

Chaos Space Marines – Datasheets**Contents****HQ**

- Chaos Lord
- Chaos Lord in Terminator Armour
- Cypher
- Dark Apostle
- Dark Commune
- Exalted Champion
- Fabius Bile
- Heretic Astartes Daemon Prince
- Lord Discordant on Helstalker
- Lucius the Eternal
- Master of Possession
- Sorcerer
- Sorcerer in Terminator Armour
- Warpsmith

Troops

- Accursed Cultists
- Cultists Mob
- Legionaries
- Noise Marines
- Traitor Guardsmen Squad

Dedicated Transport

- Chaos Rhino
- Chaos Terrax-pattern Termite

Elites

- Chaos Terminator Squad

Chosen

- Helbrute
- Master of Executions
- Possessed
- Traitor Enforcer
- Chaos Contemptor Dreadnought
- Chaos Deredeo Dreadnought
- Chaos Leviathan Dreadnought
- Decimator

Fast Attack

- Chaos Bikers
- Chaos Spawn
- Raptors
- Venomcrawler
- Warp Talons
- Dreadclaw Drop Pod

Flyers

- Heldrake
- Chaos Fire Raptor Gunship
- Chaos Storm Eagle Gunship
- Chaos Xiphon Interceptor
- Hell Blade
- Hell Talon

Heavy Support

- Chaos Land Raider
- Chaos Predator Annihilator

Chaos Predator Destructor

- Chaos Vindicator
- Defiler
- Forgefiend
- Havocs
- Maulerfiend
- Obliterators
- Chaos Land Raider Achilles
- Chaos Land Raider Proteus
- Chaos Rapier Carrier
- Chaos Sicaran Battle Tank
- Chaos Sicaran Punisher
- Chaos Sicaran Venator
- Chaos Vindicator Laser Destroyer
- Chaos Whirlwind Scorpious

Lords of War

- Chaos Cerberus
- Chaos Falchion
- Chaos Fellblade
- Chaos Mastodon
- Chaos Sokar-pattern Stormbird
- Chaos Spartan
- Chaos Thunderhawk Gunship
- Chaos Typhon
- Kharybdis Assault Claw

Fortifications

- Noctilith Crown

HQ

			CHAOS LORD																		
No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base										
1	Chaos Lord	90	6"	2+	2+	4	4	6	6	10	3+	40mm									
A Chaos Lord is equipped with: plasma pistol; thunder hammer; frag grenades; krak grenades.																					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES															
Bolt pistol	12"	Pistol 1	4	0	1	-															
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.																				
- Standard	12"	Pistol 1	7	-3	1	-															
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.															
Thunder hammer	+10	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.														
Frag grenade	6"	Grenade D6	3	0	1	Blast															
Krak grenade	6"	Grenade 1	6	-1	D3	-															
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's thunder hammer can be replaced with 1 weapon from the <i>Melee Weapons</i> list. This model's plasma pistol can be replaced with one of the following: 1 bolt pistol; 1 weapon from the <i>Melee Weapons</i> list. 																				
ABILITIES	Let the Galaxy Burn					Lord of Chaos (Aura) : While a friendly EMPEROR'S CHILDREN CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.															
Sigil of Corruption : This model has a 4+ invulnerable save.																					
UPGRADES	Chaos Lord can receive the following Marks of Chaos upgrades:																				
<ul style="list-style-type: none"> • Mark of Khorne +15 Power Rating: +1 • Mark of Tzeentch +15 Power Rating: +1 • Mark of Nurgle +15 Power Rating: +1 • Mark of Slaanesh +20 Power Rating: +1 																					
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																					
KEYWORDS: CHARACTER, INFANTRY, CHAOS LORD																					



CHAOS LORD IN TERMINATOR ARMOUR

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base											
1 Chaos Lord in Terminator Armour		110	5"	2+	2+	4	4	7	6	10	2+											
A Chaos Lord in Terminator Armour is equipped with: combi-bolter; exalted power axe.																						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																
Combi-bolter	24"	Rapid Fire 2	4	0	1	-																
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																					
- Boltgun	24"	Rapid Fire 1	4	0	1	-																
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.																
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																					
- Boltgun	24"	Rapid Fire 1	4	0	1	-																
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.																
Combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with [you can only select one of the plasma gun profiles]. If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																					
- Boltgun	24"	Rapid Fire 1	4	0	1	-																
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-																
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.																
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.																
Exalted power axe	Melee	Melee	+2	-2	2	-																
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.																
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's combi-bolter can be replaced with one of the following: 1 combi-melta; 1 combi-plasma; 1 combi-flamer; 1 lightning claw. This model's exalted power axe can be replaced with one of the following: 1 lightning claw; 1 chainfist; 1 weapon [excluding 1 Astartes chainsword] from the <i>Melee Weapons</i> list. 																					
ABILITIES	<p>Let the Galaxy Burn, Malicious Volleys, Warp Strike</p> <p>Sigil of Corruption: This model has a 4+ invulnerable save.</p> <p>Lord of Chaos (Aura): While a friendly EMPEROR'S CHILDREN CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.</p>																					
UPGRADES	Chaos Lord in Terminator Armour can receive the following Marks of Chaos upgrades:																					
	<ul style="list-style-type: none"> • Mark of Khorne +15 Power Rating: +1 • Mark of Tzeentch +15 Power Rating: +1 • Mark of Nurgle +15 Power Rating: +1 • Mark of Slaanesh +20 Power Rating: +1 																					
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITOR ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																						
KEYWORDS: CHARACTER, INFANTRY, TERMINATOR, CHAOS LORD																						



CYPHER



No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base
1	Cypher	90	6"	2+	2+	4	4	6	6	9	3+ 32mm

Cypher is equipped with: Cypher's bolt pistol; Cypher's plasma pistol; frag grenades; krak grenades. Your army can only include one **CYPHER** model.

WEAPON	RANGE	TYPE	S	AP	D	Abilities						
Cypher's bolt pistol	18"	Pistol 6	4	-1	1	-						
Cypher's plasma pistol	12"	Pistol 3	8	-3	2	-						
Frag grenade	6"	Grenade D6	3	0	1	Blast						
Krak grenade	6"	Grenade 1	6	-1	D3	-						
Abilities	Let the Galaxy Burn											
	<p>Mysterious Protection: This model has a 4+ invulnerable save. Each time an attack is made against this model, an unmodified hit roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making the attack may have.</p> <p>Escape: Once per battle, at the end of any Shooting phase or Fight phase, you can remove this model from the battlefield and place it into Strategic Reserves. If the battle ends and this model is not on the battlefield, it is destroyed.</p>											
Warlord Trait!	<p>Unholy Fortitude: Each time this WARLORD would lose a wound, roll one D6: on a 5+, that wound is not lost.</p>											
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, FALLEN												
KEYWORDS: CHARACTER, INFANTRY, AGENT OF CHAOS, CYPHER												

Blazing Weapons: This model is eligible to shoot in a turn in which it Fell Back or Advanced.

Enigmatic Ally: If your army is [Battle-forged](#) and a [CHAOS SPACE MARINES Detachment](#) in your army includes any [CHAOS LORD](#) models, **CYPHER** can be included in that Detachment without taking up an additional [Battlefield Role slot](#).

Agent of Discord: Each time your opponent uses any rule that would allow them to generate Command points or have Command points refunded (excluding the [Battle-forged CP bonus](#)), roll one D6. On a 4+, your opponent does not gain those Command points or have those Command points refunded.

5
POWER**DARK APOSTLE**

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base
1	Dark Apostle	95/unit	6"	2+	3+	4	4	5	5	10	3+
2	Dark Disciple		6"	4+	4+	3	4	1	1	6	6+

A Dark Apostle is equipped with: bolt pistol; accursed crozius; frag grenades; krak grenades. Each Dark Disciple is equipped with: close combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Accursed crozius	Melee	Melee	+2	-1	2	-
Close combat weapon	Melee	Melee	User	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	Blast
Krak grenade	6"	Grenade 1	6	-1	D3	-

Abilities	Let the Galaxy Burn	Dark Disciples:
	Icons of Corruption: Models in this unit have a 4+ invulnerable save.	
	Demagogue (Aura): While a friendly EMPEROR'S CHILDREN CORE , EMPEROR'S CHILDREN DAEMONKIN or EMPEROR'S CHILDREN CULTISTS unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.	Each time this unit chants a prayer, if this unit contains any DARK DISCIPLE models, add 1 to the dice roll to determine if that prayer is heard. The destruction of DARK DISCIPLE models is ignored for the purposes of Morale tests. If this unit's DARK APOSTLE model is ever destroyed, all remaining DARK DISCIPLE models in this unit are also destroyed.

PRIEST	This unit's DARK APOSTLE model knows <i>Dark Zealotry</i> and one other prayer from the <i>Prayers to the Dark Gods</i> . In your <i>Command phase</i> , this unit's DARK APOSTLE model can attempt to chant one prayer it knows that has not already been attempted by a friendly model this turn. Roll one D6: on a 3+, the prayer is heard and takes effect until the start of your next Command phase. Each time a prayer chanted by this unit's DARK APOSTLE model is heard, measure distances and draw line of sight from that DARK APOSTLE model.
--------	--

UPGRADES	Dark Apostle can receive the following Marks of Chaos upgrades:
• Mark of Khorne	+15 Power Rating: +1
• Mark of Tzeentch	+15 Power Rating: +1
• Mark of Nurgle	+15 Power Rating: +1
• Mark of Slaanesh	+20 Power Rating: +1

FACTION KEYWORDS: **CHAOS**, **HERETIC ASTARTES**, **TRAITORIS ASTARTES**, **CHAOS UNDIVIDED**, **EMPEROR'S CHILDREN**

KEYWORDS (DARK APOSTLE): **CHARACTER**, **INFANTRY**, **PRIEST**, **DARK APOSTLE**

KEYWORDS (DARK DISCIPLE): **INFANTRY**, **DARK DISCIPLE**





DARK COMMUNE																												
No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base																	
1	Cult Demagogue	100/unit	6"	4+	4+	3	3	3	3	7	6+	32mm																
1	Mindwitch		6"	4+	4+	3	3	3	1	6	6+	32mm																
1	Iconarch		6"	4+	4+	3	3	2	2	6	6+	32mm																
2	Blessed Blades		6"	4+	4+	4	3	1	2	6	6+	28mm																
A Cult Demagogue is equipped with: autopistol; Commune stave. A Mindwitch is equipped with: close combat weapon. An Iconarch is equipped with: autopistol. Each Blessed Blade is equipped with: Commune blade. Every model is equipped with: frag grenades; krak grenades.																												
WEAPON		RANGE	TYPE	S	AP	D	Abilities																					
Autopistol		12"	Pistol	1	3	0	1	-																				
Close combat weapon		Melee	Melee		User	0	1	-																				
Commune blade		Melee	Melee		User	-3	2	-																				
Commune stave		Melee	Melee		User	-1	D3	-																				
Frag grenade		6"	Grenade	D6	3	0	1	Blast																				
Krak grenade		6"	Grenade	1	6	-1	D3	-																				
Abilities		Faithful Flock: While this unit contains a CULT DEMAGOGUE model, each time a Morale test is taken for this unit, that test is automatically passed.						Iconarch (Aura): While a friendly EMPEROR'S CHILDREN CULTISTS unit is within 6" of this unit's ICONARCH model, add 2 to the Leadership characteristic of models in that unit, and each time a model in that unit makes an attack, re-roll a hit roll of 1.																				
PRIEST		This unit's CULT DEMAGOGUE model knows <i>Dark Zealotry</i> and one other prayer from the <i>Prayers to the Dark Gods</i> . In your <i>Command phase</i> , if that CULT DEMAGOGUE model is on the battlefield, it can attempt to chant one prayer it knows that has not already been attempted by a friendly model this turn. Roll one D6: on a 3+, the prayer is heard and takes effect until the start of your next <i>Command phase</i> . Each time a prayer chanted by this unit's CULT DEMAGOGUE model is heard, measure distances and draw line of sight from that CULT DEMAGOGUE model.																										
PSYKER		This unit's MINDWITCH model can attempt to manifest one psychic power in your <i>Psychic phase</i> and attempt to deny one psychic power in your opponent's <i>Psychic phase</i> . It knows <i>Smite</i> and one psychic power from the <i>Dark Hereticus discipline</i> . Each time this unit's MINDWITCH model attempts to Deny the Witch, manifest a psychic power or perform a psychic action, measure distances and draw line of sight from that MINDWITCH model. If enemy units have any abilities that require measuring distance or drawing line of sight to PSYKER units, do so to this unit's MINDWITCH model.																										
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																												
KEYWORDS (CULT DEMAGOGUE): CHARACTER, PRIEST, CULT DEMAGOGUE																												
KEYWORDS (MINDWITCH): PSYKER, MINDWITCH																												
KEYWORDS (ICONARCH): ICON, ICONARCH																												
KEYWORDS (BLESSED BLADES): BLESSED BLADES																												
KEYWORDS: INFANTRY, CULTISTS, DARK COMMUNE																												

**EXALTED CHAMPION**

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base											
1	Exalted Champion	90	6"	2+	2+	4	4	5	5	9	3+ 40mm											
WEAPON	RANGE	TYPE	S	AP	D	Abilities																
Bolt pistol	12"	Pistol 1	4	0	1	-																
Combi-melta			Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																			
- Boltgun	24"	Rapid Fire 1	4	0	1	-																
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.																
Exalted power axe	Melee	Melee	+2	-2	2	-																
Frag grenade	6"	Grenade D6	3	0	1	Blast																
Krak grenade	6"	Grenade 1	6	-1	D3	-																
Abilities	<u>Let the Galaxy Burn, Malicious Volleys</u>																					
	Aspire to Glory (Aura): While a friendly EMPEROR'S CHILDREN CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.																					
Upgrades	Exalted Champion can receive the following Marks of Chaos upgrades:																					
	<ul style="list-style-type: none"> • Mark of Khorne +15 Power Rating: +1 • Mark of Tzeentch +15 Power Rating: +1 • Mark of Nurgle +15 Power Rating: +1 • Mark of Slaanesh +20 Power Rating: +1 																					
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																						
KEYWORDS: CHARACTER, INFANTRY, EXALTED CHAMPION																						

**FABIUS BILE**

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base
1	Fabius Bile	90	6"	2+	2+	5	4	6	6	10	3+
1	Surgeon Acolyte		6"	5+	5+	3	4	1	1	6	6+

Fabius Bile is equipped with: Xyclos Needler; Chirurgeon; Rod of Torment; frag grenades; krak grenades. A Surgeon Acolyte is equipped with: close combat weapon. Your army can only include one **FABIUS BILE** unit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Xyclos Needler	18"	Pistol 3	2	-2	2	Each time an attack is made with this weapon against a unit (excluding VEHICLE or TITANIC units), an unmodified wound roll of 2+ is always successful.
Chirurgeon	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 4 additional attacks with this weapon.
Close combat weapon	Melee	Melee	User	0	1	-
Rod of Torment	Melee	Melee	User	-2	3	-
Frag grenade	6"	Grenade D6	3	0	1	Blast
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES**Let the Galaxy Burn**

Enhance Warriors: While this unit contains **FABIUS BILE**, it can attempt the following action:

Enhance Warriors (Action): At the end of your **Movement phase**, **FABIUS BILE** can start to perform this action. If he does so, select one friendly **TRAITORIS ASTARTES CORE INFANTRY** unit within 3" of **FABIUS BILE** which does not have the **MARK OF CHAOS** keyword or an enhancement (see below). This action is completed at the end of your **Shooting phase**, provided the unit you selected is still within 3" of **FABIUS BILE**. If completed, roll one D3: until the end of the battle, the unit you selected gains the relevant enhancement from the table below.

If you are playing a **Crusade battle**, at the end of the battle you must take an **Out of Action** test for all enhanced units that do not have the **CREATIONS OF BILE** keyword, even if they were not destroyed.

Surgeon Acolyte: While this unit contains a **SURGEON ACOLYTE** model:

- Each time **FABIUS BILE** completes the Enhance Warriors action, roll two D3 instead of one D3 when determining the selected unit's enhancement, and select one of the results.
- The destruction of a **SURGEON ACOLYTE** model is ignored for the purposes of Morale tests.
- If **FABIUS BILE** is ever destroyed, this unit's **SURGEON ACOLYTE** model is also destroyed.

The Chirurgeon: Each time **FABIUS BILE** would lose a wound, roll one D6: on a 5+, that wound is not lost. At the start of your **Command phase**, **FABIUS BILE** regains up to D3 lost wounds.

Designer's note: For the purposes of this unit's **Enhance Warriors** and **Surgeon Acolyte** abilities, ignore any **FABIUS BILE** models from your opponent's army.

D3 Enhancement

- 1 **Enhanced Musculature:** Add 1 to the Strength characteristic of models in that unit.
- 2 **Enhanced Black Carapace:** Add 1 to the Toughness characteristic of models in that unit.
- 3 **Enhanced Ferocity:** Add 1 to the Attacks characteristic of models in that unit.

WARLORD TRAIT!

Surgical Precision: Each time this **WARLORD** makes a melee attack, on an unmodified hit roll of 4+, that attack automatically wounds the target and the Armour Penetration characteristic of that attack is improved by 1.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, CREATIONS OF BILE**

KEYWORDS (FABIUS BILE): **CHARACTER, INFANTRY, AGENT OF CHAOS, FABIUS BILE**

KEYWORDS (SURGEON ACOLYTE): **INFANTRY, SURGEON ACOLYTE**



HERETIC ASTARTES DAEMON PRINCE

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base										
1	Heretic Astartes Daemon Prince	120	8"	2+	2+	7	6	8	6	10	3+ 60mm										
A Heretic Astartes Daemon Prince is equipped with: hellforged sword; malefic talons.																					
WEAPON		RANGE	TYPE	S	AP	D	Abilities														
Daemonic axe		+10	Melee	Melee	+2	-2	3	-													
Hellforged sword		+10	Melee	Melee	+1	-3	3	-													
Malefic talons			Melee	Melee	User	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon.													
OTHER WARGEAR		Abilities																			
Wings		+35	The bearer has a Move characteristic of 12" and the FLY keyword.																		
WARGEAR OPTIONS		<ul style="list-style-type: none"> This model's hellforged sword can be replaced with one of the following: 1 daemonic axe; 1 malefic talons. This model can be equipped with 1 wings (Power Rating +2). 																			
Abilities		<p>Let the Galaxy Burn</p> <p>Daemonic Allegiance: When you include this model in your army, you must select one of the following: KHORNE; TZEENTCH; NURGLE; SLAANESH. This model gains that Faction keyword for the rest of the battle.</p> <p>If your army is Battle-forged, this model must also be upgraded to have the Mark of Chaos associated with that Faction keyword (for example, if you selected Slaanesh, this model gains the SLAANESH keyword and, if your army is Battle-forged, this model must be upgraded to have the Mark of Slaanesh).</p> <p>If you selected TZEENTCH, NURGLE or SLAANESH, this model gains the PSYKER keyword. If you selected KHORNE, add 1 to this model's Strength and Attacks characteristics.</p>																			
Psyker		<p>If this model has the TZEENTCH, NURGLE or SLAANESH keywords, it can attempt to manifest one psychic power in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. Such a model knows Smite and one psychic power from the Dark Hereticus discipline. If this model has the TZEENTCH keyword, it also knows Skeins of Fate; if it has the NURGLE keyword, it also knows Putrid Miasma; if it has the SLAANESH keyword, it also knows Delightful Agonies.</p>																			
FACTION KEYWORDS: CHAOS , HERETIC ASTARTES , TRAITORIS ASTARTES , EMPEROR'S CHILDREN																					
KEYWORDS: CHARACTER , MONSTER , DAEMON , DAEMON PRINCE																					



LORD DISCORDANT ON HELSTALKER



No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base										
1	Lord Discordant on Helstalker	175	12"	2+	2+	4	6	9	6	9	2+ 120 x 92mm										
A Lord Discordant on Helstalker is equipped with: Helstalker autocannon; bolt pistol; bladed limbs; impaler chainglaise; mechatendrils; techno-virus injector; frag grenades; krak grenades.																					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES															
Baleflamer	18"	Assault 2D3	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.															
Bolt pistol	12"	Pistol 1	4	0	1	-															
Helstalker autocannon	48"	Heavy 3	7	-1	2	-															
Magma cutter	6"	Assault 1	8	-4	D6+2	-															
Bladed limbs	Melee	Melee	6	-2	2	Each time the bearer fights, it makes 4 additional attacks with this weapon.															
Impaler chainglaise	Melee	Melee	+2	-3	2	Each time an attack is made with this weapon, if the bearer made a charge move this turn, add 1 to that attack's wound roll.															
Mechatendrils	Melee	Melee	4	0	1	Each time the bearer fights, it makes 4 additional attacks with this weapon.															
Frag grenade	6"	Grenade D6	3	0	1	Blast															
Krak grenade	6"	Grenade 1	6	-1	D3	-															
OTHER WARGEAR	ABILITIES																				
Techno-virus injector	Each time the bearer makes a melee attack against a VEHICLE unit, add 1 to the Damage characteristic of that attack.																				
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's Helstalker autocannon can be replaced with 1 baleflamer. This model's techno-virus injector can be replaced with 1 magma cutter. 																				
Abilities	<p>Let the Galaxy Burn, Daemon Engine</p> <p>Corrupt Machine Spirits: In your Command phase, this model can corrupt either one enemy VEHICLE model within 9", or one friendly EMPEROR'S CHILDREN VEHICLE model within 9":</p> <ul style="list-style-type: none"> If it corrupts an enemy model, roll a number of D6 equal to the Wounds characteristic of that model; for each 6, that model's unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). If it corrupts a friendly model, until the start of your next Command phase, each time that model makes a melee attack, add 1 to that attack's hit roll. <p>Each model can only be corrupted once per turn.</p>																				
UPGRADES	<p>Lord Discordant on Helstalker can receive the following Marks of Chaos upgrades:</p> <ul style="list-style-type: none"> Mark of Khorne +15 Power Rating: +1 Mark of Tzeentch +15 Power Rating: +1 Mark of Nurgle +15 Power Rating: +1 Mark of Slaanesh +20 Power Rating: +1 																				
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																					
KEYWORDS: CHARACTER, VEHICLE, DAEMON, DAEMON ENGINE, HELSTALKER, LORD DISCORDANT																					

**LUCIUS THE ETERNAL**

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base
1	Lucius the Eternal	120	6"	2+	2+	5	4	6	5	10	3+ 25mm

Lucius the Eternal equipped with: doom siren; duellist's sword; frag grenades; krak grenades. Your army can only include one **LUCIUS THE ETERNAL** model.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Doom siren	12"	Assault D6	5	-3	1	Sonic Weapon. Each time an attack is made with this weapon, that attack automatically hits the target.
Duellist's sword	Melee	Melee	User	-3	2	-
Frag grenade	6"	Grenade D6	3	0	1	Blast
Krak grenade	6"	Grenade 1	6	-1	D3	-

Abilities	Let the Galaxy Burn Mark of Slaanesh: If this unit starts the Fight phase within Engagement Range of any enemy units, it fights first that phase. Duellist's Pride: Each time this model is selected to fight, if there are any models with an unmodified Weapon Skill characteristic of 3+ or better within Engagement Range of this model, then until that fight is resolved, add 3 to this model's Attacks characteristic. Each time a melee attack made by this model is allocated to a model with an unmodified Weapon Skill characteristic of 3+ or better, add 1 to the Damage characteristic of that attack.	Armour of Shrieking Souls: This model has a 4+ invulnerable save. If this model is destroyed by an attack made by an enemy model, your opponent must roll 2D6. If the result is less than that enemy model's Leadership characteristic, that enemy model's unit suffers D3 mortal wounds; otherwise, that enemy model's unit suffers D6 mortal wounds. In either case, if you are playing a Crusade battle, that enemy model's unit must take an Out of Action test at the end of the battle, even if it was not destroyed. Lash of Torment: At the start of the Fight phase , you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so. Lord of Chaos (Aura): While a friendly EMPEROR'S CHILDREN CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.
------------------	---	---

WARLORD TRAIT**Faultless Duellist:**

- Each time this **WARLORD** makes a melee attack, you can re-roll the hit roll.
- While an enemy [model is within](#) [Engagement Range](#) of this **WARLORD**, subtract 1 from the Attacks characteristic of that enemy model.

FACTION KEYWORDS: **CHAOS, SLAANESH, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN**

KEYWORDS: **CHARACTER, INFANTRY, CHAOS LORD, MARK OF CHAOS, LUCIUS THE ETERNAL**

			MASTER OF POSSESSION																							
No	Name		M	WS	BS	S	T	W	A	Ld	Sv	Base														
1	Master of Possession			6"	3+	3+	4	4	5	5	9	3+	40mm													
A Master of Possession is equipped with: bolt pistol; staff of possession; frag grenades; krak grenades.																										
WEAPON	RANGE	TYPE	S	AP	D	Abilities																				
Bolt pistol	12"	Pistol 1	4	0	1	-																				
Staff of possession	Melee	Melee	+3	-1	D3	Each time the bearer fights, if one or more attacks made with this weapon were allocated to a PSYKER model, after the bearer has resolved all of its attacks, that PSYKER model's unit suffers Perils of the Warp.																				
Frag grenade	6"	Grenade D6	3	0	1	Blast																				
Krak grenade	6"	Grenade 1	6	-1	D3	-																				
Abilities	<u>Let the Galaxy Burn</u>						Sacrificial Dagger: Each time this model attempts to manifest a psychic power from the Malefic Discipline , if it is within 3" of any friendly EMPEROR'S CHILDREN INFANTRY units (excluding DAEMONKIN and CULTISTS units), you can select one of those units and make a sacrifice: if you do so, the selected unit suffers D3 mortal wounds and you can add 2 to the psychic test taken for that psychic power.																			
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase . It knows Smite and two psychic powers from the Malefic discipline .																									
UPGRADES	Master of Possession can receive the following Marks of Chaos upgrades:																									
	<ul style="list-style-type: none"> • Mark of Tzeentch Power Rating: +1 • Mark of Nurgle Power Rating: +1 • Mark of Slaanesh Power Rating: +1 																									
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																										
KEYWORDS: CHARACTER, INFANTRY, PSYKER, WARP LOCUS, DAEMONKIN, MASTER OF POSSESSION																										

			SORCERER																							
No	Name		M	WS	BS	S	T	W	A	Ld	Sv	Base														
1	Sorcerer			6"	3+	3+	4	4	5	5	9	3+	40mm													
A Sorcerer is equipped with: bolt pistol; force stave; frag grenades; krak grenades.																										
WEAPON	RANGE	TYPE	S	AP	D	Abilities																				
Bolt pistol	12"	Pistol 1	4	0	1	-																				
Force stave	Melee	Melee	+3	-1	D3	-																				
Frag grenade	6"	Grenade D6	3	0	1	Blast																				
Krak grenade	6"	Grenade 1	6	-1	D3	-																				
Abilities	<u>Let the Galaxy Burn</u>																									
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase . It knows Smite and two psychic powers from the Dark Hereticus discipline .																									
UPGRADES	Sorcerer can receive the following Marks of Chaos upgrades:																									
	<ul style="list-style-type: none"> • Mark of Tzeentch Power Rating: +1 • Mark of Nurgle Power Rating: +1 • Mark of Slaanesh Power Rating: +1 																									
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																										
KEYWORDS: CHARACTER, INFANTRY, PSYKER, SORCERER																										



6

SORCERER IN TERMINATOR ARMOUR



No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base											
1	Sorcerer in Terminator Armour	◆ 110	5"	3+	3+	4	4	6	5	9	2+ 40mm											
A Sorcerer in Terminator Armour is equipped with: combi-bolter; force stave.																						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																
Combi-bolter	24"	Rapid Fire 2	4	0	1	-																
Combi-flamer Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																						
- Boltgun	24"	Rapid Fire 1	4	0	1	-																
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.																
Combi-melta Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																						
- Boltgun	24"	Rapid Fire 1	4	0	1	-																
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.																
Combi-plasma Before selecting targets, select one or two of the profiles below to make attacks with [you can only select one of the plasma gun profiles]. If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																						
- Boltgun	24"	Rapid Fire 1	4	0	1	-																
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-																
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.																
Force axe	Melee	Melee	+2	-2	D3	-																
Force stave	Melee	Melee	+3	-1	D3	-																
Force sword	Melee	Melee	+1	-3	D3	-																
OTHER WARGEAR	ABILITIES																					
Once per battle, you can re-roll one Psychic test taken for this model.																						
Chaos familiar	We recommend placing a Chaos Familiar model next to this model as a reminder, removing it once this ability has been used (a Chaos Familiar does not count as a model for any rules purposes).																					
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's combi-bolter can be replaced with one of the following: 1 combi-melta; 1 combi-plasma; 1 combi-flamer. This model's force stave can be replaced with one of the following: 1 force axe; 1 force sword. This model can be equipped with 1 Chaos familiar. 																					
ABILITIES	Let the Galaxy Burn, Malicious Volleys, Warp Strike																					
Terminator Armour: This model has a 5+ invulnerable save.																						
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic powers in your opponent's Psychic phase . It knows Smite and two psychic powers from the Dark Hereticus discipline .																					
UPGRADES	Sorcerer in Terminator Armour can receive the following Marks of Chaos upgrades:																					
<ul style="list-style-type: none"> Mark of Tzeentch +15 Power Rating: +1 Mark of Nurgle +15 Power Rating: +1 Mark of Slaanesh +20 Power Rating: +1 																						
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITOR ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																						
KEYWORDS: CHARACTER, INFANTRY, PSYKER, TERMINATOR, SORCERER																						

**WARPSMITH**

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base
1	Warpsmith	80	6"	3+	2+	4	4	5	5	9	2+ 60 x 35mm
A Warpsmith is equipped with: flamer tendril; meltar tendril; plasma pistol; mechatendrils; exalted power axe; frag grenades; krak grenades.											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Flamer tendril	12"	Pistol D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.					
Melta tendril	6"	Pistol 1	8	-4	D6+2	-					
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.										
- Standard	12"	Pistol 1	7	-3	1	-					
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.					
Exalted power axe	Melee	Melee	+2	-2	2	-					
Mechatendrils	Melee	Melee	4	0	1	Each time the bearer fights, it makes 4 additional attacks with this weapon.					
Thunder hammer	+5	Melee	x2	-2	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.					
Frag grenade	6"	Grenade D6	3	0	1	Blast					
Krak grenade	6"	Grenade 1	6	-1	D3	-					

WARGEAR OPTIONS

- This model's exalted power axe can be replaced with 1 thunder hammer.

ABILITIES**Let the Galaxy Burn**

Master of Mechanisms: At the end of your Movement phase, this model can repair one friendly EMPEROR'S CHILDREN VEHICLE model within 3" of it. That VEHICLE model regains up to D3 lost wounds. Each model can only be repaired once per turn.

Enrage Machine Spirits: In your Command phase, this model can enrage one friendly EMPEROR'S CHILDREN VEHICLE model within 3". If it does so, until the start of your next Command phase, each time that VEHICLE model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be enraged once per turn.

UPGRADES

Warpsmith can receive the following Marks of Chaos upgrades:

- Mark of Khorne +15 Power Rating: +1
- Mark of Tzeentch +15 Power Rating: +1
- Mark of Nurgle +15 Power Rating: +1
- Mark of Slaanesh +20 Power Rating: +1

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN

KEYWORDS: CHARACTER, INFANTRY, WARPSMITH

TROOPS**ACCURSED CULTISTS**

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base
5-10	Mutant	6	6"	4+	4+	4	4	1	2	6	6+ 25mm
3-6	Torment	15	6"	4+	4+	5	4	3	2D3	6	6+ 40mm

This unit cannot contain more than 3 Torment models unless it also contains 10 Mutant models. If this unit contains 9 or more models, it has Power Rating 6. Every Mutant model is equipped with: blasphemous appendages. Every Torment model is equipped with: hideous mutations.

WEAPON**RANGE** **TYPE** **S** **AP** **D** **ABILITIES**

Blasphemous appendages	Melee	Melee	User	-1	1	-					
Hideous mutations	Melee	Melee	User	-2	2	-					

ABILITIES

Accursed Horde: This unit cannot perform actions and cannot embark within TRANSPORT models. At the start of your Command phase, you can select one of the following:

- Return up to 3 destroyed Mutant models to this unit.
- Return 1 destroyed Torment model to this unit with its full wounds remaining.

Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.

Unnatural Regeneration: Each time a model in this unit would lose a wound, roll one D6: on a 6, that wound is not lost.

Mutant Rabble: The destruction of Mutant models is ignored for the purposes of Morale tests.

FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, EMPEROR'S CHILDREN

KEYWORDS: INFANTRY, CULTISTS, ACCURSED CULTISTS



CULTISTS MOB



No	Name		M	WS	BS	S	T	W	A	Ld	Sv	Base	
9-19	Chaos Cultist		5	6"	4+	4+	3	3	1	1	5	6+	25mm
1	Cultist Champion		5	6"	4+	4+	3	3	1	2	6	6+	25mm

If this unit contains 11-20 models, it has **Power Rating 5**. Every model is equipped with: autopistol; brutal assault weapon; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Cultist firearm	24"	Rapid Fire 1	3	0	1	-
Cultist grenade launcher	24"	Assault 1	6	-1	D3	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	Blast
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any number of models can each have their autopistol and brutal assault weapon replaced with 1 Cultist firearm.
- 1 Chaos Cultist's autopistol and brutal assault weapon can be replaced with 1 flamer*.
- 1 Chaos Cultist's autopistol and brutal assault weapon can be replaced with 1 heavy stubber*.
- 1 Chaos Cultist's autopistol and brutal assault weapon can be replaced with 1 Cultist grenade launcher*.
- The Cultist Champion's autopistol can be replaced with 1 bolt pistol.

* If this unit contains 15 or more models, you can select each of these wargear options a second time.

FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, EMPEROR'S CHILDREN

KEYWORDS: INFANTRY, CULTISTS, CULTISTS MOB



LEGIONARIES



No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base
4-9	Legionary	18	6"	3+	3+	4	4	2	3	8	3+
1	Aspiring Champion	18	6"	3+	3+	4	4	2	4	9	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Plasma pistol						Before selecting targets, select one of the profiles below to make attacks with.
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Boltgun	24"	Rapid Fire 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Daemon blade	Melee	Melee	User	-2	2	Each time an attack is made with this weapon, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage.
Heavy chainaxe	Melee	Melee	+4	-4	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Frag grenade	6"	Grenade D6	3	0	1	Blast
Krak grenade	6"	Grenade 1	6	-1	D3	-

OTHER WARGEAR	ABILITIES
Chaos icon	The bearer's unit gains the ICON keyword. Each time a Combat Attrition test is taken for the bearer's unit, add 1 to that Combat Attrition test.
Balefire tome	+20 The bearer's unit gains the PSYKER keyword (see below).

WARGEAR OPTIONS	<ul style="list-style-type: none"> The Aspiring Champion's boltgun can be replaced with one of the following: 1 daemon blade; 1 plasma pistol (maximum 1 per model); 1 weapon from the <i>Melee Weapons</i> list. The Aspiring Champion's bolt pistol can be replaced with one of the following: 1 plasma pistol (maximum 1 per model); 1 weapon from the <i>Melee Weapons</i> list. One 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 chainaxe. One Legionary's boltgun can be replaced with 1 balefire tome. For every 5 models in this unit, one Legionary's boltgun can be replaced with one of the following: 1 plasma pistol; 1 weapon from the <i>Special Weapons</i> list; 1 weapon from the <i>Heavy Weapons</i> list*.
* You cannot select the same Special Weapon or Heavy Weapon more than once per unit.	

ABILITIES	Let the Galaxy Burn, Malicious Volleys
PSYKER	While this unit contains a model equipped with a balefire tome, this unit has the PSYKER keyword and can attempt to manifest one psychic power in your <i>Psychic phase</i> and attempt to deny one psychic power in your opponent's <i>Psychic phase</i> . It knows <i>Smite</i> and one psychic power from the <i>Dark Hereticus discipline</i> . Each time this unit attempts to Deny the Witch, manifest a psychic power or perform a <i>psychic action</i> , measure distances and draw line of sight from the model in this unit equipped with a balefire tome. If enemy units have any abilities that require distances to be measured or line of sight to be drawn to PSYKER units, do so to the model in this unit equipped with a balefire tome.

UPGRADES	Legionaries can receive the following Marks of Chaos upgrades:
	• Mark of Khorne +15 Power Rating: +1
	• Mark of Tzeentch +15 Power Rating: +1
	• Mark of Nurgle +15 Power Rating: +1
	• Mark of Slaanesh +20 Power Rating: +1

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN**

KEYWORDS: **INFANTRY, CORE, LEGIONARIES**



NOISE MARINES



No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base
4-9	Noise Marine	21	6"	3+	3+	4	4	2	3	8	3+
1	Noise Champion	21	6"	3+	3+	4	4	2	4	9	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Plasma pistol	+5	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-	
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	
Blastmaster	+15	Before selecting targets, select one of the profiles below to make attacks with.					
- Single frequency	48"	Heavy 3	8	-3	3	Sonic Weapon	
- Varied frequency	36"	Assault 6	5	-2	1	Sonic Weapon	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Doom siren	+10	12"	Assault D6	5	-3	1	Sonic Weapon. Each time an attack is made with this weapon, that attack automatically hits the target.
Sonic blaster	+5	24"	Assault 3	4	-1	1	Sonic Weapon
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	
Frag grenade	6"	Grenade D6	3	0	1	Blast	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

OTHER WARGEAR	ABILITIES
Icon of Slaanesh	+5 The bearer's unit gains the ICON keyword. Each time a Combat Attrition test is taken for the bearer's unit, ignore any or all modifiers to that Combat Attrition test. Each time a model in the bearer's unit makes a melee attack, add 1 to that attack's hit roll.

WARGEAR OPTIONS	<ul style="list-style-type: none"> Any number of Noise Marines can each have their boltgun replaced with one of the following: 1 Astartes chainsword; 1 sonic blaster. One 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 (maximum 1 per model); 1 weapon from the <i>Melee Weapons</i> list. The Noise Champion's boltgun can be replaced with one of the following: 1 sonic blaster; 1 plasma pistol (maximum 1 per model); 1 weapon from the <i>Melee Weapons</i> list. The Noise Champion can be equipped with 1 doom siren. One model can be equipped with 1 icon of Slaanesh.
-----------------	---

ABILITIES	Let the Galaxy Burn, Malicious Volleys Mark of Slaanesh: If this unit starts the <i>Fight phase</i> within <i>Engagement Range</i> of any enemy units, it fights first that phase.	Sonic Weapon: Each time an attack made with this weapon targets a unit within half range, add 1 to the Damage characteristic of that attack.
-----------	---	---

FACTION KEYWORDS: **CHAOS, SLAANESH, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN**

KEYWORDS: **INFANTRY, CORE, MARK OF CHAOS, NOISE MARINES**

			TRAITOR GUARDSMEN SQUAD																									
No	Name		M	WS	BS	S	T	W	A	Ld	Sv	Base																
9	Traitor Guardsman		6"	4+	4+	3	3	1	1	6	5+	25mm																
1	Traitor Sergeant		6"	4+	4+	3	3	1	2	7	5+	25mm																
The Traitor Sergeant is equipped with: lascistol; improvised blade; frag grenades. Every Traitor Guardsman is equipped with: lasgun; frag grenades.																												
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																						
Autopistol	12"	Pistol 1	3	0	1	-																						
Bolt pistol	12"	Pistol 1	4	0	1	-																						
Laspistol	12"	Pistol 1	3	0	1	-																						
Plasma pistol	+5	Before selecting targets, select one of the profiles below to make attacks with.																										
- Standard	12"	Pistol 1	7	-3	1	-																						
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.																						
Boltgun	24"	Rapid Fire 1	4	0	1	-																						
Cultist grenade launcher	24"	Assault 1	6	-1	D3	-																						
Cultist sniper rifle	36"	Heavy 1	4	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.																						
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.																						
Lasgun	24"	Rapid Fire 1	3	0	1	-																						
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																						
Plasma gun	Before selecting targets, select one of the profiles below to make attacks with.																											
- Standard	24"	Rapid Fire 1	7	-3	1	-																						
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.																						
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.																						
Improvised blade	Melee	Melee	User	-1	1	-																						
Power sword	+5	Melee	Melee	+1	-3	1	-																					
Frag grenade	6"	Grenade D6	3	0	1	Blast																						
OTHER WARGEAR	ABILITIES																											
Vox-caster	While the bearer's unit is within 24" of a friendly TRAITOR ENFORCER unit, the bearer's unit is treated as being in range of that TRAITOR ENFORCER unit's Forward, For the Dark Gods! ability.																											
WARGEAR OPTIONS	<ul style="list-style-type: none"> Up to 3 Traitor Guardsmen can each have their lasguns replaced with one of the following: 1 flamer; 1 cultist grenade launcher; 1 meltagun; 1 plasma gun; 1 cultist sniper rifle.* 1 Traitor Guardsman can be equipped with 1 vox-caster.** The Traitor Sergeant's lascistol can be replaced with one of the following: 1 autopistol; 1 bolt pistol; 1 plasma pistol. The Traitor Sergeant's improvised blade can be replaced with one of the following: 1 chainsword; 1 power sword. The Traitor Sergeant's lascistol and improvised blade can be replaced with 1 boltgun. <p>* You cannot select the same weapon more than once per unit. ** This model's lasgun cannot be replaced.</p>																											
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																												
KEYWORDS: INFANTRY, CULTISTS, TRAITOR GUARDSMEN SQUAD																												

DEDICATED TRANSPORT

			CHAOS RHINO																									
No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base																	
1	Chaos Rhino	80	12"	6+	3+	6	7	6-10	3	8	3+	Use model																
		6"	6+	4+	6	7	3-5	D3	8	3+																		
		3"	6+	5+	6	7	1-2	1	8	3+																		
A Chaos Rhino is equipped with: combi-bolter.																												
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																						
Combi-bolter	24"	Rapid Fire 2	4	0	1	-																						
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																											
- Boltgun	24"	Rapid Fire 1	4	0	1	-																						
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.																						
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																											
- Boltgun	24"	Rapid Fire 1	4	0	1	-																						
- Melta gun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.																						
Havoc launcher	48"	Heavy D6	5	0	1	Blast																						
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta. This model can be equipped with 1 havoc launcher. 																											
ABILITIES	Let the Galaxy Burn Explodes: When this TRANSPORT model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.																											
TRANSPORT	This model has a transport capacity of 10 EMPEROR'S CHILDREN INFANTRY models. It cannot transport TERMINATOR, CULT OF DESTRUCTION, JUMP PACK or POSSESSED models.																											
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																												
KEYWORDS: VEHICLE, TRANSPORT, SMOKESCREEN, CHAOS RHINO																												

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base																
1	Chaos Terrax-pattern Termite		180	8"	4+	3+	7	8	8-14	3	8	3+ Use model															
				5"	4+	4+	7	8	4-7	D3	8	3+															
				3"	4+	5+	7	8	1-3	1	8	3+															
A Chaos Terrax-pattern Termite is equipped with: Terrax melt cutter; 2 Terrax combi-bolters; Termite drill.																											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																					
Terrax melt cutter	12"	Heavy 5	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																					
Terrax combi-bolter	24"	Rapid Fire 2	4	0	1	-																					
Terrax heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																					
Twin Terrax volkite charger	+5 20"	Heavy 4	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.																					
Termite drill	Melee	Melee	x2	-4	D3+3	Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of D3+6.																					
WARGEAR OPTIONS	• This model's 2 Terrax combi-bolters can be replaced with one of the following: 2 Terrax heavy flamers; 2 twin Terrax volkite chargers.																										
ABILITIES	<p>Let the Galaxy Burn</p> <p>Subterranean Assault: During deployment, you can set up this model underground instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models. Any embarked models can then disembark, but must be set up on the battlefield more than 9" away from any enemy models.</p> <p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>																										
TRANSPORT	This model has a transport capacity of 12 <LEGIONS> INFANTRY models. It cannot transport JUMP PACK, TERMINATOR or CULT OF DESTRUCTION models. Each POSSESSED model takes up the space of 2 models.																										
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																											
KEYWORDS: VEHICLE, TRANSPORT, CHAOS TERRAX-PATTERN TERMITE																											

ELITES



CHAOS TERMINATOR SQUAD

No	Name		M	WS	BS	S	T	W	A	Ld	Sv	Base												
4-9	Chaos Terminator		36	5"	3+	3+	4	4	3	3	9	2+												
1	Terminator Champion		36	5"	3+	3+	4	4	3	4	10	2+												
If this unit contains 6 or more models, it has Power Rating 18 . Every model is equipped with: combi-bolter; accursed weapon.																								
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																		
Combi-bolter	24"	Rapid Fire 2	4	0	1	-																		
Combi-flamer	+5	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																						
- Boltgun	24"	Rapid Fire 1	4	0	1	-																		
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.																		
Combi-melta	+5	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																						
- Boltgun	24"	Rapid Fire 1	4	0	1	-																		
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.																		
Combi-plasma	+5	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																						
- Boltgun	24"	Rapid Fire 1	4	0	1	-																		
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-																		
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.																		
Heavy flamer	+5	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																	
Reaper autocannon	+5	36"	Heavy 4	7	-2	1	-																	
Accursed weapon		Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.																	
Chainfist	+5	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.																	
Power fist	+5	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.																	
WARGEAR OPTIONS	<ul style="list-style-type: none"> For every 5 models in this unit: One Chaos Terminator's combi-bolter can be replaced with one of the following: 1 reaper autocannon; 1 heavy flamer. One model's combi-bolter can be replaced with 1 combi-plasma. One model's combi-bolter can be replaced with 1 accursed weapon. Neither of this model's accursed weapons can be replaced with 1 power fist or 1 chainfist (see below). Up to two models can each have their combi-bolter replaced with 1 combi-flamer. Up to two models can each have their combi-bolter replaced with 1 combi-melta. Up to three models can each have their accursed weapon replaced with 1 power fist. One model's accursed weapon can be replaced with 1 chainfist. 																							
ABILITIES	<p>Let the Galaxy Burn, Malicious Volleys, Warp Strike</p> <p>Terminator Armour: Models in this unit have a 5+ invulnerable save.</p>																							
UPGRADES	Chaos Terminator Squad can receive the following Marks of Chaos upgrades: <ul style="list-style-type: none"> • Mark of Khorne +15 Power Rating: +1 • Mark of Tzeentch +15 Power Rating: +1 • Mark of Nurgle +15 Power Rating: +1 • Mark of Slaanesh +20 Power Rating: +1 																							
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																								
KEYWORDS: INFANTRY, CORE, TERMINATOR, CHAOS TERMINATOR SQUAD																								

CHOSEN																															
No	Name		M	WS	BS	S	T	W	A	Ld	Sv	Base																			
4-9	Chosen		25	6"	3+	3+	4	4	3	3	9	3+	32mm																		
1	Chosen Champion		25	6"	3+	3+	4	4	3	4	10	3+	32mm																		
If this unit contains 6 or more models, it has Power Rating 14 . Every model is equipped with: bolt pistol; boltgun; accursed weapon; frag grenades; krak grenades.																															
WEAPON	RANGE	TYPE	S	AP	D	Abilities																									
Bolt pistol	12"	Pistol 1	4	0	1	-																									
Plasma pistol	+5	Before selecting targets, select one of the profiles below to make attacks with.																													
- Standard	12"	Pistol 1	7	-3	1	-																									
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.																									
Boltgun	24"	Rapid Fire 1	4	0	1	-																									
Combi-flamer	+10	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																													
- Boltgun	24"	Rapid Fire 1	4	0	1	-																									
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.																									
Combi-melta	+10	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																													
- Boltgun	24"	Rapid Fire 1	4	0	1	-																									
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.																									
Combi-plasma	+10	Before selecting targets, select one or two of the profiles below to make attacks with [you can only select one of the plasma gun profiles]. If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																													
- Boltgun	24"	Rapid Fire 1	4	0	1	-																									
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-																									
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.																									
Accursed weapon	Melee	Melee	+1	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.																									
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.																									
Frag grenade	6"	Grenade D6	3	0	1	Blast																									
Krak grenade	6"	Grenade 1	6	-1	D3	-																									
OTHER WARGEAR	Abilities																														
Chaos icon	+5	The bearer's unit gains the ICON keyword. Each time a Combat Attrition test is taken for the bearer's unit, add 1 to that Combat Attrition test.																													
WARGEAR OPTIONS	<ul style="list-style-type: none"> One model can be equipped with 1 Chaos icon. For every 5 models in this unit: <ul style="list-style-type: none"> Up to two models can each have their bolt pistol replaced with 1 plasma pistol. Up to two models can each have their boltgun replaced with one of the following: 1 combi-melta; 1 combi-flamer; 1 combi-plasma. One model's boltgun can be replaced with 1 accursed weapon. For every 5 models in this unit, 1 Chosen model equipped with a boltgun can have its accursed weapon replaced with 1 power fist. That model's boltgun cannot be replaced. 																														
Abilities	Let the Galaxy Burn, Malicious Volleys																														
Chosen: The first time this unit destroys an enemy unit, until the end of the battle, this unit is considered to be engaged in Wanton Destruction, Wanton Massacre and Wanton Slaughter.																															
UPGRADES	Chosen can receive the following Marks of Chaos upgrades:																														
	<ul style="list-style-type: none"> Mark of Khorne +15 Power Rating: +1 Mark of Tzeentch +15 Power Rating: +1 Mark of Nurgle +15 Power Rating: +1 Mark of Slaanesh +20 Power Rating: +1 																														
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																															
KEYWORDS: INFANTRY, CORE, CHOSEN																															

			HELBRUTE																																	
No	Name		M	WS	BS	S	T	W	A	Ld	Sv	Base																								
1	Helbrute		+10	6"	3+	3+	6	7	8	5	8	3+	60mm																							
A Helbrute is equipped with: missile launcher; twin heavy bolter.																																				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																														
Combi-bolter	24"	Rapid Fire 2	4	0	1	-																														
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																														
Helbrute plasma cannon	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.																														
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.																																			
- Frag missile	48"	Heavy D6	4	0	1	Blast																														
- Krak missile	48"	Heavy 1	8	-2	D6	-																														
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																														
Reaper autocannon	36"	Heavy 4	7	-2	1	-																														
Twin heavy bolter	36"	Heavy 6	5	-1	2	-																														
Twin lascannon	+10	Heavy 2	9	-3	D6	-																														
Helbrute fist	Melee	Melee	x2	-3	3	Each time the bearer fights, if it is equipped with 2 Helbrute fists, it makes 1 additional attack with 1 of those weapons.																														
Helbrute hammer	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.																														
Power scourge	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.																														
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's twin heavy bolter can be replaced with one of the following: 1 Helbrute plasma cannon; 1 multi-melta; 1 reaper autocannon; 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 heavy flamer; 1 combi-bolter. 																																			
ABILITIES	<p>Let the Galaxy Burn</p> <p>Monstrous Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).</p>																																			
<p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.</p> <p>Frenzy: Each time this model makes an attack, if it has 7 or fewer wounds remaining, re-roll a wound roll of 1.</p>																																				
UPGRADES	Helbrute can receive the following Marks of Chaos upgrades:																																			
<ul style="list-style-type: none"> Mark of Khorne +15 Power Rating: +1 Mark of Tzeentch +15 Power Rating: +1 Mark of Nurgle +15 Power Rating: +1 Mark of Slaanesh +20 Power Rating: +1 																																				
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																																				
KEYWORDS: VEHICLE, CORE, HELBRUTE																																				



MASTER OF EXECUTIONS



No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base											
1	Master of Executions	6"	2+	3+	4	4	5	6	9	3+	40mm											
A Master of Executions is equipped with: bolt pistol; axe of dismemberment; frag grenades; krak grenades.																						
WEAPON	RANGE	TYPE	S	AP	D	Abilities																
Bolt pistol	12"	Pistol 1	4	0	1	-																
Axe of dismemberment	Melee	Melee	+3	-3	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 inflicts 2 mortal wounds on the target and the attack sequence ends.																
Frag grenade	6"	Grenade D6	3	0	1	Blast																
Krak grenade	6"	Grenade 1	6	-1	D3	-																
Abilities	Let the Galaxy Burn						Warp-sighted Butcher: This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, so long as it ends that move either closer to the closest enemy model or within Engagement Range of an enemy CHARACTER unit, it can move up to 6". All other rules for Heroic Interventions still apply.															
Upgrades Master of Executions can receive the following Marks of Chaos upgrades:																						
<ul style="list-style-type: none"> • Mark of Khorne +15 Power Rating: +1 • Mark of Tzeentch +15 Power Rating: +1 • Mark of Nurgle +15 Power Rating: +1 • Mark of Slaanesh +20 Power Rating: +1 																						
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																						
KEYWORDS: INFANTRY, CHARACTER, MASTER OF EXECUTIONS																						

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base											
4-9	Possessed	28	9"	3+	3+	5	5	3	5	9	3+	40mm										
1	Possessed Champion	28	9"	3+	3+	5	5	3	6	9	3+	40mm										
If this unit contains 6 or more models, it has Power Rating 14. Every model is equipped with: hideous mutations.																						
WEAPON	RANGE	TYPE	S	AP	D	Abilities																
Hideous mutations	Melee	Melee	User	-2	2	-																
OTHER WARGEAR	Abilities																					
Chaos icon	+5	The bearer's unit gains the ICON keyword. Each time a Combat Attrition test is taken for the bearer's unit, add 1 to that Combat Attrition test.																				
WARGEAR OPTIONS	<ul style="list-style-type: none"> • One model can be equipped with 1 Chaos icon. 																					
Abilities	Let the Galaxy Burn						Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.															
Daemonkin: Models in this unit have a 5+ invulnerable save.																						
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																						
KEYWORDS: INFANTRY, DAEMON, DAEMONKIN, POSSESSED																						

	4		TRAITOR ENFORCER				
No	NAME						
1	Traitor Enforcer	45					
0-1	Traitor Ogron	65					
If this unit includes a Traitor Ogron model, it has Power Rating 6 . The Traitor Enforcer is equipped with: bolt pistol; power fist. The Traitor Ogron is equipped with: mutant claw; scavenged maul.							
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol	1	4	0	1	-
Mutant claw	Melee	Melee		User	-2	3	Each time the bearer fights, it makes 1 additional attack with this weapon, and no more than 1 attack can be made with this weapon while resolving that fight.
Power fist	Melee	Melee		x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Scavenged maul	Melee	Melee		+1	-1	2	-
ABILITIES	Refractor Field: This unit's TRAITOR ENFORCER model has a 5+ invulnerable save. Forward, for the Dark Gods! : Once per turn, when a friendly TRAITOR GUARDSMEN SQUAD unit within 6" of this unit's TRAITOR ENFORCER model fails a Morale test, this unit can use this ability. If it does so, until the end of the phase, each time a Combat Attrition test is taken for that TRAITOR GUARDSMEN SQUAD unit, it is automatically passed. Wall of Muscle: Each time an attack is allocated to this unit's TRAITOR OGRYN model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).						
Big Target:					<ul style="list-style-type: none"> Each time an attack targets this unit, if this unit contains a TRAITOR OGRYN model, use that model's Toughness characteristic when making wound rolls for that attack. Each time an attack is allocated to a model in this unit, if this unit contains a TRAITOR OGRYN model, that attack must be allocated to that model. Each time a mortal wound is inflicted on this unit, if this unit contains a TRAITOR OGRYN model, that model must suffer that mortal wound. 		
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, EMPEROR'S CHILDREN							
KEYWORDS (TRAITOR ENFORCER): CHARACTER, INFANTRY, CULTISTS, TRAITOR ENFORCER							
KEYWORDS (TRAITOR OGRYN): INFANTRY, CULTISTS, TRAITOR OGRYN							



CHAOS CONTEMPTOR DREADNOUGHT



No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base					
1	Chaos Contemptor Dreadnought	140	8"	3+	3+	7	7	9	4	8	3+ 60mm					
A Chaos Contemptor Dreadnought is equipped with: 2 hellforged heavy plasma cannons.																
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES										
Combi-bolter	24"	Rapid Fire 2	4	0	1	-										
Conversion beam cannon +5 Before selecting targets, select one of the profiles below to make attacks with.																
- Short range	0"-24"	Heavy D3	6	-1	2	Blast										
- Medium range	24"-48"	Heavy D3	7	-2	3	Blast										
- Long range	48"-72"	Heavy D3	8	-3	4	Blast										
Graviton blaster	+5 18"	Assault 2	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.										
Heavy flamer	+5 12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.										
Hellforged cyclone missile launcher +25 Before selecting targets, select one of the profiles below to make attacks with.																
- Frag missile	36"	Heavy 2D6	4	0	1	Blast										
- Krak missile	36"	Heavy 2	8	-2	D6	-										
Hellforged heavy plasma cannon Before selecting targets, select one of the profiles below to make attacks with.																
- Standard	36"	Heavy D3	7	-3	2	Blast										
- Supercharge	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.										
Hellforged kheres-pattern assault cannon	+10 24"	Heavy 6	7	-1	1	-										
Hellforged plasma blaster +5 Before selecting targets, select one of the profiles below to make attacks with.																
- Standard	18"	Assault 2	7	-3	1	-										
- Supercharge	18"	Assault 2	8	-3	2	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.										
Multi-melta	+10 24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.										
Twin heavy bolter	+15 36"	Heavy 6	5	-1	2	-										
Twin hellforged autocannon	+15 48"	Heavy 4	7	-1	2	-										
Twin lascannon	+25 48"	Heavy 2	9	-3	D6	-										
Twin volkite culverin	+15 45"	Heavy 8	6	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.										
Hellforged Dreadnought combat weapon	Melee	Melee	x2	-3	3	-										
Hellforged Dreadnought chainfist	+5 Melee	Melee	x2	-4	2D3	Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of 6.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> Each of this model's hellforged heavy plasma cannons can be replaced with one of the following: 1 conversion beam cannon; 1 hellforged kheres-pattern assault cannon; 1 multi-melta; 1 twin hellforged autocannon; 1 twin heavy bolter; 1 twin lascannon; 1 twin volkite culverin; 1 hellforged Dreadnought chainfist and 1 combi-bolter; 1 hellforged Dreadnought combat weapon and 1 combi-bolter. Each of this model's combi-bolters can be replaced with one of the following: 1 graviton blaster; 1 heavy flamer; 1 hellforged plasma blaster. This model can be equipped with 1 hellforged cyclone missile launcher. 															
ABILITIES	Let the Galaxy Burn, Martial Legacy Relentless Hatred: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).						Hellforged Atomantic Shielding: This model has a 5+ invulnerable save. Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.									
UPGRADES	Chaos Contemptor Dreadnought can receive the following Marks of Chaos upgrades:															
	<ul style="list-style-type: none"> Mark of Khorne +15 Power Rating: +1 Mark of Tzeentch +15 Power Rating: +1 Mark of Nurgle +15 Power Rating: +1 Mark of Slaanesh +20 Power Rating: +1 															

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITOR ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN

KEYWORDS: VEHICLE, CORE, DREADNOUGHT, RELIC, CONTEMPTOR DREADNOUGHT

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base
1	Chaos Deredeo Dreadnought	190	8"	3+	3+	6	7	7-12	4	8	3+
			6"	4+	4+	6	7	4-6	4	8	3+
			4"	5+	5+	6	7	1-3	4	8	3+
A Chaos Deredeo Dreadnought is equipped with: anvillus autocannon battery; twin heavy bolter.											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Aiolos missile launcher	+20	48"	Heavy 3D3	6	-1	1	Blast				
Anvillus autocannon battery	36"	Heavy 8	7	-2	2	-					
Arachnus heavy lascannon battery	48"	Heavy 2	9	-3	D3+3	-					
Boreas air defence missiles	+20	48"	Heavy 1	9	-3	D6	Each time an attack is made with this weapon against an AIRCRAFT unit, add 2 to that attack's hit roll. Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of D3+3.				
Hellfire plasma carronade	+10	Before selecting targets, select one of the profiles below to make attacks with.									
- Standard	36"	Heavy 6	7	-3	2	-					
- Supercharge	36"	Heavy 6	8	-3	3	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.					
Twin heavy bolter	36"	Heavy 6	5	-1	2	-					
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.					
Volkite falconet battery	+10	36"	Heavy 6	8	-2	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 2 mortal wounds on the target in addition to any normal damage.				
WARGEAR OPTIONS											
<ul style="list-style-type: none"> This model's anvillus autocannon battery can be replaced with one of the following: 1 arachnus heavy lascannon battery; 1 hellfire plasma carronade; 1 volkite falconet battery. This model's twin heavy bolter can be replaced with 1 twin heavy flamer. This model can be equipped with one of the following: 1 aiolos missile launcher; boreas air defence missiles. 											
ABILITIES											
<p>Let the Galaxy Burn, Martial Legacy</p> <p>Relentless Hatred: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack [to a minimum of 1].</p>											
<p>Hellforged Atomantic Shielding: This model has a 5+ invulnerable save.</p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.</p>											
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN											
KEYWORDS: VEHICLE, DREADNOUGHT, SMOKESCREEN, RELIC, CHAOS DEREDEO DREADNOUGHT											

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base						
1	Chaos Leviathan Dreadnought	220	8"	3+	3+	?	7	8-14	4	8	2+						
			6"	4+	4+	?	7	4-7	4	8	2+						
			4"	5+	5+	?	7	1-3	4	8	2+						
A Chaos Leviathan Dreadnought is equipped with: 2 heavy flamers; 2 grav-flux bombs.																	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES											
Cyclonic meltal lance	+20	18"	Heavy D6	9	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.										
Grav-flux bombard	24"	Heavy 2D3	8	-3	2		Blast. Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 3.										
Heavy flamer	12"	Heavy D6	5	-1	1		Each time an attack is made with this weapon, that attack automatically hits the target.										
Hellforged hunter-killer missile	+5	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.										
Meltagun	12"	Assault 1	8	-4	D6		Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.										
Storm cannon	+10	36"	Heavy 8	7	-1	2	-										
Twin volkite caliver	30"	Heavy 4	5	0	2		Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.										
Leviathan siege claw	Melee	Melee	x2	-3	3		Each time the bearer fights, it makes 1 additional attack with this weapon.										
Leviathan siege drill	Melee	Melee	x2	-4	2D3		Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of 6.										
WARGEAR OPTIONS	<ul style="list-style-type: none"> Each of this model's grav-flux bombs can be replaced with one of the following: 1 cyclonic meltal lance; 1 storm cannon; 1 meltagun and 1 Leviathan siege claw; 1 meltagun and 1 Leviathan siege drill. This model's 2 heavy flamers can be replaced with 2 twin volkite calivers. This model can be equipped with 3 hellforged hunter-killer missiles. 																
ABILITIES	<p>Let the Galaxy Burn, Martial Legacy</p> <p>Relentless Hatred: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).</p>						Hellforged Atomantic Shielding: This model has a 5+ invulnerable save.										
							Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.										
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																	
KEYWORDS: VEHICLE, DREADNOUGHT, SMOKESCREEN, RELIC, CHAOS LEVIATHAN DREADNOUGHT																	

	9 POWER		DECIMATOR																							
No	Name		M	WS	BS	S	T	W!	A	Ld	Sv	Base														
1	Decimator		160	9"	3+	3+	?	?	7-12	5	8	3+	60mm													
				7"	4+	4+	?	?	4-6	5	8	3+														
				5"	5+	5+	?	?	1-3	5	8	3+														
A Decimator is equipped with 2 Decimator butcher cannons.																										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																				
Decimator butcher cannon	36"	Heavy 4	7	-2	2	-																				
Decimator conversion beamer	Before selecting targets, select one of the profiles below to make attacks with.																									
- Short range	0"-24"	Heavy D3	6	-1	2	Blast																				
- Medium range	24"-48"	Heavy D3	7	-2	3	Blast																				
- Long range	48"-72"	Heavy D3	8	-3	4	Blast																				
Hellflamer	12"	Heavy D6	5	-1	2	Each time an attack is made with this weapon, that attack automatically hits the target.																				
Soulburner petard	+10	24"	Assault 2D3	1	0	1	Each time the bearer shoots, if any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon. Each time an attack is made with this weapon, an unmodified wound roll of 2+ inflicts 1 mortal wound on the target and the attack sequence ends.																			
Storm laser	36"	Assault 6	6	-2	1	-																				
Decimator claw	Melee	Melee	x2	-3	3	-																				
WARGEAR OPTIONS	• Each of this model's Decimator butcher cannons can be replaced with one of the following: Decimator conversion beamer; soulburner petard; storm laser; 1 hellflamer and 1 Decimator claw.																									
Abilities	Let the Galaxy Burn, Daemon Engine Decimator claws: If this model is equipped with 2 decimator claws, each time it fights, it makes one additional attack with 1 decimator claw.						Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wound.																			
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																										
KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, DECIMATOR																										

FAST ATTACK



CHAOS BIKERS

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base
2-8	Chaos Biker		30	14"	3+	3+	4	5	3	3	8
1	Biker Champion		30	14"	3+	3+	4	5	3	4	9

If this unit contains 4-6 models, it has **Power Rating 10**. If this unit contains 7 or more models, it has **Power Rating 15**. Every model is equipped with: bolt pistol; combi-bolter; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Bolt pistol	12"	Pistol 1	4	0	1	-						
Plasma pistol	+5	Before selecting targets, select one of the profiles below to make attacks with.										
- Standard	12"	Pistol 1	7	-3	1	-						
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.						
Combi-bolter	24"	Rapid Fire 2	4	0	1	-						
Combi-flamer	+5	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.										
- Boltgun	24"	Rapid Fire 1	4	0	1	-						
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.						
Combi-melta	+5	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.										
- Boltgun	24"	Rapid Fire 1	4	0	1	-						
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.						
Combi-plasma	+5	Before selecting targets, select one or two of the profiles below to make attacks with [you can only select one of the plasma gun profiles]. If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.										
- Boltgun	24"	Rapid Fire 1	4	0	1	-						
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-						
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.						
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.						
Frag grenade	6"	Grenade D6	3	0	1	Blast						
Krak grenade	6"	Grenade 1	6	-1	D3	-						
OTHER WGEAR	ABILITIES											
Chaos icon	+5	The bearer's unit gains the ICON keyword. Each time a Combat Attrition test is taken for the bearer's unit, add 1 to that Combat Attrition test.										
WGEAR OPTIONS	<ul style="list-style-type: none"> Any number of Chaos Bikers can each have their bolt pistol replaced with 1 Astartes chainsword. The Biker Champion's bolt pistol can be replaced with one of the following: 1 plasma pistol; 1 weapon from the <i>Melee Weapons</i> list. Up to 2 Chaos Bikers can each do one of the following: <ul style="list-style-type: none"> Be equipped with 1 weapon from the <i>Special Weapons</i> list. Have their combi-bolter replaced with one of the following: 1 combi-plasma; 1 combi-flamer; 1 combi-melta. One model can be equipped with 1 Chaos icon. 											
ABILITIES	<p>Let the Galaxy Burn, Malicious Volleys</p> <p>Turbo-boost: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.</p>											
UPGRADES	<p>Chaos Bikers can receive the following Marks of Chaos upgrades:</p> <ul style="list-style-type: none"> Mark of Khorne +15 Power Rating: +1 Mark of Tzeentch +15 Power Rating: +1 Mark of Nurgle +15 Power Rating: +1 Mark of Slaanesh +20 Power Rating: +1 											
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN												
KEYWORDS: BIKER, CORE, CHAOS BIKERS												

CHAOS SPAWN ⚡			
No NAME			
1-5 Chaos Spawn			
If this unit contains 2 models, it has Power Rating 2 . If this unit contains 3 models, it has Power Rating 3 . If this unit contains 4 models, it has Power Rating 4 . If this unit contains 5 models, it has Power Rating 5 . Every model is equipped with: hideous mutations.			
WEAPON RANGE TYPE S AP D ABILITIES			
Hideous mutations Melee Melee User -2 2 -			
ABILITIES <p>Let the Galaxy Burn</p> <p>Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.</p> <p>Hideous Regeneration: Each time an enemy unit shoots or fights, after it has finished making its attacks, if any model in this unit lost any wounds as a result of those attacks but was not destroyed, that model immediately regains all of its lost wounds.</p>			
<p>Mutated Beyond Reason: This unit cannot perform actions. The first time this unit is selected to fight in each Fight phase, roll one D3: until the end of the phase, this unit gains the relevant mutation from the table below.</p> <p>D3 Mutation</p> <ul style="list-style-type: none"> 1 Razor Claws: Change the Armour Penetration characteristic of hideous mutations models in this unit are equipped with to -4. 2 Grasping Pseudopods: Change the Attacks characteristic of models in this unit to 3D3. 3 Toxic Haemorrhage: Each time a model in this unit makes an attack, you can re-roll the wound roll. 			
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN			
KEYWORDS: BEAST, CHAOS SPAWN			

			RAPTORS																																		
No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base																										
4-9	Raptor	21	12"	3+	3+	4	4	2	3	8	3+	32mm																									
1	Raptor Champion	21	12"	3+	3+	4	4	2	4	9	3+	32mm																									
If this unit contains 6 or more models, it has Power Rating 12 . Every model is equipped with: bolt pistol; Astartes chainsword.																																					
WEAPON	RANGE	TYPE	S	AP	D	Abilities																															
Bolt pistol	12"	Pistol 1	4	0	1	-																															
Plasma pistol	+5	Before selecting targets, select one of the profiles below to make attacks with.																																			
- Standard	12"	Pistol 1	7	-3	1	-																															
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.																															
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.																															
Power fist	+10	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.																														
Power sword	+5	Melee	Melee	+1	-3	1																															
Frag grenade	6"	Grenade D6	3	0	1	Blast																															
Krak grenade	6"	Grenade 1	6	-1	D3	-																															
WARGEAR OPTIONS	<ul style="list-style-type: none"> Up to 2 Raptors can each do one of the following: <ul style="list-style-type: none"> Have their bolt pistol replaced with 1 plasma pistol. Have their bolt pistol and Astartes chainsword replaced with 1 weapon from the <i>Special Weapons</i> list. 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 power sword; 1 power fist. 																																				
ABILITIES	<p>Let the Galaxy Burn, Warp Strike</p> <p>Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that unit.</p>																																				
UPGRADES	Raptors can receive the following Marks of Chaos upgrades:																																				
<ul style="list-style-type: none"> Mark of Khorne +15 Power Rating: +1 Mark of Tzeentch +15 Power Rating: +1 Mark of Nurgle +15 Power Rating: +1 Mark of Slaanesh +20 Power Rating: +1 																																					
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN																																					
KEYWORDS: INFANTRY, CORE, JUMP PACK, FLY, RAPTORS																																					

			VENOMCRAWLER																				
No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base												
1	Venomcrawler	105	12"	3+	3+	?	?	9	6	8	3+	100mm											
A Venomcrawler is equipped with: 2 excruciator cannons; soulflayer tendrils and claws.																							
WEAPON	RANGE	TYPE	S	AP	D	Abilities																	
Excruciator cannon	36"	Assault 3	6	-2	2	-																	
Soulflayer tendrils and claws	Melee	Melee	User	-3	2	-																	
ABILITIES	<p>Let the Galaxy Burn, Daemon Engine</p> <p>Reservoir of Daemonic Energy (Aura): While a friendly EMPEROR'S CHILDREN PSYKER is within 9" of this model, add 1 to Psychic tests taken for that unit.</p>																						
Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.																							
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																							
KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, VENOMCRAWLER																							

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base																
4-9	Warp Talon	28	12"	3+	3+	4	4	2	5	9	3+																
1	Warp Talon Champion	28	12"	3+	3+	4	4	2	6	9	3+																
If this unit contains 6 or more models, it has Power Rating 14 . Every model is equipped with: warp claws.																											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																					
Warp claws	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, you can re-roll the wound roll.																					
ABILITIES	Let the Galaxy Burn, Warp Strike					Warpflames: Each time an enemy unit (excluding MONSTER and VEHICLE units) that is within Engagement Range of this unit is selected to Fall Back, roll off with your opponent. If you win, that unit cannot Fall Back this turn.																					
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																											
KEYWORDS: INFANTRY, DAEMON, DAEMONKIN, JUMP PACK, FLY, WARP TALONS																											

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base																						
1	Dreadclaw Drop Pod	115	12"	4+	-	6	6	9	4	8	3+ Use model																						
A Dreadclaw Drop Pod is equipped with: blade struts; thermal jets.																																	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																											
Blade struts	Melee	Melee	x2	-4	3																												
OTHER WARGEAR	ABILITIES																																
Thermal jets	After the bearer has moved, you can select one unit the bearer moved across and roll one D6, subtracting 2 from the roll if that unit has the CHARACTER keyword: on a 2-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds.																																
ABILITIES	Let the Galaxy Burn																																
Drop Pod Assault: During deployment, you must set up this unit high in the skies instead of setting it up on the battlefield, but neither it, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. In the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models. Any units embarked within this transport can immediately disembark after it has been set up on the battlefield for the first time, and if they do so, they must be set up more than 9" away from any enemy models.																																	
TRANSPORT	This model has one of the following transport capacities:																																
<ul style="list-style-type: none"> • 10 EMPEROR'S CHILDREN INFANTRY models. Each JUMP PACK or TERMINATOR model takes up the space of 2 models and each CULT OF DESTRUCTION model takes up the space of 3 models. • 1 EMPEROR'S CHILDREN CHAOS CONTEMPTOR DREADNOUGHT model. • 1 EMPEROR'S CHILDREN HELBRUTE model. <p>Each POSSESSED model takes up the space of 2 models.</p>																																	
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																																	
KEYWORDS: VEHICLE, TRANSPORT, FLY, DREADCLAW DROP POD																																	

FLYERS



HELDRAKE

No	Name	M	WS	BS	S	T	W ^I	A	Ld	Sv	Base
1	Heldrake	165	20-60"	3+	3+	?	?	7-12	5	8	3+ 120 x 92mm flying base
			20-45"	4+	4+	?	?	4-6	5	8	3+
			20-30"	5+	5+	?	?	1-3	5	8	3+

A Heldrake is equipped with: hades autocannon; Heldrake claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Baleflamer	18"	Assault 2D3	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Hades autocannon	36"	Heavy 4	8	-2	2	-
Heldrake claws	Melee	Melee	User	-2	2	Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of 4.

WARGEAR OPTIONS

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

ABILITIES

Let the Galaxy Burn, Daemon Engine

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Airborne Predator: Each time you declare a charge with this model, you can only select **AIRCRAFT** units as the target(s) of that charge. This model can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Hover Jet: In your **Command phase**, this model can hover. If it does so, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the **Airborne Predator**, **Hard to Hit** and **Supersonic** abilities.

Hunter in the Skies: Each time this model makes an attack against a unit that can **FLY**, add 1 to that attack's hit roll.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN**

KEYWORDS: **VEHICLE, AIRCRAFT, DAEMON, DAEMON ENGINE, FLY, HELDRAKE**



19

CHAOS FIRE RAPTOR GUNSHIP



No	Name	M	WS	BS	S	T	W ^I	A	Ld	Sv	Base
1	Chaos Fire Raptor Gunship										
		340	20"-45"	6+	3+	8	7	9-18	6	9	3+ 120x92mm flying base
			20"-35"	6+	4+	8	7	5-8	D6	9	3+
			20"-25"	6+	5+	8	7	1-4	D3	9	3+

A Chaos Fire Raptor Gunship is equipped with: twin avenger bolt cannon; 2 twin hellforged autocannons; 2 twin hellstrike launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Quad heavy bolter	+30	36"	Heavy 12	5	-1	2 -
Twin avenger bolt cannon		36"	Heavy 10	6	-2	2 -
Twin hellforged autocannon		48"	Heavy 4	7	-1	2 -
Twin hellstrike launcher		72"	Heavy 2	8	-3	3 Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll. Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of D3+3.
Twin lascannon	+10	48"	Heavy 2	9	-3	D6 -
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's 2 twin hellstrike launchers can be replaced with 2 twin lascannons. This model's 2 twin hellforged autocannons can be replaced with 2 quad heavy bolters. 					
ABILITIES	<p>Let the Galaxy Burn, Martial Legacy</p> <p>Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.</p> <p>Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.</p>					
	<p>Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.</p> <p>Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.</p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p>					

FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN

KEYWORDS: VEHICLE, AIRCRAFT, FLY, RELIC, MACHINE SPIRIT, CHAOS FIRE RAPTOR GUNSHIP

			CHAOS STORM EAGLE GUNSHIP																									
No	Name	M	WS	BS	S	T	W ^I	A	Ld	Sv	Base																	
1	Chaos Storm Eagle Gunship	335	20"-45"	6+	3+	8	7	9-18	6	9	3+	120 x 92mm flying base																
			20"-35"	6+	4+	8	7	5-8	D6	9	3+																	
			20"-25"	6+	5+	8	7	1-4	D3	9	3+																	
A Chaos Storm Eagle Gunship is equipped with: twin heavy bolter; 2 twin hellstrike launchers; vengeance launcher.																												
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																						
Storm Eagle multi-melta	+20	24"	Heavy 4	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																					
Twin hellstrike launcher		72"	Heavy 2	8	-3	3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll. Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of D3+3.																					
Hellforged typhoon missile launcher			Before selecting targets, select one of the profiles below to make attacks with.																									
- Frag missile	48"	Heavy 2D6	4	0	1	Blast																						
- Krak missile	48"	Heavy 2	8	-2	D6	-																						
Vengeance launcher	48"	Heavy 2D6	6	-1	1	Blast																						
Twin lascannon	+10	48"	Heavy 2	9	-3	D6	-																					
Twin heavy bolter		36"	Heavy 6	5	-1	2	-																					
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's twin heavy bolter can be replaced with one of the following: 1 Storm Eagle multi-melta; 1 hellforged typhoon missile launcher. This model's 2 twin hellstrike launchers can be replaced with 2 twin lascannons. 																											
ABILITIES	<p>Let the Galaxy Burn, Martial Legacy</p> <p>Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.</p> <p>Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.</p> <p>Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.</p> <p>Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.</p> <p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p>																											
TRANSPORT	This model has a transport capacity of 20 EMPEROR'S CHILDREN INFANTRY models. Each JUMP PACK or TERMINATOR model takes up the space of 2 models and each CULT OF DESTRUCTION model takes up the space of 3 models. Each POSSESSED model takes up the space of 2 models.																											
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																												
KEYWORDS: VEHICLE, AIRCRAFT, TRANSPORT, FLY, RELIC, MACHINE SPIRIT, CHAOS STORM EAGLE GUNSHIP																												

			CHAOS XIPHON INTERCEPTOR																									
No	Name		M	WS	BS	S	T	W ¹	A	Ld	Sv	Base																
1	Chaos Xiphon Interceptor		235	20"-60"	6+	3+	6	7	7-12	3	8	3+	120 x 92mm flying base															
				20"-45"	6+	4+	6	7	4-6	D3	8	3+																
				20"-30"	6+	5+	6	7	1-3	1	8	3+																
A Chaos Xiphon Interceptor is equipped with: 2 twin lascannons; Xiphon missile battery.																												
WEAPON	RANGE	TYPE	S	AP	D	Abilities																						
Twin lascannon	48"	Heavy 2	9	-3	D6	-																						
Xiphon missile battery	60"	Heavy 3	7	-2	3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.																						
Abilities	<u>Let the Galaxy Burn, Martial Legacy</u>																											
	<p>Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.</p> <p>Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.</p>																											
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																												
KEYWORDS: VEHICLE, AIRCRAFT, FLY, RELIC, CHAOS XIPHON INTERCEPTOR																												

			HELL BLADE																									
No	Name		M	WS	BS	S	T	W	A	Ld	Sv	Base																
1	Hell Blade		135	20"-60"	6+	3+	6	6	9	2	8	3+	120 x 92mm flying base															
A Hell Blade is equipped with: 2 twin autocannons.																												
WEAPON	RANGE	TYPE	S	AP	D	Abilities																						
Lascannon	48"	Heavy 1	9	-3	D6	-																						
Twin autocannon	48"	Heavy 4	7	-1	2	-																						
WARGEAR OPTIONS	• This model's 2 twin autocannons can be replaced with 2 lascannons.																											
Abilities	<u>Let the Galaxy Burn</u>																											
	<p>Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.</p> <p>Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.</p>																											
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																												
KEYWORDS: VEHICLE, AIRCRAFT, FLY, HELL BLADE																												

			HELL TALON																																										
No	Name		M	WS	BS	S	T	W ^I	A	Ld	Sv	Base																																	
1	Hell Talon		210	20"-60"	6+	3+	?	?	8-14	6	8	3+	120 x 92mm flying base																																
				20"-45"	6+	4+	?	?	4-7	D6	8	3+																																	
				20"-30"	6+	5+	?	?	1-3	D3	8	3+																																	
A Hell Talon is equipped with: Havoc autocannon; 2 infernal bombs; twin lascannon.																																													
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																							
Havoc autocannon	48"	Heavy 2	7	-2	2	-																																							
Havoc launcher	48"	Heavy D6	5	0	1	Blast																																							
Twin lascannon	48"	Heavy 2	9	-3	D6	-																																							
OTHER WARGEAR	ABILITIES																																												
Infernal bomb		Once per turn, if the bearer has any infernal bombs remaining, it can drop one of them. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 6" of that point, subtracting 1 if that model is a CHARACTER (excluding VEHICLE or MONSTER units): on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds. Each infernal bomb can only be dropped once per battle.																																											
WARGEAR OPTIONS	• This model's Havoc autocannon can be replaced with 1 havoc launcher.																																												
ABILITIES	<p>Let the Galaxy Burn</p> <p>Baleful Aberration: This model has a 5+ invulnerable save.</p> <p>Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.</p>																																												
	<p>Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.</p> <p>Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.</p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>																																												
FACTION KEYWORDS: CHAOS , TRAITORIS ASTARTES , HERETIC ASTARTES , EMPEROR'S CHILDREN																																													
KEYWORDS: VEHICLE , AIRCRAFT , FLY , HELL TALON																																													

HEAVY SUPPORT



CHAOS LAND RAIDER



No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base
1	Chaos Land Raider	265	10"	6+	3+	8	9	9-16	6	9	2+
			5"	6+	4+	8	9	5-8	D6	9	2+
			3"	6+	5+	8	9	1-4	1	9	2+

A Chaos Land Raider is equipped with: twin heavy bolter; 2 twin soulshatter lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Combi-bolter	24"	Rapid Fire 2	4	0	1	-						
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.											
- Boltgun	24"	Rapid Fire 1	4	0	1	-						
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.						
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.											
- Boltgun	24"	Rapid Fire 1	4	0	1	-						
- Melta gun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.						
Havoc launcher	48"	Heavy D6	5	0	1	Blast						
Twin heavy bolter	36"	Heavy 6	5	-1	2	-						
Twin soulshatter lascannon	48"	Heavy 2	9	-3	D6+2	-						
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta. This model can be equipped with 1 havoc launcher. 											
ABILITIES	Let the Galaxy Burn Explodes: When this TRANSPORT model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.											
TRANSPORT	This model has a transport capacity of 10 EMPEROR'S CHILDREN INFANTRY models. Each TERMINATOR and POSSESSED model takes up the space of 2 models. It cannot transport CULT OF DESTRUCTION or JUMP PACK models.											
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN												
KEYWORDS: VEHICLE, TRANSPORT, MACHINE SPIRIT, SMOKESCREEN, CHAOS LAND RAIDER												



CHAOS PREDATOR ANNIHILATOR



No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base
1	Chaos Predator Annihilator	130	12"	6+	3+	6	8	6-11	3	8	3+ Use model
			6"	6+	4+	6	8	3-5	D3	8	3+
			3"	6+	5+	6	8	1-2	1	8	3+

A Chaos Predator Annihilator is equipped with: twin soulshatter lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Combi-flamer			Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-	
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.	
Combi-melta			Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-	
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.	
Havoc launcher	48"	Heavy D6	5	0	1	Blast	
Heavy bolter	36"	Heavy 3	5	-1	2	-	
Lascannon	+10	48"	Heavy 1	9	-3	D6	-
Twin soulshatter lascannon	48"	Heavy 2	9	-3	D6+2	-	
WARGEAR OPTIONS	<ul style="list-style-type: none"> 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-flamer; 1 combi-melta. This model can be equipped with 1 havoc launcher. 						
ABILITIES	<p>Let the Galaxy Burn</p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>						
FACTION KEYWORDS:	CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN						
KEYWORDS:	VEHICLE, SMOKESCREEN, CHAOS PREDATOR ANNIHILATOR						



CHAOS PREDATOR DESTRUCTOR

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base											
1	Chaos Predator Destructor	140	12"	6+	3+	6	8	6-11	3	8	3+ Use model											
			6"	6+	4+	6	8	3-5	D3	8	3+											
			3"	6+	5+	6	8	1-2	1	8	3+											
A Chaos Predator Destructor is equipped with: Predator autocannon.																						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																
Combi-bolter	24"	Rapid Fire 2	4	0	1	-																
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																					
- Boltgun	24"	Rapid Fire 1	4	0	1	-																
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.																
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																					
- Boltgun	24"	Rapid Fire 1	4	0	1	-																
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.																
Havoc launcher	48"	Heavy D6	5	0	1	Blast																
Heavy bolter	36"	Heavy 3	5	-1	2	-																
Lascannon	+10	48"	Heavy 1	9	-3	D6	-															
Predator autocannon	48"	Heavy 2D3	7	-1	3	-																
WARGEAR OPTIONS	<ul style="list-style-type: none"> 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-flamer; 1 combi-melta. This model can be equipped with 1 havoc launcher. 																					
ABILITIES	<p>Let the Galaxy Burn</p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>																					
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																						
KEYWORDS: VEHICLE, SMOKESCREEN, CHAOS PREDATOR DESTRUCTOR																						

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base																										
1	Chaos Vindicator		130	10"	6+	3+	6	8	6-12	3	8	3+	Use model																								
				5"	6+	4+	6	8	3-5	D3	8	3+																									
				3"	6+	5+	6	8	1-2	1	8	3+																									
A Chaos Vindicator is equipped with: demolisher siege cannon.																																					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																															
Combi-bolter	24"	Rapid Fire 2	4	0	1	-																															
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																																				
- Boltgun	24"	Rapid Fire 1	4	0	1	-																															
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.																															
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																																				
- Boltgun	24"	Rapid Fire 1	4	0	1	-																															
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.																															
Demolisher siege cannon	24"	Heavy D3+3	10	-4	D6	Blast																															
Havoc launcher	48"	Heavy D6	5	0	1	Blast																															
OTHER WARGEAR	ABILITIES																																				
Vindicator siege shield	Each time a ranged attack is allocated to the bearer, add 1 to any armour saving throw made against that attack.																																				
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta. This model can be equipped with 1 havoc launcher. This model can be equipped with 1 Vindicator siege shield. 																																				
Abilities	Let the Galaxy Burn Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.																																				
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																																					
KEYWORDS: VEHICLE, SMOKESCREEN, CHAOS VINDICATOR																																					

			DEFILER																							
No	Name		M	WS	BS	S	T	W!	A	Ld	Sv	Base														
1	Defiler		175	8"	3+	3+	8	7	8-14	5	8	3+	Use model													
				6"	4+	4+	8	7	4-7	5	8	3+														
				4"	5+	5+	8	7	1-3	5	8	3+														
A Defiler is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.																										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																				
Combi-bolter	24"	Rapid Fire 2	4	0	1	-																				
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																									
- Boltgun	24"	Rapid Fire 1	4	0	1	-																				
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.																				
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.																									
- Boltgun	24"	Rapid Fire 1	4	0	1	-																				
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.																				
Defiler cannon	72"	Heavy D6	8	-2	3	Blast																				
Havoc launcher	48"	Heavy D6	5	0	1	Blast																				
Reaper autocannon	36"	Heavy 4	7	-2	1	-																				
Twin heavy bolter	36"	Heavy 6	5	-1	2	-																				
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																				
Twin lascannon	48"	Heavy 2	9	-3	D6	-																				
Defiler claws	Melee	Melee	x2	-3	D6	-																				
Defiler scourge	Melee	Melee	+4	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.																				
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's twin heavy flamer can be replaced with one of the following: 1 havoc launcher; 1 Defiler scourge. 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-flamer; 1 combi-melta. 																									
ABILITIES	<p>Let the Galaxy Burn, Daemon Engine</p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>																									
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																										
KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, SMOKESCREEN, DEFILER																										

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base		
1	Forgefiend		110	8"	3+	3+	6	7	7-12	5	8	3+	120 x 92mm
				6"	4+	4+	6	7	4-6	5	8	3+	
				4"	5+	5+	6	7	1-3	5	8	3+	

A Forgefiend is equipped with: 2 heavy hades autocannons; Forgefiend jaws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Ectoplasma cannon	+15	36"	Heavy D3	7	-3	3	Blast
Heavy hades autocannon	+25	48"	Heavy 4	8	-2	2	-
Forgefiend jaws	Melee	Melee	User	-1	2	-	-

WARGEAR OPTIONS

- This model's 2 heavy hades autocannons can be replaced with 2 ectoplasma cannons.
- This model's Forgefiend jaws can be replaced with 1 ectoplasma cannon.

ABILITIES

Let the Galaxy Burn, Daemon Engine

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN

KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, FORGEFIEND

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base		
4	Havoc		125/unit	6"	3+	3+	4	5	2	3	8	3+	40mm
1	Havoc Champion			6"	3+	3+	4	5	2	4	9	3+	40mm

A Havoc Champion is equipped with: flamer; Astartes chainsword. 2 Havocs are equipped with: Havoc autocannon. 2 Havocs are equipped with: lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	
Plasma pistol	+5	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-	
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Flamer	+5	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Havoc autocannon	48"	Heavy 2	7	-2	2	-	
Lascannon	+5	48"	Heavy 1	9	-3	D6	-
Astartes chainsword	Melee	Melee	User	-1	1	-	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- The Havoc Champion's Astartes chainsword can be replaced with 1 weapon from the *Melee Weapons* list.
- The Havoc Champion's flamer can be replaced with one of the following: 1 boltgun; 1 plasma pistol; 1 weapon from the *Special Weapons* list; 1 weapon from the *Melee Weapons* list.
- Any number of Havocs can each have their Havoc autocannon or lascannon replaced with 1 weapon from the *Heavy Weapons* list.

ABILITIES

Let the Galaxy Burn, Malicious Volleys

Stabilisation Talons: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

UPGRADES

Havocs can receive the following **Marks of Chaos** upgrades:

- Mark of Khorne +15 Power Rating: +1
- Mark of Tzeentch +15 Power Rating: +1
- Mark of Nurgle +15 Power Rating: +1
- Mark of Slaanesh +20 Power Rating: +1

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, CHAOS UNDIVIDED, EMPEROR'S CHILDREN

KEYWORDS: INFANTRY, CORE, HAVOC

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base		
1	Maulerfiend		140	10"	3+	3+	?	?	7-12	6	8	3+	120 x 92mm
				8"	4+	4+	?	?	4-6	6	8	3+	
				6"	5+	5+	?	?	1-3	6	8	3+	

A Maulerfiend is equipped with: lasher tendrils; Maulerfiend fists.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Magma cutter	6"	Assault 1	8	-4	D6+2	-
Lasher tendrils	+10	Melee	User	-2	1	Each time the bearer fights, it makes 6 additional attacks with this weapon.
Maulerfiend fists		Melee	x2	-3	D3+3	-

WARGEAR OPTIONS

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

Abilities	
Let the Galaxy Burn, Daemon Engine	
Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	Siege Crawler: Each time a charge roll is made for this unit, you can ignore any or all modifiers to that charge roll.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN

KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, MAULERFIEND

No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base	
1-3	Obliterator	90	5"	3+	3+	5	5	5	4	9	2+	50mm

If this unit contains 2 models, it has **Power Rating 10**. If this unit contains 3 models, it has **Power Rating 15**. Every model is equipped with: fleshmetal guns; crushing fists.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Fleshmetal guns						Before selecting targets, select one of the profiles below to make attacks with.
- Warp hail	24"	Heavy D6+9	5	-1	1	-
- Ruinous salvo	24"	Heavy D3+3	7	-2	2	-
- Focused malice	24"	Heavy D3	9	-3	4	-
Crushing fists	Melee	Melee	x2	-3	2	-

Abilities

- Let the Galaxy Burn, Warp Strike**
- Daemonic:** Models in this unit have a 5+ invulnerable save.

Unrelenting Firepower: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved. Models in this unit can make attacks with ranged weapons even while their unit is within Engagement Range of enemy units, but each model can only make such attacks against enemy units that their unit is within Engagement Range of, and each time they do so, subtract 1 from that attack's hit roll. In such circumstances, models in this unit can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN

KEYWORDS: INFANTRY, DAEMON, DAEMONKIN, CULT OF DESTRUCTION, OBLITERATORS

			CHAOS LAND RAIDER ACHILLES																																	
No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base																									
1	Chaos Land Raider Achilles		10"	6+	3+	8	8	9-16	6	9	2+	Use model																								
			5"	6+	4+	8	8	5-8	D6	9	2+																									
			3"	6+	5+	8	8	1-4	D3	9	2+																									
A Chaos Land Raider Achilles is equipped with: quad launcher; 2 twin hellforged multi-meltas.																																				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																														
Combi-bolter		24"	Rapid Fire 2	4	0	1	-																													
Hellforged hunter-killer missile		48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.																													
Quad launcher	Before selecting targets, select one of the profiles below to make attacks with.																																			
- Shatter shells	24"	Heavy 4	8	-2	3	-																														
- Thunderfire shells	60"	Heavy 4D3	4	0	1	Indirect Fire. Blast. This weapon can target units that are not visible to the bearer.																														
Twin hellforged multi-melta		24"	Heavy 4	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																													
Twin volkite culverin	45"	Heavy 8	6	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.																														
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's 2 twin hellforged multi-meltas can be replaced with 2 twin volkite culverins. This model can be equipped with 1 hellforged hunter-killer missile. This model can be equipped with 1 combi-bolter. 																																			
ABILITIES	<p>Let the Galaxy Burn</p> <p>Inviolate Armour: This model has a 5+ invulnerable save.</p>																																			
	<p>Explodes: When this model is destroyed, roll one D6 before removing it from play and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p>																																			
TRANSPORT	This model has a transport capacity of 6 EMPEROR'S CHILDREN INFANTRY models. Each JUMP PACK or TERMINATOR model takes up the space of 2 models and each CULT OF DESTRUCTION model takes up the space of 3 models. Each POSSESSED model takes up the space of 2 models.																																			
FACTION KEYWORDS: CHAOS , TRAITORIS ASTARTES , HERETIC ASTARTES , EMPEROR'S CHILDREN																																				
KEYWORDS: VEHICLE , TRANSPORT , SMOKESCREEN , LAND RAIDER , MACHINE SPIRIT , CHAOS LAND RAIDER ACHILLES																																				

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base											
1	Chaos Land Raider Proteus	220	10"	6+	3+	8	8	9-16	6	9	2+											
			5"	6+	4+	8	8	5-8	D6	9	2+											
			3"	6+	5+	8	8	1-4	D3	9	2+											
A Chaos Land Raider Proteus is equipped with: 2 twin lascannons.																						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																
Combi-bolter	+5	24"	Rapid Fire 2	4	0	1	-															
Heavy bolter		36"	Heavy 3	5	-1	2	-															
Hellforged hunter-killer missile	+5	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.															
Multi-melta	+15	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.															
Twin heavy bolter	+30	36"	Heavy 6	5	-1	2	-															
Twin heavy flamer	+20	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.															
Twin lascannon		48"	Heavy 2	9	-3	D6	-															
OTHER WARGEAR	ABILITIES																					
Explorator augury web	+15	Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of the bearer. The bearer has a transport capacity of 6 EMPEROR'S CHILDREN INFANTRY models, instead of 10.																				
Heavy armour	+15	The bearer has a 5+ invulnerable save.																				
WARGEAR OPTIONS																						
	<ul style="list-style-type: none"> This model can be equipped with one of the following: 1 heavy bolter; 1 multi-melta; 1 twin heavy bolter; 1 twin heavy flamer. This model can be equipped with 1 hellforged hunter-killer missile. This model can be equipped with 1 combi-bolter. This model can be equipped with one of the following: 1 explorator augury web; 1 heavy armour. 																					
ABILITIES	<u>Let the Galaxy Burn, Martial Legacy</u>																					
	Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.																					
TRANSPORT	This model has a transport capacity of 10 EMPEROR'S CHILDREN INFANTRY models. Each JUMP PACK or TERMINATOR model takes up the space of 2 models and each CULT OF DESTRUCTION model takes up the space of 3 models. Each POSSESSED model takes up the space of 2 models.																					
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																						
KEYWORDS: VEHICLE, TRANSPORT, SMOKESCREEN, RELIC, LAND RAIDER, MACHINE SPIRIT, CHAOS LAND RAIDER PROTEUS																						

			CHAOS RAPIER CARRIER																											
No	Name	M	WS	BS	S	T	W	A	Ld	Sv	Base																			
1	Chaos Rapier Carrier	75	4"	3+	3+	4	5	5	2	7	3+	Use model																		
A Chaos Rapier Carrier is equipped with: boltgun; quad heavy bolter. A Chaos Rapier Carrier unit has 1 separate Chaos Space Marine crew model.																														
WEAPON	RANGE	TYPE	S	AP	D	Abilities																								
Boltgun	24"	Rapid Fire 1	4	0	1	-																								
Graviton cannon	36"	Heavy D6	6	-3	2	Blast. When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of 3 instead of 2.																								
Laser destroyer	+35	36" Heavy 3	10	-4	D3+3	-																								
Quad heavy bolter	36"	Heavy 12	5	-1	2	-																								
Quad launcher	+35	Before selecting targets, select one of the profiles below to make attacks with.																												
- Shatter shells	24"	Heavy 4	8	-2	3	-																								
- Thunderfire shells	60"	Heavy 4D3	4	0	1	Indirect Fire. Blast. This weapon can target units that are not visible to the bearer.																								
WARGEAR OPTIONS	<ul style="list-style-type: none"> The Chaos Rapier Carrier's quad heavy bolter can be replaced with one of the following: 1 graviton cannon; 1 laser destroyer; 1 quad launcher. 																													
ABILITIES	<u>Let the Galaxy Burn</u>																													
Artillery and Crew: Each Rapier Carrier and its crew are treated as a single model for all rules purposes (crew models must remain within 1" of their Rapier Carrier model). This means that the crew models cannot be targeted or attacked separately and that visibility and all ranges are measured to and from the Rapier Carrier's model, not the crew models. This unit cannot Advance, is never eligible to charge or Heroically Intervene, and cannot make pile-in or consolidation moves.																														
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																														
KEYWORDS: VEHICLE, ARTILLERY, CHAOS RAPIER CARRIER																														

			CHAOS SICARAN BATTLE TANK																											
No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base																			
1	Hellforged Sicaran	165	14"	6+	3+	6	7	7-14	3	8	2+	Use model																		
			7"	6+	4+	6	7	4-6	D3	8	2+																			
			4"	6+	5+	6	7	1-3	1	8	2+																			
A Chaos Sicaran Battle Tank is equipped with: heavy bolter; Herakles-pattern autocannon.																														
WEAPON	RANGE	TYPE	S	AP	D	Abilities																								
Combi-bolter	+5	Rapid Fire 2	4	0	1	-																								
Heavy bolter	+15	Heavy 3	5	-1	2	-																								
Hellforged hunter-killer missile	+5	48" Heavy 1	10	-2	D6	The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.																								
Herakles-pattern autocannon	48"	Heavy 6	7	-2	3	-																								
Lascannon	+20	Heavy 1	9	-3	D6	-																								
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following: 2 heavy bolters; 2 lascannons. This model can be equipped with 1 hellforged hunter-killer missile. This model can be equipped with 1 combi-bolter. 																													
ABILITIES	<u>Let the Galaxy Burn, Martial Legacy</u>																													
Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.																														
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																														
KEYWORDS: VEHICLE, SMOKESCREEN, RELIC, SICARIAN, MACHINE SPIRIT, CHAOS SICARAN BATTLE TANK																														



CHAOS SICARAN PUNISHER

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base
1	Chaos Sicaran Punisher	155	14"	6+	3+	6	7	7-14	3	8	2+
			7"	6+	4+	6	7	4-6	D3	8	2+
			4"	6+	5+	6	7	1-3	1	8	2+

A Chaos Sicaran Punisher is equipped with: heavy bolter; punisher rotary cannon.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Combi-bolter	+5	24"	Rapid Fire 2	4	0	1 -
Heavy bolter	+15	36"	Heavy 3	5	-1	2 -
Hellforged hunter-killer missile	+5	48"	Heavy 1	10	-2	D6 The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.
Lascannon	+20	48"	Heavy 1	9	-3	D6 -
Punisher rotary cannon	36"	Heavy 18	6	-1	1 -	

WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following: 2 heavy bolters; 2 lascannons. This model can be equipped with 1 hellforged hunter-killer missile. This model can be equipped with 1 combi-bolter. 						
ABILITIES	<p><u>Let the Galaxy Burn, Martial Legacy</u></p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.</p>						

FACTION KEYWORDS:	<u>CHAOS, TRAITORIS Astartes, HERETIC Astartes, EMPEROR'S CHILDREN</u>
KEYWORDS:	<u>VEHICLE, SMOKESCREEN, RELIC, SICARIAN, MACHINE SPIRIT, CHAOS SICARAN PUNISHER</u>



CHAOS SICARAN VENATOR

No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base
1	Chaos Sicaran Venator	170	14"	6+	3+	6	7	7-14	3	8	2+
			7"	6+	4+	6	7	4-6	D3	8	2+
			4"	6+	5+	6	7	1-3	1	8	2+

A Chaos Sicaran Venator is equipped with: heavy bolter; Sicaran laser cannon.

WEAPON	RANGE	TYPE	S	AP	D	Abilities
Combi-bolter	+5	24"	Rapid Fire 2	4	0	1 -
Heavy bolter	+15	36"	Heavy 3	5	-1	2 -
Hellforged hunter-killer missile	+5	48"	Heavy 1	10	-2	D6 The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.
Lascannon	+20	48"	Heavy 1	9	-3	D6 -
Sicaran laser cannon	48"	Heavy 3	12	-3	D6	Each time an attack made with this weapon is allocated to a model, if the bearer Remained Stationary in its previous Movement phase, that attack has a Damage characteristic of 6.

WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can be equipped with one of the following: 2 heavy bolters; 2 lascannons. This model can be equipped with 1 hellforged hunter-killer missile. This model can be equipped with 1 combi-bolter. 						
ABILITIES	<p><u>Let the Galaxy Burn, Martial Legacy</u></p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds.</p>						

FACTION KEYWORDS:	<u>CHAOS, TRAITORIS Astartes, HERETIC Astartes, EMPEROR'S CHILDREN</u>
KEYWORDS:	<u>VEHICLE, SMOKESCREEN, RELIC, SICARIAN, MACHINE SPIRIT, CHAOS SICARAN VENATOR</u>

			CHAOS VINDICATOR LASER DESTROYER																									
No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base																	
1	Chaos Vindicator Laser Destroyer		175	10"	6+	3+	6	8	6-11	3	8	3+	Use model															
				5"	6+	4+	6	8	3-5	D3	8	3+																
				3"	6+	5+	6	8	1-2	1	8	3+																
A Chaos Vindicator Laser Destroyer is equipped with: combi-bolter; laser volley cannon.																												
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																						
Combi-bolter	24"	Rapid Fire 2	4	0	1	-																						
Hellforged hunter-killer missile	+5	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.																					
Laser volley cannon			Before selecting targets, select one of the profiles below to make attacks with.																									
- Volley fire	36"	Heavy 3	9	-3	D3+3	-																						
- Overcharge fire	36"	Heavy 3	10	-4	6	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, if the bearer did not Remain Stationary in your previous Movement phase, it suffers 1 mortal wound after shooting with this weapon.																						
WARGEAR OPTIONS	• This model can be equipped with 1 hellforged hunter-killer missile.																											
ABILITIES	<u>Let the Galaxy Burn</u>																											
Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.																												
FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES, EMPEROR'S CHILDREN																												
KEYWORDS: VEHICLE, SMOKESCREEN, CHAOS VINDICATOR LASER DESTROYER																												

			CHAOS WHIRLWIND SCORPIUS																									
No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base																	
1	Chaos Whirlwind Scorpius		170	12"	6+	3+	6	7	6-11	3	8	3+	Use model															
				6"	6+	4+	6	7	3-5	D3	8	3+																
				3"	6+	5+	6	7	1-2	1	8	3+																
A Chaos Whirlwind Scorpius is equipped with: Scorpius multi-launcher.																												
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																						
Combi-bolter	+5	24"	Rapid Fire 2	4	0	1	-																					
Hellforged hunter-killer missile	+5	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.																					
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	Indirect Fire. Blast. This weapon can target units that are not visible to the bearer.																						
WARGEAR OPTIONS	• This model can be equipped with 1 hellforged hunter-killer missile. • This model can be equipped with 1 combi-bolter.																											
ABILITIES	<u>Let the Galaxy Burn, Martial Legacy</u>																											
Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.																												
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																												
KEYWORDS: VEHICLE, SMOKESCREEN, RELIC, CHAOS WHIRLWIND SCORPIUS																												

LORDS OF WAR

		22			CHAOS CERBERUS																									
No	Name				M	WS	BS	S	T	W!	A	Ld	Sv	Base																
1	Chaos Cerberus				370	10"	5+	3+	8	8	11-20	6	9	2+	Use model															
						5"	5+	4+	8	8	6-10	D6	9	2+																
						3"	5+	5+	8	8	1-5	D3	9	2+																
A Chaos Cerberus is equipped with: Cerberus neutron pulse array; crushing tracks.																														
WEAPON	RANGE	TYPE	S	AP	D	Abilities																								
Cerberus neutron pulse array	48"	Heavy 4	14	-4	2D3	Each time an attack made with this weapon is allocated to a model, if the bearer Remained Stationary in your previous Movement phase, that attack has a Damage characteristic of 6.																								
Combi-bolter	+5	24"	Rapid Fire 2	4	0	1	-																							
Heavy bolter	+15	36"	Heavy 3	5	-1	2	-																							
Heavy flamer	+15	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																							
Lascannon	+20	48"	Heavy 1	9	-3	D6	-																							
Multi-melta	+25	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																							
Crushing tracks	Melee	Melee	User	-2	D3	-																								
WARGEAR OPTIONS	<ul style="list-style-type: none"> 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 heavy bolter; 1 heavy flamer; 1 multi-melta; 1 combi-bolter. 																													
ABILITIES	<p><u>Let the Galaxy Burn, Martial Legacy</u></p> <p>Unstable Reactor: When this model is destroyed, roll one D6 before removing it from play. On a 5+ it explodes, and each unit within 2D6" suffers D6 mortal wounds.</p>																													
FACTION KEYWORDS: <u>CHAOS</u> , <u>TRAITORIS ASTARTES</u> , <u>HERETIC ASTARTES</u> , <u>EMPEROR'S CHILDREN</u>																														
KEYWORDS: <u>VEHICLE</u> , <u>TITANIC</u> , <u>SMOKESCREEN</u> , <u>RELIC</u> , <u>MACHINE SPIRIT</u> , <u>CHAOS CERBERUS</u>																														

			CHAOS FALCHION																														
No	Name		M	WS	BS	S	T	W!	A	Ld	Sv	Base																					
1	Chaos Falchion		550	10"	5+	3+	8	8	14-26	6	9	2+	Use model																				
				5"	5+	4+	8	8	7-13	D6	9	2+																					
				3"	5+	5+	8	8	1-6	D3	9	2+																					
A Chaos Falchion is equipped with: 2 quad lascannons; twin heavy bolter; twin Falchion volcano cannon; crushing tracks.																																	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																											
Combi-bolter	+5	24"	Rapid Fire 2	4	0	1	-																										
Heavy bolter	+15	36"	Heavy 3	5	-1	2	-																										
Heavy flamer	+15	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																										
Laser destroyer	+10	36"	Heavy 3	10	-4	D3+3	-																										
Multi-melta	+25	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																										
Quad lascannon	48"	Heavy 4	9	-3	D6	-																											
Twin Falchion volcano cannon	120"	Heavy 2D3	14	-5	6	Blast. Each time an attack is made with this weapon against a TITANIC unit, you can re-roll the wound roll.																											
Twin heavy bolter	36"	Heavy 6	5	-1	2	-																											
Twin heavy flamer	+10	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																										
Crushing tracks	Melee	Melee	User	-2	D3	-																											
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's 2 quad lascannons can be replaced with 2 laser destroyers. This model's twin heavy bolter can be replaced with 1 twin heavy flamer. This model can be equipped with one of the following: 1 heavy bolter; 1 heavy flamer; 1 multi-melta; 1 combi-bolter. 																																
ABILITIES	<p>Let the Galaxy Burn, Martial Legacy</p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.</p>																																
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																																	
KEYWORDS: VEHICLE, TITANIC, SMOKESCREEN, RELIC, MACHINE SPIRIT, CHAOS FALCHION																																	

			CHAOS FELBLADE																							
No	Name		M	WS	BS	S	T	W!	A	Ld	Sv	Base														
1	Chaos Fellblade		550	10"	5+	3+	8	8	14-26	6	9	2+	Use model													
				5"	5+	4+	8	8	7-13	D6	9	2+														
				3"	5+	5+	8	8	1-6	D3	9	2+														
A Chaos Fellblade is equipped with: demolisher siege cannon; Fellblade accelerator cannon; 2 quad lascannons; twin heavy bolter; crushing tracks.																										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																				
Combi-bolter	+5	24"	Rapid Fire 2	4	0	1	-																			
Demolisher siege cannon	24"	Heavy D3+3	10	-4	D6	Blast																				
Fellblade accelerator cannon	Before selecting targets, select one of the profiles below to make attacks with.																									
- HE shells	72"	Heavy 2D6	8	-3	2	Blast																				
- AE shells	72"	Heavy 2	14	-4	6	-																				
Heavy bolter	+15	36"	Heavy 3	5	-1	2	-																			
Heavy flamer	+15	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																			
Laser destroyer	+10	36"	Heavy 3	10	-4	D3+3	-																			
Multi-melta	+25	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																			
Quad lascannon	48"	Heavy 4	9	-3	D6	-																				
Twin heavy bolter	36"	Heavy 6	5	-1	2	-																				
Twin heavy flamer	+10	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																			
Crushing tracks	Melee	Melee	User	-2	D3	-																				
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's 2 quad lascannons can be replaced with 2 laser destroyers. This model's twin heavy bolter can be replaced with 1 twin heavy flamer. This model can be equipped with one of the following: 1 heavy bolter; 1 heavy flamer; 1 multi-melta; 1 combi-bolter. 																									
ABILITIES	<p>Let the Galaxy Burn, Martial Legacy</p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.</p>																									
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																										
KEYWORDS: VEHICLE, TITANIC, SMOKESCREEN, RELIC, MACHINE SPIRIT, CHAOS FELBLADE																										

			CHAOS MASTODON																														
No	Name		M	WS	BS	S	T	W!	A	Ld	Sv	Base																					
1	Chaos Mastodon		750	10"	5+	3+	9	9	16-30	6	9	2+	Use model																				
				5"	5+	4+	9	9	8-15	D6	9	2+																					
				3"	5+	5+	9	9	1-7	D3	9	2+																					
A Chaos Mastodon is equipped with: 2 heavy flamers; 2 lascannons; siege meltar array; skyreaper battery; crushing tracks.																																	
WEAPON	RANGE	TYPE	S	AP	D	Abilities																											
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																											
Lascannon	48"	Heavy 1	9	-3	D6	-																											
Siege meltar array	24"	Heavy 6	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																											
Skyreaper battery	48"	Heavy 8	7	-2	2	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll. Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of 4.																											
Crushing tracks	Melee	Melee	User	-2	D3	-																											
Abilities	Let the Galaxy Burn, Martial Legacy						one of its void shields loses 1 shield point. Once a void shield has lost a shield point, it must continue to lose shield points due to any further damage inflicted until it collapses. Each time an attack causes a void shield to be reduced to 0 shield points, that void shield collapses: this model loses that void shield and any excess damage inflicted by that attack is lost. Void shields can never be used to prevent mortal wounds (each mortal wound inflicted on a model with void shields causes that model to lose one wound as normal).																										
	Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.																																
	Void Shields: This model has 2 void shields. Each void shield has 3 shield points. While this model has any void shields, it has a 5+ invulnerable save against ranged attacks.																																
	Each time a saving throw is failed for this model against a ranged attack, if it has any void shields, it does not suffer any damage. Instead, for each point of damage inflicted,																																
Transport	This model has a transport capacity of 40 EMPEROR'S CHILDREN INFANTRY models. Each JUMP PACK or TERMINATOR model takes up the space of 2 models and each CULT OF DESTRUCTION model takes up the space of 3 models. It can transport up to 2 EMPEROR'S CHILDREN HELBRUTE or EMPEROR'S CHILDREN CHAOS CONTEMPTOR DREADNOUGHT models, which each take up the space of 10 models. Each POSSESSED model takes up the space of 2 models.																																
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																																	
KEYWORDS: VEHICLE, TITANIC, TRANSPORT, SMOKESCREEN, RELIC, MACHINE SPIRIT, CHAOS MASTODON																																	

			CHAOS SOKAR-PATTERN STORMBIRD																																	
No	Name	M	WS	BS	S	T	W ^I	A	Ld	Sv	Base																									
1	Chaos Sokar-pattern Stormbird	1000	20-50"	6+	3+	10	8	21-40	6	9	2+	120 x 92mm flying base																								
			20-40"	6+	4+	10	8	11-20	D6	9	2+																									
			20-30"	6+	5+	10	8	1-10	D3	9	2+																									
A Chaos Sokar-pattern Stormbird is equipped with: hellstrike missile battery; 3 twin heavy bolters; 4 twin lascannons.																																				
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																														
Hellstrike missile battery	72"	Heavy 4	8	-3	3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll. Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of D3+3.																														
Twin heavy bolter	36"	Heavy 6	5	-1	2	-																														
Twin lascannon	48"	Heavy 2	9	-3	D6	-																														
ABILITIES	<u>Let the Galaxy Burn, Martial Legacy</u>																																			
	<p>Colossal Flyer: Distances are always measured to and from this model's hull.</p> <p>Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.</p> <p>Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.</p> <p>Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.</p> <p>Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.</p>																																			
	<p>Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers 2D6 mortal wounds.</p> <p>Void Shields: This model has 2 void shields. Each void shield has 3 shield points. While this model has any void shields, it has a 5+ invulnerable save against ranged attacks.</p> <p>Each time a saving throw is failed for this model against a ranged attack, if it has any void shields, it does not suffer any damage. Instead, for each point of damage inflicted, one of its void shields loses 1 shield point. Once a void shield has lost a shield point, it must continue to lose shield points due to any further damage inflicted until it collapses. Each time an attack causes a void shield to be reduced to 0 shield points, that void shield collapses: this model loses that void shield and any excess damage inflicted by that attack is lost. Void shields can never be used to prevent mortal wounds (each mortal wound inflicted on a model with void shields causes that model to lose one wound as normal).</p> <p>At the start of your Command phase, if this model has a void shield that has fewer than 3 shield points remaining, that void shield is restored to 3 shield points.</p>																																			
TRANSPORT	This model has a transport capacity of 50 EMPEROR'S CHILDREN INFANTRY or EMPEROR'S CHILDREN BIKER models. Each JUMP PACK or TERMINATOR model takes up the space of 2 models and each BIKER or CULT OF DESTRUCTION model takes up the space of 3 models. It can transport 1 EMPEROR'S CHILDREN CHAOS RHINO model, which (including any models embarked upon it) takes up the space of 25 models. Each POSSESSED model takes up the space of 2 models.																																			
FACTION KEYWORDS: CHAOS , TRAITORIS ASTARTES , HERETIC ASTARTES , EMPEROR'S CHILDREN																																				
KEYWORDS: VEHICLE , TITANIC , AIRCRAFT , TRANSPORT , FLY , RELIC , MACHINE SPIRIT , CHAOS SOKAR-PATTERN STORMBIRD																																				

	24		24	CHAOS SPARTAN																										
No	Name			M	WS	BS	S	T	W!	A	Ld	Sv	Base																	
1	Chaos Spartan			420	10"	5+	3+	8	8	11-20	6	9	2+	Use model																
					5"	5+	4+	8	8	6-10	D6	9	2+																	
					3"	5+	5+	8	8	1-5	D3	9	2+																	
A Chaos Spartan is equipped with: 2 quad lascannons; twin heavy bolter; crushing tracks.																														
WEAPON		RANGE	TYPE	S	AP	D	Abilities																							
Combi-bolter	+5	24"	Rapid Fire 2	4	0	1	-																							
Heavy bolter	+15	36"	Heavy 3	5	-1	2	-																							
Heavy flamer	+15	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																							
Laser destroyer		36"	Heavy 3	10	-4	D3+3	-																							
Multi-melta	+25	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.																							
Quad lascannon		48"	Heavy 4	9	-3	D6	-																							
Twin heavy bolter		36"	Heavy 6	5	-1	2	-																							
Twin heavy flamer	+10	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.																							
Crushing tracks	Melee	Melee	User	-2	D3	-																								
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's 2 quad lascannons can be replaced with 2 laser destroyers. This model's twin heavy bolter can be replaced with 1 twin heavy flamer. This model can be equipped with one of the following: 1 heavy bolter; 1 heavy flamer; 1 multi-melta; 1 combi-bolter. 																													
ABILITIES	<p><u>Let the Galaxy Burn, Martial Legacy</u></p> <p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.</p>																													
TRANSPORT	<p>This model has a transport capacity of 25 EMPEROR'S CHILDREN INFANTRY models. Each JUMP PACK or TERMINATOR model takes up the space of 2 models and each CULT OF DESTRUCTION model takes up the space of 3 models. Each POSSESSED model takes up the space of 2 models.</p>																													
FACTION KEYWORDS: CHAOS , TRAITORIS ASTARTES , HERETIC ASTARTES , EMPEROR'S CHILDREN																														
KEYWORDS: VEHICLE , TITANIC , TRANSPORT , SMOKESCREEN , RELIC , MACHINE SPIRIT , CHAOS SPARTAN																														

			CHAOS THUNDERHAWK GUNSHIP																						
No	Name	M	WS	BS	S	T	W ¹	A	Ld	Sv	Base														
1	Chaos Thunderhawk Gunship	800	20"-50"	6+	3+	10	8	16-30	6	9	2+	120 x 92mm flying base													
			20"-40"	6+	4+	10	8	8-15	D6	9	2+														
			20"-30"	6+	5+	10	8	1-7	D3	9	2+														
A Chaos Thunderhawk Gunship is equipped with: 2 lascannons; Thunderhawk heavy cannon; 4 twin heavy bolters; Thunderhawk cluster bombs.																									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																			
Hellstrike missile battery	72"	Heavy 4	8	-3	3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll. Each time an attack made with this weapon is allocated to an AIRCRAFT model, that attack has a Damage characteristic of D3+3.																			
Lascannon	48"	Heavy 1	9	-3	D6	-																			
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D3+2	Blast																			
Turbo-laser destructor	96"	Heavy 3	16	-5	6	-																			
Twin heavy bolter	36"	Heavy 6	5	-1	2	-																			
OTHER WARGEAR	ABILITIES																								
Thunderhawk cluster bombs	Once per battle, after the bearer has moved, you can select one unit the bearer moved across. Roll six D6s for each VEHICLE or MONSTER model in that unit and roll one D6 for each other model in that unit [to a maximum of 18]: for each 4+, that unit suffers 1 mortal wound.																								
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model's Thunderhawk heavy cannon can be replaced with 1 turbo-laser destructor. This model's Thunderhawk cluster bombs can be replaced with 1 hellstrike missile battery. 																								
ABILITIES	<p>Let the Galaxy Burn</p> <p>Colossal Flyer: Distances are always measured to and from this model's hull.</p> <p>Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.</p> <p>Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.</p>																								
	<p>Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° [this does not contribute to how far the model moves], then move the model straight forwards. It cannot pivot again after the initial pivot.</p> <p>Hover Jet: In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristic becomes 20" and it loses the Airborne, Hard to Hit and Supersonic abilities.</p> <p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers 2D6 mortal wounds.</p>																								
TRANSPORT	This model has a transport capacity of 30 EMPEROR'S CHILDREN INFANTRY or EMPEROR'S CHILDREN BIKER models. Each JUMP PACK or TERMINATOR model takes up the space of 2 models and each BIKER or CULT OF DESTRUCTION model takes up the space of 3 models. Each POSSESSED model takes up the space of 2 models.																								
FACTION KEYWORDS: CHAOS , TRAITORIS ASTARTES , HERETIC ASTARTES , EMPEROR'S CHILDREN																									
KEYWORDS: VEHICLE , TITANIC , AIRCRAFT , TRANSPORT , FLY , MACHINE SPIRIT , CHAOS THUNDERHAWK GUNSHIP																									

			19		CHAOS TYPHON																
No NAME		M	WS	BS	S	T	W!	A	Ld	Sv	Base										
1	Chaos Typhon		320	10"	5+	3+	8	8	11-20	6	9	2+	Use model								
				5"	5+	4+	8	8	6-10	D6	9	2+									
				3"	5+	5+	8	8	1-5	D3	9	2+									
A Chaos Typhon is equipped with: dreadhammer siege cannon; crushing tracks.																					
WEAPON		RANGE	TYPE	S	AP	D	ABILITIES														
Combi-bolter		+5	24"	Rapid Fire 2	4	0	1	-													
Dreadhammer siege cannon			24"	Heavy 2D6	10	-4	3	Blast													
Heavy bolter		+15	36"	Heavy 3	5	-1	2	-													
Heavy flamer		+15	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.													
Lascannon		+20	48"	Heavy 1	9	-3	D6	-													
Multi-melta		+25	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.													
Crushing tracks		Melee	Melee	User	-2	D3	-														
WARGEAR OPTIONS		<ul style="list-style-type: none"> 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 heavy bolter; 1 heavy flamer; 1 multi-melta; 1 combi-bolter. 																			
ABILITIES		<p>Let the Galaxy Burn, Martial Legacy</p> <p>Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.</p>																			
FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES, HERETIC ASTARTES, EMPEROR'S CHILDREN																					
KEYWORDS: VEHICLE, TITANIC, SMOKESCREEN, RELIC, MACHINE SPIRIT, CHAOS TYPHON																					

			KHARYBDIS ASSAULT CLAW																			
No	Name	M	WS	BS	S	T	W!	A	Ld	Sv	Base											
1 Kharybdis Assault Claw		400	15"	4+	4+	8	8	11-20	4	8	3+											
			10"	5+	5+	8	8	6-10	4	8	3+											
			5"	6+	6+	8	8	1-5	4	8	3+											
A Kharybdis Assault Claw is equipped with: 5 Kharybdis storm launchers; blade struts; meltar array; thermal jet array.																						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																
Kharybdis storm launcher	Before selecting targets, select one of the profiles below to make attacks with.																					
- Frag missile	36"	Heavy 2D6	4	-1	1	Blast																
- Krak missile	36"	Heavy 2	8	-3	D6	-																
Blade struts	Melee	Melee	x2	-4	3	-																
Melta array	Melee	Melee	8	-4	D6+2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than one attack can be made with this weapon.																
OTHER WARGEAR	ABILITIES																					
Thermal jet array	After the bearer has moved, you can select one unit this model moved across and roll one D6, subtracting 1 from the roll if that unit has the CHARACTER keyword: on a 2-4, that unit suffers D3 mortal wounds; on a 5+, that unit suffers 2D3 mortal wounds.																					
ABILITIES	Let the Galaxy Burn																					
<p>Drop Pod Assault: During deployment, you must set up this unit high in the skies instead of setting it up on the battlefield, but neither it, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. In the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models. Any units embarked within this transport can immediately disembark after it has been set up on the battlefield for the first time, and if they do so, they must be set up more than 9" away from any enemy models.</p> <p>Hover Transport: Distances are measured to and from either this model's hull or its base, whichever is the closest.</p>																						
<p>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within D6+6" suffers D6 mortal wounds.</p> <p>Designers Note: If this model does not have a base, before deploying this model, both players must agree the footprint of this model's 'base' in the same way they would for an Area Terrain feature. We suggest that an imaginary straight line should be drawn from each point on this model which would touch the battlefield when it is placed on a flat surface. The area within these lines should be considered to be this model's 'base'.</p> <p>If the model has been posed with one or more of its legs raised, agree with your opponent the point where that leg would touch the battlefield, and use this to advise the shape of the models 'base'.</p>																						
TRANSPORT	This model has one of the following transport capacities:																					
<ul style="list-style-type: none"> • 20 EMPEROR'S CHILDREN INFANTRY models. Each JUMP PACK or TERMINATOR model takes up the space of 2 models and each CULT OF DESTRUCTION model takes up the space of 3 models. • 1 EMPEROR'S CHILDREN CHAOS CONTEMPTOR DREADNOUGHT model. • 1 EMPEROR'S CHILDREN HELBRUTE model. <p>Each POSSESSED model takes up the space of 2 models.</p>																						
FACTION KEYWORDS: CHAOS , TRAITORIS ASTARTES , HERETIC ASTARTES , EMPEROR'S CHILDREN																						
KEYWORDS: VEHICLE , TITANIC , TRANSPORT , FLY , KHARYBDIS ASSAULT CLAW																						

FORTIFICATIONS



NOCTILITH CROWN

No	Name	M	WS	BS	S	T	W ^I	A	Ld	Sv	Base
1	Noctilith Crown	100	-	-	4+	8	8	8-14	-	8	3+
			-	-	4+	7	8	4-7	-	8	3+
			-	-	4+	6	8	1-3	-	8	3+

A Noctilith Crown is equipped with: lashing warp energies.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lashing warp energies	6"	Assault 8	User	-2	2	-

ABILITIES

Let the Galaxy Burn

Malevolent Locus (Aura): While a friendly TRAITORIS ASTARTES unit is wholly within range of this ability (see below), every model in that unit has a 4+ invulnerable save against ranged attacks. While an enemy unit is within range of this ability, subtract 1 from the Leadership characteristic of non-CHAOS models in that unit. The range of this ability changes with each battle round, as follows:

Battle Round	Range
1	6"
2	9"
3	12"
4	15"
5+	18"

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Loathsome Insights: While there are any friendly NOCTILITH CROWN models on the battlefield, TRAITORIS ASTARTES PRIEST and TRAITORIS ASTARTES PSYKER units from your army can attempt the following action:

Loathsome Insights (Action): At the end of your Movement phase, one TRAITORIS ASTARTES PRIEST or TRAITORIS ASTARTES PSYKER unit from your army that is wholly within 9" of a friendly NOCTILITH CROWN model can start to perform this action. The action is completed at the end of your turn. If completed, you gain 1 Command point and you must roll 2D6: if the result is less than or equal to the Leadership characteristic of the unit that completed this action, you can select one prayer (if that unit is a PRIEST unit) from the Prayers to the Dark Gods, or one psychic power (if that unit is a PSYKER unit) from one of the disciplines that unit has access to. Until the end of the battle, that prayer/psychic power replaces one prayer/psychic power that unit knows.

FACTION KEYWORDS: CHAOS, TRAITORIS ASTARTES

KEYWORDS: BUILDING, VEHICLE, WARP LOCUS, NOCTILITH CROWN