Chaos Undivided

“I can feel the Warp overtaking me! It is a good pain!”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

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What are Chaos Undivided? Chaos is exactly as it sounds. It is a giant force made up from the stuff of madness and corrupted Imperial forces by the Dark Gods. While many of them fall to the twisting mutations that over take them, those that survive become something terrible and

truly terrifying to face in battle. Undivided forces do not align themselves with any one god, and will harness a variety of special Marks in their forces.

Army Difficulty 1-5: 1-5. Chaos is massive. Each set of Marks and Pure Blessings brings major changes to strategies, incorporation of Unique Characters, and alters the units in a drastic way. This army can be as difficult or as easy to play as you wish. With the ability to harness many Chaos Supplements, you will be able to have access to the largest datasheet army in the 40k universe!

Strengths: This army has massive customization. From the lowliest Cultist to the mightiest corrupted Titans, this army can do anything!

Weaknesses: Chaos can be, as one would assume, confusing and overwhelming at first. This is why the forces of Chaos are broken into a much lighter Codex with supplements to help you find exactly what you are looking for as you grow your forces. Needing brute force? Look for Khorne or Warbands that use Khorne Marks and Pure Blessings. Need Finesse and Speed? Look for Slaanesh. Need durability? Look for Nurgle. Need durability and utility? Look for Tzeentch.

Army Abilities: Chaos has a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Daemonic – This model has a 5+ Invulnerability Save.

Daemonic Engine – This model has a 5+ Invulnerability Save and is immune to the secondary effects of Weapon Disabled and Crew Stun. It still takes the additional Wounds from the Penetration Charts.

Daemonic Thirst – A weapon with this rule inflicts a Mortal Wound on its bearer in each of your Command Phases if you did not cause a Wound with the weapon during the last Turn. This does not trigger on Turn 1.

Malicious Volleys – If this model does not count as Moving this Turn, it may treat weapons with the Bolter rule as if they were in half range.

Marks – Marks of Chaos are optional upgrades for units. Marks perform the following enhancements to units. Stats in **Bold** have this baked into the profile. Psychic Mastery Level # models and units may only use the corresponding spell list with their Marks.

Mark of Khorne – This model gains A+1 and Furious Charge.

Khorne Spell List. Khorne Spells use the Sacrifice mechanic to cast. Instead of rolling to cast, a Khorne Caster spends a number of Skulls to meet the Sacrifice # requirement. Deny the Witch does not work on Sacrifice rituals. A Caster starts the game with a number of Skulls equal to their Psychic Mastery Level. They gain one Skull for each model they slay (not their unit), and may sacrifice friendly models for one Skull each within 6".

Khorne Spell List					
S +5 points	Bloodgorge Sacrifice 3	User	-	-	This model gains A+3, but each roll of a 1 To Hit inflicts 1 Mortal Wound. Lasts until your next Psychic Phase.

S +5 points	Warp Gateway Sacrifice 2	6	-	-	Target unit may declare Charges on the turn they arrived from Reserves.
S +22 points	Blood Torrent Sacrifice 1	18	-	-	Target unit gains Shroud
S +25 points	Hatred of Magick Sacrifice 1/die	User	-	-	This model may roll 1 extra Deny the Witch dice per Sacrifice paid until your next Psychic Phase. These dice may only be used once each, but this model may Deny the Witch unlimited times with the default 2 dice for free.
S +26 points	Ascension Sacrifice 30	User	-	-	This model gains M+2, S+2, T+2, W+2, I+2, A+2, and is fully Healed. A model may only be ascended once.
S +57 points	Tear in Reality Sacrifice 10	6	-	-	Summon 10 Bloodletters as if they had just arrived from Deepstrike, but they do not Scatter. This cannot be Cast on Turn 1.

Mark of Nurgle – This model gains a 5+ Feel No Pain. This is an exception to the rule that prevents Vehicle's from gaining Feel No Pain.

Nurgle Spell List.

Nurgle Spell List					
S +4 points	Plague Wind Cast 7+	18	3	4+	Assault 1, 5" Blast, Poisoned (3+)
S +15 points	Gift of Contagion Cast 8+	18	-	-	Target unit suffers S-1 until your next Psychic Phase.
S +20 points	Miasma of Pestilence Cast 7+	18	-	-	Target unit with the Mark of Nurgle inflicts -1 To Hit them from Ranged Attacks until your next Psychic Phase.
S +30 points	Curse of the Leper Cast 8+	18	*	-	Assault 6, For each successful Hit, target unit takes a Toughness Test. For each one Failed, they suffer 1 Mortal Wound.
S +30 points	Gift of Plagues Cast 7+	18	-	-	Target unit suffers T-1 until your next Psychic Phase.

S +80 points	Putrescent Vitality	18	-	-	Target unit with the Mark of Nurgle gains S+1 and T+1 until your next Psychic Phase.

Mark of Slaanesh – This model gains I+1 and Counterattack.

Slaanesh Spell List.

Slaanesh Spell List					
S +10 points	Phantasmgoria Cast 6+	12	-	-	Target unit suffers Ld-2.
S +15 points	Cacophonic Choir Cast 8+	18	-	-	Target unit takes a Ld test. For each point they fail by the unit suffers 1 Mortal Wound.
S +25 points	Pavane of Slaanesh Cast 6+	18	-	-	Target unit may move up to 6”.
S +30 points	Symphony of Pain Cast 8+	18	-	-	Target unit suffers -1 To Hit until your next Psychic Phase.
S +45 points	Hysterical Frenzy Cast 7+	18	-	-	Target unit gains A+1 until your next Psychic Phase.
S +75 points	Delightful Agonies Cast 7+	18	-	-	Target unit with the Mark of Slaanesh gains a 5+ Feel No Pain until your next Psychic Phase.

Mark of Tzeentch – This model gains a 5+ Invulnerability Save, or improves their Invulnerability Save by -1 (Improves by 1) to a maximum of 4+. When interacting with situational Invulnerability Saves such as Flare Launchers or Void Shields this ability only applies to the situational benefit and does not apply normally.

If a model already has a 4+ Invulnerability Save, it instead may reroll 1s for Invulnerability Saves.

Tzeentch Spell List.

Tzeentch Spell List					
S +10 points	Infernal Gateway Cast 6+	18	-	-	Target unit with the Mark of Tzeentch immediately deploys out of Reserves within 18” of the Caster. This can happen on Turn 1.

S +14 points	Boon of Change Cast 6+	18	-	-	Target model gains S+1, T+1, A+1 until your next Psychic Phase.
S +15 points	Treason of Tzeentch Cast Target W+	12	-	-	Target model becomes under your control and performs their Melee or Ranged attack, treating friendly units as enemies. The Cast value for this is the target model's remaining W, and cannot target a Titanic model. You must declare the target before rolling to Cast.
S +20 points	Bolt of Change Cast 8+	18	3	2+	Assault 1, Sniper (2+), If target Independent Character dies, place a Chaos Spawn (no upgrades) in their place. If they were part of a unit, the unit is considered to be in Ongoing Melee and Engaged.
S +20 points	Gaze of Fate Cast 6+	User	-	-	This model may reroll 1 die each time it rolls any dice until your next Psychic Phase.
S +45 points	Flickering Flames Cast 7+	18	-	-	Target unit with the Mark of Tzeentch gains Accurate until your next Psychic Phase.

Undivided – One unit in your army may take a Pure Blessing, even if you do not have a full army of the correct Mark.

Hereticus Spell List. Models with no mark also cast with this spell list.

Hereticus Spell List					
S +10 points	Infernal Gaze Cast 7+	18	5	3+	Assault 1, Beam
S +10 points	Wreathing Shadows Cast 7+	18	-	-	Target unit suffers -1 to Cover Saves until your next Psychic Phase.
S +15 points	Prescience Cast 7+	18	-	-	Target unit may reroll 1s To Hit until your next Psychic Phase. If they can already reroll 1s To Hit they reroll 2s To Hit instead.
S +20 points	Pall of Despair Cast 7+	12	-	-	Target unit suffers Ld-2 until your next Psychic Phase.

S +45 points	Dark Smoke Cast 6+	18	-	-	Target unit gains Shroud until your next Psychic Phase.
S +60 points	Diabolic Strength Cast 7+	18	-	-	Target unit gains S+1 until your next Psychic Phase.

Pure Blessings – Pure Blessings of Chaos are an added layer of enhancement. Most models will only gain access to Pure Blessings if they come with a Mark by default. The only way to gain a Pure Blessing is to have an entire army of the Mark of the same god, or to have an Undivided Mark for each exception. The Pure Blessing adds to the existing Mark's benefits. For example, a Mark of Khorne grants A+1 and the Pure Blessing results in A+1 for a total of A+2.
Other Pure Blessings of the same army count as Marks of the same god for the purpose of army building. Stats in **Bold** have this baked into the profile.
Pure Blessing of Khorne – This model gains A+1.
Pure Blessing of Nurgle – This model or unit gains Living Rot. In each of your Command Phases, this model or unit Heals one Wound. If the model is fully Healed, the unit gains one lost model back at one Wound remaining. A unit cannot exceed its original starting size from the army roster this way. This an exception to the rule that prevents Vehicles from Healing.
Pure Blessing of Slaanesh – This model gains I+2 and Fleet.
Pure Blessing of Tzeentch –This model or unit ignores the first Wound suffered in each Phase after Saves and Feel No Pains.

Common Wargear

This section is consolidated for easy reference and to save space on Wargear that commonly populates this Codex.

- Augar Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Extra Armour – You may treat Crew Stun results as Weapon Disabled instead.
- Flare Launchers – This model has a 5+ Invulnerability Save vs ranged attacks.
- Icon of Chaos – has 2 Auras:
    - 6" Aura, this model and target unit gains A+1.
    - 6" Aura, this model and target unit may reroll failed Ld tests.
- Mark of Khorne – Khorne Mark model/unit only. May Deny the Witch as if Psychic Mastery Level 1.
- Recovery Gear – Roll a d6, on a 5+ Repair the secondary effect from a Crew Stun or Immobilized Result.
- Sigil of Corruption – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" Range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your next Command Phase. One Use Only. Use in your Shooting Phase Only.

Warbands

Chaos forces bring a powerful flexible play to the battlefield. Each Warband suffers from side effects of their patron's gifts but also gains useful ones to so they are of use to their god. The following are just some of the available Warbands to play as. Additional ones will be available in the supplements provided.

Alpha Legion:

- Deception Experts: All units in your army gain Infiltrate. If they already had Infiltrate, they gain Scout.
- No, *I* am Alpharius: All units in your army must reroll successful Ld tests.
- Undivided: Your Warlord must have the Mark of Undivided.

Average:

- This army plays exactly as it is presented in the Codex.

Black Legion:

- First Traitors – All models in your army gain Stubborn.
- Pride of their Fall – All models in your army suffer 1 Auto Wound for each point they fail their Ld tests by.
- Undivided: Your Warlord must have the Mark of Undivided.

Crimson Slaughter:

- The Haunting – All models in your army suffer -1 To Hit or +1 To Scatter for Blast Weapons unless their unit Hit an enemy unit in the pervious Turn. This affects Turn 1.
- Furious Insanity – While any model is suffering from -1 To Hit from any source, that model gains A+1 and may reroll failed Charge rolls.
- Undivided: Your Warlord must have the Mark of Undivided.

Iron Warriors:

- Pride of the Breaker: When targeting enemy units, if they are in a Terrain Feature or Fortification you must target all weapons against the Terrain or Fortification as long as it has at least W1 and is destructible.
- Siege Breakers: All models in your army may reroll To Wound rolls against Terrain or Fortifications.
- Undivided: Your Warlord must have the Mark of Undivided.

Night Lords:

- Raiders: All models in your army automatically lose Combat Resolution and will always Fall Back.
- Terror Tactics: All models in your army gain Outflank.
- Undivided: Your Warlord must have the Mark of Undivided.

Red Corsairs:

- Pirates: All models in your army gain Outflank, but must be held in Reserve during Deployment.
- Undivided: Your Warlord must have the Mark of Undivided.

The Faithless:

- Foolish Rebellion: All models in your army can only receive Auras from models that have Mark of Undivided or no Mark of Chaos.
- Treacherous Designs: All models in your army gain Outflank.
- Undivided: Your Warlord must have the Mark of Undivided.

Word Bearers:

- Fanaticism: When taking Combat Resolution tests, opponents double the amount of Wounds they dealt for resolving Combat Resolution.
- Zealotry: All models in your army may reroll To Hit rolls in Melee on a phase where they Charged or were Charged.
- Undivided: Your Warlord must have the Mark of Undivided.

HQ Slots 1-2 Slots

Generic

Chaos Lord Lord	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 9 3+	**Points: 169** **Composition:** **1 Lord**
Wargear Lord: Bolt Pistol Brutal Weapon Frag Grenades Krak Grenades Sigil of Corruption	**Options** May swap Bolt Pistol for P, R, or M May swap Brutal Weapon for M May swap Krak Grenades for G May take one A If a model took the Mark of Khorne it may choose one A or KA May take one B If this model took one B, it may take one corresponding C	**Rules** Lord: Independent Character Infantry Malicious Volleys Night Vision Shock Assault Lord of Chaos – 6” Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:** A Terminator Armour +16 points A Jump Pack +20 points A Bike +24 points A Palanquin +31 points KA Juggernaut Steed +28 points B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6	 M-2, W+1, gain Deepstrike, Steady, Very Bulky. M+6, gain Deepstrike, Flying M+6, T+1, W+1, gain Very Bulky, Steed. M+6, W+1, gain Deepstrike, Flying. M+2, T+1, W+2, gain Steed, Goring Horn

	C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
R +1 point	Boltgun	24	4	5+	Rapid Fire 1, Bolter
R +6 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1
R +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
R +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
R +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter
R +23 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +1 points	Chain Axe	Melee	+1	-	Rending
M +5 points	Power Sword	Melee	+1	3+	None
M +6 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +6 points	Power Axe	Melee	+2	4+	None
M +8 points	Power Maul	Melee	+2	4+	Concussion
M +16 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +17 points	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
M +17 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
M +21 points	Chain Fist	Melee	X2	1+	Slow, Monsterbane, +1 on To Penetrate Rolls (not Vehicle Damage Chart)
M +28 points	Thunderhammer	Melee	10	1+	Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast
KM	Goring Horn	Melee	+1	5+	Auxiliary, Rending

Chaos Sorcerer Sorcerer	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 9 3+	**Points: 218** **Composition:** **1 Sorcerer**
Wargear Sorcerer: Bolt Pistol Force Staff Frag Grenades Krak Grenades Sigil of Corruption	**Options** May swap Bolt Pistol for P or R May swap Force Staff for M May swap Krak Grenades for G May take one A May take one B If this model took one B, it may take one corresponding C May swap Psychic Mastery Level 3 for Psychic Mastery Level 4 for +75 points May take up to one Spell for each level of Psychic Mastery that correlates to selected Mark of Chaos	**Rules** Sorcerer: Independent Character Infantry Night Vision Psychic Mastery Level 3 Shock Assault
Special Wargear:	**Special Wargear Upgrades:** A Terminator Armour +16 points A Jump Pack +20 points A Bike +24 points A Palanquin +31 points B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	 M-2, W+1, gain Deepstrike, Steady, Very Bulky. M+6, gain Deepstrike, Flying M+6, T+1, W+1, gain Very Bulky, Steed. M+6, W+1, gain Deepstrike, Flying.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
R +1 point	Boltgun	24	4	5+	Rapid Fire 1, Bolter
R +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
R +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
M	Force Staff	Melee	+2	4+	Psychic Bane
M +0 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls

M +5 points	Force Axe	Melee	+2	4+	Psychic Bane
M +9 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +10 points	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
M +10 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Daemon Prince Prince	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 7 6 8 8 6 10 3+	**Points: 264** **Composition:** **1 Prince**
Wargear Prince: Malefic Talons Sigil of Corruption	**Options** May swap Malefic Talons for M May take one F May take one A May take one B If this model took one B, it may take one corresponding C May take one D May take up to one Spell for each level of Psychic Mastery that correlates to selected Mark of Chaos	**Rules** Prince: Independent Character Monster Daemonic Deepstrike Fearless Night Vision Shock Assault Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:** A Foetid Wings +15 points B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +9 points B Mark of Tzeentch +0 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +13 points C Pure Blessing of Tzeentch +4 D Collar of Khorne +5 points D Psychic Mastery Level 1 +10 points D Psychic Mastery Level 2 +25 points D Psychic Mastery Level 3 +75 points	 M+4, gain Flying Gain Psychic Mastery Level 1 Gain Psychic Mastery Level 2 Gain Psychic Mastery Level 3

Selection	Name	Range	S	AP	Rules
M	Malefic Talons	Melee	User	4+	Extra Attack 1
M +2 points	Power Sword	Melee	+1	3+	None
M +18 points	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
F +10 points	Infernal Cannon	24	5	4+	Assault 3
F +11 points	Daemonic Flames	Flame	5	4+	Assault 1

Dark Apostle Apostle	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 9 3+	**Points: 167** **Composition:** **1 Apostle**
Wargear Apostle: Bolt Pistol Brutal Weapon Frag Grenades Krak Grenades Sigil of Corruption	**Options** May swap Bolt Pistol for P or R May swap Brutal Weapon for M May swap Krak Grenades for G May take one A May take one B If this model took one B, it may take one corresponding C May take one H	**Rules** Apostle: Independent Character Infantry Malicious Volleys Night Vision Shock Assault Dark Zealotry – 6” Aura, this model and target unit may reroll all failed To Hit rolls in Melee.
Special Wargear:	**Special Wargear Upgrades:** A Terminator Armour +16 points A Jump Pack +20 points A Bike +24 points A Palanquin +31 points B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4 H Omen of Potency +18 points H Litany of Despair +20 points H Warpsight Plea +80 points	 M-2, W+1, gain Deepstrike, Steady, Very Bulky. M+6, gain Deepstrike, Flying M+6, T+1, W+1, gain Very Bulky, Steed. M+6, W+1, gain Deepstrike, Flying. This model gains A+3. 6” Aura, target unit takes Ld tests by rolling 3d6 and discarding the lowest die. 6” Aura, this model and target

	H Illusory Supplication +120 points	unit gain BS-1 (Improves by 1). 6” Aura, target unit gains a 5+ Invulnerability Save or has their existing Invulnerability Save improved by 1 to a maximum of 4+.

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
R +4 point	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
R +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +1 points	Chain Axe	Melee	+1	-	Rending
M +5 points	Power Sword	Melee	+1	3+	None
M +6 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +6 points	Power Axe	Melee	+2	4+	None
M +8 points	Power Maul	Melee	+2	4+	None
M +15 points	Accursed Crozius	Flame Or Melee	5 Or +2	4+ Or 4+	Assault 1, One Use Only Or Concussion
M +16 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +17 points	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
M +17 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
G +5 points	Meltabombs	6	8	1+	Grenade 1, Armourbane, Monsterbane, Nonblast

Dark Commune Demagogue Icon Bearer Mindwitch Blessed Blade	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 7 6+ 6 3+ 3+ 3 3 4 3 3 7 6+ 6 3+ 3+ 3 3 4 3 3 7 6+ 6 3+ 3+ 3 3 4 3 3 7 6+	**Points: 266** **Composition:** **1 Demagogue** **1 Icon Bearer** **1 Mindwitch** **2 Blessed Blades**
Wargear Demagogue: Autopistol Brutal Weapon Icon Bearer: Autopistol Brutal Weapon Icon of Chaos Mindwitch: Brutal Weapon Blessed Blade: Great Weapon	**Options** Demagogue may swap Autopistol for P or R Demagogue may swap Brutal Weapon for OM Icon Bearer may swap Brutal Weapon for OM Mindwitch may take one Spell for each Level of Psychic Mastery The entire unit may take one B If the entire unit took one B, it may take one corresponding C	**Rules** Demagogue: Independent Character Infantry Lord of Chaos – 6” Aura, this model and target unit may reroll 1s To Hit. Icon Bearer: Character Infantry Mindwitch: Character Infantry Psychic Mastery Level 2 Blessed Blade: Character Infantry Bodyguard
Special Wargear: Icon of Chaos – 6” Aura, this model and target unit gains A+1. 6” Aura, this model and target unit may reroll failed Ld tests.	**Special Wargear Upgrades:** B Mark of Khorne +40 points per squad B Mark of Nurgle +75 points per squad B Mark of Slaanesh +35 points per squad B Mark of Tzeentch +60 points per squad B Mark of Undivided +50 points per squad C Pure Blessing of Khorne +30 points per squad C Pure Blessing of Nurgle +20 points per squad C Pure Blessing of Slaanesh +30 points per squad C Pure Blessing of Tzeentch +20 points per squad	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Autopistol	12	3	-	Pistol 1
P +2 points	Bolt Pistol	12	4	5+	Pistol 1

P +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
R +2 point	Boltgun	24	4	5+	Rapid Fire 1, Bolter
R +9 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
R +24 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
OM	Brutal Weapon	Melee	User	-	Extra Attack 1
OM +0 points	Chainsword	Melee	User	6+	Rending
OM +0 points	Chain Axe	Melee	+1	-	Rending
OM +5 points	Power Sword	Melee	+1	3+	None
OM +6 points	Power Axe	Melee	+2	4+	None
OM +7 points	Mauler Chainblade	Melee	X2	2+	Slow, Monsterbane
OM +8 points	Power Maul	Melee	+2	4+	Concussion
OM +16 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
OM +17 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane

Unique

Abaddon the Despoiler Abaddon	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 5 5 8 **10 7** 10 3+	**Points: 611** **Composition:** **1 Abaddon**
Wargear Abaddon: Talon of Horus Drach'nyen Orbital Strike Sigil of Corruption	**Options**	**Rules** Abaddon: Independent Character Monstrous Infantry Unique Black Legion Daemonic Malicious Volleys Mark of Khorne Mark of Nurgle Mark of Slaanesh Mark of Tzeentch Mark of Undivided Pure Blessing of Khorne Pure Blessing of Nurgle Pure Blessing of Slaanesh Pure Blessing of Tzeentch Deepstrike Fearless Night Vision Shock Assault Stubborn Champion of Chaos – This model does not require a Mark

		of Undivided to field in your army and is considered to be all Marks of Chaos for the purpose of Pure Blessings of Chaos. Champion of Undivided – 12" True Aura, this model and all friendly units may reroll 1s To Hit. Mark of Chaos Ascended – 6" Aura, this model and target unit automatically pass Ld tests. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Talon of Horus	24 Or Melee	4 Or X2	5+ Or 1+	Rapid Fire 2, Bolter Or Slow, Monsterbane
M	Drach'nyen	Melee	+2	1+	Extra Attack d6, Daemonic Thirst
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only

Be'Lakor Be'Lakor	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 7 6 8 8 6 10 3+	**Points: 385** **Composition:** **1 Be'Lakor**
Wargear Be'Lakor: The Blade of Shadows Sigil of Corruption	**Options** May take one A May take up to one Spell for each level of Psychic Mastery that correlates to selected Mark of Chaos	**Rules** Be'Lakor: Independent Character Monster Unique Daemonic Mark of Undivided Deepstrike Fearless Night Vision Psychic Mastery Level 3 Shock Assault Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit. Lord of Torment – 6" Aura, target unit suffers Ld-1. Shadow Form – This model may reroll failed Saves.
Special Wargear:	**Special Wargear Upgrades:** A Ascended +111 points	M+4, S+1, T+1, W+8, I+1, Sv+1 (Worsens by 1), gain Flying

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	The Blade of Shadows	Melee	+1	1+	Extra Attack 1, Ignores Invulnerability Saves

Haarken Worldclaimer Haarken	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 4 4 5 4 4 9 3+	**Points: 217** **Composition:** **1 Haarken**
Wargear Haarken: Helspear Herald's Talon Sigil of Corruption	**Options**	**Rules** Haarken: Independent Character Infantry Unique Mark of Undivided Bulky Deepstrike Fly Shock Assault Lord of Chaos – 6' Aura, this model and target unit may reroll 1s To Hit. Herald of Abaddon - 6" Aura, target unit must take a Fear Test. Units engaged in Melee with this model cannot Fall Back or use Hit and Run.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Helspear	Melee	User	2+	Poisoned (3+), Counterattack
M	Herald's Talon	Melee	User	3+	Extra Attack 2

Huron Blackheart Huron	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 5 9 3+	**Points: 244** **Composition:** **1 Huron**
Wargear Huron: Tyrant's Claw Power Axe Frag Grenades Krak Grenades Sigil of Corruption	**Options** May take one S for each level of Psychic Mastery May take one A	**Rules** Huron: Independent Character Infantry Unique Red Corsairs Mark of Undivided Night Vision Psychic Mastery Level 1 Shock Assault Lord of Chaos – 6' Aura, this model and target unit may reroll 1s To Hit. Tyrant of Badab – 6" Aura, target unit suffers Ld-2.
Special Wargear:	**Special Wargear Upgrades:** A Exalted +11 points	 W+1.

Selection	Name	Range	S	AP	Rules
M	Tyrant's Claw	Flame Or Melee	5 Or X2	4+ Or 2+	Assault 1 Or Slow, Monsterbane
M	Power Axe	Melee	+2	4+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Kranon the Relentless Kranon	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 9 3+	**Points: 241** **Composition:** **1 Kranon**
Wargear Kranon: Plasma Pistol Power Sword Frag Grenades Krak Grenades Sigil of Corruption	**Options**	**Rules** Kranon: Independent Character Infantry Unique Crimson Slaughter Mark of Undivided Shock Assault Lord of Chaos – 6' Aura, this model and target unit may reroll 1s To Hit. The Hunt for the Stone – 6" Aura, this model and target unit gains Objective Secured.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Power Sword	Melee	+1	3+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Kravek Morne Morne	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 4 5 7 4 4 9 3+	**Points: 349** **Composition:** **1 Morne**
Wargear Morne: Stormbolter Baleflamer Last Argument Powerfist Servo Arm Sigil of Corruption	**Options**	**Rules** Morne: Independent Character Monstrous Infantry Unique Iron Warriors Malicious Volleys Mark of Undivided Deepstrike Steady Shock Assault Very Bulky Fortress Breaker – 12" True Aura, when an affected model destroys a Terrain piece and the enemy within has to Force Disembark, they suffer 1 Autowound each instead of taking Dangerous Terrain Tests like normal. Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed.
Special Wargear: Servo Arm – Each model with a Servo Arm may add +1 to a Repair die roll to restore a weapon or mobilize result.	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Baleflamer	Flame	6	3+	Assault 1
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Last Argument	Melee	10	1+	Slow, Extra Attack 1, Monsterbane
M	Powerfist	Melee	X2	2+	Auxiliary, Slow, Monsterbane
M	Servo Arm	Melee	X2	2+	Auxiliary, Slow, Monsterbane, Servo Arm

Lord Arkos the Faithless Arkos	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 9 3+	**Points: 368** **Composition:** **1 Arkos**
Wargear Arkos: Combi Melta The Black Blade of Venom Frag Grenades Krak Grenades Sigil of Corruption	**Options**	**Rules** Arkos: Independent Character Infantry Unique The Faithless Malicious Volleys Mark of Undivided Night Vision Shock Assault Lord of Chaos – 6' Aura, this model and target unit may reroll 1s To Hit. Master of Shadow Warfare – This model and unit it is part of may Infiltrate. Sow Discontent – During the first Turn, all enemy models suffer Ld-1.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter
M	The Black Blade of Venom	Melee	User	3+	Poisoned (2+)
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Vashtorr the Arkifane Vashtorr	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 7 7 12 8 6 10 -	**Points: 394** **Composition:** **1 Vashtorr**
Wargear Vashtorr: Vashtorr's Hammer Vashtorr's Claw Sigil of Corruption	**Options**	**Rules** Vashtorr: Independent Character Monster Unique Daemonic Mark of Undivided Deepstrike Fearless Fly Shock Assault Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit. Lord of Terror – 6" Aura, target unit must take a Fear Test. Mind in the Machine – In the shooting phase, target a non-Titanic Vehicle model within 24" and shoot one weapon of your choice. You are allowed to target models friendly to the Vehicle, but not itself. Unholy Mechanisms – 6" Aura, target Daemonic Engine unit gains +1 To Wound.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Vashtorr's Hammer	Melee	X2	2+	Slow, Monsterbane
M	Vashtorr's Claw	Melee	User	3+	Auxiliary, Extra Attack 2

Advisors 0-3/Troop Slot Purchased

Generic

Beastman Icon Bearer Beastman	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 4 3 3 7 5+	**Points: 73** **Composition:** **1 Beastman**
Wargear Beastman: Autopistol Brutal Weapon Icon of Chaos	**Options** May swap Autopistol for P May swap Brutal Weapon for M May take up to one of each G May take one B If this model took one B, it may take one corresponding C	**Rules** Beastman: Character Infantry
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
P +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +8 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
G +1 point	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G +2 points	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Cultist Firebrand Cultist	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 4 3 3 7 6+	**Points: 72** **Composition:** **1 Cultist**
Wargear Cultist: Autopistol Balefire Pike	**Options** May take one B If this model took one B, it may take one corresponding C	**Rules** Cultist: Independent Character Infantry Unholy Fire – Nontitanic units Hit by this model's Balefire Pike cannot make Overwatch attacks until their next Command Phase.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Autopistol	12	3	-	Pistol 1
S	Balefire Pike	Flame	6	4+	Assault 1

Cultist Icon Bearer Cultist	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 7 6+	**Points: 68** **Composition:** **1 Cultist**
Wargear Cultist: Autopistol Brutal Weapon Icon of Chaos	**Options** May swap Brutal Weapon for M May take one B If this model took one B, it may take one corresponding C	**Rules** Cultist: Independent Character Infantry
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +0 points	Chain Axe	Melee	+1	-	Rending
M +7 points	Mauler Chainblade	Melee	X2	2+	Slow, Monsterbane

Cultist Tome Bearer Cultist	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 3 3 4 3 3 7 6+	**Points: 33** **Composition:** **1 Cultist**
Wargear Cultist: Tome of Chaos	**Options** May purchase one Spell from the relevant Mark of Chaos OR one H option from the Dark Apostle Datasheet	**Rules** Cultist: Independent Character Infantry
Special Wargear: Tome of Chaos – A friendly spell caster within 6" may use this model's spells in addition to their own. They still can only cast their normal amount of Casts for their Psychic Mastery Level like normal. Alternatively, a Dark Apostle may use an additional H this model has purchased.	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Hellwright Hellwright	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 4 4 3 7 3+	**Points: 90** **Composition:** **1 Hellwright**
Wargear Hellwright: Soulburner Pistol Infernal Axe Frag Grenades	**Options** May take one A May take one B If this model took one B, it may take one corresponding C	**Rules** Hellwright: Independent Character Infantry Night Vision Gift of the Hellforge – 6" Aura, target Vehicle unit gains A+1. Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed.
Special Wargear:	**Special Wargear Upgrades:**	

	A Dark Abeyant +100 points B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	M+4, T+2, W+4. Gain Flamer, Warpfire Lance, Mechatendrils. Gain Monster. Lose Infantry.

Selection	Name	Range	S	AP	Rules
P	Soulburner Pistol	12	7	2+	Pistol 2, Gets Hot!
M	Infernal Axe	Melee	+1	2+	None
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
S	Flamer	Flame	4	5+	Assault 1
H	Warpfire Lance	18	9	2+	Heavy 2, Lance
M	Mechatendrils	Melee	User	-	Auxiliary, Extra Attack 3

Lord Discordant on Helstalker Discordant	**M WS BS S T W I A Ld Sv** 10 2+ 2+ 7 6 10 4 4 7 3+	**Points: 264** **Composition:** **1 Discordant**
Wargear Discordant: Autocannon Bolt Pistol Bladed Limbs Techno-Virus Injector Frag Grenades Krak Grenades	**Options** May swap Autocannon for H May take one B If this model took one B, it may take one corresponding C	**Rules** Discordant: Independent Character Monster Daemonic Night Vision Steady Aura of Discord – 6” Aura, target nonTitanic Vehicle unit suffers -1 To Hit.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	Name	Range	S	AP	Rules
H	Autocannon	48	7	4+	Heavy 2, Monsterbane
H +11 points	Baleflamer	Flame	6	3+	Assault 1
P	Bolt Pistol	12	4	5+	Pistol 1
M	Bladed Limbs	Melee	User	3+	None
M	Techno-Virus Injector	Melee	User	1+	Auxiliary, Extra Attack 2, Haywire (3+)
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Marine Icon Bearer Marine	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 4 4 3 8 3+	**Points: 97** **Composition:** **1 Marine**
Wargear Marine: Bolt Pistol Brutal Weapon Frag Grenades Krak Grenades Icon of Chaos	**Options** May swap Bolt Pistol for P or R May swap Brutal Weapon for M May take one B If this model took one B, it may take one corresponding C	**Rules** Marine: Independent Character Infantry Malicious Volleys Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
R +2 points	Boltgun	24	4	5+	Rapid Fire 1, Bolter
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +0 points	Chain Axe	Melee	+1	-	Rending
M +5 points	Power Sword	Melee	+1	3+	None
M +6 points	Power Axe	Melee	+2	4+	None
M +8 points	Power Maul	Melee	+2	4+	Concussion

M +16 points	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
M +16 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
M +17 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Master of Executions Master of Executions	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 4 4 5 8 3+	**Points: 144** **Composition:** **1 Master of Executions**
Wargear Master of Executions: Bolt Pistol Axe of Dismemberment Frag Grenades Krak Grenades	**Options** May take one B If this model took one B, it may take one corresponding C	**Rules** Master of Executions: Independent Character Infantry Shock Assault Trophy Taker – This model may reroll all failed To Hit and To Wound rolls when in a Challenge. Warp Sighted Butcher – This model may choose the target of its Challenge. The target may not deny the Challenge.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
M	Axe of Dismemberment	Melee	X2	2+	Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Master of Possessions Master of Possessions	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 4 4 3 8 3+	**Points: 73** **Composition:** **1 Master of Possessions**
Wargear Master of Possessions: Bolt Pistol Force Staff Frag Grenades Krak Grenades	**Options** May take one B If this model took one B, it may take one corresponding C May take one S for each Psychic Mastery Level, using the included Spell list INSTEAD of the Mark's Spell List	**Rules** Master of Possessions: Independent Character Infantry Psychic Mastery 1 Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
M	Force Staff	Melee	+2	4+	Psychic Bane
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast
Master of Possession Spell List					
S +5 points	Sacrifice Cast 6+	6	-	-	Remove one Friendly model from the game within 6". Heal one Friendly model within 6" d3 Wounds. This is an exception to the usual Heal rule of Healing 1.
S +6 points	Possession Cast 6+	18	3	2+	Assault 1, Sniper (2+)
S +15 points	Incursion Cast 6+	18	-	-	Target Daemonic or Daemonic Engine unit is removed from the board and immediately Deepstrikes.

S +43 points	Mutated Invigoration Cast 6+	18			Target Daemonic or Daemonic Engine gains one of the following randomized on a d3 until your next Psychic Phase. S+1, T+1, A+1.
S +75 points	Cursed Earth Cast 6+	18	-	-	Target Daemonic or Daemonic Engine gains +1 To their Invulnerability Save until your next Psychic Phase. This cannot get better than a 3+.
S +75 points	Infernal Power Cast 6+	18	-	-	Target unit gains +1 To Hit until your next Psychic Phase.

Rogue Psyker Psyker	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 4 3 3 7 6+	**Points: 38** **Composition:** **1 Psyker**
Wargear Psyker: Autopistol Brutal Weapon	**Options** May swap Brutal Weapon for M May take Psychic Mastery Level +1 for +15 points May take one Spell for each level of Psychic Mastery May take one B If this model took one B, it may take one corresponding C	**Rules** Psyker: Independent Character Infantry Psychic Mastery Level 1
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Autopistol	12	3	-	Pistol 1
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +0 points	Chain Axe	Melee	+1	-	Rending
M +7 points	Mauler Chainblade	Melee	X2	2+	Slow, Monsterbane

Warpsmith Warpsmith	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 4 4 3 8 3+	**Points: 123** **Composition:** **1 Warpsmith**
Wargear Warpsmith: Inferno Pistol Plasma Pistol Handflamer Bolt Pistol Power Axe Servo Arm Frag Grenades Krak Grenades	**Options** May take one B If this model took one B, it may take one corresponding C	**Rules** Warpsmith: Independent Character Infantry Shock Assault Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed.
Special Wargear: Servo Arm – Each model with a Servo Arm may add +1 to a Repair die roll to restore a weapon or mobilize result.	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points B Mark of Undivided +10 points C Pure Blessing of Khorne +6 C Pure Blessing of Nurgle +4 C Pure Blessing of Slaanesh +6 points C Pure Blessing of Tzeentch +4	

Selection	Name	Range	S	AP	Rules
P	Inferno Pistol	6	8	1+	Pistol 1, Melta, (Monsterbane)
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
P	Handflamer	Flame	3	6+	Pistol 1
P	Bolt Pistol	12	4	5+	Pistol 1
M	Power Axe	Melee	+2	4+	None
M	Servo Arm	Melee	X2	2+	Auxiliary, Slow, Monsterbane, Servo Arm
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Unique

Captain Sargotta Sargotta	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 5 5 3 8 4+	**Points: 224** **Composition:** **1 Sargotta**
Wargear Sargotta: Laspistol Power Sword Orbital Strike	**Options**	**Rules** Sargotta: Independent Character Infantry Unique Mark of Undivided Red Corsairs Command Platform – 240" Aura, target unit may reroll Scatter rolls for Blast Weapons. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Laspistol	12	3	-	Pistol 1
M	Power Sword	Melee	+1	3+	None
O	Orbital Strike	12-240	D/10 /8	1+/1+ /1+	Heavy 1, 15" Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only

Fabius Bile Fabius Bile	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 9 3+	**Points: 484** **Composition:** **1 Fabius Bile**
Wargear Fabius Bile: Xyclos Needler The Chirugeon Frag Grenades Krak Grenades	**Options**	**Rules** Fabius Bile: Independent Character Infantry Unique Mark of Undivided Night Vision Shock Assault Enhanced Warriors – 6" Aura, target unit gains one of the following randomized on a d3. S+1, T+1, or A+1. This lasts until the end of the game, but a unit cannot be affected by this more than once. Independent Characters are not affected by this. Fallen Apothecary – 6" Aura, this model and target unit gains a 4+ Feel No Pain. The Chirugeon – This model Heals 1 Wound in each of your Command Phases.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Xyclos Needler	18	3	3+	Pistol 3, Poisoned (3+)
M	The Chirugeon	Melee	User	3+	Extra Attack 1
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Garlon Souleater Garlon	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 5 4 4 9 3+	**Points: 280** **Composition:** **1 Garlon**
Wargear Garlon: Force Staff Sigil of Corruption	**Options** May take up to one Spell for each level of Psychic Mastery that correlates to selected Mark of Chaos	**Rules** Garlon: Independent Character Infantry Unique Red Corsairs Mark of Undivided Night Vision Psychic Mastery Level 4 Shock Assault Spy Network – 240" Aura, target enemy unit arriving from Deepstrike or Outflank must reroll the dice for where they arrive.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Force Staff	Melee	+2	4+	Psychic Bane

Garreon the Corpsemaster Garreon	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 5 4 5 9 3+	**Points: 253** **Composition:** **1 Garreon**
Wargear Garreon: Absolver Bolt Pistol Reductor Frag Grenades Krak Grenades	**Options**	**Rules** Garreon: Independent Character Infantry Unique Red Corsairs Mark of Undivided Night Vision Shock Assault Stubborn Bulky Corpsemaster – 6" Aura, this model and target unit gain a 4+ Feel No Pain.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Reductor Array	Melee	User	-	Auxiliary, Extra Attack 1, Poisoned (3+)
P	Absolver Pistol	18	5	5+	Pistol 1

G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Katar Garrix Garrix	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 4 4 5 8 3+	**Points: 154** **Composition:** **1 Garrix**
Wargear Garrix: Bolt Pistol Axe of Ending	**Options**	**Rules** Garrix: Independent Character Infantry Unique Red Corsairs Mark of Undivided Shock Assault Executioner of the Pathetic – If this model’s unit fails a Ld Test, it suffers 1d3 Mortal Wounds and then automatically passes the Test. Trophy Taker – This model may reroll all failed To Hit and To Wound rolls when in a Challenge. Warp Sighted Butcher – This model may choose the target of its Challenge. The target may not deny the Challenge.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
M	Axe of Ending	Melee	+3	2+	None

The Enforcer The Enforcer Plunder	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 3 3 5 5 3 8 4+	**Points:** **Composition:** **1 Sargotta**
Wargear The Enforcer: Londaxi Maimer Bionic Gauntlet	**Options**	**Rules** The Enforcer: Independent Character Infantry Unique Mark of Undivided Red Corsairs Command Platform – 240” Aura, target unit may reroll Scatter rolls for Blast Weapons. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the barrage strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. If the weapon is marked on the field and the carrier is destroyed, the Orbital Strike still hits in your Command Phase.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Laspistol	12	3	-	Pistol 1
M	Power Sword	Melee	+1	3+	None
O	Orbital Strike	12-240	D/10/8	1+/1+/1+	Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, The Hour is Nigh, T Minus 5, One Use Only

Vrash Tattersoul Vrash	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 4 4 4 8 3+	**Points: 241** **Composition:** **1 Vrash**
Wargear Vrash: Combi Melta Power Axe Frag Grenades Krak Grenades	**Options**	**Rules** Vrash: Independent Character Infantry Unique Crimson Slaughter Malicious Volleys Mark of Undivided Night Vision Shock Assault Aspire to Glory – 6" Aura, target unit may reroll all failed To Wound rolls. For the Dark Gods – This model may reroll failed To Hit rolls against Independent Characters. Lord of Chaos – 6' Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter
M	Power Axe	Melee	+2	4+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Troops 2-6 Slots

Beastmen Horde Champion Beastman	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 4 4 1 3 2 6 5+ 6 4+ 4+ 4 4 1 3 1 5 5+	**Points: 83** **Composition:** **1 Champion** **9-29 Beastmen**
Wargear Champion: Autopistol Brutal Weapon Beastman: Autopistol Brutal Weapon	**Options** May take up to 20 more Beastmen for +8 points each Champion may swap Autopistol for P Any model may swap Brutal Weapon for M The entire unit may take up to one of each G The entire unit may take one B	**Rules** Champion: Character Infantry Beastman: Infantry
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Autopistol	12	3	-	Pistol 1
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
P +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +8 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
G +1 point per model	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G +2 points per model	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Chaos Space Marines Champion Marine	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 2 4 2 8 3+ 6 3+ 3+ 4 4 2 4 1 7 3+	**Points: 134** **Composition:** **1 Champion** **4-19 Marines**
Wargear Champion: Bolt Pistol Brutal Weapon Frag Grenades Krak Grenades Marine: Bolt Pistol Brutal Weapon Frag Grenades Krak Grenades	**Options** May take up to 15 more Marines for +26 points each Champion may swap Bolt Pistol for OR Champion may swap Brutal Weapon for OM Any Marine may swap Bolt Pistol for R Any Marine may swap Brutal Weapon for M One Marine may swap Bolt Pistol for S One Marine may swap Bolt Pistol for H or S The entire unit may take one B	**Rules** Champion: Character Infantry Malicious Volleys Night Vision Shock Assault Marine: Infantry Malicious Volleys Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OP	Bolt Pistol	12	4	5+	Pistol 1
OR +1 point	Boltgun	24	4	5+	Rapid Fire 1, Bolter
OR +3 points	Handflamer	Flame	3	6+	Pistol 1
OR +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
OR +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OR +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
OM	Brutal Weapon	Melee	User	-	Extra Attack 1
OM +0 points	Chainsword	Melee	User	6+	Rending
OM +0 points	Chain Axe	Melee	+1	-	Rending
OM +3 points	Power Sword	Melee	+1	3+	None
OM +4 points	Power Axe	Melee	+2	4+	None
OM +5 points	Rapture Lash	Melee	User	-	Extra Attack 2, I+3
OM +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane

OM +11 points	Daemonic Weapon	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
OM +11 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
P	Bolt Pistol	12	4	5+	Pistol 1
R +1 point	Boltgun	24	4	5+	Rapid Fire 1, Bolter
S +5 points	Flamer	Flame	4	5+	Assault 1
S +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
S +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
H +10 points	Heavy Bolter	36	5	4+	Heavy 3
H +14 points	Autocannon	48	7	4+	Heavy 2, Monsterbane
H +20 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane Or Heavy 1, 3” Blast
H +22 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
H +29 points	Reaper Chaingun	48	5	-	Heavy 8
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +0 points	Chain Axe	Melee	+1	-	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
M +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +11 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Cultists Champion Cultist	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 3 3 1 3 2 6 6+ 6 4+ 4+ 3 3 1 3 1 5 6+	**Points: 33** **Composition:** **1 Champion** **9-29 Cultists**
Wargear Champion: Autogun Cultist: Autogun	**Options** May take up to 20 more Cultists for +3 points each Any model may swap Autogun for R For every 10 models in the unit, up to three models may swap their Autogun for S or M The entire unit may take one B	**Rules** Champion: Character Infantry Cultist: Infantry
Special Wargear:	**Special Wargear Upgrades:**	

	B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
R	Autogun	24	3	-	Rapid Fire 1
R +1 points	Shotgun	12	3	-	Assault 2, Scatter
R +1 point	2 Chain Weapons	Melee	User	6+	Extra Attack 1, Rending
R +1 point	Autopistol and Brutal Weapon	12 Or Melee	3 Or User	- Or -	Pistol 1 Or Extra Attack 1
S +7 points	Flamer	Flame	4	5+	Assault 1
S +8 points	Grenade Launcher	24 Or 24	6 Or 3	4+ Or -	Assault 1 Or Assault 1, 3” Blast
S +10 points	Heavy Stubber	36	5	6+	Heavy 3
M +8 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane

Elite 0-3 Slots

Infantry

Accursed Cultists Mutant Torment	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 2 4 2 7 - 6 3+ 5+ 5 4 3 4 3 7 -	**Points: 238** **Composition:** **5-10 Mutants** **3-6 Torments**
Wargear Mutant: Mutations Torment: Lethal Mutations	**Options** May take up to 5 more Mutants for +20 points each May take up to 3 more Torments for +46 points each The entire unit may take one B	**Rules** Mutant: Infantry Daemonic Fearless Torment: Monstrous Infantry Daemonic Fearless
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per Mutant, +8 points per Torment	

	B Mark of Nurgle +5 points per Mutant, +15 points per Torment B Mark of Slaanesh +3 points per Mutant, +6 points per Torment B Mark of Tzeentch +4 points per Mutant, +12 points per Torment	

Selection	Name	Range	S	AP	Rules
M	Mutations	Melee	User	-	Extra Attack 1, Rending
M	Lethal Mutations	Melee	User	3+	Extra Attack 1

Chaos Androids Androids	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 5 5 2 1 2 10 3+	**Points: 240** **Composition:** **5-10 Androids**
Wargear Android: Archeotech Rifle Archeotech Bayonet	**Options** May add up to 5 more Androids for +48 points each The entire unit may take one B	**Rules** Android: Infantry Daemonic Fearless Spiteful Occupants – In each of your Command Phases, roll 1d6. On a 1 your Opponent controls them during your turn. They may not directly attack friendly models, but may obstruct them, destroy building they occupy, and so on.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
R	Archeotech Rifle	24	7	2+	Assault 1
M	Archeotech Bayonet	Melee	+1	2+	None

Chosen Champion Chosen	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 4 4 2 4 3 9 3+ 6 2+ 2+ 4 4 2 4 2 8 3+	**Points: 229** **Composition:** **1 Champion** **4-9 Chosen**
Wargear Champion: Boltgun Bolt Pistol Frag Grenades Krak Grenades Chosen: Boltgun Bolt Pistol Frag Grenades Krak Grenades	**Options** May take up to 5 more Chosen for +45 points each Any model may swap Boltgun for R Any model may swap Bolt Pistol for P Any model may take one M The entire unit may take one B If the unit took one B, the entire unit may take one C of the corresponding Mark	**Rules** Champion: Character Infantry Malicious Volleys Fearless Night Vision Shock Assault Chosen: Infantry Malicious Volleys Fearless Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model C Pure Blessing of Khorne +6 points per model C Pure Blessing of Nurgle +2 points per model C Pure Blessing of Slaanesh +2 points C Pure Blessing of Tzeentch +2 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Boltgun	24	4	5+	Rapid Fire 1
R +4 points	Flamer	Flame	4	5+	Assault 1
R +6 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
R +6 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
R +21 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
R +1 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
P	Bolt Pistol	12	4	5+	Pistol 1
P +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!

M +1 point	Brutal Weapon	Melee	User	-	Extra Attack 1
M +1 point	Chainsword	Melee	User	6+	Rending
M +1 point	Chain Axe	Melee	+1	-	Rending
M +3 points	Power Sword	Melee	+1	3+	None
M +4 points	Power Axe	Melee	+2	4+	None
M +5 points	Power Maul	Melee	+2	4+	Concussion
M +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +11 points	Daemonic Weapon	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
M +11 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
M +18 points	Thunderhammer	Melee	10	1+	Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Monstrous Infantry

Mutilators Mutilator	**M WS BS S T W I A Ld Sv** 4 3+ 5+ 5 5 4 4 3 7 3+	**Points: 225** **Composition:** **3-6 Mutilators**
Wargear Mutilator: Flesh Metal Weapons	**Options** May take up to 3 more Mutilators for +75 points each The entire unit may take one B	**Rules** Mutilator: Monstrous Infantry Daemonic Deepstrike Fearless Shock Assault Steady Very Bulky
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
M	Flesh Metal Weapons	Melee	+d3	D3+	None

Possessed Champion Possessed	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 4 4 3 4 4 9 3+ 8 2+ 5+ 4 4 3 4 3 8 3+	**Points: 242** **Composition:** **1 Champion** **2-5 Possessed**
Wargear Champion: Brutal Weapon Possessed: Brutal Weapon	**Options** May take up to 5 more Possessed for +78 points each Any model may swap Brutal Weapon for M The entire unit may take up to one of each A The entire unit may take one B If the unit took one B, the entire unit may take one C of the corresponding Mark	**Rules** Champion: Character Monstrous Infantry Daemonic Deepstrike Fearless Shock Assault Very Bulky Possessed: Monstrous Infantry Daemonic Deepstrike Fearless Shock Assault Very Bulky
Special Wargear:	**Special Wargear Upgrades:** A Monstrous Stature +8 points per model A Wings +15 points per model B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model C Pure Blessing of Khorne +14 points per model C Pure Blessing of Nurgle +4 points per model C Pure Blessing of Slaanesh +6 points per model C Pure Blessing of Tzeentch +4 points per model	 S+1, T+1. M+4, gain Flying.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +5 points	Mutations	Melee	User	3+	None

Terminators Champion Terminator	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 3 4 3 8 3+ 4 3+ 3+ 4 4 3 4 2 7 3+	**Points: 320** **Composition:** **1 Champion** **4-9 Terminators**
Wargear Champion: Stormbolter Chain Axe Terminator Honours Terminator: Stormbolter Chain Axe Terminator Honours	**Options** May take up to 5 more Terminators for +63 points each Champion may swap Chain Axe for M or OM Any Terminator may swap Stormbolter for R Any Terminator may swap Chain Axe for M Up to two Terminators may swap Stormbolter for H The entire unit may take one A The entire unit may take one B	**Rules** Champion: Character Monstrous Infantry Malicious Volleys Deepstrike Night Vision Shock Assault Steady Very Bulky Terminator: Monstrous Infantry Malicious Volleys Deepstrike Night Vision Shock Assault Steady Very Bulky
Special Wargear: Terminator Honours – 5+ Invulnerability Save.	**Special Wargear Upgrades:** A Stolen Terminator Suits +7 points per model B Mark of Khorne +5 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	W+1.

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
R +3 points	Combi Flamer	Flame Or 24	4 Or 4	5+ Or 5+	Assault 1 Or Rapid Fire 1, Bolter
R +8 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot! Or Rapid Fire 1, Bolter
R +23 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane) Or Rapid Fire 1, Bolter
R +0 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls

M	Chain Axe	Melee	+1	-	Rending
M +5 points	Power Sword	Melee	+1	3+	None
M +6 points	Lightning Claw	Melee	User	3+	Reroll failed To Wound rolls
M +6 points	Power Axe	Melee	+2	4+	None
M +8 points	Shock Maul	Melee	+2	4+	Concussion
M +16 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
M +21 points	Chain Fist	Melee	X2	1+	Slow, Monsterbane, +1 on To Penetrate Rolls (not Vehicle Damage Chart)
OM +17 points	Daemonic Weapon	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
H +4 points	Heavy Flamer	Flame	5	4+	Assault 1
H +17 points	Reaper Autocannon	48	7	4+	Heavy 4, Monsterbane

Combat Walkers

Contemptor Dreadnought Contemptor	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 7 12 12 10 9 4 4 7 3+	**Points: 141** **Composition:** **1 Contemptor**
Wargear Contemptor: 2 Volkite Culverins Atomantic Shielding	**Options** May swap any Volkite Culverin for H May take one B May take up to one of each E	**Rules** Contemptor: Vehicle Combat Walker Malicious Volley Night Vision Shock Assault Steady
Special Wargear: Atomantic Shielding – 5+ Invulnerability Save	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 E Extra Armour +5 points	

Selection	Name	Range	S	AP	Rules
H	Volkite Culverin	48	6	3+	Heavy 1, Beam, Hull, Primary
H +3 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
H +4 points	Dreadnought Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3” Blast, Hull, Primary
H +7 points	Conversion Beam Cannon	72	8	3+	Heavy 1, Monsterbane, Beam, Hull, Primary

H +7 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
H +8 points	2 Linked Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Hull, Primary
H +10 points	Assault Cannon	36	6	4+	Assault 6, Rending, Hull, Primary
H +16 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
H +16 points	Kheres Assault Cannon	24	7	4+	Heavy 6, Monsterbane, Rending, Hull
H +17 points	Dreadnought Combat Weapon and Stormbolter	Melee And 24	X2 And 4	2+ And 5+	Slow, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull
H +19 points	Dreadnought Combat Weapon and Heavy Flamer	Melee And Flame	X2 And 5	2+ And 4+	Slow, Monsterbane, Primary And Assault 1, Hull
H +20 points	Dreadnought Combat Weapon and Graviton Blaster	Melee And 18	X2 And *	2+ And -	Slow, Monsterbane, Primary And Assault 2, Grav, Hull
H +24 points	Heavy Plasma Cannon	48	8	2+	Heavy 1, 5” Blast, Monsterbane, Hull, Primary
H +27 points	Dreadnought Combat Weapon and Meltagun	Melee And 12	X2 And 8	2+ And 1+	Slow, Monsterbane, Primary And Assault 1, Melta, (Monsterbane), Hull
H +33 points	Dreadnought Chain Fist and Stormbolter	Melee And 24	X2 And 4	1+ And 5+	Slow, Armourbane, Monsterbane, Primary And Rapid Fire 2, Bolter, Hull
H +35 points	Dreadnought Chain Fist and Heavy Flamer	Melee And Flame	X2 And 5	1+ And 4+	Slow, Armourbane, Monsterbane, Primary And Assault 1, Hull
H +36 points	Dreadnought Chain Fist and Graviton Blaster	Melee And 18	X2 And *	1+ And -	Slow, Armourbane, Monsterbane, Primary And Assault 2, Grav, Hull
H +43 points	Dreadnought Chain Fist and Meltagun	Melee And 12	X2 And 8	1+ And 1+	Slow, Armourbane, Monsterbane, Primary And

					Assault 1, Melta, (Monsterbane), Hull

Decimator Decimator	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 7 12 12 10 14 4 4 7 3+	**Points: 180** **Composition:** **1 Decimator**
Wargear Decimator: 2 Heavy Flamers	**Options** May swap any Hellfire Plasma Carronade for T May swap 2 Linked Heavy Flamers for H May take up to three M May take one B May take up to one of each E	**Rules** Decimator: Vehicle Combat Walker Daemonic Engine Fearless Night Vision Shock Assault Steady
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +3 points	Soulburner Petard	24	3	3+	Assault 1, 5” Blast, Poisoned (3+), Hull, Primary
H +7 points	Storm Laser	36	6	3+	Assault 6, Hull, Primary
H +8 points	Decimator Butcher Cannon	60	7	4+	Heavy 4, Monsterbane, Hull, Primary
H +14 points	Decimator Conversion Beam	72	9	3+	Heavy 1, Beam, Hull, Primary
H +17 points	Decimator Claw	Melee	X2	2+	Slow, Monsterbane
H +20 points	Storm Cannon Array	48	7	4+	Heavy 12, Monsterbane, Hull, Primary

Deredeo Dreadnought Deredeo	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 6 12 12 10 12 4 4 7 3+	**Points: 157** **Composition:** **1 Deredeo**
Wargear Deredeo: 2 Hellfire Plasma Carronades 2 Linked Heavy Flamers Atomantic Shielding	**Options** May swap any Hellfire Plasma Carronade for T May swap 2 Linked Heavy Flamers for H May take up to one M May take one B May take up to one of each E	**Rules** Deredeo: Vehicle Combat Walker Night Vision Shock Assault Steady
Special Wargear: Atomantic Shielding – 5+ Invulnerability Save	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 E Extra Armour +5 points	

Selection	Name	Range	S	AP	Rules
T	Hellfire Plasma Carronade	36	7	2+	Heavy 3, Gets Hot!, Hull, Primary
T +5 points	Anvillus Auto Cannon	36	7	4+	Heavy 4, Monsterbane, Hull, Primary
T +7 points	Volkite Falconet	36	8	3+	Heavy 1, Beam, Monsterbane, Hull, Primary
T +8 points	Arachnus Heavy Lascannon	48	9	2+	Heavy 2, Monsterbane, Hull, Primary
H	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Hull
H +2 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
M +12 points	Bores Air Defense Missiles	48	9	2+	Heavy 1, AA, Hull
M +27 points	Aiolos Missile Launcher	48	6	5+	Heavy 1, 7” Blast, Hull

Hellbrute Dreadnoughts Hellbrute	**M WS BS S FA SA RA W I A Ld Sv** 6 3+ 3+ 6 12 12 10 8 4 4 7 3+	**Points: 126** **Composition:** **1-3 Hellbrutes**
Wargear Hellbrute: 2 Heavy Bolters	**Options** May add up to 2 more Hellbrutes for +126 points each Any model may swap any Heavy Bolter for H or M The entire unit may take one B	**Rules** Hellbrute: Vehicle Combat Walker Daemonic Engine Malicious Volley Fearless Night Vision Shock Assault Steady
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Heavy Bolter	36	5	4+	Heavy 3, Hull, Primary
H +6 points	Lascannon	48	9	2+	Heavy 1, Monsterbane, Hull, Primary
H +6 points	Reaper Autocannon	48	7	4+	Heavy 4, Monsterbane, Hull
H +7 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane, Hull, Primary Or Heavy 1, 3” Blast, Hull, Primary
H +9 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
H +12 points	2 Linked Lascannon	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
H +25 points	Heavy Plasma Cannon	48	8	2+	Heavy 1, 5” Blast, Monsterbane, Hull, Primary
M +10 points	Power Scourge	Melee	+2	2+	Primary
M +15 points	Dreadnought Combat Weapon with Stormbolter	24 Or Melee	4 Or X2	5+ Or 2+	Rapid Fire 2, Bolter, Hull Or Slow, Monsterbane, Primary
M +16 points	Dreadnought Combat Weapon with Flamer	Flame Or Melee	4 Or X2	5+ Or 2+	Assault 1, Hull Or Slow, Monsterbane, Primary

M +21 points	Heavy Thunderhammer	Melee	X2	1+	Slow, Monsterbane, Concussion, Primary

Leviathan Dreadnought Leviathan	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 7 13 12 10 14 4 8 7 3+	**Points: 181** **Composition:** **1 Leviathan**
Wargear Leviathan: 2 Hellfire Plasma Carronades 2 Linked Heavy Flamers Atomantic Shielding	**Options** May swap any Hellfire Plasma Carronade for T May swap 2 Linked Heavy Flamers for H May take one M May take one B May take up to one of each E	**Rules** Leviathan: Vehicle Combat Walker Night Vision Shock Assault Steady
Special Wargear: Atomantic Shielding – 5+ Invulnerability Save	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 E Extra Armour +5 points	

Selection	Name	Range	S	AP	Rules
T	Hellfire Plasma Carronade	36	7	2+	Heavy 3, Gets Hot!, Hull, Primary
T +5 points	Anvillus Auto Cannon	36	7	4+	Heavy 4, Monsterbane, Hull, Primary
T +7 points	Volkite Falconet	36	8	3+	Heavy 1, Beam, Monsterbane, Hull, Primary
T +8 points	Arachnus Heavy Lascannon	48	9	2+	Heavy 2, Monsterbane, Hull, Primary
T +18 points	Grav Flux Bombard	24	*	-	Heavy 1, 5” Blast, Grav, Hull, Primary
T +22 points	Storm Cannon Array	48	7	4+	Heavy 12, Monsterbane, Hull, Primary
T +35 points	Cyclonic Melta Lance	18	9	1+	Heavy 1, 5” Blast, Melta, (Monsterbane), Hull, Primary
T +38 points	Leviathan Siege Drill and Meltagun	Melee And 12	D And 1+	1+ And 1+	Destroyer, Monsterbane, Auxiliary, Primary And Assault 1, Melta, (Monsterbane)
T +42 points	Leviathan Siege Claw and Meltagun	Melee And 12	X2 And 8	2+ And 1+	Slow, Monsterbane, Primary And Assault 1, Melta, (Monsterbane)

H	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Hull
H +2 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
H +2 points	2 Linked Volkite Calivers	30	5	5+	Heavy 2 x2, Beam, Hull
M +10 points	Hunter Killer Missile Rack	120	10	3+	Heavy 1, Monsterbane, Hull

Fast Attack 0-3 Slots

Infantry

Bikers Champion Marine	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 4 5 3 4 2 8 3+ 12 3+ 3+ 4 5 3 4 1 7 3+	**Points: 136** **Composition:** **1 Champion** **2-9 Marines**
Wargear Champion: Stormbolter Bolt Pistol Brutal Weapon Frag Grenades Krak Grenades Marine: Stormbolter Bolt Pistol Brutal Weapon Frag Grenades Krak Grenades	**Options** May take up to 6 more Marines for +44 points each Champion may swap Bolt Pistol for O Champion may swap Brutal Weapon for M or OM Up to two Marines may swap Bolt Pistol for S Any Marine may swap Brutal Weapon for M The entire unit may take one B	**Rules** Champion: Character Infantry Steed Malicious Volleys Night Vision Shock Assault Very Bulky Marine: Infantry Steed Malicious Volleys Night Vision Shock Assault Very Bulky
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
P	Bolt Pistol	12	4	5+	Pistol 1

O +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
O +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
O +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +0 points	Chain Axe	Melee	+1	-	Rending
M +11 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
OM +3 points	Power Sword	Melee	+1	3+	None
OM +4 points	Power Axe	Melee	+2	4+	None
OM +5 points	Power Maul	Melee	+2	4+	Concussion
OM +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
OM +11 points	Daemonic Weapon	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
S +5 points	Flamer	Flame	4	5+	Assault 1
S +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
S +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Furies Fury	**M WS BS S T W I A Ld Sv** 12 3+ 5+ 4 4 2 4 1 7 -	**Points: 125** **Composition:** **5-20 Furies**
Wargear Fury: Claws	**Options** May take up to 15 more Furies for +25 points each The entire unit may take one B	**Rules** Fury: Infantry Daemonic Deepstrike Fearless Flying
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +5 points per model	

Selection	Name	Range	S	AP	Rules
M	Claws	Melee	User	-	Extra Attack 1, Rending

Raptors Champion Marine	**M WS BS S T W I A Ld Sv** 12 3+ 3+ 4 4 2 4 2 8 3+ 12 3+ 3+ 4 4 2 4 1 7 3+	**Points: 174** **Composition:** **1 Champion** **4-14 Marines**
Wargear Champion: Bolt Pistol Chainsword Frag Grenades Krak Grenades Marine: Bolt Pistol Chainsword Frag Grenades Krak Grenades	**Options** May take up to 10 more Marines for +34 points each Champion may swap Bolt Pistol for OR Champion may swap Chainsword for OM Up to two Marines may swap Bolt Pistol for S The entire unit may take one B	**Rules** Champion: Character Infantry Bulky Deepstrike Flying Night Vision Shock Assault Marine: Infantry Bulky Deepstrike Flying Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
P	Bolt Pistol	12	4	5+	Pistol 1
OR +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
OR +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OR +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
M	Chainsword	Melee	User	6+	Rending
OM +0 points	Chain Axe	Melee	+1	-	Rending
OM +3 points	Power Sword	Melee	+1	3+	None
OM +4 points	Power Axe	Melee	+2	4+	None
OM +5 points	Power Maul	Melee	+2	4+	Concussion
OM +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane

OM +11 points	Daemonic Weapon	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
S +5 points	Flamer	Flame	4	5+	Assault 1
S +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
S +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
S +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Warp Talons Champion Talon	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 4 4 2 4 3 9 3+ 12 2+ 5+ 4 4 2 4 2 8 3+	**Points: 239** **Composition:** **1 Champion** **4-9 Talons**
Wargear Champion: Dual Lightning Claws Talon: Dual Lightning Claws	**Options** May take up to 5 more Talons for +47 points each The entire unit may take one B If the unit took one B, the entire unit may take one C of the corresponding Mark	**Rules** Champion: Character Infantry Daemonic Bulky Deepstrike Fearless Flying Shock Assault Warpflame Strike – 6" Aura, when this unit arrives from Deepstrike, target unit within 6" suffers BS+1 (1 worse) until your next Command Phase. Cast as a unit. Talon: Infantry Daemonic Bulky Deepstrike Fearless Flying Shock Assault Warpflame Strike – 6" Aura, when this unit arrives from Deepstrike, target unit within 6" suffers BS+1 (1 worse) until your next Command Phase. Cast as a unit.
Special Wargear:	**Special Wargear Upgrades:**	

	B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +5 points per model C Pure Blessing of Khorne +6 points per model C Pure Blessing of Nurgle +2 points per model C Pure Blessing of Slaanesh +2 points C Pure Blessing of Tzeentch +2 points per model	

Selection	Name	Range	S	AP	Rules
M	Dual Lightning Claws	Melee	User	3+	Extra Attack 1, Reroll failed To Wound rolls

Monstrous Infantry

Chaos Spawn Spawn	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 5 5 4 4 2d3 7 -	**Points: 67** **Composition:** **1-5 Spawn**
Wargear Spawn: Mutations	**Options** May take up to 4 more Spawn for +67 points each The entire unit may take one B	**Rules** Spawn: Monstrous Infantry Daemonic Deepstrike Fearless Shock Assault Very Bulky Fearsome Presence – 6” Aura, target unit suffers Ld-1. Cast as a unit.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
M	Mutations	Melee	User	3+	None

Heavy Support 0-3 Slots

Infantry

Havocs Champion Marine	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 2 4 2 8 3+ 6 3+ 3+ 4 4 2 4 1 7 3+	**Points: 174** **Composition:** **1 Champion** **4 Marines**
Wargear Champion: Bolt Pistol Brutal Weapon Frag Grenades Krak Grenades Marine: Heavy Bolter Brutal Weapon Frag Grenades Krak Grenades	**Options** Champion may swap Bolt Pistol for OR Champion may swap Brutal Weapon for OM Any Marine may swap Heavy Bolter for H Any Marine may swap Brutal Weapon for M The entire unit may take one B	**Rules** Champion: Character Infantry Malicious Volleys Night Vision Shock Assault Marine: Infantry Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
OP	Bolt Pistol	12	4	5+	Pistol 1
OR +1 point	Boltgun	24	4	5+	Rapid Fire 1, Bolter
OR +5 points	Flamer	Flame	4	5+	Assault 1
OR +7 points	Plasma Gun	24	7	2+	Rapid Fire 1, Gets Hot!
OR +7 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
OR +22 points	Meltagun	12	8	1+	Assault 1, Melta, (Monsterbane)
OM	Brutal Weapon	Melee	User	-	Extra Attack 1
OM +0 points	Chainsword	Melee	User	6+	Rending
OM +0 points	Chain Axe	Melee	+1	-	Rending
OM +3 points	Power Sword	Melee	+1	3+	None
OM +4 points	Power Axe	Melee	+2	4+	None
OM +5 points	Power Maul	Melee	+2	4+	Concussion

OM +10 points	Powerfist	Melee	X2	2+	Slow, Monsterbane
OM +11 points	Daemonic Weapon	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
OM +11 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
H	Heavy Bolter	36	5	4+	Heavy 3
H +4 points	Autocannon	48	7	4+	Heavy 2, Monsterbane
H +10 points	Missile Launcher	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1, Monsterbane Or Heavy 1, 3” Blast
H +12 points	Lascannon	48	9	2+	Heavy 1, Monsterbane
H +19 points	Reaper Chaingun	48	5	-	Heavy 8
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +0 points	Chain Axe	Melee	+1	-	Rending
M +11 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Monstrous Infantry

Obliterators Obliterator	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 5 5 4 4 3 7 3+	**Points: 339** **Composition:** **3-6 Obliterators**
Wargear Obliterator: Flesh Metal Guns Powerfists	**Options** May take up to 3 more Obliterators for +113 points each The entire unit may take one B	**Rules** Obliterator: Monstrous Infantry Daemonic Deepstrike Fearless Shock Assault Steady Very Bulky
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
H	Flesh Metal Guns	24	6+d3	D3+1 +	Heavy d3+1, Monsterbane
M	Powerfists	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane

Combat Walkers

Defiler Defiler	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 7 12 12 10 14 4 4 7 3+	**Points: 222** **Composition:** **1 Defiler**
Wargear Defiler: Daemon Cannon Defiler Claws	**Options** May swap Daemon Cannon for T May take up to two H May take one S May take one B	**Rules** Defiler: Vehicle Combat Walker Daemonic Engine Malicious Volleys Fearless Night Vision Shock Assault Steady
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points	

Selection	Name	Range	S	AP	Rules
T	Daemon Cannon	Flame	6	3+	Assault 1, Turret, Primary
T +0 points	Ectoplasma Destructor	36	7	2+	Heavy 2, 3” Blast, Gets Hot!, Turret, Primary
T +52 points	Battle Cannon	72	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Turret, Primary
H +2 points	Flail	Melee	-2	4+	Auxiliary, Extra Attack 2
H +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3” Blast, Turret
H +22 points	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Turret
H +24 points	Reaper Autocannon	48	7	4+	Heavy 4, Monsterbane, Turret
H +26 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Turret
H +50 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret
S +22 points	2 Linked Heavy Stubbers	36	5	6+	Heavy 3 x2, Turret

S +50 points	2 Linked Meltaguns	12	8	1+	Assault 1 x2, Melta, (Monsterbane), Turret
M	Defiler Claws	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane, Primary

Forgefiend Forgefiend	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 6 12 12 10 12 4 4 7 3+	**Points: 171** **Composition:** **1-3 Forgefiends**
Wargear Forgefiend: 3 Ectoplasma Cannons Daemon Jaws	**Options** May add up to two additional Forgefiends for +171 points each Any model may swap up to 2 Ectoplasma Cannons for H The entire unit may take one B	**Rules** Forgefiend: Vehicle Combat Walker Daemonic Engine Fearless Night Vision Shock Assault Steady
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
H	Ectoplasma Cannon	24	8	2+	Heavy 1, 3” Blast, Monsterbane, Gets Hot!, Hull, Primary
H +12 points	Hades Autocannon	36	8	4+	Heavy 4, Monsterbane, Pinning, Hull, Primary
M	Daemon Jaws	Melee	User	3+	Primary

Maulerfiend Maulerfiend	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 6 12 12 10 12 4 4 7 3+	**Points: 174** **Composition:** **1-3 Maulerfiends**
Wargear Maulerfiend: Lasher Tendrils Powerfists	**Options** May add up to two additional Maulerfiends for +174 points each Any model may swap Lasher Tendrils for H The entire unit may take one B	**Rules** Maulerfiend: Vehicle Combat Walker Daemonic Engine Fearless Shock Assault Steady Wall Climber – This model ignores Terrain for Movement.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Lasher Tendrils	Melee	User	3+	Auxiliary, Extra Attack 1, Counterattack, Primary
H +6 points	Magma Cutter	6	8	1+	Pistol 1, Armourbane, Monsterbane, Hull, Primary
M	Powerfists	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane

Soul Grinder Soul Grinder	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 7 13 13 11 14 4 4 7 3+	**Points: 191** **Composition:** **1 Soul Grinder**
Wargear Soul Grinder: Warp Sword	**Options** May swap Daemon Cannon for T May take up to two H May take one P May take one B	**Rules** Soul Grinder: Vehicle Combat Walker Daemonic Engine Fearless Night Vision Shock Assault Steady
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points	

	B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points	

Selection	Name	Range	S	AP	Rules
H	Warp Sword	Melee	User	3+	Primary
H +4 points	Rancid Vomit	Flame	3	3+	Assault 1, Poisoned (3+), Hull, Primary
H +6 points	Baleful Torrent	Flame	6	4+	Assault 1, Hull, Primary
H +7 points	Warp Gaze	24	10	1+	Heavy 1, Hull, Primary
H +16 points	Iron Claw	Melee	X2	2+	Slow, Monsterbane, Primary
H +16 points	Rot Cannon	36	6	3+	Heavy 1, 5” Blast, Rending, Pinning, Hull, Primary
H +23 points	Phlegm Bombardment	36	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Hull, Primary
M +6 points	Warp Sword	Melee	User	3+	Primary
M +22 points	Iron Claw	Melee	X2	2+	Slow, Monsterbane, Primary

Venomcrawler Venomcrawler	**M WS BS S FA SA RA W I A Ld Sv** 10 3+ 3+ 6 12 12 10 10 4 4 7 3+	**Points: 192** **Composition:** **1-3 Venomcrawlers**
Wargear Venomcrawler: 2 Linked Excruciator Cannons Eviscerating Claws Soulflayer Tendrils	**Options** May add up to two more Venomcrawlers for +192 points each The entire unit may take one B	**Rules** Venomcrawler: Vehicle Combat Walker Daemonic Engine Fearless Night Vision Shock Assault Devourer of Souls – If this unit slew one or more enemy models last Turn, this unit Repairs 1 Wound. Soulshredding Explosion – This model explodes on a 4+ instead and inflicts d3 Mortal Wounds in a d6” Radius instead.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model	

	B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
H	2 Linked Excruciator Cannons	36	8	3+	Assault 1, 3" Blast, Monsterbane, Hull, Primary
M	Eviscerating Claws	Melee	+2	2+	Primary
M	Soulflayer Tendrils	Melee	User	3+	Auxiliary, Extra Attack 1

Monsters

Giant Chaos Spawn Spawn	**M WS BS S T W I A Ld Sv** 8+d6 3+ 5+ 6 8 10 4 6+d6 7 -	**Points: 212** **Composition:** **1 Giant Chaos Spawn**
Wargear Spawn: Giant Mutations	**Options** The entire unit may take one B	**Rules** Spawn: Monster Daemonic Deepstrike Fearless Shock Assault Fearsome Presence – 6" Aura, target unit suffers Ld-1.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
M	Giant Mutations	Melee	User	3+	Reroll failed To Wound rolls

Rapier Carriers Rapier	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 5 5 4 1 7 3+	**Points: 98** **Composition:** **1-3 Rapiers**
Wargear Rapier: Graviton Cannon Boltgun Bolt Pistol Frag Grenades Krak Grenades	**Options** May add up to 2 more Rapiers for +98 points The entire unit may take one B	**Rules** Rapier: Monster Malicious Volleys Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +5 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Graviton Cannon	36	*	-	Heavy 1, 5” Blast, Grav
H +13 points	4 Linked Heavy Bolters	36	5	4+	Heavy 3 x4
H +117 points	4 Linked Laser Destroyers	60	9	2+	Heavy 1 x4, Monsterbane, Ordnance
R	Boltgun	24	4	5+	Rapid Fire 1, Bolter
P	Bolt Pistol	12	4	5+	Pistol 1
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Spined Chaos Beast Beast	**M WS BS S T W I A Ld Sv** 10 3+ 5+ 7 7 12 4 5 7 3+	**Points: 238** **Composition:** **1 Beast**
Wargear Beast: Jagged Claws Tusked Maw	**Options** May take one B	**Rules** Beast: Monster Daemonic Deepstrike Fearless Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model	

	B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	

Selection	Name	Range	S	AP	Rules
M	Jagged Claws	Melee	User	3+	Extra Attack 2
M	Tusked Maw	Melee	X2	2+	Slow, Monsterbane

Tanks

Deimos Predator Predator	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 13 11 10 11 1 3 9 3+	**Points: 149** **Composition:** **1 Predator**
Wargear Predator: Predator Autocannon	**Options** May swap Predator Autocannon for T May take one S May take one D May take one M May take one P May take one B May take up to one of each E	**Rules** Predator: Vehicle Tank Malicious Volley Night Vision Shock Assault Revered Pattern – 6” Aura, this model and target unit may reroll failed Ld tests.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Predator Autocannon	48	7	4+	Heavy 6, Monsterbane, Turret, Primary
T +0 points	Volkite Macrosaker	48	8	3+	Heavy 2, Beam, Monsterbane, Turret, Primary
T +8 points	2 Linked Plasma Destroyers	48	7	2+	Heavy 1 x2, 3” Blast, Gets Hot!, Turret, Primary
T +13 points	Graviton Cannon	48	*	-	Heavy 1, 5” Blast, Grav, Turret, Primary
T +18 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
T +34 points	Conversion Beam Cannon	72	D	2+	Heavy 1, Destroyer, Beam, Monsterbane, Turret, Primary

T +52 points	2 Linked Magna Melta Cannons	36	8	1+	Heavy 1 x2, 3” Blast, Melta, (Monsterbane), Turret, Primary
T +72 points	2 Linked Infernus Cannons	Hell Storm	6	4+	Assault 1 x2, Turret, Primary
S +12 points	2 Linked Volkite Calivers	30	5	5+	Heavy 1 x2, Beam, Sponson
S +16 points	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +36 points	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Sponson
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +11 points	Heavy Flamer	Flame	5	4+	Assault 1, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3” Blast, Turret
P +13 points	Heavy Bolter	36	5	4+	Heavy 3, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret
P +31 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Turret

Kratos Kratos	**M WS BS S FA SA RA W I A Ld Sv** 10 5+ 3+ 7 13 13 13 14 1 3 8 3+	**Points: 246** **Composition:** **1 Kratos**
Wargear Kratos: Volkite Cardanelle and Autocannon 2 Heavy Flamers H 2 Heavy Flamers S	**Options** May swap Volkite Cardanelle and Autocannon for T May swap 2 Heavy Flamers H for H May swap 2 Heavy Flamers S for S May take one D May take one M May take one P May take one B May take up to one of each E	**Rules** Kratos: Vehicle Tank Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 E Extra Armour +5 points E Smoke Launchers +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Volkite Cardanelle and Autocannon	48 And 48	8 And 7	3+ And 4+	Heavy 1, Coaxial, Beam, Monsterbane, Turret, Primary And Heavy 2, Coaxial, Monsterbane, Turret, Primary
T +46 points	Melta Blast Gun and Autocannon	36 And 48	8 And 7	1+ And 4+	Heavy 1, Coaxial, 5” Blast, Melta, (Monsterbane), Turret, Primary And Heavy 2, Coaxial, Monsterbane, Turret, Primary
T +74 points	Kratos Battle Cannon and Autocannon	72 And 48	9 And 7	2+ And 4+	Heavy 1, Coaxial, 5” Blast, Ordnance, Monsterbane, Turret, Primary And Heavy 2, Coaxial, Monsterbane, Turret, Primary
H	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson
H +2 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
H +12 points	2 Autocannons	48	7	4+	Heavy 2 x2, Monsterbane, Sponson
H +12 points	2 Volkite Culverins	48	6	3+	Heavy 1 x2, Beam, Sponson
S	2 Heavy Flamers	Flame	5	4+	Assault 1 x2, Sponson

S +2 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +18 points	2 Volkite Culverins	48	6	3+	Heavy 1 x2, Beam, Sponson
S +20 points	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Sponson
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3” Blast, Turret
P +13 points	Heavy Bolter	36	5	4+	Heavy 3, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret

Land Raider Land Raider	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 3+ 8 14 14 14 16 1 6 8 3+	**Points: 327** **Composition:** **1 Land Raider**
Wargear Land Raider: 2 Linked Heavy Bolters 2 Sets of 2 Linked Lascannons	**Options** May take one T May take one D May take one M May take one P May take one B May take up to one of each E	**Rules** Land Raider: Vehicle Tank Malicious Volleys Night Vision Shock Assault Transport 16 – Access Front, Assault Ramps
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
S	2 Sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson
T +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3" Blast, Turret
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret

Land Raider Achilles Land Raider Achilles	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 3+ 8 15 14 14 16 1 6 8 3+	**Points: 285** **Composition:** **1 Land Raider Achilles**
Wargear Land Raider Achilles: Thunderfire Cannon 2 Sets of 2 Linked Volkite Culverins	**Options** May swap 2 Sets of 2 Linked Volkite Culverins for S May take one D May take one M May take one P May take one B May take up to one of each E	**Rules** Land Raider Achilles: Vehicle Tank Malicious Volleys Night Vision Shock Assault Transport 6 – Access Sides
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Thunderfire Cannon	60 Or 60	8 Or 4	3+ Or 5+	Heavy 4, Monsterbane, Hull, Primary Or Heavy 4, 3" Blast, Hull, Primary
S	2 sets of 2 Linked Volkite Culverins	48	6	3+	Heavy 1 x2 (x2), Beam, Sponson
S +64 points	2 sets of 2 Linked Multimeltas	24	8	1+	Heavy 2 x2 (x2), Melta, (Monsterbane), Sponson
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3" Blast, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret

Land Raider Proteus Land Raider Proteus	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 3+ 8 14 14 14 16 1 6 8 3+	**Points: 302** **Composition:** **1 Land Raider Proteus**
Wargear Land Raider Proteus: Heavy Flamer 2 sets of 2 Linked Lascannons	**Options** May swap 2 Linked Heavy Bolters for T May take one M May take one P May take one B May take up to one of each E	**Rules** Land Raider Proteus: Vehicle Tank Malicious Volleys Night Vision Shock Assault Transport 10 – Access Front, Assault Ramps
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points	

	B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 E Recovery Gear +2 points E Extra Armour +5 points E Augar Array +6 points E Smoke Launchers +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Heavy Flamer	Flame	5	4+	Assault 1, Hull, Primary
H +7 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull, Primary
H +12 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Hull, Primary
S	2 Sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3” Blast, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret

Predators Predator	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 13 11 10 11 1 3 8 3+	**Points: 137** **Composition:** **1-3 Predators**
Wargear Predator: Predator Autocannon	**Options** May take up to two more Predator for +137 points each Any model may swap Predator Autocannon for T Any model may take one S Any model may take one D Any model may take one M Any model may take one P The entire unit may take one B Any model may take up to one of each E	**Rules** Predator: Vehicle Tank Malicious Volleys Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model E Recover Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Predator Autocannon	48	7	4+	Heavy 6, Monsterbane, Turret, Primary
T +18 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Turret, Primary
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +36 points	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Sponson
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or	4 Or	5+ Or	Assault 1, Turret Rapid Fire 1, Or

		4	4	5+	Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3” Blast, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret

Sicaran Sicaran	**M WS BS S FA SA RA W I A Ld Sv** 10 5+ 3+ 7 13 13 13 14 1 3 8 3+	**Points: 186** **Composition:** **1 Sicaran**
Wargear Sicaran: Sicaran Laser Cannon	**Options** May swap Sicaran Laser Cannon for T May take one S May take one M May take one P May take one B May take up to one of each E	**Rules** Sicaran: Vehicle Tank Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 E Extra Armour +5 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Sicaran Laser Cannon	48	D	2+	Heavy 1, 3” Blast, Destroyer, Monsterbane, Primary, Hull
T +16 points	2 Linked Herakles Autocannons	48	8	4+	Heavy 3 x2, Monsterbane, Turret, Primary
T +34 points	2 Linked Arcus Multilaunchers	48	4	6+	Heavy 1 x2, 7” Blast, Turret, Primary
T +39 points	Punisher Rotary Cannon	36	6	4+	Heavy 18, Turret, Primary
T +66 points	2 Linked Omega Plasma Arrays	36	7	2+	Heavy 2 x2, 3” Blast, Primary, Turret
S +18 points	2 Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +36 points	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Sponson

M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3" Blast, Turret
P +13 points	Heavy Bolter	36	5	4+	Heavy 3, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret

Vindicators Vindicator	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 13 11 10 11 1 3 8 3+	**Points: 152** **Composition:** **1-3 Vindicators**
Wargear Vindicator: Demolisher	**Options** May take up to two more Vindicators for +152 points each Any model may swap Demolisher for T Any model may take one D Any model may take one M Any model may take one P The entire unit may take one B Any model may take up to one of each E	**Rules** Vindicator: Vehicle Tank Malicious Volleys Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** E Siege Shield B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model	FA +1, Reroll Dangerous Terrain Tests and failed Move through Cover

	E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull, Primary
T +33 points	4 Linked Laser Destroyers	60	9	2+	Heavy 1 x4, Ordnance, Monsterbane, Hull, Primary
D +25 points	Siege Shield	Melee	+3	4+	Accurate, Siege Shield
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3" Blast, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret

Whirlwinds Whirlwind	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 11 11 10 11 1 3 8 3+	**Points: 108** **Composition:** **1-3 Whirlwinds**
Wargear Whirlwind: Whirlwind Hyperios Launcher	**Options** May take up to two more Whirlwinds for +108 points each Any model may swap Whirlwind Hyperios Launcher for T Any model may take one D Any model may take one M Any model may take one P The entire unit may take one B Any model may take up to one of each E	**Rules** Whirlwind: Vehicle Tank Malicious Volleys Night Vision Shock Assault Stationary – This model may not fire the Whirlwind Hyperios Launcher, Scorpius Multilauncher, or Whirlwind Launcher if it moved during your Movement Phase.
Special Wargear:	**Special Wargear Upgrades:**	

	B Mark of Khorne +8 points per model B Mark of Nurgle +15 points per model B Mark of Slaanesh +7 points per model B Mark of Tzeentch +12 points per model E Recover Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
T	Whirlwind Hyperios Launcher	36	8	3+	Heavy 2, Monsterbane, AA, Turret, Primary
T +16 points	Scorpius Multilauncher	48	4	6+	Heavy 1, 7” Blast, Indirect, Turret, Primary
T +37 points	Whirlwind Launcher	12-72	6	4+	Heavy 1, 5” Blast, Indirect, Pinning, Turret, Primary
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3” Blast, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret

Flyer 0-2 Slots

Hellblade Interceptor Hellblade	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 3+ 6 10 10 10 9 1 3 8 3+	**Points: 171** **Composition:** **1 Hellblade**
Wargear Hellblade: 2 Linked Lascannons	**Options** May swap 2 Linked Lascannons for H May take one B	**Rules** Hellblade: Vehicle Daemonic Engine Deepstrike High Altitude Interceptor Night Vision
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
H +8 points	4 Linked Autocannons	48	7	4+	Heavy 2 x4, Monsterbane, Hull

Helldrake Helldrake	**M WS BS S FA SA RA W I A Ld Sv** 50 3+ 3+ 7 12 12 10 12 1 4 7 3+	**Points: 238** **Composition:** **1 Hell Talon**
Wargear Helldrake: Hades Autocannon Helldrake Claws	**Options** May swap Hades Autocannon for S May take one B	**Rules** Helldrake: Vehicle Combat Walker Daemonic Engine Deepstrike High Altitude Hover Night Vision
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points	

Selection	Name	Range	S	AP	Rules
S	Hades Autocannon	48	7	4+	Heavy 4, Monsterbane, Sponson, Primary

S +3 points	Baleflamer	Flame	6	3+	Assault 1, Sponson
M	Helldrake Claws	Melee	User	3+	Extra Attack 1, Primary

Hell Talon Hell Talon	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 6 11 11 10 14 1 3 8 3+	**Points: 226** **Composition:** **1 Hell Talon**
Wargear Hell Talon: 2 Linked Lascannons Havoc Launcher 2 Linked Infernal Bomb Racks	**Options** May swap Havoc Launcher for S May take one B	**Rules** Hell Talon: Vehicle Daemonic Engine Deepstrike High Altitude Night Vision
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull, Primary
S	Havoc Launcher	48	5	5+	Heavy 1, 3” Blast, Hull
S +2 points	Autocannon	48	7	4+	Heavy 2, Monsterbane, Hull
B	2 Linked Infernal Bomb Racks	Bomb	6	4+	Heavy 1 x2, 5” Blast, Hull, Primary

Xiphon Interceptor Xiphon	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 3+ 6 12 12 10 12 1 3 8 3+	**Points: 226** **Composition:** **1 Xiphon**
Wargear Xiphon: 4 Linked Lascannons Xiphon Missile Battery	**Options** May take one B May take up to one of each E	**Rules** Xiphon: Vehicle Deepstrike High Altitude Interceptor Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points E Flare Launchers +9 points	

Selection	Name	Range	S	AP	Rules
T	4 Linked Lascannons	48	9	2+	Heavy 1 x4, Monsterbane, Hull, Primary
H	Xiphon Missile Battery	60	7	3+	Heavy 3, Hull, Primary

Dedicated Transport 0-1/Legal Slot

Dreadclaw Drop Pod Drop Pod	**M WS BS S FA SA RA W I A Ld Sv** 12 3+ 3+ 6 12 12 12 9 4 4 7 3+	**Points: 210** **Composition:** **1 Drop Pod**
Wargear Drop Pod: Thermal Jet Bladed Struts	**Options** May take one B	**Rules** Drop Pod: Vehicle Combat Walker Deepstrike Flying Drop Pod – This model acts like a Titanic unit when arriving by Deepstrike for displacing models and causing Auto Hits. Transport 10 – Access Front, Sides, Rear. Dreadnought Module – This model may carry one Dreadnought with W13 or less instead of its normal Transport capability.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points	

Selection	Name	Range	S	AP	Rules
B	Thermal Jet	Bomb	8	1+	Assault 1, Armourbane, Monsterbane, Hull, Primary
M	Bladed Struts	Melee	X2	1+	Slow, Monsterbane, Primary

Drop Pod Drop Pod	**M WS BS S FA SA RA W I A Ld Sv** - - 3+ 6 12 12 12 8 - - 10 3+	**Points: 115** **Composition:** **1 Drop Pod**
Wargear Drop Pod: Stormbolter	**Options** May take one B	**Rules** Drop Pod: Vehicle Tank Malicious Volleys Deepstrike Immobile Night Vision Drop Pod – This model acts like a Titanic unit when arriving by Deepstrike for displacing models and causing Auto Hits. Transport 10 – Access Front, Sides, Rear. Dreadnought Module – This model may carry one Dreadnought with W13 or less instead of its normal Transport capability.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret, Primary

Rhino Rhino	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 11 11 10 10 1 3 8 3+	**Points: 130** **Composition:** **1 Rhino**
Wargear Rhino: None	**Options** May take one D May take one M May take up to two P May take one B May take up to one of each E	**Rules** Rhino: Vehicle Tank Malicious Volleys Night Vision Shock Assault Transport 12 – Access Sides, Rear. Two 360 Fire Ports.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points	

	B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points E Recovery Gear +2 points E Extra Armour +5 points E Smoke Launchers +10 points	

Selection	Name	Range	S	AP	Rules
D +9 points	Dozerblade	Melee	+1	6+	Accurate, Dozerblade
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +6 points	Combi Volkite	24 Or 24	4 Or 4	5+ Or 5+	Heavy 1, Beam, Turret Or Rapid Fire 1, Bolter, Turret
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +13 points	Havoc Launcher	48	5	5+	Heavy 1, 3” Blast, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret

Terrax Pattern Termite Terrax Pattern Termite	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 3+ 7 12 12 10 14 1 3 8 3+	**Points: 237** **Composition:** **1 Terrax Pattern Termite**
Wargear Terrax Pattern Termite: Termite Drill Terrax Melta Cutter 2 Storm Bolters	**Options** May swap either Storm Bolter for H May take one B May take any E one time each	**Rules** Terrax Pattern Termite: Vehicle Tank Malicious Volleys Deepstrike Night Vision Shock Assault Steady Transport 12 – Access Sides.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +8 points B Mark of Nurgle +15 points B Mark of Slaanesh +7 points B Mark of Tzeentch +12 points E Augar Array +5 points	

	E Extra Armour +5 points E Recovery Gear +2 points	

Selection	Name	Range	S	AP	Rules
M	Termite Drill	Melee	X2	1+	Accurate, Monsterbane, Primary
T	Terrax Melta Cutter	12	8	1+	Heavy 5, Melta, (Monsterbane), Hull, Primary
H	Storm Bolter	24	4	5+	Rapid Fire 2, Hull
H +1 points	Heavy Flamer	Flame	5	4+	Assault 1, Hull
H +2 point	2 Linked Terrax Volkite Chargers	18	5	4+	Heavy 1, Beam, Hull

Lord of War 0-1 Slots

Aircraft

Fire Raptor Gunship Fire Raptor	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 8 12 12 10 18 1 6 8 3+	**Points: 549** **Composition:** **1 Fire Raptor**
Wargear Fire Raptor: 2 Linked Avenger Bolt Cannons 2 Sets of 2 Linked Autocannons 4 Linked Hellstrike Missiles	**Options** May swap 2 Sets of 2 Linked Autocannons for S May swap 4 Linked Hellstrike Missiles for W May take one B May take up to one of each E	**Rules** Fire Raptor: Titanic Vehicle Deepstrike Fearless High Altitude Hover Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Chaff Launchers +18 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Avenger Bolt Cannons	36	6	3+	Heavy 12 x2, Hull
S	2 Sets of 2 Linked Autocannons	48	7	4+	Heavy 2 x2 (x2), Monsterbane, Sponson

S +24 points	2 Sets of 4 Linked Heavy Bolters	36	5	4+	Heavy 3 x4 (x2), Sponson
W	4 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x4, Ordnance, Monsterbane, One Use Only, Hull
W +16 points	4 Linked Lascannons	48	9	2+	Heavy 1 x4, Monsterbane, Hull

Sokar Stormbird Stormbird	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 10 12 12 10 40 1 9 8 3+	**Points: 878** **Composition:** **1 Stormbird**
Wargear Stormbird: 2 Linked Heavy Bolters 2 Linked Heavy Bolters 2 Linked Heavy Bolters 2 Linked Heavy Bolters 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks	**Options** May swap any 2 Linked Heavy Bolters for S May take one B May take up to one of each E	**Rules** Stormbird: Titanic Vehicle Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Transport 50 – Access Front and Sides, Assault Ramps. Rhino Transport – This model may Transport up to 1 Rhino (or model that uses the Rhino Chassis). These do not benefit from the Assault Ramps.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Chaff Launchers +18 points	

Selection	Name	Range	S	AP	Rules
S	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Sponson
S +18 points	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Sponson
W	2 Linked Hellstrike Missile Racks	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, Hull

Storm Eagle Gunship Storm Eagle	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 8 12 12 10 18 1 6 8 3+	**Points: 545** **Composition:** **1 Storm Eagle**
Wargear Storm Eagle: 2 Linked Vengeance Launchers 2 Linked Heavy Bolters 4 Linked Hellstrike Missiles	**Options** May swap 2 Sets of 2 Linked Autocannons for S May swap 4 Linked Hellstrike Missiles for W May take one B May take up to one of each E	**Rules** Storm Eagle: Titanic Vehicle Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Transport 20 – Access Front, Sides, Rear.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Chaff Launchers +18 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Vengeance Launchers	48	6	4+	Heavy 1 x2, 5” Blast, Hull
S	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +10 points	2 Linked Missile Launchers	48 Or 48	8 Or 4	3+ Or 6+	Heavy 1 x2, Monsterbane, Hull Or Heavy 1 x2, 3” Blast
S +20 points	2 Linked Multimeltas	24	8	1+	Heavy 2 x2, Melta, (Monsterbane), Hull
W	4 Linked Hellstrike Missiles	72	8	3+	Heavy 1 x4, Ordnance, Monsterbane, One Use Only, Hull
W +16 points	4 Linked Lascannons	48	9	2+	Heavy 1 x4, Monsterbane, Hull

Thunderhawk Gunship Thunderhawk	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 10 12 12 10 30 1 9 8 3+	**Points: 828** **Composition:** **1 Thunderhawk**
Wargear Thunderhawk: Thunderhawk Heavy Cannon 2 Linked Lascannons 4 Sets of 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks	**Options** May swap Thunderhawk Heavy Cannon for T May swap 2 Linked Hellstrike Missile Racks for W May take one B May take up to one of each E	**Rules** Thunderhawk: Titanic Vehicle Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Transport 30 – Access Front and Sides, Assault Ramps.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Chaff Launchers +18 points	

Selection	Name	Range	S	AP	Rules
T	Thunderhawk Heavy Cannon	72	8	3+	Heavy 1, 7” Blast, Ordnance, Monsterbane, Hull
T +9 points	Turbo Laser Destructor	96	D	1+	Heavy 1, 5 Blast, Destroyer, Monsterbane, Hull
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
S	4 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x4), Sponson
W	2 Linked Hellstrike Missile Racks	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, Hull
W +88 points	2 Linked Cluster Bomb Racks	Bomb	6	4+	Heavy 1 x2, Apocalypse Barrage, Hull

Thunderhawk Transporter Thunderhawk	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 10 12 12 10 30 1 9 8 3+	**Points: 755** **Composition:** **1 Thunderhawk**
Wargear Thunderhawk: 2 Linked Lascannons 4 Sets of 2 Linked Heavy Bolters 2 Linked Hellstrike Missile Racks	**Options** May swap 2 Linked Hellstrike Missile Racks for W May take one B May take up to one of each E	**Rules** Thunderhawk: Titanic Vehicle Deepstrike Fearless High Altitude Hover Night Vision Shock Assault Transport 15 – Access Front and Sides, Assault Ramps. Tank Transport – This model may Transport up to 2 Rhinos (or model that uses the Rhino Chassis) or 1 Land Raider (or model that uses a Land Raider Chassis). These do not benefit from the Assault Ramps.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Chaff Launchers +18 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
S	4 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x4), Sponson
W	2 Linked Hellstrike Missile Racks	72	8	3+	Heavy 1 x2, Ordnance, Monsterbane, Hull
W +88 points	2 Linked Cluster Bomb Racks	Bomb	6	4+	Heavy 1 x2, Apocalypse Barrage, Hull

Fellblade Chassis

Falchion Falchion	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 3+ 8 14 14 14 26 1 9 8 3+	**Points: 599** **Composition:** **1 Falchion**
Wargear Falchion: 2 Linked Volcano Cannons	**Options** May take one S May take one M May take one P May take one B May take up to one of each E	**Rules** Falchion: Titanic Vehicle Malicious Volley Fearless Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Recover Gear +2 points E Smoke Launchers +20 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Volcano Cannons	120	D	1+	Heavy 1 x2, 5” Blast, Destroyer, Monsterbane, Hull
S +144 points	2 Sets of 4 Linked Lascannons	48	9	2+	Heavy 1 x4 (x2), Monsterbane, Sponson
S +174 points	2 Sets of 3 Linked Laser Destroyers	60	9	2+	Heavy 1 x3 (x2), Ordnance, Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret
P +31 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Turret

Fellblade Fellblade	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 3+ 8 14 14 14 26 1 9 8 3+	**Points: 844** **Composition:** **1 Fellblade**
Wargear Fellblade: 2 Linked Accelerator Cannons Demolisher Cannon 2 Linked Heavy Flamers 2 Sets of 4 Linked Lascannons	**Options** May swap 2 Linked Heavy Flamers for H2 May swap 2 Sets of 4 Linked Lascannons for S May take one M May take one P May take one B May take up to one of each E	**Rules** Fellblade: Titanic Vehicle Malicious Volleys Fearless Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Recover Gear +2 points E Smoke Launchers +20 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	2 Linked Accelerator Cannons	72	D Or 8	2+ Or 3+	Heavy 1 x2, Destroyer, Monsterbane, Turret Or Heavy 1 x2, 5” Blast, Ordnance, Monsterbane, Turret
H1	Demolisher Cannon	24	10	2+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Hull
H2	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Hull
H2 +2 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S	2 Sets of 4 Linked Lascannons	48	9	2+	Heavy 1 x4 (x2), Monsterbane, Sponson
S +30 points	2 Sets of 3 Linked Laser Destroyers	60	9	2+	Heavy 1 x3 (x2), Ordnance, Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24	7	2+	Rapid Fire 1, Gets Hot!, Turret

		Or 24	Or 4	Or 5+	Or Rapid Fire 1, Bolter, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret
P +31 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Turret

Spartan Chassis

Cerberus Cerberus	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 3+ 8 14 14 14 20 1 6 8 3+	**Points: 473** **Composition:** **1 Cerberus**
Wargear Cerberus: 3 Linked Neutron Pulses	**Options** May take one S May take one M May take one P May take one B May take up to one of each E	**Rules** Cerberus: Titanic Vehicle Malicious Volleys Fearless Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Recover Gear +2 points E Smoke Launchers +20 points	

Selection	Name	Range	S	AP	Rules
H	3 Linked Neutron Pulses	48	D	2+	Heavy 1 x3, 3" Blast, Destroyer, Monsterbane, Hull
S +36 points	2 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x2), Sponson
S +72 points	2 Sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret
P +12 points	Combi Plasma	24	7	2+	Rapid Fire 1, Gets Hot!, Turret

		Or 24	Or 4	Or 5+	Or Rapid Fire 1, Bolter, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret
P +31 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Turret

Spartan Spartan	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 3+ 8 14 14 14 20 1 6 8 3+	**Points: 599** **Composition:** **1 Spartan**
Wargear Spartan: 2 Linked Heavy Flamers 2 Sets of 4 Linked Lascannons	**Options** May swap 2 Linked Heavy Flamers for H May swap 2 Sets of 4 Linked Lascannons for S May take one M May take one P May take one B May take up to one of each E	**Rules** Spartan: Titanic Vehicle Malicious Volleys Fearless Night Vision Shock Assault Transport 25 – Access Front. Assault Ramps.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Recover Gear +2 points E Smoke Launchers +20 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Heavy Flamers	Flame	5	4+	Assault 1 x2, Hull
H +2 points	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S	2 Sets of 4 Linked Lascannons	48	9	2+	Heavy 1 x4 (x2), Monsterbane, Sponson
S +30 points	2 Sets of 3 Linked Laser Destroyers	60	9	2+	Heavy 1 x3 (x2), Ordnance, Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret

P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret
P +31 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Turret

Typhon Typhon	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 3+ 8 14 14 14 20 1 6 8 3+	**Points: 482** **Composition:** **1 Typhon**
Wargear Typhon: Dreadhammer Siege Cannon	**Options** May take one S May take one M May take one P May take one B May take up to one of each E	**Rules** Typhon: Titanic Vehicle Malicious Volley Fearless Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Recover Gear +2 points E Smoke Launchers +20 points	

Selection	Name	Range	S	AP	Rules
H	Dreadhammer Siege Cannon	24	10	1+	Heavy 1, 10" Blast, Ordnance, Monsterbane, Hull
S +36 points	2 Sets of 2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2 (x2), Sponson
S +72 points	2 Sets of 2 Linked Lascannons	48	9	2+	Heavy 1 x2 (x2), Monsterbane, Sponson
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull
P +7 points	Stormbolter	24	4	5+	Rapid Fire 2, Bolter, Turret
P +10 points	Combi Flamer	Flame Or 4	4 Or 4	5+ Or 5+	Assault 1, Turret Rapid Fire 1, Or Bolter, Turret

P +12 points	Combi Plasma	24 Or 24	7 Or 4	2+ Or 5+	Rapid Fire 1, Gets Hot!, Turret Or Rapid Fire 1, Bolter, Turret
P +27 points	Combi Melta	12 Or 24	8 Or 4	1+ Or 5+	Assault 1, Melta, (Monsterbane), Turret Or Rapid Fire 1, Bolter, Turret
P +31 points	Multimelta	24	8	1+	Heavy 2, Melta, (Monsterbane), Turret

Support Vehicles

Kharybdis Assault Claw Assault Claw	**M WS BS S FA SA RA W I A Ld Sv** 12 3+ 3+ 8 12 12 12 20 4 6 7 3+	**Points: 537** **Composition:** **1 Assault Claw**
Wargear Assault Claw: Thermal Jet Bladed Struts 5 Cyclone Missile Launchers	**Options** May take one B	**Rules** Assault Claw: Vehicle Combat Walker Deepstrike Flying Transport 20 – Access Front, Sides, Rear. Dreadnought Module – This model may carry one Dreadnought with W13 or less instead of 10 of its Transport capability.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points	

Selection	Name	Range	S	AP	Rules
B	Thermal Jet	Bomb	8	1+	Assault 1, Armourbane, Monsterbane, Hull, Primary
M	Bladed Struts	Melee	X2	1+	Slow, Monsterbane, Primary
H	5 Cyclone Missile Launchers	36 Or 36	8 Or 4	3+ Or 6+	Heavy 2, Monsterbane, Hull, Primary Or Heavy 2, 3” Blast, Hull, Primary

Mastodon Mastodon	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 3+ 9 15 15 14 30 1 9 8 3+	**Points: 880** **Composition:** **1 Mastodon**
Wargear Mastodon: Siege Melta Array 2 Linked Sky Reaper Batteries 2 Lascannons 2 Heavy Flamers	**Options** May take one B May take up to one of each E	**Rules** Mastodon: Titanic Vehicle Fearless Night Vision Shock Assault Void Shields 2 Transport 40 – Access Front and Rear. Assault Ramps Dreadnought Transport – May transport up to 2 Dreadnoughts with 13 or less Wounds.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points E Recover Gear +2 points E Smoke Launchers +20 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Siege Melta Array	24 And 24	8 And 8	1+ And 1+	Heavy 1, 5” Blast, Melta, (Monsterbane), Hull And Heavy 1 x2, 3” Blast, Melta, (Monsterbane), Hull
T	2 Linked Sky Reaper Batteries	48	7	4+	Heavy 4 x2, Monsterbane, AA, Turret
S	2 Lascannons	48	9	2+	Heavy 1 x2, Monsterbane, Hull
S	2 Heavy Flamers	Flame	5	4+	Assault 1, Hull

Imperial Titans

Reaver Reaver	**M WS BS S FA SA RA W I A Ld Sv** 16 3+ 3+ 9 14 14 13 70 4 6 8 3+	**Points: 1451** **Composition:** **1 Reaver**
Wargear Reaver: 2 Melta Cannons Crushing Feet	**Options** May swap either Melta Cannon for H May take one T May take one B	**Rules** Reaver: Titanic Vehicle Combat Walker Fearless Night Vision Steady Void Shields 4 Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 3d6" Radius. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging. The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15" Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. The weapon cannot be destroyed or Disabled. If the weapon is marked on the field and the carrier is destroyed, the Deathstrike Missile still hits in your Command Phase.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points	

Selection	Name	Range	S	AP	Rules
H	Melta Cannon	72	10	1+	Heavy 1, 10” Blast, Melta, (Monsterbane), Hull, Primary
H +1 points	Volcano Cannon	180	D	1+	Heavy 1, 7” Blast, Destroyer, Monsterbane, Hull, Primary
H +85 points	Laser Blaster	96	D	1+	Heavy 3, 5” Blast, Destroyer, Monsterbane, Hull, Primary
H +142 points	Gatling Blaster	72	8	3+	Heavy 6, 5” Blast, Monsterbane, Hull, Primary
H +143 points	Titan Powerfist	6 Or Melee	D Or D	1+ Or 1+	Assault 1, 5” Blast, Destroyer, Monsterbane, Hull, Primary Or Slow, Destroyer, Monsterbane
T +39 points	Vulcan Megabolter	60	6	3+	Heavy 20, Hull, Primary
T +120 points	3 Linked Titan Inferno Cannons	Hell Storm	7	3+	Assault 1 x3, Hull, Primary
T +133 points	Deathstrike Missile	12 to 240	D/10 /8	1+/1+ /1+	Heavy 1, 15” Blast, Destroyer, Ordnance, Monsterbane, Indirect Fire, Ignores Cover, One Use Only, T Minus 5, The Hour is Nigh, Hull
T +144 points	2 Linked Turbo Laser Destructors	96	D	1+	Heavy 1 x2, 5” Blast, Destroyer, Monsterbane, Hull, Primary
T +154 points	Plasma Blastgun	72	9	2+	Heavy 2, 7” Blast, Ordnance, Monsterbane, Hull, Primary
T +170 points	Apocalypse Missile Launcher	24-240	7	3+	Heavy 1, Indirect, Apocalyptic Barrage, Hull, Primary
B	Crushing Feet	Bomb	9	1+	Heavy 2, 5” Blast, Does Not Hit Self, Monsterbane, Hull, Primary

Warbringer Nemesis Nemesis	**M WS BS S FA SA RA W I A Ld Sv** 14 5+ 3+ 9 14 14 13 100 4 6 8 3+	**Points: 2047** **Composition:** **1 Nemesis**
Wargear Nemesis: Nemesis Volcano Cannon 2 Melta Cannons 2 Sets of 4 Linked Anvillus Defense Batteries 3 Ardex Defensor Maulers Crushing Feet	**Options** May swap Nemesis Volcano Cannon for T May swap either Melta Cannon for H May take one T May take one B	**Rules** Nemesis: Titanic Vehicle Combat Walker Fearless Night Vision Steady Void Shields 6 Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 4d6" Radius. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging. Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Nemesis Volcano Cannon	24-120	D	1+	Heavy 1, 7" Blast, Destroyer, Monsterbane, Hull, Primary
T +86 points	Nemesis Quake Cannon	24-240	10/8/6	1+/1+/1+	Heavy 1, Indirect, 15" Blast, Monsterbane, Earthshock, Hull, Primary
H	Melta Cannon	72	10	1+	Heavy 1, 10" Blast, Melta, (Monsterbane), Hull, Primary

H +1 points	Volcano Cannon	180	D	1+	Heavy 1, 7” Blast, Destroyer, Monsterbane, Hull, Primary
H +85 points	Laser Blaster	96	D	1+	Heavy 3, 5” Blast, Destroyer, Monsterbane, Hull, Primary
H +142 points	Gatling Blaster	72	8	3+	Heavy 6, 5” Blast, Monsterbane, Hull, Primary
S	2 Sets of 4 Linked Anvillus Defense Batteries	72	8	4+	Heavy 2 x4 (x2), AA, Monsterbane, Sponson, Primary
S	3 Ardex Defensor Maulers	36	6	3+	Pistol 6 x3, Sponson, Primary
B	Crushing Feet	Bomb	9	1+	Heavy 1, 7” Blast, Does Not Hit Self, Monsterbane, Hull, Primary

Warhound Warhound	**M WS BS S FA SA RA W I A Ld Sv** 20 5+ 3+ 9 14 13 12 50 4 6 8 3+	**Points: 975** **Composition:** **1 Warhound**
Wargear Warhound: 2 Vulcan Megabolters Crushing Feet	**Options** May swap either Vulcan Megabolter for H May take one B	**Rules** Warhound: Titanic Vehicle Combat Walker Fearless Night Vision Steady Void Shields 1 Create Panic – This model displaces all models when it moves, place them up to 1” Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 2d6” Radius. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points	

	B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points	

Selection	Name	Range	S	AP	Rules
H	Vulcan Megabolter	60	6	3+	Heavy 20, Hull, Primary
H +81 points	3 Linked Titan Inferno Cannons	Hell Storm	7	3+	Assault 1 x3, Hull, Primary
H +105 points	2 Linked Turbo Laser Destructors	96	D	1+	Heavy 1 x2, 5" Blast, Destroyer, Monsterbane, Hull, Primary
H +115 points	Plasma Blastgun	72	9	2+	Heavy 2, 7" Blast, Ordnance, Monsterbane, Hull, Primary
B	Crushing Feet	Bomb	9	1+	Heavy 3, 3" Blast, Does Not Hit Self, Monsterbane, Hull, Primary

Warlord Warlord	**M WS BS S FA SA RA** 12 3+ 3+ 10 14 14 13 **W I A Ld Sv** 120 4 9 8 3+	**Points: 2564** **Composition:** **1 Warlord**
Wargear Warlord: 2 sets of 2 Linked Turbo Laser Destructors 2 Belicosa Volcano Cannons 2 Ardex Defensor Lascannons 2 Ardex Defensor Maulers Crushing Feet	**Options** May swap 2 Sets of 2 Linked Turbo Laser Destructors for T May swap either Belicosa Volcano Cannon for H May take one B	**Rules** Warlord: Titanic Vehicle Combat Walker Fearless Night Vision Steady Void Shields 6 Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 6d6" Radius. Towering God Engine – This model may only be hit on a 5+ or worse in Melee. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving,

		Advancing, Falling Back, and Charging. Uparmoured – Only Ardex Defensor weapons may be disabled on this model. World Ending Hammer – Monster or Vehicle units slain by these attacks can be thrown up to 48" away, scattering like a template and causing Auto Hits against each model underneath them at their S# with AP-. Titanic units can be thrown this way, but only up to 24" Instead and inflict S# AP2+. Roll for Explodes after the slain unit comes to a rest and Auto Hits are resolved. Earthshock – Any unit Hit by this Template only Moves, Advances, Charges, and Falls Back at Half Speed until your next Command Phase.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +17 points B Mark of Nurgle +30 points B Mark of Slaanesh +20 points B Mark of Tzeentch +24 points	

Selection	Name	Range	S	AP	Rules
T	2 Sets of 2 Linked Turbo Laser Destructors	12-96	D	1+	Heavy 1 x2 (x2), 5" Blast, Destroyer, Monsterbane, Hull, Primary
T +58 points	2 Linked Apocalypse Missile Launchers	24-240	7	3+	Heavy 1 x2, Indirect, Apocalyptic Barrage, Hull, Primary
T +138 points	2 Linked Laser Blasters	12-96	D	1+	Heavy 3 x2, 5" Blast, Destroyer, Monsterbane, Hull, Primary
H	Belicosa Volcano Cannon	120	D	1+	Heavy 1, 7" Blast, Destroyer, Monsterbane, Hull, Primary
H +31 points	Sunfury Plasma Annihilator	72	D	1+	Heavy 1, 10" Blast, Destroyer, Monsterbane, Hull, Primary
H +158 points	Macro Gatling Blaster	96	9	1+	Heavy 6, 5" Blast, Monsterbane, Hull, Primary

H +165 points	Mori Quake Cannon	240	D/10 /8	1+/1+ /1+	Heavy 1, Indirect, 15” Blast, Destroyer, Monsterbane, Earthshock, Hull, Primary
H +423 points	Arioch Power Claw and Vulcan Megabolter	36 And 12 Or Melee	6 And D Or D	3+ And 1+ Or 1+	Heavy 20, Hull, Primary And Heavy 1, 10” Blast, Destroyer, Monsterbane, Hull, Primary, Or Slow, Destroyer, Monsterbane, World Ending Hammer, Hull, Primary
S	2 Ardex Defensor Lascannons	48	9	2+	Pistol 1 x2, Monsterbane, Sponson, Primary
S	2 Ardex Defensor Maulers	36	6	3+	Pistol 6 x2, Sponson, Primary
B	Crushing Feet	Bomb	10	1+	Heavy 1, 10” Blast, Does Not Hit Self, Monsterbane, Hull, Primary

Fortification 0-1/1000 points

Noctilth Crown Crown	**M WS BS S T W I A Ld Sv** - - 3+ - 7 14 - - - 3+	**Points: 176** **Composition:** **1 Crown**
Wargear Crown: Lashing Warp Energies	**Options** May take up to 5 more Talons for +48 points each The entire unit may take one B If the unit took one B, the entire unit may take one C of the corresponding Mark	**Rules** Crown: Building Immobile Daemonic Loathsome Insights – 6” Aura, target unit may reroll 1s To Cast. Malevolent Locus – 6” Aura, target unit must take a Fear Test. Unstable Energies – This model explodes on a 4+ at S7 AP- in a d6” radius.
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model	

	B Mark of Slaanesh +3 points per model B Mark of Tzeentch +5 points per model	

Selection	Name	Range	S	AP	Rules
S	Lashing Warp Energies	12	5	-	Assault 6, Tesla, Turret