



ARMIES OF THE IMMATERIUM

These datasheets allow you to fight Apocalypse battles with your Heretic Astartes miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the **<LEGION>** and **<MARK OF CHAOS>** keywords. These are shorthand for a keyword of your own choosing, as described below.

<LEGION>

Chaos Space Marines belong to a Legion or Renegade Chapter. For simplicity we will refer to all of these as Legions, even though in truth Renegade Chapters have a different genesis.

Some datasheets specify what Legion the unit is from (e.g. Abaddon the Despoiler has the **BLACK LEGION** keyword, so is from the Black Legion), but where a datasheet does not, it will have the **<LEGION>** keyword. When you include such a unit in your army, you must nominate which Legion that unit is from. You then simply replace the **<LEGION>** keyword in every instance on that unit's datasheet with the name of your chosen Legion.

For example, if you were to include a Chaos Lord in your army, and you decided he was from the Alpha Legion, his **<LEGION>** Faction keyword is changed to **ALPHA LEGION** and his Lord of Chaos ability would then read: 'Re-roll hit rolls of 1 for attacks made by friendly **ALPHA LEGION** units whilst they are within 6" of this unit.'

You cannot choose the **DEATH GUARD**, **THOUSAND SONS** or **FALLEN** keyword when nominating which Legion a unit is from. The Death Guard and Thousand Sons have their own Apocalypse datasheets, and both of the

datasheets that describe the forces of the Fallen are included here.

<MARK OF CHAOS>

Many Heretic Astartes units dedicate themselves to a single Chaos God, whilst others worship the entire pantheon in all its dark glory. The Chaos God a unit is dedicated to is denoted by its Mark of Chaos.

Some datasheets specify the Mark of Chaos for a unit, but where a datasheet does not, it will have the **<MARK OF CHAOS>** keyword. When you include such a unit in your army, you must nominate which Mark of Chaos that unit has. You then simply replace the **<MARK OF CHAOS>** keyword in every instance on that unit's datasheet with one of the following: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

You do not have to choose a Mark of Chaos for a unit if you do not want to; if you do not, it is assumed that the unit has not dedicated itself to a specific Dark God. The exceptions are units from the **WORLD EATERS** or **EMPEROR'S CHILDREN** Legions: all **WORLD EATERS** units must have the **KHORNE** keyword if they are able to do so, and all **EMPEROR'S CHILDREN** units must have the **SLAANESH** keyword if they are able to do so. If a unit has the **TZEENTCH**, **NURGLE** or **SLAANESH** keywords, it cannot be from the World Eaters Legion, and if a unit has the **KHORNE**, **TZEENTCH** or **NURGLE** keywords, it cannot be from the Emperor's Children Legion. **PSYKERS** cannot have the **KHORNE** keyword, and cannot be from the World Eaters Legion.

ABADDON THE DESPOILER



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Abaddon the Despoiler is a unit that contains 1 model. It is equipped with: Talon of Horus & Drach'nyen. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Abaddon the Despoiler	6"	2+	2+	2	2	8	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Talon of Horus & Drach'nyen	Melee	Melee	User	5+	6+	-

ABILITIES

Deep Strike

Lord of the Black Legion: You can re-roll hit rolls for attacks made by friendly **BLACK LEGION** units whilst they are within 6" of this unit.

Mark of Chaos Ascendant: Morale tests taken for friendly **HERETIC ASTARTES** units are automatically passed whilst they are within 6" of this unit.

Dark Destiny: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

FACTION KEYWORDS: CHAOS, KHORNE, NURGLE, SLAANESH, TZEENTCH, HERETIC ASTARTES, BLACK LEGION
KEYWORDS: LIGHT, INFANTRY, CHARACTER, CHAOS LORD, TERMINATOR, ABADDON THE DESPOILER

HAARKEN WORLDCLAIMER



Haarken Worldclaimer is a unit that contains 1 model. It is equipped with: The Helspear. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Haarken Worldclaimer	12"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Helspear	Melee	Melee	User	7+	8+	-

ABILITIES

Deep Strike, Terror Troops

Headtaker: Add 2 to wound rolls for attacks made with melee weapons by this unit that target **CHARACTER** units.

Lord of the Raptors: Re-roll hit rolls of 1 for attacks made by friendly **RAPTOR** units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, BLACK LEGION

KEYWORDS: LIGHT, FLY, CHARACTER, INFANTRY, RAPTOR, JUMP PACK, HAARKEN WORLDCLAIMER

DAEMON PRINCE



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A Daemon Prince is a unit that contains 1 model. It is equipped with: Daemonic Weapons.

	M	WS	BS	A	W	Ld	Sv
Daemon Prince	8"	2+	2+	2	2	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Daemonic Weapons	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- This unit can have Wings (**Power Rating +1**). If this unit has Wings, it:
 - Has a Move characteristic of 12".
 - Has the following additional keywords: **FLY**.
- When you include this unit in your army, you must choose one of the following additional keywords for it to have: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.
 - If you choose the **KHORNE** keyword, this unit has the following additional abilities: **Might Over Magic**.
 - If you choose the **TZEENTCH**, **NURGLE** or **SLAANESH** keyword, this unit has the following additional keywords: **PSYKER**.

ABILITIES

Prince of Chaos: Re-roll hit rolls of 1 for attacks made by friendly <LEGION> units whilst they are within 6" of this unit.

Might Over Magic: If this unit has the **KHORNE** keyword, add 1 to wound rolls for attacks made with melee weapons by this unit.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, MONSTER, CHARACTER, DAEMON, DAEMON PRINCE

CHAOS LORD



5



A Chaos Lord is a unit that contains 1 model. It is equipped with: Helwrought Weapons.

	M	WS	BS	A	W	Ld	Sv
Chaos Lord	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Helwrought Weapons	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
 - Has a Move characteristic of 5".
 - Has a Save characteristic of 4+.
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **TERMINATOR**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
 - Has a Move characteristic of 14".
 - Has the following additional keywords: **BIKER**.
 - Loses the following keywords: **INFANTRY**.

ABILITIES

Lord of Chaos: Re-roll hit rolls of 1 for attacks made by friendly <LEGION> units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, CHARACTER, CHAOS LORD

MASTER OF EXECUTIONS

**3**

A Master of Executions is a unit that contains 1 model. It is equipped with: Axe of Dismemberment.

	M	WS	BS	A	W	Ld	Sv
Master of Executions	6"	2+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Axe of Dismemberment	Melee	Melee	User	7+	8+	-

ABILITIES

Warp-sighted Butcher: You can re-roll wound rolls for attacks made with melee weapons by this unit that target **CHARACTER** units.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, CHARACTER, MASTER OF EXECUTIONS

LORD DISCORDANT ON HELSTALKER



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A Lord Discordant on Helstalker is a unit that contains 1 model. It is equipped with: Autocannon; Helstalker's Bladed Limbs; Impaler Chainglaise.

	M	WS	BS	A	W	Ld	Sv
Lord Discordant on Helstalker	12"	2+	2+	2	2	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Baleflamer	Heavy	18"	2	6+	8+	Inferno
Helstalker's Bladed Limbs	Melee	Melee	User	8+	10+	-
Impaler Chainglaise	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- Instead of 1 Autocannon, this unit can be equipped with 1 Baleflamer.

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

Aura of Discord: Subtract 1 from hit rolls for attacks made by enemy **VEHICLE** units whilst they are within 6" of any units from your army with this ability. In addition, add 1 to hit rolls for attacks made by **<LEGION> DAEMON ENGINE** units whilst they are within 6" of any friendly **<LEGION>** units with this ability.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, VEHICLE, CHARACTER, DAEMON ENGINE, DAEMON, WARPSMITH, HELSTALKER, LORD DISCORDANT

MASTER OF POSSESSION



A Master of Possession is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Master of Possession	6"	3+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-

ABILITIES

Psychic Backlash: When your opponent selects a unit within 12" of any units from your army with this ability to manifest a psychic power, before its effects are resolved roll one D12; if the result is equal to or greater than the Leadership characteristic of the unit manifesting the power, place one blast marker next to it. You cannot use both this ability and the Perils of the Warp Command Asset in reaction to the same psychic power.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

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

SORCERER

**3**

A Sorcerer is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Sorcerer	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- This unit can have one of the following:
 - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
 - Has a Move characteristic of 12".
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **JUMP PACK, FLY**.
 - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
 - Has a Move characteristic of 5".
 - Has a Save characteristic of 4+.
 - Has the following additional abilities: **Deep Strike**.
 - Has the following additional keywords: **TERMINATOR**.
 - Bike (**Power Rating +1**). If this unit has a Bike, it:
 - Has a Move characteristic of 14".
 - Has the following additional keywords: **BIKER**.
 - Loses the following keywords: **INFANTRY**.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, PSYKER, CHARACTER, INFANTRY, SORCERER

DARK APOSTLE



A Dark Apostle is a unit that contains 1 model. It can also contain up to 2 Dark Disciple models (Power Rating +1 per model). It is equipped with: Accursed Crozius.

	M	WS	BS	A	W	Ld	Sv
Dark Apostle (1-3 models)	6"	2+	3+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Accursed Crozius	Melee	Melee	User	8+	8+	-

ABILITIES

Dark Zealotry: You can re-roll hit rolls for attacks made with melee weapons by friendly <LEGION> units whilst they are within 6" of this unit. For each Dark Disciple model this unit contains, the range of this ability is increased by 2".

Demagogue: Friendly <LEGION> units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit. For each Dark Disciple model this unit contains, the range of this ability is increased by 2".

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, CHARACTER, PRIEST, DARK APOSTLE

WARPSMITH



4



A Warpsmith is a unit that contains 1 model. It is equipped with: Power Axe.

	M	WS	BS	A	W	Ld	Sv
Warpsmith	6"	3+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Power Axe	Melee	Melee	User	9+	10+	-

ABILITIES

Master of Mechanisms: At the end of the Action phase, this unit can attempt to repair one friendly <LEGION> VEHICLE unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that VEHICLE unit. Only one attempt to repair each unit can be made each turn.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, CHARACTER, WARPSMITH

EXALTED CHAMPION



An Exalted Champion is a unit that contains 1 model. It is equipped with: Exalted Weapons.

	M	WS	BS	A	W	Ld	Sv
Exalted Champion	6"	2+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Exalted Weapons	Melee	Melee	User	8+	8+	-

ABILITIES

Aspire to Glory: You can re-roll wound rolls for attacks made with melee weapons by friendly <LEGION> units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, CHARACTER, EXALTED CHAMPION

FABIUS BILE

**4**

Fabius Bile is a unit that contains 1 model. It is equipped with: The Rod of Torment. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Fabius Bile	6"	2+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Rod of Torment	Melee	Melee	User	8+	10+	-

ABILITIES

Enhanced Warriors: At the start of the Action phase, you can choose one friendly **HERETIC ASTARTES INFANTRY** (but not **CHARACTER**) unit within 1" of this unit. Improve that unit's Attacks characteristic by 1 for the rest of the game. A unit can only be enhanced once per battle.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES

KEYWORDS: LIGHT, INFANTRY, CHARACTER, FABIUS BILE

HURON BLACKHEART



6



Huron Blackheart is a unit that contains 1 model. It is equipped with: The Tyrant's Claw (Shooting); The Tyrant's Claw (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Huron Blackheart	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Tyrant's Claw (Shooting)	Small Arms	9"	1	6+	9+	Inferno
The Tyrant's Claw (Melee)	Melee	Melee	User	7+	7+	-

ABILITIES

The Tyrant of Badab: At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

Lord of the Red Corsairs: Re-roll hit rolls of 1 for attacks made by friendly **RED CORSAIR** units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, RED CORSAIRS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, CHAOS LORD, PSYKER, HURON BLACKHEART

KHORNE BERZERKERS

**4**

Khorne Berzerkers are a unit that contains 5 models. It can contain 10 models (Power Rating 8), 15 models (Power Rating 12) or 20 models (Power Rating 16). It is equipped with: Bolt Pistols; Chain Weapons.

	M	WS	BS	A	W	Ld	Sv
Khorne Berzerkers (5 models)	6"	3+	3+	1	1	6	6+
Khorne Berzerkers (10 models)	6"	3+	3+	2	2	6	6+
Khorne Berzerkers (15 models)	6"	3+	3+	3	3	6	6+
Khorne Berzerkers (20 models)	6"	3+	3+	4	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Bolt Pistols	Small Arms	12"	User	7+	9+	-	
Chain Weapons	Melee	Melee	x4	6+	9+	-	

FACTION KEYWORDS: CHAOS, KHORNE, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, KHORNE BERZERKERS

NOISE MARINES



4



Noise Marines are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**), 15 models (**Power Rating 12**) or 20 models (**Power Rating 16**). It is equipped with: Noise Marine Weapons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Noise Marines (5 models)	6"	3+	3+	1	1	6	6+
Noise Marines (10 models)	6"	3+	3+	2	2	6	6+
Noise Marines (15 models)	6"	3+	3+	3	3	6	6+
Noise Marines (20 models)	6"	3+	3+	4	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Blastmaster	Heavy	48"	1	7+	7+	-	
Noise Marine Weapons	Small Arms	24"	x2	7+	9+	-	
Close Combat Weapons	Melee	Melee	User	7+	9+	-	

WARGEAR OPTIONS

- This unit can also be equipped with 1 Blastmaster (**Power Rating +1**).
- If the unit contains 10 or more models, it can also be equipped with 1 Blastmaster (**Power Rating +1**).

FACTION KEYWORDS: CHAOS, Slaanesh, Heretic Astartes, <LEGION>

KEYWORDS: LIGHT, INFANTRY, NOISE MARINES

CHOSEN

**4**

Chosen are a unit that contains 5 models. It can contain 10 models (Power Rating 8). It is equipped with: Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Chosen (5 models)	6"	3+	3+	1	1	7	6+
Chosen (10 models)	6"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Pistols	Small Arms	12"	User	7+	9+	-
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Chosen Combat Weapons	Melee	Melee	x3	7+	7+	-
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

WARGEAR OPTIONS

- Instead of Boltguns and Close Combat Weapons, this unit can be equipped with Bolt Pistols and Chosen Combat Weapons.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, CHOSEN

TERMINATORS



11



Terminators are a unit that contains 5 models. It can contain 10 models (**Power Rating 21**). It is equipped with: Combi-Bolters; Terminator Power Weapons.

	M	WS	BS	A	W	Ld	Sv
Terminators (5 models)	5"	3+	3+	1	2	7	4+
Terminators (10 models)	5"	3+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Combi-bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Terminator Power Weapons	Melee		x2	6+	7+	-

WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with one of the following (**Power Rating +1 per weapon**): 1 Heavy Flamer; 1 Reaper Autocannon.

ABILITIES

Deep Strike

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, TERMINATORS

GREATER POSSESSED

**6**

A Greater Possessed is a unit that contains 1 model. It is equipped with: Daemonic Mutations.

	M	WS	BS	A	W	Ld	Sv
Greater Possessed	7"	2+	3+	2	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Daemonic mutations	Melee	Melee	User	6+	8+	-

ABILITIES

Champions of the Host: Each Elites slot in a Detachment allows you to take up to two of this unit in your army, instead of one. Each unit taken for a single Elites slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Locus of Power: Add 1 to wound rolls for attacks made with melee weapons by <LEGION> DAEMON units whilst they are within 6" of any units with this ability.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, DAEMON, CHARACTER, GREATER POSSESSED

POSSESSED



4



Possessed are a unit that contains 5 models. It can contain 10 models (**Power Rating 11**), 15 models (**Power Rating 16**), or 20 models (**Power Rating 21**). It is equipped with: Horrifying Mutations.

	M	WS	BS	A	W	Ld	Sv
Possessed (5 models)	7"	3+	3+	D3	2	6	5+
Possessed (10 models)	7"	3+	3+	2D3	4	6	5+
Possessed (15 models)	7"	3+	3+	3D3	6	6	5+
Possessed (20 models)	7"	3+	3+	4D3	8	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Horrifying mutations	Melee	Melee	User	7+	8+	-

ABILITIES

Writhing Tentacles: Each time this unit fights with a melee weapon, roll one D3 for every 5 models this unit contains to determine the number of attacks it makes.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, DAEMON, POSSESSED

HELBRUTE



7



A Helbrute is a unit that contains 1 model. It is equipped with: Multi-Melta; Helbrute Fist.

	M	WS	BS	A	W	Ld	Sv
Helbrute	8"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Helbrute Plasma Cannon	Heavy	36"	1	6+	6+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Feet	Melee	Melee	User	9+	10+	-
Helbrute Fist	Melee	Melee	2	6+	6+	-
Helbrute Hammer	Melee	Melee	User	9+	5+	-
Power Scourge	Melee	Melee	x2	5+	9+	-

WARGEAR OPTIONS

- Instead of 1 Multi-melta, this unit can be equipped with one of the following: 1 Helbrute Plasma Cannon; 1 Reaper Autocannon; 1 Twin Heavy Bolter; 1 Twin Lascannon; 1 Helbrute Fist.
- Instead of 1 Helbrute Fist, this unit can be equipped with one of the following: 1 Helbrute hammer; 1 Power Scourge.
- Instead of 1 Helbrute Fist, this unit can be equipped with 1 Missile Launcher and Armoured Feet.
- For each Helbrute Fist this unit is equipped with, it can also be equipped with 1 Heavy Flamer.

ABILITIES

Crazed: At the end of the Action phase, roll one D6 for each blast marker placed next to this unit that phase; if any of those dice results are a 6, you can make one Shoot action or one Fight action with this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, VEHICLE, HELBRUTE

MUTILATORS



7



Mutilators are a unit that contains 3 models. It is equipped with: Fleshmetal Weapons.

	M	WS	BS	A	W	Ld	Sv
Mutilators (3 models)	4"	3+	3+	2	2	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fleshmetal Weapons	Melee	Melee	User	5+	7+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, DAEMON, INFANTRY, CULT OF DESTRUCTION, MUTILATORS

CHAOS SPACE MARINES



4



Chaos Space Marines are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**), 15 models (**Power Rating 12**) or 20 models (**Power Rating 16**). It is equipped with: Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Chaos Space Marines (5 models)	6"	3+	3+	1	1	6	6+
Chaos Space Marines (10 models)	6"	3+	3+	2	2	6	6+
Chaos Space Marines (15 models)	6"	3+	3+	3	3	6	6+
Chaos Space Marines (20 models)	6"	3+	3+	4	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Autocannon	Heavy	48"	1	8+	8+	-	
Heavy Bolter	Heavy	36"	1	7+	9+	-	
Lascannon	Heavy	48"	1	10+	5+	-	
Missile Launcher	Heavy	48"	1	7+	7+	-	
Reaper Chaincannon	Heavy	24"	2	6+	10+	-	
Bolt Pistols	Small Arms	12"	User	7+	9+	-	
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire	
Chainswords	Melee	Melee	x2	7+	9+	-	
Close Combat Weapons	Melee	Melee	User	7+	9+	-	

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Reaper Chaincannon.
- Instead of Boltguns and Close Combat Weapons, this unit can be equipped with Bolt Pistols and Chainswords.
- If this unit contains 10 or more models, also be equipped with one of the following (**Power Rating +1**): 1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Reaper Chaincannon.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, CHAOS SPACE MARINES

CHAOS CULTISTS



2



Chaos Cultists are a unit that contains 10 models. It can contain 20 models (**Power Rating 6**), 30 models (**Power Rating 9**) or 40 models (**Power Rating 12**). It is equipped with: Autoguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Chaos Cultists (10 models)	6"	4+	4+	2	2	4	10+
Chaos Cultists (20 models)	6"	4+	4+	4	4	4	10+
Chaos Cultists (30 models)	6"	4+	4+	6	6	4	10+
Chaos Cultists (40 models)	6"	4+	4+	8	8	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Heavy Stubber	Heavy	36"	1	8+	10+	-	
Auto Pistols	Small Arms	12"	User	8+	10+	-	
Autoguns	Small Arms	24"	User	8+	10+	Rapid Fire	
Brutal Assault Weapons	Melee	Melee	x2	7+	9+	-	
Close Combat Weapons	Melee	Melee	User	7+	9+	-	

WARGEAR OPTIONS

- For every 10 models this unit contains, it can also be equipped with 1 Heavy Stubber (**Power Rating +1 per weapon**).
- Instead of Autoguns and Close Combat Weapons, this unit can be equipped with Auto Pistols and Brutal Assault Weapons.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, CHAOS CULTISTS

CHAOS SPAWN

**3**

Chaos Spawn are a unit that contains 1 model. It can contain 2 models (**Power Rating 4**), 3 models (**Power Rating 7**), 4 models (**Power Rating 9**) or 5 models (**Power Rating 11**). It is equipped with: Hideous Mutations.

	M	WS	BS	A	W	Ld	Sv
Chaos Spawn (1 models)	7"	4+	-	1	1	7	10+
Chaos Spawn (2 models)	7"	4+	-	2	2	7	10+
Chaos Spawn (3 models)	6"	4+	-	3	3	8	10+
Chaos Spawn (4 models)	7"	4+	-	4	4	8	10+
Chaos Spawn (5 models)	7"	4+	-	5	5	8	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hideous Mutations	Melee	Melee	User	6+	7+	-

ABILITIES

Terror Troops

Mutated Beyond Reason: When this unit makes a Fight action, before picking targets, roll one D3 on the table below to determine what mutation it gains until the end of that action.

D3	MUTATION
1	Razor Claws: Add 1 to wound rolls for attacks made by this unit with melee weapons.
2	Grasping Pseudopods: Add 1 to this unit's Attacks characteristic.
3	Toxic Haemorrhage: Re-roll wound rolls of 1 for attacks made by this unit with melee weapons.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, BEAST, CHAOS SPAWN

BIKERS

**8**

Bikers are a unit that contains a 3 models. It can contain 6 models (**Power Rating 10**) or 9 models (**Power Rating 15**). It is equipped with: Twin Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Chaos Bikers (3 models)	14"	3+	3+	1	1	6	5+
Chaos Bikers (6 models)	14"	3+	3+	2	2	6	5+
Chaos Bikers (9 models)	14"	3+	3+	3	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Boltguns	Small Arms	24"	x2	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, BIKER, BIKERS

RAPTORS



5



Raptors are a unit that contains 5 models. It can contain 10 models (Power Rating 8) or 15 models (Power Rating 11). It is equipped with: Bolt Pistols; Chainswords.

	M	WS	BS	A	W	Ld	Sv
Raptors (5 models)	12"	3+	3+	1	1	6	6+
Raptors (10 models)	12"	3+	3+	2	2	6	6+
Raptors (15 models)	12"	3+	3+	3	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bolt Pistols	Small Arms	12"	User	7+	9+	-
Chainswords	Melee		x2	7+	9+	-

ABILITIES

Deep Strike, Terror Troops

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

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

WARP TALONS



8



Warp Talons are a unit that contains 5 models. It can contain 10 models (**Power Rating 15**). It is equipped with: Lightning Claws.

	M	WS	BS	A	W	Ld	Sv
Warp Talons (5 models)	12"	3+	3+	1	1	6	5+
Warp Talons (10 models)	12"	3+	3+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Lightning Claws	Melee	Melee	x3	6+	8+	-	

ABILITIES

Deep Strike

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

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

HAVOCS



7



Havocs are a unit that contains 5 models. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Havocs (5 models)	6"	3+	3+	1	1	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Reaper Chaincannon	Heavy	24"	2	6+	10+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit must also be equipped with four of the following in any combination: 1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Reaper Chaincannon.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, HAVOCS

VENOMCRAWLER



10



A Venomcrawler is a unit that contains 1 model. It is equipped with: 2 Excruciator Cannons; Eviscerating Claws.

	M	WS	BS	A	W	Ld	Sv
Venomcrawler	10"	4+	4+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Excruciator cannons	Heavy	36"	1	7+	7+	-
Eviscerating claws	Melee	Melee	User	5+	6+	-

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

Machina Malefica: Each time a blast marker is placed next to an enemy unit as a result of an attack made with a melee weapon by this unit, roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, VEHICLE, DAEMON, DAEMON ENGINE, VENOMCRAWLER

DEFILER



11



A Defiler is a unit that contains 1 model. It is equipped with: Battle Cannon; Reaper Autocannon; Twin Heavy Flamer; Defiler Claws.

	M	WS	BS	A	W	Ld	Sv
Defiler	8"	4+	4+	3	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Defiler Claws	Melee	Melee	User	6+	5+	-
Defiler Scourge	Melee	Melee	x2	5+	5+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Flamer, this unit can be equipped with 1 Defiler Scourge.
- Instead of 1 Reaper Autocannon, this unit can be equipped with one of the following: 1 Twin Heavy Bolter; 1 Twin Lascannon.

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, VEHICLE, DAEMON, DAEMON ENGINE, DEFILER

FORGEFIEND

**6**

A Forgefiend is a unit that contains 1 model. It is equipped with: 2 Ectoplasma Cannons; Daemon Jaws.

	M	WS	BS	A	W	Ld	Sv
Forgefiend	8"	4+	4+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ectoplasma Cannon	Heavy	24"	1	5+	5+	-
Hades Autocannon	Heavy	36"	2	5+	7+	-
Armoured Feet	Melee	Melee	User	9+	10+	-
Daemon Jaws	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of Daemon Jaws, this unit can be equipped with Armoured Feet and 1 Ectoplasma Cannon (**Power Rating +1**).
- Instead of 2 Ectoplasma Cannons, this unit can be equipped with 2 Hades Autocannons (**Power Rating +1**).

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS> HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, VEHICLE, DAEMON, DAEMON ENGINE, FORGEFIEND

MAULERFIEND



7



A Maulerfiend is a unit that contains 1 model. It is equipped with: Magma Cutters; Maulerfiend Fists.

	M	WS	BS	A	W	Ld	Sv
Maulerfiend	10"	4+	4+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lasher tendrils	Melee	Melee	x3	6+	8+	-
Magma cutters	Heavy	6"	2	10+	4+	-
Maulerfiend fists	Melee	Melee	User	5+	5+	-

WARGEAR OPTIONS

- Instead of Magma Cutters, this unit can be equipped with Lasher Tendrils (**Power Rating +1**).

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, VEHICLE, DAEMON, DAEMON ENGINE, MAULERFIEND

CHAOS PREDATOR



7



A Chaos Predator is a unit that contains 1 model. It is equipped with: Predator Autocannon; Armoured Tracks.

Chaos Predator	M	WS	BS	A	W	Ld	Sv
	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Predator Autocannon	Heavy	48"	2	7+	7+	-
Armoured Tracks	Melee		Melee	User	10+	10+

WARGEAR OPTIONS

- Instead of 1 Predator Autocannon, this unit can be equipped with 1 Twin Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, VEHICLE, CHAOS PREDATOR

CHAOS VINDICATOR



A Chaos Vindicator is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Vindicator	10"	6+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can have a Siege Shield (**Power Rating +1**). If this unit has a Siege Shield, it has a Save characteristic of 4+.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, VEHICLE, CHAOS VINDICATOR

CHAOS RHINO



5



A Chaos Rhino is a unit that contains 1 model. It is equipped with: Combi-Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Combi-bolter	Small Arms	24"	1	9+	10+	Rapid fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

TRANSPORT

This unit can transport up to 10 friendly <LEGION> INFANTRY models. It cannot transport TERMINATORS, CULT OF DESTRUCTION or JUMP PACK units.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>
KEYWORDS: HEAVY, VEHICLE, TRANSPORT, CHAOS RHINO

OBLITERATORS



9



Obliterators are a unit that contains 1 model. It can contain 2 models (**Power Rating 17**), or 3 models (**Power Rating 25**). It is equipped with: Fleshmetal Guns; Crushing Fists.

	M	WS	BS	A	W	Ld	Sv
Obliterators (1 model)	4"	3+	3+	1	2	6	4+
Obliterators (2 models)	4"	3+	3+	2	4	6	4+
Obliterators (3 models)	4"	3+	3+	3	6	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fleshmetal Guns	Small Arms	24"	x2	5+	5+	-
Crushing Fists	Melee		User	8+	9+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS> HERETIC ASTARTES, <LEGION>

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

CHAOS LAND RAIDER



13



A Chaos Land Raider is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Land Raider	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee		User	10+	10+	-

TRANSPORT

This unit can transport up to 10 friendly <LEGION> INFANTRY models. Each TERMINATOR and JUMP PACK model takes up the space of two other models, and each CULT OF DESTRUCTION model takes up the space of three other models.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>
KEYWORDS: HEAVY, VEHICLE, TRANSPORT, CHAOS LAND RAIDER

HELDRAKE

**10**

A Heldrake is a unit that contains 1 model. It is equipped with: Hades Autocannon; Heldrake Claws.

	M	WS	BS	A	W	Ld	Sv
Heldrake	30"	3+	4+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hades Autocannon	Heavy	36"	2	5+	7+	-
Baleflamer	Heavy	18"	2	6+	8+	Inferno
Heldrake Claws	Melee	Melee	User	9+	10+	Anti-air

WARGEAR OPTIONS

- Instead of 1 Hades Autocannon, this unit can be equipped with 1 Baleflamer (**Power Rating +1**).

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS> HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, VEHICLE, FLY, DAEMON, DAEMON ENGINE, HELDRAKE

KHORNE LORD OF SKULLS



28



A Khorne Lord of Skulls is a unit that contains 1 model. It is equipped with: Gorestorm Cannon; Hades Gatling Cannon; Great Cleaver of Khorne.

	M	WS	BS	A	W	Ld	Sv
Khorne Lord of Skulls	10"	3+	3+	4	5	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Daemongore Cannon	Heavy	18"	2	5+	8+	Inferno
Gorestorm Cannon	Heavy	18"	2	8+	5+	Inferno
Hades Gatling Cannon	Heavy	48"	3	6+	6+	-
Ichor Cannon	Heavy	48"	2	7+	7+	-
Skullhurler	Heavy	60"	1	3+	4+	-
Great Cleaver of Khorne	Melee	Melee	User	5+	5+	Destroyer

WARGEAR OPTIONS

- Instead of 1 Gorestorm Cannon, this unit can be equipped with one of the following:
1 Daemongore Cannon; 1 Ichor Cannon.
- Instead of 1 Hades Gatling Cannon, this unit can be equipped with 1 Skullhurler.

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

Unending Rage: Whilst this unit has any damage markers next to it, add 1 to its Attacks characteristic for each of those markers.

FACTION KEYWORDS: CHAOS, KHORNE, HERETIC ASTARTES, <LEGION>

KEYWORDS: SUPER-HEAVY, VEHICLE, TITANIC, DAEMON, DAEMON ENGINE, LORD OF SKULLS

NOCTILITH CROWN

**4**

A Noctilith Crown is a unit that contains 1 model. It is equipped with: Lashing Warp Energies.

	M	WS	BS	A	W	Ld	Sv
Noctilith Crown	-	-	4+	-	3	-	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lashing Warp Energies	Small Arms	6"	1	9+	10+	-

ABILITIES

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When measuring distances to and from this unit, measure to and from the closest point of this unit.

Loathsome Aura: Improve the Save characteristic (to a maximum of 4+) of friendly **LIGHT CHAOS** units by 1 whilst they are within 18" of any units with this ability.

FACTION KEYWORDS: CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

KEYWORDS: HEAVY, FORTIFICATION, NOCTILITH CROWN

CYPHER



6



Cypher is a unit that contains 1 model. It is equipped with: Cypher's Pistols (Ranged); Cypher's Pistols (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Cypher	7"	2+	2+	1	1	7	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cypher's Pistols (Ranged)	Small Arms	16"	x2	7+	7+	Rapid Fire
Cypher's Pistols (Melee)	Melee	Melee	x2	7+	7+	-

ABILITIES

Lord Cypher: You can re-roll hit rolls for attacks made by friendly **FALLEN** units whilst they are within 6" of this unit.

Blazing Weapons: This unit can make a Shoot action in a turn in which it Fell Back.

FACTION KEYWORDS: IMPERIUM, CHAOS, FALLEN

KEYWORDS: LIGHT, INFANTRY, CHARACTER, CYPHER

FALLEN



6



Fallen are a unit that contains a 5 models. It can contain 10 models (**Power Rating 11**). It is equipped with: Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Fallen (5 models)	6"	3+	3+	1	1	1	6+
Fallen (10 models)	6"	3+	3+	2	2	2	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire	
Bolt pistols	Small Arms	12"	User	7+	9+	-	
Heavy bolter	Heavy	36"	1	7+	9+	-	
Missile launcher	Heavy	48"	1	7+	7+	-	
Lascannon	Heavy	48"	1	10+	5+	-	
Autocannon	Heavy	48"	1	8+	8+	-	
Chainswords	Melee		x2	7+	9+	-	
Close combat weapons	Melee		Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following: 1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher.
- Instead of Boltguns and Close Combat Weapons, this unit can be equipped with Bolt Pistols and Chainswords.

ABILITIES

Fallen Angels: Re-roll hit rolls of 1 for attacks made by this unit with ranged weapons.

FACTION KEYWORDS: IMPERIUM, CHAOS, FALLEN

KEYWORDS: LIGHT, INFANTRY

LUCIUS THE ETERNAL



6



Lucius the Eternal is a unit that contains 1 model. It is equipped with: Doom Siren; Lash of Torment; Master-crafted Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Lucius the Eternal	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Doom Siren	Heavy	8"	1	8+	9+	Inferno
Lash of Torment	Heavy	6"	1	7+	9+	-
Master-crafted weapons	Melee	Melee	User	7+	8+	-

ABILITIES

Lord of Slaanesh: Re-roll hit roll of 1 for attacks made by friendly **EMPEROR'S CHILDREN** units whilst they are within 6" of this unit.

Armour of Shrieking Souls: At the beginning of the Damage phase, if this unit has any blast markers next to it, roll one D12; on a 5+ you can place one blast marker next to one unit in base contact with this unit. If you do, remove one blast marker from this unit.

FACTION KEYWORDS: CHAOS, SLAANESH, HERETIC ASTARTES, EMPEROR'S CHILDREN
KEYWORDS: LIGHT, INFANTRY, CHARACTER, CHAOS LORD, LUCIUS THE ETERNAL

KHÂRN THE BETRAYER



11



Khârn the Betrayer is a unit that contains 1 model. It is equipped with: Gorechild. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Khârn the Betrayer	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gorechild	Melee	Melee	User	2+	5+	Destroyer

ABILITIES

The Betrayer: You cannot re-roll or modify unmodified hit rolls of 1 made for this unit's attacks. If an unmodified hit roll of 1 is made for an attack by this unit and there are any other friendly units within 1" of it, select one of those units; place one blast marker next to the selected unit.

Kill! Maim! Burn!: You can re-roll hit rolls for friendly **WORLD EATERS** units when using melee weapons whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, KHORNE, HERETIC ASTARTES, WORLD EATERS

KEYWORDS: LIGHT, INFANTRY, CHARACTER, CHAOS LORD, KHÂRN THE BETRAYER

PLAGUE MARINES



4



Plague Marines are a unit that contains 5 models. It can contain 10 models (**Power Rating 7**), 15 models (**Power Rating 10**) or 20 models (**Power Rating 13**). It is equipped with: Boltguns; Plague Weapons.

	M	WS	BS	A	W	Ld	Sv
Plague Marines (5 models)	5"	3+	3+	1	1	6	6+
Plague Marines (10 models)	5"	3+	3+	2	2	6	6+
Plague Marines (15 models)	5"	3+	3+	3	3	6	6+
Plague Marines (20 models)	5"	3+	3+	4	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Blight Launcher	Heavy	24"	1	7+	8+	-
Plague Spewer	Heavy	9"	1	6+	10+	Inferno
Plague weapons	Melee		x2	6+	8+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1 per weapon**): 1 Blight Launcher; 1 Plague Spewer.

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, PLAGUE MARINES

RUBRIC MARINES

**5**

Rubric Marines are a unit that contains 5 models. It can contain 10 models (**Power Rating 9**), 15 models (**Power Rating 13**) or 20 models (**Power Rating 17**). It is equipped with: Inferno Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Rubric Marines (5 models)	5"	3+	3+	1	1	6	5+
Rubric Marines (10 models)	5"	3+	3+	2	2	6	5+
Rubric Marines (15 models)	5"	3+	3+	3	3	6	5+
Rubric Marines (20 models)	5"	3+	3+	4	4	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Soulreaper Cannon	Heavy	24"	1	6+	8+	-
Inferno Boltguns	Small Arms	24"	User	6+	8+	Rapid Fire
Warpflamers	Small Arms	8"	User	5+	8+	Inferno
Close Combat Weapons	Melee	Melee	User	6+	9+	-

WARGEAR OPTIONS

- For every 10 models this unit contains, it can also be equipped with 1 Soulreaper Cannon (**Power Rating +1** per weapon).
- Instead of Inferno Boltguns, this unit can be equipped with Warpflamers.

FACTION KEYWORDS: CHAOS, TZEENTCH, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, INFANTRY, PSYKER, RUBRIC MARINES

CHAOS LORD ON DAEMONIC MOUNT



6



A Chaos Lord on Daemonic Mount is a unit that contains 1 model. It is equipped with: Helwrought Weapons; Malefic Appendages.

	M	WS	BS	A	W	Ld	Sv
Chaos Lord on Daemonic Mount	12"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Helwrought Weapons	Melee	Melee	User	8+	8+	-
Malefic Appendages	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit must have one of the following:
 - Disc of Tzeentch. If this unit has a Disc of Tzeentch, it:
 - Has the following additional keywords: **TZEENTCH, FLY**.
 - Steed of Slaanesh (**Power Rating +1**). If this unit has a Steed of Slaanesh, it:
 - Has a Move characteristic of 13".
 - Has the following additional abilities: **Steed of Slaanesh**.
 - Has the following additional keywords: **SLAANESH**.
 - Palanquin of Nurgle. If this unit has a Palanquin of Nurgle, it:
 - Has a Move characteristic of 5".
 - Has a Wounds characteristic of 2.
 - Has the following additional keywords: **NURGLE**.
 - Juggernaut of Khorne (**Power Rating +1**). If this unit has a Juggernaut of Khorne, it:
 - Has a Move characteristic of 8".
 - Has an Attacks characteristic of 2.
 - Has the following additional keywords: **KHORNE**.

ABILITIES

Lord of Chaos: Re-roll hit rolls of 1 for attacks made by friendly <LEGION> units whilst they are within 6" of this unit.

Steed of Slaanesh: You can re-roll wound rolls for attacks made with melee weapons by a unit with a Steed of Slaanesh.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, CAVALRY, CHARACTER, DAEMON, CHAOS LORD

SORCERER ON DAEMONIC MOUNT



5



A Sorcerer on Daemonic Mount is a unit that contains 1 model. It is equipped with: Force Weapon; Malefic Appendages.

Sorcerer on Daemonic Mount	M	WS	BS	A	W	Ld	Sv
	12"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-
Malefic Appendages	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit must have one of the following:
 - Disc of Tzeentch. If this unit has a Disc of Tzeentch, it:
 - Has a Save characteristic of 5+.
 - Has the following additional keywords: **TZEENTCH, FLY**.
 - Steed of Slaanesh (**Power Rating +1**). If this unit has a Steed of Slaanesh, it:
 - Has a Move characteristic of 13".
 - Has the following additional abilities: Steed of Slaanesh.
 - Has the following additional keywords: **SLAANESH**.
 - Palanquin of Nurgle. If this unit has a Palanquin of Nurgle, it:
 - Has a Move characteristic of 5".
 - Has a Wounds characteristic of 2.
 - Has the following additional keywords: **NURGLE**.

ABILITIES

Steed of Slaanesh: You can re-roll wound rolls for attacks made with melee weapons by a unit with a Steed of Slaanesh.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, <LEGION>

KEYWORDS: LIGHT, CAVALRY, PSYKER, CHARACTER, DAEMON, SORCERER

OBSIDIUS MALLEX

**4**

Obsidius Mallex is a unit that contains 1 model. It is equipped with: Thunder Hammer. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Obsidius Mallex	6"	2+	2+	1	1	7	5+
WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES	
Thunder Hammer	Melee	Melee	User	7+	8+	-	

ABILITIES

Lord of Chaos: Re-roll hit rolls of 1 for attacks made by friendly **BLACK LEGION** and friendly **SERVANTS OF THE ABYSS** units whilst they are within 6" of this unit.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, BLACK LEGION, SERVANTS OF THE ABYSS
KEYWORDS: LIGHT, INFANTRY, CHARACTER, CHAOS LORD, OBSIDIUS MALLEX

ROGUE PSYKER

**3**

A Rogue Psyker is a unit that contains 1 model. It is equipped with: Chaos Stave.

	M	WS	BS	A	W	Ld	Sv
Rogue Psyker	6"	4+	4+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Chaos Stave	Melee	Melee	User	10+	10+	-

ABILITIES

Slaves to Mallex: This unit does not take up slots in a Detachment that contains **OBSIDIUS MALLEX**.

FACTION KEYWORDS: CHAOS, SERVANTS OF THE ABYSS

KEYWORDS: LIGHT, INFANTRY, PSYKER, ROGUE PSYKER

NEGAVOLT CULTISTS

**2**

Negavolt Cultists are a unit that contains 4 models. It is equipped with: Electro-goads.

	M	WS	BS	A	W	Ld	Sv
Negavolt Cultists (4 models)	6"	3+	4+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Electro-goads	Melee	Melee	x2	6+	8+	-

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: CHAOS, SERVANTS OF THE ABYSS

KEYWORDS: LIGHT, INFANTRY, NEGAVOLT CULTISTS

CHAOS BEASTMEN



1



Chaos Beastmen are a unit that contains 4 models. It is equipped with: Pistols; Brutal Assault Weapons.

	M	WS	BS	A	W	Ld	Sv
Chaos Beastmen (4 models)	6"	3+	4+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Pistols	Small Arms	12"	User	8+	10+	-
Brutal Assault Weapons	Melee	Melee	x2	7+	9+	-

ABILITIES

Slaves to Mallex: This unit does not take up slots in a Detachment that contains **OBSIDIUS MALLEX**.

FACTION KEYWORDS: CHAOS, SERVANTS OF THE ABYSS

KEYWORDS: LIGHT, INFANTRY, CHAOS BEASTMEN

TRAITOR GUARDSMEN

**2**

Traitor Guardsmen are a unit that contains 7 models. It is equipped with: Las Weapons; Flamer; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Traitor Guardsmen (7 models)	6"	4+	4+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flamer	Heavy	8"	1	7+	10+	Inferno
Las Weapons	Small Arms	24"	User	8+	10+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

FACTION KEYWORDS: CHAOS, SERVANTS OF THE ABYSS

KEYWORDS: LIGHT, INFANTRY, TRAITOR GUARDSMEN