

NetEPIC 5.2 Army Book
Chaos
Version of January 31st, 2009

- @ : Combine barrage points from all battery

| BP | to-hit |
|-----------|---------------|
| 1-2 | 6+ |
| 3-4 | 5+ |
| 5-6 | 4+ |
| 7-8 | 3+ |
| 9+ | 2+ |

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
 - SB : Standard Barrage, 6cm diameter circle
 - LB : Large Barrage, 12cm diameter circle
 - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
 - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

Standard Chaos List

Chaos Renegades

Chaos

Aspiring Champion

Beastman Warband

10 Beastman stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Cultist Detachment

10 Cultist stands

1 Chaos Reward card

Cost : 600

Break : 13 Morale : 4

Victory Points : 6

Aspiring Champion *Infantry (1)*

| | | |
|---------------|-----------|-----------|
| Move : 10cm | Save : 5+ | CAF : +4 |
| Weapon | Range | Shoot |
| Daemon Weapon | 25cm | 1d 5+ (0) |

Command, HQ

Beastman *Infantry (1)*

| | | |
|----------------|----------|-----------|
| Move : 10cm | Save : - | CAF : +3 |
| Weapon | Range | Shoot |
| Pistols/Swords | 25cm | 1d 5+ (0) |

Chaos Marine *Infantry (1)*

| | | |
|------------------|-----------|------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Cultist *Infantry (1)*

| | | |
|-------------|----------|-----------|
| Move : 10cm | Save : - | CAF : +0 |
| Weapon | Range | Shoot |
| Lasguns | 50cm | 1d 5+ (0) |

Beastman Horde

Chaos

Aspiring Champion

Beastman Warband

10 Beastman stands

Beastman Warband

10 Beastman stands

Ogryn Mercenaries

4 Ogryn stands

1 Chaos Reward card

Cost : 500

Break : 13 Morale : 4

Victory Points : 5

Aspiring Champion *Infantry (1)*

| | | |
|---------------|-----------|-----------|
| Move : 10cm | Save : 5+ | CAF : +4 |
| Weapon | Range | Shoot |
| Daemon Weapon | 25cm | 1d 5+ (0) |

Command, HQ

Beastman *Infantry (1)*

| | | |
|----------------|----------|-----------|
| Move : 10cm | Save : - | CAF : +3 |
| Weapon | Range | Shoot |
| Pistols/Swords | 25cm | 1d 5+ (0) |

Ogryn *Infantry (1)*

| | | |
|-------------|------------|------------|
| Move : 10cm | Save : 6+f | CAF : +6 |
| Weapon | Range | Shoot |
| Ripper Guns | 10cm | 1d 4+ (-1) |

Cultist Army

Chaos

Aspiring Champion

Cultist Detachment

10 Cultist stands

Cultist Detachment

10 Cultist stands

1 Chaos Reward card

Cost : 400

Break : 11 Morale : 4

Victory Points : 4

Aspiring Champion *Infantry (1)*

| | | |
|---------------|-----------|-----------|
| Move : 10cm | Save : 5+ | CAF : +4 |
| Weapon | Range | Shoot |
| Daemon Weapon | 25cm | 1d 5+ (0) |

Command, HQ

Cultist *Infantry (1)*

| | | |
|-------------|----------|-----------|
| Move : 10cm | Save : - | CAF : +0 |
| Weapon | Range | Shoot |
| Lasguns | 50cm | 1d 5+ (0) |

Beastman Horde

Chaos

Minotaur Warband

Aspiring Champion

10 Minotaur stands

Troll Warband

Aspiring Champion

10 Troll stands

1 Chaos Reward card

Cost : 400

Break : 11 Morale : 3

Victory Points : 4

Aspiring Champion *Infantry (1)*

| | | |
|---------------|-----------|-----------|
| Move : 10cm | Save : 5+ | CAF : +4 |
| Weapon | Range | Shoot |
| Daemon Weapon | 25cm | 1d 5+ (0) |

Command, HQ

Minotaur *Infantry (1)*

| | | |
|-------------|------------|----------|
| Move : 10cm | Save : 6+f | CAF : +5 |
| Weapon | Range | Shoot |
| - | - | - |

Troll *Infantry (1)*

| | | |
|-------------|------------|----------|
| Move : 10cm | Save : 6+f | CAF : +5 |
| Weapon | Range | Shoot |
| - | - | - |

Stupidity, Regeneration

Chaos Champion

Chaos

Chaos Champion stand

Cost : 100

Chaos Champion

Infantry (1)

| | | |
|---------------|------------|------------|
| Move : 10cm | Save : 5+f | CAF : +7 |
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Break : Stand Morale : -

Victory Points : 1

Chaos Spawn

(Chaos)

3 Chaos Spawn stands

Chaos Spawn

Walker (2)

| | | |
|-------------|--------------------|-------|
| Move : 10cm | Save : 5+ CAF : +4 | |
| Weapon | Range | Shoot |
| - | - | - |

Fear

Roll a D6 before battle :

- 1: Nothing
- 2: 20cm movement
- 3: 3+f save
- 4: +1D6 CAF
- 5: Ethereal Psychic attacks
- 6: Ranged attack : 50cm 2d 4+ (0)

Break : 3 Morale : -

Victory Points : 2

Renegade Psykers

Chaos

4 Renegade Psyker stands

Cost : 150

Renegade Psyker

Infantry (1)

| | | |
|---------------|----------|------------|
| Move : 10cm | Save : - | CAF : +0 |
| Weapon | Range | Shoot |
| Psychic Blast | 25cm | 1d 3+ (-2) |

HQ, Psyker, 5+ Psychic Save

Break : 2 Morale : 4

Victory Points : 2

Slave Squad

(Chaos)

10 Slave stands

Slave

Infantry (1)

| | | |
|-------------|----------|----------|
| Move : 10cm | Save : - | CAF : +0 |
| Weapon | Range | Shoot |
| Clubs | - | - |

always advance (and CC) towards it fixed objective, can be killed by an ally HQ on LoS at will or if on Fall Back orders

Break : 5 Morale : 4

Victory Points : 2

Cost : 150

Cost : 150

Death Wheel

(Chaos)

Death Wheel war engine

Cost : 250

Death Wheel

SuperHeavy (4)

| Move : 30cm | Save : 1+ | CAF : +10 |
|-------------|-----------|------------|
| Weapon | Range | Shoot |
| Lascannon | 75cm | 2d 5+ (-2) |
| Autocannon | 50cm | 4d 5+ (-1) |

2 Void Shields, Deathroller, Fear

Break : Model Morale : 2

Victory Points : 3

Reaver Titan

(Chaos)

Reaver hull

Cost : 300

Reaver Titan

Titan (5)

| Move : 20cm | Save : Card | CAF : +12 |
|-------------|-------------|-----------|
| Weapon | Range | Shoot |
| | Purchase 3 | |

4 Void Shields

Break : Model Morale : -

Victory Points : Varies

Warhound Titan

(Chaos)

Warhound hull

Cost : 125

Warhound

Titan (5)

| Move : 25cm | Save : Card | CAF : +8 |
|-------------|-------------|----------|
| Weapon | Range | Shoot |
| | Purchase 2 | |

2 Void Shields, Agile, Hard to Hit on Charge

Break : Model Morale : -

Victory Points : Varies

Warlord Titan

Titan (5)

| Move : 15cm | Save : Card | CAF : +14 |
|-------------|-------------------|-----------|
| Weapon | Range | Shoot |
| | Purchase 4 + Head | |

6 Void Shields

Break : Model Morale : -

Victory Points : Varies

Warlord Titan

(Chaos)

Warlord hull

Cost : 500

Android Squad

Chaos

4 Android stands

Cost : 50

Break : 2 Morale : 2
Victory Points : 1

Android
Move : 10cm Save : 6+ CAF : +4
Weapon Range Shoot
Lasgun 50cm 1d 5+ (0)
Orders given by random player, -1 CAF to enemy with Moral value

Infantry (1)

Beastman Warband

Chaos

10 Beastman stands

Cost : 200

Break : 5 Morale : 4
Victory Points : 2

Beastman
Move : 10cm Save : - CAF : +3
Weapon Range Shoot
Pistols/Swords 25cm 1d 5+ (0)

Infantry (1)

Chaos Squat Detachment

Chaos

5 Chaos Squat stands

Cost : 150

Break : 4 Morale : 2
Victory Points : 2

Chaos Squat
Move : 10cm Save : - CAF : +2
Weapon Range Shoot
Heavy Bolters 50cm 2d 5+ (0)

Infantry (1)

Chaos Marine Detachment

Chaos

5 Chaos Space Marine stands

Cost : 200

Break : 3 Morale : 2
Victory Points : 2

Chaos Marine
Move : 10cm Save : 5+ CAF : +3
Weapon Range Shoot
Missile Launcher 50cm 1d 4+ (-1)

Elite

Infantry (1)

Chaos Marine Veterans

Chaos

5 Chaos Marine Veteran stands

Cost : 200

Break : 3 Morale : 1
Victory Points : 2

Chaos Marine Veteran
Move : 10cm Save : 5+ CAF : +3
Weapon Range Shoot
Missile Launcher 50cm 1d 4+ (-1)

Elite, Infiltrate

Infantry (1)

Cultist Detachment

Chaos

10 Cultist stands

Cost : 200

Break : 5 Morale : 4
Victory Points : 2

Cultist
Move : 10cm Save : - CAF : +0
Weapon Range Shoot
Lasguns 50cm 1d 5+ (0)

Infantry (1)

Gretchin Bandits

(Chaos)

4 Gretchin stands

Cost : 50

Break : 2 Morale : 5
Victory Points : 1

Gretchin
Move : 10cm Save : - CAF : -1
Weapon Range Shoot
Shotgun 15cm 1d 4+ (0)

Get same order than nearest ally

Infantry (1)

Havok Squad

(Chaos)

5 Havok stands

Cost : 300

Break : 3 Morale : 2
Victory Points : 3

Havok
Move : 10cm Save : 5+ CAF : +1
Weapon Range Shoot
Heavy Weapons 75cm 2d 5+ (-1)

Infantry (1)

Minotaur Warband

Chaos

Aspiring Champion
10 Minotaur stands

Cost : 250

Aspiring Champion

Infantry (1)

| | | |
|---------------|-----------|-----------|
| Move : 10cm | Save : 5+ | CAF : +4 |
| Weapon | Range | Shoot |
| Daemon Weapon | 25cm | 1d 5+ (0) |

Command, HQ

Minotaur

Infantry (1)

| | | |
|-------------|---------------------|-------|
| Move : 10cm | Save : 6+f CAF : +5 | |
| Weapon | Range | Shoot |
| - | - | - |

Stupidity, Regeneration

Break : 6 **Morale : 3**

Victory Points : 3

Troll Warband

Chaos

Aspiring Champion
10 Troll stands

Cost : 250

Aspiring Champion

Infantry (1)

| | | |
|---------------|-----------|-----------|
| Move : 10cm | Save : 5+ | CAF : +4 |
| Weapon | Range | Shoot |
| Daemon Weapon | 25cm | 1d 5+ (0) |

Command, HQ

Troll

Infantry (1)

| | | |
|-------------|---------------------|-------|
| Move : 10cm | Save : 6+f CAF : +5 | |
| Weapon | Range | Shoot |
| - | - | - |

Stupidity, Regeneration

Break : 6 **Morale : 3**

Victory Points : 3

Ogryn Mercenaries

Chaos

4 Ogryn stands

Cost : 125

Ogryn

Infantry (1)

| | | |
|-------------|---------------------|------------|
| Move : 10cm | Save : 6+f CAF : +6 | |
| Weapon | Range | Shoot |
| Ripper Guns | 10cm | 1d 4+ (-1) |

Break : 2 **Morale : 3**

Victory Points : 1

Chaos Dreadnought Squadron

Chaos

4 Chaos Dreadnoughts

Cost : 150

Chaos Dreadnought

Walker (2)

| | | |
|-------------|-----------|-----------|
| Move : 10cm | Save : 5+ | CAF : +2 |
| Weapon | Range | Shoot |
| Various | 50cm | 2d 5+ (0) |

Break : 2 **Morale : 2**

Victory Points : 2

Ork Boyz

Chaos

4 Boyz stands

Cost : 100

Ork

Infantry (1)

| | | |
|-------------|-------------------|-----------|
| Move : 10cm | Save : - CAF : +2 | |
| Weapon | Range | Shoot |
| Bolters | 50cm | 1d 5+ (0) |

Break : 2 **Morale : 3**

Victory Points : 1

Cultist Riders

(Chaos)

5 Cultist Rider stands

Cost : 100

Cultist Rider

Cavalry (2)

| | | |
|-------------|-------------------|-------|
| Move : 20cm | Save : - CAF : +1 | |
| Weapon | Range | Shoot |
| Lances | - | - |

Break : 3 **Morale : 4**

Victory Points : 1

Raptor Squad

(Chaos)

5 Assault Marine stands

Cost : 250

Raptor Marine

Infantry (1)

| | | |
|----------------|--------------------|-----------|
| Move : 15cm | Save : 6+ CAF : +3 | |
| Weapon | Range | Shoot |
| Pistols/Swords | 25cm | 1d 5+ (0) |

Jump Pack

Break : 3 **Morale : 2**

Victory Points : 3

Biker Squad

Chaos

5 Biker stands

Cost : 100

Biker

Cavalry (2)

| | | |
|-------------|-------------------|-----------|
| Move : 25cm | Save : - CAF : +1 | |
| Weapon | Range | Shoot |
| Bolter | 15cm | 1d 6+ (0) |

Independent

Break : 3 **Morale : 4**

Victory Points : 1

Leman Russ Squadron
(Chaos)

3 Leman Russ Tanks

Cost : 250

Break : 2 Morale : 4
Victory Points : 3

Leman Russ *Vehicle (3)*

| | | | | | |
|----------------|------|--------|----|-------|------|
| Move : | 20cm | Save : | 3+ | CAF : | +2 |
| Weapon | | Range | | Shoot | |
| Battlecannon * | | 75cm | | 1d 5+ | (-2) |
| Lascannon | | 75cm | | 1d 5+ | (-1) |

* *Turret, PD(1)*

Rhino Squadron
(Chaos)

3 Rhinos

Cost : 50

Break : 2 Morale : 4
Victory Points : 1

Rhino *Vehicle (3)*

| | | | | | |
|--------|------|--------|----|-------|----|
| Move : | 25cm | Save : | 4+ | CAF : | +0 |
|--------|------|--------|----|-------|----|

PD(1), Transport 2

Phantom Engines
(Chaos)

3 Phantom Engines

Cost : 150

Break : 2 Morale : 2
Victory Points : 2

Phantom Engine *Light Art. (1)*

| | | | | | |
|-----------|------|--------|---|-------|--------|
| Move : | 10cm | Save : | - | CAF : | -3 |
| Weapon | | Range | | Shoot | |
| Tollbooth | | 75cm | | 2SB@ | ⊗ (-1) |

Hard to Hit, Ignores Terrain

Rapier Battery
(Chaos)

3 Rapier Laser Destroyers

Cost : 75

Break : 2 Morale : 4
Victory Points : 1

Rapier *Light Art. (1)*

| | | | | | |
|-----------------|-----|--------|---|-------|------|
| Move : | 5cm | Save : | - | CAF : | -3 |
| Weapon | | Range | | Shoot | |
| Laser Destroyer | | 50cm | | 1d 4+ | (-3) |

Zulu AA Gun *Light Art. (1)*

Zulu Anti-Aircraft Battery
(Chaos)

5 Zulu AA Guns

Cost : 100

Break : 3 Morale : 5
Victory Points : 1

Zulu AA Gun

| | | | | | |
|------------|---|--------|---|-------|------|
| Move : | - | Save : | - | CAF : | -3 |
| Weapon | | Range | | Shoot | |
| Autocannon | | 75cm | | 1d 5+ | (-2) |

Anti-Aircraft, Quickdraw

Dreadclaw *Flyer (3)*

Dreadclaw Assault Shuttle
(Chaos)

Dreadclaw

Cost : 100

Break : Model Morale : 2
Victory Points : 1

Dreadclaw

| | | | | | |
|------------|------|--------|----|-------|------|
| Move : | 75cm | Save : | 3+ | CAF : | +4 |
| Weapon | | Range | | Shoot | |
| Autocannon | | 75cm | | 2d 5+ | (-2) |

Flyer, Transport 6

Hell Talon *SuperHeavy (4)*

Hell Talon
(Chaos)

Hell Talon

Cost : 350

Break : Model Morale : 2
Victory Points : 4

Hell Talon

| | | | | | |
|----------------|------|--------|----|-------|---------|
| Move : | 75cm | Save : | 2+ | CAF : | +7 |
| Weapon | | Range | | Shoot | |
| Gatling Cannon | | 50cm | | 2d 5+ | (-1) |
| Heavy Bolters | | 25cm | | 4d 5+ | (0) |
| Plasma Bombs | | 0 | | 6SB | 4+ (-2) |

Flyer

Hell Blade *Flyer (3)*

Hell Blade
(Chaos)

3 Hell Blade Interceptors

Cost : 250

Break : 2 Morale : 2
Victory Points : 3

Hell Blade

| | | | | | |
|---------------|------|--------|----|-------|-----|
| Move : | 90cm | Save : | 4+ | CAF : | +8 |
| Weapon | | Range | | Shoot | |
| Vulcan Bolter | | 25cm | | 2d 4+ | (0) |

Flyer

Decimator

(Chaos)

Decimator Superheavy Tank

Cost : 300

Decimator

SuperHeavy (4)

| | | |
|-----------------|-----------|------------|
| Move : 5cm | Save : 1+ | CAF : +6 |
| Weapon | Range | Shoot |
| Defense Laser * | 100cm | 2d 4+ (-3) |
| Heavy Bolters | 25cm | 4d 5+ (0) |

* Penetrating +1, Double Save at front

Break : Model Morale : 2

Victory Points : 3



Khorne Army List

Bloodthirster *Infantry (4)*

| | | |
|-------------|-----------|-----------|
| Move : 10cm | Save : 2+ | CAF : +12 |
| Weapon | Range | Shoot |
| Axe & Whip | - | - |

Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Skimmer without pop-up attack.
After defeating enemies in Close Combat, may once per turn move an additional 10cm and immediately fight another round of Close Combat

Bloodthirster

  Khorne

Greater Daemon

3 Chaos Reward cards
Must purchase at least 3 Support Cards.
Can only get Khorne Support Cards.

Break : Model *Morale : -*
Victory Points : 3

Primarch Angron *Infantry (4)*

| | | |
|---------------|-----------|-----------|
| Move : 10cm | Save : 2+ | CAF : +12 |
| Weapon | Range | Shoot |
| Fearsome Roar | - | - |

Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Skimmer without pop-up attack

Primarch Angron

  Khorne

Greater Daemon

3 Chaos Reward cards
Must purchase at least 3 Support Cards.
Can only get Khorne Support Cards.



Break : Model *Morale : -*
Victory Points : 3

Chaos Marine *Infantry (1)*

| | | |
|------------------|-----------|------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

World Eaters Century

  Khorne

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Khorne Berserker Detachment

5 Khorne Berserker stands

Chaos Reward card
 "Blood Rage of Khorne"

Cost : 600

Break : 8 *Morale : 2*
Victory Points : 6

Khorne Berserker *Infantry (1)*

| | | |
|-------------|-----------|----------|
| Move : 15cm | Save : 5+ | CAF : +6 |
| Weapon | Range | Shoot |
| Swords/Axes | - | - |



immune to Morale Checks, always on Charge Orders, triple movement if Chaos is leading

Lord of Battles *Titan (5)*

| | | |
|--------------------|-------------|-----------|
| Move : 15cm | Save : Card | CAF : +10 |
| Weapon | Range | Shoot |
| Purchase 2 weapons | | |

Spectral

Lord of Battle

  Khorne

Greater Daemon hull

3 Chaos Reward cards
Must purchase at least 3 Support Cards.
Can only get Khorne Support Cards.

Cost : 400

Break : Model *Morale : -*
Victory Points : Varies

Mark of Khorne



(Khorne)

Marks one detachment

These beings enter a berserk killing frenzy. They gain +3 CAF, but you may lose control as they succumb to mindless rage. Roll 2D6 if you gave them Charge Orders and 1D6 for anything else. If you see a 6 (on one or both dice) the detachment reverts to Charge Orders and moves to engage the nearest models, friend or foe. Models in this mindless rage may move out of coherency.

Cost : 25 / model

Break : - Morale : -

Victory Points : -

Banelord Titan



(Khorne)

Banelord Titan

Banelord

| <i>Titan (5)</i> | | |
|------------------|-------------|-----------|
| Move : 15cm | Save : Card | CAF : +14 |
| Weapon | Range | Shoot |
| Lots | | |

6 Void Shields, 3+ Psychic Save, Special

Cost : 700

Break : Model Morale : -

Victory Points : 7

Daemon Prince of Khorne



(Khorne)

Daemon Prince

1 Chaos Reward card

Cost : 150

Break : Model Morale : -

Victory Points : 2

Daemon Prince of Khorne

Walker (2)

| Move : 10cm | Save : 3+ | CAF : +8 |
|---------------|-----------|----------|
| Weapon | Range | Shoot |
| Axe of Khorne | | |

Command, HQ, Fearless, always pass morale test, "That Didn't Hurt!", Psychic Vulnerability, 4+ Psychic Save

All Daemon Engines: May not have First Fire Orders. If Chaos is winning: +1D6 CAF, +1 Armor Save & To-Hit rolls.

Cannon of Khorne

| | | |
|-----------------------|-----------|---------------|
| <i>Heavy Art. (3)</i> | | |
| Move : 10cm | Save : 3+ | CAF : +1 |
| Warp Cannon | LoS | 2-10SB ⊗ (-4) |

MISFIRE destroys the cannon, Always scatter 2D6cm

Brass Scorpion

| | | |
|--------------------|-----------|------------|
| <i>Vehicle (3)</i> | | |
| Move : 20cm | Save : 3+ | CAF : +7 |
| Scorpion Cannon | 25cm | 6d 5+ (0) |
| Jaw Gun | 50cm | 3d 5+ (-1) |

All Around Armor, Destroys Buildings in CC (-1 Armor Save), Ignores wood for movement

Cauldron of Blood

| | | |
|--------------------|-----------|------------|
| <i>Vehicle (3)</i> | | |
| Move : 15cm | Save : 2+ | CAF : +5 |
| Blood Cannon * | 0cm | LT 4+ (-1) |

* Ignores Cover, All Around Armor

Blood Reaper

| | | |
|--------------------|-----------|------------|
| <i>Vehicle (3)</i> | | |
| Move : 15cm | Save : 2+ | CAF : +4 |
| Skull Cannon | 50cm | 2d 5+ (-2) |
| Tower Guns | 50cm | 4d 5+ (-1) |

Death Dealer

| | | |
|--------------------|-----------|------------|
| <i>Vehicle (3)</i> | | |
| Move : 15cm | Save : 2+ | CAF : +7 |
| Gatling Cannon | 25cm | 6d 5+ (0) |
| Tower Gun | 50cm | 1d 5+ (-2) |
| Bolters | 15cm | 4d 6+ (0) |

All Around Armor, Transport 5

Doom Blaster

| | | |
|-----------------------|-----------|---------------|
| <i>Heavy Art. (3)</i> | | |
| Move : 15cm | Save : 2+ | CAF : +4 |
| Doom Mortars | 75cm | 2x4SB 5+ (-1) |

The 2 templates must be in contact, PD(2)

Tower of Skulls



| | | |
|--------------------|-----------|------------|
| <i>Vehicle (3)</i> | | |
| Move : 15cm | Save : 2+ | CAF : +5 |
| Cannon | 50cm | 5d 5+ (-1) |

All Around Armor, 360° Fire, PD(6)

Blood Slaughterer *Walker (2)*

| Move : 10cm | Save : 3+ | CAF : +5 |
|-------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile launchers | 75cm | 1d 5+ (-1) |

PD(2), always on Charge Orders, can shoot in Advance Fire segment, 180° fire arc, shoots on nearest model (even friend)

Blood Slaughterer   (Khorne)

4 Blood Slaughterers




Cost : 200

Break : 2 **Morale : 1**
Victory Points : 2

Cannon of Khorne *Heavy Art. (3)*

| Move : 10cm | Save : 3+ | CAF : +1 |
|-------------|-----------|---------------|
| Weapon | Range | Shoot |
| Warp Cannon | LoS | 2-10SB ⊗ (-4) |

*MISFIRE destroys the cannon, Always scatter 2D6cm, may not have First Fire Orders.
If Chaos is winning: +1D6 CAF, +1 Armor Save & To-Hit rolls.*

Cannon of Khorne   

3 Cannons of Khorne



Cost : 200

Break : 2 **Morale : 3**
Victory Points : 2

Cultist Fanatics *Infantry (1)*

| Move : 15cm | Save : - | CAF : +2 |
|-------------|----------|----------|
| Weapon | Range | Shoot |
| - | - | - |




Jump Pack

Cultist Fanatics   (Khorne)

5 Cultist Fanatic stands

Cost : 150

Break : 3 **Morale : -**
Victory Points : 2

Demonic Engines   

Any 3 Daemon Engines of Khorne

Cost : 300



Break : 2 **Morale : 1**
Victory Points : 3

Blood Reaper
Brass Scorpion
Cannon of Khorne
Cauldron of Blood
Death Dealer
Doom Blaster
Tower of Skulls

Fleshhound *Cavalry (2)*

| Move : 20cm | Save : - | CAF : +2 |
|-------------|----------|----------|
| Weapon | Range | Shoot |
| - | - | - |

Immune to Ethereal Psychic effects

Fleshhounds pack   Khorne

5 Fleshhounds



Cost : 100

Break : 3 **Morale : 1**
Victory Points : 1

Juggernaut *Cavalry (2)*

| Move : 15cm | Save : 5+ | CAF : +5 |
|-------------|-----------|-----------|
| Weapon | Range | Shoot |
| Bolters | 25cm | 1d 6+ (0) |

Completes Charge

Juggernauts   Khorne

5 Juggernauts



Cost : 150

Break : 3 **Morale : 1**
Victory Points : 2

Khorne Berserker Detachment *Infantry (1)*

| Move : 15cm | Save : 5+ | CAF : +6 |
|-------------|-----------|----------|
| Weapon | Range | Shoot |
| Swords/Axes | - | - |

Immune to Morale Checks, always on Charge Orders, triple movement if Chaos is leading

Khorne Berserker Detachment   Khorne

5 Khorne Berserker stands

Cost : 200

Break : 3 **Morale : 2**
Victory Points : 2

Nurgle Army List

Great Unclean One *Infantry (4)*

| | | |
|------------------------|--------------|--------------|
| Move : 5cm | Save : 1+ | CAF : +7 |
| Weapon | Range | Shoot |
| Stream of Corruption * | 0cm | ST 3+ - |

* -2 TSM on Titan/Praetorian & Physical Psychic attack, Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Skimmer without pop-up attack, never outnumbered in CC

Great Unclean One



Greater Daemon

3 Chaos Reward cards

Must purchase at least 3 Support Cards. Can only get Nurgle Support Cards.

Cost : 300

Break : Model Morale : -
Victory Points : 3

Chaos Marine *Infantry (1)*

| | | |
|------------------|--------------|--------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Death Guard Century



Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Plague Marine Detachment

5 Plague Marine stands

Chaos Reward card
"Nurgle's Rot"

Cost : 600

Break : 8 Morale : 2
Victory Points : 6

Primarch Mortarion *Infantry (4)*

| | | |
|---------------|--------------|--------------|
| Move : 10cm | Save : 2+ | CAF : +10 |
| Weapon | Range | Shoot |
| Plague Wind | - | - |

Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Skimmer without pop-up attack

Primarch Mortarion



Greater Daemon

3 Chaos Reward cards

Must purchase at least 3 Support Cards. Can only get Nurgle Support Cards.

Plague Wind: In First Fire phase, a model within 15cm must make an armor save (no save becomes 6+) to avoid destruction. Each destroyed model may infect another one within 15cm. Ethereal Psychic attack.

Break : Model Morale : -
Victory Points : 3

Plague Tower *Praetorian (5)*

| | | |
|---------------|--------------|--------------|
| Move : 15cm | Save : Card | CAF : +8 |
| Weapon | Range | Shoot |
| | See card | |

Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Skimmer without pop-up attack, never outnumbered in CC, Transport 11 (any size), +1D6 CAF for transported troops boarding superheavy or larger vehicles or units in a building, PD(8)

Plague Tower



Greater Daemon Engine

3 Chaos Reward cards

Must purchase at least 3 Support Cards. Can only get Nurgle Support Cards.

Break : Model Morale : -
Victory Points : 4

Cost : 400

Mark of Nurgle



(Nurgle)

Marks one detachment

Cost : 25 / model

Models in the Marked detachment carry deadly disease, filth and pestilence. If they are engaged in Close Combat against units that have no armor save, roll a die after Close Combat. On a 3+ the enemy dies no matter what the Close Combat result.

Break : - *Morale : -*

Victory Points : -

Bubonis Titan



(Nurgle)

Bubonis Titan

Bubonis

| <i>Titan (5)</i> | | |
|-----------------------------------|-------|-------|
| Weapon | Range | Shoot |
| Move : 10cm Save : Card CAF : +18 | | |
| Lots | | |

6 Void Shields, 3+ Psychic Save, Special

Cost : 1200

Break : Model *Morale : -*

Victory Points : 12

Daemon Prince of Nurgle



(Nurgle)

Daemon Prince

1 Chaos Reward card

Cost : 150

Daemon Prince of Nurgle *Walker (2)*

| Move : 10cm Save : 3+ CAF : +6 | | |
|--------------------------------|-------|---------|
| Weapon | Range | Shoot |
| Nurgles Rot | 15cm | 1d 4+ - |

Command, HQ, Fearless, always pass morale test, "That Didn't Hurt!", Psychic Vulnerability, infect a infantry stand within 15cm with Nurgle's Rot on 4+

1) Nurgle's Rot: Roll for each stand with Nurgle's Rot during the End Phase of each turn. On a 4+, the stand dies. If the stand survives, roll for each other infantry stand within 15cm of it. On a 5+, the stand is infected with the Rot as well (and may infect others, or die, in the next End Phase).

Break : Model *Morale : -*

Victory Points : 2

Magi

| <i>Infantry (1)</i> | | |
|--------------------------------|-------|-------|
| Weapon | Range | Shoot |
| Move : 10cm Save : 6+ CAF : +1 | | |
| Varies | | |
| - | | |

HQ, Psyker

Nurgle Magi



Nurgle

Magi stand

Cost : 150


1) Nurgle's Stench: All models within 15cm that do not follow Nurgle (friend or foe) must make a saving throw (+1 TSM), and if the unit has no save it gains a save of 6+ or be destroyed. This is an ethereal psychic power.

2) Corrupting Glare: The Magi may attack D3 targets within LoS and 50cm, including buildings. The target is hit on 4+ and has a -2 TSM. This is a physical psychic power.

Break : Stand *Morale : -*

Victory Points : 2

Beasts of Nurgle pack

 (Nurgle)

5 Beasts of Nurgle

Cost : 200


Break : 3 Morale : 1
Victory Points : 2

Beast Of Nurgle *Infantry (1)*

| Move : 10cm | Save : 3+ | CAF : +5 |
|-------------|-----------|----------|
| Weapon | Range | Shoot |
| - | - | - |

Fear, CC opponent have -1 CAF and must pass a Moral check or go in Fall Back orders

Breath of Nurgle

 Nurgle

3 Breath of Nurgle vehicles

Cost : 200


Break : 2 Morale : 2
Victory Points : 2

Breath of Nurgle *Vehicle (3)*

| Move : 25cm | Save : 4+ | CAF : +0 |
|------------------|-----------|----------|
| Weapon | Range | Shoot |
| Breath of Nurgle | 0cm | LT 4+- |

Ignores Cover, Titan/Practorian loses one shield or takes one hit at -1 TSM. Physical Psychic attack.

Contagion Detachment

 Nurgle

3 Contagion Plague Engines

Cost : 200

Break : 2 Morale : 1
Victory Points : 2


Contagion Plague Engines *Heavy Art. (3)*

| | | |
|-------------------|-----------|------------|
| Move : 15cm | Save : 4+ | CAF : +3 |
| Plague Catapult * | 75cm | 2SB @ (0) |
| Vomit Cannon | 25cm | 1d 4+ (-1) |

** Ignores Cover & destroyed models create plague counters, never outnumbered in CC*

Plague Counter: Replaced in End Phase by a barrage template : roll for each touched model, on a 4+ it must make an Armor Save to avoid destruction (6+ if no save). Casualties create new Plague Counters.

Plaguebearers pack

 Nurgle

5 Plaguebearer stands

Cost : 150


Break : 3 Morale : 1
Victory Points : 2

Plaguebearer *Infantry (1)*

| Move : 10cm | Save : 4+ | CAF : +4 |
|-------------|-----------|----------|
| Weapon | Range | Shoot |
| - | - | - |

Fear, Skimmer

Plague Marine Detachment

 Nurgle

5 Plague Marine stands


Cost : 200

Break : 3 Morale : 2
Victory Points : 2

Plague Marine *Infantry (1)*

| Move : 10cm | Save : 3+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Shamblers

 (Nurgle)

4 Shamblers

Cost : 200

Break : 2 Morale : 1
Victory Points : 2

Shambler *Walker (2)*

| Move : 10cm | Save : 4+ | CAF : +3 |
|----------------|-----------|-----------|
| Weapon | Range | Shoot |
| Assault Cannon | 50cm | 3d 5+ (0) |
| Toxic Breath * | 0cm | ST 4+ (0) |

** Ignores Cover, Regeneration*

Slaanesh Army List

Keeper of Secrets *Infantry (4)*

| | | |
|--------------------|-----------|-----------|
| Move : 10cm | Save : 2+ | CAF : +10 |
| Weapon | Range | Shoot |
| Aura of Slaanesh * | 25cm | SB 4+- |

* *Ethereal Psychic attack & no LoS needed & field/shield protects on 4+ (roll on head/bridge), Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Skimmer without pop-up attack*

Keeper of Secrets



Greater Daemon

3 Chaos Reward cards

Must purchase at least 3 Support Cards. Can only get Slaanesh Support Cards.

Cost : 300

Break : Model Morale : -
Victory Points : 3

Primarch Fulgrim *Infantry (4)*

| | | |
|----------------|-----------|-----------|
| Move : 10cm | Save : 2+ | CAF : +10 |
| Weapon | Range | Shoot |
| Soporific Musk | - | - |

Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Skimmer without pop-up attack

Primarch Fulgrim



Greater Daemon

3 Chaos Reward cards

Must purchase at least 3 Support Cards. Can only get Slaanesh Support Cards.

Cost : 300

Break : Model Morale : -
Victory Points : 3

Altar of Slaanesh *Vehicle (3)*

| | | |
|-------------|-----------|----------|
| Move : 15cm | Save : 2+ | CAF : +2 |
| Litany | | |

Greater Daemon, SuperHeavy, Hard to Hit, Barrage always scatters, 4+ Psychic Save

When activated in Combat Phase, may choose one effect below. The same effect may not be chosen two turns in a row:

- Weakened Resolve:** Enemy units within 2D6+6cm must test Morale or go on Fall Back Orders.
- Sweeping Pleasure:** Friendly units within 2D6+6cm are Fearless till End Phase.
- Siren's Call:** Enemy units within 3D6cm must immediately move D6cm toward the Altar. Units on First Fire Orders receive Advance Orders.
- Bloodlust:** Friendly units within 2D6+6cm must immediately make a Charge move, D6cm towards the nearest enemy unit.
- Rolling Vibrations:** Draw a straight line a random, the width of the Altar wide. Units covered that have no armor save are hit on a 4+, others on a 6+, TSM 0.
- Waves of Destruction:** Models within 3D6+6cm must make an Armor Save or die.

Altar of Slaanesh



Daemon Engine

Cost : 350

Break : Model Morale : -
Victory Points : 4

Emperors Children Century

Slaanesh

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Noise Marine Detachment

5 Noise Marine stands

Chaos Reward card "Lure of Slaanesh"

Cost : 600

Break : 8 Morale : 2
Victory Points : 6

Altar of Slaanesh *Vehicle (3)*

| | | |
|-------------|-----------|----------|
| Move : 15cm | Save : 2+ | CAF : +2 |
| Litany | | |

Greater Daemon, SuperHeavy, Hard to Hit, Barrage always scatters, 4+ Psychic Save

When activated in Combat Phase, may choose one effect below. The same effect may not be chosen two turns in a row:

- Weakened Resolve:** Enemy units within 2D6+6cm must test Morale or go on Fall Back Orders.
- Sweeping Pleasure:** Friendly units within 2D6+6cm are Fearless till End Phase.
- Siren's Call:** Enemy units within 3D6cm must immediately move D6cm toward the Altar. Units on First Fire Orders receive Advance Orders.
- Bloodlust:** Friendly units within 2D6+6cm must immediately make a Charge move, D6cm towards the nearest enemy unit.
- Rolling Vibrations:** Draw a straight line a random, the width of the Altar wide. Units covered that have no armor save are hit on a 4+, others on a 6+, TSM 0.
- Waves of Destruction:** Models within 3D6+6cm must make an Armor Save or die.

Chaos Marine *Infantry (1)*

| | | |
|------------------|-----------|------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Noise Marine *Infantry (1)*

| | | |
|----------------|-----------|-------------|
| Move : 10cm | Save : 5+ | CAF : +2 |
| Weapon | Range | Shoot |
| Sonic Blasters | 50cm | 4SB 5+ (-2) |

Elite

House Devine Knight Company



Subjugator Titan

Hell-Knight Pack

3 Hell-Knights

Hell-Knight Pack

3 Hell-Knights

Cost : 900

Break : 4 Morale : 2

Victory Points : 9

Subjugator

Titan (5)

| Move : 30cm | Save : Card | CAF : +5 |
|-------------|-------------|----------|
| Weapon | Range | Shoot |
| See card | | |

Hard to Hit, Barrage always scatters, 4+ Psychic Save, PD(4), Special

Hell-Knight

Knight (4)

| Move : 30cm | Save : 2+ | CAF : +3 |
|---------------|-----------|------------|
| Weapon | Range | Shoot |
| Thermal Lance | 50cm | 2d 4+ (-3) |

Hard to Hit, Barrage always scatters, 4+ Psychic Save, PD(2), Infiltration

House Devine Scourge Company



Questor Titan

Hell-Scourge Pack

3 Hell-Scourges

Hell-Scourge Pack

3 Hell-Scourges

Cost : 800

Break : 4 Morale : 2

Victory Points : 8

Questor

Titan (5)

| Move : 30cm | Save : Card | CAF : +5 |
|-------------|-------------|----------|
| Weapon | Range | Shoot |
| See card | | |

Hard to Hit, Barrage always scatters, 4+ Psychic Save, PD(4), Special

Hell-Scourge

Knight (4)

| Move : 30cm | Save : 2+ | CAF : +3 |
|-------------|-----------|------------|
| Weapon | Range | Shoot |
| Castigator | 50cm | 5d 5+ (-1) |

Hard to Hit, Barrage always scatters, 4+ Psychic Save, PD(2), 12cm coherency

Mark of Slaanesh



Marks one detachment

Cost : 25 / model

Break : - Morale : -

Victory Points : -

Daemon Prince of Slaanesh

Walker (2)

| Move : 10cm | Save : 3+ | CAF : +5 |
|---------------|-----------|----------|
| Weapon | Range | Shoot |
| Sensory Cloud | 25cm | 1d 3+ - |

Command, HQ, Fearless, always pass morale test, "That Didn't Hurt!", Psychic Vulnerability, an infantry detachment within 25cm must pass a moral test or get -2 CAF

Daemon Prince

1 Chaos Reward card

Break : Model Morale : -

Victory Points : 2

Daemon Prince of Slaanesh



Daemon Prince

1 Chaos Reward card

Cost : 150

Break : Model Morale : -

Victory Points : 2

Slaanesh Magi



Magi stand

Cost : 150

Cost : 100

Cost : 150

Magi *Infantry (1)*

| | | | |
|-------------|-----------|----------|-------|
| Move : 10cm | Save : 6+ | CAF : +1 | Shoot |
| Weapon | Range | | |
| Varies | - | - | - |

HQ, Psyker

- Promise of Slaanesh:** Place a barrage template within LoS and 50cm. Each stand under the template must pass a morale check or be destroyed. This is an ethereal psychic power.
- Temptation of Daemons:** Place a barrage template within LoS and 50cm to represent the daemons. Each model under the template must win a Close Combat with these daemons or be destroyed. Roll 3D6 for the daemons' combat score. This is an ethereal psychic power.

Break : Stand *Morale : -*
Victory Points : 2

Beast Rider *Cavalry (2)*

| | | | |
|-------------|----------|----------|-------|
| Move : 20cm | Save : - | CAF : +3 | Shoot |
| Weapon | Range | | |
| Bolters | 25cm | 1d 6+ | (0) |



5 Beast Rider stands

Break : 3 *Morale : 2*
Victory Points : 1

Daemonette *Infantry (1)*

| | | | |
|---------------|-----------|----------|-------|
| Move : 10cm | Save : 4+ | CAF : +4 | Shoot |
| Weapon | Range | | |
| Euphoric Mist | - | - | - |

Organic CC opponent must pass a Moral check or can't roll any die



5 Daemonettes

Break : 3 *Morale : 1*
Victory Points : 2

Fiend

Infantry (1)

| | | | |
|----------------|----------|----------|-------|
| Move : 15cm | Save : - | CAF : +1 | Shoot |
| Weapon | Range | | |
| Soporific Musk | - | - | - |

Organic CC opponent must pass a Moral check or die after CC



5 Fiends

Cost : 50

Break : 3 *Morale : 1*
Victory Points : 1

Hell-Strider

Knight (4)

| | | | |
|-------------|-----------|------------|-------|
| Move : 20cm | Save : 4+ | CAF : +2 | Shoot |
| Weapon | Range | | |
| Melta-Beam | 25cm | 1d 3+ (-2) | |
| Lascannon | 50cm | 2d 5+ (-1) | |

Hard to Hit, Barrage always scatters, 4+ Psychic Save



3 Hell-Striders

Cost : 150

Break : 2 *Morale : 1*
Victory Points : 2

Hell-Scourge

Knight (4)

| | | | |
|-------------|-----------|------------|-------|
| Move : 30cm | Save : 2+ | CAF : +3 | Shoot |
| Weapon | Range | | |
| Castigator | 50cm | 5d 5+ (-1) | |

Hard to Hit, Barrage always scatters, 4+ Psychic Save, PD(2), 12cm coherency



3 Hell-Scourges

Cost : 350

Break : 2 *Morale : 1*
Victory Points : 4

Hell-Knight

Knight (4)

| | | | |
|---------------|-----------|------------|-------|
| Move : 30cm | Save : 2+ | CAF : +3 | Shoot |
| Weapon | Range | | |
| Thermal Lance | 50cm | 2d 4+ (-3) | |




Hard to Hit, Barrage always scatters, 4+ Psychic Save, PD(2), Infiltration



3 Hell-Knights

Cost : 400

Break : 2 *Morale : 1*
Victory Points : 4

| | | | | | | | | | | |
|--|---|-------------|-------------|----------|--------|-------|-------|----------------|----------|-------------|
| <p>Noise Marine Detachment</p> <p> (Slaanesh)</p> <p>5 Noise Marine stands</p> <p>Cost : 200</p> | <p>Noise Marine <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 5+</td> <td>CAF : +2</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td>Sonic Blasters</td> <td>50cm</td> <td>4SB 5+ (-2)</td> </tr> </table> <p><i>Elite</i></p> <p>Break : 3 Morale : 2</p> <p>Victory Points : 2</p> | Move : 10cm | Save : 5+ | CAF : +2 | Weapon | Range | Shoot | Sonic Blasters | 50cm | 4SB 5+ (-2) |
| Move : 10cm | Save : 5+ | CAF : +2 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | |
| Sonic Blasters | 50cm | 4SB 5+ (-2) | | | | | | | | |
| <p>Questor Scout Titan Squadron</p> <p> Slaanesh</p> <p>Questor Titan</p> <p>Questor Titan</p> <p>Cost : 450</p> | <p>Questor <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : Card</td> <td>CAF : +5</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td></td> <td>See card</td> <td></td> </tr> </table> <p><i>Hard to Hit, Barrage always scatters, 4+ Psychic Save, PD(4), Special</i></p> <p>Break : Each Morale : -</p> <p>Victory Points : 2</p> | Move : 30cm | Save : Card | CAF : +5 | Weapon | Range | Shoot | | See card | |
| Move : 30cm | Save : Card | CAF : +5 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | |
| | See card | | | | | | | | | |
| <p>Subjugator Scout Titan Squadron</p> <p> Slaanesh</p> <p>Subjugator Titan</p> <p>Subjugator Titan</p> <p>Cost : 450</p> | <p>Subjugator <i>Titan (5)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : Card</td> <td>CAF : +5</td> </tr> <tr> <td>Weapon</td> <td>Range</td> <td>Shoot</td> </tr> <tr> <td></td> <td>See card</td> <td></td> </tr> </table> <p><i>Hard to Hit, Barrage always scatters, 4+ Psychic Save, PD(4), Special</i></p> <p>Break : Each Morale : -</p> <p>Victory Points : 2</p> | Move : 30cm | Save : Card | CAF : +5 | Weapon | Range | Shoot | | See card | |
| Move : 30cm | Save : Card | CAF : +5 | | | | | | | | |
| Weapon | Range | Shoot | | | | | | | | |
| | See card | | | | | | | | | |

Tzeentch Army List

Lord Of Change *Infantry (4)*

| | | |
|------------------|-----------|------------|
| Move : 15cm | Save : 2+ | CAF : +8 |
| Weapon | Range | Shoot |
| Bolt of Change * | 35cm | 1d 3+ (-1) |

* destroyed model becomes a Chaos Spawn & no regeneration/repair, Ethereal Psychic power, Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Skimmer without pop-up attack



Greater Daemon

3 Chaos Reward cards

Must purchase at least 3 Support Cards.
Can only get Tzeentch Support Cards.

Cost : 300

Break : Model
Victory Points : 3

Primarch Magnus The Red *Infantry (4)*

| | | |
|---------------|-----------|------------|
| Move : 10cm | Save : 2+ | CAF : +10 |
| Weapon | Range | Shoot |
| Beam of Power | 100cm | 1d 2+ (-6) |

* Ignores Cover & Penetrating +3, Destroy Buildings, Physical Psychic attack, Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Skimmer without pop-up attack



Greater Daemon

3 Chaos Reward cards

Must purchase at least 3 Support Cards.
Can only get Tzeentch Support Cards.

Cost : 300

Break : Model
Victory Points : 3

Chaos Marine *Infantry (1)*

| | | |
|------------------|-----------|------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite



Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Automation Squad

6 Automaton stands

Chaos Reward card
"Magic of Tzeentch"

Cost : 600

Break : 8
Victory Points : 6

Automaton *Infantry (1)*

| | | |
|------------------|------------|------------|
| Move : 10cm | Save : 5+f | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Fearless, Inorganic, never Fall Back, immune ethereal psychic, can't charge, advance and shoot on nearest enemy unless a Tzeentch Champion/Greater Daemon give them orders

Warp Palace Of Tzeentch *SuperHeavy (4)*

| | |
|--------------------------|------------|
| Move : Special Save : 2+ | CAF : +8 |
| Cannons | 50cm |
| | 2d 5+ (-1) |

Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Floater, PD(5), 3+ Psychic Save, 2-10 power points each turn.



Greater Daemon Engine

4 Chaos Reward cards

Must purchase at least 3 Support Cards.
Can only get Tzeentch Support Cards.

Cost : 400

Break : Model
Victory Points : 4

Blue Fire of Tzeentch: 2 Power Points. Physical Psychic attack, 35cm, 1d 4+ (-2).

Tzeentch's Firestorm: 3 Power Points. Ethereal Psychic attack, 35cm SB 4+ (0). Destroyed models create Pink Horrors on a roll of 6.

Pink Fire of Tzeentch: 4 Power Points. Ethereal Psychic attack, 50cm 1d 3+ (-4), Penetrating +1. Destroyed model becomes a Chaos Spawn. No regeneration / repair.

Chaos Spawn *Walker (2)*

| | |
|-------------------|------------|
| Move : - Save : - | CAF : +2D6 |
|-------------------|------------|

Locks models within 6cm, only killable in CC

Break : Model
Victory Points : 4

Mark of Tzeentch



(Tzeentch)

Marks one detachment

If a model in the Marked detachment is killed, immediately replace it with a Pink Horror. This replacement even occurs in Close Combat, but not if the Marked model is slain by a psychic effect or something that does not leave a corpse (such as a Vortex missile). Yes, this Pink Horror will split into two Blue Horrors as usual and no, the Marked model doesn't count as truly destroyed (for Break Point calculations) until both Blue Horrors are destroyed.

Cost : 25 / model

Break : - Morale : -

Victory Points : -

Skylok



(Tzeentch)

Skylok Titan

Skylok

Titan (5)
Move : 60cm Save : Card CAF : +10

| Weapon | Range | Shoot |
|--------|-------|-------|
| | Lots | |

6 Void Shields, Flyer

Cost : 1000

Break : Model Morale : -

Victory Points : 10

Daemon Prince of Tzeentch



(Tzeentch)

Daemon Prince

1 Chaos Reward card

Daemon Prince of Tzeentch Walker (2)

Move : 10cm Save : 3+ CAF : +4

| Weapon | Range | Shoot |
|---------------|-------|------------|
| Psychic Blast | 50cm | 1d 3+ (-4) |

Penetrating +1, Command, HQ, Fearless, always pass morale test, "That Didn't Hurt!", Psychic Vulnerability

Break : Model Morale : -

Victory Points : 2

Magi

Infantry (1)
Move : 10cm Save : 6+ CAF : +1

HQ, Psyker

1) **Terror Wave:** Place the Wave Serpent template on the Magi and move it 6x10cm in the desired direction. Any enemy model on the way must pass a morale test, or roll a D6 and being immobilized on 3+, else destroyed. Terrain, a Void or Power shield (that will drop), or a target's Psychic Save destroys the Wave. Titan/Praetorian make an armor save against the head/bridge location. Do not affect units inside vehicles or buildings. Moves 2D6x5cm in Compulsory Movement Phase and is removed after a double rolled. The Magi may not use powers while the Wave exists. Physical Psychic power.

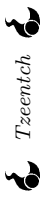
2) **Mind Warp:** All enemy within 25cm must roll 5+ or go on Fall Back Orders, with a 1 removing the model. Psykers may re-roll. Titans suffer head damage on 1-4. Ethereal Psychic attack (save allowed).

3) **Inferno of Change:** Place the large teardrop template touching the Magi. Any model under it is hit on 4+ (ignore cover). Models hit must save (+1 TSM) or is destroyed. Physical Psychic power.

Break : Stand Morale : -

Victory Points : 2

Tzeentch Magi





(Tzeentch)

Magi stand

Cost : 150

Break : Stand Morale : -

Victory Points : 2

Automaton Squad  

6 Automaton stands

Cost : 200



Automaton *Infantry (1)*

| | | |
|------------------|------------|------------|
| Move : 10cm | Save : 5+f | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Fearless, Inorganic, never Fall Back, immune etheral psychic, can't charge, advance and shoot on nearest enemy unless a Tzeentch Champion/Greater Daemon give them orders

Break : 6 *Morale : -*

Victory Points : 2

Disc Rider Squad  

5 Disc Riders

Cost : 200



Disc Rider *Cavalry (2)*

| | | |
|-------------|----------|------------|
| Move : 25cm | Save : - | CAF : +2 |
| Weapon | Range | Shoot |
| Lascannon | 50cm | 1d 5+ (-1) |

Skimmer

Break : 3 *Morale : 2*

Victory Points : 2

Doomwing Squadron  

3 Doomwings

1 Chaos Reward card

Cost : 250



Doomwing *Flyer (3)*

| | | |
|--------------|-----------|------------|
| Move : 100cm | Save : 4+ | CAF : +6 |
| Weapon | Range | Shoot |
| Flame Cannon | 0cm | LT 4+ (-1) |

Flyer

Break : 2 *Morale : 1*

Victory Points : 3

Flamer Pack  

5 Flamer stands

Cost : 100



Flamer of Tzeentch *Infantry (1)*

| | | |
|-------------|----------|-----------|
| Move : 15cm | Save : - | CAF : +1 |
| Weapon | Range | Shoot |
| Flame | 25cm | 1d 5+ (0) |

Ignores Cover

Break : 3 *Morale : 1*

Victory Points : 1

Firelord  

Firelord

1 Chaos Reward card

Cost : 300



Firelord *Super-Heavy (4)*

| | | |
|-----------------|-----------|------------|
| Move : 75cm | Save : 2+ | CAF : +3 |
| Weapon | Range | Shoot |
| Lascannon | 50cm | 4d 5+ (-1) |
| Flame Cannon | 0cm | LT 4+ (-1) |
| Firestorm Bombs | 0cm | SB 3+ (-3) |

Flyer, drop up to 3 bombs touching each other

Break : - *Morale : 1*

Victory Points : 3

Horrors Pack  

5 Pink Horror stands

Cost : 150

Pink Horror *Infantry (1)*

| | | |
|-------------|-----------|----------|
| Move : 10cm | Save : 4+ | CAF : +4 |
| Weapon | Range | Shoot |
| - | - | - |



Creates 2 Blue Horrors on death

Blue Horror *Infantry (1)*

| | | |
|-------------|----------|----------|
| Move : 10cm | Save : - | CAF : +1 |
| Weapon | Range | Shoot |
| - | - | - |

Break : 3 *Morale : 1*

Victory Points : 2

Psychic Screamer Pack  

2 Psychic Screamers

Cost : 50



Psychic Screamer *Cavalry (2)*

| | | |
|-------------------|------------|----------|
| Move : 3D6cm | Save : 5+f | CAF : +2 |
| Weapon | Range | Shoot |
| Psychic vampirism | - | - |

Deep Strike, random direction movement

Break : 1 *Morale : 3*

Victory Points : 1

Silver Towers of Tzeentch  

2 Silver Towers

1 Chaos Reward card

Cost : 350

Silver Towers Of Tzeentch *Vehicle (3)*

| | | |
|---------------|-----------|------------|
| Move : 20cm | Save : 2+ | CAF : +3 |
| Weapon | Range | Shoot |
| Cannons | 50cm | 4d 5+ (-1) |
| Beam of Power | 75cm | 1d 3+ (-3) |

Floater, always fires in First Fire segment, 2 Towers less than 10cm away will create a warp energy field causing -1 to hit to shoots through it (also protecting the Towers)

Break : 1 *Morale : 1*

Victory Points : 4

Warp Vortex



Warp Vortex

Cost : 100

Warp Vortex *Knight (4)*

Move : 10cm Save : 4+ CAF : NA

Skimmer

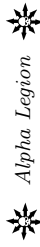
Scatters 4D6cm during compulsory movement, HIT allows the Chaos player to choose the direction. Touched units must roll 3+ to get pushed out of the way or are destroyed (template unit are hit at lowest location, with no armor save). Ethereal Psychic attack that will not leave any corpse.

Break : Model Morale : -

Victory Points : 1

Chaos Marine List

Alpha Legion Century



Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Reward card
"Tactical Genius"

Cost : 600

Chaos Champion

Infantry (1)

| Move : 10cm | Save : 5+f | CAF : +7 |
|---------------|------------|------------|
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Chaos Marine

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Break : 8 *Morale : 2*

Victory Points : 6

Chaos Champion

Infantry (1)

| Move : 10cm | Save : 5+f | CAF : +7 |
|---------------|------------|------------|
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Chaos Marine Veteran

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite, Infiltrate

Cultist Infiltrator

Infantry (1)

| Move : 10cm | Save : - | CAF : +1 |
|-------------|----------|-----------|
| Weapon | Range | Shoot |
| Las pistols | 25cm | 1d 5+ (0) |

Infiltrate

Engineer

Infantry (1)

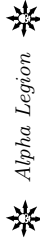
| Move : 10cm | Save : - | CAF : +0 |
|--------------|----------|-----------|
| Weapon | Range | Shoot |
| Bolt Pistols | 25cm | 1d 5+ (0) |

Combat Engineer

Break : 9 *Morale : 2*

Victory Points : 6

Alpha Legion Irregular Mob



Aspiring Champion Stand

Cultist Infiltrator Detachment

6 Cultist Infiltrator stands

Cultist Infiltrator Detachment

6 Cultist Infiltrator stands

Engineer Platoon

5 Engineer stands

Cost : 450

Aspiring Champion

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +4 |
|---------------|-----------|-----------|
| Weapon | Range | Shoot |
| Daemon Weapon | 25cm | 1d 5+ (0) |

Command, HQ

Cultist Infiltrator

Infantry (1)

| Move : 10cm | Save : - | CAF : +1 |
|-------------|----------|-----------|
| Weapon | Range | Shoot |
| Las pistols | 25cm | 1d 5+ (0) |

Infiltrate

Engineer

Infantry (1)

| Move : 10cm | Save : - | CAF : +0 |
|--------------|----------|-----------|
| Weapon | Range | Shoot |
| Bolt Pistols | 25cm | 1d 5+ (0) |

Combat Engineer

Break : 9 *Morale : 3*

Victory Points : 5

Cultist Infiltrator

Infantry (1)

| Move : 10cm | Save : - | CAF : +1 |
|-------------|----------|-----------|
| Weapon | Range | Shoot |
| Las pistols | 25cm | 1d 5+ (0) |

Infiltrate



Cultist Infiltrators

6 Cultist Infiltrator stands

Cost : 150

Engineer

Infantry (1)

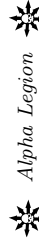
| Move : 10cm | Save : - | CAF : +0 |
|--------------|----------|-----------|
| Weapon | Range | Shoot |
| Bolt Pistols | 25cm | 1d 5+ (0) |

Combat Engineer

Break : 3 *Morale : 4*

Victory Points : 2

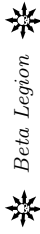
Engineer Platoon



5 Engineer stands

Cost : 150

Black Legion Century



Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Reward card
"Power of Chaos"

Cost : 600

Chaos Champion

Infantry (1)

| Move : 10cm | Save : 5+f | CAF : +7 |
|---------------|------------|------------|
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Chaos Marine

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

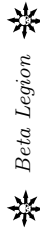
Elite

Break : 8

Morale : 2

Victory Points : 6

Black Legion Battle Century



Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine stands

Raptor Squad

5 Raptor Marine stands

Havok Squad

5 Havok stands

Cost : 650

Chaos Champion

Infantry (1)

| Move : 10cm | Save : 5+f | CAF : +7 |
|---------------|------------|------------|
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Chaos Marine

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Raptor Marine

Infantry (1)

| Move : 15cm | Save : 6+ | CAF : +3 |
|----------------|-----------|-----------|
| Weapon | Range | Shoot |
| Pistols/Swords | 25cm | 1d 5+ (0) |

Jump Pack

Havok

Infantry (1)

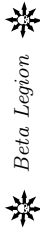
| Move : 10cm | Save : 5+ | CAF : +1 |
|---------------|-----------|------------|
| Weapon | Range | Shoot |
| Heavy Weapons | 75cm | 2d 5+ (-1) |

Break : 8

Morale : 2

Victory Points : 7

Black Legion Assault Century



Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Obliterator Squad

4 Obliterators

Cost : 700

Chaos Champion

Infantry (1)

| Move : 10cm | Save : 5+f | CAF : +7 |
|---------------|------------|------------|
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Chaos Marine

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

No double movement on Charge, choose one form in Orders phase :

Obliterator (Melee)

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +5 |
|--------------|-----------|----------|
| Weapon | Range | Shoot |
| Close Combat | - | - |

Obliterator (Ranged)

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +1 |
|---------------|-----------|------------|
| Weapon | Range | Shoot |
| Heavy Weapons | 75cm | 2d 5+ (-1) |

Break : 8

Morale : 2

Victory Points : 7

No double movement on Charge, choose one form in Orders phase :

Obliterator (Melee)

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +5 |
|--------------|-----------|----------|
| Weapon | Range | Shoot |
| Close Combat | - | - |

Obliterator (Ranged)

Infantry (1)

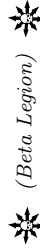
| Move : 10cm | Save : 5+ | CAF : +1 |
|---------------|-----------|------------|
| Weapon | Range | Shoot |
| Heavy Weapons | 75cm | 2d 5+ (-1) |

Break : 2

Morale : 1

Victory Points : 4

Obliterator Squad



4 Obliterators

Cost : 400

Iron Warriors Century



Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Reward card
"Siege Breaker"

Cost : 600

Chaos Champion

Infantry (1)

| Move : 10cm | Save : 5+f | CAF : +7 |
|---------------|------------|------------|
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Chaos Marine

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Break : 8 *Morale : 2*

Victory Points : 6

Warsmith

Infantry (1)

| Move : 10cm | Save : - | CAF : +1 |
|-------------|----------|-----------|
| Weapon | Range | Shoot |
| Pistol | 25cm | 1d 5+ (0) |

HQ, Mechanic

Rhino

Vehicle (3)

| | | |
|-------------|-----------|----------|
| Move : 25cm | Save : 4+ | CAF : +0 |
|-------------|-----------|----------|

PD(1), Transport 2

Chaos Marine

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Havok

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +1 |
|---------------|-----------|------------|
| Weapon | Range | Shoot |
| Heavy Weapons | 75cm | 2d 5+ (-1) |

Iron Dreadnought

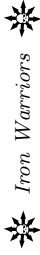
Walker (2)

| Move : 10cm | Save : 3+ | CAF : +1 |
|-------------|-----------|------------|
| Weapon | Range | Shoot |
| Missiles | 75cm | 2d 4+ (-2) |

Break : 9 *Morale : 2*

Victory Points : 8

Iron Warriors Vindicator Company



Warsmith stand
Command Rhino

Vindicator Squad

3 Vindicators

Vindicator Squad

3 Vindicators

Vindicator Squad

3 Vindicators

Cost : 550

Warsmith

Infantry (1)

| Move : 10cm | Save : - | CAF : +1 |
|-------------|----------|-----------|
| Weapon | Range | Shoot |
| Pistol | 25cm | 1d 5+ (0) |

HQ, Mechanic

Rhino

Vehicle (3)

| | | |
|-------------|-----------|----------|
| Move : 25cm | Save : 4+ | CAF : +0 |
|-------------|-----------|----------|

PD(1), Transport 2

Vindicator

Vehicle (3)

| Move : 20cm | Save : 2+ | CAF : +0 |
|-------------|-----------|------------|
| Weapon | Range | Shoot |
| Thunderer | 50cm | 1d 4+ (-3) |

Ignores Cover

Break : 6 *Morale : 2*

Victory Points : 6

Warsmith

Infantry (1)

| Move : 10cm | Save : - | CAF : +1 |
|-------------|----------|-----------|
| Weapon | Range | Shoot |
| Pistol | 25cm | 1d 5+ (0) |

HQ, Mechanic

Rhino

Vehicle (3)

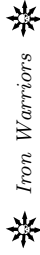
| | | |
|-------------|-----------|----------|
| Move : 25cm | Save : 4+ | CAF : +0 |
|-------------|-----------|----------|

PD(1), Transport 2

Break : Stand *Morale : -*

Victory Points : 1

Warsmith



Warsmith stand
Command Rhino

Cost : 100

Leviathan

★ *Iron Warriors* ★

Leviathan

Cost : 350

Break : Model **Morale : -**
Victory Points : 4

Leviathan

| <i>Praetorian (5)</i> | | |
|-----------------------|-------------|-----------|
| Move : 10cm | Save : Card | CAF : +12 |
| Weapon | Range | Shoot |
| See card | | |

PD(12), 4 Void Shields, Transport 1 company, Special

Basilisk Battery

★ *Iron Warriors* ★

3 Basilisks

Cost : 200

Break : 2 **Morale : 2**
Victory Points : 2

Basilisk

| <i>Heavy Art. (3)</i> | | |
|-----------------------|-----------|-------------|
| Move : 15cm | Save : 5+ | CAF : +0 |
| Weapon | Range | Shoot |
| Earthshaker Cannon | 150cm | 2SB@ ⊗ (-2) |

may divide shoot, ROF 2

Bombard Battery

★ *Iron Warriors* ★

3 Bombards

Cost : 200

Break : 2 **Morale : 2**
Victory Points : 2

Bombard

| <i>Heavy Art. (3)</i> | | |
|-----------------------|-----------|-------------|
| Move : 10cm | Save : 5+ | CAF : +0 |
| Weapon | Range | Shoot |
| Siege Mortar | 50-150cm | 3SB@ ⊗ (-3) |

Destroys Buildings

Iron Dreadnoughts

★ *(Iron Warriors)* ★

5 Iron Dreadnoughts

Cost : 300

Break : 3 **Morale : 1**
Victory Points : 3

Iron Dreadnought

| <i>Walker (2)</i> | | |
|-------------------|-----------|------------|
| Move : 10cm | Save : 3+ | CAF : +1 |
| Weapon | Range | Shoot |
| Missiles | 75cm | 2d 4+ (-2) |

Night Lords Century

★ *Night Lords* ★

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Reward card

"Fearsome Reputation"

Cost : 600

Break : 8 **Morale : 2**
Victory Points : 6

Chaos Champion

| <i>Infantry (1)</i> | | |
|---------------------|------------|------------|
| Move : 10cm | Save : 5+f | CAF : +7 |
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Chaos Marine

| <i>Infantry (1)</i> | | |
|---------------------|-----------|------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Night Lords Battle Century



Chaos Champion Stand

Chaos Marine Veteran Detachment

5 Chaos Marine Veteran stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Fury Squad

5 Fury stands

Cost : 650

Chaos Champion

Infantry (1)

| | | |
|---------------|------------|------------|
| Move : 10cm | Save : 5+f | CAF : +7 |
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Chaos Marine Veteran

Infantry (1)

| | | |
|------------------|-----------|------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite, Infiltrate

Chaos Marine

Infantry (1)

| | | |
|------------------|-----------|------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Fury

Infantry (1)

| | | |
|---------------------|-----------|-----------|
| Move : 15cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Bolt Pistol & Sword | 25cm | 1d 5+ (0) |

Jump Pack, Fear

Break : 8 *Morale : 2*

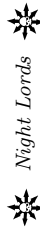
Victory Points : 7

Chaos Marine Bike

Cavalry (2)

| | | |
|-------------|-----------|-----------|
| Move : 30cm | Save : 6+ | CAF : +2 |
| Weapon | Range | Shoot |
| Bolter | 15cm | 1d 6+ (0) |

Night Lords Bike Century



Chaos Marine Bike HQ stand

Chaos Marine Bike Squad

5 Chaos Marine Bike stands

Chaos Marine Bike Squad

5 Chaos Marine Bike stands

Chaos Marine Bike Squad

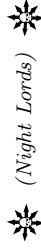
5 Chaos Marine Bike stands

Cost : 450

Break : 8 *Morale : 2*

Victory Points : 5

Fury Squad



5 Fury stands

Cost : 200

Fury

Infantry (1)

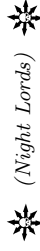
| | | |
|---------------------|-----------|-----------|
| Move : 15cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Bolt Pistol & Sword | 25cm | 1d 5+ (0) |

Jump Pack, Fear

Break : 3 *Morale : 2*

Victory Points : 2

Land Speeder Squadron



5 Land Speeders

Cost : 200

Land Speeder

Cavalry (2)

| | | |
|-------------|-----------|------------|
| Move : 30cm | Save : 6+ | CAF : +3 |
| Weapon | Range | Shoot |
| Multi-Melta | 25cm | 1d 3+ (-2) |

Skimmer

Break : 3 *Morale : 2*

Victory Points : 2

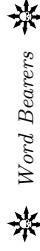
Chaos Champion

Infantry (1)

| | | |
|---------------|------------|------------|
| Move : 10cm | Save : 5+f | CAF : +7 |
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Word Bearers Century



Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Reward card
"Religious Fervor"

Cost : 600

Break : 8 *Morale : 2*

Victory Points : 6

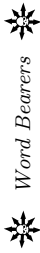
Chaos Marine

Infantry (1)

| | | |
|------------------|-----------|------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Word Bearers Battle Century



Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine stands

Raptor Squad

5 Raptor Marine stands

Havok Squad

5 Havok stands

Cost : 650

Chaos Champion *Infantry (1)*

| Move : 10cm | Save : 5+f | CAF : +7 |
|---------------|------------|------------|
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Chaos Marine *Infantry (1)*

| Move : 10cm | Save : 5+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Raptor Marine *Infantry (1)*

| Move : 15cm | Save : 6+ | CAF : +3 |
|----------------|-----------|-----------|
| Weapon | Range | Shoot |
| Pistols/Swords | 25cm | 1d 5+ (0) |

Jump Pack

Havok *Infantry (1)*

| Move : 10cm | Save : 5+ | CAF : +1 |
|---------------|-----------|------------|
| Weapon | Range | Shoot |
| Heavy Weapons | 75cm | 2d 5+ (-1) |

Break : 8 Morale : 2

Victory Points : 7

Dark Apostle *Infantry (1)*

| | | |
|------------------|---------------|-----------|
| Move : 10cm | Save : 5+/6+f | CAF : +4 |
| Pistols & Others | 25cm | 2d 6+ (0) |

Combat Leader, Elite, HQ

Rhino *Vehicle (3)*

| | | |
|-------------|-----------|----------|
| Move : 25cm | Save : 4+ | CAF : +0 |
|-------------|-----------|----------|

PD(1), Transport 2

Chaos Marine *Infantry (1)*

| | | |
|------------------|-----------|------------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Plaguebearer *Infantry (1)*

| | | |
|-------------|-----------|----------|
| Move : 10cm | Save : 4+ | CAF : +4 |
|-------------|-----------|----------|

Fear, Skimmer

Bloodletter *Infantry (1)*

| | | |
|-------------|-----------|----------|
| Move : 10cm | Save : 4+ | CAF : +5 |
|-------------|-----------|----------|

Regeneration

Pink Horror *Infantry (1)*

| | | |
|-------------|-----------|----------|
| Move : 10cm | Save : 4+ | CAF : +4 |
|-------------|-----------|----------|

Creates 2 Blue Horrors on death

Blue Horror *Infantry (1)*

| | | |
|-------------|----------|----------|
| Move : 10cm | Save : - | CAF : +1 |
|-------------|----------|----------|

Daemonette *Infantry (1)*

| | | |
|---------------|-----------|----------|
| Move : 10cm | Save : 4+ | CAF : +4 |
| Euphoric Mist | - | - |

Organic CC opponent must pass a Moral check or can't roll any die

Break : 9 Morale : 2

Victory Points : 6

Dark Apostle



Dark Apostle stand
Command Rhino

Dark Apostle *Infantry (1)*

| Move : 10cm | Save : 5+/6+f | CAF : +4 |
|------------------|---------------|-----------|
| Weapon | Range | Shoot |
| Pistols & Others | 25cm | 2d 6+ (0) |

Combat Leader, Elite, HQ

Rhino *Vehicle (3)*

| | | |
|-------------|-----------|----------|
| Move : 25cm | Save : 4+ | CAF : +0 |
|-------------|-----------|----------|

PD(1), Transport 2

Break : Stand Morale : -

Victory Points : 1

Chaos Champion *Infantry (1)*

| Move : 10cm | Save : 5+f | CAF : +7 |
|---------------|------------|------------|
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

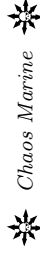
Command, Elite, HQ, 4+ Psychic Save

Chaos Marine *Infantry (1)*

| Move : 10cm | Save : 5+ | CAF : +3 |
|------------------|-----------|------------|
| Weapon | Range | Shoot |
| Missile Launcher | 50cm | 1d 4+ (-1) |

Elite

Chaos Marine Company



Chaos Champion stand

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Cost : 600

Break : 8 Morale : 2

Victory Points : 6

Word Bearers Devotional Century



Dark Apostle stand
Command Rhino

Chaos Marine Detachment

5 Chaos Space Marine stands

Chaos Marine Detachment

5 Chaos Space Marine stands

Lesser Daemon detachment

5 Lesser Daemons

Support cards of Lesser Daemons from the same power may also be purchased for the Company.

Cost : 550

Havok Company

✱ (Chaos Marine) ✱

Chaos Champion stand

Havok Squad

5 Havok stands

Havok Squad

5 Havok stands

Havok Squad

5 Havok stands

Cost : 850

Chaos Champion

Infantry (1)

| Move : 10cm | Save : 5+f | CAF : +7 |
|---------------|------------|------------|
| Weapon | Range | Shoot |
| Arms of Chaos | 25cm | 2d 4+ (-1) |

Command, Elite, HQ, 4+ Psychic Save

Havok

Infantry (1)

| Move : 10cm | Save : 5+ | CAF : +1 |
|---------------|-----------|------------|
| Weapon | Range | Shoot |
| Heavy Weapons | 75cm | 2d 5+ (-1) |

Break : 8 Morale : 2

Victory Points : 9

Chaos Marine Bike

Cavalry (2)

| Move : 30cm | Save : 6+ | CAF : +2 |
|-------------|-----------|-----------|
| Weapon | Range | Shoot |
| Bolter | 15cm | 1d 6+ (0) |

Break : 8 Morale : 2

Victory Points : 5

Chaos Bike Company

✱ (Chaos Marine) ✱

Command Chaos Marine Bike

Chaos Marine Bike Squad

5 Chaos Marine Bike stands

Chaos Marine Bike Squad

5 Chaos Marine Bike stands

Chaos Marine Bike Squad

5 Chaos Marine Bike stands

Cost : 450

Chaos Land Raider Company

✱ Chaos Marine ✱

Command Chaos Land Raider

Land Raider Squadron

3 Chaos Land Raiders

Land Raider Squadron

3 Chaos Land Raiders

Land Raider Squadron

3 Chaos Land Raiders

Cost : 750

Chaos Land Raider

Vehicle (3)

| Move : 20cm | Save : 2+ | CAF : +3 |
|-------------|-----------|------------|
| Weapon | Range | Shoot |
| Lascannon | 75cm | 2d 5+ (-2) |

PD(1), Transport 2

Break : 5 Morale : 2

Victory Points : 8

Chaos Terminator HQ

Infantry (1)

| Move : 10cm | Save : 4+/6+f | CAF : +7 |
|--------------|---------------|------------|
| Weapon | Range | Shoot |
| Storm Bolter | 35cm | 2d 4+ (-1) |

Command, Elite, HQ, Inspirational

Chaos Land Raider

Vehicle (3)

| Move : 20cm | Save : 2+ | CAF : +3 |
|-------------|-----------|------------|
| Weapon | Range | Shoot |
| Lascannon | 75cm | 2d 5+ (-2) |

PD(1), Transport 2

Chaos Terminator

Infantry (1)

| Move : 10cm | Save : 4+/6+f | CAF : +6 |
|--------------|---------------|------------|
| Weapon | Range | Shoot |
| Storm Bolter | 35cm | 2d 4+ (-1) |

Elite

Break : 10 Morale : 1

Victory Points : 10

Chaos Terminator Company

✱ Chaos Marine ✱

Terminator HQ

Command Chaos Land Raider

Chaos Terminator Detachment

4 Chaos Terminators

2 Chaos Land Raiders

Chaos Terminator Detachment

4 Chaos Terminators

2 Chaos Land Raiders

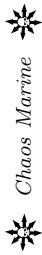
Chaos Terminator Detachment

4 Chaos Terminators

2 Chaos Land Raiders

Cost : 1000

Chaos Champion



Chaos Marine

Chaos Champion stand

Chaos Champion

Infantry (1)

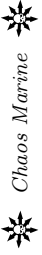
| | | | | | |
|---------------|------|--------|-------|-------|------|
| Move : | 10cm | Save : | 5+f | CAF : | +7 |
| Weapon | | Range | | Shoot | |
| Arms of Chaos | 25cm | | 2d 4+ | | (-1) |

Command, Elite, HQ, 4+ Psychic Save

Cost : 100

Break : Stand Morale : -
Victory Points : 1

Forward Observer



Chaos Marine

Forward Observer stand
Rhino

Forward Observer

Infantry (1)

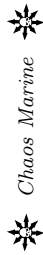
| | | | | | |
|--------------|------|--------|-------|-------|-----|
| Move : | 10cm | Save : | 6+ | CAF : | +2 |
| Weapon | | Range | | Shoot | |
| Bolt Pistols | 25cm | | 1d 5+ | | (0) |

HQ, Stealth, Forward Observer

Cost : 100

Break : Stand Morale : 2
Victory Points : 1

Drop Pods



Chaos Marine

8 Assault Drop Pods

3 Support Drop Pods

3 Deathwind Drop Pods

Assault Drop Pod

Special

| | | | | | |
|---------------|------|--------|-------|-------|------|
| Move : | - | Save : | 4+ | CAF : | +0 |
| Weapon | | Range | | Shoot | |
| Plasma Cannon | 75cm | | 1d 5+ | | (-2) |

Transport 2

Support Drop Pod

Special

| | | | | | |
|---------------|------|--------|-------|-------|------|
| Move : | - | Save : | 4+ | CAF : | +0 |
| Weapon | | Range | | Shoot | |
| Plasma Cannon | 75cm | | 1d 5+ | | (-2) |

Always on First Fire

Deathwind Drop Pod

Special

| | | | | | |
|-----------|-----|--------|--------|-------|-----|
| Move : | - | Save : | 4+ | CAF : | +0 |
| Weapon | | Range | | Shoot | |
| Deathwind | 0cm | | 6SB 4+ | | (0) |

10cm radius, One Shot

Cost : 300

Break : +5 Morale : -
Victory Points : +3

Warlord Titan



Chaos Marine

Warlord Titan Hull

Warlord Titan

Titan (5)

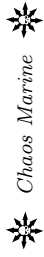
| | | | | | |
|-------------------|------|--------|------|-------|-----|
| Move : | 15cm | Save : | Card | CAF : | +14 |
| Weapon | | Range | | Shoot | |
| Purchase 4 + Head | | | | | |

6 Void Shields

Cost : 500

Break : Model Morale : -
Victory Points : Varies

Reaver Titan



Reaver Titan Hull

Cost : 300

Reaver Titan

| | | |
|-------------|-------------|-----------|
| Move : 20cm | Save : Card | CAF : +12 |
| Weapon | Range | Shoot |
| Purchase 3 | | |

4 Void Shields

Break : Model Morale : -
Victory Points : Varies

Warhound Titan



Warhound Titan

Cost : 125

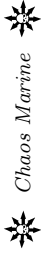
Warhound

| | | |
|-------------|-------------|----------|
| Move : 25cm | Save : Card | CAF : +8 |
| Weapon | Range | Shoot |
| Purchase 2 | | |

2 Void Shields, Agile, Hard to Hit on Charge

Break : Model Morale : -
Victory Points : Varies

Chaos Marine Detachment



5 Chaos Space Marine stands

Cost : 200

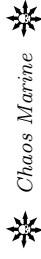
Chaos Marine

| | | |
|-----------------------|-----------|----------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher 50cm | | |
| 1d 4+ (-1) | | |

Elite

Break : 3 Morale : 2
Victory Points : 2

Chaos Marine Veterans



5 Chaos Marine Veteran stands

Cost : 250

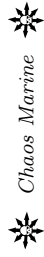
Chaos Marine Veteran

| | | |
|-----------------------|-----------|----------|
| Move : 10cm | Save : 5+ | CAF : +3 |
| Weapon | Range | Shoot |
| Missile Launcher 50cm | | |
| 1d 4+ (-1) | | |

Elite, Infiltrate

Break : 3 Morale : 1
Victory Points : 3

Warhound Titan



Warhound Titan

Cost : 125

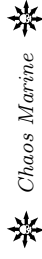
Warhound

| | | |
|-------------|-------------|----------|
| Move : 25cm | Save : Card | CAF : +8 |
| Weapon | Range | Shoot |
| Purchase 2 | | |

2 Void Shields, Agile, Hard to Hit on Charge

Break : Model Morale : -
Victory Points : Varies

Chaos Terminator Detachment



4 Chaos Terminators
2 Chaos Land Raiders

Cost : 350

Chaos Terminator

| | | |
|-------------------|---------------|----------|
| Move : 10cm | Save : 4+/6+f | CAF : +6 |
| Weapon | Range | Shoot |
| Storm Bolter 35cm | | |
| 2d 4+ (-1) | | |

Elite

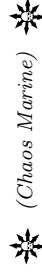
Chaos Land Raider

| | | |
|----------------|-----------|----------|
| Move : 20cm | Save : 2+ | CAF : +3 |
| Weapon | Range | Shoot |
| Lascannon 75cm | | |
| 2d 5+ (-2) | | |

PD(1), Transport 2

Break : 3 Morale : 1
Victory Points : 4

Havok Squad



5 Havok stands

Cost : 300

Havok

| | | |
|--------------------|-----------|----------|
| Move : 10cm | Save : 5+ | CAF : +1 |
| Weapon | Range | Shoot |
| Heavy Weapons 75cm | | |
| 2d 5+ (-1) | | |

Break : 3 Morale : 2
Victory Points : 3

Raptor Squad ✱
(Chaos Marine) ✱

5 Raptor Marine stands

Cost : 200

Raptor Marine *Infantry (1)*

| | | |
|----------------|-----------|-----------|
| Move : 15cm | Save : 6+ | CAF : +3 |
| Weapon | Range | Shoot |
| Pistols/Swords | 25cm | 1d 5+ (0) |

Jump Pack

Break : 3 Morale : 2
Victory Points : 2

Chaos Dreadnought Squadron ✱
Chaos Marine ✱

4 Chaos Dreadnoughts

Cost : 150

Chaos Dreadnought *Walker (2)*

| | | |
|-------------|-----------|-----------|
| Move : 10cm | Save : 5+ | CAF : +2 |
| Weapon | Range | Shoot |
| Various | 50cm | 2d 5+ (0) |

Break : 2 Morale : 2
Victory Points : 2

Mutilator Dreadnought Squad ✱
(Chaos Marine) ✱

2 Contemptor
1 Deredeo
1 Furibundus

Cost : 100

Contemptor Dreadnought *Walker (2)*

| | | |
|--------------|-----------|-----------|
| Move : 15cm | Save : 5+ | CAF : +4 |
| Heavy Bolter | 50cm | 1d 5+ (0) |

Deredeo Dreadnought *Walker (2)*

| | | |
|-------------------|-----------|------------|
| Move : 15cm | Save : 5+ | CAF : +2 |
| Missile launchers | 75cm | 1d 5+ (-1) |

Furibundus Dreadnought *Walker (2)*

| | | |
|-------------|-----------|------------|
| Move : 15cm | Save : 5+ | CAF : +0 |
| Lascannon | 75cm | 1d 5+ (-2) |

Break : 2 Morale : 2
Victory Points : 1

Destroyer Dreadnought Squad ✱
(Chaos Marine) ✱

2 Deredeo
2 Furibundus

Cost : 100

Deredeo Dreadnought *Walker (2)*

| | | |
|-------------------|-----------|------------|
| Move : 15cm | Save : 5+ | CAF : +2 |
| Weapon | Range | Shoot |
| Missile launchers | 75cm | 1d 5+ (-1) |

Furibundus Dreadnought *Walker (2)*

| | | |
|-------------|-----------|------------|
| Move : 15cm | Save : 5+ | CAF : +0 |
| Weapon | Range | Shoot |
| Lascannon | 75cm | 1d 5+ (-2) |

Break : 2 Morale : 2
Victory Points : 1

Chaos Marine Bike Squad ✱
Chaos Marine ✱

5 Chaos Marine Bike stands

Cost : 100

Chaos Marine Bike *Cavalry (2)*

| | | |
|-------------|-----------|-----------|
| Move : 30cm | Save : 6+ | CAF : +2 |
| Weapon | Range | Shoot |
| Bolter | 15cm | 1d 6+ (0) |

Break : 3 Morale : 4
Victory Points : 1

Land Speeder Squadron ✱
Chaos Marine ✱

5 Land Speeders

Cost : 200

Land Speeder *Cavalry (2)*

| | | |
|-------------|-----------|------------|
| Move : 30cm | Save : 6+ | CAF : +3 |
| Weapon | Range | Shoot |
| Multi-Melta | 25cm | 1d 3+ (-2) |

Skimmer

Break : 3 Morale : 2
Victory Points : 2

Hunter Anti-Aircraft Battery ✱
Chaos Marine ✱

3 Hunters

Cost : 150

Hunter AA Gun *Vehicle (3)*

| | | |
|--------------|-----------|------------|
| Move : 25cm | Save : 4+ | CAF : +0 |
| Weapon | Range | Shoot |
| SAM Launcher | 75cm | 2d 5+ (-1) |

Anti-Aircraft

Break : 2 Morale : 2
Victory Points : 2

Chaos Land Raider Squadron ✱
Chaos Marine ✱

3 Chaos Land Raiders

Cost : 250

Chaos Land Raider *Vehicle (3)*

| | | |
|-------------|-----------|------------|
| Move : 20cm | Save : 2+ | CAF : +3 |
| Weapon | Range | Shoot |
| Lascannon | 75cm | 2d 5+ (-2) |

PD(1), Transport 2

Break : 2 Morale : 2
Victory Points : 3

Predator Squadron ✨
 ✨ Chaos Marine ✨

3 Predators

Cost : 200

Predator *Vehicle (3)*

| | | |
|--------------|-----------|------------|
| Move : 25cm | Save : 3+ | CAF : +0 |
| Weapon | Range | Shoot |
| Autocannon * | 75cm | 1d 5+ (-1) |
| Lascannon | 75cm | 2d 5+ (-1) |

* Turret

Break : 2 **Morale : 2**
Victory Points : 2

Rhino Squadron ✨
 ✨ Chaos Marine ✨

3 Rhinos

Cost : 50

Rhino *Vehicle (3)*

| | | |
|-------------|-----------|----------|
| Move : 25cm | Save : 4+ | CAF : +0 |
|-------------|-----------|----------|

PD(1), Transport 2

Break : 2 **Morale : 4**
Victory Points : 1

Vindicator Squadron ✨
 ✨ Chaos Marine ✨

3 Vindicators

Cost : 150

Vindicator *Vehicle (3)*

| | | |
|-------------|-----------|------------|
| Move : 20cm | Save : 2+ | CAF : +0 |
| Weapon | Range | Shoot |
| Thunderer | 50cm | 1d 4+ (-3) |

Ignores Cover

Break : 2 **Morale : 2**
Victory Points : 2

Mole Mortar Battery ✨
 ✨ Chaos Marine ✨

3 Mole Mortars

Cost : 100

Mole Mortar *Light Art. (1)*

| | | |
|-------------|----------|------------|
| Move : 5cm | Save : - | CAF : -3 |
| Weapon | Range | Shoot |
| Mole Mortar | 150cm | 1SB@ ⊗ (0) |

Ignores Cover, Ignores Shields, traps Titan or Praetorian on a roll of 6 on a D6 (it can't move unless it is on Charge Orders and cancels all ranged attacks)

Break : 2 **Morale : 2**
Victory Points : 1

Rapier Battery ✨
 ✨ Chaos Marine ✨

3 Rapier Laser Destroyers

Cost : 75

Rapier *Light Art. (1)*

| | | |
|-----------------|----------|------------|
| Move : 5cm | Save : - | CAF : -3 |
| Weapon | Range | Shoot |
| Laser Destroyer | 50cm | 1d 4+ (-3) |

Break : 2 **Morale : 2**
Victory Points : 1

Tarantula Support Battery ✨
 ✨ Chaos Marine ✨

5 Tarantulas

Cost : 150

Tarantula *Light Art. (1)*

| | | |
|------------|----------|------------|
| Move : 5cm | Save : - | CAF : -3 |
| Weapon | Range | Shoot |
| Lascannon | 75cm | 1d 5+ (-2) |

Inorganic, Robotic, Quickdraw, RoF2

Break : 3 **Morale : -**
Victory Points : 2

Thudd Gun Battery ✨
 ✨ Chaos Marine ✨

3 Thudd Guns

Cost : 100

Thudd Gun *Light Art. (1)*

| | | |
|------------|----------|------------|
| Move : 5cm | Save : - | CAF : -3 |
| Weapon | Range | Shoot |
| Thudd Gun | 75cm | 2SB@ ⊗ (0) |

Break : 2 **Morale : 2**
Victory Points : 1

Whirlwind Battery ✨
 ✨ Chaos Marine ✨

3 Whirlwinds

Cost : 200

Whirlwind *Heavy Art. (3)*

| | | |
|----------------|-----------|------------|
| Move : 20cm | Save : 4+ | CAF : +0 |
| Weapon | Range | Shoot |
| Multi-Launcher | 150cm | 2SB@ ⊗ (0) |

Break : 2 **Morale : 2**
Victory Points : 2

Light Off-Table Barrage

✱ (Chaos Marine) ✱

One Light Orbital Barrage Round

Cost : 1 VP

Light Off-Board Barrage

| | | |
|-----------------|----------|-------------|
| Move : - | Save : - | CAF : - |
| Weapon | Range | Shoot |
| Orbital Barrage | Special | 6SB 4+ (-1) |

Costs 1 VP

Break : - Morale : -

Victory Points : -

Heavy Off-Table Barrage

✱ (Chaos Marine) ✱

One Heavy Orbital Barrage Round

Cost : 2 VP

Heavy Off-Board Barrage

| | | |
|-----------------|----------|--------------|
| Move : - | Save : - | CAF : - |
| Weapon | Range | Shoot |
| Orbital Barrage | Special | 10SB 2+ (-2) |

Costs 2 VP

Break : - Morale : -

Victory Points : -

Titan Weapons

| | |
|--|---|
| <p>Carapace Multi-Lasers Warlord Titan</p> <p>These are small, fast-tracking laser weapons mounted on the rear of a Warlord.</p> <p>They do not occupy a weapon slot.</p> <p>Cost : 10</p> | <p>Carapace Multi-Lasers Carapace Multi-Laser 15cm 2d 5+ (0)</p> <p>180 arc of fire to the rear of the Titan, always on First Fire.</p> |
|--|---|

| | |
|---|--|
| <p>Cerberus Anti-Aircraft Gun (Reaver or Warlord Titan)</p> <p>Arm/Carapace</p> <p>Titans are sometimes fitted with Cerberus-class anti-aircraft guns.</p> <p>Cost : 40</p> | <p>Cerberus Anti-Aircraft Gun Cerberus AA Gun 100cm 2d 5+ (-1)</p> <p>Anti-Aircraft, always on First Fire.</p> |
|---|--|

| | |
|---|---|
| <p>Chain Fist Reaver, Warlord or Warhound Titan</p> <p>Arm</p> <p>This weapon, also called a Power Saw, is a motorized blade capable of ripping apart the toughest opponent.</p> <p>Cost : 25</p> | <p>Chain Fist - Close Combat</p> <p>+D6 CAF, Penetrating +2, can additionally Destroy Buildings with -4 modifier.</p> |
|---|---|

| | |
|---|---|
| <p>Corvus Assault Pod Warlord Titan</p> <p>Arm</p> <p>Carries a detachment of Terminators right up to a fortification and disgorge them directly amidst the defenders.</p> <p>4 Terminator stands</p> <p>Cost : 150</p> | <p>Corvus Assault Pod</p> <p>Must end movement in contact with a building/fortification. During the Close Combat Segment the Terminators disembark on Charge Orders (losing 5cm) and gain +D6 CAF for this turn only. Terminators can be dropped in the Movement Phase (Both lose 5cm of movement, no CAF bonus).</p> <p>Terminator (Elite) Infantry (1) Storm Bolter 35cm 2d 4+ (-1) 2+ armor save, no bail-out save</p> |
|---|---|

| | |
|---|---|
| <p>Doomburner (Reaver or Warlord Titan)</p> <p>Arm/Carapace</p> <p>This weapon fires a bolt of super-heated molten metal that bores through its target in a searing flash of flames.</p> <p>Cost : 75</p> | <p>Doomburner 75cm 1d 3+ (-3)</p> <p>Ignores Cover, Damages Buildings, Penetrating +1</p> |
|---|---|

| | |
|--|---|
| <p>Fire Control Center Reaver or Warlord Titan</p> <p>Carapace</p> <p>Fire Control Center is a carapace-mounted package containing range finding and targeting equipment.</p> <p>Cost : 75</p> | <p>Fire Control Center</p> <p>All weapons gain +1 To-Hit (including barages). Carapace location save reduced to 3+.</p> |
|--|---|

| | |
|---|---|
| <p>Harpoon Missile Reaver or Warlord Titan</p> <p>Carapace</p> <p>This special one-shot weapon possesses the ability to take control of enemy Titans. Does not affect Gargants, Bio-Titans and Greater Daemons Titans.</p> <p>Cost : 75</p> | <p>Harpoon Missile LoS - Auto (-2)</p> <p>Shielded targets will lose one shield. Units that do not possess a hit location template must save at 2 or be destroyed. Else pick a location and scatter, save at 2 TSM or the harpoon has lodged itself successfully. A unit that has been harpooned must roll a D6 in each subsequent Orders Phase. On a 1 the missile falls out and the Titan may be given orders as normal. On a 2+ the Titan comes under the control of the player who fired the harpoon.</p> |
|---|---|

| | |
|--|---|
| <p>Hellstrike Cannon (Reaver or Warlord Titan)</p> <p>Arm/Carapace</p> <p>This cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture. The shells explode and splatter over a large area.</p> <p>Cost : 50</p> | <p>Hellstrike Cannon 50cm 6BP 4+ (-1)</p> <p>Ignores cover.</p> |
|--|---|

Inferno Gun
Reaver, Warlord or Warhound Titan

Arm/Carapace

The Inferno Gun fires a devastating spray of super-heated, burning fuel.

Cost : 50

Inferno Gun Template - 4+ (0)

Use Large Teardrop Template.

Gatling Blaster
Reaver, Warlord or Warhound Titan

Arm/Carapace

The Gatling Blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armed troops.

Cost : 60

Gatling Blaster 75cm 4d 5+ (-1)

Laser Blaster
Reaver or Warlord Titan

Arm/Carapace

This is a rapid-fire laser cannon, highly effective against massed ranks of lightly armoured targets.

Cost : 50

Laser Blaster 50cm 6d 5+ (0)

Laser Burner
Reaver or Warlord Titan

Arm

This devastating weapon uses a short range, high-energy beam to slice through opponents. The enemy, if it survives, is likely to be severely damaged.

Cost : 10

Laser Burner

A Titan that wins a round of Close Combat may strike with this weapon instead of rolling for damage as normal. The Laser Burner causes D6 hits, and each hit is worked out by selecting a location and rolling on the damage table. No square on the hit location template may be selected more than once, but adjacent areas with the same location are valid targets.

Melta-Cannon
Reaver or Warlord Titan

Arm/Carapace

This weapon fires concentrated heat energy that turns all matter to molten slag. The damaging heat is dissipated over long distances, but at short ranges its attack is devastating.

Cost : 50

Melta-Cannon 25cm 4d 3+ (-3)

Multiple Rocket Launcher
Reaver or Warlord Titan

Arm/Carapace

The Multiple Rocket launcher fires a barrage of explosive rockets and is used to provide longrange support fire for advancing troops.

Cost : 50

Multiple Rocket Launcher
Penetration Mode 100cm 8BP 3+ (-1)
Shotgun mode 100cm 6BP 4+ (0)

The rocket launcher has two modes of fire, and may choose between them each turn. Both are artillery so they scatter, damage buildings and may fire indirectly.

Plasma Blastgun
Reaver, Warlord or Warhound Titan

Arm/Carapace

The Blastgun siphons small amounts of plasma energy from the reactor and fires it at nearby enemies.

Cost : 65

Plasma Blastgun 50cm 2d 3+ (-4)

A Blastgun has a plasma reserve, represented by a number of attack dice available for firing. It begins the game fully charged with 2 dice, and may fire one or two dice each turn. The reserve will regain one die per turn, or two if the Titan is on First Fire Orders.

Plasma Cannon
Reaver or Warlord Titan

Arm/Carapace

This weapon fires highly volatile, energized matter called plasma. The effect is devastating since plasma converts matter struck by it to plasma as well.

Cost : 100

Plasma Cannon 75cm 6d 4+ (-3)

May not fire other weapons.

| | |
|--|---|
| <p>Plasma Destructor</p> <p>Warlord Titan</p> <p>Arm/Carapace</p> <p>This is a more powerful version of the Plasma Cannon.</p> <p>Cost : 125</p> | <p>Plasma Destructor 100cm 4d 3+ (-6)</p> <p>May not fire other weapons, or move next turn. If engaged in Close Combat while immobilized, they lose the 2D6 CC dices. Regular troops receive +2 to their roll to survive, and are only hit on a 5+ with zero TSM.)</p> |
|--|---|

| | |
|---|--|
| <p>Power Fist</p> <p>Reaver, Warlord or Warhound Titan</p> <p>Arm</p> <p>This is a gigantic armoured fist surrounded by a powerful energy field that allows the Titan to tear chunks from other Titans or buildings.</p> <p>Cost : 15</p> | <p>Power Fist</p> <p>Grab Attack at +1 in Close Combat. Destroy Buildings with -4 modifier.</p> |
|---|--|

| | |
|--|---|
| <p>Power Ram</p> <p>Reaver or Warlord Titan</p> <p>Arm</p> <p>This weapon delivers a high-velocity strike capable of punching through the thickest armor and inflicting major internal damage. It can also send a Titan crashing to the ground.</p> <p>Cost : 25</p> | <p>Power Ram</p> <p>Winning a CC round against a Titan by more than 6 points will knock the loser straight backwards D6cm. Vehicle or smaller models underneath are destroyed, buildings must save at 5 TSM. Free attack against buildings with -5 modifier.</p> |
|--|---|

| | |
|--|--|
| <p>Quake Cannon</p> <p>Reaver, Warlord or Warhound Titan</p> <p>Arm/Carapace</p> <p>This is a large bore cannon that fires an extremely powerful shell that can burst apart even the most heavily armored opponent.</p> <p>Cost : 85</p> | <p>Quake Cannon 100cm 8BP 3+ (-3)</p> <p>Standard Barrage template, but not artillery (no scatter, no indirect fire). Destroy Buildings with -4 modifier.</p> |
|--|--|

| | |
|---|--|
| <p>Trident</p> <p>Reaver or Warlord Titan</p> <p>Arm</p> <p>This specialized weapon takes the form of a rocket-propelled grappling hook, used to seize opponents and drag them closer via an attached chain and power winch.</p> <p>Cost : 50</p> | <p>Trident 25cm 1d 3+ -</p> <p>Ignores Shields. Vehicle/superheavy is destroyed, smaller unit is unaffected. Targets with a hit location template roll for scatter normally, then both sides roll 2D6, add their CAF score to the roll, and the firing titan gains another D6 if on First Fire Orders.</p> <p>-If firing titan wins, the location suffers maximum damage.</p> <p>-If tie, the Trident becomes useless.</p> <p>-Else the chain can be fired the next turn.</p> |
|---|--|

| | |
|--|--|
| <p>Turbo Laser Destructor</p> <p>Reaver, Warlord or Warhound Titan</p> <p>Arm/Carapace</p> <p>This is a highly effective rapid-fire anti-tank weapon.</p> <p>Cost : 75</p> | <p>Turbo Laser Destructor 75cm 2d 3+ (-2)</p> |
|--|--|

| | |
|---|--|
| <p>Volcano Cannon</p> <p>Reaver or Warlord Titan</p> <p>Arm/Carapace</p> <p>This large laser cannon fires a bolt of explosive laser energy, which tears through steel and destroys the best-armoured enemy.</p> <p>Cost : 100</p> | <p>Volcano Cannon 100cm 1d 3+ (-4)</p> <p>Penetrating +3.</p> |
|---|--|

| | |
|--|---|
| <p>Vulcan Mega-Bolter</p> <p>Reaver, Warlord or Warhound Titan</p> <p>Arm/Carapace</p> <p>The Vulcan is a short-ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anything that strays too close.</p> <p>Cost : 50</p> | <p>Vulcan Mega-Bolter 25cm 8d 4+ (0)</p> |
|--|---|

Barrage Missile Launcher

Reaver or Warlord Titan
Carapace

This devastating weapon hurls huge bolts of super heated plasma at the enemy. It is a one-shot weapon.

Cost : 100

Barrage Missile Launcher

| | | |
|-----------------|-----|-------------|
| Barrage Missile | LoS | 8BP 3+ (-2) |
|-----------------|-----|-------------|

One shot, always scatter 2d6cm, add d6 extra templates when fired which must touch at least two others.

Carapace Landing Pad

Warlord Titan
Carapace

This is a combination of a Recon Land Speeder and an advanced fire control system.

Cost : 50

Carapace Landing Pad

When the Titan uses an artillery weapon it may trace its line of sight from the Land Speeder instead of itself. This will not eliminate obligatory scatter of some missiles, but can be used as line of sight for initial targeting of these missiles.

Recon Land Speeder Cavalry (2)

| | | | | |
|-------------|-------|-------|--------|----|
| Move | 30cm | Save | 6+ CAF | +3 |
| Weapon | Range | Shoot | | |
| Multi-Melta | 25cm | 1d 3+ | (-2) | |

Command, Skimmer

Close Combat Head

Reaver or Warlord Titan
Head

One of the more gruesome head variants, this one displays jagged blades, spikes and strange weaponry that increase performance in Close Combat.

Cost : 15

Close Combat Head

Head armor save reduced by 1. +3 CAF.

Weapon Head

Reaver or Warlord Titan
Head

This variant emphasizes additional firepower at the expense of armor.

Cost : 25

| | | |
|-------------|------|------------|
| Weapon Head | 25cm | 1d 5+ (-1) |
|-------------|------|------------|

Head armor save reduced by 1.

Corvus Assault Pod

Warlord Titan
Arm

Carries a detachment of Terminators right up to a fortification and disgorge them directly amidst the defenders.

4 Terminator stands

Cost : 150

Corvus Assault Pod

Must end movement in contact with a building/fortification. During the Close Combat Segment the Terminators disembark on Charge Orders (losing 5cm) and gain +D6 CAF for this turn only. Terminators can be dropped in the Movement Phase (Both lose 5cm of movement, no CAF bonus).
Terminator.

| | | | | |
|--------------|------|-------|-----------|----|
| Move | 10cm | Save | 4+/6+ CAF | +6 |
| Storm Bolter | 35cm | 2d 4+ | (-1) | |

2+ armor save, no bail-out save

Deathstrike Cannon Head

Warlord Titan
Head

This head mounts a powerful cannon.

Cost : 75

Deathstrike Cannon Head

| | | |
|--------------------|-------|--------------|
| Deathstrike Cannon | 200cm | 10BP 2+ (-2) |
|--------------------|-------|--------------|

Head armor save reduced by 1. Artillery, 30 arc of fire, movement cut in half (rounded up).

Custodian Head

Warlord Titan
Head

This rare head is imbued with psychic energy capable of lethal attacks. The titan may, in addition to other attacks, project an ethereal psychic blast attack.

Cost : 50

Custodian Head

| | | |
|----------------|------|----------|
| Custodian Head | 25cm | 6BP 4+ - |
|----------------|------|----------|

Head armor save reduced by 1. Everything under the 6cm template is hit on a 4+ and is destroyed with no armor save. Units with a hit location template suffer a hit to the head/crew compartment location with no armor save.

Command Head

Warlord Titan
Head

This communications center acts as a CIC and relay system on the battlefield.

Cost : 35

Command Head

Head armor save reduced by 1. IG Command Radius is 35 cm, acts as CHQ. Any hit to the head that causes damage of any sort will destroy the communications equipment and this ability will be lost.

| | |
|--|---|
| <p>Vortex Missile</p> <p>Reaver or Warlord Titan</p> <p>Carapace</p> <p>This is a one-shot weapon which explodes on impact creating a whirling vortex of dark energy. Anything caught in the vortex is reduced to its component atoms and destroyed.</p> <p>Cost : 150</p> | <p>Vortex Missile</p> <p>Can only be shot on First Fire Orders. One-shot, Destroys Buildings, Ethereal Psychic. Place the 6cm template within LoS and scatter 2D6cm. Anything under the template is destroyed. Units with template receive D6 hits (attacker's choice, no location hit more than once) with no save. All Void/Power Shields are lost. Successful Psychic Save moves stand to edge of template. Roll a D6 during End Phase, :</p> <p>1-2 The vortex dissipates. 3-4 The vortex don't move. 5-6 The vortex scatters 2d6cm (reroll "hit")</p> |
|--|---|

| | |
|---|--|
| <p>Warp Missile</p> <p>Reaver or Warlord Titan</p> <p>Carapace</p> <p>This is a one-shot weapon which contains a miniature warp drive that allows the missile to bypass armor and shields, materializing multiple meltabombs inside the target.</p> <p>Cost : 125</p> | <p>Warp Missile</p> <p>Warp Missile LoS - Auto/3+ -</p> <p>One-shot, Destroys Buildings, Ethereal Psychic. Automatically hit buildings, Titans and Practorians, else hit on 3+ with no save. Scatters twice on templates, ignores save, and uses 2 dices on the damage table. Shields give no psychic save.</p> |
|---|--|

| | |
|---|---|
| <p>Wrecker</p> <p>Reaver or Warlord Titan</p> <p>Arm</p> <p>The wrecker is a large weighted ball at the end of a reinforced chain.</p> <p>Cost : 25</p> | <p>Wrecker</p> <p>Free strike before Close Combat. Super-heavy or smaller is destroyed, else select a location, scatter twice and hit 6 TSM. Free attack against buildings with -6 modifier.</p> |
|---|---|

| | |
|--|---|
| <p>Bloodletter Battlehead</p> <p>Warlord Titan</p> <p>Head</p> <p>Uttering from the mouth of this horrific visage is a large assault cannon capable of spewing high explosive rounds at an enormous rate of fire.</p> <p>Cost : 50</p> | <p>Bloodletter Battlehead</p> <p>Bloodletter Battlehead 25cm 2d 4+ (-1)</p> <p>Head armor save reduced by 1.</p> |
|--|---|

| | |
|---|--|
| <p>Lord of Battle Head</p> <p>Warlord Titan</p> <p>Head</p> <p>Uttering from the mouth of this horrific visage is a large assault cannon capable of spewing high explosive rounds at an enormous rate of fire.</p> <p>Cost : 50</p> | <p>Lord of Battle Head</p> <p>Bloodletter Head 25cm 2d 4+ (-2)</p> <p>Head armor save reduced by 1.</p> |
|---|--|

| | |
|--|---|
| <p>Chaos Energy Whip</p> <p>Reaver or Warlord Titan</p> <p>Arm</p> <p>The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also intends to overload void shields.</p> <p>Cost : 25</p> | <p>Chaos Energy Whip</p> <p>The whip is used at the start of the Close Combat Segment. Roll a D6 for every enemy model in base to base contact and on a score of 4+ it takes a hit at -1 TSM. Shielded targets lose D6 shields if hit, and if they lose more shields than they have, the excess hits are added to the CAF of the titan using the whip.</p> |
|--|---|

| | |
|--|---|
| <p>Chaos Titan Tail</p> <p>Warlord Titan</p> <p>Some of the monstrous Chaos Titans carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies.</p> <p>Cost : 25</p> | <p>Chaos Titan Tail</p> <p>+2 CAF.</p> |
|--|---|

| | |
|--|--|
| <p>Chaos Titan Tail</p> <p>Warlord Titan</p> <p>Some of the monstrous Chaos Titans carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies.</p> <p>Cost : 50</p> | <p>Chaos Titan Tail</p> <p>Chaos Titan Tail 50cm 1d 5+ (-2)</p> <p>Shoot or +2 CAF.</p> |
|--|--|

| | |
|---|--|
| <p>Deathstorm Reaver, Warlord or Warhound Titan</p> <p>Arm/Carapace</p> <p><i>The Deathstorm fires salvos of heavy rocket powered shells from its multiple barrels.</i></p> <p>Cost : 85</p> | <p>Deathstorm 75cm 6d 5+ (-1)</p> |
| <p>Doomfist Reaver or Warlord Titan</p> <p>Arm</p> <p><i>The Doomfist is a deadly hand-to-hand weapon that combines the Close Combat abilities of a chain fist and Power Fist. In addition it is armed with a pair of melta-cannons.</i></p> <p>Cost : 50</p> | <p>Doomfist 25cm 2d 4+ (-3)</p> <p>Shoot or gain D6 CAF and do a Grab Attack at +1 in Close Combat. Destroy Buildings with -4 modifier.</p> |
| <p>Hellblade Reaver, Warlord or Warhound Titan</p> <p>Arm</p> <p><i>The Hellblade is a white hot, powered cleaver capable of carving through armor like a hot knife through butter!</i></p> <p>Cost : 25</p> | <p>Hellblade</p> <p>+3 CAF. May perform a slash attack : select a location and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template, roll for damage against that location as well. Destroy Buildings with -2 modifier.</p> |
| <p>Havoc Missile Rack Warlord Titan</p> <p>2 Carapaces</p> <p><i>It is loaded with six deadly Havoc missiles. One or more missiles can be fired in a deadly salvo that explodes to cover a wide area in death and destruction.</i></p> <p>Cost : 50</p> | <p>Havoc Missile Rack 75cm 8BP 3+ (-1)</p> <p>Limited to 6 shots. If more than one is fired in a turn, all these must be placed so as they touch at least one other barrage template.</p> |