SOLDIERS OF THE DARK GODS

These datasheets allow you to fight Apocalypse battles with your Renegades and Heretics 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 **<Chaos Covenant>** keyword. This is shorthand for a keyword of your choosing, as described below.

<CHAOS COVENANT>

Many Renegades and Heretics units are in covenant with one of the Chaos Gods. If a datasheet does not specify which god it is in covenant with, it will have the **<Chaos Covenant>** keyword. When you include such a unit in your army, you must nominate which Chaos God that unit is in covenant with. You then simply replace the **<Chaos Covenant>** keyword in every instance on that unit's datasheet with the appropriate keyword: **Covenant of Khorne**, **Covenant of Nurgle**, **Covenant of Tzeentch** or **Covenant of Slaanesh**.

For example, if you were to include a Renegade Commander in your army, and you decided he was in covenant with Nurgle, his **<Chaos Covenant>** Faction keyword is changed to **Covenant of Nurgle**.

Note that if a unit has the **Psyker** keyword, it cannot be in covenant with Khorne.

TURRET WEAPONS LIST

This list includes weapon profiles for the Leman Russ Battle Tank datasheet.

TURRET WEAPONS LIST						
WEAPON	**TYPE**	**RANGE**	**A**	**SAP**	**SAT**	**ABILITIES**
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Eradicator Nova Cannon	Heavy	36"	2	5+	9+	-
Executioner Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Exterminator Autocannon	Heavy	48"	2	6+	8+	-
Punisher Gatling Cannon	Heavy	24"	6	7+	10+	-
Vanquisher Battle Cannon	Heavy	72"	2	10+	4+	-

RENEGADE COMMANDER

2

A Renegade Commander is a unit that contains 1 model. It is equipped with: Commander's Weapons.

	M	WS	BS	A	W	Ld	Sv
Renegade Commander	6"	3+	3+	1	1	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Commander's Weapons	Melee	Melee	User	10+	11+	-

ABILITIES

Chaos Covenant: If this unit is its Detachment's Commander, it gains one of the following abilities depending on which covenant keyword it has:

- **Covenant of Khorne:** Re-roll hit rolls and wound rolls of 1 for attacks made with melee weapons by **Covenant of Khorne** units in this unit's Detachment.
- **Covenant of Nurgle: Covenant of Nurgle** units in this unit's Detachment have the Ignore Damage (6+) ability.
- **Covenant of Slaanesh:** Add 2" to the Move characteristic of **Covenant of Slaanesh** units in this unit's Detachment.
- **Covenant of Tzeentch:** Add 1 to saving throws made for **Covenant of Tzeentch** units in this unit's Detachment.

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>
KEYWORDS: Light, Infantry, Character, Renegade Commander

MALEFIC LORD

2

A Malefic Lord is a unit that contains 1 model. It is equipped with: Bare Hands.

	M	WS	BS	A	W	Ld	Sv
Malefic Lord	6"	4+	4+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bare Hands	Melee	Melee	User	12+	12+	-
Warp-empowered Fists	Melee	Melee	User	9+	9+	-

ABILITIES

Warp Possession: If the Perils of the Warp Command Asset is played after this model manifests a psychic power, it replaces its Bare Hands weapon with the Warp-empowered Fists weapon for the rest of the battle.

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>

KEYWORDS: Light, Infantry, Psyker, Character, Malefic Lord

ROGUE PSYKER COVEN

3

A Rogue Psyker Coven is a unit that contains 5 models. It is equipped with: Bare Hands.

	M	WS	BS	A	W	Ld	Sv
Rogue Psyker Coven (5 models)	6"	5+	5+	3	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bare Hands	Melee	Melee	User	12+	12+	-

ABILITIES

Choir of Chaos: When this unit manifests a psychic power you can place a blast marker next to it. If you do, after the psychic power is resolved roll one D12; on an 11+ return that Command Asset to your hand instead of discarding it. That Command Asset cannot be played again this turn.

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>

KEYWORDS: Light, Infantry, Psyker, Rogue Psyker Coven

RENEGADE CULTISTS

3

Renegade Cultists are a unit that contains 10 models. It can contain 20 models (**Power Rating 6**) or 30 models (**Power Rating 9**). It is equipped with: Cultist Weapons (Ranged); Cultist Weapons (Melee).

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

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Cultist Weapons (Ranged)	Small Arms	24"	User	8+	10+	-
Cultist Weapons (Melee)	Melee	Melee	x2	9+	10+	-

WARGEAR OPTIONS

- For every 10 models this unit contains, it can also be equipped with 1 Heavy Stubber (**Power Rating +1** per weapon).

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>

KEYWORDS: Light, Infantry, Renegade Cultists

RENEGADE MILITIA SQUAD

1

A Renegade Militia Squad is a unit that contains 10 models. It can contain 20 models (**Power Rating 2**). For every 10 models it can contain 1 weapons team model instead of 2 other models (**Power Rating +1** per weapons team model). It is equipped with: Cultist Weapons (Ranged); Cultist Weapons (Melee).

	M	WS	BS	A	W	Ld	Sv
Renegade Militia Squad (9/10 models)	6"	5+	5+	2	2	4	10+
Renegade Militia Squad (18-20 models)	6"	5+	5+	4	4	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Cultist Weapons (Ranged)	Small Arms	24"	User	8+	10+	-
Cultist Weapons (Melee)	Melee	Melee	x2	9+	10+	-

WARGEAR OPTIONS

- For each weapons team model this unit contains, it must also be equipped with one of the following: 1 Autocannon; 1 Heavy Bolter; 1 Heavy Stubber; 1 Lascannon; 1 Missile Launcher; 1 Mortar.

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>
KEYWORDS: Light, Infantry, Renegade Militia Squad

RENEGADE MUTANT RABBLE

3

A Renegade Mutant Rabble is a unit that contains 10 models. It can contain 20 models (**Power Rating 6**), 30 models (**Power Rating 9**), 40 models (**Power Rating 12**) or 50 models (**Power Rating 15**). It is equipped with: Mutant Weapons (Ranged); Mutant Weapons (Melee).

	M	WS	BS	A	W	Ld	Sv
Renegade Mutant Rabble (10 models)	7"	5+	5+	2	2	4	9+
Renegade Mutant Rabble (20 models)	7"	5+	5+	4	4	4	9+
Renegade Mutant Rabble (30 models)	7"	5+	5+	6	6	4	9+
Renegade Mutant Rabble (40 models)	7"	5+	5+	8	8	4	9+
Renegade Mutant Rabble (50 models)	7"	5+	5+	10	10	4	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Mutant Weapons (Ranged)	Small Arms	24"	User	8+	10+	-
Mutant Weapons (Melee)	Melee	Melee	x2	8+	9+	-

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>

KEYWORDS: Light, Infantry, Mutants, Renegade Mutant Rabble

CHAOS SPAWN

3

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

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

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

ABILITIES

Terror Troops

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

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

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>

KEYWORDS: Light, Beast, Chaos Spawn

RENEGADE COMMAND SQUAD

2

A Renegade Command Squad is a unit that contains 4 models. It can contain 9 models (**Power Rating 4**) or 14 models (**Power Rating 6**). It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Renegade Weapons (Ranged); Renegade Weapons (Melee).

	M	WS	BS	A	W	Ld	Sv
Renegade Command Squad (3/4 models)	6"	3+	3+	1	1	4	10+
Renegade Command Squad (8/9 models)	6"	3+	3+	2	2	4	10+
Renegade Command Squad (13/14 models)	6"	3+	3+	3	3	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Renegade Weapons (Ranged)	Small Arms	24"	User	8+	10+	-
Renegade Weapons (Melee)	Melee	Melee	x2	9+	10+	-

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>

KEYWORDS: Light, Infantry, Renegade Command Squad

RENEGADE COMMAND SQUAD

WARGEAR OPTIONS

- If this unit contains a weapons team model, it must also be equipped with one of the following: 1 Autocannon; 1 Heavy Bolter; 1 Heavy Stubber; 1 Lascannon; 1 Missile Launcher; 1 Mortar.
- This unit can have one of the following (**Power Rating +1**):
  - Banner of the Apostate. If this unit has a Banner of the Apostate, it:
    - Has the following additional abilities: **Banner of the Apostate**.
  - Banner of Hate. If this unit has a Banner of Hate, it:
    - Has the following additional abilities: **Banner of Hate**.

ABILITIES

Banner of the Apostate: Subtract 1 from the Leadership characteristic of **Imperial** units whilst they are within 6" of any units that have a Banner of the Apostate.

Banner of Hate: In the Damage phase, damage must be resolved for units that have a Banner of Hate before damage is resolved for any other units (including **Super-heavy** units). If a unit that has a Banner of Hate is destroyed, before removing it from the battlefield, roll a D12 for each other **Light** unit within 3" of that unit; on a 10+ place one blast marker next to the unit being rolled for.

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>
KEYWORDS: Light, Infantry, Renegade Command Squad

RENEGADE DISCIPLE SQUAD

2

A Renegade Disciple Squad is a unit that contains 5 model. It can contain 10 models (**Power Rating 4**) or 15 models (**Power Rating 6**). It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Disciples' Weapons (Ranged); Disciples' Weapons (Melee).

	M	WS	BS	A	W	Ld	Sv
Renegade Disciple Squad (4/5 models)	6"	3+	3+	1	1	5	10+
Renegade Disciple Squad (9/10 models)	6"	3+	3+	2	2	5	10+
Renegade Disciple Squad (14/15 models)	6"	3+	3+	3	3	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Disciples' Weapons (Ranged)	Small Arms	24"	User	8+	10+	-
Disciples' Weapons (Melee)	Melee	Melee	x2	9+	10+	-

WARGEAR OPTIONS

- If this unit contains a weapons team model, it must also be equipped with one of the following: 1 Autocannon; 1 Heavy Bolter; 1 Heavy Stubber; 1 Lascannon; 1 Missile Launcher; 1 Mortar.

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>

KEYWORDS: Light, Infantry, Renegade Disciple Squad

RENEGADE ENFORCER

2

A Renegade Enforcer is a unit that contains 1 model. It is equipped with: Enforcer Weapons.

	M	WS	BS	A	W	Ld	Sv
Renegade Enforcer	6"	3+	3+	1	1	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Enforcer Weapons	Melee	Melee	User	10+	11+	-

ABILITIES

Baleful Judge: When a Morale test is taken for a **Renegades and Heretics Infantry** unit whilst it is within 3" of any friendly units with this ability, if the unmodified roll is a 6 you must take the test again for that unit. Before taking the test again, place one blast marker next to that unit.

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>

KEYWORDS: Light, Infantry, Character, Renegade Enforcer

RENEGADE MARAUDER SQUAD

A Renegade Marauder Squad is a unit that contains 5 models. It can contain 7 models (**Power Rating 4**), 10 models (**Power Rating 6**) or 12 models (**Power Rating 8**). It is equipped with: Marauder Weapons (Ranged); Marauder Weapons (Melee).

	M	WS	BS	A	W	Ld	Sv
Renegade Marauder Squad (5 models)	6"	3+	3+	1	1	6	10+
Renegade Marauder Squad (7 models)	6"	3+	3+	1	2	6	10+
Renegade Marauder Squad (10 models)	6"	3+	3+	2	2	6	10+
Renegade Marauder Squad (12 models)	6"	3+	3+	3	3	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Marauder Weapons (Ranged)	Small Arms	24"	User	8+	10+	-
Marauder Weapons (Melee)	Melee	Melee	x2	9+	10+	-

ABILITIES

In It For The Money: Subtract 1 from Morale tests taken for this unit.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Light, Infantry, Renegade Marauder Squad

RENEGADE OGRYN BEAST HANDLERS

2

Renegade Ogryn Beast Handlers are a unit that contains 4 models. It can contain 7 models (**Power Rating 3**). It is equipped with: Goad & Claws.

	M	WS	BS	A	W	Ld	Sv
Renegade Ogryn Beast Handlers (4 models)	6"	3+	4+	2	1	4	10+
Renegade Ogryn Beast Handlers (7 models)	6"	3+	4+	2	2	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Goad & Claws	Melee	Melee	User	7+	7+	-

ABILITIES

Avalanche of Muscle: Add 1 to hit rolls for attacks made with melee weapons by this unit if its Detachment is carrying out an Assault order.

Combat Stimms: At the start of the Action phase, this unit can use combat stimms. It if does, roll one D6; on a 1, place one blast marker next to this unit; on a 2-6, add 1 to the Attacks characteristic of this unit until the end of the phase.

FACTION KEYWORDS: Chaos, Renegades and Heretics, <Chaos Covenant>
KEYWORDS: Light, Infantry, Ogryn, Renegade Ogryn Beast Handlers

RENEGADE OGRYN BRUTES

4

Renegade Ogryn Brutes are a unit that contains 3 models. It can contain 6 models (**Power Rating 8**), 9 models (**Power Rating 12**) or 12 models (**Power Rating 16**). It is equipped with: Brute Weapons.

	M	WS	BS	A	W	Ld	Sv
Renegade Ogryn Brutes (3 models)	6"	3+	4+	2	2	5	10+
Renegade Ogryn Brutes (6 models)	6"	3+	4+	4	4	5	10+
Renegade Ogryn Brutes (9 models)	6"	3+	4+	6	6	5	10+
Renegade Ogryn Brutes (12 models)	6"	3+	4+	8	8	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Brute Weapons	Melee	Melee	User	6+	6+	-
Ogryn Power Drill	Melee	Melee	1	9+	5+	-

WARGEAR OPTIONS

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

ABILITIES

Avalanche of Muscle: Add 1 to hit rolls for attacks made with melee weapons by this unit if its Detachment is carrying out an Assault order.

Combat Stimms: At the start of the Action phase, this unit can use combat stimms. It if does, roll one D6; on a 1, place one blast marker next to this unit; on a 2-6, add 1 to the Attacks characteristic of this unit until the end of the phase.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Light, Infantry, <Chaos Covenant>, Ogryn, Renegade Ogryn Brutes

RENEGADE PLAGUE OGRYNS

Renegade Plague Ogryns are a unit that contains 3 models. It can contain 6 models (**Power Rating 8**) or 9 models (**Power Rating 12**). It is equipped with: Plague Ogryn Weapons.

	M	WS	BS	A	W	Ld	Sv
Renegade Plague Ogryns (3 models)	6"	3+	4+	2	2	4	10+
Renegade Plague Ogryns (6 models)	6"	3+	4+	4	4	4	10+
Renegade Plague Ogryns (9 models)	6"	3+	4+	6	6	4	10+

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

ABILITIES

Shower of Bile: At the end of the Action phase, if this unit has any blast markers next to it, roll one D6 for each enemy unit within 1" of this unit; on a 6 place one blast marker next to the unit being rolled for.

Avalanche of Muscle: Add 1 to hit rolls for attacks made with melee weapons by this unit if its Detachment is carrying out an Assault order.

Combat Stimms: At the start of the Action phase, this unit can use combat stimms. It if does, roll one D6; on a 1, place one blast marker next to this unit; on a 2-6, add 1 to the Attacks characteristic of this unit until the end of the phase.

FACTION KEYWORDS: Chaos, Renegades and Heretics, Covenant of Nurgle
KEYWORDS: Light, Infantry, Ogryn, Renegade Plague Ogryns

RENEGADE HEAVY WEAPONS SQUAD

3

A Renegade Heavy Weapons Squad is a unit that contains 3 models. It can contain 6 models (**Power Rating 6**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Renegade Heavy Weapons Squad (3 models)	6"	5+	5+	1	1	4	10+
Renegade Heavy Weapons Squad (6 models)	6"	5+	5+	2	2	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Close Combat Weapons	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Autocannon; 1 Heavy Bolter; 1 Heavy Stubber; 1 Lascannon; 1 Missile Launcher; 1 Mortar.

ABILITIES

Weapon Teams: For the purposes of determining what models a unit can transport, models in this unit are weapons team models.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Light, Infantry, <Chaos Covenant>, Renegade Heavy Weapons Squad

ARMOURED SENTINELS

3

Armoured Sentinels is a unit that contains 1 model. It can contain 2 models (**Power Rating 6**) or 3 models (**Power Rating 9**). It is equipped with: Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Armoured Sentinels (1 model)	8"	4+	4+	1	1	5	6+
Armoured Sentinels (2 models)	8"	4+	4+	2	2	5	6+
Armoured Sentinels (3 models)	8"	4+	4+	3	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Armoured Feet	Melee	Melee	User	11+	12+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Autocannon; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-laser; 1 Plasma Cannon.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Armoured Sentinels

HELLHOUND

6

A Hellhound is a unit that contains 1 model. It is equipped with: Inferno Cannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Hellhound	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Inferno Cannon	Heavy	16"	1	5+	8+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Multi-melta.
- This unit can also be equipped with one of the following **(Power Rating +1)**: 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: Each Fast Attack 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 Fast Attack 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, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Hellhound

SALAMANDER SCOUT TANK

6

A Salamander Scout Tank is a unit that contains 1 model. It is equipped with: Autocannon; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Salamander Scout Tank	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Infiltrators

Tank Squadron: Each Fast Attack 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 Fast Attack 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, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Salamander, Salamander Scout Tank

SCOUT SENTINELS

4

Scout Sentinels is a unit that contains 1 model. It can contain 2 models (**Power Rating 7**) or 3 models (**Power Rating 10**). It is equipped with: Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Scout Sentinels (1 model)	9"	4+	4+	1	1	5	8+
Scout Sentinels (2 models)	9"	4+	4+	2	2	5	8+
Scout Sentinels (3 models)	9"	4+	4+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Armoured Feet	Melee	Melee	User	11+	12+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Autocannon; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-laser.

ABILITIES

Infiltrators

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Scout Sentinels

ARMAGEDDON PATTERN MEDUSA

7

An Armageddon Pattern Medusa is a unit that contains 1 model. It is equipped with: Heavy Bolter; Medusa Siege Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Armageddon Pattern Medusa	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Medusa Siege Cannon	Heavy	36"	1	7+	4+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm 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, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Medusa, Armageddon Pattern Medusa

BASILISK

7

A Basilisk is a unit that contains 1 model. It is equipped with: Earthshaker Cannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Basilisk	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Earthshaker Cannon	Heavy	240"	1	6+	5+	Barrage
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: 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, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Basilisk

COLOSSUS BOMBARD

9

A Colossus Bombard is a unit that contains 1 model. It is equipped with: Colossus Siege Mortar; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	SV
Colossus Bombard	8"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Colossus Siege Mortar	Heavy	240"	4	8+	8+	Barrage, Siege Mortar
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm 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.

Siege Mortar: This unit does not suffer the penalty for attacks made with its Colossus Siege Mortar that target obscured units.

FACTION KEYWORDS: Chaos, Renegades and Heretics
KEYWORDS: Heavy, Vehicle, Colossus Bombard

EARTHSHAKER CARRIAGE BATTERY

3

An Earthshaker Carriage Battery is a unit that contains 5 models. It is equipped with: Earthshaker Cannon; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Earthshaker Carriage Battery (5 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Earthshaker Cannon	Heavy	240"	1	6+	5+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

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.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Earthshaker Carriage Battery

EARTHSHAKER PLATFORM

2

An Earthshaker Platform is a unit that contains 1 model. It is equipped with: Earthshaker Cannon.

	M	WS	BS	A	W	Ld	Sv
Earthshaker Platform	-	-	4+	-	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Earthshaker Cannon	Heavy	240"	1	6+	5+	Barrage

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.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Chaos, Renegades and Heretics
KEYWORDS: Heavy, Artillery, Earthshaker Platform

GRIFFON MORTAR CARRIER

5

A Griffon Mortar Carrier is a unit that contains 1 model. It is equipped with: Griffon Heavy Mortar; Heavy Bolter; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Griffon Mortar Carrier	8"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Griffon Heavy Mortar	Heavy	48"	2	8+	9+	Barrage
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm 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, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Griffon Mortar Carrier

HEAVY MORTAR

2

A Heavy Mortar is a unit that contains 4 models. It is equipped with: Heavy Mortar; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Heavy Mortar (4 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Mortar	Heavy	48"	1	7+	9+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

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.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Artillery, Heavy Mortar

HEAVY QUAD LAUNCHER

3

A Heavy Quad Launcher is a unit that contains 4 models. It is equipped with: Heavy Quad Launcher; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Heavy Quad Launcher (4 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Quad Launcher	Heavy	48"	2	6+	8+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

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.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Artillery, Heavy Quad Launcher

HYDRA

7

A Hydra is a unit that contains 1 model. It is equipped with: Hydra Quad Autocannon; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Hydra	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Hydra Quad Autocannon	Heavy	72"	2	8+	6+	Anti-air
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following **(Power Rating +1)**: 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: 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, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Hydra

LEMAN RUSS BATTLE TANK

A Leman Russ Battle Tank is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
Leman Russ Battle Tank	**10"**	**6+**	**4+**	**1**	**2**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Battle Cannon, this unit can be equipped with one weapon from the *Turret Weapons* list (**Power Rating +1** per Demolisher Cannon or Punisher Gatling Cannon).
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: 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.

Grinding Advance: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Battle Cannon, Demolisher Cannon, Eradicator Nova Cannon, Executioner Plasma Cannon, Exterminator Autocannon, Punisher Gatling Cannon and Vanquisher Battle Cannon for that action.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Leman Russ, Leman Russ Battle Tank

MALCADOR DEFENDER

18

A Malcador Defender is a unit that contains 1 model. It is equipped with: Demolisher Cannon; 7 Heavy Bolters; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Defender	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Bolters, this unit can be equipped with one of the following: 2 Autocannons; 2 Lascannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Demolisher Cannon for that action.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Malcador, Malcador Defender

MALCADOR HEAVY TANK

10

A Malcador Heavy Tank is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; 2 Heavy Stubbers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Malcador Heavy Tank	10"	6+	4+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Battle Cannon	Heavy	72"	1	6+	6+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Autocannons; 2 Lascannons.
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Autocannon; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Malcador, Malcador Heavy Tank

MEDUSA CARRIAGE

3

A Medusa Carriage is a unit that contains 5 models. It is equipped with: Medusa Siege Gun; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Medusa Carriage (5 models)	-	4+	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Medusa Siege Gun	Heavy	48"	2	8+	4+	Barrage
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

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.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Artillery, Medusa Carriage

RAPIER LASER DESTROYER

4

A Rapier Laser Destroyer is a unit that contains 3 models. It is equipped with: Laser Destroyer; Crew Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Rapier Laser Destroyer (3 models)	**3"**	**3+**	**4+**	**1**	**1**	**5**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Laser Destroyer	Heavy	36"	1	9+	3+	Destroyer
Crew Lasguns	Small Arms	24"	1	10+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Artillery, Rapier Laser Destroyer

WYVERN

7

A Wyvern is a unit that contains 1 model. It is equipped with: Wyvern Quad Stormshard Mortar; Heavy Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Wyvern	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Wyvern Quad Stormshard Mortar	Heavy	48"	4	7+	9+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- This unit can also be equipped with one of the following **(Power Rating +1)**: 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Tank Squadron: 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, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Wyvern

CHIMERA

A Chimera is a unit that contains 1 model. It is equipped with: Heavy Bolter; 2 Lasgun Arrays; Multi-laser; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chimera	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Lasgun Array	Small Arms	24"	1	8+	10+	Rapid Fire
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- Instead of 1 Multi-laser, this unit can be equipped with one of the following: 1 Heavy Bolter; 1 Heavy Flamer.
- This unit can also be equipped with one of the following **(Power Rating +1)**: 1 Heavy Stubber; 1 Storm Bolter.

TRANSPORT

This unit can transport up to 12 friendly **Renegades and Heretics Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Transport, Chimera

ARVUS LIGHTER

8

An Arvus Lighter is a unit that contains 1 model. It is equipped with: Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Arvus Lighter	20"-30"	6+	4+	1	1	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Multi-laser	Heavy	36"	2	6+	10+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Hellstrike Missile	Heavy	72"	1	6+	6+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 2 Hellstrike Missiles; 1 Twin Autocannon; 2 Twin Heavy Stubbers; 1 Twin Multi-laser.

ABILITIES

Deep Strike, 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.

Aircraft Squadron: Each Flyers 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 Flyers 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.

TRANSPORT

This unit can transport up to 12 friendly **Renegades and Heretics Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models. It cannot transport **Ogryn** units.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Arvus Lighter

VALKYRIE

8

A Valkyrie is a unit that contains 1 model. It is equipped with: Hellstrike Missiles; Multi-laser; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Valkyrie	20"-45"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Hellstrike Missiles	Heavy	72"	1	6+	6+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Multiple Rocket Pod	Heavy	36"	1	7+	8+	-
Armoured Bulk	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Multi-laser, this unit can be equipped with 1 Lascannon.
- Instead of Hellstrike Missiles, this unit can be equipped with 2 Multiple Rocket Pods.
- This unit can also be equipped with 2 Heavy Bolters (**Power Rating +2**).

ABILITIES

Supersonic

Vehicle Squadron: Each Flyers 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 Flyers 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.

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.

Grav-chute Insertion: Units may disembark from this unit during its Move action. Units that disembark in this manner must be set up more than 9" from any enemy units.

TRANSPORT

This unit can transport up to 12 friendly **Renegades and Heretics Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each **Ogryn** model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Valkyrie

BANEBLADE

A Baneblade is a unit that contains 1 model. It is equipped with: Autocannon; Baneblade Cannon; Demolisher Cannon; Twin Heavy Bolter; Adamantium Tracks.

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

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Baneblade Anti-personnel Weapons	Heavy	36"	1	8+	10+	-
Baneblade Cannon	Heavy	72"	4	5+	5+	-
Demolisher Cannon	Heavy	24"	2	6+	6+	Destroyer
Lascannon	Heavy	48"	1	10+	5+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Adamantium Tracks	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with Baneblade Anti-personnel Weapons (**Power Rating +1**).
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Lascannon and 1 Twin Heavy Bolter; 1 Lascannon and 1 Twin Heavy Flamer.

FACTION KEYWORDS: Chaos, Renegades and Heretics
KEYWORDS: Super-heavy, Vehicle, Titanic, Baneblade

MACHARIUS HEAVY TANK

18

A Macharius Heavy Tank is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Macharius Battle Cannon; Twin Heavy Stubber; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Heavy Tank	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Macharius Battle Cannon	Heavy	72"	4	5+	5+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Heavy Tank

MACHARIUS OMEGA

A Macharius Omega is a unit that contains 1 model. It is equipped with: Omega Pattern Plasma Blastgun; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Omega	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Omega Pattern Plasma Blastgun	Heavy	60"	6	6+	5+	Supercharge
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Autocannons; 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Omega

MACHARIUS VANQUISHER

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A Macharius Vanquisher is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Macharius Vanquisher Cannon; Twin Heavy Stubber; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Vanquisher	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Macharius Vanquisher Cannon	Heavy	72"	4	6+	4+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Vanquisher

MACHARIUS VULCAN

A Macharius Vulcan is a unit that contains 1 model. It is equipped with: 2 Heavy Stubbers; Macharius Vulcan Mega-bolter; Twin Heavy Stubber; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Macharius Vulcan	10"	5+	4+	1	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Macharius Vulcan Mega-bolter	Heavy	60"	4	3+	6+	-
Twin Heavy Stubber	Heavy	36"	2	8+	10+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Heavy Stubbers, this unit can be equipped with one of the following: 2 Heavy Bolters; 2 Heavy Flamers.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Lumbering Advance: When this unit makes a Shoot action, if it has remained stationary this turn, double the Attacks characteristic of its Macharius Vulcan Mega-bolter for that action.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Super-heavy, Vehicle, Titanic, Macharius, Macharius Vulcan

MINOTAUR ARTILLERY TANK

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A Minotaur Artillery Tank is a unit that contains 1 model. It is equipped with: 2 Heavy Bolters; Twin Earthshaker Cannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Minotaur Artillery Tank	10"	5+	4+	1	4	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Twin Earthshaker Cannon	Heavy	240"	2	6+	5+	Barrage
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

FACTION KEYWORDS: Chaos, Renegades and Heretics

KEYWORDS: Super-heavy, Vehicle, Titanic, Minotaur Artillery Tank