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CODEX SUPPLEMENT

TRAITOR LEGIONS





TRAITOR LEGIONS

VETERANS OF THE LONG WAR

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THE LONG WAR

The Chaos Space Marines of the Traitor Legions launch their wars of vengeance against the Imperium from the Eye of Terror. Within their warped realm, time flows strangely, so the very same traitors who fought against the Emperor ten millennia ago still live and continue to make war against the Imperium to this day. For them, the strands of time have become interwoven so that the past, present and future have merged into one eternal battle.

After the Horus Heresy, in the light of the Warmaster's treachery, vast structural changes were made to the fighting forces of the Imperium. Titan Legions and Army regiments were forbidden their own transport vessels so that in the event of rebellion, they could not leave their own star system without wholesale treachery on the part of the Imperial Navy as well. In the so-called Second Founding, the mighty Space Marine Legions, which had been tens of thousands strong in the Great Crusade, were divided up into Chapters, each with no more than a thousand warriors. Never again would one individual wield as much power as Horus and the other Primarchs of the Space Marine Legions had done.

The ancient events of the Horus Heresy have long since passed into myth within the Imperium. Ten thousand years of history have obscured those dark days when Horus almost enslaved Mankind with the shackles of Chaos. Indeed, records of the full

horror of the Heresy are only preserved now by the Daemon-hunting Inquisitors of the Ordo Malleus, and perhaps within the memories of the Emperor himself. The involvement of Chaos in the Heresy has been carefully concealed by the High Lords of the Imperium, fearful that others might tread the same path of damnation as the renegade Warmaster.

The Traitor Legions' defeat gnaws at them like a cancer, and their hatred of the Imperium that they helped forge has burned undimmed for millennia. These deadly warriors, who were once tall, powerful Space Marines, proud fighters clad in plasteel and ceramite armour, have become cynical and embittered, hateful reavers determined to destroy all that they once protected. For these warriors, the Horus Heresy is not some distant, half-forgotten age, but a glorious war still in living memory – a war that is still being fought.



Within the Eye of Terror, the Traitor Legions fight constant wars amongst themselves for gene-seed, slaves, resources, territory and martial honour. New Chaos Space Marines are recruited from the most dangerous heretics who are drawn to the Eye of Terror by the lure of Chaos, or else selected from the masses of slave-warriors who are kept to fight eternal battles for the amusement of the Dark Gods. The implantation of recruits with stolen gene-seed is a brutal affair, quite unlike the carefully measured programme of development used by Imperial Space Marines. Whether the candidate lives or dies is left to the will of the Chaos Gods. Initiation rites are similarly debased and savage, ensuring that only the toughest initiates survive.

Little remains of the organised Legions that once waged war at the very foot of the Emperor's Palace. Millennia of jealousies and infighting have broken down the Legions into companies and warbands of varying size, each led by a Captain or Champion of Chaos who pursues his own destiny. The most fervent worshippers of the dark powers band together to form squads blessed by their patron god, and bear their Mark upon their bodies and armour. Most have simply sworn themselves to all of the Chaos Gods, united in their desire to see the Imperium brought low. Others give themselves over to possession by Daemons, allowing the monstrous creatures of the Warp to venture out into reality clad in the flesh of living men.

In the ever-changing delirium of the Daemon worlds, most Traitor Marines have survived the worst of the warping influence of Chaos by keeping their sense of purpose. They have not forgotten, nor forgiven, the mortal universe which exiled them, and strive to exact a bloody vengeance when the tides of the Warp carry them back there. They are borne forth by ancient warships that have survived from the time of the Heresy, but are now encrusted with millennia of baroque decoration and scarred by old battle wounds. The Traitor Legions also capture drifting space hulks and refit them to use as vast Battle Barges carrying thousands of troops.

Almost every system within five hundred light years of the Eye of Terror is home to an Imperial presence of one form or another, and the Traitor Legions continue to pose a terrible threat to every one of them. This Imperial presence ranges from the smallest listening post, staffed by a handful of Tech Adepts and defended by a single platoon of Guardsmen, to the frontier worlds of the Cadian Gate where millions of men are under arms, entire continents are fortified and Imperial Navy battlegroups form impenetrable blockades that stretch into the void. To live on these worlds is to be schooled in the arts of war from infancy, as entire planetary populations must stand ready for mobilisation at the first sign on an incursion through the Cadian Gate. Regardless of the defences arrayed against them, the Traitor Legions will not be denied.



THE BLACK LEGION

The Black Legion is the only one of the Traitor Legions to have changed its name in its ten thousand years of exile. The Legion was originally created in the First Founding as the Luna Wolves. The Emperor subsequently bestowed a new name upon the Legion to recognise its accomplishments against the Orks in the Ullanor Crusade, renaming it in honour of its Primarch. The Legion became the Sons of Horus.

It was as the Sons of Horus that the Legion fought in the Horus Heresy, serving as the Warmaster's praetorians throughout his campaigns. They were the first to remove the symbols of the Emperor from their armour, replacing them with the Eye of Horus – an icon that became a dread symbol to the Imperium. They fought with pride and unthinkable ferocity, knowing that they were the chosen amongst the Warmaster's new order. When the Emperor defeated Horus, the Legion's morale was extinguished; their patron, their father, had been taken from them, and they launched a costly but successful raid to recover Horus' body from the loyalists.

Factions in the other Traitor Legions later blamed the Sons of Horus for beginning the rout from Terra by retreating into Warp space with the body of their beloved Warmaster, leaving the horde leaderless below. But the battle for Terra was lost when Horus fell, and no power in the universe could have brought victory to the forces of Chaos after that. In the Eye of Terror, the Sons of Horus fought ferocious battles with the other Legions for possession of key worlds and resources, fighting to reestablish themselves as the preeminent Legion.

The Sons of Horus worshipped one Chaos God after another and each time more and more of their number gave themselves up to possession by Daemons. Over the centuries they were bled white in a succession of bloody conflicts with different Legions. These internecine conflicts eventually culminated in the destruction of the Sons' final fortress by a combined force of the other Traitor Legions. To add to the ignominy of defeat, the Warmaster's body was stolen and attempts were made to clone Horus, much to the disgust of his remaining Sons. Denied their genetic and spiritual father, the Sons of Horus swore allegiance to Abaddon, Captain of the 1st Company, as their new Warmaster.

Abaddon's first edicts rejected the name of Horus and their ancient Legion title. He ordered the remaining Chaos Space Marines to repaint their armour black in eternal memory of their shame, and then led them in a lightning raid to destroy Horus' body and the warped and misshapen clones created from it. The Legion's gigantic Battle Barge and its attendant fleet disappeared into the gigantic dust nebulae at the very edge of the Eye of Terror, serving as a hidden base for Abaddon and his warriors, now known as the Black Legion. The Black Legion has raided the Imperium ever since; their fleet has been seen in many parts of the galaxy, reaving and despoiling, only to disappear as mysteriously as it arrived.



Abaddon and his warriors fought hard to rebuild their pride and reputation, battling in the most dangerous conflicts they could find. At first,

Abaddon won the grudging respect of the surviving Traitor Legions, but as his deeds grew bolder and mightier, respect turned into support. His impassioned words have fanned the smouldering dissent of the Traitor Legions into raging fires of hatred. Champions of many Legions and gods now vie to fight for Abaddon in the colours of the Black Legion.

Tactically, the Black Legion varies from company to company, but all are guided by the implacable will of Abaddon the Despoiler and so follow the same general approach. The Legion favours close action over ranged combat and will normally seek to apply constant pressure to the enemy. This is achieved by means of sharp but limited assaults to disrupt the enemy and capture positions that can be used for fire support. This in turn keeps the pressure on while a new series of assaults are prepared. The time between attacks gradually declines, giving the enemy less and less time to respond. The Black Legion commander will wait at the head of his Chosen for the pressure to tell before launching a final, devastating assault in which teleporting Terminators often feature; the Legion is adept at ensuring that the right specialists are used for each mission.

WHO PLEDGED HIS LOYALTY?

THE WARMASTER

WHOM DID WE SERVE IN FAITH?

THE WARMASTER

FROM WHOM DID WE TAKE OUR NAME?

THE WARMASTER

WHO WAS DENIED TO US?

THE WARMASTER

BUT WHOM SHALL WE REMAKE?

THE WARMASTER

AND WHO SHALL LEAD US TO VICTORY?

THE WARMASTER

- Catechism of the Black Legion



THE ALPHA LEGION

The Alpha Legion was the twentieth and last Legion created during the First Founding. Under the critical eye of their twin Primarchs, Alpharius and Omegon, the Legion became renowned for its discipline and strict organisation during the Great Crusade. Though the youngest Legion, the Alpha Legion sought to outshine their brethren in all things as if to prove their worthiness amidst the older Legions. The Alpha Legion's warriors adopted the symbol of the hydra as their Legion's icon. This many-headed, dragon-like creature from ancient myth served to remind the Alpha Legion of their ultimate unity in body and spirit. On the battlefield, the terrifying coordination of the Alpha Legion was their hallmark, as their attacks kept the enemy under relentless pressure while they sought weak points in their defences.

When Horus made his pact with Chaos, the martial pride of the Alpha Legion was their downfall. The Warmaster was a mighty warrior himself – he commanded armies and fleets, and fought at the forefront of the Emperor's wars. By comparison, he made the distant Emperor on Terra seem a weak and cowardly individual. The Warmaster was a leader worthy of their respect, while the Emperor sought only to exploit Horus' conquests and crush the liberated Humans of the galaxy beneath his stifling regime. So the lies were insinuated into the hearts and minds of the Alpha Legion, and if any lie is repeated often enough it begins to be accepted, and once accepted it becomes truth.

Joyously, the Alpha Legion clashed with loyalist Space Marines on Istvan V and in many campaigns thereafter. At last they

had found an opponent fully as tough, as war trained, as ferocious as themselves. The brethren of the hydra inflicted stinging defeats on the loyalists at Tallarn, Yarrant and dozens of smaller outposts before moving onwards into the Ultima Segmentum like an all-destroying comet. The Alpha Legion became entirely separated from the forces of Horus, but continued to wage war on all they came across. By the end of the Heresy, they were inventing objectives and missions of their own to fulfil their war-lust without reference to their allies.

Even after the Heresy failed, the Alpha Legion continued to fight a covert war against the Imperium. Raiding parties sally out from secret bases to catch the defenders of Humanity unaware – sabotaging bases, attacking shipping, terrorising settlements and destroying small outposts with deadly efficiency.



Far more insidious and dangerous are their connections with Chaos cultists on the settled worlds of the Imperium. The Alpha Legion coordinates and directs the activities of cultists across entire sectors and they instigate massive insurrections against Imperial rule. These revolts are often used as a cover for a series of shattering Chaos Space Marine raids or as a precursor to a full-scale invasion from the Eye of Terror. The Inquisition holds a special loathing for the Alpha Legion for their part in spreading these iniquitous Daemon cults and fanning the embers of discontent into the raging fires of outright heresy and rebellion.

Tactically, the Alpha Legion believes in striking from several directions at once. This requires careful planning and skilful infiltration. Extensive use is made of spies and corruption to weaken the enemy's resolve before any decisive move is made. Amongst the Traitor Legions, the Alpha Legion makes the most use of cultist troops. As they tend to operate as raiders deep within the

Imperium, they need local support to bolster their numbers. Considerable effort is expended to spread propaganda to incite revolt and acts of sabotage. Once the Alpha Legion is committed to action, events tend to move very quickly. The Legion attaches great importance to its field commanders, who use their initiative to outwit the enemy, magnifying the advantages that Traitor Marines have over more conventional troops. The Legion has great pride in its prowess and welcomes opportunities to demonstrate their superior skills against loyalist Space Marines. They have even been known to hold back some of their forces to test themselves more thoroughly in these circumstances.



THE IRON WARRIORS



The Iron Warriors once formed the Emperor's most able body of siege troops. They fought alongside the Imperial Fists on a hundred worlds in the Great Crusade, laying siege to alien citadels and the palaces of heretics who denied the Emperor's authority. The Iron Warriors' Primarch, Perturabo, excelled in the planning and execution of siege and trench warfare, and his treatise on fortifications and their destruction formed the basis of several sections of the *Tactica Imperium*.

The events on Istvan V are part of the Heresy legend. The Iron Warriors joined with the Night Lords, Word Bearers and Alpha Legion to destroy the three Legions in the task force who remained loyal. The Iron Warriors' treachery was revealed in the wake of the Drop Site Massacre at Istvan V. In accordance with Perturabo's doctrines, the Iron Warriors had rapidly established strongholds and trench systems around their drop zones. The loyalist Space Marines, who had suffered tremendous casualties during their initial deployment, found themselves driven back against the Iron Warriors' fortifications by the ravaging Traitor Legions. Instead of offering the hard-pressed loyalists respite, the bunkers and bastions proved to be their graveyard, as the Iron Warriors mercilessly gunned down anything that moved within range. With the bloody rattle of heavy bolters and the slicing beams of lascannons the Iron Warriors declared for Horus.

After Istvan, the Iron Warriors were let loose. On many worlds, an Iron Warrior Warsmith replaced the true governor and titles were paid to the new masters under the shadow of fortified battlements. The Iron Warriors split up to fight on a dozen other worlds in the Heresy. They fought on Vanaheim, reducing its armoured hive cities to twisted ruins one after the other. They battled across Thranx and Avellorn, worlds where every scrap of ground is covered by plastel and rockcrete. They struck at loyalist fortresses, temples, keeps and palaces across the galaxy and ground them beneath the tracks of their siege tanks. A strong contingent of the Legion accompanied Perturabo to Terra where he supervised the siege of the Emperor's Palace. There his skills were invaluable, and the Iron Warriors found a sublime pleasure in tearing the edifices of the Imperium down.

Wherever the Iron Warriors fought they threw up great evil citadels in their wake, and held them against all comers. Jagged towers mounting heinous weapons of destruction dominate the surrounding terrain from these monuments to Perturabo's cunning. Fields of trenches and forests of razor wire surround the strongholds of the Iron Warriors, such that the loyalists began to dread the bloody assaults needed to destroy them. Even after Horus' defeat, the Iron Warriors were only driven out of the Imperium's worlds at a terrible price.

The rest of the Iron Warriors defended the small empire they had built centred on their home world of Olympia, but there was no refuge from the retribution of the loyalist Legions. The Imperial Fists supported the Ultramarines in a decade-long campaign to liberate the subjugated worlds.

They discovered the Iron Warriors to be like a barbed hook that, once embedded into a victim, could only be removed with great risk of further injury. The Olympia garrison held out for two years, eventually triggering their missile stockpiles when defeat was unavoidable. They left a blasted wasteland that, like the other Traitor Legion home worlds, was declared *Perdita*. The surviving Iron Warriors were driven back into the Eye of Terror. There they took a world for their own and fortified it against loyalists and traitors alike.

Freed from the shackles of physical laws, the battlements and turrets of the Iron Warriors' fortress-world of Medrengard rise spiralling upwards for miles. Its oubliettes and dungeons pierce the world to its core, and bastions cover it like fungi. Medrengard is an impossible tangle of insane structure, a mad architect's vision of iron and stone where twisted stairs run at right angles to one another and pinnacles plunge eternally downwards. Within this impossible fortress, the Primarch Perturabo – now a mighty Daemon Prince – and countless warbands of the Iron Warriors lurk and plot how to crush and imprison all beneath their rule.

'IRON WITHIN, IRON WITHOUT.'

- Battle cry of the Iron Warriors.

The Iron Warriors are the most heavily armed of the Traitor Legions. Because they are siege specialists they rely less on close combat and more on their fortifications' withering salvos of fire. Even when fighting outside their strongholds their approach remains the same, with the greatest importance being placed on a detailed fire plan. They are adept at quickly erecting formidable field fortifications. This is not done flippantly but is instead a careful tactic aimed at establishing strongpoints which will tie down superior numbers of the enemy, allowing the Iron Warriors reserves to achieve superiority elsewhere. They are quite willing to allow strongpoints to be cut off, falling back before enemy assaults, confident that even when isolated the positions will be held. Enemy assaults can then be directed around the front-line defences into specially prepared killing fields in the second line. Offensively they are methodical, always seeking to grind down their opponents by attrition until the moment comes when they can be swept away in a concerted attack.

The Iron Warriors see themselves as titans of old who are loose in the universe, doing whatever they like, knowing that no natural or man-made law can stop them. They honour the Chaos Gods as a pantheon but are not truly devout themselves. Their greatest loyalty is to Perturabo who they believe saved them from being sacrificed by the false Emperor.





THE NIGHT LORDS



The Night Lords were the eighth Legion formed during the First Founding. Their Primarch, Konrad Curze – later to be known as Night Haunter – grew up on the mining planet known as Nostromo, a world shielded from its sun by a huge moon, and which consequently rested in almost perpetual blackness. The days on Nostromo, such as they were, were only slightly lighter than the pitch-black nights, and the people of the planet grew up with a deathly grey pallor. Suicide and depression were facts of life on such a world, and were it not for the huge deposits of adamantium formed beneath the planet's surface, it is doubtful the world would have been inhabited at all.

Violent crime was also a fact of life on Nostromo, until the young Primarch took it upon himself to wage a single-handed vigilante war against the crime lords of the planet, taking on the name of Night Haunter as one that would strike terror into the hearts of his enemies. His methods were simple, vicious and direct: if you broke his law, you died. There was no appeal – Night Haunter was judge, jury, and executioner.

The Great Crusade finally reached even this dark world, and the Emperor was reunited with his dark-visaged Primarch. Night Haunter was placed in command of the Night Lords, who quickly began to gain a reputation for ruthless efficiency and an almost cynical disregard for human life. Their Primarch's methods became the way of the Night Lords themselves, and as long as they achieved their objectives, the means just didn't matter. Soon, stories began to circulate of massacres and atrocities being committed by the Night Lords, some under the supervision of the Primarch himself, until finally the Emperor was forced to recall Night Haunter to answer the charges against him and his men.

But the Horus Heresy erupted before Night Haunter could return, and then it quickly became apparent that all of the charges against him and the Night Lords were true. Night Haunter had no hesitation in joining Horus against the man he started to see as a weak-willed hypocrite. Operating from a planet deep in the wilderness area of space known as the Eastern Fringe, he led the Night Lords on a campaign of terror and genocide that has rarely, if ever, been equalled. Even after Horus had been defeated, the Night Lords continued to attack, although increasingly without any discernible motivations for their steadily more murderous attacks. Finally, the Imperial Assassin M'Shen was able to infiltrate Night Haunter's base and slay the Primarch, and with this act, the Night Lords quickly stopped being an organised threat to the Imperium.

The Night Lords fought their way to the Eye of Terror, from where they continue to take part in raids on the Imperium. They do not appear to worship any one of the Chaos Gods, and have become instead cynical, hardbitten and frighteningly ruthless warriors. They fight for the pleasure of it, and for the material rewards it can bring, not because they worship some deity. They look down on their more dedicated brethren, be they fanatical Chaos Space Marines such as Khorne Berzerkers

or zealous loyalists like the Dark Angels or Ultramarines. The tactics of the Night Lords are based on terror. No Legion is as careful as

them in severing enemy communications and making visible examples of those who dare to oppose them. The catalogue of atrocities they have perpetrated, and continue to perpetuate, are their way of sapping their enemies' will to resist. Many weak, frightened planetary governors have capitulated rather than face the wrath of the Night Lords; none has ever been spared as a consequence. Darkness is their ally and they ruthlessly use their innate abilities to give themselves an advantage over their enemies. Aggressive patrolling and surprise raids are their stock in trade, and they will patiently win a hundred small victories in order to achieve their objectives rather than pin everything on one big battle.

THE DARK VISIONS OF KONRAD CURZE

The last words of Night Haunter stand as one of the great enigmas of Imperial history. It is thought that the Assassin M'Shen was consciously allowed to infiltrate Night Haunter's grotesque palace on the world of Tsagualsa, an edifice constructed entirely from still-living bodies. Expecting to have to deal with numerous guards and loyal retainers, she was surprised to find the halls of bone and flesh completely deserted. The vid-log built into M'Shen's baroque vambraces, kept in stasis at the heart of the most venerated Callidus shrine, shows the final confrontation between the twisted Primarch and the avenging angel. The events are portrayed thus:

Sitting in a pool of shadow upon a throne made from the fused bones of his victims, a carpet of still-screaming faces leading up to gnarled, naked feet, sits Night Haunter himself. His madness and hate radiate from him, palpable even through such a remote medium as a vid-log. M'Shen stops in her tracks when the fallen Primarch raises his head, her face reflected in the impassive, deep black pools of his eyes. Long moments pass. Then, in a voice thick with contempt and pain, Night Haunter speaks.

'Your presence does not surprise me, Assassin. I have known of you ever since your craft entered the Eastern Fringes. Why did I not have you killed? Because your mission and the act you are about to commit proves the truth of all I have ever said or done. I merely punished those who had wronged, just as your false Emperor now seeks to punish me. Death is nothing compared to vindication.'

Then the vid-log blurs for a fraction of a second as M'Shen leaps forwards, and the last image in the recording is of dark, staring eyes brimming with madness above a tiptoe smile, before the recording inexplicably shorts out.

THE WORD BEARERS

Lorgar, Primarch of the Word Bearers Legion, was always one of the most scrupulous and fervent followers of the Imperial Cult. He was sure that his steady, methodical progress during the years of the Great Crusade, as he converted planets to the Imperial Cult with dedicated zeal, would earn him the Emperor's undying gratitude, and elevate him to a pre-eminent position amongst the Primarchs. It was thus a shattering blow when the Emperor instead harshly sanctioned him for his tardiness in carrying out the primary objective of the Great Crusade. The task of Space Marines was to fight, not to waste time in pointless ritual and monument building.

Later, Lorgar was to say that this action lifted a veil from his eyes, and he was able to see the Emperor for what he was: not a god at all, but an irreverent man who had failed to grasp that what Humanity needed above anything was religious guidance in order to make any sense of an otherwise pointless existence. Lorgar's faith in the Imperial Cult was destroyed, but he quickly found a substitute in the terrifying form of the gods of Chaos. There were truly divine beings that expected to be worshipped, indeed that yearned for displays of devotion and dedication.

So it was that even before Horus was corrupted, Lorgar began to worship the gods of Chaos. He revelled in the different aspects of each of the dark powers, dedicating himself to Chaos in its purest form, as Chaos Undivided, and he quickly led the Word Bearers along the same path. The fanatical zeal the Word Bearers had shown in their worship of the Emperor was quickly diverted into equally fanatical devotion towards Chaos.

By necessity, the Word Bearers had to keep their activities hidden at first. Secret covens were set up on the planets that the Word Bearers controlled or conquered, and these worked insidiously to create cult followings for the Chaos Gods. As the first Legion to embrace the worship of Chaos, once the Horus Heresy began the Word Bearers immediately revealed their true nature, and on a thousand worlds the Chaos cults they had founded erupted into open rebellion. Lorgar and the Word Bearers, freed from the need to keep their devotion to Chaos a secret, dedicated themselves fully to worshipping the gods of Chaos.

As time passed, and the atrocities carried out in the name of Lorgar rose to new heights, he was rewarded by his patrons with the gift of daemonhood. Finally, he truly was the equal of a god, and the birth scream of this newest Daemon of Chaos was said by Astropaths to have echoed through the Warp with triumphant vindication.

From the Daemon world of Sicarus, Lorgar watches over his Legion as it launches twisted wars of faith against the Imperium, directing its myriad wars and engagements, orchestrating the vast corruption from within that the Imperium suffers at the hands of his innumerable cults and covens. Unlike many of the other Traitor Legions, the

Word Bearers have remained a unified, if loosely organised, Legion. Each of Lorgar's champions have become an amalgamation of

brutal war leader and divinely inspired preacher of Chaos known as a Dark Apostle. Each is gifted an army roughly equivalent to a Space Marine Chapter, known as a Host, and these armies have proven to be deadly raiding forces against the Imperium. On the worlds they attack, the Word Bearers build huge monuments dedicated to their Dark Gods, and vast cathedrals are erected where the chants and prayers of the faithful intermingle with the screams of those being sacrificed in the name of Lorgar. Their war against the Imperium of Man is total, and it will not end until every icon of the Emperor who betrayed them lies shattered at their feet.

The Dark Apostles of the Word Bearers enforce a strict regime of religious observance upon their Brothers. All Word Bearers are expected to spend a considerable portion of each day in acts of ritual sacrifice, occult study or decadent worship. In battle the Word Bearers are zealous in the extreme, marching forwards under huge banners dedicated to Chaos in its myriad forms, reciting catechisms as they fight, and slaying the enemy for their failure to follow the one path to righteousness. Forced conversion by indoctrination is a common fate for those conquered by their armies, often as a precursor to a short, brutal life as a labour slave building immense temples to the Chaos Gods.

The Word Bearers follow the words of their Dark Apostles with utter loyalty and faith in battle, and they in turn interpret the will of Lorgar by many and varied means. The strategy to win a battle may be contained within the entrails of a particular captive, a certain alignment of the stars or the pattern of cast bones. The Dark Apostles decree how the battle is to be fought and the warriors of the Host obey unquestioningly. Before battle, the Word Bearers gather in ritual prayer, chanting blasphemous hymns and forbidden doctrine to affirm their faith in the power of Chaos.

The Word Bearers then raise their damned standards high and march into battle beneath cursed icons, bellowing catechisms and canticles of hatred at their foe as hideous drums beat out a dolorous thunder. The relentless advance of the Word Bearers is a terrifying sight, and the monotonous chants and beating of drums can break even the strongest will. The night before battle, the enemy can hear dark mutterings emanating from all around, echoed in the pounding drums, stretching the nerve and instilling every man with fear. The unshakeable belief of the Word Bearers that they alone can save the galaxy has seen them marching towards certain death, yet unwilling to take a single step backwards. Any victory won over the Word Bearers is only won at a terrible cost, as their attacks will only ever end when all are dead.





THE WORLD EATERS



The World Eaters were the twelfth Legion created in the First Founding of Space Marines and still regard themselves as such. It is the later Foundings under the False Emperor of Mankind which have turned from the true path and become decadent and depraved. Even before the Horus Heresy, the World Eaters were noted for their bloody-handed approach to warfare and the savagery of their training, rituals and treatment of enemies. They were censured by the Emperor for their use of psychosurgery on new recruits to turn them into frothing madmen. Nonetheless, the World Eaters were invaluable terror troops in the Great Crusade and fought at the forefront of all the greatest campaigns. It was a simple matter for Horus to pervert the World Eaters' bloody Legion rituals to the worship of Chaos. Under his corrupting influence, Angron, Primarch of the World Eaters, quickly became devoted to Khorne – the Blood God. Angron was a great warrior whose courage and sense of martial pride were recognised by Khorne himself. The Primarch became one of Khorne's greatest champions and began to tread the path towards daemonhood and ultimate power.

Once regarded as an example of loyalty to the Emperor, the name of the World Eaters became a byword for carnage and terror during the Heresy. They always fought in the vanguard of every assault and their Legion records show it was they, and not the Sons of Horus, who first breached the walls of the Imperial Palace. The World Eaters retreated from Terra only grudgingly and fought their way to the Eye of Terror, carving a bloody swathe through anything that stood in their way.

The World Eaters continued and strengthened their blood traditions while in exile, tying themselves ever closer to Khorne and his Daemons. Many former officers of the World Eaters gave themselves to possessing Daemons soon after reaching the Eye of Terror. To the legionaries, this is merely a sign of Khorne's esteem, and they take an unholy joy in slaying in his name – a joy reinforced by their altered nervous systems. All pretence of forming balanced, tactical forces fell away as the World Eaters armed themselves entirely with pistols and close combat weapons, chainaxes and chainswords becoming the favoured tools of bloodshed. Competition to be the first into the fray and the first to kill for the Blood God is fierce.

++ Commander. They beg for mercy –
++ Mercy! Oh Lord Khorne, truly have you led us to a land
overflowing with blood and skulls!
Give them the mercy of death.
++ Affirm. Blood! Blood! Blood for my Lord!
++ Chosen of Khorne, lead us in the final assault.
++ Blood for the Blood God! Suppressing fire. Forward and
centre. Heavy bolters range two hundred and fifty.
Move scum...

COMMUNICATIONS INTERCEPT ENDS, THE
PORTREIN DEFENDERS ARE ASSUMED TO HAVE
DETONATED THEIR ARMOURY.

- Ordo Malleus Secret Report: Portrein Raid 8106960.M41

As more and more of the Legion's officers became fully fledged champions of Khorne or were possessed by Daemons, all discipline broke down.

Finally, at the end of the savage Skalathrax campaign, an individual who became known as Khårn the Betrayer, an exalted and utterly insane Berzerker-Champion of Khorne, set upon his brethren with such bloodlust that the whole Legion tore itself apart in a great battle which lasted days and nights without end. By the time the smoke had cleared, the Legion had been shattered into dozens of warbands of crazed berserkers, each moving relentlessly through the Eye of Terror seeking out battle and bloodshed.

Even now, some of these warbands are hundreds strong, while others are no more than a lone champion leading his Berzerkers on a quest for carnage. Dressed in armour of red, black and brass, Khorne's chosen warriors are the first into any battle and the last to leave the field. Their delight in death and pain is so strong that they have been known to fall on their own chainswords as sacrifices to the Blood God. Such warbands will join with any Chaos Lord who is gathering his forces for conquest, asking nothing more than to spill blood and take skulls for their lord Khorne. However, even Chaos Lords must be wary in case their own heads are added to the tally of the fallen.

In the mid-38th Millennium, the Daemon Primarch Angron rampaged from the Eye of Terror at the head of an army of fifty thousand Khorne Berzerkers. For nearly two centuries, the World Eaters burned and slaughtered their way across three dozen star systems. Behind the vanguard of the Blood God's chosen, other warbands followed, looting everything not destroyed by Angron's horde. In the wake of the carnage, the flames of war and rebellion burned across seventy sectors for a further two and a half centuries, and saw the deaths of countless Imperial servants. Many Imperial Commanders threw off the yoke of the Emperor's rule and petty warlords reigned over the cowering populace. Eventually, four Space Marine Chapters, two Titan Legions and over thirty Imperial Guard regiments crusaded to cleanse the fallen worlds. After a total of seven centuries, ninety per cent of the afflicted sectors were once more under Imperial law, and Angron's Dominion of Fire was brought to an end.

Though Khorne despises sorcery and sees it as unfitting for a true warrior, he does not rely on swords and axes alone to gather skulls. Technology, and even magical weapons, are all tools to increase the tally of the fallen. Greatest of Khorne's weapons are the part-magical, part-technological Daemon Engines. Daemon Engines vary in size and appearance but all are large and bristle with weapons. Covered with heavy armour of black steel and marked with brass skull runes of Khorne, Daemon Engines resemble deadly, hulking monsters. Their advance is almost unstoppable as they clank forwards on rattling tracks or spiked wheels.





THE THOUSAND SONS

The name of the Thousand Sons was taken from the initial series of genetic imprints taken from the tissue of their Primarch, Magnus the Red. Magnus' soul had already been touched by Chaos, and Tzeentch insinuated into him a fascination with the Warp and the occult forces that lie within its fabric. From his imprint, a thousand Space Marines were created – the Thousand Sons of Magnus. An entire Legion of many thousands of Space Marines were subsequently raised to take part in the Great Crusade, but the Legion always kept the title of the Thousand Sons.

The path of damnation for the Thousand Sons Legion of Space Marines was longer than most. Even before the Heresy, Magnus led his sons in the study of arcane lore and the practice of sorcery despite the Emperor's warnings to stay clear of such matters. However, they remained loyal to both the Emperor and Humanity despite their growing preoccupation with magic. When Horus gathered his forces against the Imperium the Thousand Sons first tried to use their occult powers to warn the Emperor. Mistrustful of anything tinged by Chaos, the Emperor declared the Thousand Sons heretics. Leman Russ and the Space Wolves Legion were ordered to the Thousand Sons' home world of Prospero to apprehend the errant mystics.

The sack of Prospero was the ultimate horror for the scholarly Thousand Sons, as Russ and his Space Wolves smashed their way through the sanctuary of the City of Light. Russ's warriors built pyres from Magnus' libraries of books, parchments and ancient texts, destroying artefacts unique in all the galaxy with a stroke of the chainsword. In accounting what took place at the last, claims of what occurred on Prospero's final night contradict wildly. Though they differ in their specifics, most accounts suggest Magnus himself met Leman Russ in hand-to-hand combat, Primarch against Primarch, berserker against giant in the ruined heart of the city. Yet in the City of Light's dying moments Magnus cheated Russ of total victory, and in so doing, paid the very price the Emperor had warned him against all along.

Everything that mattered to him was burning to the ground, and Magnus turned to what he knew best to save it. Magnus was swept upon the currents of the Warp, and there he found the knowledge he sought. His sorcerers, his beloved Legion, all the precious knowledge they had accumulated within the silver spires of the City of Light could still be saved. He discovered the solution looking back at him, as if it had always been there, watching his way, and subtly changing him to its own purpose. He beheld sorcery incarnate, promising knowledge, power and salvation. But this time it was on its own terms. Magnus was no longer the master of the way as he had believed himself, but servant to it. It is said that even then Magnus hesitated, but as he thought back to his city, his works, his knowledge and his brethren, reduced to fiery ruin at the command of his own father, he changed his allegiance for all time. And in that instant, the City of Light, its silver towers and vast libraries and its Legion of Thousand Sons vanished from the face of Prospero, and the Imperium. When Magnus and his Thousand Sons were seen again, it was fighting alongside Horus. Magnus

had become a Daemon Prince of the Chaos God Tzeentch, Lord of Sorcery and Changer of the Ways.



The majority of the Legion are now mindless automatons, made soulless by the Rubric of Ahriman. The Rubric was a potent spell cast by the Thousand Sons' most powerful sorcerer, Ahzek Ahriman, in a desperate attempt to stop the mutations that were spreading through the Legion. Though some powerful sorcerers survived the spell, most were left as haunted dust sealed inside their armour.

These silent, relentless enemies of the Imperium are led into battle by the mightiest Sorcerers, individuals wholly dedicated to Tzeentch, the Lord of Sorcery that. Tzeentch often chooses the Thousand Sons as his agents; the instruments by which he manipulates the course of history. By raiding a specific planet or slaying a certain individual, the Great Power of Tzeentch promotes his own interests and attempts to draw power away from others. The Thousand Sons are especially interested in magical artefacts, arcane ancient books, talented psykers and any aspect of sorcerous knowledge or power. They often raid specifically to acquire such things, even going so far as to attack museums and the private collections of antiquarians, much to the mystification of their victims. In many instances, magical artefacts are acquired by local Chaos cults, and the Thousand Sons merely come and take them away together with humans who might make promising servants. It often comes as an unpleasant surprise to a Cult Magus to find that his efforts to summon the Thousand Sons merely result in losing his sorcerous artefacts and most of his coven.

The Thousand Sons have always preferred to avoid close combat, instead relying upon their mastery of psychic power and sorcery to carry the day. Guile, feint, confusion and misdirection were their hallmarks; all stratagems better used at range. Many were the occasions a Thousand Sons detachment would accomplish through illusion or trickery what a brother Legion would pay for dearly in blood. Whatever else it may have changed, the Rubric of Ahriman affected that doctrine very little. The sorcerer lords of the Thousand Sons still use their ghost-brethren as implacable bulwarks of gunfire, around which they construct elaborate plans to achieve victory, all driven home with a timely application of potent magic.

'AND WHAT ARE THE ACHIEVEMENTS OF YOUR FRAGILE IMPERIUM? IT IS A CORPSE ROTTING SLOWLY FROM WITHOUT WHILE MAGGOTS WRITHE IN ITS BELLY. IT WAS BUILT WITH THE TOIL OF HEROES AND GIANTS, AND NOW IT IS INHABITED BY FRIGHTENED WEAKLINGS TO WHOM THE GLORIES OF THOSE TIMES ARE HALF-FORGOTTEN LEGENDS. I HAVE FORGOTTEN NOTHING AND MY WISDOM HAS EXPANDED FAR BEYOND MERE MORTAL FAULTILITIES.'

-Ahriman of the Thousand Sons-

THE DEATH GUARD

Even before the Horus Heresy, the Death Guard did not manoeuvre fancifully, or concern themselves with confusing their opponents; they picked the best ground upon which to fight, then smashed their foes after they had broken themselves against the Death Guard line. There was no environment which Mortarion, their Primarch, or the Death Guard feared. Thanks to their superhuman ability to resist poison and disease, no toxic smog or corrupted atmosphere deterred their course. What Mortarion and his adepts could not devise means to compensate for, the Death Guard overcame through sheer resilience. The Warmaster Horus above all others recognised the value of the Death Guard; he would often place Mortarion and his Legion in the centre of his battle line, counting on the enemy's inability to oust them so that he could either lever his advance from the rock of Mortarion's immovable position, or use it as the anvil upon which his hammerblow assault would break the foe.

When Horus led his attack on the Emperor, the rebel Death Guard Legion became marooned in the Warp while attempting the long journey to Terra. Days passed while the fleet's Navigators searched for a Warp-tide that would bring them back to the material universe. Meanwhile a mysterious contagion began to spread from ship to ship.

The stinking pestilence bloated the gut, distended the flesh, and turned its victims rotten from the inside. For the Space Marines of the Death Guard there was nothing so terrifying as the Destroyer plague which made their legendary resilience meaningless. These were the warriors who the Imperium had sent to conquer worlds no other man could set foot upon, much less fight on and win. There had been no pestilence, contagion, toxin or pollution potent enough to overcome Mortarion and the Death Guard, until the plague raced through their fleet. It roiled in their guts, warping their once superhuman bodies, transforming them into horrible, pustulent grotesques. They were made corrupt within and sickening to behold without and they grew sicker and sicker, yet could not die, their own constitution becoming their worst enemy. Eventually even Mortarion became infected, and in his delirium he called upon the powers of Chaos to aid the Space Marines. Mortarion's fevered ravings were answered by Nurgle, and he became Nurgle's champion.

The Death Guard, newly dedicated to Nurgle, arrived in time to take part in Horus' attack on Terra and fought in all of the major battles of the campaign. What emerged from the Warp when the Death Guard fleet broke out bore little resemblance to what had entered. The gleaming white and grey armour of Imperial champions was no more, burst and shattered from the horrific bloating of infected bodies, scabbed with boils, putrescence and the filth of corruption. Their weapons and machinery of war were now powered by the sickly sorcery of Chaos, glowing with lambent green luminescence and oozing gangrenous pus. The name Death Guard itself would pass into secondary use, as the walking pestilence-carriers became a terrifying sight across the Imperium. To their victims, to their erstwhile allies, even to themselves, they had become the Plague Marines.

The beliefs of the Death Guard echoed those of their Primarch, and a resolute determination that individuals should be free of oppression and terror

became a conviction that individuals were not suited to decide what was just for them. A faith in inner strength, iron will and unshakeable resolution in the face of hardship led to pride, arrogance and an utter contempt for those they deemed inferior. When Nurgle's blessings came to the stranded Death Guard, their pride and arrogance were revealed, and their contempt for weakness turned upon themselves. Their surrender to Nurgle left them with only one seething, burning outlet, stoked white-hot by the depth of their self-loathing: to infect the strong, slay the weak and rot the foundations of everything in their paths until it collapses. Their debasement would no longer seem so shameful, if the pestilence of their Unclean Lord eventually brought everything to ruin.

After Horus' defeat, Mortarion led his Death Guard in a merry dance of destruction over a score of planets, until finally retreating with his Legion into the Eye of Terror – but not in disarray, as many of the other Legions did. Even in damnation, the resilience of the Death Guard remained, and under the direction of their Master they withdrew into the Eye intact, loyalist Space Marines and Imperial Army regiments breaking upon them time and again. There, Mortarion received Nurgle's ultimate reward, and became a full-fledged Daemon Prince, ruling over one of Nurgle's greatest Plague Worlds in the Eye of Terror.

With Mortarion elevated to daemonhood, his hand upon the Legion became more remote and the Death Guard gradually became broken up over space and time into smaller units. Warriors of the Death Guard are most often seen afoot, or at best accompanied by mad, plague-infested Helbrutes. Few of the tanks and transports of the Legion still function, their upkeep and maintenance being no priority to Space Marines dedicated to the Incarnation of Rot and Decay. The Daemon Prince Mortarion remains master of the Death Guard even after their fall, however dispersed they become, orchestrating their movements unseen from his bubonic throne.

Even after the end of the Horus Heresy, the primacy of the foot soldier remained ever the trademark of the Death Guard. Their grim Primarch Mortarion prefers to utilise huge waves of infantry, well equipped and highly trained on an individual level. He demanded that they be able to function and fight in almost any kind of atmosphere, and gave little emphasis on specialised units such as those using jump packs or bikes. The Death Guard were particularly renowned for their success at such high-risk missions as space hulk clearance and the Plague Marines continue that success, using hulks to spread disease, infection and the cult of Nurgle throughout the body of the Imperium. The combat doctrine which served the Death Guard so well in life now suits the damned character of the Plague Marines to perfection.







THE EMPEROR'S CHILDREN



All the First Founding Legions were created to take part in the Great Crusade. It was, however, nearly sixty years before the Emperor's Children saw action. An accident during gene-seeding almost destroyed the Legion as it was born. Once the Emperor's Children had been re-established with rescued gene-seed, they proved to be loyal and efficient, distinguishing themselves in several campaigns.

The Emperor's Children were one of the first units to defect to the Warmaster. The Legion's Primarch, Fulgrim, and his highest ranking officers, were corrupted by the decadent pastimes that Horus and his Chaos-worshippers offered. Drugged, pleased beyond endurance, and finally broken, they agreed to aid Horus. The rot quickly spread to the whole Legion, and the Emperor's Children willingly embraced the gratifying worship of Slaanesh.

Once a Legion dedicated to perfection in all its pursuits, the Emperor's Children succumbed to the call of forbidden knowledge and their drive for perfection was perverted to an obsession with excess. As one of the Traitor Legions, the Emperor's Children invaded Earth but took little part in the fighting around the Imperial Palace. Instead they descended upon the civilian population of the Administratum, the complex infrastructure of clerks, bureaucrats, curators and menials who coordinated the efforts of the far-flung Imperium. Whole families of staid scribes and haughty prefects fleeing the battle zone were hunted down and incarcerated in dreadful conditions. Simple pleasures had given way to complex debaucheries. While their allies fought and died the Emperor's Children slaughtered more than a million people and rendered them down to create endless varieties of drugs and stimulants. Countless thousands more died to give the Emperor's Children more direct, if cruder, enjoyment.

When the assault failed the Emperor's Children fled with the rest of the Traitor Legions. Those Imperial vessels which pursued Fulgrim's fleet from Terra followed a trail of devastated worlds, where corpses were piled high, survivors pleaded to be allowed to die to escape their nightmares and, ominously, thousands more were simply missing, never seen again. Eventually, after countless atrocities, the Emperor's Children reached the Eye of Terror. They were the first to begin raiding Imperial worlds for captives and plunder. Their excesses soon knew no bounds and simple raiding could not supply enough raw human material for their orgies of worship. The Emperor's Children quickly exhausted their supplies of slaves and playthings, and began to prey upon the only victims available: the slaves and servants of the other Traitor Legions, an action which began a series of wars within the Eye of Terror. The struggles of the Emperor's Children continued until the destruction of the clones of Horus by the Black Legion. The resulting wars were terrible and bloody, but there could be only one eventual result, and finally the Legion of the Emperor's Children was shattered.

The Emperor's Children have retained some of their former organisation as Space Marines, but have altered it to suit

their new loyalties.

Psykers are particularly highly regarded by the Emperor's Children, both as enemies and within their own ranks. The broadcast terror of an enemy psyker can be enjoyed in its own right as new, exotic sensations, while an Emperor's Children Sorcerer can kill his enemies with excesses of pleasure or pure sensation – the greatest act of worship for a servant of Slaanesh. Close combat, where the enemy can be touched and directly destroyed, is also much favoured by the Emperor's Children. Few of them enter battle without some form of close combat weapon.

While corrupt beyond human comprehension, the Emperor's Children are a savage fighting force. The danger of combat is a rediscovered thrill and aphrodisiac, allowing them to reach new extremes of debauchery. Many of these crazed followers of the Lord of Pleasure have become Noise Marines – depraved and totally decadent warriors who seek and find a perverse enjoyment in battle and pain. The louder and more discordant the noise, the more extreme the emotional reaction provoked, until only the din of war and the terrified screams of the enemy can stir them. To further enhance their enjoyment, Noise Marines carry outlandish weapons that produce deafeningly loud and pyrotechnically explosive attacks.

Because the senses of the Emperor's Children have become so distorted, only the most extravagant patterns and colours register on their minds. Each suit of armour, every bolter or chainsword, is worked into fantastic patterns and coloured in praise of Slaanesh. Each Emperor's Children Traitor Marine alters and changes his armour slightly, adding to its quality and 'beautifying' it. For the most favoured, the weaponsmiths of the Legion sometimes carve scenes of debauchery into pauldrons and breastplates. Only the most extreme sensations can provoke a reaction from these jaded veterans, causing them to decorate their armour in dazzling, clashing colours, and adorn it with shimmering silks and golden chains. Despite their insanity, they remain vicious, savage warriors, delighting in the destruction they cause and injuries they sustain in battle, willing to serve any master in return for fresh slaves upon which to practice their devotion to Slaanesh.

Of the fate of the Primarch Fulgrim, none are sure. The enemies of Slaanesh claim he was killed during the battles against his fellow Legions, but robot-crewed Mechanicus trawlers recovered neither his body nor the remains of his Battle Barge. Among the remains of the Emperor's Children, it is rumoured that he was rewarded for his devotion to pleasure and elevated by Slaanesh to become a Daemon Prince, lord of a Daemon world. Over the millennia, many of the Emperor's Children, along with other Slaanesh-worshipping Space Marines, sought Fulgrim's world, hoping to discover limitless pleasure, but none have returned. Even after ten thousand years, the Inquisition still maintains a strike force devoted to pursuing rumours, however slight, of the traitor Primarch's existence.

LEGIONS OF THE DARK GODS



The Traitor Legions are much varied in their colours, heraldry and methods of war, but all share in common the desire to spread death, chaos and carnage in the name of the Dark Gods. For ten thousand years the sight of these hated warriors has foretold great ruin and slaughter in the galaxy.







The Black Legion is steeped in hatred and spite. Its eternal crusade is to see the Imperium reduced to ashes, no matter the cost.





The ranks of the Black Legion have champions beyond counting. Over war-torn millennia they have caused the downfall of entire worlds.





The Iron Warriors are bitter and twisted masters of the siege. Lords of ruin, they use extreme firepower to annihilate their enemies.



The Alpha Legion spreads anarchy and insurrection before it. Its legionnaires use covert tactics to devour the Imperium from the inside out.



For the Night Lords, there is nothing finer than bringing crippling terror and confusion to their prey before the slaughter begins.



The Word Bearers worship the pantheon of Chaos. They spread their dark creed far, summoning Daemons, madmen and monsters to war.









The Thousand Sons are eldritch warriors of Tzeentch. Their Warp-wielding Sorcerers command legions of unliving, unstoppable infantry.



Rubic Marines lay down volleys of ensorcelled bolts as their masters wreak havoc with baleful curses and mutagenic warfare.



The Death Guard bring the supernatural diseases of Nurgle to the material universe. Tough and relentless, they are impervious to pain.





The Emperor's Children feast on carnage. Devotees of Slaanesh, they drink in the cacophony of war as they seek the most extreme sensations.



FORCES OF THE CHAOS SPACE MARINES

The following sections introduce new Detachments, Warlord Traits, relics and Tactical Objectives for forces drawn from each of the nine Traitor Legions, as well as a number of Army List Entries, Formations and psychic disciplines that can be used by any Chaos Space Marine army.

DATASHEETS

Since *Codex: Chaos Space Marines* was published, there have been several new miniatures released into the range. This book is designed to be used in conjunction with *Codex: Chaos Space Marines* to provide players with all the rules needed to play games of Warhammer 40,000 with the entire range of Chaos Space Marines miniatures. The rules here – where relevant – update, replace or supplement the rules in your codex. The full rules for any new wargear referenced on these datasheets can be found on pages 134-135. Furthermore, Chaos Vindicators and Predators can now be fielded as vehicle squadrons, as described in *Warhammer 40,000: The Rules*. These updates are detailed below.

DETACHMENTS

While the warbands of Chaos Space Marines manifest in many guises, each of the nine Traitor Legions has its own particular way of making war. The Detachments presented in the following sections enable players to field a Chaos Space Marine army that reflects the fighting style of these Legions.

FORMATIONS

This book contains a number of Formations that can be used by a force chosen from *Codex: Chaos Space Marines*. Some of these are unique to the Traitor Legions that field them, whilst others are more common to the Chaos Space Marines, and can be included in your army, regardless of its Legion. Each Formation grants the units within it powerful bonuses, which can enhance their effectiveness on the battlefield. You may include these Formations in your army as described in *Warhammer 40,000: The Rules*.

WARLORD TRAITS

The commanders of the different Traitor Legions have distinctive approaches to waging war. This book includes several Legion-specific Warlord Trait tables. If your Warlord is drawn from one of the nine Traitor Legions described in this book, you can choose to roll on the appropriate Warlord Traits table in the following sections instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.

CHAOS ARTEFACTS

This book showcases several Legion-specific artefact lists, each describing a number of powerful items of wargear possessed by the different Traitor Legions. Each of these artefacts is a piece of its Legion's history as well as a deadly tool of war, and can be carried into battle only by those who have proven themselves worthy.

TACTICAL OBJECTIVES

This book also lists several sets of Legion-specific Tactical Objectives which may replace the six Capture & Control Tactical Objectives in *Warhammer 40,000: The Rules* if your Warlord is drawn from the appropriate Legion. These objectives represent the favoured strategies of each Legion.

PSYCHIC POWERS

Finally, you will find several new and expanded psychic disciplines. Any Chaos Space Marine Psyker, regardless of which Legion they belong to, may generate powers from the Sinistrum, Heretech, Ectomancy or Geomortis Disciplines in addition to those listed in their Army List Entry.

CHAOS VINDICATORS

SPECIAL RULES:

Linebreaker Bombardment: If this unit contains three Chaos Vindicators that can all fire their demolisher cannons, the squadron can fire a single Linebreaker Bombardment instead of firing normally. To do so, nominate one model in the squadron as the firer; the firer's demolisher cannon changes its type from Large Blast to Apocalyptic Blast and gains the Ignores Cover special rule.

OPTIONS:

- May include up to two additional Chaos Vindicators120 pts/model
- Any Chaos Vindicator may take a siege shield.....10 pts/model
- Any Chaos Vindicator may take items from the **Chaos Vehicle Equipment** list.

CHAOS PREDATORS

SPECIAL RULES:

Killshot: Whilst this unit includes three Chaos Predators, all Chaos Predators in the unit have the Monster Hunter and Tank Hunters special rules.

OPTIONS:

- May include up to two additional Chaos Predators.....75 pts/model
- Any Chaos Predator may replace its autocannon with a twin-linked lascannon25 pts/model
- Any Chaos Predator may take two side sponsons which are both armed with one of the following:
 - Heavy bolters20 pts/model
 - Lascannons.....40 pts/model
- Any Chaos Predator may take items from the **Chaos Vehicle Equipment** list.

DATASHEETS

This section details background and rules for several new units and Formations that allow you to field the many infamous fighting groups of the Traitor Legions on the tabletop. Formations grant the units within them powerful bonuses. You may include these in your army as described in *Warhammer 40,000: The Rules*.

Each datasheet contains the following information:

- 1 Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this book, have the Chaos Space Marines Faction.
- 2 Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites or Lords of War. The symbols for these Battlefield Roles are defined in *Warhammer 40,000: The Rules*.
- 3 Unit Name:** Here you will find the name of the unit.
- 4 Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5 Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 Unit Profile:** This section will show the profiles of any models the unit can include.
- 7 Unit Type:** This refers to the unit type rules in *Warhammer 40,000: The Rules*. For example, a unit may be classed as Infantry, Monstrous Creature or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8 Unit Composition:** This section shows the number and type of models that form the basic unit, before any upgrades are taken.
- 9 Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail later in this book. The cost for all the unit's basic equipment is included in its points cost.
- 10 Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed in the Special Rules section of *Warhammer 40,000: The Rules*.
- 11 Warlord Traits:** Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.
- 12 Chaos Artefacts:** Some entries have unique items of wargear, the description and rules for which will be listed here.



- 13 Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own Army List Entries. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of *Warhammer 40,000: The Rules* explains how Dedicated Transports work.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



Khârn the Betrayer

EXALTED CHAMPION OF KHORNE

160
POINTS



Khârn is a raging storm of bloodshed. He is a primal force for murder, the embodiment of the eightfold path of Khorne. As he sprints into battle, this superhuman slayer bellows war cries, booming through the vox-grill of his helm. Khârn's mantra – Kill! Maim! Burn! – has become infamous across the Imperium, a terrifying harbinger of the carnage to come. As he closes upon the enemy, the Betrayer's plasma pistol spits bolts of destruction into their midst, while return fire ricochets off Khârn's warplate to no effect. Then he is amongst the foe. Victim after victim tumbles into the mud, heads severed by lightning fast swings of Khârn's screaming chainaxe, Gorechild. Friend and foe alike are left twitching in Khârn's wake, for in the eyes of the Betrayer, the skulls of all are the Blood God's due. By the time his last opponent falls, Khârn is already rampaging on in search of new victims.

Khârn the Betrayer

WS	BS	S	T	W	I	A	Ld	Sv
7	5	5	4	3	5	4	10	3+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Plasma pistol
- Frag grenades
- Krak grenades
- Aura of dark glory

WARLORD TRAIT:

- Hatred Incarnate

SPECIAL RULES:

- Champion of Chaos
- Fearless
- Furious Charge
- Independent Character
- Mark of Khorne
- Veterans of the Long War

The Betrayer: When rolling To Hit with Khârn's melee attacks, any unmodified rolls of 1 are not discarded. Instead they automatically hit a friendly model (but not Khârn) locked in the same combat. Randomly determine (for each roll of 1) which model is hit, from those within 6" of Khârn. If there are no viable targets in range, these attacks are discarded.

Blessing of the Blood God:

Khârn and his unit always pass their Deny the Witch rolls on a 2+. In addition if Khârn suffers an unsaved wound from a force weapon, that weapon cannot inflict Instant Death upon him.

Unstoppable: Khârn's melee attacks always hit on a 2+ (even if they would otherwise hit automatically).

Nexus of Khorne: In a Primary Detachment that includes Khârn the Betrayer, Khorne Berserkers have the Troops Battlefield Role instead of the Elites Battlefield Role.

CHAOS ARTEFACT

Gorechild: This massive chainaxe is an ancient and powerful artefact with teeth from the jaws of a mica-dragon.

Range	S	AP	Type
-	+1	2	Melee, Armourbane





AHRIMAN

ARCH-SORCERER OF TZEENTCH

230
POINTS



From a storm of multicoloured warpflames emerges Ahriman, Arch-sorcerer of the Thousand Sons. For ten thousand years, this obsessive seeker of arcane truths has roamed the galaxy. It is his wish to accumulate every artefact, every tome, and every scroll that harbours eldritch power, the better to increase his influence over the vagaries of fate. Worlds burn in his shadow as he takes these priceless treasures by any means necessary. Those that resist him find the endless devilries of Tzeentchian magic reshaping the stuff of reality around them, a pass of the Black Staff twisting their bodies and souls until there is nothing left but bubbling flesh. Ahriman's genius is not limited to spellcasting. When the fires of battle light the sky, Ahriman orchestrates pitilessly efficient ambushes, his prescience keeping him three steps ahead of his adversaries. Whether sailing over the heads of his soulless minions or striding across a battlefield set alight with magic by his mere presence, this lord of a broken Legion has such iron determination that destiny itself answers to his whims.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ahriman	5	5	4	4	3	5	3	10	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- Inferno bolt pistol (pg 134)
- Frag grenades
- Krak grenades
- Aura of dark glory

SPECIAL RULES:

- Champion of Chaos
- Fearless
- Independent Character
- Mark of Tzeentch
- Psyker (Mastery Level 4)
- Veterans of the Long War

WARLORD TRAIT:

- Master of Deception

PSYKER:

Ahriman generates his powers from the **Biomancy**, **Daemonology** (Malefic), **Divination**, **Ectomancy**, **Geomortis**, **Heretech**, **Pyromancy**, **Sinistrum**, **Telekinesis**, **Telepathy** and **Tzeentch** disciplines.

OPTIONS:

- May take a Disc of Tzeentch30 pts

Master of the Rubricae: *In a Primary Detachment that includes Ahriman, Rubric Marines have the Troops Battlefield Role instead of Elites Battlefield Role.*

CHAOS ARTEFACT

The Black Staff of Ahriman: *This infamous staff is a potent focus of psychic energy and a symbol of Ahriman's power.*

The Black Staff of Ahriman has the profile below. It allows Ahriman to attempt to manifest the same **witchfire** power up to three times per Psychic phase.

Range	S	AP	Type
-	+2	4	Melee, Force



EXALTED SORCERER

160
POINTS



Exalted Sorcerers are twisted arcanists, wicked of intent and strange of form. Each has an encyclopaedic knowledge of complex spells, and is able to shape reality to their desire. Amongst their number are warrior-mystics who have stalked the galaxy for ten millennia, those exiles of Prospero whose lips uttered the spell that doomed so many of the Thousand Sons to an eternity of dust. To these masters of the esoteric, matters of war are a crass distraction, but these visionaries bring a terrible focus to bear when battle rages. Coruscating beams shoot from silvered citadels in the sky, acidic ectoplasm pours from outstretched fingers, and the bones of their victims turn to lava at a whispered phrase. Those not slain by these magical barrages are hurled into the bloody mire, as hideously changed as the most ill-fated Chaos Spawn.

Exalted Sorcerer

WS BS S T W I A Ld Sv
5 5 4 4 3 5 3 10 3+

Unit Type
Infantry (Character)

Unit Composition
1 Exalted Sorcerer

WARGEAR:

- Inferno bolt pistol (pg 134)
- Force stave
- Frag grenades
- Krak grenades
- Aura of dark glory

PSYKER:

Exalted Sorcerers generate their powers from the **Biomancy**, **Daemonology (Malefic)**, **Divination**, **Ectomancy**, **Geomortis**, **Heretech**, **Pyromancy**, **Sinistrum**, **Telekinesis**, **Telepathy** and **Tzeentch** disciplines.

SPECIAL RULES:

- **Champion of Chaos**
- **Fearless**
- **Independent Character**
- **Psyker (Mastery Level 2)**
- **Mark of Tzeentch**
- **Veterans of the Long War**

Lord of the Silver Tower:

Once per battle, instead of firing in the Shooting phase, an Exalted Sorcerer can call upon the deadly firepower of his Silver Tower in the form of a coruscating beam (see right).

OPTIONS:

- May be upgraded to Psyker (Mastery Level 3)25 pts
- May take items from the **Chaos Rewards** and/or **Chaos Artefacts** lists.
- May take a Disc of Tzeentch30 pts

CORUSCATING BEAM

From above comes a beam of raw magic, as lethal as it is sudden.

Range	S	AP	Type
Unlimited	9	2	Heavy 1, Blast, Lance, One Use Only



TZAANGORS

70
POINTS



Tzaangors are bright of colouration and sharp of intellect. Their beaks clack as they chant blasphemous refrains in their dark tongue, gimlet eyes glowing in their aquiline skulls. Their hunger for knowledge stems from a desire for power, and even in battle they look to transcend their base existences by seeking out arcane artefacts and priceless relics. In serving sorcerous masters, they may earn the chance to elevate themselves above their earthly stations, but in truth such occasions are rare, for a streak of cruelty lurks within the warlike soul of every Tzaangor. When given the opportunity, they will take their ire out on those who oppose them in inventive displays of blade-work – or, when they put aside their artistic pretensions for the gratification of raw brutality, a gory display of violence.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Tzaangor	4	3	3	4	1	3	1	7	6+	Infantry	10 Tzaangors
Twistbray	4	3	3	4	1	3	2	8	6+	Infantry (Character)	

WARGEAR:

- Two close combat weapons

SPECIAL RULES:

- Mark of Tzeentch

OPTIONS:

- May include up to twenty additional Tzaangors7 pts/model
- Any Tzaangor may replace both close combat weapons with an autopistol and a chainsword1 pt/model
- May upgrade one Tzaangor to a Twistbray10 pts

Relic Hunters: Models with this special rule can re-roll all failed To Hit rolls in close combat against enemy models equipped with a relic (or their Faction's equivalent e.g. Chaos Artefacts).



RUBRIC MARINES

150
POINTS



Stepping out from the fog of war come the Rubricae. Though many of these undying warriors were once psykers in their own right, an ancient curse transformed them into little more than empty shells. Their baroque power armour houses only sparkling dust, for the great spell which freed their Legion from the curse of mutation, the Rubric of Ahriman, did so by bringing their physical forms to the edge of non-existence. Perhaps something of their soul still lingers; in battle, a malevolent witch-light crackles around the eyes of these traitor Space Marines as they open fire upon those they would have once called brothers. Their infernal weaponry sends plumes of warpflame into the ranks of the foe, gobbets of flesh and molten armour exploding in all directions wherever a salvo hits home.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Rubric Marine	4	4	4	4	1	4	1	10	3+	Infantry	4 Rubric Marines
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	Infantry (Character)	1 Aspiring Sorcerer

WARGEAR:

RUBRIC MARINES

- Inferno boltgun (pg 134)
- Aura of dark glory

ASPIRING SORCERER

- Inferno bolt pistol (pg 134)
- Force stave
- Aura of dark glory

PSYKER:

Aspiring Sorcerers generate their powers from the Tzeentch discipline.

SPECIAL RULES:

- **Champion of Chaos**
(Aspiring Sorcerer only)
- **Fearless**
- **Mark of Tzeentch**
- **Psyker (Mastery Level 1)**
(Aspiring Sorcerer only)
- **Slow and Purposeful**
- **Veterans of the Long War**

OPTIONS:

- May include up to fifteen additional Rubric Marines23 pts/model
- Any Rubric Marine may replace their inferno boltgun with a warpflamer (pg 134)7 pts/model
- For every ten models in the unit, one Rubric Marine may replace their inferno boltgun with a soulreaper cannon (pg 134)25 pts/model
- The Aspiring Sorcerer may replace his inferno bolt pistol with a warpflame pistol (pg 134)5 pts
- The Aspiring Sorcerer may take melta bombs5 pts
- The Aspiring Sorcerer may take a gift of mutation10 pts
- One model in the unit may take an icon of flame (pg 135)15 pts
- The unit may take a Chaos Rhino as a Dedicated Transport.



SCARAB OCCULT TERMINATORS

250
POINTS



The Scarab Occult Terminators were once the finest psykers in the Thousand Sons Legion and bodyguards to Magnus the Red himself. Reduced to dust along with their brethren, they now possess only an echo of their once-vaunted intellect. They go into battle at the behest of their sorcerous masters, advancing with eerie and unhurried calm. Their ornate armour – derived from ancient Terminator war-plate – ripples with arcane force, sending solid shot ricocheting away and even turning aside the beams of high-tech weaponry. At close quarters, the Scarab Occult Terminators bat away their assailants' blows with contemptuous sweeps of powered khopesh blades, before delivering devastating ripostes against those who insult the warriors of Prospero with their resistance.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Scarab Occult Terminator	4	4	4	4	1	4	2	10	2+	Infantry	4 Scarab Occult Terminators
Scarab Occult Sorcerer	5	4	4	4	2	4	2	10	2+	Infantry (Character)	1 Scarab Occult Sorcerer

WARGEAR: SCARAB OCCULT TERMINATORS

- Terminator armour
- Inferno combi-bolter (pg 134)
- Power sword

SCARAB OCCULT SORCERER

- Terminator armour
- Inferno combi-bolter
- Force stave

PSYKER:

Scarab Occult Sorcerers generate their powers from the **Biomancy**,

Daemonology (Malefic),
Divination, **Ectomancy**,
Geomortis, **Heretech**,
Pyromancy, **Sinistrum**,
Telekinesis, **Telepathy** and
Tzeentch disciplines.

SPECIAL RULES:

- **Champion of Chaos** (Scarab Occult Sorcerer only)
- **Fearless**
- **Mark of Tzeentch**
- **Psyker (Mastery Level 2)** (Scarab Occult Sorcerer only)
- **Veterans of the Long War**

OPTIONS:

- May include up to five additional Scarab Occult Terminators.....40 pts/model
- For every five models in the unit, one Scarab Occult Terminator may replace his inferno combi-bolter with one of the following:
 - Heavy warflamer (pg 134).....15 pts/model
 - Soulreaper cannon (pg 134).....30 pts/model
- For every five models in the unit, one Scarab Occult Terminator may also take a hellfyre missile rack (pg 134).....20 pts/model
- The Scarab Occult Sorcerer may:
 - swap his inferno combi-bolter for a power sword.....5 pts
 - take a gift of mutation.....10 pts
- The unit may take a Chaos Land Raider as a Dedicated Transport.



KHORNE LORD OF SKULLS

888
POINTS



So great is the daemonic rage of the Lord of Skulls that it fractures reality. Cracks spread and widen beneath its rumbling treads, boiling blood and chattering skulls spilling up from below. The sky is rent by crimson lightning every time the war engine looses another roar of fury. Enemies fall to their knees and wail in terror as the titanic Daemon Engine opens fire, tides of boiling gore and whipping storms of brass shells silencing their cries for good. Driven on by the caged essence of a Bloodthirster, this hellish war engine surges forwards on powerful tracked engines, desperate to close the gap and sink the whirling teeth of its great cleaver into metal and flesh. A single swing of this vast weapon can lop off a Titan's head, or sweep away ranks of luckless soldiers.

[Armour]										Unit Type	Unit Composition
WS	BS	S	F	S	R	I	A	HP			
Khorne Lord of Skulls	4	3	10	13	13	11	3	4	9	Vehicle (Super-heavy Walker)	1 Lord of Skulls

WARGEAR:

- Gorestorm cannon (pg 134)
- Hades gatling cannon (pg 134)
- Great cleaver of Khorne (pg 135)
- Daemonic possession

SPECIAL RULES:

- Daemonforge
- Fleet
- It Will Not Die
- Rage

OPTIONS:

- May replace gorestorm cannon with one of the following:
 - Ichor cannon (pg 134).....10 pts
 - Daemongore cannon (pg 134).....65 pts
- May replace Hades gatling cannon with a skullhurler (pg 134)60 pts

Daemon of Khorne: Daemons of Khorne have the Daemon, Furious Charge and Hatred (Daemons of Slaanesh) special rules.

Fuelled by Rage: For every Hull Point the Lord of Skulls has lost, it gains an additional Attack, even if that Hull Point is later regained. The Attacks characteristic cannot exceed 10.

Tracked Behemoth: A Lord of Skulls can Tank Shock or Ram using the Thunderblitz table, in the same manner as a Super-heavy vehicle, but it may not Stomp.



MAGNUS THE RED

DAEMON PRIMARCH OF TZEENTCH

650
POINTS



The air screams as Magnus the Red descends from the skies, and stone runs molten beneath his shadow. Cyclopean son of the Emperor of Mankind, and the most talented in the arcane arts of all his brothers, this godlike figure's very presence is anathema to logic. Even to look upon him is to surrender all sanity, and when the Crimson King stares back, destruction manifests in great measure. Those under his gaze are blasted into clouds of scattering atoms; soldiers and super-heavy war engines alike are annihilated by the world-splitting intensity of his ire. A sweep of his blade and reality is rent asunder, the bodies of those in his path transmuted into mewling Chaos Spawn. Then, with a flex of mighty pinions, Magnus is borne aloft once more, glorying in his unnatural power as he brings fresh calamity to the weaklings of the Imperium.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Magnus the Red	7	7	8	7	7	7	6	10	4+	Flying Monstrous Creature (Character)	1 (Unique)

SPECIAL RULES:

- Adamantium Will
- Daemon of Tzeentch
- Deep Strike
- Eternal Warrior
- Fearless
- Fleet
- It Will Not Die
- Psyker (Mastery Level 5)
- Veterans of the Long War

Omniscient Eye: Magnus has line of sight to every unit on the battlefield when determining the targets of his psychic powers.

Unearthly Power: Magnus harnesses Warp Charge points on a result of 2+ when attempting to manifest psychic powers.

WARLORD TRAIT:

- Lord of Flux (pg 110)

PSYKER:

Magnus knows the *Gaze of Magnus* psychic power (pg 115) as well as all of the powers from the **Tzeentch** and **Change** disciplines.

CHAOS ARTEFACTS

The Blade of Magnus: This weapon changes form according to Magnus' will, and its mutagenic powers extend to its victims.

Range	S	AP	Type
-	User	2	Melee, Force, Soul Blaze, Transmogrify (pg 115)

Crown of the Crimson King: The blazing halo of power that plays around Magnus' horns protects both his mind and body from harm.

Magnus the Red has a 4+ invulnerable save and never suffers from Perils of the Warp.



CHAOS WARBAND



The warriors of the Chaos Warband roar oaths to the Dark Gods as they storm into battle. They are led by the greatest champion amongst their ranks, a Chaos Lord whose body and mind burn with cursed might. Beneath his glowering gaze, the traitorous warriors of the warband fight all the harder, for to achieve glory in the eyes of one so marked is a sure step on the path to power. Where loyalist Space Marines fight with honour and discipline, these cruel and selfish renegades compete with one another on the battlefield, striving to claim the greatest victories for themselves. The effect is no less deadly, the superhuman warriors of the Chaos Warband falling upon their enemies with bolters thundering and blades swinging as they fight to earn the rewards of ultimate power.

FORMATION:

- 1 Chaos Lord[†]
- 0-1 Sorcerer[†]
- 1-3 units chosen in any combination from the following list:
 - Chosen
 - Chaos Terminators
 - Possessed
- 2-6 units of Chaos Space Marines
- 1-3 units chosen in any combination from the following list:
 - Raptors
 - Warp Talons
 - Chaos Bikers
- 1-3 units chosen in any combination from the following list:
 - Havocs
 - Helbrute

[†] Abaddon the Despoiler, Huron Blackheart, Khârn the Betrayer, Typhus, Lucius the Eternal or Fabius Bile may be taken instead of a Chaos Lord. Ahriman may be taken instead of a Sorcerer.

RESTRICTIONS:

None.

SPECIAL RULES:

Favoured Scions: When a model from a Chaos Warband earns a roll on the Chaos Boon table as a result of the Champion of Chaos special rule, roll twice on the table and choose either one or both of the results.

Objective Secured: All units in a Chaos Warband have this special rule and will control objectives even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule.





MAELSTROM OF GORE



The Khornate warriors of the Maelstrom of Gore charge to battle in a roaring mass with a Khornate lord at their head. Above the battlefield the clouds swirl into a blood-bruised vortex of coiling thunderheads, the Blood God's power crackling through the air in anticipation of the slaughter to come. Through blast and bolt the Berzerkers charge, immune to pain, fear and doubt. They strike the enemy battle line like the beheading blow of a mighty blade, and blood sprays high as axes and chainswords bite deep into the necks of the unworthy foe. What follows is a hacking, tearing, bludgeoning riot of butchery as horrific as it is swift. As Khorne's monstrous laughter rumbles through the skies, a blood red downpour falls from the churning clouds to drive the Berzerkers to fresh heights of madness.

FORMATION:

- 1 Chaos Lord or Khârn the Betrayer
- 4-8 units of Khorne Berzerkers



RESTRICTIONS:

This Formation's Chaos Lord must be given the Mark of Khorne at no additional points cost.

SPECIAL RULES:

Blood-crazed: Maelstrom of Gore units have the Fleet special rule and add 3" to their charge distances.

Red Rain: Once per battle, at the start of your Movement phase, a Maelstrom of Gore can summon the red rain. When it does so, every unit in the Formation that is locked in combat is allowed to Pile In and fight as if it were a Fight sub-phase, but enemy units cannot fight back. Using this ability does not stop the Maelstrom of Gore's units from fighting again in the Assault phase of the same turn.



THE LOST AND THE DAMNED



Eyes blazing with fanatical fervour, the mortal servants of the Chaos Gods cast themselves willingly onto the bloody altar of war. Whipped into a frenzy by the rhetoric of the Dark Apostle in their midst, wave upon wave of Cultists spills across the battlefield. They raise desperate cries to their uncaring gods, their screamed prayers mingling with the rattle of gunfire and the crump of explosions to create a madman's symphony. More Cultists spill from their hiding places by the moment, bursting from secret lairs in sewers and ruins to completely surround the enemy with a closing ring of screaming warriors and jagged sacrificial blades. What these fanatics lack in strength, they make up for in sheer weight of numbers, coupled with a wild fervour that sees them swamp even the most determined enemies.

FORMATION:

- 1 Dark Apostle
- 4-9 units of Chaos Cultists



RESTRICTIONS:

None.

SPECIAL RULES:

A Tide of Traitors: Each time a unit of Chaos Cultists from the Lost and the Damned is completely destroyed, roll a D6: on a 4+, you can immediately place a new, identical unit into Ongoing Reserve. These new units gain the Outflank special rule, but otherwise count as being part of the original Formation, so roll a D6 as described above if they are subsequently destroyed as well. Victory Points are awarded as normal for new units in this Formation that have been completely destroyed.

Prophet of the Gods: The Dark Apostle's Zealot special rule applies to all the Lost and the Damned units within 6" of him.



HELFORGED WARPACK



Terrifying mechanical roars echo across the battlefield as the Helforged Warpack hunts for flesh and blood. Clattering forwards amidst hissing clouds of sulphurous steam, the monstrous machines stalk their prey. For many terrified victims, the first things they see are the eyes of their hunters. They glow through the smoke and fume of the battlefield like something from a primal nightmare. Seconds later, this unnerving sight is followed by whipping storms of gunfire, and the thundering charge of huge, ironclad bodies as the Daemon Engines and Helbrutes attack. Focussed by the malice of the alpha engine of the pack, and enhanced by the dark techno-sorcery of their Warpsmith, the assault of the Helforged Warpack is a ground-shaking avalanche of Daemon-tainted steel.

FORMATION:

- 1 Warpsmith
- 3-5 units chosen in any combination from the following list:
 - Helbrute
 - Maulerfiend
 - Forgefiend
 - Defiler



RESTRICTIONS:

None.

SPECIAL RULES:

Master of Mechanical Warpcraft: Whilst their Warpsmith is alive and on the battlefield, Helforged Warpack models that have already used their Daemonforge special rule during the game can choose to do so for a second and/or subsequent time.

Warpack Alpha: One vehicle model from the Helforged Warpack must be nominated as the Warpack Alpha. The Warpack Alpha gains the (Character) unit type and a 4+ invulnerable save. If the Warpack Alpha is completely destroyed, all other models in its Helforged Warpack gain the Rage special rule.



HELDRAKE TERROR PACK



The sky catches fire as the Heldrake Terror Pack sweeps into battle. These blade-winged Daemon Engines soar at the forefront of the Chaos assault, borne aloft by the winds of death. Spitting gunfire, the Heldrakes spread fear and panic like a plague. Potent daemonic runes are graven into the ironclad bodies of these Daemon Engines, and they burn with unholy energies as they sweep low over the heads of the foe. Each pulse of malign energy from the infernal sigils magnifies the aura of dismay that the Terror Pack creates, conjuring a bow wave of mindless horror and panic that sees all but the most stalwart enemies flee for their lives. To run is to die, however, for the Heldrakes are quick to fall upon fleeing prey, relishing the moment their talons sink into the backs of their terrified victims.

FORMATION:

- 2-4 Heldrakes



RESTRICTIONS:

None.

SPECIAL RULES:

Rising Terror: Enemy units that are within 12" of two models from a Heldrake Terror Pack reduce their Leadership by 1. Enemy units that are within 12" of three models from a Heldrake Terror Pack instead reduce their Leadership by 2, or reduce their Leadership by 3 if they are within 12" of four models from a Heldrake Terror Pack.

Merciless Pursuit: When performing a Vector Strike with a model from a Heldrake Terror Pack against a target unit that is Pinned, Falling Back or has Gone to Ground, the target unit suffers D6 Strength 7 AP2 hits instead of only 1 hit.



CULT OF DESTRUCTION



The Cult of Destruction smashes and blasts its way across the battlefield in a hideously methodical fashion. Its Mutilators and Obliterators maintain a steady, grinding advance, scouring the battlefield for targets with obsessive focus. When fresh victims are located, the Cult of Destruction turns its full fury upon them, the Obliterators pounding them with an ever-changing arsenal of heavy weaponry before the monstrous weapon-limbs of the Mutilators rip into the survivors and reduce them to bloody rags. The sheer power of the Cult of Destruction is terrifying enough – when supported by the empyrionic guidance rituals of the Warpsmiths who lead it to battle, this formation becomes one of the most deadly weapons a Chaos Lord can send against their foes.

FORMATION:

- 1-3 Warpsmiths
- 3-5 units chosen in any combination from the following list:
 - Obliterators
 - Mutilators



RESTRICTIONS:

None.

SPECIAL RULES:

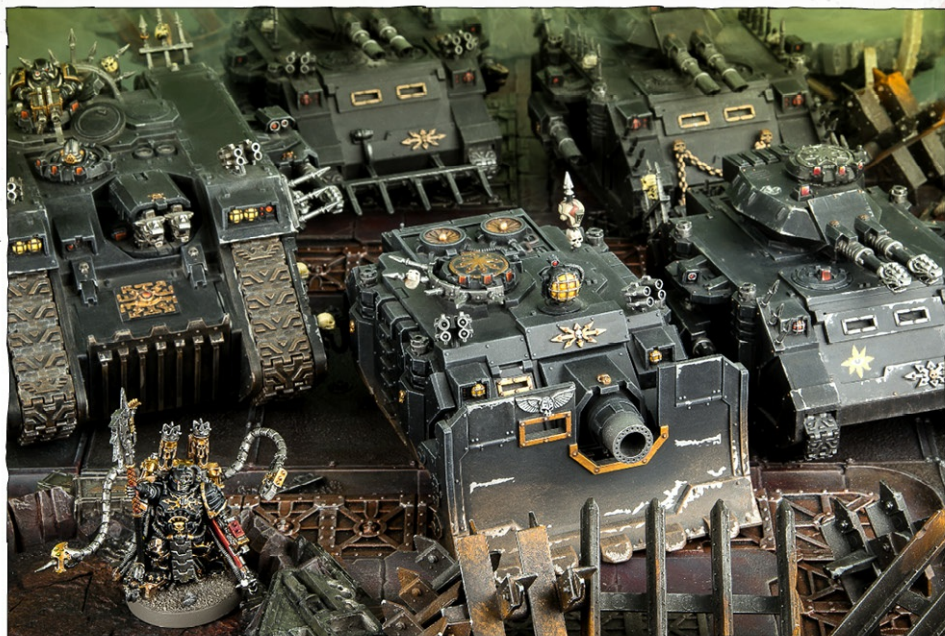
Empyrionic Guidance Rituals: At the start of the Chaos Space Marine Movement phase, each Warpsmith in this Formation can perform a set of Empyrionic Guidance Rituals on one unit of Obliterators or Mutilators from the Formation that is within 8". Each Warpsmith must pick a different unit to perform the ritual upon.

If a unit of Obliterators is selected then it can shoot twice (at the same unit) in the Shooting phase of the turn. If a unit of Mutilators is selected, then it can attack twice after Piling In in the Assault phase of the turn.

Carry out the first set of attacks to completion, then carry out the second set of attacks. A unit must use different weapons for the two different sets of attacks, and cannot use a weapon it used in the previous turn.



FIST OF THE GODS



The massed fury of the Fist of the Gods smashes enemy battle lines asunder and brings enemy strongholds crashing down in ruin. Iron tracks churn through mud and rubble. Gargoyle-mawed heavy weapons thump shot after shot into the enemy lines. Cruel-eyed traitor tank crews direct their armoured steeds with masterful ease, bodies and minds flowing into flesh-metal communion with the war machines they command. Unholy blessings and dark wards crawl across the battle tanks' hulls, fending off enemy fire in crackling bursts of Warpflight and burning away the minds and souls of those who approach too close. Like mobile altars, the tanks of a Fist of the Gods slaughter more sacrificial victims with every passing moment, their dark offerings charging the runes on their hulls with ever more power.

FORMATION:

- 1 Warpsmith
- 3-5 units chosen in any combination from the following list:
 - Chaos Predators
 - Chaos Vindicators
 - Chaos Land Raider



RESTRICTIONS:

None.

SPECIAL RULES:

Dark Wards: All vehicles from the Fist of the Gods have a 6+ invulnerable save whilst they are within 12" of their Warpsmith.

Unholy Blessings: The Warpsmith from this Formation has a +1 bonus when making attempts to repair a vehicle from its Formation.



RAPTOR TALON



At the forefront of the Chaos offensive come the Raptor Talons, jump packs howling as these predatory warriors swoop into battle. Following the keen predatory senses of the Chaos Lord at its fore, a Raptor Talon sweeps around to encircle the enemy or plunges down from on high, straight into the thick of battle. Terrifying shrieks and screams echo across the battlefield as the Raptors and Warp Talons attack, their cacophonic war cries driving the enemy mad with fear. Even as their victims cover at the sensory assault, these cruel warriors pounce upon them and tear them to shreds. Even those who stand their ground will not survive for long – the lashing claws and snarling chainswords of the Raptor Talon make short work of such courageous prey.

FORMATION:

- 1 Chaos Lord
- 3-5 units chosen in any combination from the following list:
 - Raptors
 - Warp Talons



RESTRICTIONS:

This Formation's Chaos Lord must be equipped with a jump pack at no additional points cost.

SPECIAL RULES:

Predatory Warriors: Units in this Formation can charge on the same turn they arrive from Deep Strike Reserve, but always count as making a disordered charge when they do so.

Cacophonic War Cries: Enemy units that are charged by two or more units from a Raptor Talon must subtract 2 from their Leadership until the end of the turn.



TERMINATOR ANNIHILATION FORCE



The Terminator Annihilation Force is like an iron claw that reaches out and tears the throat from the enemy army, seeking out and destroying its assigned targets to rob the foe of armoured support or their leaders and leave them reeling. Comprising the mightiest and most hate-fuelled warriors from amongst the traitor ranks, this terrifying warband marches to war clad exclusively in Terminator armour. The power and influence required to field such a heavily equipped force is breathtaking, but the destruction the Annihilation Force unleashes is worth every dark pact required to bring it together. Often teleporting straight into the maelstrom of battle, this warband of Chaos Terminators slaughters everything in its path.

FORMATION:

- 1 Chaos Lord or Sorcerer¹
- 3-5 units of Chaos Terminators

¹ *Abaddon the Despoiler* or *Typhus* may be taken instead of the Chaos Lord or Sorcerer.



RESTRICTIONS:

This Formation's Chaos Lord or Sorcerer must be equipped with Terminator armour at no additional points cost.

SPECIAL RULES:

Targeted For Annihilation: At the start of the game, before deployment, nominate one unit in the enemy army. Units in this Formation have the Hatred special rule when making attacks against the nominated unit. In addition, units from this Formation can make a shooting attack against the nominated unit immediately after they deploy by Deep Strike, if it is within range and line of sight. This does not stop the unit from shooting again later in the same turn, either at the same or a different target.

Target Updated: If the enemy unit nominated for annihilation (see above) is completely destroyed, you can immediately pick a new enemy unit as a replacement target. The Targeted for Annihilation rules apply to the new unit from then on. If the new unit is also destroyed, pick another new unit, and so on.



FAVOURED OF CHAOS



The Favoured of Chaos lope into battle burning with unholy power. Blessed by the touch of the Dark Gods, given body and soul to the daemonic energies that suffuse their frames, these sacred slaughterers are as monstrous in aspect as they are devastating in battle. Tentacles lash and claws snap, the Possessed manifesting fresh mutations by the moment. The eye of the Gods rests heavy upon the looming Daemon Prince that leads this hideous warband to battle, the raw power of the Warp flowing from him to empower the vicious entities that inhabit the bodies of the Chaos Space Marines who follow him. Pulsing like a baleful nexus of Warp energies, the Favoured of Chaos rip through the enemy ranks, leaving mutation and madness in their wake.

FORMATION:

- 1 Daemon Prince
- 3-5 units of Possessed



RESTRICTIONS:

None.

SPECIAL RULES:

Baleful Nexus of Warp Energies: Units of Possessed from the Favoured of Chaos that are within 12" of their Daemon Prince at the start of the Fight sub-phase receive the benefit of all three Mutations from their Mutation table, rather than only one.



TRINITY OF BLOOD



The raw armoured might of the Trinity of Blood is enough to annihilate armies and burn worlds. The earth-shaking tremor of their grinding tracks brings buildings crashing down and hurls enemy warriors from their feet. Every crashing volley from the Daemon Engines' guns obliterates entire regiments of enemy warriors, or reduces war engines and tank squadrons to scrap metal. The concentrated rage of the Trinity of Blood scorches the very fabric of reality, an apopleptic storm raging around them to set light to the air in the enemies' lungs and boil the blood in their veins. Truly, the coming of the Trinity of Blood is akin to the onset of the apocalypse, and as reality warps and burns to ashes around them nothing can halt their rampage.

FORMATION:

- 3 Khorne Lords of Skulls



RESTRICTIONS:

None.

SPECIAL RULES:

- **Rampage**

Apopleptic Storm: At the start of this Formation's Movement phase, any enemy units locked in combat with any models from a Trinity of Blood are engulfed in a scorching storm of rage-fuelled energy. Affected units suffer a number of Strength 6 AP4 hits with the Ignores Cover and Soul Blaze special rules equal to the number of models in the unit. Any Wounds caused by these hits are Randomly Allocated.

Crashing Volleys: Weapons used by a model from a Trinity of Blood have the 'Twin-linked' special rule if they are used to attack a target that has already been attacked by another model from the Formation earlier in that Shooting phase.



THE CHOSEN OF ABADDON



To be counted amongst the Chosen of Abaddon is a dark honour without equal. Amongst the ranks of this elite band stand some of the greatest Chaos Champions in the galaxy, murderers and monsters singled out for greatness by the Dark Gods themselves. It speaks volumes for the might of Abaddon that he commands the loyalty of such warriors, and that he can compel them to fight alongside one another rather than be at each other's throats. Feared and loathed across the Imperium and beyond, such genocidal despots as Deoram Korda, the Tyrant of Sarora, and Krassus Falx, author of the Perdigus Atrocity, are lords of Chaos in their own right. Each brings with them the cream of their warriors, and each vies to outdo the others in displays of violence and cruelty, that they might rise highest in the Despoiler's favour.

FORMATION:

- 1-4 Chaos Lords or Sorcerers (in any combination)
- 1 unit of Chosen or Chaos Terminators (in any combination) for each Chaos Lord or Sorcerer



RESTRICTIONS:

This is a Black Legion Detachment
(see pg 74).

SPECIAL RULES:

Exalted Champions: During deployment, each Chaos Lord and Sorcerer from this Formation must join one of the units of Chosen or Chaos Terminators. Only one character can join each unit in this way, and they cannot leave these units during the course of the battle. As long as the character is on the battlefield, his unit has the Fearless special rule.

Blessed by the Chaos Gods: Before deployment, roll on the Chaos Boon table in *Codex: Chaos Space Marines* for each Chaos Lord and Sorcerer in this Formation, re-rolling any results of Spawnhood or Dark Apotheosis. The result lasts for the entire game.



THE BRINGERS OF DESPAIR



The Bringers of Despair march across the battlefield like a walking fortress of spike-studded adamantium. They advance relentlessly through hails of enemy firepower and rolling blasts of psychic fury, their foes' panic growing with every fusillade the Chaos Terminators shrug off. In return, the Bringers of Despair lay down a withering hail of non-stop gunfire, their potent firearms and lethal marksmanship ensuring that those who fall within their gun sights swiftly meet a messy end. Abaddon's elite bodyguard are utterly devoted to their master, body and soul. They would give their lives for him in a heartbeat, while the excesses of violence and cruelty they have wrought in the Despoiler's name have ensured that the Bringers of Despair are feared to the furthest corners of the Imperium.

FORMATION:

- Abaddon the Despoiler
- 1 unit of Chaos Terminators



RESTRICTIONS:

This is a Black Legion Detachment
(see pg 74).

SPECIAL RULES:

Without Equal: Chaos Terminators that are part of this Formation (including the Terminator Champion) have a Weapon Skill and Ballistic Skill of 5 rather than 4.

The Despoiler's Guard: While Abaddon the Despoiler is joined to the unit of Chaos Terminators from this Formation, you can re-roll one Look Out, Sir roll for him in each phase.



THE HOUNDS OF ABADDON



As subtle as a chainaxe to the face, and every bit as bloody, the psychotic assault of the Hounds of Abaddon is all but unstoppable. Less deployed than set loose, this warband of ferocious Khorne worshippers surges across the battlefield with screams of insatiable bloodlust. The Hounds of Abaddon give no thought to their own survival, longing only to rend their enemies limb from limb and claim their skulls in the Blood God's name. They care nothing for their own casualties, nor for their place in the grand strategies of the Black Legion. The Hounds of Abaddon live only to shed the blood of their foes and – as they slam screaming into the enemy battle line amidst the fire and thunder of war – they spill that lifeblood in rivers.

FORMATION:

- 1 Chaos Lord
- 1-3 units of Khorne Berzerkers
- 1-3 units of Chaos Space Marines
- 1-3 units of Raptors, Warp Talons or Chaos Bikers (in any combination)



RESTRICTIONS:

This is a Black Legion Detachment (see pg 74). Any unit that has the option to take a Mark of Khorne must do so, but at no additional points cost.

SPECIAL RULES:

Let Slip the Hounds: Once per game, at the start of any of your turns after the first, you can declare a massed assault. For the duration of that turn, units from this Formation can charge in the Assault phase even if they made a Run move in the same turn.

Khorne's Favour: If a unit from this Formation makes a successful charge and the total rolled for its charge range is 8 or more (before modifiers), add 1 to the Strength of its models until the end of the Assault phase.



DAEMON ENGINE PACK



Like monstrous hunting beasts, the ironclad abominations of the Daemon Engine Pack lope across the battlefield to tear apart their master's prey. Whether lash-tentacled Maulerfiends or lumbering, gun-mawed Forgefiends, these prized pets of the Warpsmith obey his every command with instant ferocity. Such daemonic war engines are not cast into battle lightly, for they are valuable assets. Most commonly a Warpsmith will send his bestial servants to seize some vital artefact whose power he desires, or to annihilate a foe or rival whose continued existence can no longer be tolerated. Given the soul-scent of their luckless victim, the Daemon Engines prowl out across the battlefield with single-minded determination, not stopping in their hunt until their victim is strewn in bloody tatters across the field of war.

FORMATION:

- 1 Warpsmith
- 2 Forgefiends or Maulerfiends (in any combination)



RESTRICTIONS:

This is a Black Legion Detachment
(see pg 74).

SPECIAL RULES:

Hunting Pack: After deployment, but before the first turn, you can nominate one character in the enemy army. All Forgefiends and Maulerfiends from this Formation have the Preferred Enemy special rule against that character. If the nominated character is slain by a vehicle from this Formation, that model regains a Hull Point lost earlier in the battle.

Prized Possessions: At the start of each Shooting and Assault phase, you can nominate a Forgefiend or Maulerfiend from this Formation that is within 12" of the Formation's Warpsmith. Until the end of the phase, that model uses the Warpsmith's Weapon Skill or Ballistic Skill instead of its own.



CYCLOPIA CABAL



Sometimes, subtlety and cunning are far more potent weapons than even the largest blade or gun. The twisted Sorcerers of Abaddon's Cyclopia Cabal embody this doctrine, employing their devious Warpcraft to cloud the minds of the enemy and sow confusion and despair amongst the foe's ranks. It is said that these covens of Sorcerers are created only for very specific, secret tasks, and that Abaddon's personal Sorcerers fight amongst their number from time to time. Few enemies have gotten close enough to discover the truth of such an assertion, however. Most find their perceptions clouded, their thoughts and emotions churning in paranoia and fear as the Sorcerers unleash their curse. Soon enough the enemies of the Black Legion tear themselves apart, their minds destroyed by the Cyclopia Cabal.

FORMATION:

- 3-5 Sorcerers



RESTRICTIONS:

This is a Black Legion Detachment
(see pg 74).

SPECIAL RULES:

Shroud of Deceit: At the start of each of your Psychic phases, select one model from the Cyclopia Cabal to lead it in a dark ritual. That model can attempt to manifest the *Shroud of Deceit* psychic power, below. For each other Sorcerer from this Formation that is within 12", add one dice to the Psychic Test – these dice do not cost any Warp Charge points.

SHROUD OF DECEITWARP CHARGE 3

Arcane fire twisting around them as their incantations build to a crescendo, the Cyclopia Cabal cloud the minds of the enemy, blurring the line between friend and foe.

Shroud of Deceit is a psychic power that targets a single non-vehicle enemy unit within 30". The target unit cannot be locked in combat. You can immediately make a shooting attack with that unit as though it were part of your army.



THE TORMENTED



To court the infernal power of Chaos is to invite disaster and mutation. Yet even in damnation, the servants of the Dark Gods are deadly foes, often more so than ever. Led by a looming Daemon Prince – a hellish war god whose path to glory has led him to the very pinnacles of unclean power – the Tormented surge into battle in a screaming, gibbering tide. These deranged warriors were once normal Black Legionnaires, yet their bodies have been twisted into malleable weapons of flesh and bone by the Daemons that lurk parasitically within. Explosive mutation wracks the tainted flesh of the Tormented as they charge into battle, but even as they become ever more hideous and insane they also become stronger and more ferocious. Few can stand before the hellish horror of such beings and live.

FORMATION:

- 1 Daemon Prince
- 2-5 units of Possessed



RESTRICTIONS:

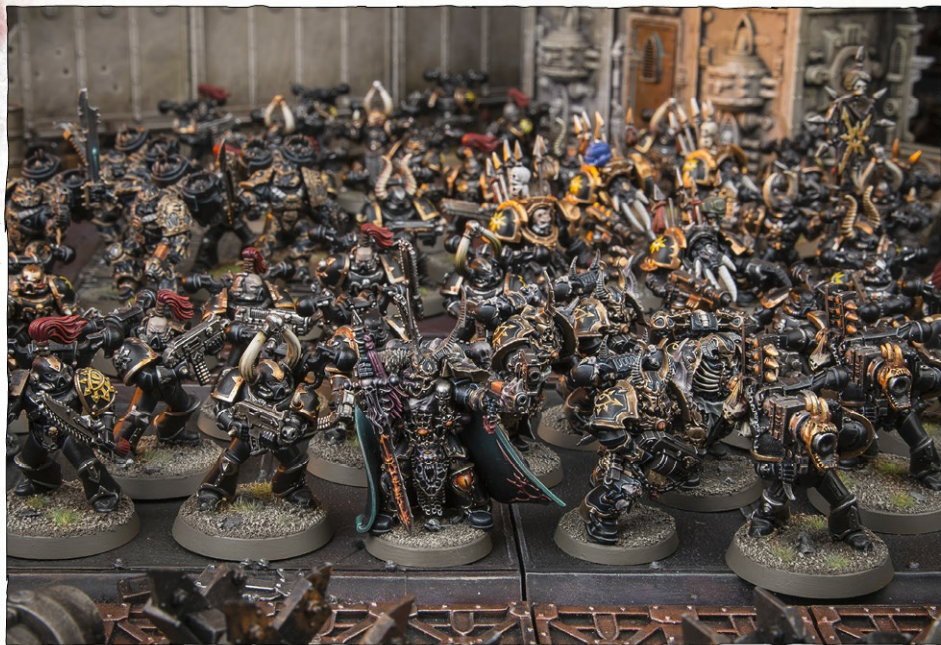
This is a Black Legion Detachment
(see pg 74).

SPECIAL RULES:

Advanced Possession: Units of Possessed from the Tormented have Weapon Skill and Initiative 5, and the Rending special rule. However, any unit of Possessed from the Tormented that is not locked in combat at the start of its turn must take a Leadership test. If it fails, the unit can only move D6" in the Movement Phase as it is wracked with mutative spasms. Units that are within 18" of the Formation's Daemon Prince pass this test automatically.



BLACK LEGION WARBAND



The Black Legion advance into battle with a focus and efficiency both rare and frightening in the worshippers of Chaos. These tainted traitors are the living embodiments of the Despoiler's will, cruel destroyers of light and civilisation whose singular purpose is the annihilation of the Emperor's Realm. Veterans of a war that has raged for millennia, the Black Legionnaires fight with efficiency and cunning to match the most strategically gifted loyalist Space Marines. They are driven on by an endless hunger to prove themselves to their Warmaster, and to earn the boons of power that both he and the Dark Gods may grant. This combination of martial excellence and boundless, infernal ambition is potent indeed, and has seen many worlds left burning in Abaddon's wake.

FORMATION:

- 1 Chaos Lord
- 0-1 Sorcerer
- 2-6 units of Chaos Space Marines or Chosen (in any combination)
- 1-3 units of Chaos Terminators or Possessed (in any combination)
- 1-3 units of Raptors, Warp Talons or Bikers (in any combination)
- 1-3 units of Havocs or Helbrutes (in any combination)

RESTRICTIONS:

This is a Black Legion Detachment (see pg 74).

SPECIAL RULES:

Favoured of the Warmaster: When a model from a Black Legion Warband earns a roll on the Chaos Boon table as a result of the Champion of Chaos special rule, roll twice on the table and choose either one or both of the results.

Thirst for Glory: If an enemy unit is completely destroyed by a unit from a Black Legion Warband, all other units from the same Black Legion Warband can re-roll To Hit and To Wound rolls of 1 until the end of the phase.



WAR CABAL



An army of warrior mages and eldritch automatons, a War Cabal fights not only on the material plane, but also in the dimensions of the mind. These hosts are twisted reflections of Prospero's once-great Legion, which brought order to Humanity and the bedlam of battle to empires of aliens and fiends. Now, the War Cabals march against the very civilisations they once protected. The Rubric Marines and Scarab Occult Terminators advance relentlessly, their salvoes of hellfire burning enemy infantry to glittering ash. Amongst them chant the psykers who condemned the Thousand Sons to their twilight existence, their scholarly intellects turned from enlightenment to destruction. Those unlucky or foolish enough to resist them find their minds assailed, ripped apart by invisible claws even as their bodies are blasted asunder.

FORMATION:

- 1 of the following:
 - Ahriman
 - Daemon Prince
 - Exalted Sorcerer
 - Sorcerer
- 1-3 units chosen from the following:
 - Exalted Sorcerer
 - Sorcerer
- 1-3 units of Rubric Marines
- 1-3 units of Scarab Occult Terminators

RESTRICTIONS:

This is a Thousand Sons Detachment (see pg 110).

SPECIAL RULES:

Favoured of Tzeentch: If a War Cabal contains the maximum number of units, then all units from the Formation can re-roll any failed saving throws of 1.

Oracular Guidance: If a Psyker from a War Cabal successfully manifests a psychic power, the Psyker, and any War Cabal unit he is part of or has joined, can re-roll failed To Hit rolls of 1 until the start of your next Psychic phase.



WAR COVEN



For the Sorcerers of the Thousand Sons, open battle is a chance to revel in the power they have marshalled over long millennia. War Covens, however, have a greater purpose than the gratifying thrill of magical potency. There are spells that can only be wrought when the tang of spilt blood is in the air and the screams of the dying echo in every ear, just as some magic is empowered by the passage of souls into the Warp. When a luminary of the Thousand Sons musters his kin in the seething cauldron of battle, the fabric of destiny can be undone and shaped anew. Such gatherings are treated with a wary respect even by the Grand Masters of the Grey Knights, for the War Covens are immensely dangerous in their pursuit of arcane secrets and the favour of their patron that it represents.

FORMATION:

- 1 of the following:
 - Daemon Prince
 - Exalted Sorcerer
 - Sorcerer
- 3-9 units chosen from the following:
 - Exalted Sorcerer
 - Sorcerer

RESTRICTIONS:

This is a Thousand Sons Detachment (see pg 110).

SPECIAL RULES:

Favoured of Tzeentch: If a War Coven contains the maximum number of units, then all units from the Formation can re-roll any failed saving throws of 1.

Prosperine Cult: Before generating powers for models from a War Coven, you can choose a single cult of ancient Prospero from those listed below. All units in the Formation then count as having belonged to that cult, and harness Warp Charge points on a result of 3+ when attempting to manifest psychic powers from their cult's associated psychic discipline:

Cult	Psychic Discipline
Pavoni	Biomancy
Corvidae	Divination
Pyrae	Pyromancy
Raptora	Telekinesis
Athanaeans	Telepathy



TZAANGOR WARHERD



The air fills with a cawing, hooting cacophony as the Tzaangor Warherd charges to battle. Cantrips spark from gnarled talons and weapons are discharged through sheer exuberance. These beastmen have served their Sorcerer master tirelessly; some have even fallen to a cursed spawn-change in the process, becoming bestial in mind as well as body. But their reward is finally here. Tzaangor Warherds are given the spoils of the corpse-harvest – cadavers to make into grotesque puppets, body parts for the stewing of vile witches' brews, and sparkling jewels with which to adorn their jutting horns and feathered anatomies. Avarice glints in every eye as the warherd's proud strut accelerates into a loping run, then a howling, shrieking sprint – those in their path will be torn apart and worn as trophies by day's end.

FORMATION:

- 1 Sorcerer or Exalted Sorcerer
- 3 units of Tzaangors
- 0-6 units chosen from the following:
 - Tzaangors
 - Chaos Spawn



RESTRICTIONS:

This is a Thousand Sons Detachment (see pg 110).

SPECIAL RULES:

- **Fleet**

Avaricious Vigour: Tzaangor units from this Formation can Run and charge in the same turn. In addition, if a charging Tzaangor unit rolls 9 or more for its charge roll, add 1 to their Strength and Initiative in the ensuing Fight sub-phase.

Favoured of Tzeentch: If a Tzaangor Warherd contains the maximum number of units, then units from the Formation can re-roll any failed saving throws of 1.



SEKHMET CONCLAVE



The Sekhmet Conclave is a concentration of magical force like no other. The air around these timeless warriors shimmers with energy as the sigil-wards of the Scarab Occult magnify their protective powers to new heights. Gathered around their psyker masters, these massively armoured warriors walk in thudding lockstep, the beat of their heavy tread a deathly drum that speaks of impending doom. Inferno combi-bolters are raised at a silent command, a blistering salvo of bolts hammering out to send transmorphic flame billowing in all directions. The arcane syllables uttered by their lords echo across the battlefield – though the Scarab Occult were once counted amongst the most powerful mortals in existence, their independence is long gone, and now they serve only the sorcerous fiends in their midst.

FORMATION:

- 1 of the following:
 - Magnus the Red
 - Ahriman
 - Daemon Prince
 - Exalted Sorcerer
 - Sorcerer
- 3-9 units of Scarab Occult Terminators

RESTRICTIONS:

This is a Thousand Sons Detachment (see pg 110).

SPECIAL RULES:

- Fear

Favoured of Tzeentch: If a Sekhmet Conclave contains the maximum number of units, then units from the Formation can re-roll any failed saving throws of 1.

Sorcerous Sigil-wards: Units from a Sekhmet Conclave have +1 Toughness so long as they are within 6" of at least 2 other units from their Formation.



AHRIMAN'S EXILES



After casting the great Rubric that damned his Legion, Ahriman and his psyker elite were banished from the Planet of the Sorcerers. Long did these warrior mystics roam the galaxy in search of knowledge, power and redemption. Now, Ahriman has united those of the cabal that are still alive, calling upon remnants of fealty and lingering traces of brotherhood to better cast down their mutual enemies. Where the Exiles walk, long-harboured ambitions of vengeance are made real. The air around this sorcerous brotherhood seethes with bitterness and hatred, an aura of menace so strong it saps the will to resist from those mortal souls nearby. To embrace the act of revenge is intoxicating, and each Sorcerer tries to outdo his fellows with the scale of his arcane attacks.

FORMATION:

- Ahriman
- 3-9 Exalted Sorcerers



RESTRICTIONS:

This is a Thousand Sons Detachment (see pg 110).

SPECIAL RULES:

Cabal of the Rubric: Ahriman, and models from this Formation that are within 18" of him, harness Warp Charge points on a result of 3+ when attempting to manifest psychic powers.

Favoured of Tzeentch: If Ahriman's Exiles contains the maximum number of models, then models from the Formation can re-roll any failed saving throws of 1.



REHATI WAR SECT



Magisterial, masterful and unparalleled in psychic supremacy, the royal court of Magnus floats ethereally across the land. None can match this assemblage's prowess in the arcane arts, for the patronage of a Daemon Primarch confers power of such magnitude that the laws of physics are reduced to mere playthings. Named the Rehati in remembrance of Magnus' original bodyguard, this collection of psykers is comprised of the most favoured entities from the Planet of the Sorcerers. Some may be warrior mystics from the Primarch's original Legion, others ascendant glory-seekers that have achieved immortality by becoming Daemon Princes under Magnus' rule. The air shimmers with raw Warp energy as the sect advances, the deaths of their enemies assured by the dominating malice of the Rehati and their master.

FORMATION:

- Magnus the Red
- 3-9 units chosen from the following:
 - Daemon Prince
 - Exalted Sorcerer

RESTRICTIONS:

This is a Thousand Sons Detachment (see pg 110). All Daemon Princes and Exalted Sorcerers in the Formation must be upgraded to Psyker (Mastery Level 3).

SPECIAL RULES:

Court of the Crimson King: Whilst they are within 18" of Magnus the Red, Daemon Princes and Exalted Sorcerers from a Rehati War Sect harness Warp Charge points on a result of 3+ when attempting to manifest psychic powers, and they have line of sight to every unit on the battlefield when determining the targets of their psychic powers.

Favoured of Tzeentch: If a Rehati War Sect contains the maximum number of units, then units from the Formation can re-roll any failed saving throws of 1.



PLAGUE COLONY



Warbands of Plague Marines are often found organised in squads of seven, banded together into groups of seven squads. An echo of the Death Guard Legion's organisational model at its height, seven is also the sacred number of the Legion's patron power, and they believe that by forming themselves in multiples of that number they carry the favour of the Chaos God Nurgle. Whether this organisation draws the attention and sorcerous blessing of the Plague God or not, the manner in which the Plague Marines carry themselves to war still reflects the hand of Mortarion, the grim Primarch who forged them, shaped them, then led them to their damnation. The Plague Marines revel in the contamination of Imperial worlds, sowing pestilence and contagion wherever they go and inflicting cruel and agonising deaths on a planetary scale.

FORMATION:

- 1 Chaos Lord or Typhus
- 3-7 units of Plague Marines



RESTRICTIONS:

This is a Death Guard Detachment (see pg 116).

SPECIAL RULES:

- **Fear**

Enervating Pestilential Aura: Enemy models within 7" of any Plague Colony units at the start of the Fight sub-phase must reduce their Initiative and Weapon Skill by 1 for the duration of the phase. If this Formation includes the maximum number of units at the start of the battle, then enemy models within 7" of any Plague Colony unit at the start of the Fight sub-phase must also reduce their Toughness by 1 for the duration of the phase.



KAKOPHONI



Noise Marines make war into an art form – a riot of sights, sounds and sensations. Doom sirens wail and instruments of torture lash as these followers of Slaanesh are driven to ever-further extremes in order to stimulate their overloaded senses. Led by a brutal and depraved champion of Slaanesh, the warriors of a Kakophoni treat battle as an intoxicating thrill to be discovered anew in every conflict. Equipped with a variety of psychosonic weapons, they take pleasure in the pain and suffering they can deal out, and their battles rapidly degenerate into orgies of destruction and slaughter. They place the sensations and pleasure of combat above any other objective, racing across the battlefield to visit their cruel attention upon their chosen prey.

FORMATION:

- 1 Chaos Lord or Lucius the Eternal
- 3-6 units of Noise Marines



RESTRICTIONS:

This is an Emperor's Children Detachment
(see pg 122).

SPECIAL RULES:

- **Split Fire**

Sonic Overload: All sonic weapons used by units from a Kakophoni have the Shred special rule. If this Formation includes the maximum number of units at the start of the battle, then all attacks made by sonic weapons from the Kakophoni are also resolved at +1 Strength.





FORCES OF THE BLACK LEGION

On these pages you will find special rules unique to armies from the Black Legion that reflect their tactics on the battlefield. You will also find Warlord Traits, Chaos Artefacts and Tactical Objectives that you can use when fielding your Black Legion army in games of Warhammer 40,000, and an exclusive Detachment – the Black Legion Spearit.

BLACK LEGION SPECIAL RULES

Any Detachment with the Chaos Space Marines Faction can be from one of the nine Traitor Legions. A Black Legion Detachment retains the Chaos Space Marines Faction and is treated in all ways as a Chaos Space Marines Detachment, with the following modifications:

- They cannot include any Unique units other than Abaddon the Despoiler.
- All units that can do so must be upgraded to Veterans of the Long War, at no additional points cost.
- Psykers with the Mark of Tzeentch, Nurgle or Slaanesh can choose to generate all of their psychic powers from the Discipline of Tzeentch, Nurgle or Slaanesh respectively.
- Any Daemon of Tzeentch, Nurgle or Slaanesh that is a Psyker can choose to generate all of their psychic powers from the Discipline of Tzeentch, Nurgle or Slaanesh respectively.

All units in a Black Legion Detachment or Formation gain the following special rules:

ENDLESS HATRED

Units that have the Veterans of the Long War special rule have the Hatred special rule, and can re-roll failed To Hit rolls in every round of close combat when attacking units that contain any models from the Armies of the Imperium.

FIRST AMONGST TRAITORS

Units of Chaos Terminators and Chosen are Troops choices instead of Elites choices.

CHAOS ARTEFACTS

Units in a Black Legion Detachment or Formation that can normally take Chaos Artefacts in *Codex: Chaos Space Marines* can choose to take items from the Chaos Artefacts of the Black Legion list (see opposite) at the points cost shown instead.

WARLORD TRAITS

When generating his Warlord Traits, a Warlord from a Black Legion Detachment or Formation may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.

Designer's Note: The Black Crusader Warlord Trait provides Preferred Enemy (Space Marines). The category 'Space Marines' comprises all units from the following Factions: Space Marines, Blood Angels, Dark Angels, Deathwatch, Grey Knights, Legion of the Damned and Space Wolves.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Black Crusader:** *This Warlord has sworn never to rest in his eternal vendetta against his loyalist foes.*

The Warlord and all friendly units within 12" of the Warlord have the Preferred Enemy (Space Marines) special rule.

- 2 Eye of the Gods:** *This Warlord bears the favour of the Dark Gods, who watch his actions and will reward him if he is deemed worthy.*

Each time the Warlord rolls on the Chaos Boon table (including for the Gift of Mutation Chaos Reward), you may choose to re-roll the result.

You must accept the result of the re-roll, even if it is worse.

- 3 Gift of Balefire:** *The Chaos Gods have granted the Warlord the ability to spew forth gouts of searing Warp-flame at will.*

The Warlord may make a shooting attack, using the following profile:

Range	S	AP	Type
Template	4	5	Assault 1, Soul Blaze, One Use Only

- 4 Unholy Fortitude:** *Many claim to have slain this Warlord over the millennia, yet unholy life burns within him still.*

The Warlord has the It Will Not Die special rule.

- 5 Soul Eater:** *This Warlord is capable of tearing the very soul from his victims as an offering to the Dark Gods of Chaos.*

If this model is attacking with a Melee weapon, any To Wound roll of a 6 has the Instant Death special rule.

- 6 Chosen of Abaddon:** *Abaddon has granted this Warlord absolute authority in his absence, and none would dare defy his vassal.*

The Warlord and all friendly units within 12" of the Warlord have the Stubborn special rule.



CHAOS ARTEFACTS OF THE BLACK LEGION

The Chaos Artefacts of the Black Legion are relics of incredible power that Abaddon has spent millennia seeking out to serve in his eternal war of vengeance against the Imperium. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

THE CRUCIBLE OF LIES25 POINTS

It is impossible to describe the Crucible of Lies, for its image is unique to the beholder. One gifted with the witch-sight may perceive it as a rippling cloak saturated with Warp energy; a warrior may see it as an archaic amulet wreathed in baleful psychic flame. Regardless of its appearance, the Crucible of Lies defies natural law to distort the blows of the wearer's enemies, but such power does not come without a price...

The bearer of the Crucible of Lies has -1 Toughness, but may re-roll invulnerable save rolls of 1.

THE EYE OF NIGHT75 POINTS

One of the artefacts used by Abaddon to take command of the dreaded Blackstone Fortresses, the Eye of Night is a multifaceted obsidian crystal of unknown origin. The slightest caress of the ebony beam it can unleash causes machines to suffer massive power failure or catastrophic internal damage. Not even the thickest armour can resist its malignant touch.

Once per game, instead of firing his weapon, the bearer of the Eye of Night can choose to make a shooting attack that uses the profile below:

Range	S	AP	Type
Infinite	5	4	Heavy 1, Large Blast, Haywire Maelstrom, Ignores Cover, One Use Only

Haywire Maelstrom: Instead of making armour penetration rolls, any vehicles, buildings or Fortifications that are buildings that are fully or partially beneath the marker suffer D3 automatic penetrating hits.

THE HAND OF DARKNESS50 POINTS

An ancient device infused with the atrophying power of the Warp, the Hand of Darkness decays all and everything that its wielder touches. Flesh sloughs from bones and armour is reduced to little more than pools of liquid slag. It was with this fabled artefact that Abaddon finally gained access to the inner workings of the Blackstone Fortresses, before later surrendering it to the Daemon Primarch Mortarion to secure the allegiance of the Death Guard for his Thirteenth Black Crusade.

When making his close combat attacks, the bearer of the Hand of Darkness can instead choose to make a single special attack that uses the profile below:

Range	S	AP	Type
-	x2	1	Melee, Armourbane, Fleshbane, Instant Death

LAST MEMORY OF THE YURANTHOS30 POINTS

Mk'ell was a psyker who was responsible for the annihilation of his species, the Yuranthos. The psyker's power was so great that he was torn apart by the Warp energies he wielded, even as his planet's populace was immolated by the resultant firestorm. Unwilling to waste the power of such a talented student, Tzeentch bound the essence of the dying race into a small crystal. One who carries this azure gem can access a fragment of Mk'ell's power and unleash it upon his foes, though not without risk.

Psyker only. The bearer increases his Mastery Level by 1. Do not generate an additional psychic power for this bonus Mastery Level. Instead, the Psyker knows the *Sunburst* psychic power from the Pyromancy discipline (see *Warhammer 40,000: The Rules*) in addition to any other powers he knows. The Psyker can choose to manifest *Sunburst* with an increased range, though this will have an increased Warp Charge cost. If you wish to increase its range to 12", *Sunburst* has a Warp Charge cost of 2; if you wish to increase its range to 18", *Sunburst* has a Warp Charge cost of 3 – declare the range of the power you are attempting to manifest before rolling. If the Psyker suffers Perils of the Warp when attempting to manifest this power with an increased range, he is removed from play as a casualty – do not roll on the Perils of the Warp table.

THE SKULL OF KER'NGAR.....40 POINTS

Ker'ngar was a mighty champion of the Dark Gods long before the Horus Heresy and the rise of the Chaos Space Marines. So masterful was this ancient warrior that he once boasted he could not be killed in battle. Sadly for Ker'ngar, his claim was proven false when Khorne sent forth Skulltaker to challenge the haughty warrior and take his skull. It adorned Skulltaker's cloak for centuries before being replaced. It is said that, despite his defeat, Ker'ngar's indomitable spirit is still bound within the skull and it protects the one who carries it from harm, be it physical or arcane.

The bearer of the Skull of Ker'ngar has the Eternal Warrior and Adamantium Will special rules.

THE SPINESHARD BLADE.....30 POINTS

Believed to have been forged from the spinal column of a mighty Keeper of Secrets, K'alith the Prurient, the Spineshard Blade reverberates with the quivering essence of the Daemon's final, lascivious death throes.

Range	S	AP	Type
-	User	3	Melee, Daemon Weapon*, Quicksilver

Quicksilver: The bearer of the Spineshard Blade has +1 Initiative in close combat.

*See Codex: Chaos Space Marines.

SONS OF THE WARMASTER

Black Legion Speartip Detachments are used exclusively by the forces of the Black Legion. The rules below will allow you to organise the models in your Chaos Space Marines collection of miniatures to represent one of these Detachments in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments.

A Black Legion Speartip is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Black Legion Speartip are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Black Legion Speartip, the entire Black Legion Speartip is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to five Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment and all units must have the Chaos Space Marines Faction.

COMMAND BENEFITS:

Tip of the Spear: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Black Legion Warlord Traits table (pg 74).

Heralds of the Black Crusade: All non-vehicle units in this Detachment have the Fear and Crusader special rules.

Speartip Strike: Any units with the Deep Strike special rule from this Detachment can make a Reserve Roll to see if they arrive from Deep Strike Reserve on the first turn, requiring a roll of 3+ to be successful. In addition, if this Detachment is your Primary Detachment and your Warlord has the Deep Strike special rule, you can choose to automatically pass his unit's Reserve Roll to arrive on the first turn.



BLACK LEGION WARBAND (pg 63)



THE HOUNDS OF ABADDON (pg 59)



THE BRINGERS OF DESPAIR (pg 58)



CYCLOPIA CABAL (pg 61)



THE CHOSEN OF ABADDON (pg 57)



LORD OF THE LEGION

- 1 of the following:
 - Abaddon the Despoiler
 - Chaos Lord
 - Sorcerer
 - Dark Apostle
 - Daemon Prince



Command
0-5



Auxiliary
1+



Core 1+



BLACK LEGION SPEARTIP

The Black Legion Speartip allows you to represent the typical structure of a vanguard Black Legion army on the battlefield. Whether you wish to bring death and destruction with a vast Chaos invasion force, or field an elite warband tasked with some dark purpose, the choices below offer a great way to pick your army.

For example, Stu's Chaos Space Marines collection consists of Abaddon the Despoiler, a Chaos Lord, a Sorcerer, a Dark Apostle, a Warpsmith, three units of Chaos Space Marines, two units each of Raptors, Khorne Berzerkers and Chaos Cultists, a unit each of Chosen, Chaos Terminators, Havocs and Warp Talons, two Helbrutes, a Heldrake, a Chaos Predator and a Forgefiend.

If Stu wishes to organise his collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of his units need to be part of a Detachment or a Formation. Stu achieves this by choosing one Black Legion Speartip Detachment and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Black Legion Speartip in Stu's army consists of a Black Legion Warband as a Core choice (his Chaos Lord, Sorcerer, Chosen, Chaos Space Marines, Raptors, Warp Talons and

Havocs), and a Helforged Warpack (his Warpsmith, Helbrutes and Forgefiend) as an Auxiliary choice. Stu also takes the Bringers of Despair (Abaddon and his unit of Chaos Terminators) as a Command choice.

Stu's Dark Apostle, Khorne Berzerkers, Chaos Cultists, Heldrake and Chaos Predator form a Combined Arms Detachment. As all of his units belong to a Detachment, the army is Battle-forged. Stu chooses Abaddon to be his Warlord – his Black Legion Speartip Detachment is therefore his Primary Detachment. The units that are part of it have the Tip of the Spear, Herald of the Black Crusade and Speartip Strike Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



THE LOST AND THE DAMNED
(pg 48)



FIST OF THE GODS
(pg 52)



HELFORGED WARPACK
(pg 49)



RAPTOR TALON
(pg 53)



DAEMON ENGINE PACK
(pg 60)



TERMINATOR ANNIHILATION
FORCE (pg 54)



HELDRAKE TERROR PACK
(pg 50)



SPAWN

- 1-3 units of Chaos Spawn



CULT OF DESTRUCTION
(pg 51)

BLACK LEGION TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000, which are exclusive to Black Legion players and reflect the relentless tyranny of the Despoiler's followers.

TACTICAL OBJECTIVES

If your Warlord is from a Black Legion Detachment or Formation, you may replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* with the Tactical Objectives on this page.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Black Legion player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), they instead generate the corresponding Black Legion Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|------------------------------|
| 11 | Death and Destruction |
| 12 | Fear the Legion |
| 13 | For the Unworthy, Only Death |
| 14 | Lead by Example |
| 15 | The Long War Continues |
| 16 | Warp-spawned Terror |

11 DEATH AND DESTRUCTION

TYPE: BLACK LEGION

Bring death to any who stand before you. Let them know how hopeless their defiance is, and crush them utterly.

Score 1 Victory Point at the end of your turn if an enemy unit was completely destroyed during your turn.

12 FEAR THE LEGION

TYPE: BLACK LEGION

Stride forth, the might of your Legion scattering the foe before you. Reap death, but first sow terror.

Score 1 Victory Point at the end of your turn if at least one enemy unit failed a Morale, Pinning or Fear test during your turn.

13 FOR THE UNWORTHY, ONLY DEATH

TYPE: BLACK LEGION

Prove your contempt for the cowards and weaklings that oppose you by eradicating their leaders as they stand helpless.

Score D3 Victory Points at the end of your turn if every one of your opponent's models with the Independent Character special rule has been removed as a casualty.

14 LEAD BY EXAMPLE

TYPE: BLACK LEGION

The warriors of the Black Legion only accept strong, capable leaders. Prove your worth to those who follow you.

Roll a D6 when this Tactical Objective is generated. Score 1 Victory Point at the end of your turn if your Warlord controls the Objective Marker whose number corresponds to the D6 result.

15 THE LONG WAR CONTINUES

TYPE: BLACK LEGION

The warriors of the Black Legion have been slaughtering their enemies for millennia. This battle is but one of many.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your turn. If any enemy units were destroyed by a unit with the Veterans of the Long War special rule, score D3 Victory Points instead.

16 WARP-SPAWNED TERROR

TYPE: BLACK LEGION

The Warp is your ally. Make use of its eldritch powers.

Score 1 Victory Point at the end of your turn if you successfully manifested one or more psychic powers during your turn. If you manifested any **conjunction** powers, score D3 Victory Points instead, or D3+3 Victory Points if you summoned a Bloodthirster, Lord of Change, Great Unclean One or Keeper of Secrets.



FORCES OF THE ALPHA LEGION

On these pages, you will find special rules unique to armies from the Alpha Legion that reflect their tactics on the battlefield. You will also find Warlord Traits, Chaos Artefacts and Tactical Objectives that you can use when fielding your Alpha Legion army in games of Warhammer 40,000, and an exclusive Detachment – the Insurgency Force.

ALPHA LEGION SPECIAL RULES

Any Detachment with the Chaos Space Marines Faction can be from one of the nine Traitor Legions. An Alpha Legion Detachment retains the Chaos Space Marines Faction and is treated in all ways as a Chaos Space Marines Detachment, with the following modifications:

- They cannot include any Unique units.
- Units that have a Mark of Chaos cannot be taken.
- Units cannot be upgraded to take any Marks of Chaos.
- All units that can do so must be upgraded to Veterans of the Long War, at no additional points cost.
- Any Daemon of Tzeentch, Nurgle or Slaanesh that is a Psyker can choose to generate all of their psychic powers from the Discipline of Tzeentch, Nurgle or Slaanesh respectively.

All units in an Alpha Legion Detachment or Formation gain the following special rules:

FORWARD OPERATIVES

Units of Chosen are Troops choices instead of Elites choices. In addition, all units of Chosen, Chaos Space Marines, and Chaos Cultists have the Infiltrate special rule.

MANY HEADS OF THE HYDRA

If your Warlord is from an Alpha Legion Detachment or Formation and they are slain, you can immediately select another character from a friendly Alpha Legion Detachment or Formation to take their place; generate a Warlord Trait for your new Warlord immediately. This can happen multiple times in the same battle, provided you follow these steps each time. Furthermore, if your Warlord is from an Alpha Legion Detachment or Formation and the mission you are playing grants Victory Points for slaying the enemy Warlord, your opponent will only achieve that objective if all of the characters in your Alpha Legion Detachment(s) and/or Formation(s) have been slain.

CHAOS ARTEFACTS

Units in an Alpha Legion Detachment or Formation that can normally take Chaos Artefacts in *Codex: Chaos Space Marines* can choose to take items from the Chaos Artefacts of the Alpha Legion list (see opposite) at the points cost shown instead.

WARLORD TRAITS

When generating his Warlord Traits, a Warlord from an Alpha Legion Detachment or Formation may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

1 Forward Agent: *A former Headhunter during the Horus Heresy, this Warlord prefers to secrete himself in a forward position from which to lead the destruction of his enemies.*

Your Warlord has the Infiltrate special rule.

2 Faceless Commander: *The Alpha Legion are experts in the art of deception, and none more so than this Warlord.*

Once per game, at the start of any of your turns, you can choose a friendly character on the battlefield that is from an Alpha Legion Detachment or Formation and has the same unit type as your Warlord. Swap the position of this model with that of your Warlord.

3 Expert Timing: *Your Warlord is a master of strategic timing, ensuring his reserve assets always arrive when they are most needed.*

At the start of each of your turns after the first, you can pick one of your units in Reserve to arrive automatically instead of making a Reserve Roll.

4 Hidden in Plain Sight: *This Warlord makes use of advanced optical scramblers, masking his presence from all but the keenest eye even when in the open.*

Your Warlord has the Stealth special rule.

5 Cult Leader: *This Warlord was personally responsible for establishing the local cult. Their members all but venerate him as a god and will fight with relentless purpose in his presence.*

Friendly units of Chaos Cultists within 12" of your Warlord have the Furious Charge and Feel No Pain (6+) special rules.

6 Alpha Strategist: *Your Warlord is renowned for leading deadly ambushes from unexpected angles to attack the exact location where his enemies are most vulnerable.*

Your Warlord has the Acute Senses and Outflank special rules.





CHAOS ARTEFACTS OF THE ALPHA LEGION

The storied artefacts of the Alpha Legion are often as secretive in their purpose and design as the Legion champions that wield them. They rarely display any ostentation, yet their power is never to be underestimated. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

THE MINDVEIL.....30 POINTS

Shimmering with illusion, the Mindveil is a long cloak stitched with the interlocking teeth of Dostoy Prime's chameleonic hydrasharks. So potent are the spells of confusion and dislocation cast upon it that the bearer and his kin are accompanied by incorporeal mirages that mirror their appearance perfectly. Stranger still, at a chanted command in the Dark Tongue, the wearer's true location and that of his doppelganger can switch places, an instant translocation that leaves his enemies gaging in confusion. The death of those fooled is never far away.

At the start of any of your Movement phases, you can choose to roll 3D6 and move the bearer and his unit up to the distance rolled in inches instead of moving normally. You can do this even if they are locked in combat; if you do so, enemy units cannot Consolidate.

BLADE OF THE HYDRA.....30 POINTS

Long ago, this oversized chainsword was of purely ceremonial use. Since the Daemon Prince Gharual of the Nine Sundered Souls was bound inside it, however, the blade has been a fiendish tool of destruction. Those with a will strong enough to control its multiple thirsting mindsets can cause the sawtoothed blade to shimmer into not one, but several swords that gnaw and gnash with an immortal hunger. These extra blades are insubstantial when the wielder wills it, and razor-sharp when the flesh of his enemies is near.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	User	5	Melee, Daemon Weapon*, Multi-headed, Rendering

Multi-headed: Each time the bearer rolls a 6 To Hit, they can immediately make another Attack. Any additional Attacks also benefit from this rule, so further To Hit rolls of 6 also grant additional Attacks.

*See Codex: Chaos Space Marines.

VIPER'S BITE.....15 POINTS

This ornate boltgun has a wide, serpent-head muzzle and a magazine that never seems to run dry. When it fires, it makes no noise louder than a dry hiss, but a cacophony of screams is never far behind. The projectiles it fires glow with acrid green flame, the energy swathing each bolt so virulent they can sizzle through even the ancient war-plate of Terminator-armoured veterans.

Replaces one of the bearer's ranged weapons.

Range	S	AP	Type
24"	5	2	Rapid Fire

THE DRAKESCALE PLATE.....25 POINTS

A suit of Corvus-Alpha-pattern power armour forged by an ancient tech-savant of the Dark Mechanicum, this battleplate incorporates the living titanium scales of the mica skydrake. Its pauldrons, vambraces and greaves are so well protected by that elder beast's innate resistance to fire that even a flamesword cannon's channelled inferno splashes harmlessly aside like water from smooth pillars of obsidian.

The Drakescale Plate confers a 2+ armour save. In addition, the wearer has a 2+ invulnerable save against all flamer weapons (as defined in *Warhammer 40,000: The Rules*).

ICON OF INSURRECTION.....25 POINTS

This eight-pointed standard top is no mere symbol, but an ensorcelled, semi-diabolic magnet for chaotic energies that broadcasts thoughts of anarchy and rebellion into the minds of all who behold it. Honed and perfected by generations of Alpha Legion demagogues and metamentalists, it has become a potent artefact famed throughout the brotherhood of Alpharius, for where the icon is raised, mayhem soon follows. When held aloft amongst a crowd, it can turn malcontents into death squads and dabblers in heresy into seething, frenzied maniacs bent on burning the realms of men to ash.

Friendly units of Chaos Cultists within 12" of the bearer have the Zealot special rule.

HYDRA'S TEETH.....15 POINTS

The Hydra's Teeth are bolt rounds with an ammo casing that must be kept slick with blood-laced oil lest they detonate prematurely and cause irrevocable damage to the wielder. The legend goes that they are sentient in the manner of Daemon weapons, and that sorcerous powers have somehow given them a terrible hunger for destruction. Once fired, they seek out fresh victims – regardless of how well hidden they may be – before exploding in a blast of eye-searing, lung-scorching gas that can turn exposed flesh to black sludge.

Hydra's Teeth can be fired from any boltgun, bolt pistol, combi-bolter or boltgun part of any combi-weapon that the bearer is equipped with; that weapon's profile gains the Blast, Ignores Cover and Poisoned (2+) special rules.



SONS OF ALPHARIUS

Insurgency Forces are used exclusively by the forces of Alpha Legion. The rules below will allow you to organise the models in your Chaos Space Marines collection of miniatures to represent one of these Detachments in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments.

An Insurgency Force is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of an Insurgency Force are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of an Insurgency Force, the entire Insurgency Force is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to four Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment, and all units must have the Chaos Space Marines Faction.

COMMAND BENEFITS:

I Am Alpharius: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Alpha Legion Warlord Traits table (pg 80).

Hidden Deployment: All non-vehicle units in this Detachment have the Shrouded special rule during the first game turn.

Cult Uprising: Each time a Chaos Cultist unit from this Detachment is completely destroyed, roll a D6; on a 4+, you can immediately place a new unit into Ongoing Reserves that is identical – in terms of the original number of models, weapons and upgrades – to the unit that was destroyed. These new units count as being part of the original Detachment, so roll a D6 as described above if they are subsequently destroyed. Victory Points are awarded for new units in this Detachment that have been destroyed.



CHAOS WARBAND (pg 46)



LORD OF THE LEGION

- 1 of the following:
 - Chaos Lord
 - Sorcerer
 - Dark Apostle
 - Daemon Prince



THE LOST AND THE DAMNED (pg 48)



Command
0-4



Auxiliary
1+



Core 1+



ALPHA LEGION INSURGENCY FORCE

The Insurgency Force allows you to represent the typical structure of an Alpha Legion army on the battlefield. Whether you wish to bring death and destruction with the full might of a Chaos invasion force, or field an elite warband tasked with some dark purpose, the choices below offer a great way to pick your army.

For example, Jen's Chaos Space Marines collection consists of a Chaos Lord, a Sorcerer, a Dark Apostle, a Warpsmith, three units of Chaos Space Marines, two units each of Raptors, Khorne Berzerkers and Chaos Cultists units, a unit each of Chosen, Chaos Terminators, Havocs and Warp Talons, two Helbrutes, a Heldrake, a Chaos Predator and a Forgefiend.

If Jen wishes to organise her collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of her units need to be part of a Detachment or a Formation. Jen achieves this by choosing one Insurgency Force and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Insurgency Force in Jen's army consists of a Chaos Warband as a Core choice (her Chaos Lord, Sorcerer, Chosen, Chaos Terminators, Chaos Space Marines, Raptors, Warp Talons and Havocs), and a Helforged Warpack (her Warpsmith, Helbrutes and Forgefiend) as an Auxiliary choice.

Jen's Dark Apostle, Khorne Berzerkers, Chaos Cultists, Heldrake and Chaos Predator form a Combined Arms Detachment. As all of her units belong to a Detachment, the army is Battle-forged. Jen chooses her Chaos Lord to be her Warlord – her Insurgency Force is therefore her Primary Detachment. The units that are part of it have the 1 Am Alpharius, Hidden Deployment and Cult Uprising Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



HELFORGED WARPACK
(pg 49)



HELDRAKE TERROR PACK
(pg 50)



CULT OF DESTRUCTION
(pg 51)



TERMINATOR ANNIHILATION
FORCE (pg 54)



FIST OF THE GODS
(pg 52)



FAVoured OF CHAOS
(pg 55)



RAPTOR TALON
(pg 53)



SPAWN
• 1-3 units of Chaos Spawn

ALPHA LEGION TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000, which are exclusive to Alpha Legion players and reflect the clandestine nature of the way in which they fight.

TACTICAL OBJECTIVES

If your Warlord is from an Alpha Legion Detachment or Formation, you may replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* with the Tactical Objectives on this page.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when an Alpha Legion player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), they instead generate the corresponding Alpha Legion Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|---------------------------|
| 11 | Capture and Subvert |
| 12 | Sacrificial Fodder |
| 13 | Tactical Supremacy |
| 14 | Infiltrate and Annihilate |
| 15 | Strike From Within |
| 16 | Strike Off the Head |

11 CAPTURE AND SUBVERT

TYPE: ALPHA LEGION

Use guile and cunning to capture the enemy's fortifications before turning their own guns against them.

Score 1 Victory Point at the end of your turn if you have captured any enemy buildings or any unclaimed buildings during this or any previous turn.

12 SACRIFICIAL FODDER

TYPE: ALPHA LEGION

Draw the enemy's guns away from your legionnaires through the callous use of your human servants.

This Tactical Objective is achieved the next time one of your Chaos Cultist units is completely destroyed. You immediately score 1 Victory Point.

13 TACTICAL SUPREMACY

TYPE: ALPHA LEGION

Engage and destroy the enemy's most tactically flexible units to ensure battlefield dominance.

Score 1 Victory Point at the end of your turn if at least one enemy unit with any of the following special rules was completely destroyed during your turn: Deep Strike, Hit & Run, Infiltrate, Outflank or Scout.

14 INFILTRATE AND ANNIHILATE

TYPE: ALPHA LEGION

Use your superior strategy to infiltrate key battlefield positions before destroying the foe utterly.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a unit with the Infiltrate special rule. If at least 3 enemy units were completely destroyed by units with the Infiltrate special rule, score D3 Victory Points instead.

15 STRIKE FROM WITHIN

TYPE: ALPHA LEGION

Secure a crucial target behind the enemy's lines that they foolishly think is safe.

Score 1 Victory Point at the end of your turn if you control an Objective Marker that is within your opponent's deployment zone. Score D3 Victory Points instead if you control at least two Objective Markers that are within your opponent's deployment zone.

16 STRIKE OFF THE HEAD

TYPE: ALPHA LEGION

Unlike the Alpha Legion, the enemy's heads do not grow back...

Score 1 Victory Point at the end of your turn if at least one enemy character was slain during your turn. Score D3 Victory Points instead if at least 3 enemy characters were killed during your turn. If five or more enemy characters were killed during your turn, Score D3+3 Victory Points instead.



FORCES OF THE IRON WARRIORS

On these pages, you will find special rules unique to armies from the Iron Warriors that reflect their tactics on the battlefield. You will also find Warlord Traits, Chaos Artefacts and Tactical Objectives that you can use when fielding your Iron Warriors army in games of Warhammer 40,000, and an exclusive Detachment – the Grand Company.

IRON WARRIORS SPECIAL RULES

Any Detachment with the Chaos Space Marines Faction can be from one of the nine Traitor Legions. An Iron Warriors Detachment retains the Chaos Space Marines Faction and is treated in all ways as a Chaos Space Marines Detachment, with the following modifications:

- They cannot include any Unique units.
- Units that have a Mark of Chaos cannot be taken.
- Units cannot be upgraded to take any Marks of Chaos.
- All units that can do so must be upgraded to Veterans of the Long War, at no additional points cost.
- Any Daemon of Tzeentch, Nurgle or Slaanesh that is a Psyker can choose to generate all of their psychic powers from the Discipline of Tzeentch, Nurgle or Slaanesh respectively.

All units in an Iron Warriors Detachment or Formation gain the following special rules:

BLOOD FEUD

All units with the Veterans of the Long War special rule re-roll failed To Hit rolls in every round of close combat when attacking Imperial Fists units. However, all Imperial Fists units have the Hatred (Iron Warriors) special rule.

IRON WITHIN, IRON WITHOUT

Units with the Veterans of the Long War special rule have the Feel No Pain (6+) special rule.

PATRONS OF THE TECHNOVIRUS

Units of Obliterators and Mutilators are Troops choices instead of Elites choices.

SIEGE MASTERS

Units can re-roll armour penetration rolls against buildings that do not result in a glancing hit or penetrating hit, and add 1 to the result when rolling on the Building Damage table. In addition, units of Havocs, Obliterators and Mutilators have the Tank Hunters special rule.

CHAOS ARTEFACTS

Units in an Iron Warriors Detachment or Formation that can normally take Chaos Artefacts in *Codex: Chaos Space Marines* can choose to take items from the Chaos Artefacts of the Iron Warriors list (see opposite) at the points cost shown instead.

WARLORD TRAITS

When generating his Warlord Traits, a Warlord from an Iron Warrior Detachment or Formation may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Iron Without:** *This Warlord is more machine than man.*
Your Warlord has the Feel No Pain (4+) special rule, which cannot be improved by any means.
- 2 Cold Calculations:** *This Warlord has no room for emotion left in his mind – only ruthless efficiency.*
Your Warlord has the Fearless special rule.
- 3 Master of Fortifications:** *Few can better this Warlord's ingenuity for bolstering fortifications.*
After deployment, but before Scout redeployments and Infiltrate deployments, nominate one piece of terrain in your deployment zone (this cannot be one you have purchased as part of your army). The terrain piece's cover save is increased by 1 for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be bolstered in this way once.
- 4 Technoviral Manipulator:** *This Warlord has an innate understanding of the intricacies of the Obliterator technovirus, and can turn it to his own ends.*
Friendly units of Obliterators from an Iron Warriors Formation or Detachment that are within 12" of your Warlord can choose to fire the same weapon in consecutive Shooting phases.
- 5 Steel Castellan:** *The presence of this inspirational Warlord within the castle walls spurs his warriors on to greater acts of defiance.*
Your Warlord and his unit have the Counter-attack and Split Fire special rules whilst in cover.
- 6 Master of Blasphemous Machines:** *This Warlord can perform minor repairs to damaged vehicles with remarkable swiftness, helping to ensure his machines of war are ever ready to fight.*
Friendly vehicles with the Chaos Space Marine Faction have the It Will Not Die special rule whilst they are within 6" of your Warlord.



CHAOS ARTEFACTS OF THE IRON WARRIORS

The artefacts borne by the Warsmiths and lesser lords of the Iron Warriors are much like their bearers – brutish, unsubtle and designed for mass destruction. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

WARPBREACHER25 POINTS

This complex net of mechatendrils incorporates a large, ivory-toothed claw. Every long incisor has been inscribed with a dozen runes in the Dark Tongue, each symbol no larger than a quill-tip, but potent nonetheless. The wearer of Warpbreacher can use the claw to reach into the Empyrean, plucking a Daemon attracted to the carnage of the battlefield from its voyeuristic fugue and thrusting its soul into the corporeal form of a nearby vehicle. Such a favoured mechanism will grovel like a living thing as the chaotic animus within rails against its imprisonment – to the detriment of all mortal creatures nearby.

Warsmith only. Warpbreacher is an upgrade to the bearer's mechatendrils. At the start of each of your turns, the bearer can grant the Daemonic Possession Chaos Vehicle Equipment upgrade (see *Codex: Chaos Space Marines*) to a friendly vehicle within 3" of him, so long as the vehicle has the Chaos Space Marine Faction and does not already have the upgrade.

NEST OF MECHASERPENTS20 POINTS

The morass of mechanical tentacles that graces the wearer's back are possessed of an insidious and cruel consciousness. Not in fact a single relic of the Long War, but rather a collection of several small and deadly Daemon Engines, the coil is as spiteful and fierce as any mortal worshipper of Chaos, loyal only to its master. When a worthy foe comes close, the mechatendrils will snake from their master's back to slither quickly across the battleground, whipping around legs, arms and necks to throttle the enemy so that their master might deliver the killing blow.

Warsmith only. The Nest of Mechaserpents is an upgrade to the bearer's mechatendrils. When fighting in a challenge, resolve two of the bearer's Attacks separately first before resolving the remainder. If both of these initial Attacks score successful hits, the bearer's remaining Attacks have the Instant Death special rule that turn.

AXE OF THE FORGEMASTER...25 POINTS

That which this cog-toothed axe creates, it can also destroy, for the masters of the Daemon forges have long had to ensure dominance over their creations with acts of might as well as cunning. An inherent authority over machines bleeds from the metallic skin of this massive greataxe. Such are the energies of unmaking that are bound into this axe's haft that a single blow can turn an adamantium-hulled tank to a pile of rusted scrap. Even xenos war engines simply come apart when struck hard enough, disintegrating with screams of tortured materials.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	+1	2	Melee, Armourbane, Master-crafted, Unwieldy

FLESHMETAL EXOSKELETON30 POINTS

This warrior embodies the maxim 'Iron within, Iron without' in a quite literal sense. His body, long ago clad in the fleshmetal so prized by the Eye of Terror's Warsmiths, has bonded with his protective wargear so that his anatomy is metallic on the inside as well as the outside. A blade that manages to penetrate his armour will blunt itself on the hardened flesh beneath, and the return blow will not be long in coming. Even those enemies that somehow deal the warrior significant damage will see their adversary's cabled muscles reknit in a frenzy of silvered fibres until they are rebuilt as strong as ever.

The Fleshmetal Exoskeleton confers a 2+ armour save. In addition, the bearer has the It Will Not Die special rule.

CRANIUM MALEVOLUS30 POINTS

This iron-clad death's head was once a servo-skull taken from the Sainted Halls of Terra. Though intended as little more than a trophy, under the ownership of the Iron Warriors it has mutated into a mouthpiece for the mind-shattering language of the soul forges. The coded blurts of Dark Tongue it emits are potent enough to undo the machine spirits of enemy technology. Its scrapcode chant is so maddening that opposing war engines will spontaneously immolate themselves in order to avoid spending another second near the floating, anarchic device.

At the start of the bearer's Shooting phase, enemy vehicles within 2D6" of the bearer suffer an automatic hit with the Haywire special rule. Cover saves cannot be taken against this hit.

SIEGEBREAKER MACE25 POINTS

Though most of the Iron Warriors' siegemasters batter the enemy's defences to rubble with mercilessly accurate bombardments, there are those who prefer to turn the tide first hand, striding the crater-riddled field without fear. The Siegbreaker Mace is a weapon that has become legendary amongst these bombastic warriors. A vast sphere of dense starmetal bound with sigils of shattering and mounted on the wrist-thick pole of a captured Adeptus Astartes standard, the Siegbreaker Mace was created with acts of destructive symbolism in mind. When swung with sufficient force, it can blast rockcrete walls to scattering shards, allowing the wielder to stomp imperiously through the dusty remnants of a barrier that once seemed insurmountable.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	+2	4	Melee, Concussive, Master-crafted, Siegbreaker

Siegbreaker: Instead of attacking normally, the bearer can choose to make a single Attack, resolved at Strength 10 and AP1.

SONS OF PERTURABO

Grand Companies are used exclusively by the forces of the Iron Warriors. The rules below will allow you to organise the models in your Chaos Space Marines collection of miniatures to represent one of these Detachments in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments.

A Grand Company is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Grand Company are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Grand Company, the entire Grand Company is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to four Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment and all units must have the Chaos Space Marines Faction.

COMMAND BENEFITS:

Warsmith: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Iron Warriors Warlord Traits table (pg 86).

Masters of Annihilation: When firing Barrage and/or Ordnance weapons with models from this Detachment, you can choose to re-roll the scatter dice.

Intractable Brotherhood: All non-vehicle units from this Detachment have the Stubborn special rule. Non-vehicle units from this Detachment that are on or within a Fortification have the Fearless special rule instead.



CHAOS WARBAND (pg 46)



LORD OF THE LEGION

- 1 of the following:
 - Chaos Lord
 - Sorcerer
 - Dark Apostle
 - Daemon Prince



STRONGHOLDS OF CHAOS

- 1-3 Fortifications



THE LOST AND THE DAMNED (pg 48)



Command
0-4



Auxiliary
1+



Core 1+



IRON WARRIORS GRAND COMPANY

The Grand Company allows you to represent the typical structure of an Iron Warriors army on the battlefield. Whether you wish to bring death and destruction with the full might of a Chaos invasion force, or field an elite warband tasked with some dark purpose, the choices below offer a great way to pick your army.

For example, Kim's Chaos Space Marines collection consists of a Chaos Lord, a Sorcerer, a Dark Apostle, a Warpsmith, three units of Chaos Space Marines, two units each of Raptors, Khorne Berzerkers and Chaos Cultists, a unit each of Chosen, Chaos Terminators, Havocs and Warp Talons, two Helbrutes, a Heldrake, a Chaos Predator and a Forgefiend.

If Kim wishes to organise her collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of her units need to be part of a Detachment or a Formation. Kim achieves this by choosing one Grand Company and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Grand Company in Kim's army consists of a Chaos Warband as a Core choice (her Chaos Lord, Sorcerer, Chosen, Chaos Terminators, Chaos Space Marines, Raptors, Warp Talons and Havocs), and a Helforged Warpack (her Warpsmith, Helbrutes and Forgefiend) as an Auxiliary choice.

Kim's Dark Apostle, Khorne Berzerkers, Chaos Cultists, Heldrake and Chaos Predator form a Combined Arms Detachment. As all of her units belong to a Detachment, the army is Battle-forged. Kim chooses her Chaos Lord to be her Warlord – her Grand Company is therefore her Primary Detachment. The units that are part of it have the Warpsmith, Masters of Annihilation and Intractable Brotherhood Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



HELFORGED WARPACK
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SPAWN
• 1-3 units of Chaos Spawn

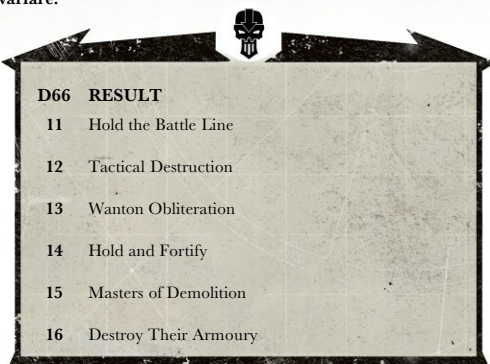
IRON WARRIORS TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000, which are exclusive to Iron Warriors players and reflect their highly destructive style of warfare.

TACTICAL OBJECTIVES

If your Warlord is from an Iron Warriors Detachment or Formation, you may replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* with the Tactical Objectives on this page.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when an Iron Warriors player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), they instead generate the corresponding Iron Warriors Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.



D66	RESULT
11	Hold the Battle Line
12	Tactical Destruction
13	Wanton Obliteration
14	Hold and Fortify
15	Masters of Demolition
16	Destroy Their Armoury

11 HOLD THE BATTLE LINE

TYPE: IRON WARRIORS

An Iron Warriors battle line should be unbreachable. Prove it.

Score 1 Victory Point at the end of your turn if, during your turn, you completely destroyed an enemy unit that was even partially within 18" of your own table edge.

14 HOLD AND FORTIFY

TYPE: IRON WARRIORS

Hold this crucial position, and let none dispute your control of it.

When this Tactical Objective is generated, nominate one Objective Marker. Score D3 Victory Points at the end of your next turn (or the end of the game) if, at the end of your next turn (or the end of the game), you control that Objective Marker.

12 TACTICAL DESTRUCTION

TYPE: IRON WARRIORS

The enemy seeks to hold a valuable position against you. Attest to their folly by annihilating them.

Score 1 Victory Point at the end of your turn if, during your turn, you completely destroyed an enemy unit that was controlling an Objective Marker at the start of your turn.

15 MASTERS OF DEMOLITION

TYPE: IRON WARRIORS

The Iron Warriors have no equal when it comes to demolition.

Score 1 Victory Point at the end of your turn if, during your turn, any enemy buildings or Fortifications lost a Hull Point or Wound. Score D3 Victory Points instead if any enemy buildings or Fortifications were destroyed during your turn.

13 WANTON OBLITERATION

TYPE: IRON WARRIORS

Prove the superiority of the technovirus by using it to ensure the foe's annihilation.

Score 1 Victory Point at the end of your turn if a friendly unit of Obliterators or Mutilators completely destroyed an enemy unit during your turn.

16 DESTROY THEIR ARMOURY

TYPE: IRON WARRIORS

Without vehicle support, the enemy's strength is nothing compared to your own.

Score 1 Victory Point at the end of your turn if at least one enemy vehicle was destroyed during your turn. Score D3 Victory Points instead if at least 3 enemy vehicles were destroyed during your turn. If five or more enemy vehicles were destroyed during your turn, Score D3+3 Victory Points instead.



FORCES OF THE NIGHT LORDS

On these pages, you will find special rules unique to armies from the Night Lords that reflect their tactics on the battlefield. You will also find Warlord Traits, Chaos Artefacts and Tactical Objectives that you can use when fielding your Night Lords army in games of Warhammer 40,000, and an exclusive Detachment – the Murder Talon.

NIGHT LORDS SPECIAL RULES

Any Detachment with the Chaos Space Marines Faction can be from one of the nine Traitor Legions. A Night Lords Detachment retains the Chaos Space Marines Faction and is treated in all ways as a Chaos Space Marines Detachment, with the following modifications:

- They cannot include any Unique units.
- Units that have a Mark of Chaos cannot be taken.
- Units cannot be upgraded to take any Marks of Chaos.
- All units that can do so must be upgraded to Veterans of the Long War, at no additional points cost.
- Any Daemon of Tzeentch, Nurgle or Slaanesh that is a Psyker can choose to generate all of their psychic powers from the Discipline of Tzeentch, Nurgle or Slaanesh respectively.

All units in a Night Lords Detachment or Formation gain the following special rules:

IN MIDNIGHT CLAD

Units that have the Veterans of the Long War special rule have the Fear, Night Vision and Stealth special rules.

SKYBORNE HORROR

Units of Raptors are Troops choices instead of Fast Attack choices.

TERROR TACTICS

Enemy units that are locked in combat with any units from a Night Lords Detachment or Formation must subtract 2 from their Leadership when taking Fear tests.

CHAOS ARTEFACTS

Units in a Night Lords Detachment or Formation that can normally take Chaos Artefacts in *Codex: Chaos Space Marines* can choose to take items from the Chaos Artefacts of the Night Lords list (see opposite) at the points cost shown instead.

WARLORD TRAITS

When generating his Warlord Traits, a Warlord from a Night Lords Detachment or Formation may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 One Piece at a Time...** *This Warlord prefers to toy with his prey, striking hard and fast, then vanishing once more, his injured and helpless victim completely at his mercy.*

Your Warlord has the Hit & Run special rule.

- 2 Murderous Reputation:** *Even amongst a breed of murderers, this Warlord and his brethren have gained a notorious reputation for their mastery of the killing art.*

Your Warlord and his unit can re-roll any To Wound rolls of 1 in the Assault phase.

- 3 Bitter Hatred:** *This Warlord shares his ancient Primarch's bitterness and channels it into a ferocious killing fury in battle.*

Your Warlord has the Hatred special rule.

- 4 One With the Shadows:** *So skilled at blending into darkness is this Warlord that it is difficult to discern where his corporeal form ends and the shadows begin.*

Your Warlord can re-roll failed cover saves.

- 5 Dirty Fighters:** *To the Night Lords, the very notion of fighting fair is alien, and this Warlord has trained his closest warriors to use every dirty trick in the book.*

Your Warlord and his unit have the Hammer of Wrath special rule. If they already have this special rule (if they are equipped with jump packs or Chaos bikes, for example), you can re-roll any failed To Wound rolls when resolving their Hammer of Wrath attacks.

- 6 Killing Fury:** *A warrior born, this Warlord launches himself into the heart of the enemy lines the better to slake his thirst for murder.*

Your Warlord has the Rampage special rule.





CHAOS ARTEFACTS OF THE NIGHT LORDS

The most favoured champions within Night Lords Legion wield powerful and deadly relics designed with a simple but cruel purpose in mind – murder. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

SCOURGING CHAINS 10 POINTS

The Scourging Chains once jangled from the rafters of the Primarch Konrad Curze's throne room. Many a soul judged guilty by the Night Haunter has been hanged from their jagged spikes until death. Appearing taut as corded tendons as the wearer flies towards his chosen victims, these spiked chains loosen and loop at the last moment before impact. By lashing out to catch the wearer's prey and then contracting sharply, they bring the enemy close – often onto an outstretched blade or crackling set of lightning claws.

All of the bearer's close combat attacks have the Shred special rule.

CLAWS OF THE BLACK HUNT 40 POINTS

These vicious hooked chains have spilt the blood of thousands of victims since their creation in the Soul Forges. Worn by the master of the Black Hunt, a vicious ritual that precedes the greatest of Night Lords invasions, they are so encrusted with gore they are almost black. This congealed fluid is so thick it cannot even be seared away by the vicious energy field that runs about each claw. This is seen by some as a clear sign of a gory blessing from destructive gods, and the crackling field is so powerful it burns cloth at a yard's distance. Even when the wielder swipes the air near a foe, not quite making contact, the victim's armour and flesh part as if slashed open by a fierce and invisible beast.

The Claws of the Black Hunt are a pair of Melee weapons that replace all of the bearer's Melee and ranged weapons (excluding grenades). Each claw has the following profile:

Range	S	AP	Type
-	+1	3	Melee, Master-crafted, Rendering, Shred

TALONS OF THE NIGHT TERROR 20 POINTS

Worn over a pair of boots, these talons give the wielder the appearance of some eldritch raptor-beast that has evolved to better disembowel its prey. Should one sporting these bladed accoutrements descend feet-first into the ranks of his prey, the talons will clutch and rip, slicing and eviscerating all those too slow to evade. A heartbeat later, the crushing weight of the Chaos Space Marine wearer will be brought to bear with sickening, spine-breaking impact.

In each Fight sub-phase, the bearer can make an additional D3 Attacks (or D6 Attacks on a turn in which they charged) at their normal Initiative step, using the following profile:

Range	S	AP	Type
-	User	5	Melee, Shred

VOX DAEMONICUS 30 POINTS

Emanating from the ornate winged helm in which it makes its home, a living susurrus haunts the airwaves, spreading lies and falsehoods across the vox networks of the Night Lords' enemies. The chill whispers of the Vox Daemonicus have unmanned brave commanders and undermined masterful strategies; many a well-laid plan has been torn to shreds by its baleful curse.

Enemy units within 6" of the bearer must subtract 1 from their Leadership. In addition, whilst the bearer is on the battlefield, your opponent must subtract 1 from their Reserve Rolls.

CURZE'S ORB 20 POINTS

Said to have sat upon the arm of Curze's throne, this orb was a gift from Magnus, Primarch of the Thousand Sons. It was given to help Curze focus his precognitive visions, though in truth, the primogenitor of the Night Lords never felt the need to use it. Now it is his sons that make use of the strange device, scrying possible futures in its depths even as they take battle to their enemies.

The bearer of Curze's Orb can re-roll any Run, To Hit and To Wound rolls of 1.

STORMBOLT PLATE 20 POINTS

This artificer armour was fashioned from a strange metal smelted in the darkest pits of long-dead Nostramo. It is not the war-plate's incredible durability, however, that has made it so prized amongst the Night Lords, for it is wreathed in a cloying darkness, an unnatural skein of midnight that perpetually shrouds the wearer. So it is that a warrior with the Stormbolt Plate pounces on their prey from the shadows.

The Stormbolt Plate confers a 2+ armour save. In addition, the bearer improves their cover save by 1.



SONS OF CURZE

Murder Talon Detachments are used exclusively by the forces of the Night Lords. The rules below will allow you to organise the models in your Chaos Space Marines collection of miniatures to represent one of these Detachments in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments.

A Murder Talon is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Murder Talon are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Murder Talon, the entire Murder Talon is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to four Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment and all units must have the Chaos Space Marines Faction.

COMMAND BENEFITS:

Talon-master: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Night Lords Warlord Traits table (pg 92).

Strike Fast, Strike Hard: You can re-roll failed charge rolls for units from this Detachment.

Nocturnal Warfare: If the Night Lords player wishes the Night Fighting rules to take effect, they are automatically successful; there is no need to roll. Whilst the Night Fighting rules are in effect, all non-vehicle units in this Detachment add 1 to their cover saves.



CHAOS WARBAND
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RAPTOR TALON
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LORD OF THE LEGION

- 1 of the following:
 - Chaos Lord
 - Sorcerer
 - Dark Apostle
 - Daemon Prince



Command
0-4



Auxiliary
1+



Core 1+



NIGHT LORDS MURDER TALON

The Murder Talon allows you to represent the typical structure of a Night Lords army on the battlefield. Whether you wish to bring death and destruction with the full might of a Chaos invasion force, or field an elite warband tasked with some dark purpose, the choices below offer a great way to pick your army.

For example, Luke's Chaos Space Marines collection consists of a Chaos Lord, a Sorcerer, a Dark Apostle, a Warpsmith, three units of Chaos Space Marines, two units each of Raptors, Khorne Berzerkers and Chaos Cultists, a unit each of Chosen, Chaos Terminators, Havocs and Warp Talons, two Helbrutes, a Heldrake, a Chaos Predator and a Forgefiend.

If Luke wishes to organise his collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of his units need to be part of a Detachment or a Formation. Luke achieves this by choosing one Murder Talon and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Murder Talon in Luke's army consists of a Chaos Warband as a Core choice (his Chaos Lord, Sorcerer, Chosen, Chaos Terminators, Chaos Space Marines, Raptors, Warp Talons and Havocs), and a Helforged Warpack (his Warpsmith, Helbrutes and Forgefiend) as an Auxiliary choice.

Luke's Dark Apostle, Khorne Berzerkers, Chaos Cultists, Heldrake and Chaos Predator form a Combined Arms Detachment. As all of his units belong to a Detachment, the army is Battle-forged. Luke chooses his Chaos Lord to be his Warlord – his Murder Talon is therefore his Primary Detachment. The units that are part of it have the Talonmaster, Nocturnal Warfare and Strike Fast, Strike Hard Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



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TERMINATOR ANNIHILATION
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HELDRAKE TERROR PACK
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FAVoured OF CHAOS
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CULT OF DESTRUCTION
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SPAWN

- 1-3 units of Chaos Spawn

NIGHT LORDS TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000, which are exclusive to Night Lords players and reflect their murderous style of warfare.

TACTICAL OBJECTIVES

If your Warlord is from a Night Lords Detachment or Formation, you may replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* with the Tactical Objectives on this page.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Night Lords player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), they instead generate the corresponding Night Lords Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|---------------------------|
| 11 | Hunter, Prey |
| 12 | Genocidal Tendencies |
| 13 | Strike as if from Nowhere |
| 14 | Murder on the Mind |
| 15 | Excessive Force |
| 16 | Bringers of Terror |

11 HUNTER, PREY

TYPE: NIGHT LORDS

The Night Lords prey upon the weakling champions of lesser foes with a cruel pleasure.

Score 1 Victory Point at the end of your turn if you killed any enemy characters in a challenge during your turn.

12 GENOCIDAL TENDENCIES

TYPE: NIGHT LORDS

The Night Lords can often be seen giving into their baser instincts and hurling themselves at the foe to indiscriminately murder and slay.

Score 1 Victory Point at the end of your turn if at least one unit made a successful charge during your turn.

13 STRIKE AS IF FROM NOWHERE

TYPE: NIGHT LORDS

A favoured strategy of the Night Lords is to launch sudden and hard-hitting strikes, be they from the skies, concealed positions or the enemy flanks.

Score 1 Victory Point at the end of your turn if you completely destroyed an enemy unit with a unit that was either in cover or that arrived from Deep Strike Reserves during your turn.

14 MURDER ON THE MIND

TYPE: NIGHT LORDS

The Night Lords never pass up an opportunity for a gory display of brutality.

Score 1 Victory Point at the end of your turn if you completely destroyed one enemy unit during the Assault phase of your turn. Score D3 Victory Points instead if you completely destroyed three or more enemy units during the Assault phase of your turn.

15 EXCESSIVE FORCE

TYPE: NIGHT LORDS

Since the days of the Great Crusade, the Night Lords have borne a reputation for the merciless execution of those standing in their way.

Score D3 Victory Points at the end of your turn if you completely destroyed at least two enemy units that were controlling Objective Markers at the start of your turn.

16 BRINGERS OF TERROR

TYPE: NIGHT LORDS

Honouring the ways of their Primarch's reign of terror on ancient Nostramo, the Night Lords use fear as a weapon as much as bolter and blade.

Score 1 Victory Point at the end of your turn if your opponent failed a Morale, Pinning or Fear test during your turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead, and if they failed 6 or more, score D3+3 Victory Points.



FORCES OF THE WORD BEARERS

On these pages you will find special rules unique to armies from the Word Bearers that reflect their tactics on the battlefield. You will also find Warlord Traits, Chaos Artefacts and Tactical Objectives that you can use when fielding your Word Bearers army in games of Warhammer 40,000, and an exclusive Detachment – the Grand Host.

WORD BEARERS SPECIAL RULES

Any Detachment with the Chaos Space Marines Faction can be from one of the nine Traitor Legions. A Word Bearers Detachment retains the Chaos Space Marines Faction and is treated in all ways as a Chaos Space Marines Detachment, with the following modifications:

- They cannot include any Unique units.
- Units that already have a Mark of Chaos (such as Plague Marines) cannot be taken, though units that have the option to take a Mark of Chaos as an upgrade can do so.
- All units that can do so must be upgraded to Veterans of the Long War, at no additional points cost.
- Psykers with the Mark of Tzeentch, Nurgle or Slaanesh can choose to generate all of their psychic powers from the Discipline of Tzeentch, Nurgle or Slaanesh respectively.
- Any Daemon of Tzeentch, Nurgle or Slaanesh that is a Psyker can choose to generate all of their psychic powers from the Discipline of Tzeentch, Nurgle or Slaanesh respectively.

All units in a Word Bearers Detachment or Formation gain the following special rules:

UNHOLY PACT

Units of Possessed are Troops choices instead of Elites choices. In addition, Psykers from a Word Bearers Detachment or Formation harness Warp Charge points on a 3+ when attempting to manifest **conjunction** psychic powers from the Daemonology (Malefic) discipline.

BLOOD FEUD

All units with the Veterans of the Long War special rule re-roll failed To Hit rolls in every round of close combat when attacking Ultramarines units. However, all Ultramarines units have the Hatred (Word Bearers) rule.

PROFANE ZEAL

Friendly Word Bearers units within 6" of any Word Bearers Dark Apostles have the Zealot special rule.

CHAOS ARTEFACTS

Units in a Word Bearers Detachment or Formation that can normally take Chaos Artefacts in *Codex: Chaos Space Marines* can choose to take items from the Chaos Artefacts of the Word Bearers list (see opposite) at the points cost shown instead.

WARLORD TRAITS

When generating his Warlord Traits, a Warlord from a Word Bearers Detachment or Formation may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 **Unholy Firebrand:** *This Warlord learned the art of oratory at the feet of Erebus himself and can rouse his followers to terrible acts of barbarity.*

Your Warlord has the Zealot special rule. If your Warlord already has the Zealot special rule, then he and any models affected by his Zealot special rule can re-roll all failed To Hit rolls in every round of close combat, not just the first.

- 2 **Latent Powers:** *Just like Lorgar of old, this Warlord has begun to develop formidable psychic powers.*

Your Warlord has the Psyker (Mastery Level 1) special rule, and can generate his powers from the Daemonology (Malefic) discipline. If your Warlord is already a Psyker, add 1 to his Mastery Level instead.

- 3 **The Voice of Lorgar:** *This Warlord speaks with the authority of his Primarch; when he commands, others follow without question or hesitation.*

At the start of each of your turns, pick one of the following special rules to bestow upon a single unit from a Word Bearers Detachment or Formation that is within 12" of your Warlord: Counter-attack, Fearless, Furious Charge, Relentless. The unit you pick gains that special rule until the start of your next turn.

- 4 **Unbreakable Devotion:** *This Warlord's dedication to the dark powers grants him indomitable resolve.*

Your Warlord has the Adamantium Will and Fearless special rules.

- 5 **Nexus of the Gods:** *The Dark Gods pour their favour through their chosen conduit, blessing those they deem worthy of such esteem.*

If your Warlord, or a friendly model within 12" of him, earns a roll on the Chaos Boon table, you can add one to or subtract one from the second dice of your D66 roll, to a maximum of 6 and a minimum of 1.

- 6 **Unexpected Boon:** *As he readies himself for battle, this Warlord's prayers are abruptly answered as the Dark Gods work to aid him in the coming conflict.*

Your Warlord can immediately make a roll on the Chaos Boon table, re-rolling any results of 11-22.



CHAOS ARTEFACTS OF THE WORD BEARERS

During the Long War against the Imperium of the False Emperor, the Word Bearers have come to favour a number of artefacts that serve as symbols of blasphemous hate to their unholy cause. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

THE SKULL OF MONARCHIA 15 POINTS

The destruction of Monarchia at the hands of the Ultramarines Legion was all but total. A few relics remain from that time, however. The artefact known as the Skull of Monarchia is foremost amongst them, the only intact cranium that remained after the utter destruction visited upon the Word Bearers' perfect city. Chased with precious metals and protected with powerful force fields, it is a constant reminder of the destruction that turned the Word Bearers upon the path of rebellion and damnation. All those nearby find their hatred of the Imperium swelling to new heights.

The bearer and his unit can re-roll all failed To Hit rolls in close combat when attacking units that contain any models from the Armies of the Imperium. In addition, the bearer and his unit can re-roll all failed To Wound rolls in close combat when attacking units that contain any Ultramarines.

CROWN OF THE BLASPHEMER 30 POINTS

Adorned with the finger bones of defiant men and anointed with the blood of unbelievers, the Crown of the Blasphemer attracts the attention of Warp entities to the wearer. Whether these daemonic creatures are keeping him alive for their own entertainment or because there is some purpose he has yet to fulfil on their behalf is immaterial, for upon the battlefield, the kingly figure beneath the crown is extremely difficult to harm. Povered blades are turned away at the last moment by invisible hands, thunderous volleys of bullets find themselves snatched into the aether at the last moment, and enemy warriors find their minds assailed with visions of a galaxy in flames.

The Crown of the Blasphemer confers a 4+ invulnerable save. In addition, the bearer has the Adamantium Will and Fear special rules.

THE MALEFIC TOME 10 POINTS

This blasphemous tome has been stitched together from the flayed skins of a dozen mortal psykers. These dabblers in the arcane signed their own death warrants, for though they took every precaution in their dealings with Daemons, they made their locations known to those Chaos worshippers who walk the material world at will. Each leathery page still bears the hairs and birthmarks of the book's unwilling donors, their horror at the mistake they made still emanating from every inch of stolen skin. The book's leaves are inscribed with true names, hexagrammatic diagrams and daemonic hierarchies that enable the bearer a measure of influence over his Warp-spawned allies.

Psykers only. The bearer knows one additional power from the Daemonology (Malefic) discipline.

THE SCRIPTS OF EREBUS 15 POINTS

Copied with painstaking care by the first of the traitorous Dark Apostles from the runes upon his own flesh, the Scripts of Erebus were inscribed in blood bearing traces of Lorgar's vitae. The rituals and imprecations of these long parchments are potent messages in the Dark Tongue. When read aloud, they can channel the energy of the Emphyrean into realspace with a staggering degree of stability, allowing the bearer to unleash myriad unnatural deaths upon his enemies, or else banish the powers of their enemy's worn Warp-craft. Though the scripts are rendered invisible by each reading, a journey into the Warp causes them to blossom into being once more, ready to unleash fresh carnage upon the worlds of men.

Once per game, at the start of either your or your opponent's Psychic phase, the bearer can read from the Scripts of Erebus to immediately generate an additional D6 Warp Charge points. Add the appropriate number of dice to your Warp Charge pool.

BALEFUL ICON 15 POINTS

This icon bears an eight-pointed star so saturated in the blood of loyalists that it is forever stained with the taint of treachery. Those who wish the bearer harm find their certainty sapped away by the mere proximity of this blasphemous standard. The Word Bearers that carry it feel its toxic aura much as a sun worshipper feels the kiss of a summer day upon his skin. Those who do not worship the Dark Gods instead find their skin crawling and their muscles shuddering in revulsion. Even Adeptus Astartes are drained of their righteous anger in its presence.

Units attempting to charge the bearer of the Baleful Icon, or the unit he is with, must re-roll successful charge rolls, and if still successful, models in the charging unit do not gain any bonus Attacks from charging.

THE CURSED CROZIUS 35 POINTS

This was once the rod of office for a founding member of Lorgar's Chaplains, one of the first of his kind to be sent into the Legiones Astartes in order to watch for signs of sedition. In truth, it has always been the weapon of an arch-traitor. First used in anger to bludgeon an ex-Librarian Praetor of the White Scars to death, it still bears the indelible stains of that first treacherous kill to this day. Those Chaos worshippers nearby are instilled with all the knowledge they need to slay the loyalist thralls of the Corpse God. Conversely, those who bear the mark of the Emperor find the crozius' every swing unerringly seeking out the weak spots in their armour.

Range	S	AP	Type
-	+2	3	Melee, Bane of Men, Concussive

Bane of Men: The bearer of the Cursed Crozius has the Preferred Enemy (Armies of the Imperium) special rule.

SONS OF LORGAR

Grand Hosts are used exclusively by the forces of the Word Bearers. The rules below will allow you to organise the models in your Chaos Space Marines collection of miniatures to represent one of these Detachments in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments.

A Grand Host is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Grand Host are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Grand Host, the entire Grand Host is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to four Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment and all units must have the Chaos Space Marines Faction.

COMMAND BENEFITS:

The Coryphaus: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Word Bearers Warlord Traits table (pg 98).

Dark Crusaders: All non-vehicle units in this Detachment have the Crusader special rule.

The Eight-fold Path: At the start of each of your turns, pick one character from this Detachment and make a roll on the Chaos Boon table for them. Each character can only benefit from this rule once, though they may still earn further rolls on the Chaos Boon table as normal.



CHAOS WARBAND
(pg 46)



THE LOST AND THE DAMNED
(pg 48)



LORD OF THE LEGION

- 1 of the following:
 - Chaos Lord
 - Sorcerer
 - Dark Apostle
 - Daemon Prince



Command
0-4



Auxiliary
1+



Core 1+



WORD BEARERS GRAND HOST

The Grand Host allows you to represent the typical structure of a Word Bearers army on the battlefield. Whether you wish to bring death and destruction with the full might of a Chaos invasion force, or field an elite warband tasked with some dark purpose, the choices below offer a great way to pick your army.

For example, Carl's Chaos Space Marines collection consists of a Chaos Lord, a Sorcerer, a Dark Apostle, a Warpsmith, three units of Chaos Space Marines, two units each of Raptors, Khorne Berzerkers and Chaos Cultists, a unit each of Chosen, Chaos Terminators, Havocs and Warp Talons, two Helbrutes, a Heldrake, a Chaos Predator and a Forgefiend.

If Carl wishes to organise his collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of his units need to be part of a Detachment or a Formation. Carl achieves this by choosing one Grand Host and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Grand Host in Carl's army consists of a Chaos Warband as a Core choice (his Chaos Lord, Sorcerer, Chosen, Chaos Terminators, Chaos Space Marines, Raptors, Warp Talons and Havocs), and a Helforged Warpack (his Warpsmith, Helbrutes and Forgefiend) as an Auxiliary choice.

Carl's Dark Apostle, Khorne Berzerkers, Chaos Cultists, Heldrake and Chaos Predator form a Combined Arms Detachment. As all of his units belong to a Detachment, the army is Battle-forged. Carl chooses his Chaos Lord to be his Warlord – his Grand Host is therefore his Primary Detachment. The units that are part of it have the Dark Crusaders, The Coryphaeus, and The Eight-fold Path Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



HELFORGED WARPACK
(pg 49)



RAPTOR TALON
(pg 53)



HELDRAKE TERROR PACK
(pg 50)



TERMINATOR ANNIHILATION
FORCE (pg 54)



CULT OF DESTRUCTION
(pg 51)



FAVOURED OF CHAOS
(pg 55)



FIST OF THE GODS
(pg 52)



SPAWN

- 1-3 units of Chaos Spawn

WORD BEARERS TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000, which are exclusive to Word Bearer players and reflect the ways in which they bring their unholy schemes into fruition.

TACTICAL OBJECTIVES

If your Warlord is from a Word Bearers Detachment or Formation, you may replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* with the Tactical Objectives on this page.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Word Bearers player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), they instead generate the corresponding Word Bearers Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|---------------------------|
| 11 | Unholy Crusade |
| 12 | Feed the Daemon |
| 13 | Slay their False Prophets |
| 14 | Allies Beyond the Veil |
| 15 | Delight in Despoliation |
| 16 | For the Glory of Chaos |

11 UNHOLY CRUSADE

TYPE: WORD BEARERS

Let your most dedicated servants lead the fight against those that would spurn the blessings of the Dark Gods.

Score 1 Victory Point if a friendly unit that included one or more models with the Zealot special rule made a successful charge during your turn.

12 FEED THE DAEMON

TYPE: WORD BEARERS

Your unholy allies must feed upon the flesh of the enemy, and in doing so, devour their souls.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a unit with the Daemon special rule during the Assault phase of your turn.

13 SLAY THEIR FALSE PROPHETS

TYPE: WORD BEARERS

Prove the terrible might of those dedicated to Chaos by spilling the blood of rival champions.

Score 1 Victory Point at the end of your turn if you killed at least one enemy character during your turn.

14 ALLIES BEYOND THE VEIL

TYPE: WORD BEARERS

The Word Bearers have long been renowned for summoning daemonic aid from the Warp.

Score D3 Victory Points at the end of your turn if you successfully cast a **conjunction** power from the Daemonology (Malefic) discipline during your turn.

15 DELIGHT IN DESPOLIATION

TYPE: WORD BEARERS

The Word Bearers take cruel enjoyment from defiling the havens of their enemies.

Score D3 Victory Points at the end of your turn if you control an Objective Marker that was controlled by your opponent at the start of your turn.

16 FOR THE GLORY OF CHAOS

TYPE: WORD BEARERS

There is no higher calling than to serve the whim of the Dark Gods and give oneself completely, body and soul, to Chaos.

Score 1 Victory Point at the end of your turn if you rolled any result on the Chaos Boon table. If you rolled 3 or more results on the Chaos Boon table during your turn, score D3 Victory Points instead, and score D3+3 Victory Points if you rolled 6 or more results. In any case, do not count any Unworthy Offering results.



FORCES OF THE WORLD EATERS

On these pages you will find special rules unique to armies from the World Eaters that reflect their tactics on the battlefield. You will also find Warlord Traits, Chaos Artefacts and Tactical Objectives that you can use when fielding your World Eaters army in games of Warhammer 40,000, and an exclusive Detachment – the Butcherhorde.

WORLD EATERS SPECIAL RULES

Any Detachment with the Chaos Space Marines Faction can be from one of the nine Traitor Legions. A World Eaters Detachment retains the Chaos Space Marines Faction and is treated in all ways as a Chaos Space Marines Detachment, with the following modifications:

- They cannot include any Unique units other than Khârn the Betrayer.
- They cannot include Psykers.
- Units that can take the Mark of Khorne must do so.
- Units with a Mark of Chaos other than the Mark of Khorne cannot be taken.
- All units that can do so must be upgraded to Veterans of the Long War, at no additional points cost.
- Any Daemon Princes must have the Daemon of Khorne special rule.

All units in a World Eaters Detachment or Formation gain the following special rules:

BERZERKER HORDE

Units of Khorne Berzerkers are Troops choices instead of Elites choices.

THE BLESSING OF KHORNE

Units that have the Veterans of the Long War special rule have the Adamantium Will special rule.

THE BUTCHER'S NAILS

Units that have the Veterans of the Long War special rule have the Fearless and Furious Charge special rules.

CHAOS ARTEFACTS

Units in a World Eaters Detachment or Formation that can normally take Chaos Artefacts in *Codex: Chaos Space Marines* can choose to take items from the Chaos Artefacts of the World Eaters list (see opposite) at the points cost shown instead.

WARLORD TRAITS

When generating his Warlord Traits, a Warlord from a World Eaters Detachment or Formation may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

1 Arch-slaughterer: *When surrounded by foes to kill, this Warlord is truly in his element.*
The Warlord has the Rampage special rule.

2 Slaughterborn: *This Warlord bears the favour of Khorne, his murderous prowess growing with each worthy skull claimed in his master's bloody name.*
Each time your Warlord could roll on the Chaos Boon table (including for the Gift of Mutation Chaos Reward), you may instead choose to increase his Attacks characteristic by 1.

3 Unrivalled Battlelust: *So desperate is this Warlord to join in the slaughter that he will lead his followers sweeping into the fray should the carnage start without him.*

At the end of your opponent's Charge sub-phase, you can declare a charge with your Warlord and his unit, so long as the enemy unit that you attempt to charge is locked in combat. Your Warlord and his unit count as charging for all rules purposes.

4 Disciple of Khorne: *Many claim to hold the title of one of Khorne's eight foremost champions, but any pretenders are swiftly proven false, for none can rival one of their number in the art of single combat.*
Your Warlord can re-roll all failed To Hit and To Wound rolls when fighting in a challenge.

5 True Berzerker: *When this Warlord meets his foes face-to-face, his fury is such that he will brush aside even fatal wounds, the better to claim more skulls for Lord Khorne.*
Whilst locked in combat, your Warlord has the Eternal Warrior and Feel No Pain special rules.

6 Violent Urgency: *This Warlord's bloodlust is palpable and pushes the Butcher's Nails of those around him into overdrive. This, in turn, fuels a desperate need to spill blood.*
When determining the charge range of your Warlord and any friendly units with the Mark of Khorne within 8" of him at the start of the Charge sub-phase, roll three dice and pick the two highest results.



CHAOS ARTEFACTS OF THE WORLD EATERS

The bloodstained artefacts wielded by the champions the World Eaters are items of incredible rarity, bestowing unrivalled killing powers upon those whose combat prowess is already vaunted as amongst the deadliest in the galaxy. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

TALISMAN OF BURNING BLOOD 25 POINTS

This bizarre relic constantly drips with thick, bubbling gore. The air around it is so heavy with the charnel stench of the slaughterhouse that it has a stark effect on those nearby, the stink of carnage so potent they find themselves charging forwards with a supernatural eagerness to slake their need for slaughter.

Add 3" to the maximum move distances of the bearer and all models in his unit each time they move in the Movement phase, Run in the Shooting phase and charge in the Assault phase.

THE BERSERKER GLAIVE 30 POINTS

The bearer of this inordinately heavy, Daemon-infested killing tool is driven to a state of apoplectic frenzy by the proximity of its red-hot steel. His fellow World Eaters treat him with great caution, shunning him as a dangerous maniac even amongst his own bloodthirsty kind whilst venerating him – from a distance – as a living totem of rage. A host of Bloodletters are bound into the weapon's fabric, and by channelling the life essence of those it slays, the vampiric Daemon weapon ensures its isolated host can fight like a man possessed for weeks on end, healing his wounds so it can continue the slaughter.

Replaces the one of the bearer's Melee weapons. The Berserker Glaive has the following profile:

Range	S	AP	Type
-	+2	3	Melee, Daemon Weapon*, Epitome of Rage, Specialist Weapon, Two-handed

Epitome of Rage: The bearer gains the Feel No Pain and It Will Not Die special rules, but loses the Independent Character special rule.

*See Codex: Chaos Space Marines.

BRASS COLLAR OF BHORGHASTER 20 POINTS

This spiked collar of heavy brass is the bane of sorcerers, for it has bound within it a Greater Daemon that despises magic with a fiery passion. A psyker with the temerity to unleash eldritch power near this relic finds his mind screaming with intense pain. Moments later, the empyric energies he has conjured into being are turned back upon him in a raging inferno of white-hot flame. Those who succumb are immediately sucked into Khorne's realm, there to die by Bhorghaster's blades a thousand times over.

When making Deny the Witch tests, the bearer and his unit always nullify Warp Charge points on rolls of 4 or more (though this cannot be modified by any means). In addition, if the power is successfully nullified, the casting Psyker immediately suffers Perils of the Warp.

GOREFATHER 30 POINTS

This immense chainaxe is said to have once been wielded by Angron himself. Though it was ultimately cast aside, just as with its partner weapon Gorechild, it has since been returned to its former pre-eminence on a diet of sacred oil and spiced blood. This relic is of such immense importance to the Legion that wars have been fought between rival warbands seeking to claim it for themselves. One strong enough to heft Gorefather can scythe his enemies into scattering explosions of blood and ruined flesh.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	+2	2	Melee, Armourbane, Murderous Strike, Two-handed, Unwieldy

Murderous Strike: Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.

The Crimson Killer 20 points

This ornate pistol fires blasts of crimson plasma that crackle with murderous power, fierce energies that ignite body and soul alike.

Replaces one of the bearer's ranged weapons.

Range	S	AP	Type
12"	7	2	Pistol, Soul Blaze

BLOODFEEDER 30 POINTS

Khorne cares not from whence the blood flows, and this Daemon weapon is testament to that immortal truth. One struck by this ever-thirsting blade is immediately exsanguinated, reduced to a desiccated husk as his lifeblood is channelled into the lakes of gore that swirl around Khorne's brass stockade as sustenance for his juggernaut Daemon beasts. Woe betide he who does not answer its call – if the blade goes without this grisly harvest for long enough, it will gladly siphon away its wielder's blood instead.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	+1	2	Melee, Specialist Weapon, Unwieldy, Whirlwind of Blood

Whirlwind of Blood: When using Bloodfeeder in close combat, the bearer's Attacks characteristic is not used; instead, the bearer makes 2D6 Attacks (roll before making Attacks with the bearer each time they use it), which can be increased as normal if the bearer charged, etc. However, for each roll of 1, the bearer immediately suffers a Wound with no armour saves allowed.

SONS OF ANGRON

Butcherhordes are used exclusively by the forces of the World Eaters. The rules below will allow you to organise the models in your Chaos Space Marines collection of miniatures to represent one of these Detachments in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments.

A Butcherhorde is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Butcherhorde are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Butcherhorde, the entire Butcherhorde is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to four Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment and all units must have the Chaos Space Marines Faction.

COMMAND BENEFITS:

Berzerker Lord: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the World Eaters Warlord Traits table (pg 104).

Blood Mad: After both sides have deployed (including Infiltrators), but before the first player begins their first turn, all non-vehicle units comprised entirely of models from this Detachment can immediately make a 2D6" move (roll separately for each unit). In addition, non-vehicle units and Walkers from this Detachment can re-roll any failed charge rolls they make during the battle.



CHAOS WARBAND
(pg 46)



MAELSTROM OF GORE
(pg 47)



LORD OF THE LEGION

- 1 of the following:
 - Chaos Lord
 - Dark Apostle
 - Daemon Prince



Command
0-4



Auxiliary
1+



Core 1+



WORLD EATERS BUTCHERHORDE

The Butcherhorde allows you to represent the typical structure of a World Eaters army on the battlefield. Whether you wish to bring death and destruction with the full might of a Chaos invasion force, or field an elite warband tasked with some dark purpose, the choices below offer a great way to pick your army.

For example, Wade's Chaos Space Marines collection consists of Khârn the Betrayer, a Chaos Lord, a Dark Apostle, a Daemon Prince, four units of Khorne Berzerkers, two units each of Chaos Space Marines, Chaos Terminators and Chaos Cultists, one unit each of Raptors and Chosen, a Helbrute, two Heldrakes, a Defiler and two Maulerfiends.

If Wade wishes to organise his collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of his units need to be part of a Detachment or a Formation. Wade achieves this by choosing one Butcherhorde and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Butcherhorde in Wade's army consists of two Core choices – a Maelstrom of Gore (Khârn the Betrayer and his Khorne Berzerkers) and a Chaos Warband (his Chaos Lord, Chosen, Chaos Terminators, Chaos Space Marines, Raptors and Helbrute) – and a Heldrake Terror Pack (his pair of Heldrakes) as an Auxiliary choice.

Wade's Dark Apostle, Daemon Prince, Chaos Cultists, two Maulerfiends and Defiler form a Combined Arms Detachment. As all of his units belong to a Detachment, the army is Battle-forged. Wade chooses Khârn the Betrayer to be his Warlord – his Butcherhorde is therefore his Primary Detachment. The units that are part of it have the Berzerker Lord and the Blood Mad Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



THE LOST AND THE DAMNED
(pg 48)



RAPTOR TALON
(pg 53)



HELFORGED WARPACK
(pg 49)



TERMINATOR ANNIHILATION
FORCE (pg 54)



HELDRAKE TERROR PACK
(pg 50)



FAVOURED OF CHAOS
(pg 55)



CULT OF DESTRUCTION
(pg 51)



TRINITY OF BLOOD
(pg 56)



FIST OF THE GODS
(pg 52)



SPAWN

- 1-3 units of Chaos Spawn



FORCES OF THE THOUSAND SONS

On these pages you will find special rules unique to armies from the Thousand Sons that reflect their tactics on the battlefield. You will also find Warlord Traits, Chaos Artefacts and Tactical Objectives that you can use when fielding your Thousand Sons army in games of Warhammer 40,000, and a Detachment – the Grand Coven.

THOUSAND SONS SPECIAL RULES

Any Detachment with the Chaos Space Marines Faction can be from one of the nine Traitor Legions. A Thousand Sons Detachment retains the Chaos Space Marines Faction and is treated in all ways as a Chaos Space Marines Detachment, with the following modifications:

- They cannot include any Unique units other than Ahriman and Magnus the Red.
- Units that can take the Mark of Tzeentch must do so.
- Units with a Mark of Chaos other than the Mark of Tzeentch cannot be taken.
- All units that can do so must be upgraded to Veterans of the Long War, at no additional points cost.
- Any Daemon Princes must have the Daemon of Tzeentch special rule.
- Any Psykers can choose to generate all of their psychic powers from the Discipline of Tzeentch.

All units in a Thousand Sons Detachment or Formation gain the following special rules:

BLESSING OF TZEENTCH

If a unit with the Veterans of the Long War special rule is affected by a **blessing**, their invulnerable save is improved by 1 until the start of your next Psychic phase.

BLOOD FEUD

All units with the Veterans of the Long War special rule re-roll failed To Hit rolls in every round of close combat when attacking Space Wolves units. However, all Space Wolves units have the Hatred (Thousand Sons) special rule.

LEGACY OF THE RUBRICAE

Units of Rubric Marines are Troops choices instead of Elites choices.

ARTEFACTS OF THE THOUSAND SONS

Units in a Thousand Sons Detachment or Formation that can normally take Chaos Artefacts in *Codex: Chaos Space Marines* can choose to take items from the Chaos Artefacts of the Thousand Sons list (see opposite) at the points cost shown instead.

WARLORD TRAITS

When generating his Warlord Traits, a Warlord from a Thousand Sons Detachment may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Arrogance of Aeons:** *The Warlord draws strength from a long-harbour'd hubris; the idea of submitting to the will of another is anathema to him.*
Your Warlord has the Adamantium Will special rule and can choose to re-roll a single dice each time they make a Deny the Witch test.
- 2 Undying Form:** *The Warlord's body has been transformed into an impervious substance such as psycocrystal, living granite, or glittering cosmic dust.*
Your Warlord has the Eternal Warrior special rule.
- 3 Aetherstride:** *By chanting an ancient incantation, the Warlord can fold time and space to walk through walls as if he were no more than an unquiet spirit.*
Your Warlord and his unit are not slowed by difficult terrain and do not suffer the penalty to their Initiative for charging through difficult terrain.
- 4 Lord of Forbidden Lore:** *This Warlord has committed to memory many a grimoire and graven tome, giving him extensive knowledge of hexes, cantrips and spells.*
Your Warlord knows one additional psychic power.
- 5 Walker of the Webway:** *The Warlord knows many of the hidden webway paths long claimed by the forces of disorder, and uses them to launch sudden unheralded attacks.*
Your Warlord and his unit have the Deep Strike special rule. If they already had the Deep Strike special rule, then do not roll for scatter when they arrive by Deep Strike.
- 6 Lord of Flux:** *The ground itself rebels at the Warlord's presence – he is so anathema to natural order that rock runs like liquid, earth twists into snapping maws, and roots writhe and clutch like the fingers of living skeletons.*
Enemy units within 12" of your Warlord treat all terrain, even open ground, as difficult terrain. In addition, all models in any enemy units that Run, Turbo-boost, move Flat Out or charge within 12" of your Warlord must take a Dangerous Terrain test.

CHAOS ARTEFACTS OF THE THOUSAND SONS

The artefacts of the Thousand Sons are items of incredible rarity, bestowing great power upon the Sorcerers that carry them. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

ASTRAL GRIMOIRE 30 POINTS

The Astral Grimoire contains the magic of the stars, its hermetically inscribed constellations and cosmic diagrams imbuing it with so much astrological energy it must be bound with chains to stop it from orbiting its owner as a moon orbits its planet. One in command of this powerful relic can escape the quotidian shackles of gravity; the powers of levitation and even flight are his to command.

At the start of the Movement phase, pick the bearer or a single friendly Infantry unit within 12" of the bearer. For the duration of the phase, that unit has the Jump unit type.

SEER'S BANE 40 POINTS

The Seer's Bane is a Daemon weapon, quenched in the blood of a grand vizier and bound tight with a thousand curses. Its magic-infused alloys form the prison for the disgraced Lord of Change Malach'raccatax, who once uttered an unvarnished truth in the presence of Lord Tzeentch. It is said this ensorcelled weapon is the bane of learned men, and that it can cut through the minds of those that earn its master's ire as easily as it slices apart their flesh.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	User	2	Melee, Bane of Wisdom, Daemon Weapon*, Force

Bane of Wisdom: Against non-vehicle targets, the Strength value of the Seer's Bane is equal to the bearer's Leadership characteristic, and all To Wound rolls are made against the target's Leadership characteristic instead of their Toughness. However, use the target's Toughness values as normal for determining whether or not the Seer's Bane inflicts Instant Death.

*See Codex: Chaos Space Marines.

HELM OF THE THIRD EYE 20 POINTS

Many of the Thousand Sons' disciplines teach of a mystical third eye that stares out from the forehead, seeing with far more than sight alone and even staring into the souls of men. This helm incorporates a crystalline eyeball that allows the wearer to perceive the intent of those around him, giving him a chance to react even before they have committed to their next action.

The wearer and any unit he joins can fire Overwatch even if they have the Slow and Purposeful special rule. Units that do not have the Slow and Purposeful special rule can instead fire Overwatch at Ballistic Skill 2.

STAFF OF ARCANES

COMPULSION 10 POINTS

This long-hafted weapon is bound with hypnotic rune-forms. Created by the arch-scholar Tazariq to keep the oppressed masses of Cataractis from his door, it can repel a distant throng of enemy warriors with a simple horizontal motion. When the Long War erupts on a battlefield, the time bought by the staff's protective magic can be the difference between life and death.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	+2	4	Melee, Concussive, Force, Repelling Sweep

Repelling Sweep: Enemy units attempting to charge the bearer or his unit must subtract 2 from their charge roll.

CORUSCATOR 20 POINTS

Of all the Warp-forged weapons carried to battle by the Thousand Sons, Coruscator is the most revered. Since the time of the Horus Heresy, it has taken the lives of countless loyalist Space Marines, and its daemonic spirit will take any chance to stoke the fires of hatred that eat away at the Imperium from within. When the trigger is pulled, Coruscator fires not bolts, but blinding helices of magical energy that punch a smoking hole through a target's torso – the edges of that grievous wound will glitter and burn until there is nothing left to consume.

Replaces one of the bearer's ranged weapons.

Range	S	AP	Type
12"	4	3	Pistol, Blast, Soul Blaze

ATHENAEAN SCROLLS 20 POINTS

The arch-sorcerer Ahriman consumed the knowledge contained in the Athenaeum of Kallimakus long ago. However, not all of the Athenaeum's founders were slain when their repository of knowledge was destroyed. Some of their Apollonian disciplines have since been transcribed on sanctified papyrus in order to keep an echo of that great library in existence. One who possesses the so-called 'Athenaeum Scrolls' has access to advanced psychic techniques that make his spells all but unstoppable.

If the bearer makes a successful Psychic test that includes two or more dice of the same number, the power has been manifested with such unstoppable force that the target unit cannot choose to take a Deny the Witch test.

SONS OF MAGNUS

Grand Covens are used exclusively by the forces of the Thousand Sons. The rules below will allow you to organise the models in your Chaos Space Marines collection of miniatures to represent one of these Detachments in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments.

The Grand Coven is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Grand Coven are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Grand Coven, that entire Grand Coven is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to four Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment and all units must have the Chaos Space Marines Faction.

COMMAND BENEFITS:

Lord of Fallen Prospero: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Thousand Sons Warlord Traits table on page 110.

Masters of Arcane Knowledge: If a Psyker from this Detachment suffers Perils of the Warp, you can choose to re-roll the result. In addition, Psykers from this Detachment can attempt to manifest one additional psychic power in each Psychic phase. For example, a Psyker with a Mastery Level of 3 could attempt to manifest 4 psychic powers.



WAR CABAL
(pg 64)



SEKHMET CONCLAVE
(pg 67)



LORD OF THE LEGION

- 1 of the following:
 - Magnus the Red
 - Ahriman
 - Daemon Prince
 - Exalted Sorcerer



Command
0-4



Auxiliary
1+



Core 1+



THOUSAND SONS GRAND COVEN

The Grand Coven allows you to represent the typical structure of a Thousand Sons army on the battlefield. Whether you wish to bring death and destruction with the full might of a Chaos invasion force, or field an elite warband tasked with some dark purpose, the choices below offer a great way to pick your army.

For example, Andy's Chaos Space Marines collection consists of Ahriman, a Daemon Prince, three Exalted Sorcerers, two Sorcerers, a Dark Apostle, three units of Rubric Marines, two units of Scarab Occult Terminators, two units of Chaos Space Marines, two Chaos Spawns, three units of Tzaangors, a Heldrake and a Defiler. If Andy wishes to organise his collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of his units need to be part of a Detachment or a Formation. Andy achieves this by choosing to field a Grand Coven and a Combined Arms Detachment from Warhammer 40,000: The Rules.

The Grand Coven in Andy's army consists of a War Cabal as a Core choice (his Daemon Prince, one Sorcerer and all of his Rubric Marines and Scarab Occult Terminators), and a Tzaangor Warherd (his second Sorcerer, both of his Chaos Spawn and his units of Tzaangors)

as an Auxiliary choice. Andy takes two further Auxiliary choices in the form of Daemon Engines (his Heldrake and Defiler), as well as Ahriman's Exiles as a Command choice (Ahriman himself and an entourage comprising all three of Andy's Exalted Sorcerers).

Andy's Dark Apostle (HQ) and pair of Chaos Space Marine units (Troops) form a Combined Arms Detachment. As all of his units belong to a Detachment, the army is Battle-forged. Andy chooses Ahriman to be his Warlord – his Grand Coven is therefore his Primary Detachment. The units that are part of it have the Lord of Fallen Prospero and Masters of Arcane Knowledge Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



REHATI WAR SECT (pg 69)



AHRIMAN'S EXILES (pg 68)



WAR COVEN (pg 65)



TZAANGOR WARHERD (pg 66)



DAEMON ENGINES

- 1 unit chosen from the following:
 - Defiler
 - Forgefiend
 - Helbrute
 - Heldrake
 - Maulerfiend



LEGION ARMOURY

- 1 unit chosen from the following:
 - Chaos Land Raider
 - Chaos Predator
 - Chaos Vindicator

THOUSAND SONS TACTICAL OBJECTIVES

Below are six Tactical Objectives to use in your games of Warhammer 40,000 that are exclusive to Thousand Sons players, and help to reflect their psychic might and esoteric methods of waging war.

TACTICAL OBJECTIVES

If your Warlord is from a Thousand Sons Detachment or Formation, you may replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* with the Tactical Objectives on this page.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Thousand Sons player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), they instead generate the corresponding Thousand Sons Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|------------------------|
| 11 | Ritual Slaughter |
| 12 | Psychic Supremacy |
| 13 | Vengeance Long Awaited |
| 14 | Arcane Rite |
| 15 | The Wrath of Magnus |
| 16 | Power of the Cabal |

11 RITUAL SLAUGHTER

TYPE: THOUSAND SONS

The letting of blood is a powerful ingredient of fell rituals – spill it to Tzeentch's liking, and reap the rewards.

Score 1 Victory Point at the end of your turn if you killed at least 9 enemy models during your turn.

12 PSYCHIC SUPREMACY

TYPE: THOUSAND SONS

The sons of Prospero have long been masters of the Emptyrean – those who rival their supremacy must have their works undone.

Score 1 Victory Point at the end of your opponent's turn if you made a successful Deny the Witch test to nullify an enemy psychic power earlier during their turn.

13 VENGEANCE LONG AWAITED

TYPE: THOUSAND SONS

The Thousand Sons have waited for millennia to avenge the wrongs of the Horus Heresy – now that reckoning is at hand.

Score 1 Victory Point at the end of your turn if you completely destroyed at least one enemy unit belonging to a Faction which is part of the Armies of the Imperium during your turn.

14 ARCANE RITE

TYPE: THOUSAND SONS

The land itself contains great power – for this geomantic rite to be complete, the battlefield must belong to the Thousand Sons.

Score D3 Victory Points at the end of your turn if you control at least one Objective Marker and your opponent controls none at the end of your turn.

15 THE WRATH OF MAGNUS

TYPE: THOUSAND SONS

It is not enough to merely slay the foe – he must be overcome in mind, body and spirit for Magnus' work to be complete.

Score D3 Victory Points at the end of your turn if you completely destroyed an enemy unit in the Psychic phase of your turn.

16 POWER OF THE CABAL

TYPE: THOUSAND SONS

To muster even a fragment of the Legion's former splendour is to show the power of Prospero reborn. Woe to those nearby!

Score D3 Victory Points at the end of your turn if you successfully manifested three psychic powers of different types (e.g. **bleeding**, **beam** and **nova**). Score D3+3 Victory Points instead if you successfully manifest six psychic powers of different types during your turn.

DISCIPLINE OF TZEENTCH

Those who dabble with the stuff of change seek to master the psychic essence empowering Tzeentch himself. Such individuals skirt the edge of sanity as they wield the forces of madness and mutation, blessing their allies and cursing their foes unto death. Tzeentch lends immense power to those who win his favour with such displays, but always at a cost.

PRIMARIS POWER

TZEENTCH'S FIRESTORM WARP CHARGE 1
The psyker conjures a storm of pink and blue fire that mutates his foes, leaving capering Daemons that claw and bite in its wake.

Tzeentch's Firestorm is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	D6+1	-	Assault 1, Blast, Inferno

Inferno: For each model that is removed as a casualty as a result of *Tzeentch's Firestorm*, the remainder of the unit immediately takes a further D3 Strength 3 AP- hits. These extra hits do not themselves generate more hits.

1. BOON OF MUTATION WARP CHARGE 1
The psyker lays hands upon a warrior marked for glory, channelling the warping power of Chaos into his body until his flesh wrenches and flows.

Boon of Mutation is a **blessing** that targets a single friendly character within 2". That character takes a Strength 4 AP- hit. If the character survives, he must immediately make a roll on the Chaos Boon table (re-rolling the Dark Apotheosis result).

2. DOOMBOLT WARP CHARGE 1
The psyker hurls a bolt of roiling energy that blasts its targets into terrifying new shapes. Anything caught in the explosion is hurled across the field with horrific force.

Doombolt is a **beam** with the following profile:

Range	S	AP	Type
18"	8	1	Assault 1, Detonate

Detonate: If a *Doombolt* hits a vehicle and causes an Explodes! result, roll 2D6 to determine the range of the explosion.

3. SIPHON MAGIC WARP CHARGE 1
The psyker opens his arms wide, embracing the invisible gales of arcane force that rage around the battlefield. By chanting backwards in the Dark Tongue, he can steal the power of other psychic emanations and use them to bolster his own spells.

Siphon Magic is a **blessing** that targets the Psyker. For the rest of the phase, each time a friendly model successfully manifests a psychic power within 18" of them, place a dice next to this model. Any dice accrued in this manner can be used by the Psyker as bonus Warp Charge points.

4. BREATH OF CHAOS WARP CHARGE 2
The psyker exhales a mutagenic cloud of negative energies that leave his victims' physical forms running like wax.

Breath of Chaos is a **witchfire** power with the following profile:

Range	S	AP	Type
Template	1	2	Assault 1, Corrosion, Poisoned (4+)

Corrosion: Do not roll for armour penetration against vehicles touched by the template. Instead, they suffer a glancing hit on a roll of 4+.

5. BALEFUL DEVOLUTION WARP CHARGE 2
With a shout, the psyker channels transmutative forces into his adversaries. Their bodies soon devolve into horrendous new forms.

Baleful Devolution is a **focussed witchfire** power with the following profile:

Range	S	AP	Type
18"	6	2	Assault D6, Transmogrify

Transmogrify: Any To Wound roll of 6 made by an attack that has this special rule gains the Instant Death special rule. If any models are slain in this manner, then you may immediately place a new Chaos Spawn model under your control as close as possible to where any of the slain models were standing, but more than 1" from any enemy models.

6. TREASON OF TZEENTCH WARP CHARGE 3
The psyker whispers into the minds of the enemy. Brother turns upon brother before the pall of confusion dissipates to leave the aggressors staring in horror at the treachery they have wrought.

Treason of Tzeentch is a **malediction** that targets an enemy non-vehicle unit within 24" that is not locked in combat. You can immediately make a shooting attack with every model in the unit as if it were a friendly unit. When resolving these attacks, the unit counts as not having moved in the preceding Movement phase. After these attacks have been resolved, the unit affected by *Treason of Tzeentch* must immediately take a Pinning test.

GAZE OF MAGNUS WARP CHARGE 5
To fall under the monocular gaze of Magnus is to be utterly destroyed by the power of Tzeentch.

Gaze of Magnus is a **beam** with the following profile:

Range	S	AP	Type
18"	D	1	Assault 1, Soul Blaze

FORCES OF THE DEATH GUARD

On these pages, you will find special rules unique to armies from the Death Guard that reflect their tactics on the battlefield. You will also find Warlord Traits, Chaos Artefacts and Tactical Objectives that you can use when fielding your Death Guard army in games of Warhammer 40,000, and an exclusive Detachment – the Vectorium.

DEATH GUARD SPECIAL RULES

Any Detachment with the Chaos Space Marines Faction can be from one of the nine Traitor Legions. A Death Guard Detachment retains the Chaos Space Marines Faction and is treated in all ways as a Chaos Space Marines Detachment, with the following modifications:

- They cannot include any Unique units other than Typhus.
- Units that can take the Mark of Nurgle must do so.
- Units with a Mark of Chaos other than the Mark of Nurgle cannot be taken.
- All units that can do so must be upgraded to Veterans of the Long War, at no additional points cost.
- Any Daemon Princes must have the Daemon of Nurgle special rule.
- Psykers from the Detachment can choose to generate all of their psychic powers from the Discipline of Nurgle.

All units in a Death Guard Detachment or Formation gain the following special rules:

GIFTS OF NURGLE

Units that have the Veterans of the Long War special rule have the Fearless and Feel No Pain special rules, but reduce their Initiative characteristic by 1. Typhus and units of Plague Marines are unaffected.

INEXORABLE ADVANCE

Units that have the Veterans of the Long War special rule have the Relentless special rule.

LORDS OF THE PLAGUE HOST

Units of Plague Marines are Troops choices instead of Elites choices.

CHAOS ARTEFACTS

Units in a Death Guard Detachment or Formation that can normally take Chaos Artefacts in *Codex: Chaos Space Marines* can choose to take items from the Chaos Artefacts of the Death Guard list (see opposite) at the points cost shown instead.

WARLORD TRAITS

When generating his Warlord Traits, a Warlord from a Death Guard Detachment or Formation may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Insensate to Pain:** *So vast and bloated has this Warlord become that he is all but immune to the pain of injury.*
Add 1 to your Warlord's Feel No Pain rolls.
- 2 Tainted Regeneration:** *So blessed is this Warlord with Nurgle's fetid restorative powers that his body heals itself as fast as his enemies can harm him.*
Your Warlord has the It Will Not Die special rule.
- 3 Lord of Contagion:** *Saturated as he is with Nurgle's contagious blessings, merely to stand before this Warlord and his closest warriors is to be assailed by an oppressive aura of plague.*
Your Warlord and all friendly units from a Death Guard Formation or Detachment that are within 7" of your Warlord at the start of the Fight sub-phase are infected with a contagious plague until the end of the phase. All enemy units that are locked in combat with any units infected in this manner suffer D6 Strength 1 AP 4 hits with the Poisoned (4+) special rule (distributed randomly) at the Initiative 10 step.
- 4 Hulking Physique:** *This Warlord's body has become swollen with Nurgle's divine blessings, and stands all but inviolate as a veritable behemoth of rancid flesh.*
Add 1 to your Warlord's Wounds characteristic.
- 5 Rotten Constitution:** *Nurgle's favour takes many forms, and this Warlord's flesh has become so rot-infested that vast chunks of it can be torn free without risk of lasting harm.*
Your Warlord has the Eternal Warrior special rule.
- 6 Arch-contaminator:** *Such are this Warlord's virulent emanations that his very presence is enough to make even the most lethal toxins and venoms deadlier still.*
The effect of the Poisoned special rule on any weapons wielded by your Warlord and any models in his unit is improved by 1, to a maximum of 2+. For example, if your Warlord joined a unit of Plague Marines, their plague knives would have the Poisoned (3+) special rule instead of Poisoned (4+).

CHAOS ARTEFACTS OF THE DEATH GUARD

Nurgle's putrescent blessing hangs heavy in the air about the Death Guard's most sacred relics, and proximity alone is often enough to infect those who breathe deep of their noxious foulness. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

PUSCLEAVER..... 10 POINTS

Appearing as a particularly large plague knife, more like a machete than the traditional side weapon of the Death Guard Legion, the Puscleaver bears the infamous Gurgling Doom contagion. One struck by the blade has not only to contend with part of their anatomy being hacked away, for its edge remains punishingly sharp, but also a wound so infected it balloons into a swollen mess in seconds. The afflicted individual keels over a moment later, gurgling phlegm as he finally realises the glory of Nurgle's generosity.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	User	-	Melee, Poisoned (2+)

PLAGUE SKULL OF GLOTHILA..... 15 POINTS

This oversized death's head was once the skull of the Chaos Lord Glothila, whose dying wish was to become a weapon of purest evil.

Once per game, instead of firing his weapon, the bearer of the Plague Skull of Glothila can choose to make a shooting attack that uses the profile below:

Range	S	AP	Type
8"	1	-	Assault 1, Large Blast, One Use Only, Poisoned (2+)

THE PANDEMIC STAFF 30 POINTS

This rune-engraved artefact is long and pitted, mouldering with a visible miasma of plague and entropy. Every one of its odd dents and holes harbours a deadly strain of contagion, one of Nurgle's old favourites, tried and proven. Collectively, the grotesque diseases that riddle the Pandemic Staff have seen trillions of lives ebb away to nothing, reduced to little more than fodder for the Grandfather's Garden. When waved expansively, the staff can conjure forth a tide of hypertoxic fluids that could bring low even a rampaging pestiger.

Replaces one of the bearer's Melee weapons. The bearer can also use the Pandemic Staff in the Shooting phase instead of firing another weapon.

	Range	S	AP	Type
Ranged	Template	1	5	Assault 1, Poisoned (2+)
Melee	-	+2	4	Melee, Concussive, Poisoned (2+)

DOLOROUS KNELL..... 25 POINTS

The clangour of this giant bell is painful to the ear, almost intrusive as its foul sounds push their sickening notes into the minds of those nearby. Each toll registers as a dull clank on the data-harvest of recording devices such as vid-thief skulls, but to hear it in person is quite another matter. Bravery is undone and certainty ebbed away as the shambling horde of the Death Guard closes in, rendered as looming behemoths by the peals of the deathly knell.

All friendly Death Guard units within 14" of the bearer at the start of the Fight sub-phase have the Fear special rule for the duration of the phase. In addition, enemy units taking a Fear test against an affected unit must do so on 3D6 instead of 2D6.

POXWALKER HIVE..... 20 POINTS

Daemon insects spill from the tubular, chimney-like structures of the Poxwalker Hive. The incessant droning chatter of these tiny creatures acts as an infection in its own right, and those who willingly listen to it are at grave risk of contracting the poxwalker's curse. Should they succumb, they will devolve into shambling, mutant monstrosities, murmuring and babbling in the same flyblown tongue as the hive itself.

At the start of each of your turns, pick a friendly unit of Chaos Cultists within 7" to infect with the poxwalker virus. For the rest of the game, that unit of Chaos Cultists cannot Run or make shooting attacks, but they gain the Fearless and Feel No Pain special rules. In addition, at the start of each of your following turns, return D3 slain models to every friendly unit of infected Chaos Cultists that are within 7" of the bearer. Any models returned in this manner that cannot be placed within unit coherency are lost.

PLAGUEBRINGER..... 35 POINTS

The hooked blade Plaguebringer once bore the souls of a trio of Beasts of Nurgle. Once the sword sprayed the virulent, infected spittle of these overexcitable Daemons with every swing. However, those entities were trapped so long in the rusted artefact's confines that their lethally potent enthusiasm had drained away, replaced with something even worse. After a long period of sulking, the blade's inhabitants became something else entirely; it now contains the malignant souls of three Rot Flies that take every chance to inflict a terrible wasting disease on those around them.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	User	3	Melee, Daemon Weapon*, Poisoned (4+)

*See Codex: Chaos Space Marines.

SONS OF MORTARION

Vectoriums are used exclusively by the forces of the Death Guard. The rules below will allow you to organise the models in your Chaos Space Marines collection of miniatures to represent one of these Detachments in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments.

A Vectorium is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Vectorium are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Vectorium, the entire Vectorium is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to four Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment and all units must have the Chaos Space Marines Faction.

COMMAND BENEFITS:

Plague Lord: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Death Guard Warlord Traits table (pg 116).

Disgustingly Resilient: Units from this Detachment can re-roll Feel No Pain rolls of 1.

Cloud of Flies: If an enemy unit targets a unit from this Detachment that is 18" or more away, the target unit has the Stealth special rule while that attack is resolved.



CHAOS WARBAND (pg 46)



PLAGUE COLONY (pg 70)



LORD OF THE LEGION

- 1 of the following:
 - Chaos Lord
 - Sorcerer
 - Dark Apostle
 - Daemon Prince



THE LOST AND THE DAMNED
(pg 48)



HELFORGED WARPACK
(pg 49)



Command
0-4



Auxiliary
1+



Core 1+



DEATH GUARD VECTORIUM

The Vectorium allows you to represent the typical structure of a Death Guard army on the battlefield. Whether you wish to bring death and destruction with the full might of a Chaos invasion force, or field an elite warband tasked with some dark purpose, the choices below offer a great way to pick your army.

For example, Erik's Chaos Space Marines collection consists of Typhus, a Chaos Lord, a Dark Apostle, a Daemon Prince, four units of Plague Marines, two units each of Chaos Space Marines, Chaos Terminators and Chaos Cultists, one unit each of Raptors and Chosen, a Helbrute, two Helderakes, a Defiler and two Maulerfiends.

If Erik wishes to organise his collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of his units need to be part of a Detachment or a Formation. Erik achieves this by choosing one Vectorium and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Vectorium in Erik's army consists of two Core choices – a Plague Colony (Typhus and the Plague Marines) and a Chaos Warband (his Chaos Lord, Chosen, Chaos Terminators, Chaos Space Marines, Raptors and Helbrute) – and a Helderake Terror Pack (his pair of Helderakes) as an Auxiliary choice.

Erik's Dark Apostle, Daemon Prince, Chaos Cultists, two Maulerfiends and Defiler form a Combined Arms Detachment. As all of his units belong to a Detachment, the army is Battle-forged. Erik chooses Typhus to be his Warlord – his Vectorium is therefore his Primary Detachment. The units that are part of it have the Plague Lord, Disgustingly Resilient and Cloud of Flies Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



HELDRAKE TERROR PACK
(pg 50)



TERMINATOR ANNIHILATION
FORCE (pg 54)



CULT OF DESTRUCTION
(pg 51)



FAVOURED OF CHAOS
(pg 55)



FIST OF THE GODS
(pg 52)



SPAWN

- 1-3 units of Chaos Spawn



RAPTOR TALON
(pg 53)

DEATH GUARD TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000, which are exclusive to Death Guard players and reflect the foetid and utterly relentless nature of the Death Guard in battle.

TACTICAL OBJECTIVES

If your Warlord is from a Death Guard Detachment or Formation, you may replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* with the Tactical Objectives on this page.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Death Guard player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), they instead generate the corresponding Death Guard Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|-----------------------------|
| 11 | Death March |
| 12 | Pain is for the Weak |
| 13 | Nurgle's Gift |
| 14 | Spread Plague and Contagion |
| 15 | Symbol of the Fly-Lord |
| 16 | Death Begets Life |

11 DEATH MARCH

TYPE: DEATH GUARD

The slow, inexorable advance of the Death Guard has been the death knell of worlds beyond count.

Score 1 Victory Point at the end of your turn if at least 3 of your units are within your opponent's table half.

14 SPREAD PLAGUE AND CONTAGION

TYPE: DEATH GUARD

The lords of the Death Guard have survived for countless centuries, enduring to spread disease to every world they invade.

When this Tactical Objective is generated, nominate one of your Death Guard characters. Score 1 Victory Point at the end of the game if this character is still alive and on the table.

12 PAIN IS FOR THE WEAK

TYPE: DEATH GUARD

Nurgle despises physical frailty and blesses his followers with bloated bodies filled with decay that they may forever forgo its touch.

This Tactical Objective is achieved if you make at least 7 Feel No Pain rolls in any single phase. You immediately score 1 Victory Point.

15 SYMBOL OF THE FLY-LORD

TYPE: DEATH GUARD

The symbolism of the three-eyed fly holds great meaning to the worshippers of the Plague God.

Score D3 Victory Points at the end of your turn if you control exactly three Objective Markers – no more, no less.

13 NURGLE'S GIFT

TYPE: DEATH GUARD

Nurgle enjoys little more than watching his followers spread his diseases upon the mortal races.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a weapon or psychic power that had the Poisoned special rule during that turn.

16 DEATH BEGETS LIFE

TYPE: DEATH GUARD

To the followers of Nurgle, the endless cycle of sowing death that new life may bloom is nothing less than a sacred act.

Score 1 Victory Point at the end of your turn if at least 7 enemy models were slain during your turn. If at least 14 enemy models were slain during your turn, score D3 Victory Points instead, and score D3+3 Victory Points if at least 21 enemy models were slain during your turn.

DISCIPLINE OF NURGLE

Psykers that are blessed by Grandfather Nurgle can channel the Plague God's corrupting powers to debilitate or infect their victims with rancid visitations. Even those fortunate enough to survive the touch of such unwholesome energies will forever be tormented by their legacy.

PRIMARIS POWER

NURGLE'S ROTWARP CHARGE 1

Gurgling praise to Father Nurgle, the psyker selflessly exudes a disgusting wave of soul-pox. All those nearby are covered in a layer of toxic goo so foul it can kill in seconds.

Nurgle's Rot is a **nova** power with the profile below. Note that Daemons of Nurgle and models with the Mark of Nurgle are unaffected by *Nurgle's Rot* – in fact, they find it rather refreshing!

Range	S	AP	Type
6"	2	5	Assault D6+1, Poisoned (4+)

1. WEAPON VIRUSWARP CHARGE 1

The psyker invokes the generosity of his patron, infesting his foe's weaponry with viral decay.

Weapon Virus is a **malediction** that targets a single enemy unit within 24". All of the target unit's ranged weapons have the Gets Hot special rule whilst the power is in effect.

2. FLESHY ABUNDANCEWARP CHARGE 1

Nurgle's bountiful energies surge through the target and the deep wounds that score their flanks begin to secrete foul fluids that thicken and harden upon contact with the air. By the time the psyker's power has run its course, the target's injuries are nowhere to be seen, hidden beneath the swollen folds of new fleshy growth.

Fleshy Abundance is a **blessing** that targets a single friendly model within 14" of the Psyker. The affected model immediately regains D3 Wounds lost earlier in the battle.

3. BLADES OF PUTREFACTIONWARP CHARGE 1

As the psyker draws forth more of Grandfather Nurgle's power from the Warp, the blades of his allies begin to rust and secrete foul, pus-like fluids, the stench alone of which bears the promise of disease.

Blades of Putrefaction is a **blessing** with a range of 14". The Melee weapons of all models in the target unit have the Poisoned (4+) special rule whilst this power is in effect. Any models that already had the Poisoned special rule on their Melee weapons or attacks instead have the Poisoned (2+) special rule whilst this power is in effect.

4. GIFT OF CONTAGIONWARP CHARGE 1

The psyker gathers clouds of contagion and Rot Flies about his enemies, granting them Father Nurgle's blessing.

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

D3 Disease Granted

- Flyblown Palsy:** -1 Attack and the Shrouded special rule.
- Muscular Atrophy:** -1 Strength and may not Run.
- Liquefying Ague:** -1 Strength and -1 Toughness.

5. PLAGUE WINDWARP CHARGE 2

The psyker belches forth a wind of plague that blows through his foes.

Plague Wind is a **witchfire** power with the profile below. It has no effect on vehicles.

Range	S	AP	Type
12"	1	2	Assault 1, Large Blast, Poisoned (4+)

6. CURSE OF THE LEPERWARP CHARGE 2

The victims of this curse find themselves weakened and drained by its enervating touch, yet those that bear Nurgle's favour are instead granted new strength by the rancorous energies coursing through their bloated bodies.

Curse of the Leper is a **blessing** if it targets a friendly unit, or a **malediction** if it targets an enemy unit; in either case, it must target a single unit within 21" of the Psyker. If *Curse of the Leper* is used to target a friendly unit, all models in that unit add 1 to their Strength and Toughness characteristics whilst this power is in effect; if used to target an enemy unit, all models in that unit must reduce their Strength and Toughness characteristic by 1 whilst this power is in effect.



FORCES OF THE EMPEROR'S CHILDREN

On these pages you will find special rules unique to armies from the Emperor's Children that reflect their tactics on the battlefield. You will also find Warlord Traits, Chaos Artefacts and Tactical Objectives that you can use when fielding your Emperor's Children army in games of Warhammer 40,000, and an exclusive Detachment – the Rapture Battalion.

EMPEROR'S CHILDREN SPECIAL RULES

Any Detachment with the Chaos Space Marines Faction can be from one of the nine Traitor Legions. An Emperor's Children Detachment retains the Chaos Space Marines Faction and is treated in all ways as a Chaos Space Marines Detachment, with the following modifications:

- They cannot include any Unique units other than Lucius the Eternal.
- Units that can take the Mark of Slaanesh must do so.
- Units with a Mark of Chaos other than the Mark of Slaanesh cannot be taken.
- All units that can do so must be upgraded to Veterans of the Long War, at no additional points cost.
- Any Daemon Princes must have the Daemon of Slaanesh special rule.
- Psykers from the Detachment can choose to generate all of their psychic powers from the Discipline of Slaanesh.

All units in an Emperor's Children Detachment or Formation gain the following special rules:

FUELLED BY SENSATION

Units that have the Veterans of the Long War special rule have the Fearless and Feel No Pain (6+) special rules (units with an Icon of Excess instead have the Fearless and Feel No Pain (4+) special rules).

In addition, if a model that has the Veterans of the Long War special rule is slain in the Fight sub-phase before it has made any Attacks that phase, it can make a single Attack at the end of the current Initiative step before being removed as a casualty.

MASTERS OF THE KAKOPHONI

Units of Noise Marines are Troops choices instead of Elites choices.

CHAOS ARTEFACTS

Units in an Emperor's Children Detachment or Formation that can normally take Chaos Artefacts in *Codex: Chaos Space Marines* can choose to take items from the Chaos Artefacts of the Emperor's Children list (see opposite) at the points cost shown instead.

WARLORD TRAITS

When generating his Warlord Traits, a Warlord from an Emperor's Children Detachment or Formation may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Chaos Space Marines*.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Glutton for Punishment:** *This Warlord revels in every sensation – even ones that would slay a lesser mortal outright.*
Your Warlord has the Eternal Warrior special rule.
- 2 Quicksilver Reflexes:** *This Warlord has been blessed with reflexes so swift that he can sever the neck of his opponent before they even see him move.*
Add 2 to your Warlord's Initiative characteristic.
- 3 Nexus of Debauchery:** *No experience of the mind or body is enough to deter the rampant desires of this Warlord, and those in his presence endlessly strive to match his levels of euphoria.*
Add 1 to the Feel No Pain rolls of your Warlord and his unit.
- 4 Psychotropic Aura:** *To stand within this Warlord's shadow is to suffer an assault on the senses that lays bare all but the most ironclad mind to depravity born of a limitless potential for excess.*
Your Warlord has the Fear special rule. Any unit that is locked in combat with your Warlord must take a Fear test with 3D6 instead of 2D6.
- 5 Stimulated by Pain:** *The more grievous this Warlord's injuries, the deadlier he becomes.*
Your Warlord gains 1 Attack each time he loses a Wound. However, if he recovers Wounds through any means, his Attacks are reduced accordingly.
- 6 Idol of Mindless Devotion:** *Such is this Warlord's disturbingly beautiful appearance that others would gladly sacrifice themselves to save him from harm.*
Your Warlord can choose to automatically pass any Look Out, Sir rolls he is required to make instead of rolling. If your Warlord is a Daemon Prince, you can choose to re-roll this result.





CHAOS ARTEFACTS OF THE EMPEROR'S CHILDREN

The Emperor's Children bear some of the most disturbing artefacts of war, each crafted with flawless precision to kill and torment with unrivalled efficiency. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

INTOXICATING ELIXIR 25 POINTS

This concoction is so valuable that even a minute drop is worth a fortune. Some say it was brewed by the master fleshcrafters of Commorragh, others that it is nectar from Slaanesh's pleasure gardens, or that it is the blood of Fulgrim himself. The liquid is self-replenishing, and one who partakes of it harnesses dark physical power. The Emperor's Children channel it into dispenser arrays so they can dump it into their bloodstream by the pint.

After deployment, make D3 rolls on the Combat Drugs table (pg 124) to see what effect the Intoxicating Elixir has on the bearer. All effects are cumulative, including with the Combat Drugs Command Benefit should the bearer be part of a Rapture Battalion (pg 124).

SHRIEKWAVE 20 POINTS

This ornate doom siren emits a thunderous bass boom and a hypermodulated scream powerful enough to shatter diamond. The sheer deafening power hits with a physical impact, blasting away all cohesive thought in an instant. Only those with a tremendous strength of will can hold mind and body together – those who let their minds be swept away find their flesh, bone and gristle alike reduced to shuddering pulp by myriad resonant frequencies.

Once per game, the bearer can make a special shooting attack instead of firing another weapon. This has the following profile:

Range	S	AP	Type
12"	8	2	Assault D6, Mental Trauma

Mental Trauma: Before making this attack, the target unit must first take a Leadership test. If failed, you can re-roll all failed To Wound rolls made for this attack.

THE SOULSNARE LASH 20 POINTS

This fleshy whip has been marinated in the sweat of six Keepers of Secrets during their forbidden strife-rituals. Barbed hooks run along its length, and its coils are warm yet unsettling to the touch. Should it ensnare a victim, the poor fool is consumed in aetheric fire that burns the soul from his body, snatching it away for an eternity of anguish in the six circles of Slaanesh's realm.

Replaces one of the bearer's Melee weapons. This bearer can also use this weapon in the Shooting phase, in addition to firing his ranged weapon.

	Range	S	AP	Type
Ranged	6"	4	5	Assault 2, Soulsnare
Melee	-	User	5	Melee, Soulsnare

Soulsnare: Any To Wound rolls of 6 made with this weapon are resolved at AP2 and have the Instant Death special rule.

THE ENDLESS GRIN 10 POINTS

This fleshy mask is the still-living, flayed face of a man who begged Slaanesh to fulfil his wish to live forever. The Dark Prince was only too pleased to oblige, gifting the unfortunate soul immortality but also forcing him to present his face to the Chaos Lord Shixee. After murdering the supplicant, Shixee wore that face as a prized reminder of the occasion for several centuries. The Endless Grin has since exchanged hands many times, but the potency of its anguish has never diminished.

The bearer of the Endless Grin has the Fear special rule. Enemy units must reduce their Leadership by 1 whilst they are within 6" of the bearer.

BOLTS OF ECSTATIC VEXATION 15 POINTS

Fired with a shrill howl, these strangely shaped mass-reactive bolts contain not explosive charges, but a peculiar cerise gas. Any who catch so much as a whiff of this vapour are driven into a hallucinatory fugue state where all their dreams and nightmares mingle together into a kaleidoscope of intense sensation. Even the most fortified bunker or sainted sanctum is of little protection, for the winding tendrils of the pinkish hallucinogen seek out sane minds as a hungry felid seeks out fresh meat.

Bolts of Ecstatic Vexation can be fired from any boltgun, bolt pistol or boltgun part of any combi-weapon that the bearer is equipped with; that weapon's profile gains the Blast, Ignores Cover and Pinning special rules.

BLISSGIVER 30 POINTS

This long-tongued whip can render those who feel its sting insensible with indescribable pleasure. Even those who put aside gratification for a greater duty find their oaths and promises forgotten, washed away in a tide of sensation that drowns the mind completely. So it is to feel the kiss of Slaanesh. Though their lives are cruelly torn away almost immediately afterwards, for a few short moments, they truly know ecstasy and agony entwined.

Replaces one of the bearer's Melee weapons.

Range	S	AP	Type
-	User	3	Melee, Catatonic Trance, Daemon Weapon*

Catatonic Trance: Any model that suffers one or more unsaved Wounds from Blissgiver must immediately pass a Leadership test for each Wound suffered or be removed from play as a casualty.

*See Codex: Chaos Space Marines.

SONS OF FULGRIM

Rapture Battalions are used exclusively by the forces of the Emperor's Children. The rules below will allow you to organise the models in your Chaos Space Marines collection of miniatures to represent one of these Detachments in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments.

A Rapture Battalion is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Rapture Battalion are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Rapture Battalion, the entire Rapture Battalion is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to four Command choices and any number of additional Core or Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment and all units must have the Chaos Space Marines Faction.

COMMAND BENEFITS:

Lord of Hedonism: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Emperor's Children Warlord Traits table (pg 122).

Combat Drugs: After Deployment, roll a dice and consult the following table to see what effects the combat drugs have on the characteristic profiles of all non-vehicle units from this Detachment for the duration of the game:

D6	Result
1	+1 Weapon Skill
2	+1 Ballistic Skill
3	+1 Initiative
4	+1 Strength
5	+1 Toughness
6	+1 Attacks



CHAOS Warband (pg 46)



Kakophoni (pg 71)



LORD OF THE LEGION

- 1 of the following:
 - Chaos Lord
 - Sorcerer
 - Dark Apostle
 - Daemon Prince



THE LOST AND THE DAMNED
(pg 48)



Command
0-4



Auxiliary
1+



Core 1+



EMPEROR'S CHILDREN RAPTURE BATTALION

The Rapture Battalion allows you to represent the typical structure of an Emperor's Children army on the battlefield. Whether you wish to bring death and destruction with the full might of a Chaos invasion force, or field an elite warband tasked with some dark purpose, the choices below offer a great way to pick your army.

For example, Jade's Chaos Space Marines collection consists of Lucius the Eternal, a Chaos Lord, a Dark Apostle, a Daemon Prince, three units of Noise Marines, two units each of Chaos Space Marines, Chaos Terminators and Chaos Cultists, one unit each of Raptors and Chosen, a Helbrute, two Helderakes, a Defiler and two Maulerfiends.

If Jade wishes to organise her collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of her units need to be part of a Detachment or a Formation. Jade achieves this by choosing one Rapture Battalion Detachment and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Rapture Battalion in Jade's army consists of two Core choices – a Kakophoni (Lucius the Eternal and the Noise Marines) and a Chaos Warband (her Chaos Lord, Chosen, Chaos Terminators, Chaos Space Marines, Raptors and Helbrute) – and a Helderake Terror Pack (her pair of Helderakes) as an Auxiliary choice.

Jade's Dark Apostle, Daemon Prince, Chaos Cultists, Maulerfiends and Defiler form a Combined Arms Detachment. As all of her units belong to a Detachment, the army is Battle-forged. Jade chooses Lucius the Eternal to be her Warlord – her Rapture Battalion is therefore her Primary Detachment. The units that are part of it have the Lord of Hedonism and the Combat Drugs Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



HELFORGED WARPACK
(pg 49)



RAPTOR TALON
(pg 53)



HELDRAKE TERROR PACK
(pg 50)



TERMINATOR ANNIHILATION
FORCE (pg 54)



CULT OF DESTRUCTION
(pg 51)



FAVOURED OF CHAOS
(pg 55)



FIST OF THE GODS
(pg 52)



SPAWN
• 1-3 units of Chaos Spawn

EMPEROR'S CHILDREN TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000, which are exclusive to Emperor's Children players and reflect their malicious depravity on the battlefield.

TACTICAL OBJECTIVES

If your Warlord is from an Emperor's Children Detachment or Formation, you may replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* with the Tactical Objectives on this page.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when an Emperor's Children player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), they instead generate the corresponding Emperor's Children Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|----------------------------|
| 11 | The Sound of Death |
| 12 | Without Peer |
| 13 | Despair and Death |
| 14 | Sensory Onslaught |
| 15 | That Which They Value Most |
| 16 | Flawless Performance |

11 THE SOUND OF DEATH

TYPE: EMPEROR'S CHILDREN

Fav can stand up to the wall of sanity-blasting sound emitted by the sonic weapons of the Emperor's Children.

Score 1 Victory Point at the end of your turn if you completely destroyed any enemy units using Noise Marine sonic weapons during your turn.

12 WITHOUT PEER

TYPE: EMPEROR'S CHILDREN

Slaanesh demands great deeds of his champions, especially in the field of personal combat.

Score 1 Victory Point at the end of your turn if you killed at least one enemy character in a challenge during your turn.

13 DESPAIR AND DEATH

TYPE: EMPEROR'S CHILDREN

The Emperor's Children favour delivering the killing blow only when the enemy are at their most terrified, when they can revel in the full, undiluted sensation of the kill.

Score 1 Victory Point at the end of your turn if you completely destroyed an enemy unit that was Falling Back during your turn.

14 SENSORY ONSLAUGHT

TYPE: EMPEROR'S CHILDREN

Slaanesh delights when the senses of mortals are overloaded.

Score 1 Victory Point at the end of your turn each time your opponent fails a Morale, Pinning or Fear test during your turn (up to a maximum of 3 Victory Points).

15 THAT WHICH THEY VALUE MOST

TYPE: EMPEROR'S CHILDREN

At the core of every Emperor's Children legionary lies a spiteful heart that overjoys in the despair of others.

When this Tactical Objective is generated, your opponent must choose an Objective Marker. Score D3 Victory Points at the end of your turn if you control the Objective Marker your opponent chose.

16 FLAWLESS PERFORMANCE

TYPE: EMPEROR'S CHILDREN

Since their foundation, the Emperor's Children have sought to master the art of perfection in battle.

Score D3 Victory Points at the end of your turn if your opponent controls no Objective Markers. Score D3+3 Victory Points instead if you control all 6 Objective Markers.

DISCIPLINE OF SLAANESH

Sorcerers who wield the power of Slaanesh wrack both the minds and bodies of their foes with catatonic fevers and psychological traumas against which even the most steeled mind can be rendered helpless. Those who feel its caress may never recover their wits, such is the seductive promise of bliss eternal.

PRIMARIS POWER

SENSORY OVERLOAD WARP CHARGE 1
Reaching out to overload the nerve centres of his foes, the psyker makes sure they are in a fit state to accept his deadly caress.

Sensory Overload is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	4	4	Assault 4, Blind, Concussive, Pinning

1. HYSTERICAL FRENZY WARP CHARGE 1
The psyker's chant goads his followers into a frantic frenzy of activity, driving them to ever greater acts of sensation-seeking destruction.

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

D3—Altered State

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

2. DELIGHTFUL AGONIES WARP CHARGE 1
Those whose minds are touched by the psyker's caress are wracked by waves of indescribable pain, over which physical trauma has no hold.

Delightful Agonies is a **blessing** with a range of 12". Whilst the power is in effect, all models in the target unit have the Feel No Pain (4+) special rule.

3. SYMPHONY OF PAIN....WARP CHARGE 1
Opening his mouth unnaturally wide, the shrieking psyker emits a barrage of raw Chaos energy that rages around his foes.

Symphony of Pain is a **malediction** that targets a single enemy unit within 24". Whilst this power is in effect, that unit is at -1 Weapon Skill and -1 Ballistic Skill. Furthermore, any attacks from sonic weaponry that hit the target unit whilst this power is in effect are resolved at +1 Strength. Note that the effects of more than one *Symphony of Pain* are cumulative.

4. SONIC SHOCKWAVE....WARP CHARGE 1
The psyker gives voice to a piercing shriek that grates upon the very sanity of those that hear it, who fall to their knees, hands clasped to their ears in a desperate attempt to block out the sound.

Sonic Shockwave is a **nova** power with the following profile:

Range	S	AP	Type
9"	5	4	Assault D6, Ignores Cover, Pinning

5. AURAL ONSLAUGHT...WARP CHARGE 2
An aetheric sound wave erupts from the psyker's distended maw, shattering the minds of all it passes through with a maddening sonic shock.

Aural Onslaught is a **beam** with the following profile:

Range	S	AP	Type
18"	8	2	Assault 1, Mental Anguish

Mental Anguish: Before resolving this attack, each affected enemy unit must first take a Leadership test. If failed, you can re-roll all failed To Wound rolls made for this attack against that unit.

6. APOPLECTIC GLEE.....WARP CHARGE 2
Those stricken by this terrible affliction at first find themselves helplessly chuckling. However, as the curse continues to take hold, its victims begin to laugh with increasing vigour until their very organs begin to burst inside them with the uncontrolled fury of their mirth.

Apoplectic Glee is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	Special	-	Assault 1, Ecstasy, Ignores Cover

Ecstasy: If a unit is hit by *Apoplectic Glee*, do not roll To Wound as normal. Instead, every non-vehicle model in the target unit takes a hit at its own unmodified Strength.

SORCERERS OF CHAOS

When the Adeptus Astartes embrace Chaos, they sell their souls to vile Daemon deities. In trade for their eternal damnation they receive mighty gifts from the Dark Gods, with few gaining more than the psykers of the Librarians. These gifted champions become Sorcerers, warrior mystics whose powers tear at the very fabric of reality itself.

Many are the dark and terrible powers of the Sorcerers. Some pry apart the weft and weave of fate, tearing through the threads of the future and weaving them into bleak new webs of damnation and despair. Others summon horrific entities from the Warp, the neverborn spilling through the veil at their call to tear horrified victims limb from limb. Sorcerers wield the energies of the Empyrean as crackling blades and crushing blasts of force. They pervert the fundamental forces of reality into grotesque weapons, and unleash the blasphemous energies of Chaotic corruption upon their foes. The very thoughts and desires of these occult warriors become weaponised – their enemies beset by storms of crackling hate or beguiled by glittering clouds of envy and desire. Few are the defences that can repel such tainted psychic assaults, and so Sorcerers are hated and feared by all those they face.

The path to such formidable power is not an easy one, however, and the dangers the Sorcerers must face are uncountable. Even the resilient psyches of the Adeptus Astartes are not altogether immune to the touch of madness. The deviant lore that Sorcerers covet is laden with insidious dangers. Inevitably, all but the strongest willed find their sanity blasted by the crawling horror of the secrets they uncover.

Even those who retain their grip upon reality risk much by harnessing the powers of the Empyrean. Though ostensibly allies to the Traitor Legions, the Daemons of the Warp are rapacious and merciless predators. They will gladly possess or beguile the unwary in order to sate their gnawing hunger for souls, and like those of all psykers the animas of Sorcerers burn beacon-bright to these monstrous entities. Mutation and degeneration are constant dangers also, for Sorcerers channel floods of corrupting energies through their minds and bodies. Many are the prideful or incautious Sorcerers who have ended up as writhing, screaming Chaos Spawn when their spells ran amok. Despite such dangers, there are always more fallen Librarians willing to follow the twisting path of the Sorcerer, for the powers they command afford a swift path to dark glory.

SORCERERS

Any Psyker with the Chaos Space Marines Faction can generate their psychic powers from the Sinistrum, Heretech, Ectomancy and Geomortis disciplines, in addition to any other disciplines they have access to.



SINISTRUM DISCIPLINE

Sorcerers spend their lives hunting for dark and forbidden tomes of lore. With each eldritch volume they uncover, new vistas of unspeakable wisdom yawn wide within their shuddering minds. Sanity is thrust aside in favour of Chaotic lore, and the tainted black magic of the Empyrean. With such dread powers at their disposal, Sorcerers can rip away their enemies' psychic energies, bolster their own twisted might, or smash their victims to bloody pulp with hideous curses from the primal dark of the void.



HERETECH DISCIPLINE

Heretechs drive their minds like heated blades into the workings of enemy war machines, twisting them to their bidding. There is nothing delicate or subtle about this process. The heretech uses brute psychic force to bend machine spirits to his will, sending bursts of artificial agony racing through circuits and burning out saviour mechanisms with the cruelty of a torturer. Gun mounts spit sparks as they swivel menacingly to sight upon unsuspecting targets and power plants overload. Against such a psyker the enemy's armoured might becomes a fatal weakness, and their reliance on their own technologies spells their doom.



ECTOMANCY DISCIPLINE

Ectomancers draw upon the raw energies of the Warp, transforming empyric power into bursts of crackling black lightning. They are surrounded by crawling, leaping energies, and can unleash these powers with a thought to scorch their luckless victims to blackened husks. Skilled ectomancers can control these Warp-spawned lightnings further. With but a gesture they throw up dancing fields of empyrostatic interference to burn enemy projectiles out of their air, or even rip ragged holes in the fabric of reality.



GEOMORTIS DISCIPLINE

Sorcerers versed in the dark secrets of Geomortis are feared as the murderers of worlds. The ground writhes beneath their feet as they advance, tectonic shudders betraying the fear of the very bedrock upon which they tread. With contemptuous gestures these dark Sorcerers rip open great chasms like gaping Daemon maws under the feet of their foes, or pervert the energies of the land into frantic paroxysms and explosive blasts of force. Geysers of razor-edged rock erupt from beneath their enemies' feet. Roaring landslides engulf them in thunderous waves of rock and spoil. Should they choose to do so, geomorticians can even wrench the very landscape into shapes more pleasing to them, reforging the battlefield like baleful gods of creation.



SINISTRUM DISCIPLINE

PRIMARIS POWER

FURY OF THE GODS ..WARP CHARGE 1

The Sorcerer conjures a shimmering sphere of dark energy, pouring his hate and spite into the crackling orb before hurling it through his foes with sledgehammer force.

Fury of the Gods is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	5	3	Assault 1, Blast

1. WARP FATEWARP CHARGE 2

Ripping aside the veil of time and space, the Sorcerer grasps the strands of fate and wrenches them into new configurations. Every pluck and twist changes fate in the Sorcerer's favour.

Warp Fate is a **blessing** that targets the Psyker's unit. Whilst the power is in effect, the Psyker and his unit can re-roll all failed saving throws.

2. EMPYRAGHEISTWARP CHARGE 1

Using his own soul as a lure, the Sorcerer draws a formless Warp predator near before shackling its essence and hurling it forth to rip and tear its way through his foes.

Empyrageist is a **beam** with the following profile:

Range	S	AP	Type
20"	6	4	Assault 1, Pinning

3. ARMOUR OF HATREDWARP CHARGE 1

The Sorcerer turns his mind inwards, to the boundless hatred and vitriol that fester in his soul. Drawing upon that dark wellspring, he fashions a jagged psychic shield against his foes' powers.

Armour of Hatred is a **blessing** that targets the Psyker. Whilst the power is in effect, all friendly units within 12" of the Psyker have the Fearless and Adamantium Will special rules. In addition, whilst this power is in effect, all friendly units within 12" of the Psyker have a 4+ invulnerable save against any Wounds caused by **witchfire** powers.

4. DIABOLIC STRENGTHWARP CHARGE 1

The unholy energies of Chaos flow through the Sorcerer, swelling his frame with the strength to tear a tank in two.

Diabolic Strength is a **blessing** that targets the Psyker. Whilst the power is in effect, add 2 to the Psyker's Strength, Toughness, Initiative and Attacks.

5. WARP LUREWARP CHARGE 1

The Sorcerer focuses his energies upon the soul of a psychic foe, ripping away his enemy's defences and illuminating their presence in the Warp to draw down a lethal daemonic feeding frenzy.

Warp Lure is a **malediction** that targets an enemy Psyker within 24". The Psyker manifesting this power rolls two dice and adds their Mastery Level to the highest result. The other Psyker rolls a single dice and adds their Mastery Level to the result.

If the enemy Psyker's result is higher, there is no effect.

If the scores are drawn, or your result is higher than the enemy Psyker's, the target suffers a Wound with no saves of any kind allowed and, whilst this power is in effect, can only successfully harness Warp Charge points on the roll of a 6.

Finally, if your result is at least 3 points higher than that of the enemy Psyker's, then they also lose a randomly chosen psychic power – they cannot use it for the rest of the battle.

6. DEATH HEXWARP CHARGE 2

Chanting unholy curses, the Sorcerer places a dire hex upon his enemies. Defensive wards and energised shields flicker and fail, leaving the foe exposed to the grasping claws of death.

Death Hex is a **malediction** that targets an enemy unit within 24". Whilst the power is in effect, all models in the target unit suffer a -2 penalty to any invulnerable saves they have. This is cumulative with any other modifiers to a model's invulnerable save, but cannot make it worse than 6+.



HERETECH DISCIPLINE

PRIMARIS POWER

CORRUPT MACHINE ..WARP CHARGE 1

Like a virus entering the blood stream of a living creature, the Sorcerer invades the machine spirit of an enemy war engine, reversing energy flows and hijacking vital systems.

Corrupt Machine is a **malediction** that targets a single enemy vehicle within 18". If this power is successfully manifested, randomly select one of the vehicle's weapons (do not include Bombs, weapons with the One Use Only/One Shot Only special rule that have already fired, and weapons that have been destroyed). Then, you and your opponent each roll a dice and look up the result below:

If your opponent rolls higher, nothing happens.

If the results are drawn, then that weapon can only fire Snap Shots whilst this power is in effect.

If you roll higher, you can immediately shoot with that weapon at another enemy unit – the weapon fires using the vehicle's Ballistic Skill, unless the vehicle is Crew Stunned or Shaken, in which case the weapon can only fire Snap Shots.

1. BOON OF THE IRON BEASTWARP CHARGE 1

The Sorcerer sketches dark sigils in the air, drawing forth gibbering cacodaemons from the Warp. These swarming entities flow into the Sorcerer's chosen vehicle, lending it frantic energy and unnatural vitality for a short time.

Boon of the Iron Beast is a **blessing** that targets a single friendly vehicle within 24". Whilst the power is in effect, the target vehicle ignores the effects of Crew Shaken and/or Crew Stunned damage results and has the Power of the Machine Spirit special rule. If the vehicle already has this special rule, it instead increases its Ballistic Skill by 1 whilst this power is in effect.

If the Psyker is embarked on a Transport vehicle, he may still attempt to manifest this psychic power, but may only target the vehicle he is embarked upon.

2. SCRAPCODE CURSE.....WARP CHARGE 1

The Sorcerer opens his mouth wide and vomits a screaming, whining barrage of scrapcode. The barrage of corrupting code explodes systems and drives the machine spirit of the target vehicle to insanity.

Scrapcode Curse is a **focussed witchfire** power that targets a single enemy vehicle unit within 18". The target model immediately suffers D3 Strength 1 AP- hits with the Haywire special rule.

3. DARK INVIGORATION.....WARP CHARGE 1

Disgusted by the weakness of a nearby damaged vehicle, the Sorcerer pours a tide of fresh energy into the stricken machine, causing it to shudder and spark as it is forcibly repaired.

Dark Invigoration is a **blessing** that targets a single friendly vehicle within 24". The controlling player can choose for the target vehicle either to immediately recover one Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle. In addition, the target vehicle has the It Will Not Die special rule whilst this power is in effect.

If the Psyker is embarked on a Transport vehicle, he may still attempt to manifest this psychic power, but may only target the vehicle he is embarked upon.

4. FLESHMETAL HIDE.....WARP CHARGE 2

Flowing from the Sorcerer's hands comes a revolting tide of biomechanical ooze. The foul substance slithers across its target, hardening into a second skin that protects them from harm.

Fleshmetal Hide is a **blessing** that targets a single friendly unit within 24". If this power targets a vehicle unit, then whilst it is in effect add 1 to all the Armour Values (Front, Sides and Rear) of models in that unit. If this power targets a non-vehicle unit, then whilst it is in effect add 1 to the Toughness of all models in the target unit.

If the Psyker is embarked on a Transport vehicle, he may still attempt to manifest this psychic power, but may only target the vehicle he is embarked upon.

5. ELECTROMORTISWARP CHARGE 1

The Sorcerer hurls out crackling tendrils of Warp energy, winding them around the beating furnace heart of the enemy war machine and crushing it slowly to death.

Electromortis is a **beam** with the following profile:

Range	S	AP	Type
18"	1	-	Assault 1, Haywire

6. FLAYERSTORM.....WARP CHARGE 2

A rust-laden tempest howls from the depths of the Warp at the Sorcerer's command. It screams across the hull of an enemy vehicle, shaking the machine like a dog shakes a bone as it rips away great splinters of its hull and hurls them as spears into the foe.

Flayerstorm is a **focussed witchfire** power that targets a single enemy vehicle unit within 18". The target immediately loses D3 Hull Points. For each Hull Point that the vehicle loses, the Psyker inflicts D6 Strength 4 AP6 hits with the Rending special rule on a single enemy unit within 12" of the target vehicle. You can choose a different target for each Hull Point lost in this way if you wish.

ECTOMANCY DISCIPLINE

PRIMARIS POWER

WARPSHOCK.....WARP CHARGE 1

At the Sorcerer's arrogant gesture, the raw power of the Warp boils forth and races along his limbs, before leaping out with explosive force to obliterate his enemies.

Warpschock is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	5	4	Assault 6

1. EMPYRIC SHIELDWARP CHARGE 1

An awful, keening whine cuts through the air as the Sorcerer charges the air around him with Warp power to form a shield that repels attacks on a molecular level.

Empyric Shield is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker has a 3+ invulnerable save.

2. DAEMONSHRIEKWARP CHARGE 1

Throwing back his head, the Sorcerer lets loose a hypersonic banshee howl that causes generators to overload and weapon systems to short out in eruptions of blood-red sparks.

Daemonshriek is a **nova** power with the following profile:

Range	S	AP	Type
9"	1	-	Assault 1, Haywire

3. CORUSCATING

BLAZE.....WARP CHARGE 2

The Sorcerer draws Warp energies to him until he burns with dark power. Roaring with the effort, he hurls the energies forth in a searing tide that blasts its victims to ash and leaps from soul to soul with malicious glee.

Coruscating Blaze is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	5	4	Assault D6, Lethal Discharge

Lethal Discharge: After this attack has been resolved against the target, roll a dice for every other enemy unit within 6" of the target. On the roll of a 4 or more, that unit suffers D6 Strength 5 AP4 hits that are Randomly Allocated.

4. INFERNAL CLAWSWARP CHARGE 1

The Sorcerer calls forth crackling claws that sheathe his arms in dark lightning. When he strikes, his foes are blasted back as foul energy spears from their bodies, striking their hapless comrades.

Infernal Claws is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker adds 1 to both his Strength and Attacks. In addition, each time the Psyker hits an enemy unit in close combat, that unit suffers two additional Strength 5 AP- hits.

5. GHOST STORMWARP CHARGE 2

The Sorcerer summons a whirling mass of ectophantasmic entities from the Warp. In a jabbering, shrieking mass the half-seen gargoyles pluck the Sorcerer's allies from the battlefield and bear them swiftly – and roughly – to their destination.

Ghost Storm is a **blessing** that targets a single unit within 18". Unless the target is Zooming, Swooping or is locked in combat, it can immediately make a move of up to 18". The unit can move over all other models and terrain as if they were open ground, but it cannot end its move on top of other models or impassable terrain. Any model that starts or ends this move in difficult terrain must take a Dangerous Terrain test. The unit cannot charge in the same turn that it was moved using this power, and all models in the unit count as having moved in the Movement phase for the purposes of shooting weapons in the Shooting phase.

6. SOULSWITCHWARP CHARGE 2

Disregarding the laws of realspace, the Sorcerer gathers up the soul energies of himself and his comrades before switching them in the Warp with those of nearby warriors. Amidst crackling arcs of empyric energy, those units' corporeal forms follow suit, switching places as they are reunited with their ghosts in the Warp.

Soulswitch is a **blessing** that targets a single non-vehicle unit within 24". Remove all models in the target unit except one, then swap the position of the Psyker with that model. Then, set up all models from the Psyker's unit (if any) within 6" and unit coherency of the Psyker, and set up all remaining models from the swapped model's unit within 6" and unit coherency of that model.

If either unit was locked in combat, the displaced unit is now locked in combat with that enemy – models cannot otherwise be placed within 1" of an enemy model. If either unit was Swooping, they are now Gliding.

Unless locked in close combat, these units can charge in the same turn.

GEOMORTIS DISCIPLINE

PRIMARIS POWER

ROCKMAW.....WARP CHARGE 2

Booming out a ground-shaking curse, the Sorcerer transmutes bedrock, soil and boulders into a ragged, stone-fanged maw that yawns wide to swallow the enemy from below.

Rockmaw is a psychic power that targets an enemy unit within 18" of the Psyker that is not locked in combat. All models in the enemy unit must immediately take a Dangerous Terrain test with no armour saves allowed (invulnerable saves can be taken normally). This psychic power has no effect on Swooping or Zooming units.

1. LEY LEACHWARP CHARGE 1

Like a foul parasite, the Sorcerer siphons away the vital energies of the world upon which he fights, channelling the stolen geo-animus into invigorating waves that heal his traitorous allies.

Ley Leach is a **blessing** that targets a single friendly non-vehicle character within 18". The target immediately regains D3 Wounds lost earlier during the battle. In addition, whilst the power is in effect, the target and all models in their unit have the It Will Not Die special rule.

2. RUPTUREWARP CHARGE 1

The Sorcerer focuses his Warp-spawned powers upon a single point on the battlefield, forcing an unnatural build up of geothermal energies. The land buckles and bulges until, unable to hold on any longer, it bursts like a cast boil and obliterates the enemy in a spewing tide of tainted lava and screaming steam.

Rupture is a **malediction** that targets a point on the battlefield within 24" of the Psyker. Choose the point when the power is manifested. Each unit within 6" of that point immediately suffers a single Strength 5 AP4 hit with the Ignores Cover special rule (hits are Randomly Allocated). In addition, whilst the power is in effect, all terrain (including open ground) within 6" of the point chosen is treated as being dangerous terrain.

3. TORTURER OF WORLDS.....WARP CHARGE 1

Sinking his psychic bars deep into the bedrock of the world, the Sorcerer torments the ground upon which his foe stands until it buckles and churns with wordless agony.

Torturer of Worlds is a **malediction** that targets all enemy units within 18". Whilst this power is in effect, the targets move as though they were in difficult terrain. Furthermore, whilst this power is in effect, the targets cannot Run, Turbo-boost, or move Flat Out. This psychic power has no effect on Swooping or Zooming units.

4. EARTHLY ANATHEMAWARP CHARGE 1

Vomiting the words of a twisted world curse, the Sorcerer taints his very being with such monstrous energies that the world around him recoils, clearing the heretic psyker's path rather than endure his loathsome touch.

Earthly Anathema is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, the unit has the Move Through Cover special rule and all of its weapons have the Ignores Cover special rule. In addition, the unit does not need line of sight in order to attack an enemy unit in the Shooting phase – as long as the target is in range, it can be shot at.

5. PROFANE RUINATIONWARP CHARGE 1

Uttering the seven forbidden truths of the last ruination, the Sorcerer causes his enemies' walls to crumble and collapse, even their mightiest fortifications crashing down.

Profane Ruination is a **witchfire** power that targets either a single building or a single piece of Ruins terrain within 24".

If you targeted a building, roll a dice; on a roll of 1-3, the building suffers a glancing hit, and on a roll of 4-6, it suffers a penetrating hit.

If you targeted a piece of Ruins terrain, roll a dice for each unit that is even partially within those ruins: on a 4 or more, that unit suffers D6 Strength 6 AP- hits as they are struck by falling debris. These hits are Randomly Allocated.

6. WORLDWRITHE.....WARP CHARGE 3

Screaming with maniacal laughter, the Sorcerer rips madly at the bedrock beneath his enemies' feet with vast psychic claws. Boulders are torn from the ground, fortifications and forests flung skyward and sent crashing down upon the broken bodies of the foe as the damned psyker reshapes the world around him.

Worldwrithe is a psychic power that targets a single terrain feature within 24" of the Psyker and in their line of sight. The terrain feature must be one that can be physically picked up and placed in a different location on the battlefield. Move the terrain to an area of open ground anywhere on the battlefield within 24" of its starting position, so long as it is more than 1" away from any other models or other terrain features after the relocation is complete.

Any units that have all of their models on the piece of terrain are moved with it. If a unit has only a portion of its models on the terrain feature, then the models that occupy the terrain piece are immediately moved off it by their player, in the same manner as a model disembarking from a vehicle (treating the edge of the terrain as an Access Point and ending this move wholly within 6" of the terrain and in coherency). Models moved in this way must then take a Dangerous Terrain test.

ARMOURY OF THE CHAOS SPACE MARINES

This page lists the weapons and equipment used by the Thousand Sons and the Khorne Lord of Skulls, along with the rules for using them in your games of Warhammer 40,000.

RANGED WEAPONS

DAEMONGORE CANNON

This horrific weapon lives up to its name, spewing a mighty jet of the Lord of Skulls' boiling ichor. Those engulfed by the vile tide stand little chance of survival, for armour, flesh and bone alike are reduced to molten slurry in seconds by its furnace heat.

Range	S	AP	Type
Hellstorm	9	3	Primary Weapon 1, Gets Hot, Instant Death

GORESTORM CANNON

The gorestorm cannon is a simple but horribly effective weapon that sprays a high-pressure torrent of boiling blood across a wide area. Those not dissolved amid the horrific flood are drowned, or else cooked alive inside their armour.

Range	S	AP	Type
Hellstorm	8	3	Primary Weapon 1

HADES GATLING CANNON

The enormous Hades galling cannon summons forth a hurricane. Firing several hundred rune-graven rounds per second, this weapon churns everything in its sights to unrecognizable pulp.

Range	S	AP	Type
48"	8	3	Heavy 12, Pinning

ICHOR CANNON

The ichor cannon fires huge brass shells that combine a sizeable explosive charge with a bubbling reservoir of daemonic gore. Those not blown apart by the cannon's blast, or torn to pieces by red-hot shrapnel, are scorched and drowned under a wave of foul ichor.

Range	S	AP	Type
48"	7	2	Primary Weapon 1, Large Blast

INFERNO WEAPONS

The weapons of the Thousand Sons are shaped by the craft of artificers and sorcerers alike. When their guns roar, they fire not only explosive bolts that tear flesh, but uncanny energies that can melt even ceramite. In such a fashion is the Long War waged anew.

	Range	S	AP	Type
Inferno bolt pistol	12"	4	3	Pistol
Inferno boltgun	24"	4	3	Rapid Fire
Inferno combi-bolter	24"	4	3	Rapid Fire, Twin-linked
Soulreaper cannon	24"	5	3	Heavy 4, Rending

HELLFYRE MISSILE RACK

Mounted atop the shoulders of Scarab Occult Terminators, the hellfyre missile rack fires compact but deadly warheads that detonate in explosions of aetheric light.

Range	S	AP	Type
24"	8	3	Heavy 2

WARPFLAME WEAPONS

In the hands of the Thousand Sons, flame weapons hurl goutts of transmorphic fire that mutate those touched by them.

Warpflame weapons are flamer weapons for the purposes of any special rules that interact with flamer weapons as described in *Warhammer 40,000: The Rules*.

	Range	S	AP	Type
Warpflame pistol	Template	3	5	Pistol, Warpflame
Warpflamer	Template	4	4	Assault 1, Warpflame
Heavy warpflamer	Template	5	3	Assault 1, Warpflame

Warpflame: At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule (or from an attack made by a model with this special rule), must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour or cover saves allowed. If the test is passed, all models in the unit gain the Feel No Pain (6+) special rule for the rest of the game. Any models in the unit that already have the Feel No Pain special rule instead gain +1 to all Feel No Pain rolls for the rest of the game. Chaos is fickle!

SKULLHURLER

When roused to wrath, mighty Khorne has been known to rise from his throne to hurl giant bronze skulls, screaming brazen projectiles that crash down amongst his enemies and slaughter them en masse. The skullhurler emulates this gesture of godly rage, vomiting a cascade of shrieking, chattering skulls across the foe's ranks. This horrific ordnance falls amid the enemy like macabre hail, fanged jaws gnashing and chavering frantically. Armour is gnawed away to mangled scrap, flesh and bone mulched and mashed amid screams of agony and horror. Soon, all that remains of the once-numerous foe is a charnel field of bloody offal in which still-cheering skulls writhe like fat white maggots.

Range	S	AP	Type
60"	9	3	Primary Weapon 1, Apocalyptic Blast, Gnaw

Gnaw: Successful saving throws against this weapon must be re-rolled.

MELEE WEAPONS

GREAT CLEAVER OF KHORNE

Each of these vast, brazen blades weighs as much as a battle tank. Steung with psychotic fury by a Lord of Skulls, a great cleaver can shear the leg from a Titan with a single blow.

Range	S	AP	Type
-	D	1	Melee

CHAOS ICONS

ICON OF FLAME

Coruscating energies surround the icon, swathing the weapons of the devout in mutagenic flames.

All boltguns, combi-bolters, heavy bolters, bolt pistols and inferno weapons carried by models with the Mark of Tzeentch in a unit equipped with an icon of flame have the Soul Blaze special rule.

Designer's Note: *The rules for Icons of Flame published here replace those found in Codex: Chaos Space Marines. Since that codex was published, several new inferno weapons have been created, so this rule has been amended to include them.*





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