ARMIES OF THE IMMATERIUM

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

KEYWORDS

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

<LEGION>

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

Some datasheets have the **<Legion>** keyword. When you include such a unit in your army, you must nominate which Legion that unit is from. You then simply replace the **<Legion>** keyword in every instance on that unit's datasheet with the name of your chosen Legion.

<MARK OF CHAOS>

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

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

You do not have to choose a Mark of Chaos for a unit if you do not want to; if you do not, it is assumed that the unit has not dedicated itself to a specific Dark God. The exceptions are units from the **World Eaters**, **Thousand Sons**, **Death Guard** and **Emperor's Children** Legions.

You can only choose for a unit to be from the **World Eaters** Legion if it has the **Khorne** keyword, or if it has the **<Mark of Chaos>** keyword and you choose to replace that with **Khorne**.

You can only choose for a unit to be from the **Thousand Sons** Legion if it has the **Tzeentch** keyword, or if it has the **<Mark of Chaos>** keyword and you choose to replace that with **Tzeentch**. You cannot choose for a Hellforged Rapier or a Chaos Hellwright to be from the **Thousand Sons**.

You can only choose for a unit to be from the **Death Guard** Legion if it has the **Nurgle** keyword, or if it has the **<Mark of Chaos>** keyword and you choose to replace that with **Nurgle**. You cannot choose for a Hellforged Rapier or a Chaos Hellwright to be from the **Death Guard**.

You can only choose for a unit to be from the **Emperor's Children** Legion if it has the **Slaanesh** keyword, or if it has the **<Mark of Chaos>** keyword and you choose to replace that with **Slaanesh**.

BLOOD SLAUGHTERER OF KHORNE

8

A Blood Slaughterer of Khorne is a unit that contains 1 model. It is equipped with: Impaler Harpoon; Slaughter Blade.

	M	WS	BS	A	W	Ld	Sv
Blood Slaughterer of Khorne	11"	3+	4+	2	2	5	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Impaler Harpoon	Heavy	12"	1	7+	6+	-
Slaughter Blade	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 1 Impaler Harpoon, this unit can be equipped with 1 Slaughter Blade.

ABILITIES

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

Blind Fury: This unit cannot Fall Back whilst it is within 1" of any enemy **Infantry** units.

FACTION KEYWORDS: Chaos, Khorne, Heretic Astartes, <Legion>

KEYWORDS: Heavy, Vehicle, Daemon, Daemon Engine, Blood Slaughterer of Khorne

GREATER BLIGHT DRONE

11

A Greater Blight Drone is a unit that contains 1 model. It is equipped with: Bile Maw; Blightreaper Cannon; Plague Probe.

	M	WS	BS	A	W	Ld	Sv
Greater Blight Drone	14"	4+	3+	1	2	5	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bile Maw	Heavy	12"	1	7+	7+	-
Blightreaper Cannon	Heavy	36"	2	8+	8+	-
Plague Probe	Melee	Melee	User	8+	8+	-

ABILITIES

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

Blighted Weapons: Re-roll wound rolls of 1 for attacks made by this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, <Legion>

KEYWORDS: Heavy, Vehicle, Fly, Daemon, Daemon Engine, Greater Blight Drone

CHAOS DECIMATOR

10

A Chaos Decimator is a unit that contains 1 model. It is equipped with: 2 Hellflamers; 2 Decimator Siege Claws.

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

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Butcher Cannon	Heavy	36"	1	7+	8+	-
C-beam Cannon	Heavy	72"	1	8+	7+	-
Decimator Storm Laser	Heavy	24"	2	8+	9+	-
Hellflamer	Heavy	8"	1	6+	9+	Inferno
Soulburner Petard	Heavy	24"	1	5+	5+	-
Decimator Siege Claw	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 1 Hellflamer and 1 Decimator Siege Claw, this unit can be equipped with one of the following: 1 Butcher Cannon; 1 C-beam Cannon; 1 Decimator Storm Laser; 1 Soulburner Petard.
- Instead of 2 Hellflamers and 2 Decimator Siege Claws, this unit can be equipped with two of the following in any combination: 1 Butcher Cannon; 1 C-beam Cannon; 1 Decimator Storm Laser; 1 Soulburner Petard.

ABILITIES

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

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Daemon, Daemon Engine, Chaos Decimator

PLAGUE HULK OF NURGLE

12

A Plague Hulk of Nurgle is a unit that contains 1 model. It is equipped with: Rancid Vomit; Rot Cannon; Iron Claw.

	M	WS	BS	A	W	Ld	Sv
Plague Hulk of Nurgle	7"	4+	4+	1	3	5	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Rancid Vomit	Heavy	7"	2	6+	9+	Inferno
Rot Cannon	Heavy	36"	2	5+	8+	-
Iron Claw	Melee	Melee	User	10+	4+	-
Warpsword	Melee	Melee	User	4+	10+	-

WARGEAR OPTIONS

- Instead of 1 Iron Claw, this unit can be equipped with 1 Warpsword.

ABILITIES

Ignore Damage (6+)

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

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, <Legion>

KEYWORDS: Heavy, Vehicle, Daemon, Daemon Engine, Plague Hulk of Nurgle

KYTAN RAVAGER

23

A Kytan Ravager is a unit that contains 1 model. It is equipped with: Kytan Gatling Cannon; Great Cleaver of Khorne.

	M	WS	BS	A	W	Ld	Sv
Kytan Ravager	13"	3+	3+	4	5	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kytan Gatling Cannon	Heavy	48"	2	6+	6+	-
Great Cleaver of Khorne	Melee	Melee	User	5+	5+	Destroyer

ABILITIES

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

FACTION KEYWORDS: Chaos, Khorne, Heretic Astartes, <Legion>

KEYWORDS: Super-heavy, Titanic, Vehicle, Daemon, Daemon Engine, Kytan Ravager

GREATER BRASS SCORPION OF KHORNE

32

A Greater Brass Scorpion of Khorne is a unit that contains 1 model. It is equipped with: Scorpion Cannon; Soulshatter Bombard; Twin Hellmaw Blasters; Hellcrusher Claws.

	M	WS	BS	A	W	Ld	Sv
Greater Brass Scorpion of Khorne	14"	3+	3+	2	4	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Scorpion Cannon	Heavy	36"	2	6+	7+	-
Soulshatter Bombard	Heavy	24"	2	10+	4+	-
Twin Hellmaw Blasters	Heavy	8"	3	5+	7+	Inferno
Hellcrusher Claws	Melee	Melee	x2	4+	4+	-

ABILITIES

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

Runes of the Blood God: When a **Psyker** unit successfully hits this unit with a weapon that has the Witchfire ability, roll one D12; on a 10+ place one blast marker next to that **Psyker** unit.

Doomsday Reactor: When this unit is destroyed, it explodes on a result of 6+.

FACTION KEYWORDS: Chaos, Khorne, Heretic Astartes, <Legion>
KEYWORDS: Super-heavy, Titanic, Vehicle, Daemon, Daemon Engine, Greater Brass Scorpion of Khorne

HELLFORGED CONTEMPTOR DREADNOUGHT

10

A Hellforged Contemptor Dreadnought is a unit that contains 1 model. It is equipped with: 2 Combi-bolters; 2 Hellforged Deathclaws.

	M	WS	BS	A	W	Ld	Sv
Hellforged Contemptor Dreadnought	9"	2+	2+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Butcher Cannon	Heavy	36"	1	7+	8+	-
C-beam Cannon	Heavy	72"	1	8+	7+	-
Ectoplasma Blaster	Heavy	18"	1	6+	6+	-
Ectoplasma Cannon	Heavy	24"	1	5+	5+	-
Havoc Launcher	Heavy	48"	1	7+	9+	-
Hellflamer	Heavy	8"	1	6+	9+	Inferno
Kheres Assault Cannon	Heavy	24"	2	5+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Soulburner	Heavy	24"	1	5+	5+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Combi-bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Feet	Melee	Melee	User	9+	10+	-
Hellforged Chainclaw	Melee	Melee	User	5+	7+	-
Hellforged Deathclaw	Melee	Melee	User	6+	6+	-

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Dreadnought, Helbrute, Hellforged, Hellforged Contemptor Dreadnought

HELLFORGED CONTEMPTOR DREADNOUGHT

WARGEAR OPTIONS

- Instead of 1 Hellforged Deathclaw, this unit can be equipped with 1 Hellforged Chainclaw.
- Instead of 2 Hellforged Deathclaws, this unit can be equipped with 2 Hellforged Chainclaws.
- Instead of 1 Combi-bolter and 1 Hellforged Deathclaw, this unit can be equipped with one of the following: 1 Butcher Cannon; 1 C-beam Cannon; 1 Ectoplasma Cannon; 1 Kheres Assault Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Lascannon.
- Instead of 2 Combi-bolters and 2 Hellforged Deathclaws, this unit can be equipped with two of the following in any combination: 1 Butcher Cannon; 1 C-beam Cannon; 1 Ectoplasma Cannon; 1 Kheres Assault Cannon; 1 Multi-melta; 1 Twin Autocannon; 1 Twin Heavy Bolter; 1 Twin Lascannon.
- Instead of 1 Combi-bolter, this unit can be equipped with one of the following: 1 Ectoplasma Blaster; 1 Hellflamer; 1 Soulburner.
- Instead of 2 Combi-bolters, this unit can be equipped with two of the following in any combination: 1 Ectoplasma Blaster; 1 Hellflamer; 1 Soulburner.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).
- If this unit is not equipped with any other melee weapons, it is also equipped with Armoured Feet.

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Dreadnought, Helbrute, Hellforged, Hellforged Contemptor Dreadnought

HELLFORGED LAND RAIDER PROTEUS

16

A Hellforged Land Raider Proteus is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Infernal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Land Raider Proteus	10"	4+	3+	1	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Havoc Launcher	Heavy	48"	1	7+	9+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Infernal Hunger	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can have an Accursed Phylactery (**Power Rating +1**). If this unit has an Accursed Phylactery, it has the following additional abilities: **Terror Troops**, **Accursed Phylactery**.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Twin Heavy Flamer; 1 Twin Lascannon.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Accursed Phylactery: Enemy units cannot be set up within 12" of any enemy units that have an Accursed Phylactery unit during the Set Up Reinforcements step.

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

TRANSPORT

This unit can transport up to 10 friendly **<Legion> Infantry** models. Each **Terminator** and **Jump Pack** model takes the space of 2 other **Infantry** models and each **Cult of Destruction** model takes the space of 3 other **Infantry** models. If this model has an Accursed Phylactery, it can only transport up to 6 models.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Transport, Hellforged, Land Raider, Hellforged Land Raider Proteus

HELLFORGED LAND RAIDER ACHILLES

16

A Hellforged Land Raider Achilles is a unit that contains 1 model. It is equipped with: Soulburner Bombard; 2 Twin Multi-meltas; Infernal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Land Raider Achilles	10"	4+	3+	1	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Havoc Launcher	Heavy	48"	1	7+	9+	-
Soulburner Bombard	Heavy	48"	2	5+	5+	Barrage
Twin Multi-melta	Heavy	24"	2	10+	4+	-
Infernal Hunger	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

TRANSPORT

This unit can transport up to 6 friendly **<Legion> Infantry** models. Each **Terminator** and **Jump Pack** model takes the space of 2 other **Infantry** models and each **Cult of Destruction** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Transport, Hellforged, Land Raider, Hellforged Land Raider Achilles

HELLFORGED PREDATOR

A Hellforged Predator is a unit that contains 1 model. It is equipped with: Plasma Destroyer; Infernal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Predator	12"	4+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
C-beam Cannon	Heavy	72"	1	8+	7+	-
Havoc Launcher	Heavy	48"	1	7+	9+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Infernal Flamestorm Cannon	Heavy	8"	2	5+	8+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Magna-melta Cannon	Heavy	24"	1	11+	3+	-
Plasma Destroyer	Heavy	36"	2	8+	7+	Supercharge
Predator Autocannon	Heavy	48"	2	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Infernal Hunger	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- Instead of 1 Plasma Destroyer, this unit can be equipped with one of the following: 1 C-beam Cannon; 1 Infernal Flamestorm Cannon; 1 Magna-melta Cannon; 1 Predator Autocannon; 1 Twin Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Lascannons.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>

KEYWORDS: Heavy, Vehicle, Hellforged, Hellforged Predator

HELLFORGED SCORPIUS

11

A Hellforged Scorpius is a unit that contains 1 model. It is equipped with: Scorpius Multi-launcher; Combi-bolter; Infernal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Scorpius	12"	4+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Havoc Launcher	Heavy	48"	1	7+	9+	-
Scorpius Multi-launcher	Heavy	48"	3	7+	10+	Barrage
Combi-bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Infernal Hunger	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Hellforged, Hellforged Scorpius

HELLFORGED SICARAN

12

A Hellforged Sicaran is a unit that contains 1 model. It is equipped with: Heavy Bolter; Twin Accelerator Autocannon; Infernal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Sicaran	14"	4+	3+	2	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Havoc Launcher	Heavy	48"	1	7+	9+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Twin Accelerator Autocannon	Heavy	48"	2	5+	8+	Anti-air
Infernal Hunger	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Hellforged, Hellforged Sicaran

HELLFORGED SICARAN VENATOR

12

A Hellforged Sicaran Venator is a unit that contains 1 model. It is equipped with: Heavy Bolter; Malignatas Beam Laser; Infernal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Sicaran Venator	14"	4+	3+	2	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Havoc Launcher	Heavy	48"	1	7+	9+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Malignatas Beam Laser	Heavy	36"	1	6+	6+	Destroyer
Infernal Hunger	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Hellforged, Hellforged Sicaran Venator

HELLFORGED SPARTAN ASSAULT TANK

22

A Hellforged Spartan Assault Tank is a unit that contains 1 model. It is equipped with: 2 Laser Destroyers; Twin Heavy Bolter; Infernal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Spartan Assault Tank	10"	4+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Havoc Launcher	Heavy	48"	1	7+	9+	-
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Quad Lascannon	Heavy	48"	2	9+	3+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Infernal Hunger	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- Instead of 2 Laser Destroyers, this unit can be equipped with 2 Quad Lascannons.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Heavy Flamer.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

In the Belly of the Beast: When a unit disembarks from this unit, roll one D6. On a 1 place one blast marker next to that unit and roll one D6; on a 4+ you can remove one damage marker from this unit.

TRANSPORT

This unit can transport up to 25 friendly **<Legion> Infantry** models. Each **Terminator** and **Jump Pack** model takes the space of 2 other **Infantry** models and each **Cult of Destruction** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Super-heavy, Titanic, Vehicle, Transport, Hellforged, Hellforged Spartan Assault Tank

HELLFORGED DEREDEO DREADNOUGHT

12

A Hellforged Deredeo Dreadnought is a unit that contains 1 model. It is equipped with: Butcher Cannon Array; Twin Heavy Bolter; Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Hellforged Deredeo Dreadnought	7"	4+	2+	2	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Butcher Cannon Array	Heavy	36"	2	6+	7+	-
Dual Malignatas Saker	Heavy	48"	2	7+	7+	-
Ectoplasma Battery	Heavy	24"	2	6+	6+	-
Greater Havoc Launcher	Heavy	48"	1	6+	8+	Barrage
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Armoured Feet	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- Instead of 1 Butcher Cannon Array, this unit can be equipped with one of the following: 1 Dual Malignatas Saker; 1 Ectoplasma Battery.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Heavy Flamer.
- This unit can also be equipped with 1 Greater Havoc Launcher (**Power Rating +1**), or it can have a Hellfire Veil (**Power Rating +1**). If this unit has a Hellfire Veil, it has the following additional abilities: **Hellfire Veil**.

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

Hellfire Veil: Add 1 to saving throws made for <Legion> units whilst they are within 6" of any friendly <Legion> units that have a Hellfire Veil.

Helical Targeting Array: When this unit makes a Shoot action, if it has remained stationary this turn, add the Anti-air ability to its weapons for that action.

Bulky: This model cannot embark aboard a Transport.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Dreadnought, Helbrute, Hellforged, Hellforged Deredeo Dreadnought

HELLFORGED RAPIER

3

A Hellforged Rapier is a unit that contains 3 models. It is equipped with: Ectoplasma Cannon; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Hellforged Rapier (3 models)	4"	6+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
C-beam Cannon	Heavy	72"	1	8+	7+	-
Ectoplasma Cannon	Heavy	24"	1	5+	5+	-
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Quad Heavy Bolter	Heavy	36"	2	5+	8+	-
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- Instead of 1 Ectoplasma Cannon, this unit can be equipped with one of the following (**Power Rating +1** per Laser Destroyer or Quad Heavy Bolter): 1 C-beam Cannon; 1 Laser Destroyer; 1 Quad Heavy Bolter.

ABILITIES

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

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Artillery, Hellforged, Hellforged Rapier

HELLFORGED LEVIATHAN DREADNOUGHT

11

A Hellforged Leviathan Dreadnought is a unit that contains 1 model. It is equipped with: 2 Hellflamers; 2 Meltaguns; 2 Hellforged Siege Claws.

	M	WS	BS	A	W	Ld	Sv
Hellforged Leviathan Dreadnought	8"	2+	2+	2	2	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Butcher Cannon Array	Heavy	36"	2	6+	7+	-
Grav-flux Bombard	Heavy	18"	1	7+	7+	Destroyer
Hellflamer	Heavy	8"	1	6+	9+	Inferno
Meltagun	Heavy	12"	1	11+	7+	-
Soulburner Ribaudkin	Heavy	18"	1	5+	5+	-
Hellforged Siege Claw	Melee	Melee	User	5+	6+	-
Hellforged Siege Drill	Melee	Melee	User	6+	5+	-

WARGEAR OPTIONS

- Instead of 1 Meltagun and 1 Hellforged Siege Claw, this unit can be equipped with one of the following (**Power Rating +1** per Butcher Cannon Array): 1 Butcher Cannon Array; 1 Grav-flux Bombard; 1 Soulburner Ribaudkin.
- Instead of 2 Meltaguns and 2 Hellforged Siege Claws, this unit can be equipped with two of the following in any combination (**Power Rating +1** per Butcher Cannon Array): 1 Butcher Cannon Array; 1 Grav-flux Bombard; 1 Soulburner Ribaudkin.
- Instead of 1 Hellforged Siege Claw, this unit can be equipped with 1 Hellforged Siege Drill.
- Instead of 2 Hellforged Siege Claws, this unit can be equipped with 2 Hellforged Siege Drills.

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

Bulky: This model cannot embark aboard a **Transport**.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Dreadnought, Helbrute, Hellforged, Hellforged Leviathan Dreadnought

HELLFORGED DREADCLAW DROP POD

8

A Hellforged Dreadclaw Drop Pod is a unit that contains 1 model. It is equipped with: Thermal Jets; Blade Struts.

	M	WS	BS	A	W	Ld	Sv
Hellforged Dreadclaw Drop Pod	15"	4+	5+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Thermal Jets	Heavy	6"	User	7+	9+	Inferno
Blade Struts	Melee	Melee	User	9+	9+	-

ABILITIES

Deep Strike

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

TRANSPORT

This unit can transport up to 10 friendly **<Legion> Infantry** models, or 1 friendly **Chaos Decimator** model, or 1 friendly **Helbrute** model. Each **Terminator** and **Jump Pack** model takes the space of 2 other **Infantry** models and each **Cult of Destruction** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Fly, Transport, Hellforged, Hellforged Dreadclaw Drop Pod

HELLFORGED KHARYBDIS ASSAULT CLAW

18

A Hellforged Kharybdis Assault Claw is a unit that contains 1 model. It is equipped with: 5 Kharybdis Storm Launchers; Thermal Jet Array; Blade Struts; Melta Cutters.

	M	WS	BS	A	W	Ld	Sv
Hellforged Kharybdis Assault Claw	15"	4+	4+	2	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kharybdis Storm Launcher	Heavy	24"	1	7+	9+	-
Thermal Jet Array	Heavy	6"	1	6+	8+	Inferno
Blade Struts	Melee	Melee	User	9+	9+	-
Melta Cutters	Melee	Melee	User	11+	4+	-

ABILITIES

Deep Strike

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

TRANSPORT

This unit can transport up to 20 friendly **<Legion> Infantry** models, or up to 3 friendly **<Legion> Hellforged Rapier** units, or 1 friendly **Chaos Decimator** model, or 1 friendly **Helbrute** model. Each **Terminator** and **Jump Pack** model takes the space of 2 other **Infantry** models and each **Cult of Destruction** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Fly, Transport, Hellforged, Drop Pod, Hellforged Kharybdis Assault Claw

HELLFORGED CERBERUS HEAVY DESTROYER

A Hellforged Cerberus Heavy Destroyer is a unit that contains 1 model. It is equipped with: Malignatas Beam Cannon; Infernal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Cerberus Heavy Destroyer	10"	4+	2+	3	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Havoc Launcher	Heavy	48"	1	7+	9+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Malignatas Beam Cannon	Heavy	72"	2	6+	6+	Destroyer
Infernal Hunger	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Super-heavy, Vehicle, Titanic, Hellforged, Hellforged Cerberus Heavy Destroyer

HELLFORGED TYPHON HEAVY SIEGE TANK

23

A Hellforged Typhon Heavy Siege Tank is a unit that contains 1 model. It is equipped with: Dreadhammer Siege Cannon; Infernal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Typhon Heavy Siege Tank	10"	4+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dreadhammer Siege Cannon	Heavy	24"	3	4+	5+	Destroyer
Havoc Launcher	Heavy	48"	1	7+	9+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Infernal Hunger	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

Dreadhammer Siege Cannon: When this unit makes a Shoot action, if it has remained stationary this turn, double the range of its Dreadhammer Siege Cannon for that action.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Super-heavy, Vehicle, Titanic, Hellforged, Hellforged Typhon Heavy Siege Tank

HELLFORGED FELLBLADE

33

A Hellforged Fellblade is a unit that contains 1 model. It is equipped with: Demolisher Cannon; Fellblade Accelerator Cannon; 2 Laser Destroyers; Twin Heavy Bolter; Eternal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Fellblade	10"	4+	3+	3	5	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Fellblade Accelerator Cannon	Heavy	100"	2	4+	4+	Destroyer
Havoc Launcher	Heavy	48"	1	7+	9+	-
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Quad Lascannon	Heavy	48"	2	9+	3+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Eternal Hunger	Melee	Melee	User	7+	8+	-

WARGEAR OPTIONS

- Instead of 2 Laser Destroyers, this unit can be equipped with 2 Quad Lascannons.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Heavy Flamer.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Super-heavy, Vehicle, Titanic, Hellforged, Hellforged Fellblade

HELLFORGED FALCHION

35

A Hellforged Falchion is a unit that contains 1 model. It is equipped with: 2 Laser Destroyers; Twin Heavy Bolter; Twin Volcano Cannon; Eternal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Falchion	10"	4+	3+	3	5	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Havoc Launcher	Heavy	48"	1	7+	9+	-
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Quad Lascannon	Heavy	48"	2	9+	3+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Volcano Cannon	Heavy	120"	2	3+	3+	Destroyer
Eternal Hunger	Melee	Melee	User	7+	8+	-

WARGEAR OPTIONS

- Instead of 2 Laser Destroyers, this unit can be equipped with 2 Quad Lascannons.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Twin Heavy Flamer.
- This unit can also be equipped with 1 Havoc Launcher (**Power Rating +1**).

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Super-heavy, Titanic, Vehicle, Hellforged, Hellforged Falchion

HELLFORGED MASTODON

37

A Hellforged Mastodon is a unit that contains 1 model. It is equipped with: 2 Hellflamers; 2 Lascannons; Siege Melta Array; Skyreaper Battery; Eternal Hunger.

	M	WS	BS	A	W	Ld	Sv
Hellforged Mastodon	10"	4+	3+	3	6	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellflamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Siege Melta Array	Heavy	12"	4	11+	3+	-
Skyreaper Battery	Heavy	48"	3	7+	5+	Anti-air
Eternal Hunger	Melee	Melee	User	7+	8+	-

ABILITIES

Void Shields: At the start of the Damage phase, you can remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

In the Belly of the Beast: When a unit disembarks from this unit, roll one D6. On a 1 place one blast marker next to that unit and roll one D6; on a 4+ you can remove one damage marker from this unit.

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

TRANSPORT

This unit can transport friendly <Legion> models in one of the following combinations:

- Up to 40 Infantry models.
- Up to 30 Infantry models and 1 Chaos Decimator or Helbrute model.
- Up to 20 Infantry models and up to 2 Chaos Decimator or Helbrute models.

Each Terminator and Jump Pack model takes the space of 2 other Infantry models and each Cult of Destruction model takes the space of 3 other Infantry models.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Super-heavy, Titanic, Vehicle, Transport, Hellforged, Hellforged Mastodon

CHAOS HELL BLADE

10

A Chaos Hell Blade is a unit that contains 1 model. It is equipped with: 2 Helstorm Cannons; Bladed Wings.

	M	WS	BS	A	W	Ld	Sv
Chaos Hell Blade	18-60"	6+	3+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Helstorm Cannon	Heavy	36"	1	8+	8+	-
Lascannon	Heavy	48"	1	10+	5+	-
Bladed Wings	Melee	Melee	User	10+	11+	-

WARGEAR OPTIONS

- Instead of 2 Helstorm Cannons, this unit can be equipped with 2 Lascannons.

ABILITIES

Supersonic

Skyborne Predator: Add 1 to hit rolls for attacks made by this unit that target units that can **Fly**.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, Eyrine Cults, <Legion>
KEYWORDS: Heavy, Fly, Aircraft, Vehicle, Chaos Hell Blade

CHAOS HELL TALON

A Chaos Hell Talon is a unit that contains 1 model. It is equipped with: Helstorm Cannon; Twin Lascannon; Bladed Wings.

	M	WS	BS	A	W	Ld	Sv
Chaos Hell Talon	**20-60"**	**6+**	**3+**	**1**	**3**	**6**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Havoc Launcher	Heavy	48"	1	7+	9+	-
Helstorm Cannon	Heavy	36"	1	8+	8+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Bladed Wings	Melee	Melee	User	10+	11+	-

WARGEAR OPTIONS

- Instead of 1 Helstorm Cannon, this unit can be equipped with 1 Havoc Launcher.

ABILITIES

Supersonic

Helwrought Bombs: When this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll three D6, subtracting 1 from each result if that unit is a **Character**; for each result of 4+ place one blast marker next to that unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, Eyrine Cults, <Legion>
KEYWORDS: Heavy, Fly, Aircraft, Vehicle, Chaos Hell Talon

CHAOS STORM EAGLE ASSAULT GUNSHIP

15

A Chaos Storm Eagle Assault Gunship is a unit that contains 1 model. It is equipped with: Hellstrike Missiles; Twin Heavy Bolter; Vengeance Launcher; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Chaos Storm Eagle Assault Gunship	20-45"	6+	3+	1	3	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Balefire Missiles	Heavy	36"	2	7+	9+	-
Havoc Launcher	Heavy	48"	1	7+	9+	-
Hellstrike Missiles	Heavy	72"	1	6+	6+	-
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-melta	Heavy	24"	2	10+	4+	-
Vengeance Launcher	Heavy	48"	2	6+	10+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with one of the following: 1 Havoc Launcher; 1 Reaper Autocannon; 1 Twin Multi-melta.
- Instead of Hellstrike Missiles, this unit can be equipped with one of the following: Balefire Missiles; 2 Twin Lascannons (**Power Rating +2**).

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 20 friendly **<Legion> Infantry** models. Each **Terminator** and **Jump Pack** model takes the space of 2 other **Infantry** models and each **Cult of Destruction** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, Eyrine Cults, <Legion>

KEYWORDS: Heavy, Fly, Transport, Aircraft, Vehicle, Chaos Storm Eagle Assault Gunship

CHAOS FIRE RAPTOR ASSAULT GUNSHIP

19

A Chaos Fire Raptor Assault Gunship is a unit that contains 1 model. It is equipped with: Hellstrike Missiles; 2 Quad Heavy Bolters; Twin Avenger Bolt Cannon; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Chaos Fire Raptor Assault Gunship	20-45"	6+	3+	1	3	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Balefire Missiles	Heavy	36"	2	7+	9+	-
Hellstrike Missiles	Heavy	72"	1	6+	6+	-
Quad Heavy Bolter	Heavy	36"	2	5+	8+	-
Reaper Battery	Heavy	36"	2	8+	5+	-
Twin Avenger Bolt Cannon	Heavy	36"	2	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- Instead of 2 Quad Heavy Bolters, this unit can be equipped with 2 Reaper Batteries.
- Instead of Hellstrike Missiles, this unit can be equipped with one of the following: Balefire Missiles; 2 Twin Lascannons (**Power Rating +2**).

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, Eyrine Cults, <Legion>
KEYWORDS: Heavy, Fly, Aircraft, Vehicle, Chaos Fire Raptor Assault Gunship

CHAOS THUNDERHAWK ASSAULT GUNSHIP

A Chaos Thunderhawk Assault Gunship is a unit that contains 1 model. It is equipped with: Balefire Missiles; 2 Lascannons; Thunderhawk Heavy Cannon; 4 Twin Heavy Bolters; Massively Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Chaos Thunderhawk Assault Gunship	20-50"	6+	2+	2	8	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Balefire Missiles	Heavy	36"	2	7+	9+	-
Hellstrike Battery	Heavy	72"	2	8+	6+	-
Lascannon	Heavy	48"	1	10+	5+	-
Reaper Battery	Heavy	36"	2	8+	5+	-
Thunderhawk Heavy Cannon	Heavy	48"	3	6+	6+	-
Turbo-laser Destructor	Heavy	96"	1	7+	3+	Destroyer
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Massively Armoured Bulk	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- Instead of 1 Thunderhawk Heavy Cannon, this unit can be equipped with 1 Turbo-laser Destructor (**Power Rating +2**).
- Instead of Balefire Missiles, this unit can be equipped with 1 Hellstrike Battery (**Power Rating +2**).
- Instead of being equipped with Balefire Missiles, this unit can have Thunderhawk Cluster Bombs (**Power Rating +1**). If this unit has Thunderhawk Cluster Bombs, it gains the following abilities: **Thunderhawk Cluster Bombs**.
- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Reaper Battery (**Power Rating +1**).

ABILITIES

Supersonic

Thunderhawk Cluster Bombs: When a unit with Thunderhawk Cluster Bombs finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll six D6, subtracting 1 from each result if that unit is a **Character**; for each result of 4+ place one blast marker next to that unit.

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 30 friendly **<Legion> Infantry**, **Biker** and **Cavalry** models. Each **Biker** or **Cavalry** model tales the space of 3 **Infantry** models, each **Terminator** and **Jump Pack** model takes the space of 2 other **Infantry** models and each **Cult of Destruction** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, Eyrine Cults, <Legion>
KEYWORDS: Super-heavy, Aircraft, Titanic, Fly, Transport, Vehicle, Chaos Thunderhawk Assault Gunship

CHAOS SOKAR PATTERN STORMBIRD GUNSHIP

62

A Chaos Sokar Pattern Stormbird Gunship is a unit that contains 1 model. It is equipped with: Dreadstrike Missiles; 3 Twin Heavy Bolters; 4 Twin Lascannons; Massively Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Chaos Sokar Pattern Stormbird Gunship	20-50"	6+	2+	2	10	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dreadstrike Missiles	Heavy	120"	2	5+	5+	-
Reaper Battery	Heavy	36"	2	8+	5+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Massively Armoured Bulk	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Bolter, this unit can be equipped with 1 Reaper Battery.
- Instead of 2 Twin Heavy Bolters, this unit can be equipped with 2 Reaper Batteries.
- Instead of 3 Twin Heavy Bolters, this unit can be equipped with 3 Reaper Batteries.

ABILITIES

Supersonic

Void Shields: At the start of the Damage phase, you can remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Projected Void Shields: Improve the Save characteristic (to a maximum of 3+) of friendly units by 1 whilst they are wholly within 8" of any units with this ability that do not have the Supersonic ability.

TRANSPORT

This unit can transport up to 50 friendly **<Legion> Infantry**, **Biker** and **Cavalry** models, or up to 25 friendly **<Legion> Infantry**, **Biker** and **Cavalry** models and 1 friendly **Chaos Rhino**. Each **Biker** or **Cavalry** model tales the space of 3 **Infantry** models, each **Terminator** and **Jump Pack** model takes the space of 2 other **Infantry** models and each **Cult of Destruction** model takes the space of 3 other **Infantry** models. A **Chaos Rhino** can transport models whilst it is embarked aboard this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, Eyrine Cults, <Legion>
KEYWORDS: Super-heavy, Aircraft, Titanic, Fly, Transport, Vehicle, Chaos Sokar Pattern Stormbird Gunship

CHAOS XIPHON INTERCEPTOR

11

A Chaos Xiphon Interceptor is a unit that contains 1 model. It is equipped with: Soulstalker Missiles; 2 Twin Lascannons; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Chaos Xiphon Interceptor	**20-70"**	**6+**	**3+**	**1**	**2**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Soulstalker Missiles	Heavy	60"	1	7+	7+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

ABILITIES

Supersonic

Skyborne Predator: Add 1 to hit rolls for attacks made by this unit that target units that can **Fly**.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, Eyrine Cults, <Legion>

KEYWORDS: Heavy, Fly, Aircraft, Vehicle, Chaos Xiphon Interceptor

ZHUFOR THE IMPALER

7

Zhufor the Impaler is a unit that contains 1 model. It is equipped with: Claw of Demnos & Skulltaker Axe. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Zhufor the Impaler	5"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Claw of Demnos & Skulltaker Axe	Melee	Melee	User	8+	8+	-

ABILITIES

Deep Strike, Terror Troops

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

FACTION KEYWORDS: Chaos, Khorne, Heretic Astartes, World Eaters, Skulltakers

KEYWORDS: Light, Infantry, Character, Chaos Lord, Terminator, Zhufor the Impaler

NECROSIUS THE UNDYING

6

Necrosius the Undying is a unit that contains 1 model. It is equipped with: Tainted Force Blade. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Necrosius the Undying	5"	3+	3+	1	1	7	4+

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

ABILITIES

Ignore Damage (6+)

Arch-Sorcerer of the Tainted: Add 1 to hit rolls for attacks made by friendly **The Tainted** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard, The Tainted

KEYWORDS: Light, Infantry, Psyker, Character, Sorcerer, Necrosius the Undying

LORD ARKOS

7

Lord Arkos is a unit that contains 1 model. It is equipped with: Black Blade of Venom. You can only include one of this unit in your army.

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

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Black Blade of Venom	Melee	Melee	User	8+	8+	-

ABILITIES

Infiltrators

Aura of Dark Majesty: Subtract 1 from hit rolls for attacks made with ranged weapons by enemy units that target this unit.

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

Arch-Villain: At the start of the Generate Command Assets step, if this unit is a **Warlord** and is on the battlefield, you generate one extra Command Asset.

FACTION KEYWORDS: Chaos, Heretic Astartes, Alpha Legionm The Faithless
KEYWORDS: Light, Infantry, Character, Chaos Lord, Lord Arkos

CHAOS HELLWRIGHT

5

A Chaos Hellwright is a unit that contains 1 model. It is equipped with: Hellwright Weapons (Ranged); Hellwright Weapons (Melee).

	M	WS	BS	A	W	Ld	Sv
Chaos Hellwright	6"	3+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hellwright Weapons (Ranged)	Heavy	12"	1	8+	9+	Inferno
Warpfire Lance	Heavy	15"	1	8+	8+	-
Hellwright Weapons (Melee)	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- This unit can have a Dark Abeyant (**Power Rating +1**). If this unit has a Dark Abeyant, it:
  - Has a Movement characteristic of 8".
  - Has the following additional abilities: **Monstrous Bulk.**
  - Is additionally equipped with 1 Warpfire Lance.
  - Has the following additional keywords: **Chaos Hellwright on Dark Abeyant**.
  - Loses the following keywords: **Chaos Hellwright**.

ABILITIES

Monstrous Bulk: If this unit has a Dark Abeyant, it takes the space of 3 other **Infantry** models when embarked aboard a **Transport**.

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

Gift of the Hellforge: Add 1 to the Leadership characteristic of friendly **Hellforged** units whilst they are within 6" of any friendly units with this ability.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion> or Dark Mechanicus

KEYWORDS: Light, Infantry, Character, Warpsmith, Chaos Hellwright

FERRUM INFERNUS CHAOS DREADNOUGHT

7

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

	M	WS	BS	A	W	Ld	Sv
Ferrum Infernus Chaos Dreadnought	8"	3+	3+	2	2	6	6+

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

WARGEAR OPTIONS

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

ABILITIES

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

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>

KEYWORDS: Heavy, Vehicle, Helbrute, Ferrum Infernus Chaos Dreadnought

SONIC DREADNOUGHT

7

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

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

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

WARGEAR OPTIONS

- This unit can also be equipped with 1 Doom Siren (**Power Rating +1**).
- Instead of 1 Multi-melta, this unit can be equipped with one of the following: 2 Blastmasters; 1 Helbrute Plasma Cannon; 1 Reaper Autocannon; 1 Twin Heavy Bolter; 1 Twin Lascannon; 1 Helbrute Fist.
- Instead of 1 Helbrute Fist, this unit can be equipped with one of the following: 1 Helbrute Hammer; 1 Power Scourge.
- Instead of 1 Helbrute Fist, this unit can be equipped with 1 Missile Launcher and Armoured Feet.
- For each Helbrute Fist this unit is equipped with, it can also be equipped with 1 Heavy Flamer.

ABILITIES

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

FACTION KEYWORDS: Chaos, Slaanesh, Heretic Astartes, Emperor's Children

KEYWORDS: Heavy, Vehicle, Helbrute, Sonic Dreadnought

CHAOS VINDICATOR LASER DESTROYER

11

A Chaos Vindicator Laser Destroyer is a unit that contains 1 model. It is equipped with: Laser Volley Cannon; Storm Bolter; Infernal Hunger.

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

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laser Volley Cannon	Heavy	36"	2	10+	5+	Supercharge, Destroyer
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Infernal Hunger	Melee	Melee	User	7+	9+	-

ABILITIES

Machina Malifica: Each time a blast marker is placed next to an enemy unit as a result of an attack made by this unit with a melee weapon, if no damage markers have been removed from this unit as a result of this ability this turn roll one D6; on a 4+ you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>

KEYWORDS: Heavy, Vehicle, Vindicator, Hellforged, Chaos Vindicator Laser Destroyer

TERRAX-PATTERN TERMITE ASSAULT DRILL

12

A Terrax-pattern Termite Assault Drill is a unit that contains 1 model. It is equipped with: Melta Cutter; 2 Storm Bolters; Termite Drill.

	M	WS	BS	A	W	Ld	Sv
Terrax-pattern Terminte Assault Drill	8"	4+	3+	2	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Melta Cutter	Heavy	12"	1	10+	4+	-
Twin Volkite Charger	Heavy	15"	1	6+	7+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Termite Drill	Melee	Melee	User	6+	6+	Destroyer

WARGEAR

- Instead of 2 Storm Bolters, this unit can be equipped with one of the following: 2 Heavy Flamers; 2 Twin Volkite Chargers.

ABILITIES

Deep Strike

TRANSPORT

This unit can transport 12 friendly **<Legion> Infantry** models. It cannot transport **Jump Pack, Terminator** or **Cult of Destruction** models.

FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS: Heavy, Vehicle, Transport, Termite Assault Drill