:** One model in your unit regains up to 3 lost wounds. In addition, if your unit is a **TZEENTCH** unit below its Starting Strength, one destroyed model (excluding **CHARACTER** models) is returned to your unit with its full wounds remaining.

### UNNATURAL SWIFTNESS



1CP

#### SLAVES TO DARKNESS – STRATEGIC PLOY STRATAGEM

*Some Heretic Astartes appear to move with a speed that should be impossible, weapons and bodies seemingly moving from one place to another in the blink of an eye.*

**WHEN:** Your Movement phase.

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

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

### DARK OBSCURATION



1CP

#### SLAVES TO DARKNESS – STRATEGIC PLOY STRATAGEM

*Choking fogs echoing with the screams of tortured souls; dense clouds of bloated flies; deluges of bloody rain; whirlwinds of coruscating flames blazing in a thousand hues. Such warp-born phenomena can appear on the battlefield in an instant, and disappear just as quickly. All serve to obscure the Heretic Astartes from their terrified foes.*

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

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

**EFFECT:** Until the end of the phase, your unit has the Stealth ability. In addition, if your unit is a **NURGLE** unit, until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 12".

# CHAOS SPACE MARINES – SLAVES TO DARKNESS

## ENHANCEMENTS

If you are using the Slaves to Darkness Detachment rule, you can use these Slaves to Darkness Enhancements.

### TALISMAN OF BURNING BLOOD

*This talisman constantly drips with thick, bubbling gore. The air around it is so heavy with the charnel stench of the slaughterhouse that it imbues the bearer's limbs with supernatural ferocity and strength – a welcome boon to those eager to claim the worthiest skulls for Khorne.*

**HERETIC ASTARTES KHORNE** model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. Each time the bearer's unit makes a Dark Pact, until the end of the phase, add D3 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

### EYE OF TZEENTCH

*The Eye of Tzeentch is a relic that has been exposed to wild psychic energies for ten millennia. Champions who stare into the artefact's unblinking depths can glean the secrets of the warp.*

**HERETIC ASTARTES TZEENTCH** model only. Each time the bearer's unit makes a Dark Pact, take a Leadership test for the bearer: if that test is passed, you gain 1CP.

### ORB OF UNLIFE

*Within these glassy spheres lurks a diluted life-eater virus. Although quick to burn out when the sphere is broken, everything nearby not touched by Nurgle's bountiful blessings – flesh, armour and bone – finds itself consumed by the ravaging viral strain..*

**HERETIC ASTARTES NURGLE** model only. At the end of the Fight phase, roll one D6 for every enemy unit within 6" of the bearer, adding 1 to the result if the bearer's unit made a Dark Pact that phase: on a 4+, that enemy unit suffers D3 mortal wounds.

### INTOXICATING ELIXIR

*This dispenser is filled with a self-replenishing liquid that is pumped into the bearer's bloodstream by the pint. Some say the liquid, which grants those that partake of it unholy physical power, is a nectar distilled from Slaanesh's own pleasure gardens, for while it heightens the bearer's abilities, foes caught in its soporific fumes are paralysed with terror and ecstasy.*

**HERETIC ASTARTES SLAANESH** model only. The bearer has the Feel No Pain 5+ ability. Each time the bearer shoots or fights, if the bearer's unit made a Dark Pact this phase, after the bearer has resolved those attacks, select one enemy unit that was hit by one or more of those attacks; that enemy unit must take a Battle-shock test.

### LIBER HERETICUS

*This cursed tome contains forbidden lore said to have been absorbed while the artefact consumed the minds of those who risked reading it. One with the strength to tame it can use it to empower their rituals.*

**HERETIC ASTARTES CHAOS UNDIVIDED** model only. Each time the bearer's unit makes a Dark Pact, that unit's weapons gain the [LETHAL HITS] and [SUSTAINED HITS 1] ability until the end of the phase, instead of just gaining one of those abilities.





# ABADDON THE DESPOILER

M	T	SV	W	LD	OC
5"	5	2+	9	5+	4



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Talon of Horus [SUSTAINED HITS 1]	24"	4	2+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Drach'nyen [DEVASTATING WOUNDS]	Melee	8	2+	14	-4	3
Talon of Horus [DEVASTATING WOUNDS]	Melee	14	2+	7	-3	1

## WARMASTER

**Paragon of Hatred (Aura):** While a friendly HERETIC ASTARTES unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll the Hit roll.

**Mark of Chaos Ascendant (Aura):** While a friendly HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit is within 6" of this model, models in that unit have a 4+ invulnerable save.

**Lord of the Traitor Legions (Aura):** While a friendly HERETIC ASTARTES unit is within 6" of this model, you can re-roll Leadership and Battle-shock tests taken for that unit.

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Dark Pact

**The Warmaster:** In your Command phase, select one Warmaster ability (see left). Until the start of your next Command phase, this model has that ability.

**Dark Destiny:** Each time this model makes a Dark Pact and does not fail the resulting Leadership test, roll one D6: on a 2+, you gain 1CP.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, TERMINATOR, CHAOS UNDIVIDED, CHAOS, KHORNE, SLAANESH, NURGLE, TZEENTCH, ABADDON THE DESPOILER



FACTION KEYWORDS:  
HERETIC ASTARTES

# ABADDON THE DESPOILER

The Warmaster of Chaos is the greatest threat to the Imperium. He rules his Black Legion with an iron-taloned fist and stands as the embodiment of the Long War. Clad in Terminator armour and wielding his howling daemon sword, Drach'nyen, Abaddon slays any weakling champions sent to challenge him.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Abaddon the Despoiler – EPIC HERO

This model is equipped with: Talon of Horus; Drach'nyen.

## LEADER

This model can be attached to the following units:

- CHAOS TERMINATOR SQUAD
- LEGIONARIES

## SUPREME COMMANDER

If this model is in your army, it must be your WARLORD.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, TERMINATOR, CHAOS UNDIVIDED, CHAOS, KHORNE, SLAANESH, NURGLE, TZEENTCH, ABADDON THE DESPOILER



FACTION KEYWORDS:  
HERETIC ASTARTES

# HAARKEN WORLDCLAIMER

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

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Helspear [ASSAULT, SUSTAINED HITS D3]	12"	1	2+	8	-3	3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Herald's Talon [PRECISION]	Melee	6	2+	5	-2	2
Helspear [EXTRA ATTACKS, LANCE, SUSTAINED HITS D3]	Melee	1	2+	8	-3	3

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Dark Pact

**Head Taker:** While this model is leading a unit, each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model's unit and roll one D6 for each model in this model's unit: for each 4+, that enemy unit suffers 1 mortal wound.

**Herald of the Apocalypse (Aura):** While an enemy unit is within 6" of this model, in the Battle-shock step of your opponent's Command phase, if that enemy unit is below its Starting Strength, it must take a Battle-shock test. This ability cannot cause a unit to take two Battle-shock tests in the same phase.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, CHAOS, CHAOS UNDIVIDED, HAARKEN WORLDCLAIMER



FACTION KEYWORDS:  
HERETIC ASTARTES

# HAARKEN WORLDCLAIMER

Haarken is the Herald of the Apocalypse and the mouthpiece of Abaddon. He declares his master's dominion by driving his daemon touched Helspear into soon-to-be-conquered worlds, following up with vicious destruction as he leads hosts of Raptors in strikes that sow fear and confusion.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Haarken Worldclaimer – EPIC HERO

This model is equipped with: Helspear; Herald's Talon.

## LEADER

This model can be attached to the following unit:

- RAPTORS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, CHAOS, CHAOS UNDIVIDED, HAARKEN WORLDCLAIMER



FACTION KEYWORDS:  
HERETIC ASTARTES

# HURON BLACKHEART

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



## RANGED WEAPONS

Tyrant's Claw [IGNORES COVER, TORRENT]	RANGE	A	BS	S	AP	D
	12"	D6	N/A	6	-1	1

## MELEE WEAPONS

Exalted weapon	RANGE	A	WS	S	AP	D
	Melee	6	2+	5	-2	2
Tyrant's Claw	Melee	10	2+	4	-2	1

## ABILITIES

CORE: Leader

FACTION: Dark Pact

**The Tyrant of Badab:** While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

**Red Corsairs:** After both players have deployed their armies, you can select up to three HERETIC ASTARTES INFANTRY units from your army and redeploy them. When doing so, those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

**Hamadry'a's Knowledge (Psychic):** Once per battle, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

INVULNERABLE SAVE

4+

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



FACTION KEYWORDS:  
HERETIC ASTARTES

# HURON BLACKHEART

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



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Huron Blackheart – EPIC HERO

This model is equipped with: Tyrant's Claw; exalted weapon.

## LEADER

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

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



FACTION KEYWORDS:  
HERETIC ASTARTES

# HERETIC ASTARTES DAEMON PRINCE

M T SV W LD OC  
8" 10 2+ 10 6+ 3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Hellforged weapons – strike	Melee	6	2+	8	-2	3
Hellforged weapons – sweep	Melee	14	2+	6	0	1

## DAEMONIC ALLEGIANCE

**Daemon Prince of Khorne:** If this model has the **KHORNE** keyword, add 2 to the Strength characteristic of its hellforged weapons.

**Daemon Prince of Tzeentch:** If this model has the **TZEENTCH** keyword, add 3 to the Attacks characteristic of its infernal cannon.

**Daemon Prince of Nurgle:** If this model has the **NURGLE** keyword, add 1 to its Toughness characteristic.

**Daemon Prince of Slaanesh:** If this model has the **SLAANESH** keyword, add 2" to its Move characteristic.

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

KEYWORDS: MONSTER, CHARACTER, CHAOS, DAEMON, DAEMON PRINCE

## ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pacts

**Dark Blessing (Aura):** While a friendly **HERETIC ASTARTES INFANTRY** unit is within 6" of this model, each time a ranged attack is allocated to a model in that unit, that model has the Benefit of Cover against that attack.

**Ascended Daemon:** Each time this model shoot or fights, while resolving those attacks, you can re-roll one Hit roll and you can re-roll one Wound roll.

## INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
**HERETIC ASTARTES**

# HERETIC ASTARTES DAEMON PRINCE

*Infernal beasts whose Path to Glory has elevated them to daemonhood, Daemon Princes are paragons of evil. Warped and corrupted by Chaos, they lead their warbands in devastating assaults, striding through their mortal enemies' attacks and unleashing monstrous blows and blasts of sorcery against all before them.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Heretic Astartes Daemon Prince

This model is equipped with: infernal cannon; hellforged weapons.

KEYWORDS: MONSTER, CHARACTER, CHAOS, DAEMON, DAEMON PRINCE



FACTION KEYWORDS:  
**HERETIC ASTARTES**

# HERETIC ASTARTES DAEMON PRINCE WITH WINGS

M	T	SV	W	LD	OC
12"	9	2+	10	6+	3

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Hellforged weapons – strike	Melee	6	2+	8	-2	3
Hellforged weapons – sweep	Melee	14	2+	6	0	1

## DAEMONIC ALLEGIANCE

**Daemon Prince of Khorne:** If this model has the **KHORNE** keyword, add 2 to the Strength characteristic of its hellforged weapons.

**Daemon Prince of Tzeentch:** If this model has the **TZEENTCH** keyword, add 3 to the Attacks characteristic of its infernal cannon.

**Daemon Prince of Nurgle:** If this model has the **NURGLE** keyword, add 1 to its Toughness characteristic.

**Daemon Prince of Slaanesh:** If this model has the **SLAANESH** keyword, add 2" to its Move characteristic.

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

**KEYWORDS:** MONSTER, FLY, CHARACTER, CHAOS, DAEMON,  
DAEMON PRINCE WITH WINGS

## ABILITIES

**CORE:** Deadly Demise D3, Deep Strike

**FACTION:** Dark Pact

**Daemonic Destruction:** Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each of this model's remaining wounds: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

**Flying Horror:** Each time this model ends a Normal or Advance move, select one enemy unit it moved over during that move. That unit must take a Battle-shock test.

## INVULNERABLE SAVE

4+



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

# HERETIC ASTARTES DAEMON PRINCE WITH WINGS

The final form of those who give up their souls to the Dark Gods can be infinite in variety. From some, dark wings burst from their churning flesh, a hideous blessing that enables these monstrous warrior-lords to hunt down those who seek to flee their bestial wrath.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Heretic Astartes Daemon Prince with Wings

This model is equipped with: infernal cannon; hellforged weapons.

KEYWORDS: MONSTER, FLY, CHARACTER, CHAOS, DAEMON,  
DAEMON PRINCE WITH WINGS



FACTION KEYWORDS:  
HERETIC ASTARTES

# FABIUS BILE

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1
6"	4	6+	1	7+	1

FABIUS BILE

SURGEON ACOLYTE



## RANGED WEAPONS

RANGE	A	BS	S	AP	D
18"	3	2+	2	-1	2

Xyclos Needler [ANTI-INFANTRY 2+, PISTOL]

## MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	2	2+	4	0	1
Melee	6	2+	5	-1	3
Melee	1	5+	3	0	1

Chirurgeon [EXTRA ATTACKS]

Rod of Torment

Surgeon Acolyte's tools

## ABILITIES

**CORE:** Feel No Pain 5+, Leader**FACTION:** Dark Pact

**Enhanced Warriors:** If this unit is attached to a unit at the start of the battle, until the end of the battle, add 1 to the Strength characteristic of melee weapons equipped by Bodyguard models in that unit and add 1 to the Toughness characteristic of Bodyguard models in that unit.

**Surgeon Acolyte:** Once per turn, when an attack is allocated to a model in this unit, if this unit contains **FABIUS BILE**, you can change the Damage characteristic of that attack to 0.

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

KEYWORDS – ALL MODELS: INFANTRY, CHAOS, CHAOS UNDIVIDED  
– FABIUS BILE ONLY: CHARACTER, EPIC HERO, FABIUS BILE



FACTION KEYWORDS:  
**HERETIC ASTARTES**

# FABIUS BILE

A genius of arcane genetics, Fabius Bile enhances even the augmented biologies of his Heretic Astartes followers. With surgical precision, he wields the pain-inducing Rod of Torment in one hand, while with his other he fires toxic darts from the Xyclos Needler, as the arachnid arms of his Chirurgeon seal his own injuries.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Fabius Bile – EPIC HERO

- 1 Surgeon Acolyte

Fabius Bile is equipped with: Xyclos Needler; Chirurgeon; Rod of Torment.

The Surgeon Acolyte is equipped with: Surgeon Acolyte's tools.

## LEADER

This unit can be attached to the following units:

- CHOSEN
- LEGIONARIES

KEYWORDS – ALL MODELS: INFANTRY, CHAOS, CHAOS UNDIVIDED  
– FABIUS BILE ONLY: CHARACTER, EPIC HERO, FABIUS BILE



FACTION KEYWORDS:  
HERETIC ASTARTES

# CYPHER

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



## RANGED WEAPONS

RANGE	A	BS	S	AP	D
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Cypher's bolt pistol [ASSAULT, PISTOL, SUSTAINED HITS 1]	12"	6	2+	4	-1	1
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Cypher's plasma pistol [ASSAULT, PISTOL, SUSTAINED HITS 1]	12"	3	2+	8	-3	2
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## MELEE WEAPONS

RANGE	A	WS	S	AP	D
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Close combat weapon	Melee	6	2+	4	0	1
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## ABILITIES

**CORE: Lone Operative**

**FACTION: Dark Pact**

**Agent of Discord:** Once per battle, after your opponent uses a Stratagem, if this model is on the battlefield, it can use this ability. If it does, until the end of the battle, increase that Stratagem's cost to your opponent by 1CP.

**Guns Blazing:** Each time an enemy unit is selected to shoot, if one or more of those attacks target a friendly **HERETIC ASTARTES** unit within 3" of this model, after that enemy unit has finished making its attacks, this model can shoot as if it were your Shooting phase, but when doing so it must target only that enemy unit (and only if it is an eligible target).

**INVULNERABLE SAVE**

4+

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, CHAOS, CYPHER



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

# CYPHER

*Cypher is a mysterious agent of discord and insurrection, always one step ahead of capture, and strife blooms in his wake as violently as the detonations from his masterwork pistols. He is a lord of the hunted Fallen, though his true role as traitor or loyalist is as cryptic as the sword he carries but never wields.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Cypher – EPIC HERO

This model is equipped with: Cypher's bolt pistol; Cypher's plasma pistol; close combat weapon.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, CHAOS, CYPHER



FACTION KEYWORDS:  
HERETIC ASTARTES

# MASTER OF POSSESSION

M T SV W LD OC  
8" 4 3+ 4 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
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Bolt pistol [PISTOL] 12" 1 3+ 4 0 1

→ Rite of Possession – witchfire  
[ANTI-PSYKER 2+, PISTOL, PRECISION, PSYCHIC] 18" 2 3+ 4 -3 2

→ Rite of Possession – focused witchfire  
[ANTI-PSYKER 2+, HAZARDOUS, PISTOL, PRECISION, PSYCHIC] 18" 2 3+ 6 -3 3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
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Staff of possession [ANTI-PSYKER 2+, PSYCHIC] Melee 4 3+ 6 -1 D3

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

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, MASTER OF POSSESSION

## ABILITIES

CORE: Leader

FACTION: Dark Pact

**Daemonic (Psychic):** While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit, and models in that unit have the Feel No Pain 6+ ability.

**Sacrificial Dagger:** Once per phase, when this model is selected to shoot or fight, it can use this ability. If it does, this model's unit suffers 1 mortal wound and, until the end of the phase, each time this model makes a Psychic Attack, add 1 to the Hit roll and add 1 to the Wound roll.

INVULNERABLE SAVE

5+

FACTION KEYWORDS:  
HERETIC ASTARTES

# MASTER OF POSSESSION

Masters of Possession are psykers who specialise in channelling daemons into living hosts; they bolster their possessed kin with empyric energies that strengthen and reinvigorate such tainted unions. In battle, they unleash daemonic forces into the foe, ripping apart their souls to channel them to greater use.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Master of Possession

This model is equipped with: bolt pistol; Rite of Possession; staff of possession.

## LEADER

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES
- POSSESSED

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, MASTER OF POSSESSION



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS LORD

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

## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Daemon hammer [DEVASTATING WOUNDS]	Melee	5	3+	8	-2	2
Power fist	Melee	5	2+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, CHAOS LORD



## ABILITIES

CORE: Leader

FACTION: Dark Pact

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

**Chance for Glory:** Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength, Attacks, Armour Penetration and Damage characteristics of melee weapons equipped by this model by 1.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS LORD

*Chaos Lords have spent countless spans of mortal lives leading their traitorous warriors, demanding nothing but utter ruthlessness from those they command. Each heretic aspires to this chilling mastery, knowing there is no prize beyond their Lord's grasp and no enemy they cannot slay with pre-eminent skill.*



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Chaos Lord

This model is equipped with: plasma pistol; daemon hammer.

## LEADER

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, CHAOS LORD



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS LORD IN TERMINATOR ARMOUR

M T SV W LD OC  
5" 5 2+ 6 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	5	-2	1
Power fist	Melee	5	2+	8	-2	2

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Dark Pact

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

**Formidably Resilient:** Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, CHAOS, TERMINATOR,  
CHAOS LORD IN TERMINATOR ARMOUR



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS LORD IN TERMINATOR ARMOUR

Chaos Lords' underlings expect them to fight from the front, and few kinds of armour enable them to do so as effectively as archaic Terminator plate. Formidably resilient, such a suit protects the Lord against all but the most devastating firepower and enables him to deploy by teleportation right into the heart of the foe.



## WARGEAR OPTIONS

- This model's combi-bolter can be replaced with 1 combi-weapon.
- This model's exalted weapon can be replaced with one of the following:
  - 1 chainfist
  - 1 power fist
- This model's combi-bolter and exalted weapon can be replaced with 1 paired accursed weapons.

## UNIT COMPOSITION

- 1 Chaos Lord in Terminator Armour

This model is equipped with: combi-bolter; exalted weapon.

## LEADER

This model can be attached to the following unit:

- CHAOS TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, CHAOS, TERMINATOR,  
CHAOS LORD IN TERMINATOR ARMOUR



FACTION KEYWORDS:  
HERETIC ASTARTES

# SORCERER

M T SV W LD OC

6" 4 3+ 4 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

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

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, CHAOS, SORCERER



FACTION KEYWORDS:  
HERETIC ASTARTES

## ABILITIES

CORE: Leader

FACTION: Dark Pact

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

**Gift of Chaos (Psychic):** Each time this model is selected to shoot or fight, after resolving its attacks, select one enemy unit hit by one or more of those attacks that had the [PSYCHIC] ability. That unit must take a Leadership test: if that test is failed, that unit suffers D3 mortal wounds.

# SORCERER

Sorcerers are the Heretic Astartes' battle-psychers and warp-seers.

Wielding terrifying empyric energies, with but a thought they can crush a foe's skull, curse their enemies with abhorrent hexes or hurl coruscating bolts of soul-blasting psychic power that mutate those they touch.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Sorcerer

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

## LEADER

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, CHAOS, SORCERER



FACTION KEYWORDS:  
HERETIC ASTARTES

# SORCERER IN TERMINATOR ARMOUR

M    T    SV    W    LD    OC

5"    5    2+    5    6+    1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

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

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, TERMINATOR,  
SORCERER IN TERMINATOR ARMOUR

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Dark Pact

**Wartime (Psychic):** While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

**Death Hex (Psychic):** At the start of your Shooting phase, one PSYKER with this ability can use it. If it does, select one enemy unit within 12" of and visible to that PSYKER and roll one D6: on a 1, that PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

## WARGEAR ABILITIES

**Chaos Familiar:** Once per battle, when an attack is allocated to the bearer, you can change the Damage characteristic to 0.

## INVULNERABLE SAVE

4+

FACTION KEYWORDS:  
HERETIC ASTARTES

# SORCERER IN TERMINATOR ARMOUR

The powers of a warband's Sorcerers lend a sickening occult advantage to elite infantry spearheads. Girded in warsuits of sigil-etched Terminator armour, they are able to support gruelling boarding actions, assault through daemon-haunted labyrinths or fight on the front line against swarming, ignorant loyalists.



## WARGEAR OPTIONS

- This model's combi-bolter can be replaced with 1 combi-weapon.
- This model can be equipped with 1 Chaos familiar.

## UNIT COMPOSITION

- 1 Sorcerer in Terminator Armour

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

## LEADER

This model can be attached to the following unit:

- CHAOS TERMINATOR SQUAD

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, TERMINATOR,  
SORCERER IN TERMINATOR ARMOUR



FACTION KEYWORDS:  
HERETIC ASTARTES

# LUCIUS THE ETERNAL

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Doom siren [TORMENT]	12"	D6	N/A	6	-1	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Duellist's sword and Lash of Torment [PRECISION]	Melee	8	2+	5	-2	2

## ABILITIES

CORE: Fights First, Leader

FACTION: Dark Pact

**Duellist's Pride:** While this model is leading a unit, models in that unit have the Fights First ability.

**Armour of Shrieking Souls:** Each time this model is destroyed by an attack made by an enemy unit, that unit must take a Leadership test: if that test is passed, that enemy unit suffers D3 mortal wounds; if that test is failed, that enemy unit suffers D6 mortal wounds. If mortal wounds inflicted in this way destroy that enemy unit, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with D3 wounds remaining. If this model was attached to a unit when it was destroyed, it must be set back up attached to that unit.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, CHAOS, SLAANESH,  
LUCIUS THE ETERNAL



FACTION KEYWORDS:  
HERETIC ASTARTES

# LUCIUS THE ETERNAL

An arrogant slaughterer and swordsman supreme, Lucius seeks out the most skilled of the foe's champions, casually striking down lesser enemies that dare bar his path. Against worthy opponents, Lucius strikes with the speed of a snake, his daemonicly sentient lash and duellist's sword making a mockery of the greatest warriors.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Lucius the Eternal – EPIC HERO

This model is equipped with: doom siren; duellist's sword and Lash of Torment.

## LEADER

This model can be attached to the following units:

- LEGIONARIES
- NOISE MARINES

## EMPEROR'S CHILDREN

If this model is your WARLORD, NOISE MARINE units in your army have the BATTLELINE keyword.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, CHAOS, SLAANESH,  
LUCIUS THE ETERNAL



FACTION KEYWORDS:  
HERETIC ASTARTES

# LORD DISCORDANT ON HELSTALKER

M T SV W LD OC  
10" 9 2+ 10 6+ 4



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	2
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Helstalker autocannon	48"	3	2+	9	-1	3
Magma cutter [MELTA 2]	6"	2	3+	9	-4	D6

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Bladed limbs [EXTRA ATTACKS]	Melee	4	3+	6	-1	2
Impaler chainglave [LANCE]	Melee	4	2+	6	-2	2
Techno-virus injector [ANTI-VEHICLE 2+, EXTRA ATTACKS]	Melee	1	3+	3	-3	2

## ABILITIES

### FACTION: Dark Pacts

**Corrupt Machine Spirits:** Once per turn, at the start of your opponent's Shooting phase, select one enemy VEHICLE unit within 12" of and visible to one or more models from your army with this ability. That unit must take a Leadership test: if that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

**Spirit Thief:** At the start of your Shooting phase, select one enemy VEHICLE unit within 12" of this model. Until the end of the phase, each time a friendly HERETIC ASTARTES model makes an attack that targets that unit, re-roll a Wound roll of 1.

### INVULNERABLE SAVE

5+

KEYWORDS: MOUNTED, CHARACTER, CHAOS, DAEMON, LORD DISCORDANT



FACTION KEYWORDS:  
HERETIC ASTARTES

## LORD DISCORDANT ON HELSTALKER

Technocrats and spirit-thieves, Lords Discordant hunt the foe's war engines. Atop daemonic Helstalkers, these heretics cut through enemy infantry before lunging at their quarry with saw-toothed polearms. Each mount tears its mechanical prey open as the Lord Discordant siphons off the victim's spirit to reinvigorate other Daemon Engines.



### WARGEAR OPTIONS

- This model's Helstalker autocannon can be replaced with 1 baleflamer.
- This model's techno-virus injector can be replaced with 1 magma cutter.

### UNIT COMPOSITION

- 1 Lord Discordant on Helstalker

This model is equipped with: bolt pistol; Helstalker autocannon; techno-virus injector; bladed limbs; impaler chainglaive.

KEYWORDS: MOUNTED, CHARACTER, CHAOS, DAEMON, LORD DISCORDANT



FACTION KEYWORDS:  
HERETIC ASTARTES

# WARPSMITH

M    T    SV    W    LD    OC

6"	4	2+	4	6+	1
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## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Flamer tendril [PISTOL, TORRENT, IGNORES COVER]	12"	D6	N/A	3	0	1
Melta tendril [PISTOL, MELTA 2]	6"	1	2+	8	-4	D3
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [PISTOL, HAZARDOUS]	12"	1	2+	8	-3	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Exalted weapon	Melee	4	3+	6	-2	2
Warp hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, CHAOS, WARPSMITH

## ABILITIES

CORE: Leader

FACTION: Dark Pact

**Warpsmith:** While this model is within 3" of one or more friendly HERETIC ASTARTES VEHICLE units, this model has the Lone Operative ability.

**Master of Mechanisms:** In your Command phase, select one friendly HERETIC ASTARTES VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.

**Enrage Machine Spirits:** At the end of your Movement phase, select one enemy VEHICLE unit within 12" of this model. That unit must take a Battle-shock test.



FACTION KEYWORDS:  
HERETIC ASTARTES

# WARPSMITH

*With outlawed knowledge of the deeper mysteries of the machine, Warpsmiths maintain their warband's arsenal of armoured vehicles, and violate enemy war engines with utterances of corrupted code. Fused with a writhing nest of semi-sentient mechatendrils, they seek not only to employ technology, but to subjugate it.*

## WARGEAR OPTIONS

- This model's exalted weapon can be replaced with 1 warp hammer.

## UNIT COMPOSITION

- 1 Warpsmith

**This model is equipped with:** flamer tendril; meltar tendril; plasma pistol; exalted weapon.

## LEADER

This model can be attached to the following units:

- CHOSSEN
- HAVOCS
- LEGIONARIES

KEYWORDS: INFANTRY, CHARACTER, CHAOS, WARPSMITH



FACTION KEYWORDS:  
HERETIC ASTARTES

# EXALTED CHAMPION

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Leader

FACTION: Dark Pact

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

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

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



FACTION KEYWORDS:  
HERETIC ASTARTES

# EXALTED CHAMPION

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



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Exalted Champion

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

## LEADER

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

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

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



FACTION KEYWORDS:  
HERETIC ASTARTES

# DARK APOSTLE

M	T	SV	W	LD	OC
6"	4	3+	4	5+	1
6"	4	6+	1	7+	1

DARK APOSTLE

DARK DISCIPLE



## RANGED WEAPONS

Bolt pistol [PISTOL]

RANGE      A      BS      S      AP      D

12"      1      3+      4      0      1

## MELEE WEAPONS

Accursed crozius

RANGE      A      WS      S      AP      D

Melee      5      2+      6      -1      2

Close combat weapon

Melee      1      4+      3      0      1

## ABILITIES

CORE: Leader

FACTION: Dark Pact

**Dark Zealotry:** While this unit is leading a unit and contains a DARK APOSTLE model, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

**Demagogue:** Once per battle, at the start of any phase, you can select one friendly HERETIC ASTARTES unit that is Battle-shocked and within 9" of this unit's DARK APOSTLE model. That unit is no longer Battle-shocked.

**Malign Sacrifice:** At the start of the Fight phase, if this unit contains one or more Dark Disciple models, you can select one of those models and one enemy unit within Engagement Range of this unit, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds. That Dark Disciple model is then destroyed.

INVULNERABLE SAVE

4+

KEYWORDS – ALL MODELS: INFANTRY, GRENADES, CHAOS  
– DARK APOSTLE ONLY: CHARACTER, DARK APOSTLE



FACTION KEYWORDS:  
HERETIC ASTARTES

# DARK APOSTLE

Dark Apostles are the high priests of the Dark Gods. They preach catechisms from blasphemous texts, issuing prayers that call down the Ruinous Powers' wrath. As they crush skulls with blows from their accursed crozius, they roar profane blessings using their deadliest weapon: their voice.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Dark Apostle
- 2 Dark Disciples

The Dark Apostle is equipped with: bolt pistol; accursed crozius.

Every Dark Disciple is equipped with: close combat weapon.

## LEADER

This model can be attached to the following units:

- ACCURSED CULTISTS
- CHOSEN
- CULTIST MOB
- LEGIONARIES

KEYWORDS – ALL MODELS: INFANTRY, GRENADES, CHAOS  
– DARK APOSTLE ONLY: CHARACTER, DARK APOSTLE



FACTION KEYWORDS:  
HERETIC ASTARTES

# DARK COMMUNE

M	T	SV	W	LD	OC
6"	3	6+	4	6+	1
6"	3	6+	1	7+	1

CULT DEMAGOGUE

OTHER MODELS



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Warp Curse – witchfire [PSYCHIC]	18"	3	3+	4	-1	2
Warp Curse – focused witchfire [HAZARDOUS, PSYCHIC, SUSTAINED HITS 2]	18"	3	3+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Commune blade	Melee	2	4+	4	-2	1
Commune stave [DEVASTATING WOUNDS]	Melee	2	4+	3	0	D3

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

KEYWORDS – ALL MODELS: INFANTRY, GRENADES, CHAOS, DARK COMMUNE |  
MINDWITCH ONLY: PSYKER | CULT DEMAGOGUE ONLY: CHARACTER, CULT DEMAGOGUE



FACTION KEYWORDS:  
HERETIC ASTARTES

## ABILITIES

CORE: Leader

FACTION: Dark Pacts

**Faithful Flock:** While this unit is leading a unit and contains a CULT DEMAGOGUE model, models in that unit have a 5+ invulnerable save.

**Dark Ritual:** Once per battle, in your Command phase, if this unit contains a CULT DEMAGOGUE model, it can use this ability. If it does, until the end of the turn, this unit can declare a charge in a turn in which it Advanced and each time a model in this unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

## WARGEAR ABILITIES

**Chaos Icon:** Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

# DARK COMMUNE

A pooling of evil at the head of a Chaos Cult, Dark Communes are led by Cult Demagogues who preach mantras of hate laced with promises of power. They command Mindwitches, whose psychic powers are bought at terrible cost, and Iconarchs, who carry foul sigils that spread the Dark Gods' malefic influence.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Cult Demagogue
- 1 Mindwitch
- 1 Iconarch
- 2 Blessed Blades

The Cult Demagogue is equipped with: autopistol; Commune stave.

The Mindwitch is equipped with: Warp Curse; close combat weapon.

The Iconarch is equipped with: autopistol; close combat weapon; Chaos icon.

Every Blessed Blade is equipped with: Commune blade.

## LEADER

This unit can be attached to the following units:

- ACCURSED CULTISTS
- CULTIST MOB

KEYWORDS – ALL MODELS: INFANTRY, GRENADES, CHAOS, DARK COMMUNE |  
MINDWITCH ONLY: PSYKER | CULT DEMAGOGUE ONLY: CHARACTER, CULT DEMAGOGUE



FACTION KEYWORDS:  
HERETIC ASTARTES

# LEGIONARIES

M T SV W LD OC

6"	4	3+	2	6+	2
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## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Balefire tome [PSYCHIC]	18"	2	3+	5	-1	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	06	N/A	4	0	1
Havoc autocannon [HEAVY]	48"	2	4+	9	-1	3
Melta gun [MELTA 2]	12"	1	3+	9	-4	D6
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Reaper chaincannon [HEAVY]	24"	8	4+	5	0	1

## MELEE WEAPONS

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

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

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, GRENADES, LEGIONARIES

## ABILITIES

FACTION: Dark Pacts

**Veterans of the Long War:** Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

## WARGEAR ABILITIES

**Chaos Icon:** Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.



FACTION KEYWORDS:  
HERETIC ASTARTES

# LEGIONARIES

Against the onslaught of Chaos Legionaries, few can stand for long. Whether millennia-old veterans of the Long War or traitors from renegade warbands, Legionaries are deadly and adaptable warriors, unleashing streams of explosive bolts or venting their vicious hatred with swings of rending chainswords.



## WARGEAR OPTIONS

- The Aspiring Champion's boltgun can be replaced with one of the following:
  - 1 plasma pistol and 1 Astartes chainsword\*
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 heavy melee weapon
- The Aspiring Champion's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol\*
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 heavy melee weapon
- 1 model can be equipped with 1 Chaos icon.
- Any number of Legionaries can each have their boltgun replaced with 1 Astartes chainsword.
- One Legionary's boltgun can be replaced with 1 heavy melee weapon.
- One Legionary's boltgun can be replaced with 1 balefire tome.
- For every 5 models in this unit, 1 Legionary's boltgun can be replaced with one of the following (duplicates are not allowed):
  - 1 plasma pistol
  - 1 flamer
  - 1 havoc autocannon
  - 1 heavy bolter\*\*
  - 1 lascannon\*\*
  - 1 meltagun
  - 1 missile launcher\*\*
  - 1 plasma gun\*\*
  - 1 reaper chaincannon

\*Maximum 1 per model.

\*\*This weapon's profile can be found on the Heretic Astartes Armoury card.

## UNIT COMPOSITION

- 1 Aspiring Champion
- 4-9 Legionaries

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, GRENADES, LEGIONARIES



FACTION KEYWORDS:  
HERETIC ASTARTES

# CULTIST MOB

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

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

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, CHAOS, CULTIST MOB

## ABILITIES

FACTION: Dark Pacts

**For the Dark Gods:** At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

FACTION KEYWORDS:  
**HERETIC ASTARTES**

# CULTIST MOB

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



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Cultist Champion
- 9-19 Chaos Cultists

**Every model is equipped with:** autopistol; brutal assault weapon.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, CHAOS, CULTIST MOB



FACTION KEYWORDS:  
HERETIC ASTARTES

# ACCURSED CULTISTS

M	T	SV	W	LD	OC
6"	4	6+	1	7+	2
6"	4	6+	3	7+	2

MUTANT

TORMENT



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Blasphemous appendages	Melee	2	4+	4	0	1
Hideous mutations	Melee	D6+2	4+	5	-1	2

## ABILITIES

**CORE:** Feel No Pain 6+**FACTION:** Dark Pacts

**Accursed Horde:** At the start of each player's Command phase, you can return either 1 destroyed Torment model or up to 3 destroyed Mutant models to this unit.

KEYWORDS: INFANTRY, CHAOS, ACCURSED CULTISTS

FACTION KEYWORDS:  
HERETIC ASTARTES

# ACCURSED CULTISTS

Whether born of dark ritual, empyric experimentation or the predations of malign entities, Accursed Cultists have diverse, terrifying origins.

Driven towards the foe, Mutants flail and lash at the enemy with claws or tendrils, while horribly warped Torments pounce with bestial hunger.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 3-6 Torments
- 5-10 Mutants

Every Torment is equipped with: hideous mutations.

Every Mutant is equipped with: blasphemous appendages.

KEYWORDS: INFANTRY, CHAOS, ACCURSED CULTISTS



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS TERMINATOR SQUAD

M T SV W LD OC

5" 5 2+ 3 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Reaper autocannon	36"	4	3+	7	-1	1
[DEVASTATING WOUNDS, SUSTAINED HITS 1]						

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Paired accursed weapons [TWIN-LINKED]	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: INFANTRY, CHAOS, TERMINATOR, CHAOS TERMINATOR SQUAD

## ABILITIES

CORE: Deep Strike

FACTION: Dark Pact

Despoilers: Each time this unit makes a Dark Pact, until the end of the phase, each time a model in this unit makes an attack, you can re-roll the Hit roll.

INVULNERABLE SAVE

4+

FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS TERMINATOR SQUAD

Clad in hulking, corrupted Terminator plate, each of these murderous brutes is akin to a walking tank. Spikes and horns give them a monstrous appearance, and their powerful array of heavy firepower and brutal melee weapons can tear through elite squads and war engines alike.



## WARGEAR OPTIONS

- For every 5 models in this unit, 1 Terminator's combi-bolter can be replaced with one of the following:
  - 1 heavy flamer
  - 1 reaper autocannon
- Any number of models can each have their combi-bolter replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 model's combi-bolter and accursed weapon can be replaced with 1 paired accursed weapons.
- For every 5 models in this unit, up to 3 models can each have their accursed weapon replaced with 1 power fist.
- For every 5 models in this unit, 1 model's accursed weapon can be replaced with 1 chainfist.

## UNIT COMPOSITION

- 1 Terminator Champion
- 4-9 Chaos Terminators

Every model is equipped with: combi-bolter; accursed weapon.

KEYWORDS: INFANTRY, CHAOS, TERMINATOR, CHAOS TERMINATOR SQUAD



FACTION KEYWORDS:  
HERETIC ASTARTES

# MASTER OF EXECUTIONS

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Axe of dismemberment [DEVASTATING WOUNDS, PRECISION]	Melee	5	2+	7	-2	2

## ABILITIES

CORE: Leader

FACTION: Dark Pact

**Warp-sighted Butcher:** While this model is leading a unit, each time a model in that unit makes a melee attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that unit is Below Half-strength, you can re-roll the Wound roll as well.

**Trophy Taker:** Each time this model destroys an enemy CHARACTER model, you gain 1CP.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, MASTER OF EXECUTIONS



FACTION KEYWORDS:  
HERETIC ASTARTES

# MASTER OF EXECUTIONS

These corrupted axemen are the executioners of Heretic Astartes warbands. Able to perceive the empyric soul-stuff of the foe's greatest champions, they single-mindedly seek them out in battle, bellowing a fatal decree before crashing forward and hacking through armour, flesh and bone.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Master of Executions

This model is equipped with: bolt pistol; axe of dismemberment.

## LEADER

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, MASTER OF EXECUTIONS



FACTION KEYWORDS:  
HERETIC ASTARTES

# POSSESSED

M	T	SV	W	LD	OC
9"	6	3+	3	6+	1



## MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	4	3+	5	-1	2

Hideous mutations

## ABILITIES

FACTION: Dark Pacts

**Unholy Bloodshed:** Each time this unit makes a Dark Pact, until the end of the phase, weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

## WARGEAR ABILITIES

**Chaos Icon:** Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

## INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHAOS, DAEMON, POSSESSED



FACTION KEYWORDS:  
HERETIC ASTARTES

# POSSESSED

*In blasphemous union with fell daemons of the Chaos Gods, Possessed are bestial slaughter incarnate. Warped and mutated by their empyric parasites, their armoured forms flow like wax. As talons, snapping maws and vestigial wings manifest, they unleash an unholy orgy of bloodshed.*



## WARGEAR OPTIONS

- 1 model can be equipped with 1 Chaos icon.

## UNIT COMPOSITION

- 1 Possessed Champion
- 4-9 Possessed

**Every model is equipped with:** hideous mutations.

KEYWORDS: INFANTRY, CHAOS, DAEMON, POSSESSED



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHOSEN

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



## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Paired accursed weapons [TWIN-LINKED]	Melee	5	3+	5	-2	1
Power fist	Melee	4	3+	8	-2	2

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

KEYWORDS: INFANTRY, GRENADES, CHAOS, CHOSEN

## ABILITIES

FACTION: Dark Pacts

**Chosen Marauders:** This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

## WARGEAR ABILITIES

**Chaos Icon:** Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHOSEN

The power-hungry veterans known as *Chosen* are amongst the most experienced and ruthless fighters of the Heretic Astartes. Granted – or having seized – their warband's most powerful weapons, these warriors undertake the most glorious and dangerous missions, and are the bane of all that lives.



## WARGEAR OPTIONS

- For every 5 models in this unit, up to 2 models can each have their bolt pistol replaced with 1 plasma pistol.
- For every 5 models in this unit, up to 2 models can each have their boltgun replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 model's boltgun and accursed weapon can be replaced with 1 paired accursed weapons.
- For every 5 models in this unit, 1 model equipped with a boltgun can have its accursed weapon replaced with 1 power fist. That model's boltgun cannot be replaced.
- 1 model can be equipped with 1 Chaos icon.

## UNIT COMPOSITION

- 1 Chosen Champion
- 4-9 Chosen

Every model is equipped with: boltgun; bolt pistol; accursed weapon.

KEYWORDS: INFANTRY, GRENADES, CHAOS, CHOSEN



FACTION KEYWORDS:  
HERETIC ASTARTES

# NOISE MARINES

M T SV W LD OC

6" 4 3+ 2 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
► Blastmaster – single frequency [HEAVY]	48"	3	4+	9	-2	3
► Blastmaster – varied frequency	36"	6	3+	6	-1	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Doom siren [TORMENT]	12"	D6	N/A	6	-1	1
► Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
► Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Sonic blaster [ASSAULT]	24"	3	3+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: INFANTRY, GRENADES, CHAOS, SLAANESH, NOISE MARINES



FACTION KEYWORDS:  
HERETIC ASTARTES

## ABILITIES

FACTION: Dark Pacts

**Riotous Cacophony:** In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

## WARGEAR ABILITIES

**Chaos Icon:** Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

# NOISE MARINES

Orchestrating riotous destruction on vast scales, Noise Marines saturate the war zone with explosive bolts, clashing aural waves and extreme psychosonic attacks. These hedonistic worshippers of Slaanesh are inured to most stimuli, and seek to unleash the most cacophonous destruction to stir their jaded senses.



## WARGEAR OPTIONS

- Any number of Noise Marines can each have their boltgun replaced with one of the following:
  - 1 Astartes chainsword
  - 1 sonic blaster
- 1 Noise Marine's boltgun can be replaced with 1 blastmaster.
- The Noise Champion's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol\*
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist
  - 1 sonic blaster
- The Noise Champion's boltgun can be replaced with one of the following:
  - 1 plasma pistol\*
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist
- The Noise Champion's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol\*
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist

*\*Maximum 1 per model.*

## UNIT COMPOSITION

- 1 Noise Champion
- 4-9 Noise Marines

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, CHAOS, SLAANESH, NOISE MARINES



FACTION KEYWORDS:  
HERETIC ASTARTES

# VENOMCRAWLER

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Excruciator cannon	36"	6	3+	6	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Soulflayer tendrils and claws	Melee	6	3+	6	-1	2

## ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pact

**Soul Eater:** At the end of any phase, if one or more attacks made by this model that phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, VENOMCRAWLER



FACTION KEYWORDS:  
HERETIC ASTARTES

# VENOMCRAWLER

*These arachnid amalgams of daemon flesh, cursed iron and malignant sentience pound across war zones in search of bodies to tear and spirits to consume. After butchering the prey with their excruciator cannons, claws and lashing tendrils, they draw the souls of the slain into their abdomens.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Venomcrawler

This model is equipped with: 2 excruciator cannons; soulflayer tendrils and claws.

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, VENOMCRAWLER



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS BIKERS

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



## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: MOUNTED, GRENADES, CHAOS, CHAOS BIKERS

## ABILITIES

FACTION: Dark Pact

**Outmanoeuvre:** At the end of your opponent's turn, if this unit is wholly within 6" of one or more battlefield edge and not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

## WARGEAR ABILITIES

**Chaos Icon:** Each time the bearer's unit takes a Leadership test for the Dark Pact ability, you can re-roll that test.



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS BIKERS

Vicious long-range hunters as adept in reconnaissance as they are in bloody chases, Chaos Bikers ride powerful, growling machines whose combi-bolters spew explosive death. In rapid assaults, they smash through enemy defence lines, before circling back like a pack of predators to cut down survivors in bloody melee.



## WARGEAR OPTIONS

- The Biker Champion's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist
- Any number of Chaos Bikers can each have their bolt pistol replaced with 1 Astartes chainsword.
- Up to 2 Chaos Bikers can each have their combi-bolter replaced with 1 combi-weapon, or can be equipped with one of the following:
  - 1 flamer
  - 1 meltagun
  - 1 plasma gun
- 1 model can be equipped with 1 Chaos icon.

## UNIT COMPOSITION

- 1 Biker Champion
- 2-5 Chaos Bikers

Every model is equipped with: bolt pistol; combi-bolter; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, CHAOS, CHAOS BIKERS



FACTION KEYWORDS:  
HERETIC ASTARTES

# RAPTORS

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

## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: INFANTRY, FLY, JUMP PACK, CHAOS, RAPTORS

FACTION KEYWORDS:  
HERETIC ASTARTES



## ABILITIES

CORE: Deep Strike

FACTION: Dark Pact

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

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

# RAPTORS

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



## WARGEAR OPTIONS

- The Raptor Champion's bolt pistol can be replaced with 1 plasma pistol.
- The Raptor Champion's Astartes chainsword can be replaced with one of the following:
  - 1 accursed weapon
  - 1 power fist
- For every 5 models in this unit, up to 2 Raptors can each have their bolt pistol replaced with 1 plasma pistol, or have their bolt pistol and Astartes chainsword replaced with one of the following:
  - 1 flamer and 1 close combat weapon
  - 1 meltagun and 1 close combat weapon
  - 1 plasma gun and 1 close combat weapon

## UNIT COMPOSITION

- 1 Raptor Champion
- 4-9 Raptors

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

KEYWORDS: INFANTRY, FLY, JUMP PACK, CHAOS, RAPTORS



FACTION KEYWORDS:  
HERETIC ASTARTES

# WARP TALONS

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



## MELEE WEAPONS

Warp claws [TWIN-LINKED]

RANGE	A	WS	S	AP	D
Melee	4	3+	5	-2	1

## ABILITIES

CORE: Deep Strike

FACTION: Dark Pact

**Warpflames:** Each time an enemy unit within Engagement Range of this unit is selected to Fall Back, if that enemy unit is not Battle-shocked, your opponent must take Desperate Escape tests for each model in that unit before any are moved. If that enemy unit is Battle-shocked, until the end of the phase, each time a Desperate Escape test is taken for a model in that unit, subtract 1 from the result.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, FLY, JUMP PACK, CHAOS, DAEMON, WARP TALONS



FACTION KEYWORDS:  
HERETIC ASTARTES

# WARP TALONS

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



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Warp Talon Champion
- 4-9 Warp Talons

Every model is equipped with: warp claws.

KEYWORDS: INFANTRY, FLY, JUMP PACK, CHAOS, DAEMON, WARP TALONS



FACTION KEYWORDS:  
HERETIC ASTARTES

# HAVOCS

M T SV W LD OC  
5" 5 3+ 2 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Havoc autocannon	48"	2	3+	9	-1	3
Havoc heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Havoc lascannon	48"	1	3+	12	-3	D6+1
▶ Havoc missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
▶ Havoc missile launcher – krak	48"	1	3+	9	-2	D6
Havoc reaper chaincannon	24"	8	3+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: INFANTRY, CHAOS, HAVOCS

## ABILITIES

FACTION: Dark Pact

**Stabilisation Talons:** Each time a model in this unit makes an attack with a ranged weapon, you can ignore any or all modifiers to the Hit roll and any or all modifiers to the Ballistic Skill characteristic of that weapon.

FACTION KEYWORDS:  
**HERETIC ASTARTES**

# HAVOCS

With a preference for inflicting carnage at long range, Havocs imperiously touch every part of the battlefield with death and destruction. Their huge weapons are archaic patterns of those known to the Imperium, but often become fused with their wielder over the span of countless wars.



## WARGEAR OPTIONS

- The Havoc Champion's Astartes chainsword can be replaced with one of the following:
  - 1 accursed weapon
  - 1 power fist
- The Havoc Champion's flamer can be replaced with one of the following:
  - 1 bolgun\*
  - 1 meltagun\*
  - 1 plasma gun\*
  - 1 plasma pistol\*
  - 1 accursed weapon
  - 1 power fist
- Any number of Havocs can each have their Havoc autocannon or Havoc lascannon replaced with one of the following:
  - 1 Havoc autocannon
  - 1 Havoc heavy bolter
  - 1 Havoc lascannon
  - 1 Havoc missile launcher
  - 1 Havoc reaper chaincannon

\* This weapon's profile can be found on the Heretic Astartes Armoury card.

## UNIT COMPOSITION

- 1 Havoc Champion
- 4 Havocs

The Havoc Champion is equipped with: flamer; Astartes chainsword.

2 Havocs are equipped with: Havoc autocannon; close combat weapon.

2 Havocs are equipped with: Havoc lascannon; close combat weapon.

KEYWORDS: INFANTRY, CHAOS, HAVOCS



FACTION KEYWORDS:  
HERETIC ASTARTES

# OBLITERATORS

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
► Fleshmetal guns – focused malice [MELTA 2]	24"	D3	3+	12	-3	4
► Fleshmetal guns – ruinous salvo [BLAST]	24"	D6	3+	8	-2	2
► Fleshmetal guns – warp hail [SUSTAINED HITS 1]	24"	D6+3	3+	5	-1	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Crushing fists	Melee	4	3+	9	-2	2

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

KEYWORDS: INFANTRY, CHAOS, DAEMON, OBLITERATORS

## ABILITIES

CORE: Deep Strike

FACTION: Dark Pact

**Warp Rift Firepower:** Once per battle, when this unit makes a Dark Pact, it can use this ability. If it does, until the end of the phase, ranged weapons models in this unit are equipped with have the [INDIRECT FIRE] ability.

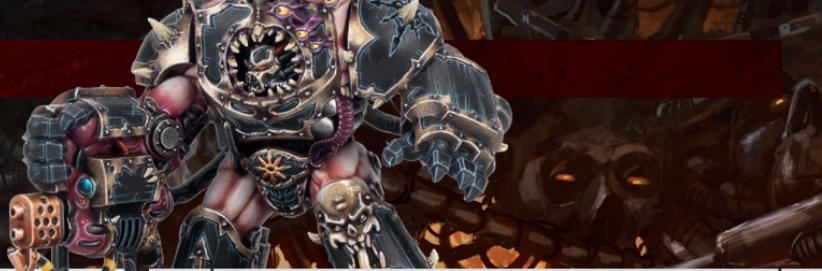
## INVULNERABLE SAVE

5+

FACTION KEYWORDS:  
HERETIC ASTARTES

# OBLITERATORS

Hulking, baroque meldings of Chaos Space Marine, daemon-infused armour and mutated weaponry, Obliterators are able to reshape their forms from moment to moment. Stepping directly from warp fissures into ideal firing positions, they sweep all before them with warp-tainted firestorms.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 2-4 Obliterators

**Every model is equipped with:** fleshmetal guns; crushing fists.

KEYWORDS: INFANTRY, CHAOS, DAEMON, OBLITERATORS



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS LAND RAIDER

M T SV W LD OC  
10" 12 2+ 16 6+ 5



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

## ABILITIES

CORE: Deadly Demise D6

FACTION: Dark Pact

**Assault Ramp:** Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

## DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, CHAOS, LAND RAIDER



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS LAND RAIDER

*Chaos Land Raiders are massive armoured transports bristling with the heavy armaments of main line battle tanks and seething with a malevolent spirit. Strung with trophies taken from those slain by the elite warriors the tanks carry to the front line, Land Raiders are the spiked fists of many Heretic Astartes assaults.*



## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

## UNIT COMPOSITION

- 1 Chaos Land Raider

**This model is equipped with:** 2 soulshatter lascannons; twin heavy bolter; armoured tracks.

## TRANSPORT

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

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, CHAOS, LAND RAIDER



FACTION KEYWORDS:  
**HERETIC ASTARTES**

# CHAOS PREDATOR ANNIHILATOR

M T SV W LD OC  
10" 10 3+ 11 6+ 4



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator twin lascannon [TWIN-LINKED]	48"	1	3+	14	-3	D6+1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pact

Annihilator: Each time a ranged attack made by this model is allocated to a MONSTER or VEHICLE model, re-roll a Damage roll of 1.

## DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, SMOKE, CHAOS, PREDATOR ANNihilATOR



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS PREDATOR ANNIHILATOR

The traitorous crews of each Predator Annihilator liken their tank's machine spirit to the animus of a stalking hunter. These tank-killing war machines unleash searing beams of energy from their lascannons, or thunder into front-line brawls to crack open bunkers housing the craven foe.

## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 lascannons
- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 Havoc launcher.



## UNIT COMPOSITION

- 1 Chaos Predator Annihilator

This model is equipped with: Predator twin lascannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, CHAOS, PREDATOR ANNIHILATOR



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS PREDATOR DESTRUCTOR

M T SV W LD OC  
10" 10 3+ 11 6+ 4



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [RAPID FIRE 2]	48"	4	3+	9	-1	3

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pact

**Destructor:** Each time a ranged attack made by this model targets an enemy INFANTRY unit, improve the Armour Penetration characteristic of that attack by 1.

## DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, SMOKE, CHAOS, PREDATOR DESTROYER



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS PREDATOR DESTRUCTOR

Many Predator Destroyors of the Heretic Astartes are ancient war engines whose rapid-firing heavy weaponry has unleashed destruction on battlefields dating back to the Horus Heresy. The thudding of their explosive shells resounds like a death knell as they scythe apart squads of infantry and light vehicles.



## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 lascannons
- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 Havoc launcher.

## UNIT COMPOSITION

- 1 Chaos Predator Destructor

This model is equipped with: Predator autocannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, CHAOS, PREDATOR DESTROYOR



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS VINDICATOR

M T SV W LD OC  
9" 11 2+ 11 6+ 3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Demolisher cannon [BLAST]	24"	D6+3	3+	14	-3	D6
Havoc launcher [BLAST]	48"	D6	3+	5	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pact

**Siege Shield:** When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

## DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, SMOKE, CHAOS, VINDICATOR



FACTION KEYWORDS:  
**HERETIC ASTARTES**

# CHAOS VINDICATOR

Vindicators are brutal siege tanks, capable of single-handedly pulverising trench networks along with their defenders. A Vindicator's demolisher cannon fires gigantic shells that can tear ragged holes in bastion walls, likened by its accompanying heretics to the crumbling faith of loyalists.

## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 Havoc launcher.

## UNIT COMPOSITION

- 1 Chaos Vindicator

This model is equipped with: demolisher cannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, CHAOS, VINDICATOR



FACTION KEYWORDS:  
HERETIC ASTARTES

# DEFILER

M T SV W LD OC  
8" 10 3+ 14 6+ 5



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Defiler cannon [BLAST]	48"	D6+3	3+	10	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Reaper autocannon	36"	4	3+	7	-1	1
[DEVASTATING WOUNDS, SUSTAINED HITS 1]						
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy flamer	12"	D6	N/A	5	-1	1
[IGNORES COVER, TORRENT, TWIN-LINKED]						
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Defiler claws	Melee	5	3+	16	-3	D6+1
Defiler scourge [EXTRA ATTACKS]	Melee	3	3+	12	-1	2

## ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pact

**Scuttling Walker:** Each time this model makes a Normal or Advance move, it can be moved over friendly MONSTER and VEHICLE models as if they were not there. This model can move over terrain features that are 4" or less in height as if they were not there.

## DAMAGED: 1-5 WOUNDS REMAINING

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

## INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, SMOKE, CHAOS, DAEMON, DEFILER

FACTION KEYWORDS:  
HERETIC ASTARTES

# DEFILER

Towering creations that stamp across the battlefield on piston-driven legs, their clanking claws easily capable of cutting a Space Marine in half, Defilers are Daemon Engines possessed by abominable entities. Foes are not safe at a distance either, as Defilers' monstrous cannons and other heavy weapons can inflict a toll of carnage.



## WARGEAR OPTIONS

- This model's twin heavy flamer can be replaced with one of the following:
  - 1 Defiler scourge
  - 1 havoc launcher
- This model's reaper autocannon can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin lascannon
- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon

## UNIT COMPOSITION

- 1 Defiler

This model is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.

KEYWORDS: VEHICLE, WALKER, SMOKE, CHAOS, DAEMON, DEFILER



FACTION KEYWORDS:  
HERETIC ASTARTES

# FORGEFIEND

M T SV W LD OC  
8" 10 3+ 12 6+ 3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Ectoplasma cannon [BLAST]	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured limbs	Melee	2	3+	6	0	2
Forgefiend jaws	Melee	5	3+	7	0	2

## ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pact

**Daemonic Ordnance:** Each time this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its ranged weapons have the [DEVASTATING WOUNDS] and [HAZARDOUS] abilities.

## DAMAGED: 1-4 WOUNDS REMAINING

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

## INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, FORGEFIEND



FACTION KEYWORDS:  
HERETIC ASTARTES

# FORGEFIEND

Forgefiends are fused with enormous rotary cannons that fire fist-sized phosphor shells, or else with ancient artefact ordnance perverted to vomit ectoplasma from the beasts' own innards. With such weaponry they scythe down masses of enemy troops and blast glowing craters into the toughest opposition.



## WARGEAR OPTIONS

- This model's 2 Hades autocannons can be replaced with 2 ectoplasma cannons.
- This model's Forgefiend jaws can be replaced with 1 ectoplasma cannon and 1 armoured limbs.

## UNIT COMPOSITION

- 1 Forgefiend

This model is equipped with: 2 Hades autocannons; Forgefiend jaws.

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, FORGEFIEND



FACTION KEYWORDS:  
HERETIC ASTARTES

# HELBRUTE

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Helbrute plasma cannon [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

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

KEYWORDS: VEHICLE, WALKER, CHAOS, HELBRUTE

## ABILITIES

CORE: Deadly Demise 1

FACTION: Dark Pact

**Dark Ascension (Aura):** While a friendly HERETIC ASTARTES unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, its weapons gain both abilities conferred by that pact (instead of only one).

**Helbrute Fists:** If this model is equipped with two Helbrute fists, those weapons have the [TWIN-LINKED] ability.



FACTION KEYWORDS:  
HERETIC ASTARTES

# HELBRUTE

Helbrutes are walking engines of destruction and psychosis, their occupants kept alive in a state of agony and insanity. These infernal sarcophagi are fitted with a variety of powerful armaments to blast enemy armour open from afar, or cruel appendages with which to hack and crush with enormous strength at close range.



## WARGEAR OPTIONS

- This model's multi-melta can be replaced with one of the following:
  - 1 Helbrute plasma cannon
  - 1 twin autocannon
  - 1 twin heavy bolter
  - 1 twin lascannon
  - 1 Helbrute fist
- This model's missile launcher can be replaced with one of the following:
  - 1 Helbrute fist
  - 1 Helbrute hammer
  - 1 power scourge
- For each Helbrute fist this model is equipped with, it can be equipped with one of the following:
  - 1 combi-bolter
  - 1 heavy flamer

## UNIT COMPOSITION

- 1 Helbrute

This model is equipped with: missile launcher; multi-melta; close combat weapon

KEYWORDS: VEHICLE, WALKER, CHAOS, HELBRUTE



FACTION KEYWORDS:  
HERETIC ASTARTES

# HELDRAKE

M T SV W LD OC  
20+" 9 3+ 12 6+ 0



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	2
Hades autocannon	36"	6	3+	8	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Heldrake claws [ANTI-FLY 2+, DEVASTATING WOUNDS]	Melee	5	3+	7	-1	2

## ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Dark Pact

Airborne Predator: Each time this model makes an attack that targets a unit that can FLY, add 1 to the Hit roll.

## DAMAGED: 1-4 WOUNDS REMAINING

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

## INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, FLY, AIRCRAFT, CHAOS, DAEMON, HELDRAKE



FACTION KEYWORDS:  
HERETIC ASTARTES

# HELDRAKE

*Like vast, draconic predators of myth, Heldrakes spear suddenly out of the sky. These airborne Daemon Engines excel at intercepting the enemy's aerial assets, tearing them from the air and incinerating their crew. Once their dominance of the sky is complete, they turn their claws and weapons against those on the ground.*

## WARGEAR OPTIONS

- This model's Hades autocannon can be replaced with 1 baleflamer.

## UNIT COMPOSITION

- 1 Heldrake

**This model is equipped with:** Hades autocannon; Heldrake claws.



KEYWORDS: VEHICLE, FLY, AIRCRAFT, CHAOS, DAEMON, HELDRAKE



FACTION KEYWORDS:  
HERETIC ASTARTES

# MAULERFIEND

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Magma cutters [MELTA 2]	6"	2	3+	9	-4	D6

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Lasher tendrils [EXTRA ATTACKS]	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	6	3+	14	-2	D6+1

## ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pact

**Siege Crawler:** You can re-roll Advance and Charge rolls made for this model, and you can ignore any or all modifiers to its Move characteristic and to Advance and Charge rolls made for it.

## DAMAGED: 1-4 WOUNDS REMAINING

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

## INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, MAULERFIEND



FACTION KEYWORDS:  
HERETIC ASTARTES

# MAULERFIEND

Maulerfiends stalk the battlefield like immense hunting beasts. Once the enemy are in sight, these huge Daemon Engines thunder forward, even scaling defensive walls in their eagerness to get at the prey. Once amongst the foe, they slaughter anything in reach with their huge talons, crushing jaws and stabbing tendrils.



## WARGEAR OPTIONS

- This model's lasher tendrils can be replaced with 2 magma cutters.

## UNIT COMPOSITION

- 1 Maulerfiend

**This model is equipped with:** lasher tendrils; Maulerfiend fists.

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, MAULERFIEND



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS RHINO

M T SV W LD OC  
12" 9 3+ 10 6+ 2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Havoc launcher [BLAST]	48"	D6	3+	5	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Dark Pact

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, CHAOS, RHINO



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS RHINO

Based upon ancient workhorse vehicles that have served Humanity for millennia, Chaos Rhinos are well adapted for battlefield transportation. Though encrusted with heretical icons and corrupted by the warp, they remain as rugged and reliable as ever, safely carrying their passengers over fire-swept battlefields.



## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

## UNIT COMPOSITION

- 1 Chaos Rhino

This model is equipped with: combi-bolter; armoured tracks.

## TRANSPORT

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

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, CHAOS, RHINO



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS SPAWN

M T SV W LD OC  
8" 5 4+ 4 7+ 1



## MELEE WEAPONS

Hideous mutations

## RANGE

Melee

D6+2

4+

5

-1

2

## ABILITIES

CORE: Feel No Pain 5+

FACTION: Dark Pact

**Regenerating Monstrosities:** At the start of each player's Command phase, one model in this unit regains up to D3 lost wounds.

KEYWORDS: BEAST, CHAOS, CHAOS SPAWN



FACTION KEYWORDS:  
HERETIC ASTARTES

# CHAOS SPAWN

Becoming a Chaos Spawn is the fate of many upon the Path to Glory. Wracked with the endless gifts of the Dark Gods, they are mutated mounds of muscle, scaly hides, talons, eyes, teeth and far more. Chaos Spawn are herded towards their terrified foes, advancing in loping runs as they seek only to tear, crush and consume.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 2 Chaos Spawn

Every model is equipped with: hideous mutations.

KEYWORDS: BEAST, CHAOS, CHAOS SPAWN



FACTION KEYWORDS:  
**HERETIC ASTARTES**

# KHORNE LORD OF SKULLS

M      T      SV      W      LD      OC

8"	13	3+	24	6+	8
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## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Daemongore cannon [BLAST]	18"	D6	3+	14	-4	D6+2
Gorestorm cannon [BLAST]	24"	D6+3	3+	10	-2	3
Hades gatling cannon [SUSTAINED HITS 1]	48"	12	3+	8	-2	2
Ichor cannon [BLAST]	48"	2D6	3+	7	-2	2
Skullhurler	60"	2D6	3+	14	-3	3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Great cleaver of Khorne – strike	Melee	5	3+	16	-4	8
Great cleaver of Khorne – sweep	Melee	15	3+	8	-2	2

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

KEYWORDS: VEHICLE, TITANIC, TOWERING, CHAOS, KHORNE, DAEMON, LORD OF SKULLS

## ABILITIES

CORE: Deadly Demise D6+2

FACTION: Dark Pact

**Plough Through the Enemy:** In the Fight phase, after this model has finished making its attacks, if this model destroyed one or more enemy units this phase, each enemy unit within 6" of this model must take a Battle-shock test.

## DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE

5+



FACTION KEYWORDS:  
HERETIC ASTARTES

# KHORNE LORD OF SKULLS

Lords of Skulls are insane, monolithic creations fuelled by boiling blood and dedicated to slaughtering in the name of Khorne. They plough through the enemy's ranks, crushing infantry beneath their tracks, hacking tanks into kindling with sweeps of their cleaver and hurling brazen projectiles or burning ichor at the survivors.



## WARGEAR OPTIONS

- This model's gorestorm cannon can be replaced with one of the following:
  - 1 daemongore cannon
  - 1 ichor cannon
- This model's Hades gatling cannon can be replaced with 1 skullhurler.

## UNIT COMPOSITION

- 1 Khorne Lord of Skulls

This model is equipped with: gorestorm cannon; Hades gatling cannon; great cleaver of Khorne.

KEYWORDS: VEHICLE, TITANIC, TOWERING, CHAOS, KHORNE, DAEMON, LORD OF SKULLS



FACTION KEYWORDS:  
HERETIC ASTARTES

# NOCTILITH CROWN

M T SV W LD OC

- 11 3+ 14 6+ 0



## RANGED WEAPONS

Lashing warp energies

RANGE	A	BS	S	AP	D
6"	8	4+	8	-1	2

## ABILITIES

CORE: Deadly Demise D6

FACTION: Dark Pact

**Malevolent Locus (Aura):** While a friendly HERETIC ASTARTES model is wholly within 9" of this FORTIFICATION, that model has a 4+ invulnerable save.

**Malign Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

**Fortification:** While an enemy unit is only within Engagement Range of one or more FORTIFICATIONS from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol weapon, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: FORTIFICATION, CHAOS, NOCTILITH CROWN



FACTION KEYWORDS:  
HERETIC ASTARTES

# NOCTILITH CROWN

*Wreathed in fluctuating, eldritch energies, Noctilith Crowns are ritual loci of empyric power. They draw in the raw energy of Chaos itself, forming nodal strongholds of the Dark Gods' influence that empower their fell servants and wrack their enemies with lashes of baleful warp magicks.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Noctilith Crown

This model is equipped with: lashing warp energies.

KEYWORDS: FORTIFICATION, CHAOS, NOCTILITH CROWN



FACTION KEYWORDS:  
**HERETIC ASTARTES**

# VASHTORR THE ARKIFANE

M	T	SV	W	LD	OC
12"	9	2+	14	6+	3



## RANGED WEAPONS

Vashtorr's claw [TORMENT]

RANGE	A	BS	S	AP	D
12"	D6	N/A	5	-2	1

## MELEE WEAPONS

► Vashtorr's hammer – strike  
[ANTI-VEHICLE 4+, DEVASTATING WOUNDS]

RANGE	A	WS	S	AP	D
Melee	6	2+	9	-1	3

► Vashtorr's hammer – sweep  
[ANTI-VEHICLE 4+]

RANGE	A	WS	S	AP	D
Melee	14	2+	7	0	1

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

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, FLY, CHAOS, DAEMON,  
VASHTORR THE ARKIFANE

## ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Dark Pact

**Unholy Mechanisms [Aura]:** While a friendly DAEMON VEHICLE unit is within 6" of this model, add 1 to the Strength characteristic of weapons equipped by models in that unit.

**Agonise Machine Spirits:** At the end of your Movement phase, select one enemy VEHICLE unit within 18" of and visible to this model. Until the start of your next Movement phase, halve the Move characteristic of models in that unit and subtract 1 from the Attacks characteristic of melee weapons equipped by models in that unit.

## DAMAGED: 1-4 WOUNDS REMAINING

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

## INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
HERETIC ASTARTES

# VASHTORR THE ARKIFANE

Vashtorr is a horror of pallid flesh stretched over infernal mechanisms. He soars to battle amidst a cloud of dark lightning and smog, dealing destruction and unleashing techno-gheist curses upon the foe even as he fashions enhancements for his indentured Daemon Engines from the raw stuff of realspace.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Vashtorr the Arkifane – EPIC HERO

This model is equipped with: Vashtorr's claw; Vashtorr's hammer.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, FLY, CHAOS, DAEMON,  
VASHTORR THE ARKIFANE



FACTION KEYWORDS:  
HERETIC ASTARTES

# TRAITOR GUARDSMEN SQUAD

M    T    SV    W    LD    OC

6"	3	5+	1	7+	2
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## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Boltgun [RAPID FIRE 1]	24"	1	4+	4	0	1
Corrupted pistol [PISTOL]	12"	1	4+	4	-1	1
▶ Cultist grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
▶ Cultist grenade launcher – krak	24"	1	4+	9	2	D3
Cultist sniper rifle [HEAVY, PRECISION]	36"	1	4+	4	-2	2
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
▶ Plasma gun – standard [RAPID FIRE 1]	24"	1	4+	7	-2	1
▶ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	4+	8	-3	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

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

KEYWORDS: INFANTRY, GRENADES, CHAOS, TRAITOR GUARDSMEN SQUAD

## ABILITIES

FACTION: Dark Pact

**Twisted Defence Force:** While this unit is within range of an objective marker, each time a ranged attack targets this unit, models in this unit have the Benefit of Cover against that attack.

FACTION KEYWORDS:  
HERETIC ASTARTES

# TRAITOR GUARDSMEN SQUAD

Amongst the mortal followers of the Heretic Astartes are warbands of Traitor Guardsmen. These heretics turn mass-produced lasguns and more specialised weapons upon the Imperium they once served, while their military training combines with bitterness and hate to render them a potent threat.



## WARGEAR OPTIONS

- Up to 3 Traitor Guardsmen can each have their lasgun replaced with one of the following (to a maximum of 2 of each per unit):
  - 1 Cultist grenade launcher
  - 1 flamer
  - 1 meltagun
  - 1 plasma gun
  - 1 Cultist sniper rifle
- The Traitor Sergeant's close combat weapon can be replaced with one of the following:
  - 1 chainsword
  - 1 power weapon
- The Traitor Sergeant's corrupted pistol can be replaced with 1 boltgun.

## UNIT COMPOSITION

- 1 Traitor Sergeant
- 9 Traitor Guardsmen

The Traitor Sergeant is equipped with: corrupted pistol; close combat weapon.

Every Traitor Guardsman is equipped with: lasgun; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, CHAOS, TRAITOR GUARDSMEN SQUAD



FACTION KEYWORDS:  
**HERETIC ASTARTES**

# FELLGOR BEASTMEN

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Corrupted stave [DEVASTATING WOUNDS, PSYCHIC]	18"	D3	4+	5	-1	1
Plasma pistol – standard [PISTOL]	12"	1	4+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	4+	8	-3	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	4	0	1
Close combat weapon	Melee	2	4+	4	0	1
Corrupted stave [DEVASTATING WOUNDS, PSYCHIC]	Melee	2	4+	4	-1	D3
Great weapon	Melee	2	5+	8	-1	2

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

KEYWORDS: INFANTRY, GRENADES, CHAOS, FELLGOR BEASTMEN



FACTION KEYWORDS:  
HERETIC ASTARTES

## ABILITIES

CORE: Scouts 6"

FACTION: Dark Pacts

**Bestial Raiders:** Each time this unit declares a charge, if one or more of the targets of that charge are within range of an objective marker, add 2 to the Charge roll made for that charge.

# FELLGOR BEASTMEN

Beastmen are savage and embittered mutants who despise the Imperium and the civilisation of Humanity. Gathering for war in brutish herds, each is an unruly mass of flesh, fur and teeth, bristling with bestial horns and proclaiming their devotion to the Dark Gods through braying war cries, swift slaughter and violent sacrifices.



## WARGEAR OPTIONS

- The Fellgor Champion's bolt pistol can be replaced with 1 plasma pistol.
- 1 Fellgor Beastman's close combat weapon can be replaced with 1 great weapon.
- 1 Fellgor Beastman's close combat weapon can be replaced with 1 corrupted stave.

## UNIT COMPOSITION

- 1 Fellgor Champion
- 9 Fellgor Beastmen

The Fellgor Champion is equipped with: bolt pistol; chainsword.

Every Fellgor Beastman is equipped with: autopistol; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, CHAOS, FELLGOR BEASTMEN



FACTION KEYWORDS:  
HERETIC ASTARTES

# TRAITOR ENFORCER

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1
6"	6	5+	4	7+	1

TRAITOR ENFORCER

TRAITOR OGRYN



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Ogrym weapons	Melee	5	3+	7	-1	2
Power fist	Melee	3	3+	6	-2	2

## ABILITIES

CORE: Leader

FACTION: Dark Pact

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

**Mutated Bodyguard:** While this unit contains a Traitor Ogrym model, CHARACTER models in this unit have the Feel No Pain 4+ ability.

## INVULNERABLE SAVE\*

\* TRAITOR ENFORCER model only.

5+

KEYWORDS – ALL MODELS: INFANTRY, CHAOS, GRENADES  
– TRAITOR ENFORCER ONLY: CHARACTER, TRAITOR ENFORCER



FACTION KEYWORDS:  
HERETIC ASTARTES

# TRAITOR ENFORCER

Whether petty tyrants who killed their way to dominance, or former officers brought low through corruption, Enforcers are now sadistic disciplinarians amongst the Militarum Traitoris. Some cement their position by exploiting savage Traitor Ogrynes as living shields, crude line-breakers and added muscle to help impose their violent rule.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Traitor Enforcer
- 1 Traitor Ogryn

The Traitor Enforcer is equipped with: bolt pistol; power fist.

The Traitor Ogryn is equipped with: Ogryn weapons.

## LEADER

This unit can be attached to the following unit:

- TRAITOR GUARDSMEN SQUAD

KEYWORDS – ALL MODELS: INFANTRY, CHAOS, GRENADES  
– TRAITOR ENFORCER ONLY: CHARACTER, TRAITOR ENFORCER



FACTION KEYWORDS:  
HERETIC ASTARTES

# HERETIC ASTARTES ARMOURY

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
▶ Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
▶ Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
▶ Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
▶ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

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

## WEAPON LISTS

- Several HERETIC ASTARTES models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this datacard.



