Chaos

ARMY CARDS

- @ Combine barrage points from all battery

- #Refer to table to compute to-hit:

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

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

Standard Chaos List

Chaos Renegades

Chaos

Aspiring Champion

Beastman Warband

10 Beastman Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Cultist Detachment

10 Cultist Stands

1 Chaos Reward Card

Gold

Cost: 600

Aspiring Champion *Infantry (1)*

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

Command, HQ

Beastman *Infantry (1)*

Move: 10 cm	Save: -	**CAF**: +3
Weapon	**Range**	**Shoot**
Pistol/Sword	25cm	1d 5+ (0)

Chaos Marine *Infantry (1)*

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

Elite

Cultist *Infantry (1)*

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

Break: 13 Morale: 4

Victory points: 6

Beastman Horde

Chaos

Aspiring Champion

Beastman Warband

10 Beastman Stands

Beastman Warband

10 Beastman Stands

Ogryn Mercenaries

4 Ogryn Stands

1 Chaos Reward Card

Gold

Cost: 500

Aspiring Champion *Infantry (1)*

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

Command, HQ

Beastman *Infantry (1)*

Move: 10 cm	Save: -	**CAF**: +3
Weapon	**Range**	**Shoot**
Pistol/Sword	25cm	1d 5+ (0)

Ogryn *Infantry (1)*

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

Break: 13 Morale: 4

Victory points: 5

Cultist Army

Chaos

Aspiring Champion

Cultist Detachment

10 Cultist Stands

Cultist Detachment

10 Cultist Stands

1 Chaos Reward Card

Gold

Cost: 400

Aspiring Champion *Infantry (1)*

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

Command, HQ

Cultist *Infantry (1)*

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

Break: 11 Morale: 4

Victory points: 4

Daemon Horde

Chaos

Minotaur Warband

Aspiring Champion
10 Minotaur Stands

Troll Warband

Aspiring Champion
10 Troll Stands

1 Chaos Reward Card

Gold

Cost: 400

Aspiring Champion *Infantry (1)*

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

Command, HQ

Minotaur *Infantry (1)*

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

Troll *Infantry (1)*

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

Stupidity, Regeneration

Break: 11 Morale: 3

Victory points: 4

Chaos Champion

Chaos

Chaos Champion Stand

Gold

Cost: 100

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Break: Stand Morale: -

Victory points: 1

Renegade Psyker

Chaos

4 Renegade Psyker Stands

Gold

Cost: 150

Renegade Psyker *Infantry (1)*

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

HQ, Psyker, 5+ Psychic save

Break: 2 Morale: 4

Victory points: 2

Chaos Spawn

(Chaos)

3 Chaos Spawn Stands

Gold

Cost: 150

Chaos Spawn *Infantry (1)*

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

Fear

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

Break: 3 Morale: -

Victory points: 2

Slave Squad

(Chaos)

10 Slave Stands

Gold

Cost: 150

Slave *Infantry (1)*

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

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

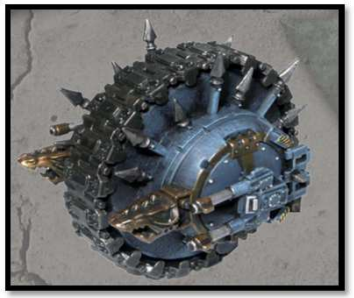
Break: 5 Morale: 4

Victory points: 2

Death Wheel

(Chaos)

Death Wheel War Engine



Gold

Cost: 250

Death Wheel *Superheavy (4)*

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

2 Void Shields, Deathroller, Fear

Break: Model Morale: -

Victory points: 3

Warhound Titan

Chaos

Warhound Titan Hull

Gold

Cost: 125

Warhound Titan *Titan (5)*

Move: 25 cm	Save: Card	**CAF**: +8
Weapon	**Range**	**Shoot**

2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons

Break: Model Morale: -

Victory points: ____

Reaver Titan

Chaos

Reaver Titan Hull

Gold

Cost: 300

Reaver Titan *Titan (5)*

Move: 20 cm	Save: Card	**CAF**: +12
Weapon	**Range**	**Shoot**

4 void shields, purchase 3 weapons

Break: Model Morale: -

Victory points: ____

Warlord Titan

(Chaos)

Warlord Titan Hull

Gold

Cost: 500

Warlord Titan *Titan (5)*

Move: 15 cm	Save: Card	**CAF**: +14
Weapon	**Range**	**Shoot**

6 void shields, purchase 4 weapons + head

Break: Model Morale: -

Victory points: ____

Android Squad

Chaos

4 Android Stands

Gold **Cost: 50**

Android *Infantry (1)*

Move: 10 cm	Save: 6+	**CAF**: +4
Weapon	**Range**	**Shoot**
Lasgun	50cm	1d 5+ (0)

Orders given by random player, -1 CAF to enemy with Moral value

Break: 2 Morale: 2

Victory points: 1

Beastman Warband

Chaos

10 Beastman Stands

Gold **Cost: 200**

Beastman *Infantry (1)*

Move: 10 cm	Save: -	**CAF**: +3
Weapon	**Range**	**Shoot**
Pistol/Sword	25cm	1d 5+ (0)

Break: 5 Morale: 4

Victory points: 2

Chaos Squat Detachment

Chaos

5 Chaos Squat Stands

Gold **Cost: 150**

Chaos Squat *Infantry (1)*

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

Break: 4 Morale: 2

Victory points: 2

Chaos Marine Detachment

Chaos

5 Chaos Space Marine Stands

Gold **Cost: 200**

Chaos Marine *Infantry (1)*

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

Elite

Break: 3 Morale: 2

Victory points: 2

Chaos Marine Veterans

Chaos

5 Chaos Marine veteran Stands

Gold **Cost: 250**

Chaos Marine Veteran *Infantry (1)*

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

Elite, Infiltrate

Break: 3 Morale: 1

Victory points: 3

Cultist Detachment

Chaos

10 Cultist Stands

Gold **Cost: 200**

Cultist *Infantry (1)*

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

Break: 5 Morale: 4

Victory points: 2

Gretchin Bandits

(Chaos)

4 Gretchin Stands

Gold **Cost: 50**

Gretchin *Infantry (1)*

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

Get same order than nearest ally

Break: 2 Morale: 5

Victory points: 1

Havok Squad

(Chaos)

5 Havok Stands

Gold **Cost: 300**

Havok *Infantry (1)*

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

Break: 3 Morale: 2

Victory points: 3

Minotaur Warband

Chaos

Aspiring Champion
10 Minotaur Stands

Gold **Cost: 250**

Aspiring Champion *Infantry (1)*

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

Command, HQ

Minotaur *Infantry (1)*

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

Break: 6 Morale: 3

Victory points: 3

Ogryn Mercenaries

Chaos

4 Ogryn Stands

Gold **Cost: 125**

Ogryn *Infantry (1)*

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

Break: 2 Morale: 3

Victory points: 1

Ork Boyz

Chaos

4 Ork Boyz Stands

Gold **Cost: 100**

Ork Boyz *Infantry (1)*

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

Break: 2 Morale: 3

Victory points: 1

Raptor Squad

(Chaos)

5 Raptor Marine Stands

Gold **Cost: 200**

Raptor Marine *Infantry (1)*

Move: 15 cm	Save: 6+	**CAF**: +3
Weapon	**Range**	**Shoot**
Pistol/Sword	25cm	1d 5+ (0)

Jump Pack

Break: 3 Morale: 2

Victory points: 2

Troll Warband

Chaos

Aspiring Champion
10 Troll Stands

Gold **Cost: 250**

Aspiring Champion *Infantry (1)*

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

Command, HQ

Troll *Infantry (1)*

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

Stupidity, Regeneration

Break: 6 Morale: 3

Victory points: 3

Chaos Dreadnought Squadron

Chaos

4 Chaos Dreadnoughts

Gold **Cost: 150**

Chaos Dreadnought *Walker (2)*

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

Break: 2 Morale: 2

Victory points: 2

Cultist Riders

(Chaos)

5 Cultist Riders Stands

Gold **Cost: 100**

Cultist Rider *Cavalry (2)*

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

Break: 3 Morale: 4

Victory points: 1

Biker Squad

Chaos

5 Biker Stands

Gold **Cost: 100**

Biker *Cavalry (2)*

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

Independent

Break: 3 Morale: 4

Victory points: 1

Leman Russ Squadron

(Chaos)

3 Leman Russ Tanks

Gold

Cost: 250

Leman Russ *Vehicle (3)*

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

** Turret, PD (1)*

Break: 2 Morale: 4

Victory points: 3

Rhino Squadron

Chaos

3 Rhinos

Gold

Cost: 50

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	**CAF**: +0

PD (1), Transport 2

Break: 2 Morale: 4

Victory points: 1

Rapier Battery

Chaos

3 Rapier Laser Destroyers

Gold

Cost: 75

Rapier *Light Artillery (1)*

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

Break: 2 Morale: 4

Victory points: 1

Zulu Anti-Aircraft Battery

Chaos

5 Zulu Anti-Aircraft Guns

Gold

Cost: 100

Zulu AA Gun *Vehicle (3)*

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

Quickdraw, Anti-Aircraft

Break: 3 Morale: 5

Victory points: 1

Dreadclaw Assault Shuttle

(Chaos)

Dreadclaw

Gold

Cost: 100

Dreadclaw *Flyer (3)*

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

Flyer, Transport 6

Break: Model Morale: 2

Victory points: 1

Hell Talon

(Chaos)

Hell Talon

Gold

Cost: 250

Hell Talon *Flyer (4)*

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

Flyer, Superheavy

Break: Model Morale: 2

Victory points: 3

Hell Blade

(Chaos)

3 Hell Blade Interceptors

Gold

Cost: 250

Hell Blade *Flyer (3)*

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

Flyer

Break: 2 Morale: 2

Victory points: 3

Decimator

(Chaos)

Decimator Superheavy Tank

Gold

Cost: 300

Decimator *Superheavy (4)*

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

** Penetrating +1, Double Save at front*

Break: Model Morale: 2

Victory points: 3

Khorne Army List

Bloodthirster

Khorne

Bloodthirster

3 Chaos Reward Cards

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

Gold

Cost: 300

Bloodthirster *Infantry (4)*

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

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

Break: Model Morale: -

Victory points: 3

World Eaters Century

Khorne

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Khorne Berserker Detachment

5 Khorne Berserker Stands

Chaos Reward card
"Blood Rage of Khorne"

Gold

Cost: 600

Chaos Marine *Infantry (1)*

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

Elite

Khorne Berserker *Infantry (1)*

Move: 15 cm	Save: 5+	**CAF**: +6
Weapon	**Range**	**Shoot**
Sword/Axe	-	-

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

Break: 9 Morale: 2

Victory points: 6

Primarch Angron

Khorne

Primarch Angron

3 Chaos Reward Cards

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

Gold

Cost: 300

Primarch Angron *Infantry (4)*

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

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

Fearsome Roar: *Once per turn at any time during play, may emit a fearsome roar: all units within 15cm must pass a morale check or go on Fall Back Orders (a "1" will always fail). Ethereal Psychic power*

Break: Model Morale: -

Victory points: 3

Lord of Battle

Khorne

Great Daemon Hull

3 Chaos Reward Cards

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

Gold

Cost: 400

Lord of Battle *Titan (5)*

Move: 15 cm	Save: Card	**CAF**: +10
Weapon	**Range**	**Shoot**

Special

Break: Model Morale: -

Victory points: ____

Mark of Khorne

(Khorne)

Marks One Detachment

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

Break: - Morale: -

Gold

Cost: 25 / Model

Victory points: -

Daemon Prince of Khorne

(Khorne)

Daemon Prince of Khorne

1 Chaos Reward Card

Gold

Cost: 150

Daemon Prince of Khorne *Walker (2)*

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

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

Break: Model Morale: -

Victory points: 2

Banelord Titan

Khorne

Banelord Titan

Gold

Cost: 700

Banelord Titan *Titan (5)*

Move: 15 cm	Save: Card	**CAF**: +14
Weapon	**Range**	**Shoot**
Bloodletter Battle h.	25cm	2d 4+ (-1)
Havoc Missiles *	75cm	8SB 3+ (-1)
Hellstrike Cannon **	50cm	6SB 4+ (-1)
Doomfist	25cm	2d 4+ (-3)
Khorne Titan Tail	50cm	1d 5+ (-2)

*6 Void Shields, 3+ Psychic Save, * 6 shots, ** Ignores cover, Special*

Break: Model Morale: -

Victory points: 7

Bloodletters Pack

Khorne

5 Bloodletter Stands

Gold

Cost: 150

Bloodletter *Infantry (1)*

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

Regeneration

Break: 3 Morale: 1

Victory points: 2

Blood Slaughterer

(Khorne)

4 Blood Slaughterers

Gold

Cost: 200

Blood Slaughterer *Walker (2)*

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

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

Break: 2 Morale: 1

Victory points: 2

Cannon Of Khorne

Khorne

3 Cannons of Khorne

Gold

Cost: 200

Cannon of Khorne *Heavy Artillery (3)*

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

MISFIRE destroys the cannon, Always scatter 2D6cm, If Chaos is winning: +1D6 CAF, +1 Armor Save & To-Hit rolls.

Break: 2 Morale: 3

Victory points: 2

Cultist Fanatics

(Khorne)

5 Cultist Fanatic Stands

Gold

Cost: 150

Cultist Fanatic *Infantry (1)*

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

Jump Pack

Break: 3 Morale: -

Victory points: 2

Defilers

Khorne

3 Khorne Defilers

Gold

Cost: 150

Khorne Defiler *Walker (3)*

Move: 15 cm	Save: 4+	**CAF**: +6
Weapon	**Range**	**Shoot**
Heavy Flamer *	LT	- 5+ (-1)
Defiler Cannon	50cm	1d 4+ (-2)

*All Around Armor, * Ignores cover, Daemon Engine*

Break: 2 Morale: 1

Victory points: 2

Demonic Engines (1)

Khorne

Any 3 Daemon Engines of Khorne

Gold

Cost: 250

Demon Engine *Vehicle (3)*

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

Cauldron of Blood *Vehicle (3)*

Move: 15 cm	Save: 2+	**CAF**: +5
Blood Cannon *	LT	- 4+ (-1)

* Ignores Cover, All Around Armor

Blood Reaper *Vehicle (3)*

Move: 15 cm	Save: 2+	**CAF**: +4
Skull Cannon	50cm	2d 5+ (-2)
Tower Guns	50cm	4d 5+ (-1)

Break: 2 Morale: 1

Victory points: 3

Demonic Engines (2)

Khorne

Any 3 Daemon Engines of Khorne

Gold

Cost: 250

Brass Scorpion *Vehicle (3)*

Move: 20 cm	Save: 3+	**CAF**: +7
Scorpion Cannon	25cm	6d 5+ (0)
Jaw Cannon	50cm	3d 5+ (-1)

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

Doom Blaster *Heavy Artillery (3)*

Move: 15 cm	Save: 2+	**CAF**: +4
Doom Mortars	75cm	2x4SB 5+ (-1)

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

Break: 2 Morale: 1

Victory points: 3

Demonic Engines (3)

Khorne

Any 3 Daemon Engines of Khorne

Gold

Cost: 250

Death Dealer *Vehicle (3)*

Move: 15 cm	Save: 2+	**CAF**: +7
Gatling Cannon	25cm	6d 5+ (0)
Tower Gun	50cm	1d 5 (-2)
Bolters	15cm	4d 6+ (0)

All Around Armor, Transport 5

Tower Of Skulls *Vehicle (3)*

Move: 15 cm	Save: 2+	**CAF**: +5
Cannon	50cm	5d 5+ (-1)

All Around Armor, 360º Fire, PD (6)

Break: 2 Morale: 1

Victory points: 3

Fleshhound Pack

Khorne

5 Fleshhounds

Gold

Cost: 100

Fleshhound *Cavalry (2)*

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

Immune to Ethereal Psychic effects

Break: 3 Morale: 1

Victory points: 1

Juggernaughts

Khorne

5 Juggernaughts

Gold

Cost: 150

Juggernaughts *Cavalry (2)*

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

Completes Charge

Break: 3 Morale: 1

Victory points: 2

Khorne Berserker Detachment

Khorne

5 Khorne Berserker Stands

Gold

Cost: 200

Khorne Berserker

Infantry (1)

Move: 15 cm	Save: 5+	**CAF**: +6
Weapon	**Range**	**Shoot**
Sword/Axe	-	-

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

Break: 3 Morale: 2

Victory points: 2

Nurgle Army List

Great Unclean One

♣ *Nurgle* ♣

Great Unclean One

3 Chaos Reward Cards

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

Gold

Cost: 300

Great unclean One *Infantry (4)*

Move: 5 cm	Save: 1+	**CAF**: +7
Weapon	**Range**	**Shoot**
Stream of Corrup. *	ST	- 3+ -

** -2TSM on Titan/ Praetorian & Physical Psychic attack, Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, never outnumbered in CC*

Break: Model Morale: -

Victory points: 3

Primarch Mortarion

♣ *Nurgle* ♣

Primarch Mortarion

3 Chaos Reward Cards

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

Gold

Cost: 300

Primarch Mortarion *Infantry (4)*

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

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

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

Break: Model Morale: -

Victory points: 3

Death Guard Century

♣ *Nurgle* ♣

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Plague Marine Detachment

5 Plague Marine Stands

Chaos Reward card
"Nurgle´s Rot"

Gold

Cost: 600

Chaos Marine *Infantry (1)*

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

Elite

Plague Marine *Infantry (1)*

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

Break: 9 Morale: 2

Victory points: 6

Plague Tower

♣ *Nurgle* ♣

Greater Daemon Engine

3 Chaos Reward Cards

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

Gold

Cost: 400

Plague Tower *Praetorian (5)*

Move: 15 cm	Save: card	**CAF**: +8
Weapon	**Range**	**Shoot**
Rot Cannon	75cm	8BP 3+ (-4)
Hell Cannon	25cm	2d 4+ (-2)
Plague Cannon	25cm	4BP 5+ (-1)

Command, HQ, Fearless, Terror, "That Didn't Hurt!", Psychic Vulnerability, Inspire Minions, Transport 11 (any size), +1D6 CAF for transported troops boarding superheavy or larger vehicles or units in a building, PD (8)

Break: Model Morale: -

Victory points: 4

Mark of Nurgle

(Nurgle)

Marks One Detachment

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

Break: - Morale: -

Gold

Cost: 25 / Model

Victory points: -

Daemon Prince of Nurgle

(Nurgle)

Daemon Prince of Nurgle

1 Chaos Reward Card

Daemon Prince of Nurgle *Walker (2)*

Move: 10 cm	Save: 3+	**CAF**: +6
Weapon	**Range**	**Shoot**
Nurgle´s Rot	15cm	1d 4+ -

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

Break: Model Morale: -

Gold

Cost: 150

Victory points: 2

Bubonis Titan

(Nurgle)

Bubonis Titan

Bubonis Titan *Titan (5)*

Move: 15 cm	Save: Card	**CAF**: +18
Weapon	**Range**	**Shoot**
Ancient Plague Can.	100cm	8BP 3+ (-1)
Ancient Plague Can.	100cm	8BP 3+ (-1)
Corrupting Spittle	25cm	1d 5+ (-2)
Rot Spitter	50cm	8d 4+ (-1)
Power Fist	CC	-

6 Void Shields, 3+ Psychic Save, Special

Break: Model Morale: -

Gold

Cost: 1200

Victory points: 12

Nurgle Magi

Nurgle

Magi Stand

Nurgle Magi *Infantry (1)*

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

HQ, Psyker

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

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

Break: Stand Morale: -

Gold

Cost: 150

Victory points: 2

Beasts of Nurgle pack

♣ *Nurgle* ♣

5 Beasts of Nurgle

Gold **Cost: 200**

Beast of Nurgle — *Infantry (1)*

Move: 15 cm	Save: 3+	**CAF**: +5
Weapon	**Range**	**Shoot**
-	-	-

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

Break: 3 Morale: 1

Victory points: 2

Breath of Nurgle

♣ *Nurgle* ♣

3 Breath of Nurgle Vehicles

Gold **Cost: 200**

Breath of Nurgle — *Vehicle (3)*

Move: 25 cm	Save: 4+	**CAF**: +2
Weapon	**Range**	**Shoot**
Breath of Nurgle	LT	- 4+ -

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

Break: 2 Morale: 2

Victory points: 2

Chaos Spawn

♣ *Nurgle* ♣

Chaos Spawn

Gold **Cost: 50**

Chaos Spawn — *Infantry (1)*

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

Fear

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

Break: Model Morale: -

Victory points: 1

Contagion Detachment

♣ *Nurgle* ♣

3 Contagion Plague Engines

Gold **Cost: 200**

Contagion Plague Engines — *Heavy Artillery (3)*

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

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

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

Break: 2 Morale: 1

Victory points: 2

Defilers

♣ *Nurgle* ♣

3 Nurgle Defilers

Gold **Cost: 150**

Nurgle Defiler — *Walker (3)*

Move: 15 cm	Save: 4+	**CAF**: +6
Weapon	**Range**	**Shoot**
Reaper Cannon	50cm	2d 4+ (-1)
Defiler Cannon	50cm	1d 4+ (-2)

All Around Armor, Daemon Engine

Break: 2 Morale: 1

Victory points: 2

Plaguebearers Pack

♣ *Nurgle* ♣

5 Plaguebearer Stands

Gold **Cost: 150**

Plaguebearer — *Infantry (1)*

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

Fear, Never outnumbered, Special

Break: 3 Morale: 1

Victory points: 2

Plague Marine Detachment

♣ *Nurgle* ♣

5 Plague Marine Stands

Gold **Cost: 200**

Plague Marine — *Infantry (1)*

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

Break: 3 Morale: 2

Victory points: 2

Shamblers

♣ *(Nurgle)* ♣

4 Shamblers

Gold **Cost: 200**

Shambler — *Walker (2)*

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

** Ignores Cover, Regeneration*

Break: 2 Morale: 1

Victory points: 2

Slaanesh Army List

Keeper of Secrets

Slaanesh

Keeper of Secrets

3 Chaos Reward Cards

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

Gold

Cost: 300

Keeper of Secrets

Infantry (4)

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

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

Break: Model Morale: -

Victory points: 3

Altar of Slaanesh

(Slaanesh)

Greater Daemon Engine

3 Chaos Reward Cards

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

Gold

Cost: 350

Altar of Slaanesh

Superheavy (4)

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

Greater Daemon, Daemon Engine, Glamour of Slaanesh, Superheavy, Special

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

***1)Weakened Resolve** : Enemy units within 2D6 + 6cm must test Morale or go on Fall Back Orders.*

***2) Sweeping Pleasure** : Friendly units within 2D6 + 6cm are Fearless till End Phase.*

***3) Siren's Call** : Enemy units within 3D6cm must immediately move D6cm toward the Altar. Units on First Fire Orders receive Advance Orders.*

4) Bloodlust: Friendly units within 2D6 + 6cm must immediately make a Charge move, D6cm towards the nearest enemy unit.

5) Rolling Vibrations: Draw a straight line a random,the width of the Altar wide. Units covered that have no armor save are hit on a 4+, others on a 6+, TSM0.

6) Waves of Destruction: Models within 3D6 + 6cm must make an Armor Save or die.

Break: Model Morale: -

Victory points: 4

Primarch Fulgrim

Slaanesh

Primarch Fulgrim

3 Chaos Reward Cards

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

Gold

Cost: 300

Primarch Fulgrim

Infantry (4)

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

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

***Soporific Musk:** At the beginning of the Orders Phase, all units within 15cm must make a Morale Check at-2. Any units that fail are controlled by the Chaos player (the Chaos player may issue orders, move and fire those units as his own) until the end of the turn. This is an ethereal psychic attack.*

Break: Model Morale: -

Victory points: 3

Emperor´s Children Century

Slaanesh

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Noise Marine Detachment

5 Noise Marine Stands

Chaos Reward card
"Lure of Slaanesh"

Gold

Cost: 600

Chaos Marine

Infantry (1)

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

Elite

Noise Marine

Infantry (1)

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

Elite

Break: 8 Morale: 2

Victory points: 6

House Devine Knight Company

(Slaanesh)

Subjugator Titan

Hell-Knight Pack

3 Hell-Knights

Hell-Knight Pack

3 Hell-Knights

Gold

Cost: 900

Subjugator Titan *Titan (5)*

Move: 30 cm	Save: Card	**CAF**: +5
Weapon	**Range**	**Shoot**
Psi-Lance *	75cm	1d 3+ (-3)
Lascannon	75cm	1d 5+ (-1)
Bolters	15cm	4d 6+ (0)
Hell Claws **	CC	+D6 CAF

** 2 dice attack on first fire, ** Penetrating +1, Glamour of Slaanesh (-1 to be hit), 4+ Psychic save*

Hell-Knight *Knight (4)*

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

Glamour of Slaanesh (-1 to be hit), 4+ Psychic Save, PD(2), Infiltration

Break: 4 Morale: 2

Victory points: 9

Mark of Slaanesh

(Slaanesh)

Marks One Detachment

Gold

Cost: 25 / Model

A model that wishes to shoot at models in the Marked detachment must pass a morale check or be persuaded to shoot at another target. If a Marked model is in Close Combat, no one can fire into the melee even if the race could normally do so (e.g.Tyranids). This is an ethereal psychic power, and will not work on inorganic units such as Robots, Wraithguard and Necron

Break: - Morale: -

Victory points: -

House Devine Scourge Company

(Slaanesh)

Questor Titan

Hell-Scourge Pack

3 Hell-Scourges

Hell-Scourge Pack

3 Hell-Scourges

Gold

Cost: 800

Questor Titan *Titan (5)*

Move: 30 cm	Save: Card	**CAF**: +5
Weapon	**Range**	**Shoot**
Tormentor Cannon	50cm	6d 5+ (-1)
Lascannon	75cm	2d 5+ (-1)
Bolters	15cm	4d 6+ (0)

+1, Glamour of Slaanesh (-1 to be hit), 4+ Psychic save , Agile, Also Hard to Hit when on Charge orders.

Hell-Scourge *Knight (4)*

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

Glamour of Slaanesh (-1 to be hit), 4+ Psychic Save, PD(2), 12cm coherency, Special

Break: 4 Morale: 2

Victory points: 8

Daemon Prince of Slaanesh

(Slaanesh)

Daemon Prince of Slaanesh

1 Chaos Reward Card

Gold

Cost: 150

Daemon Prince of Slaanesh *Walker (2)*

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

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

Break: Model Morale: -

Victory points: 2

Slaanesh Magi

Slaanesh

Magi Stand

Gold

Cost: 150

Slaanesh Magi — *Infantry (1)*

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

HQ, Psyker

1) Promise of Slaanesh: *Place a barrage template within LoS and 50cm. Each stand under the template must pass a morale check or be destroyed. This is an ethereal psychic power.*

2) Temptation of Daemons: *Place a bar-rage template within LoS and 50cm to rep-resent the daemons. Each model under the template must win a Close Combat with these daemons or be destroyed. Roll 3D6 for the daemons' combat score. This is an ethereal psychic power*

Break: Stand Morale: -

Victory points: 2

Beast Rider Squad

Slaanesh

5 Beast Rider Stands

Gold

Cost: 100

Beast Rider — *Cavalry (2)*

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

Break: 3 Morale: 2

Victory points: 1

Daemonette Pack

Slaanesh

5 Daemonettes

Gold

Cost: 150

Daemonette — *Infantry (1)*

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

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

Break: 3 Morale: 1

Victory points: 2

Defilers

Slaanesh

3 Slaanesh Defilers

Gold

Cost: 200

Slaanesh Defiler — *Walker (3)*

Move: 15 cm	Save: 4+	**CAF**: +6
Weapon	**Range**	**Shoot**
Reaper Cannon	75cm	2d 4+ (-1)
Havok Missiles *	50cm	3SB 5+ (-1)
Defiler Cannon	50cm	1d 4+ (-2)

*All Around Armor, *Ignores cover, Daemon Engine*

Break: 2 Morale: 1

Victory points: 2

Fiends Pack

Slaanesh

5 Fiends

Gold

Cost: 50

Fiend — *Infantry (1)*

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

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

Break: 3 Morale: 1

Victory points: 1

Hell-Strider Pack

Slaanesh

3 Hell-Striders

Gold

Cost: 150

Hell-Strider — *Knight (4)*

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

Glamour of Slaanesh (-1 to be hit), 4+ Psychic Save, PD(2), Infiltration

Break: 2 Morale: 1

Victory points: 2

Hell-Scourge Pack

Slaanesh

3 Hell-Scourges

Gold

Cost: 350

Hell-Scourge — *Knight (4)*

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

Glamour of Slaanesh (-1 to be hit), 4+ Psychic Save, PD(2), 12cm coherency, Special

Break: 2 Morale: 1

Victory points: 4

Hell-Knight Pack

Slaanesh

3 Hell-Knights

Gold

Cost: 400

Hell-Knight — *Knight (4)*

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

Glamour of Slaanesh (-1 to be hit), 4+ Psychic Save, PD(2), Infiltration

Break: 2 Morale: 1

Victory points: 4

Noise Marine Detachment

(Slaanesh)

5 Noise Marine Stands

Gold

Cost: 200

Noise Marine — *Infantry (1)*

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

Elite

Break: 3 Morale: 2

Victory points: 2

Questor Scout Titan Squadron

Slaanesh

Questor Titan

Questor Titan

Gold

Cost: 450

Questor Titan — *Titan (5)*

Move: 30 cm	Save: Card	**CAF**: +5
Weapon	**Range**	**Shoot**
Tormentor Cannon	50cm	6d 5+ (-1)
Lascannon	75cm	2d 5+ (-1)
Bolters	15cm	4d 6+ (0)

+1, Glamour of Slaanesh (-1 to be hit), 4+ Psychic save , Agile, Also Hard to Hit when on Charge orders.

Break: Each Morale: -

Victory points: 2

Subjugator Scout Titan Squadron

Slaanesh

Subjugator Titan

Subjugator Titan

Gold

Cost: 450

Subjugator Titan — *Titan (5)*

Move: 30 cm	Save: Card	**CAF**: +5
Weapon	**Range**	**Shoot**
Psi-Lance *	75cm	1d 3+ (-3)
Lascannon	75cm	1d 5+ (-1)
Bolters	15cm	4d 6+ (0)
Hell Claws **	CC	+D6 CAF

** 2 dice attack on first fire, ** Penetrating +1, Glamour of Slaanesh (-1 to be hit), 4+ Psychic save*

Break: Each Morale: -

Victory points: 2

Tzeentch Army List

Lord of Change

Tzeentch

Lord of Change

3 Chaos Reward Cards

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

Gold

Cost: 300

Lord of Change *Infantry (4)*

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

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

Chaos Spawn *Walker (2)*

Move: -	Save: -	**CAF**: +4D6

Locks models within 6cm, only killable in CC

Break: Model Morale: -

Victory points: 3

Thousand Sons Century

Tzeentch

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Automaton Squad

6 Automaton stands

Chaos Reward card
"Magic of Tzeentch"

Gold

Cost: 600

Chaos Marine *Infantry (1)*

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

Elite

Automaton *Infantry (1)*

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

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

Break: 5+6 Morale: 2

Victory points: 4+2

Primarch Magnus the Red

Tzeentch

Primarch Magnus the Red

3 Chaos Reward Cards

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

Gold

Cost: 300

Primarch Magnus the Red *Infantry (4)*

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

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

Break: Model Morale: -

Victory points: 3

Warp Palace of Tzeentch

Tzeentch

Greater Daemon Engine

4 Chaos Reward Cards

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

Gold

Cost: 400

Warp Palace of Tzeentch *Superheavy (4)*

Move: Special	Save: 2+	**CAF**: +8
Weapon	**Range**	**Shoot**
Cannons	50cm	2d 5+ (-1)

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

Move: 1 Power Point per 10cm

Psychic Shield: 1 Power Point. In Orders Phase, a Superheavy or smaller detachment within 75cm now has a 3+ armor save.

Fortune of Tzeentch: *2 Power Points. In Orders Phase, a Superheavy or smaller detachment within 75cm gets a 4+f save for the turn.*

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

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

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

Chaos Spawn *Walker (2)*

Move: -	Save: -	**CAF**: +4D6

Locks models within 6cm, only killable in CC

Break: Model Morale: -

Victory points: 4

Mark of Tzeentch

(Tzeentch)

Marks One Detachment

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

Break: - Morale: -

Gold

Cost: 25 / Model

Victory points: -

Daemon Prince of Tzeentch

(Tzeentch)

Daemon Prince of Tzeentch

1 Chaos Reward Card

Gold

Cost: 150

Daemon Prince of Tzeentch *Walker (2)*

Move: 10 cm	Save: 3+	**CAF**: +4
Weapon	**Range**	**Shoot**
Psychic Blast	50cm	1d 3+ (-4)

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

Break: Model Morale: -

Victory points: 2

Skylok Titan

(Tzeentch)

Skylok Titan

Gold

Cost: 1000

Skylok Titan *Titan (5)*

Move: 60 cm	Save: Card	**CAF**: +10
Weapon	**Range**	**Shoot**
Magic of Tzeentch *	25cm	4SB 5+ (0)
Lightning Cannons	50cm	4d 5+ (-1)
Beam of Power	75cm	1d 2+ (-4)
Death Swoop	Special	1d 2+ -

*6 Void Shields, Flyer, Special, ** destroyed model becomes a Chaos Spawn & no regeneration / repair*

***Death Swoop** : If not flying high, may swoop down on an enemy vehicle and pick it up in his talons. To make a Death Swoop attack, Skylok must first forfeit half of his movement, then move over an enemy vehicle (vehicles only – walkers, Superheavies, etc. cannot be picked up) and roll 2+ to pick it up. The vehicle may be dropped at any time in any Movement Phase (including the current one). Once dropped the victim is automatically destroyed and anything that it falls on will be destroyed if its Armor Save is worse than that of the vehicle dropped on it. Shielded units lose one shield, and units with a hit location template take a hit to the top location (if the location's armor is worse than the victim). Skylok may only have one vehicle in his talons at a time.*

Break: Model Morale: -

Victory points: 10

Tzeentch Magi

Tzeentch

Magi Stand

Gold

Cost: 150

Tzeentch Magi *Infantry (1)*

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

HQ, Psyker

***1)Terror Wave:** Place the Wave Serpent template on the Magi and move it D6x 10cm in the desired direction. Any enemy model on the way must pass a morale test, or roll a D6 and being immobilized on 3+, else destroyed. Terrain, a Void or Power shield (that will drop), or a target's Psychic Save destroys the Wave. Titan/ Praetorian make an armor save against the head/ bridge location. Do not affect units inside vehicles or buildings. Moves 2D6x 5cm in Compulsory Movement Phase and is removed after a double rolled. The Magi may not use powers while the Wave exists. Physical Psychic power.*

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

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

Break: Stand Morale: -

Victory points: 2

Automaton Squad

Tzeentch

6 Automaton stands

Gold

Cost: 200

Automaton — *Infantry (1)*

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

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

Break: 6 Morale: -

Victory points: 2

Defilers

Tzeentch

3 Tzeentch Defilers

Gold

Cost: 250

Tzeentch Defiler — *Walker (3)*

Move: 15 cm	Save: 4+	**CAF**: +6
Weapon	**Range**	**Shoot**
Lascannon	75cm	2d 4+ (-2)
Havok Missiles *	50cm	3SB 5+ (-1)
Defiler Cannon	50cm	1d 4+ (-2)

*All Around Armor, *Ignores cover, Daemon Engine*

Break: 2 Morale: 1

Victory points: 3

Disc Raider Squad

Tzeentch

5 Disc Raiders

Gold

Cost: 200

Disc Raider — *Skimmer (2)*

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

Pop-Up attack

Break: 3 Morale: 2

Victory points: 2

Doomwing Squadron

Tzeentch

3 Doomwings

1 Chaos Reward Card

Gold

Cost: 250

Doomwing — *Flyer (3)*

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

Flyer

Break: 2 Morale: 1

Victory points: 3

Flamer Pack

Tzeentch

5 Flamer Stands

Gold

Cost: 100

Flamer of Tzeentch — *Infantry (1)*

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

Ignores Cover

Break: 3 Morale: 1

Victory points: 1

Firelord

Tzeentch

Firelord

1 Chaos Reward Card

Gold

Cost: 300

Firelord — *Superheavy (4)*

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

Flyer, drop up to 3 bombs touching each other

Break: Model Morale: 1

Victory points: 3

Horrors Pack

Tzeentch

5 Pink Horror Stands

Gold

Cost: 150

Pink Horror — *Infantry (1)*

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

Creates 2 Blue Horrors on death

Blue Horror — *Infantry (1)*

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

Break: 3 Morale: 1

Victory points: 2

Psychic Screamer Pack

(Tzeentch)

2 Psychic Screamers

Gold

Cost: 50

Psychic Screamer — *Cavalry (2)*

Move: 3D6 cm	Save: 5+f	**CAF**: +2
Weapon	**Range**	**Shoot**
Psychic Vampirism	-	-

Deep Strike, random direction movement

Break: 1 Morale: 3

Victory points: 1

Silver Towers of Tzeentch

Tzeentch

2 Silver Towers

1 Chaos Reward Card

Gold

Cost: 350

Silver Tower of Tzeentch

Floater (3)

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

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

Break: 1 Morale: 1

Victory points: 4

Warp Vortex

(Tzeentch)

Warp Vortex

Gold

Cost: 100

Warp Vortex

Knight (4)

Move: 10 cm	Save: 4+f	**CAF**: NA

Skimmer

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

Break: Model Morale: -

Victory points: 1

Chaos Marine List

Alpha Legion Century

Alpha Legion

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Reward card
"Tactical Genius"

Gold

Cost: 600

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine *Infantry (1)*

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

Elite

Break: 8 Morale: 2

Victory points: 6

Alpha Legion Irregular Mob

Alpha Legion

Aspiring Champion

Cultist Infiltrator Detachment

6 Cultist Infiltrator Stands

Cultist Infiltrator Detachment

6 Cultist Infiltrator Stands

Engineer Platoon

5 Engineer Stands

Gold

Cost: 450

Aspiring Champion *Infantry (1)*

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

Command, HQ

Cultist Infiltrator *Infantry (1)*

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

Infiltrate

Engineer *Infantry (1)*

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

Combat Engineer

Break: 9 Morale: 3

Victory points: 5

Alpha Legion Infiltration Century

Alpha Legion

Chaos Champion Stand

Chaos Marine Veteran Detachment

5 Chaos Marine Veteran Stands

Cultist Infiltrator Detachment

6 Cultist Infiltrator Stands

Engineer Platoon

5 Engineer Stands

Gold

Cost: 550

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine Veteran *Infantry (1)*

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

Elite, infiltration

Cultist Infiltrator *Infantry (1)*

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

Infiltrate

Engineer *Infantry (1)*

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

Combat Engineer

Break: 9 Morale: 2

Victory points: 6

Cultist Infiltrators

(Alpha Legion)

6 Cultist Infiltrator Stands

Gold

Cost: 150

Cultist Infiltrator *Infantry (1)*

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

Infiltrate

Break: 3 Morale: 3

Victory points: 2

Engineer Platoon

Alpha Legion

5 Engineer Stands

Gold

Cost: 150

Engineer *Infantry (1)*

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

Combat Engineer

Break: 3 Morale: 4

Victory points: 2

Black Legion Century

Black Legion

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Reward card
"Power of Chaos"

Gold

Cost: 600

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine *Infantry (1)*

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

Elite

Break: 8 Morale: 2

Victory points: 6

Black Legion Assault Century

Black Legion

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Obliterator Squad

4 Obliterators

Gold

Cost: 700

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine *Infantry (1)*

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

Elite

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

Obliterator (Melee) *Infantry (1)*

Move: 10 cm	Save: 5+	**CAF**: +5
Weapon	**Range**	**Shoot**
Close combat	-	-

Obliterator (Ranged) *Infantry (1)*

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

Break: 8 Morale: 2

Victory points: 7

Black Legion Battle Century

Black Legion

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine Stands

Raptor Squad

5 Raptor Marine Stands

Havok Squad

5 Havok Stands

Gold

Cost: 650

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine *Infantry (1)*

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

Elite

Raptor Marine *Infantry (1)*

Move: 15 cm	Save: 6+	**CAF**: +3
Weapon	**Range**	**Shoot**
Pistol/Sword	25cm	1d 5+ (0)

Jump Pack

Havok *Infantry (1)*

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

Break: 8 Morale: 2

Victory points: 7

Obliteraator Squad

(Black Legion)

4 Obliterators

Gold

Cost: 400

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

Obliterator (Melee) *Infantry (1)*

Move: 10 cm	Save: 5+	**CAF**: +5
Weapon	**Range**	**Shoot**
Close combat	-	-

Obliterator (Ranged) *Infantry (1)*

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

Break: 2 Morale: 1

Victory points: 4

Iron Warriors Century

Iron Warriors

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Reward card
"Siege Breaker"

Gold

Cost: 600

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine *Infantry (1)*

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

Elite

Break: 8 Morale: 2

Victory points: 6

Iron Warriors Vindicator Company

Iron Warriors

Warsmith Stand
Command Rhino

Vindicator Squad

3 Vindicators

Vindicator Squad

3 Vindicators

Vindicator Squad

3 Vindicators

Gold

Cost: 500

Warsmith *Infantry (1)*

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

HQ, Command, Mechanic

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	**CAF**: +0

PD (1), Transport 2

Vindicator *Vehicle (3)*

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

Ignores cover

Break: 6 Morale: 2

Victory points: 5

Iron Warriors Siege Century

Iron Warriors

Warsmith Stand
Command Rhino

Chaos Marine Detachment

5 Chaos Space Marine Stands

Havok Squad

5 Havok Stands

Iron Dreadnoughts

5 Iron Dreadnoughts

Gold

Cost: 800

Warsmith *Infantry (1)*

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

HQ, Command, Mechanic

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	**CAF**: +0

PD (1), Transport 2

Chaos Marine *Infantry (1)*

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

Elite

Havok *Infantry (1)*

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

Iron Dreadnought *Walker (2)*

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

Damage buildings

Break: 9 Morale: 2

Victory points: 8

Warsmith

Iron Warriors

Warsmith Stand
Command Rhino

Gold

Cost: 100

Warsmith *Infantry (1)*

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

HQ, Command, Mechanic

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	**CAF**: +0

PD (1), Transport 2

Break: Stand Morale: -

Victory points: 1

Leviathan

Iron Warriors

Leviathan

Gold

Cost: 350

Leviathan *Praetorian (5)*

Move: 10 cm	Save: Card	**CAF**: +12
Weapon	**Range**	**Shoot**
Doomsday Cannon	200cm	D6+3BP varies (-3)
Battlecannon *	75cm	1d 4+ (-2)
Lascannon *	75cm	6d 5+ (-1)

4 void shields, Transport 1 company, PD (12), special
* 360º arc of fire

Break: Model Morale: -

Victory points: 4

Iron Dreadnoughts

(Iron Warriors)

5 Iron Dreadnoughts

Gold

Cost: 300

Iron Dreadnought *Walker (2)*

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

Damage buildings

Break: 3 Morale: 1

Victory points: 3

Basilisk Battery

Iron Warriors

3 Basiliks

Gold

Cost: 200

Basilisk *Heavy artillery (3)*

Move: 15 cm	Save: 5+	**CAF**: +0
Weapon	**Range**	**Shoot**
Earthshaker cannon	150cm	2SB @ # (-2)

ROF 2

Break: 2 Morale: 2

Victory points: 2

Bombard Battery

(Iron Warriors)

3 Bombards

Gold

Cost: 200

Bombard *Heavy artillery (3)*

Move: 10 cm	Save: 5+	**CAF**: +0
Weapon	**Range**	**Shoot**
Siege Mortar	50-150cm	3SB @ # (-3)

Destroys Buildings

Break: 2 Morale: 2

Victory points: 2

Night Lords Century

Night Lords

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Reward card
"Fearsome Reputation"

Gold

Cost: 600

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine *Infantry (1)*

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

Elite

Break: 3 Morale: 2

Victory points: 6

Night Lords Battle Century

Night Lords

Chaos Champion Stand

Chaos Marine Veteran Detachment

5 Chaos Marine Veteran Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Fury Squad

5 Fury Stands

Gold

Cost: 650

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine Veteran *Infantry (1)*

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

Elite, infiltrate

Chaos Marine *Infantry (1)*

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

Elite

Fury *Infantry (1)*

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

Jump Pack, Fear

Break: 9 Morale: 2

Victory points: 7

Night Lords Bike Century

Night Lords

Chaos Marine Bike HQ Stand

Chaos Marine Bike Squad

5 Chaos Marine Bike Stands

Chaos Marine Bike Squad

5 Chaos Marine Bike Stands

Chaos Marine Bike Squad

5 Chaos Marine Bike Stands

Gold

Cost: 450

Chaos Marine Bike HQ *Cavalry (2)*

Move: 30 cm	Save: 6+	**CAF**: +4
Weapon	**Range**	**Shoot**
Bolter	15cm	1d 6+ (0)

Command, HQ

Chaos Marine Bike *Cavalry (2)*

Move: 30 cm	Save: 6+	**CAF**: +3
Weapon	**Range**	**Shoot**
Bolter	15cm	1d 6+ (0)

Break: 8 Morale: 2

Victory points: 5

Fury Squad

(Night Lords)

5 Fury Stands

Gold

Cost: 200

Fury *Infantry (1)*

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

Jump Pack, Fear

Break: 3 Morale: 2

Victory points: 2

Land Speeder Squadron

(Night Lords)

5 Land Speeders

Gold

Cost: 200

Land Speeder *Skimmer (2)*

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

Skimmer

Break: 3 Morale: 2

Victory points: 2

Word Bearers Century

Word Bearers

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Reward card
"Religious Fervor"

Gold

Cost: 600

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine *Infantry (1)*

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

Elite

Break: 8 Morale: 2

Victory points: 6

Word Bearers Battle Century

Word Bearers

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine Stands

Raptor Squad

5 Raptor Marine Stands

Havok Squad

5 Havok Stands

Gold

Cost: 650

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine *Infantry (1)*

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

Elite

Raptor Marine *Infantry (1)*

Move: 15 cm	Save: 6+	**CAF**: +3
Weapon	**Range**	**Shoot**
Pistol/Sword	25cm	1d 5+ (0)

Jump Pack

Havok *Infantry (1)*

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

Break: 8 Morale: 2

Victory points: 7

Dark Apostle

Word Bearers

Dark Apostle Stand
Command Rhino

Gold

Cost: 100

Dark Apostle *Infantry (1)*

Move: 10 cm	Save: 5+/6+f	**CAF**: +4
Weapon	**Range**	**Shoot**
Pistol & others	25cm	2d 6+ (0)

Combat Leader, Elite, HQ

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	**CAF**: +0

PD (1), Transport 2

Break: Stand Morale: -

Victory points: 1

Word Bearers Devotional Century

Word Bearers

Dark Apostle Stand
Command Rhino

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Lesser Daemon Detachment

5 Lesser Daemons

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

Gold

Cost: 550

Dark Apostle *Infantry (1)*

Move: 10 cm	Save: 5+/6+f	**CAF**: +4
Pistol & others	25cm	2d 6+ (0)

Combat Leader, Elite, HQ

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	**CAF**: +0

PD (1), Transport 2

Chaos Marine *Infantry (1)*

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

Elite

Bloodletter *Infantry (1)*

Move: 10 cm	Save: 4+	**CAF**: +5

Regeneration

Plaguebearer *Infantry (1)*

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

Fear, Never outnumbered, Special

Daemonette *Infantry (1)*

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

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

Pink Horror *Infantry (1)*

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

Creates 2 Blue Horrors on death

Break: 9 Morale: 2

Victory points: 6

Chaos Marine Company

Chaos Marine

Chaos Champion Stand

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Chaos Marine Detachment

5 Chaos Space Marine Stands

Gold

Cost: 600

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Chaos Marine *Infantry (1)*

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

Elite

Break: 8 Morale: 2

Victory points: 6

Havok Company

(Chaos Marine)

Chaos Champion Stand

Havok Squad
5 Havok Stands

Havok Squad
5 Havok Stands

Havok Squad
5 Havok Stands

Gold

Cost: 850

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Havok *Infantry (1)*

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

Break: 8 Morale: 2

Victory points: 9

Chaos Land Raider Company

Chaos Marine

Command Chaos Land Raider

Land Raider Squadron
3 Chaos Land Raiders

Land Raider Squadron
3 Chaos Land Raiders

Land Raider Squadron
3 Chaos Land Raiders

Gold

Cost: 750

Chaos Land Raider *Vehicle (3)*

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

PD (1), Transport 2

Break: 5 Morale: 2

Victory points: 8

Chaos Bike Company

(Chaos Marine)

Command Chaos Marine Bike

Chaos Marine Bike Squad
5 Chaos Marine Bike Stands

Chaos Marine Bike Squad
5 Chaos Marine Bike Stands

Chaos Marine Bike Squad
5 Chaos Marine Bike Stands

Gold

Cost: 450

Chaos Marine Bike HQ *Cavalry (2)*

Move: 30 cm	Save: 6+	**CAF**: +4
Weapon	**Range**	**Shoot**
Bolter	15cm	1d 6+ (0)

Command, HQ

Chaos Marine Bike *Cavalry (2)*

Move: 30 cm	Save: 6+	**CAF**: +3
Weapon	**Range**	**Shoot**
Bolter	15cm	1d 6+ (0)

Break: 8 Morale: 2

Victory points: 5

Terminator Company

Chaos Marine

Chaos Terminator HQ Stand
Command Chaos Land Raider

Chaos Terminator Detachment
4 Chaos Terminator Stands
2 Chaos Land Raiders

Chaos Terminator Detachment
4 Chaos Terminator Stands
2 Chaos Land Raiders

Chaos Terminator Detachment
4 Chaos Terminator Stands
2 Chaos Land Raiders

Gold

Cost: 1000

Chaos Terminator HQ *Infantry (1)*

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

Command, Elite, HQ, Inspirational

Chaos Terminator *Infantry (1)*

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

Elite

Chaos Land Raider *Vehicle (3)*

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

PD (1), Transport 2

Break: 10 Morale: 1

Victory points: 10

Chaos Champion

Chaos Marine

Chaos Champion Stand

Gold

Cost: 100

Chaos Champion *Infantry (1)*

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

Command, Elite, HQ, 4+ psychic save

Break: Stand Morale: -

Victory points: 1

Forward Observer

Chaos Marine

Forward Observer Stand
Command Rhino

Gold

Cost: 100

Forward Observer *Infantry (1)*

Move: 10 cm	Save: 6+	**CAF**: +0
Weapon	**Range**	**Shoot**
Bolt Pistol	25cm	1d 5+ (0)

HQ, Stealth, Forward Observer

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	**CAF**: +0

PD (1), Transport 2

Break: Stand Morale: 2

Victory points: 1

Drop Pods

Chaos Marine

8 Assault Drop Pods
3 Support Drop Pods
3 Deathwind Drop Pods

Gold

Cost: 300

Assault Drop Pod *Special*

Move: -	Save: 4+	**CAF**: +0

Trasnport 2, Company only

Support Drop Pod *Special*

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

Always on Frist Fire

Deathwind Drop Pod *Special*

Move: -	Save: 4+	**CAF**: +0
Weapon	**Range**	**Shoot**
Deathwiind	0cm	6BP 4+ (0)

10cm radius, One shot

Break: +7 Morale: -

Victory points: +3

Warlord Titan

Chaos Marine

Warlord Titan Hull

Gold

Cost: 500

Warlord Titan *Titan (5)*

Move: 15 cm	Save: Card	**CAF**: +14
Weapon	**Range**	**Shoot**

6 void shields, purchase 4 weapons + head

Break: Model Morale: -

Victory points: ____

Reaver Titan

Chaos Marine

Reaver Titan Hull

Gold

Cost: 300

Reaver Titan *Titan (5)*

Move: 20 cm	Save: Card	**CAF**: +12
Weapon	**Range**	**Shoot**

4 void shields, purchase 3 weapons

Break: Model Morale: -

Victory points: ____

Warhound Titan

Chaos Marine

Warhound Titan Hull

Gold

Cost: 125

Warhound Titan *Titan (5)*

Move: 25 cm	Save: Card	**CAF**: +8
Weapon	**Range**	**Shoot**

2 void shields, Agile, Hard to Hit on Charge, purchase 2 weapons

Break: Model Morale: -

Victory points: ____

Chaos Marine Detachment

Chaos Marine

5 Chaos Marine Stands

Gold

Cost: 200

Chaos Marine *Infantry (1)*

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

Elite

Break: 3 Morale: 2

Victory points: 2

Chaos Marine Veterans

Chaos Marine

5 Chaos Marine veteran Stands

Gold

Cost: 250

Chaos Marine Veteran *Infantry (1)*

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

Elite, Infiltrate

Break: 3 Morale: 1

Victory points: 3

Chaos Terminator Detachment

Chaos Marine

4 Chaos Terminator Stands
2 Chaos Land Raiders

Gold

Cost: 350

Chaos Terminator *Infantry (1)*

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

Elite

Chaos Land Raider *Vehicle (3)*

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

PD (1), Transport 2

Break: 3 Morale: 1

Victory points: 4

Havok Squad

(Chaos Marine)

5 Havok Stands

Gold

Cost: 300

Havok *Infantry (1)*

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

Break: 3 Morale: 2

Victory points: 3

Raptor Squad

(Chaos Marine)

5 Raptor Marine Stands

Gold

Cost: 200

Raptor Marine *Infantry (1)*

Move: 15 cm	Save: 6+	**CAF**: +3
Weapon	**Range**	**Shoot**
Pistol/Sword	25cm	1d 5+ (0)

Jump Pack

Break: 3 Morale: 2

Victory points: 2

Chaos Dreadnought Squadron

Chaos Marine

4 Chaos Dreadnoughts

Gold

Cost: 150

Chaos Dreadnought *Walker (2)*

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

Break: 2 Morale: 2

Victory points: 2

Mutilator Dreadnought Squad

(Chaos Marine)

2 Contemptor
1 Deredeo
1 Furibundus

Gold

Cost: 100

Contemptor Dreadnought *Walker (2)*

Move: 15 cm	Save: 5+	**CAF**: +4
Heavy bolter	50cm	1d 5+ (0)

Deredeo Dreadnought *Walker (2)*

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

furibundus Dreadnought *Walker (2)*

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

ALL: Elite, PD (1)

Break: 2 Morale: 2

Victory points: 1

Destroyer Dreadnought Squad

(Chaos Marine)

2 Deredeo
2 Furibundus

Gold

Cost: 100

Deredeo Dreadnought *Walker (2)*

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

Elite, PD (1)

Furibundus Dreadnought *Walker (2)*

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

Elite, PD (1)

Break: 2 Morale: 2

Victory points: 1

Chaos Marine Bike Squad

Chaos Marine

5 Chaos Marine Bikes Stands

Gold

Cost: 150

Chaos Marine Bike *Cavalry (2)*

Move: 30 cm	Save: 6+	**CAF**: +3
Weapon	**Range**	**Shoot**
Bolter	15cm	1d 6+ (0)

Break: 3 Morale: 2

Victory points: 2

Land Speeder Squadron

Chaos Marine

5 Land Speeders

Gold

Cost: 200

Land Speeder *Skimmer (2)*

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

Skimmer

Break: 3 Morale: 2

Victory points: 2

Hunter Anti-Aircraft Battery

Chaos Marine

3 Hunters

Gold

Cost: 150

Hunter AA Gun *Vehicle (3)*

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

Anti-Aircraft

Break: 2 Morale: 2

Victory points: 2

Chaos Land Raider Squadron

Chaos Marine

3 Chaos Land Raiders

Gold

Cost: 250

Chaos Land Raider *Vehicle (3)*

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

PD (1), Transport 2

Break: 2 Morale: 2

Victory points: 3

Defilers

Chaos Marine

3 Defilers

Gold

Cost: 200

Defiler *Walker (3)*

Move: 15 cm	Save: 4+	**CAF**: +6
Weapon	**Range**	**Shoot**
Lascannon	75cm	2d 4+ (-2)
Defiler Cannon	50cm	1d 4+ (-2)

All Around Armor

Break: 2 Morale: 2

Victory points: 2

Predator Squadron

Chaos Marine

3 Predators

Gold

Cost: 200

Predator *Vehicle (3)*

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

** Turret*

Break: 2 Morale: 2

Victory points: 2

Rhino Squadron

Chaos Marine

3 Rhinos

Gold

Cost: 50

Rhino *Vehicle (3)*

Move: 25 cm	Save: 4+	**CAF**: +0

PD (1), Transport 2

Break: 2 Morale: 2

Victory points: 1

Vindicator Squadron

Chaos Marine

3 Vindicators

Gold

Cost: 150

Vindicator *Vehicle (3)*

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

Ignores cover

Break: 2 Morale: 2

Victory points: 2

Mole Mortar Battery

Chaos Marine

3 Mole Mortars

Gold

Cost: 100

Mole Mortar *Light artillery (1)*

Move: 5 cm	Save: -	**CAF**: -3
Weapon	**Range**	**Shoot**
Mole Mortar	150cm	1BP @ # (0)

Ignores cover, Ignores shields, Traps titans or Praetorians on a roll of 6 on a D6 (it can´t move unless it is on Charge orders and cancels all ranged attacks.

Break: 2 Morale: 2

Victory points: 1

Rapier Battery

Chaos Marine

3 Rapiers Laser Destroyers

Gold

Cost: 75

Rapier *Light artillery (1)*

Move: 10 cm	Save: -	**CAF**: -3
Weapon	**Range**	**Shoot**
Laser Destroyer	50cm	1d 4+ (-3)

Break: 2 Morale: 2

Victory points: 1

Tarantula Support Battery

Chaos Marine

5 Tarantulas

Gold

Cost: 150

Tarantula *Light artillery (1)*

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

Inorganic, Robotic, Quickdraw, RoF2

Break: 3 Morale: -

Victory points: 2

Thudd Gun Battery

Chaos Marine

3 Thudd Guns

Gold

Cost: 100

Thudd Gun *Light artillery (1)*

Move: 5 cm	Save: -	**CAF**: -3
Weapon	**Range**	**Shoot**
Thudd Gun	75cm	2BP @ # (0)

Break: 2 Morale: 2

Victory points: 1

Whirlwind Battery

Chaos Marine

3 Whirlwinds

Gold

Cost: 200

Whirlwind *Heavy artillery (3)*

Move: 20 cm	Save: 4+	**CAF**: +0
Weapon	**Range**	**Shoot**
Multi-Launcher	150cm	2BP @ # (0)

Break: 2 Morale: 2

Victory points: 2

Light Off-Board Barrage

(Chaos Marine)

One Light Orbital Barrage Round

Gold

Cost: 1 VP

Light Off-Board Barrage

Weapon	Range	Shoot
Orbital Barrage	Special	6BP 4+ (-1)

Cost 1 VP

Break: Morale: -

Victory points: -

Heavy Off-Board Barrage

(Chaos Marine)

One Heavy Orbital Barrage Round

Gold

Cost: 2 VP

Heavy Off-Board Barrage

Weapon	Range	Shoot
Orbital Barrage	Special	10SB 2+ (-2)

Cost 2 VP

Break: Morale: -

Victory points: -

Dreadclaw Assault Shuttle

(Chaos Marine)

Dreadclaw

Gold

Cost: 100

Dreadclaw *Flyer (3)*

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

Flyer, Transport 6

Break: Model Morale: 2

Victory points: 1

Titan Weapons

Doomburner

(Reaver or Warlord Titan)

Arm/Carapace

This weapon fires a bolt of super-heated molten metal that bores through its target in a searing flash of flames.

Gold

Cost: 65

Doomburner

Weapon	Range	Shoot
Doomburner	75cm	1d 3+ (-3)

Ignores cover, Damages Buildings, Penetrating +1

Quake Cannon

Reaver, Warlord or Warhound Titan

Arm/Carapace

This is a large bore cannon that fires an extremely powerful shell that can burst apart even the most heavily armoured opponent.

Gold

Cost: 100

Quake Cannon

Weapon	Range	Shoot
Quake Cannon	100	8BP 3+ (-3)

Standard barrage templat, but not artillery (no scatter, no indirect fire). Destroy Buildings with -4 modifier.

Gatling Blaster

Reaver, Warlord or Warhound Titan

Arm/Carapace

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

Gold

Cost: 50

Gatling Blaster

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

Turbo-Laser Destructor

Reaver, Warlord or Warhound Titan

Arm/Carapace

This is a highly effective rapid-fire anti-tank weapon.

Gold

Cost: 75

Turbo-Laser Destructor

Weapon	Range	Shoot
Turbo-Laser Dest.	75cm	2d 3+ (-2)

Laser Blaster

Reaver or Warlord Titan

Arm/Carapace

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

Gold

Cost: 50

Laser Blaster

Weapon	Range	Shoot
Laser Blaster	50cm	6d 5+ (0)

Volcano Cannon

Reaver or Warlord Titan

Arm/Carapace

This large laser cannon fires a bolt of explosive laser energy, which tears through steel and destroys the best-armoured enemy.

Gold

Cost: 100

Volcano Cannon

Weapon	Range	Shoot
Volcano Cannon	100cm	1d 3+ (-4)

Penetrating +3

Melta Cannon

Reaver or Warlord Titan

Arm/Carapace

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

Gold

Cost: 50

Melta Cannon

Weapon	Range	Shoot
Melta Cannon	25cm	4d 3+ (-3)

Vulcan Mega-Bolter

Reaver, Warlord or Warhound Titan

Arm/Carapace

The vulcan is a short-ranged but extremely deadly form of heavy machine gun that fires a hail of bolter shells at anything that strays too close.

Gold

Cost: 50

Vulcan Mega-Bolter

Weapon	Range	Shoot
Vulcan Mega-Bolter	25cm	8d 4+ (0)

Plasma Blastgun

Reaver, Warlord or Warhound Titan

Arm/Carapace

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

Gold

Cost: 75

Plasma Blastgun

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

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

Plasma Destructor (own reactor)

Warlord Titan

Arm/Carapace

This is a more powerful version of the plasma cannon.

Gold

Cost: 225

Plasma Destructor

Weapon	Range	Shoot
Plasma Destructor	100cm	4d 3+ (-6)

If engaged in close combat while inmobilized, they lose the 2D6 CC dice. Regular troops receive +2 to their roll to survive, and are only hit on a 5+ with zero TSM.

Plasma Cannon

Warlord Titan

Arm/Carapace

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

Gold

Cost: 100

Plasma Cannon

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

May not fire other weapons

Inferno Gun

Reaver, Warlord or Warhound Titan

Arm/Carapace

The inferno gun fires a devastating spray of super-heated, burning fuel.

Gold

Cost: 50

Inferno Gun

Weapon	Range	Shoot
Inferno Gun	Template	- 4+ (0)

Use large teardrop Template.

Plasma Cannon (own reactor)

Warlord Titan

Arm/Carapace

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

Gold

Cost: 150

Plasma Cannon

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

Deathstrike Cannon

Warlord Titan

Head

This head mounts a powerful cannon.

Gold

Cost: 75

Deathstrike Cannon

Weapon	Range	Shoot
Deathstrike Cannon	200cm	10BP 2+ (-2)

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

Plasma Destructor

Warlord Titan

Arm/Carapace

This is a more powerful version of the plasma cannon.

Gold

Cost: 125

Plasma Destructor

Weapon	Range	Shoot
Plasma Destructor	100cm	4d 3+ (-6)

May not fire other weapons or move next turn. If engaged in close combat while inmobilized, they loose the 2D6 CC dice. Regular troops receive +2 to their roll to survive, and are only hit on a 5+ with zero TSM.

Hellstrike Cannon

(Reaver or Warlord Titan)

Arm/Carapace

This cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture. The shells explode and scatter over a large area.

Gold

Cost: 50

Hellstrike Cannon

Weapon	Range	Shoot
Hellstrike Cannon	50cm	6BP 4+ (-1)

Ignores cover

Multiple Rocket Launcher

Reaver or Warlord Titan

Arm/Carapace

The multiple rocket launcher fires a barrage of explosive rockets and is used to provide long range support fire for advancing troops.

Gold

Cost: 75

Multiple Rocket Launcher

Weapon	Range	Shoot
Penetration mode	100cm	6BP 4+ (-1)
Shotgun mode	100cm	4LBP 5+ (0)

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

Barrage Missile Launcher

Reaver or Warlord Titan

Carapace

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

Gold

Cost: 100

Barrage Missile Launcher

Weapon	Range	Shoot
Barrage Missile L.	LoS	8BP 3+ (-2)

One shot, always scatter 2D6cm, add D6 extra templates when fired which must touch at least two others.

Harpoon Missile

Reaver or Warlord Titan

Carapace

This special one-shot weapon possesses the ability to take control of enemy titans. Does not affect Gargants, Bio-Titans and greater deamons Titans.

Gold

Cost: 75

Harpoon Missile

Weapon	Range	Shoot
Harpoon Missile	LoS	- Auto (-2)

Shielded targets will loseone shield. Units that do not possess a hit location template must save at -2 or be destroyed. Else pick a location and scatter , save at -2 TSM or the Harpoon has lodged itself succesfully. A unit that has been harpooned must roll a D6 in each of *subsequent Orders Phase. On a 1 the missile falls out and the Titan may be given orders as normal. On a 2+ the* Titan comes under the control of the player who fired the Harpoon.

Vortex Missile

Reaver or Warlord Titan

Carapace

This is a one-shot weapon which explodes on impact creating a whirling vortex of dark energy. Anything caught on the vortex is reduced to its component atoms and destroyed.

Gold

Cost: 150

Vortex Missile

Can only be shot on first fire orders. One shot, Destroys Buildings, Ethereal Psychic. Palce the 6cm template within LoSand scatter 2D6cm. Anything under the templates is destroyed. Units with template receive D6 hits (attacker´s choice, no location hit more than once) *with no save. All void/power shileds are lost. Succesful psychic save moves stand to the edge of the template. Roll a D6during end phase:*

1-2: The vortex dissipates.
3-4: The vortex don´t move.
5-6: The vortex scatters 2D6cm (reroll "hit")

Warp Missile

Reaver or Warlord Titan

Carapace

This is a one-shot weapon which contains a miniature warp drive that allows the missile to bypass armor and shields, materializing multiple melta-bombs inside the target.

Gold

Cost: 125

Warp Missile

Weapon	Range	Shoot
Warp missile	LoS	- Auto/3+ -

One-shot, Destroys Buildings, Ethereal psychc, Automatically hits buildings, Titans and Praetorians, else hit on a 3+ with no save. Scatters twice on templates, ignores save, and uses 2 dices on the damage table. Shields give n psychic save

Chain Fist

Reaver, Warlord or Warhound Titan

Arm

This weapon , also called a power saw, is a motorized blade capable of ripping apart the toughest opponent.

Gold

Cost: 25

Chain Fist

Weapon	Range	Shoot
Chain Fist	-	Close Combat

+D6 CAF, Penetrating +2, can additionally Destroy Buildings with a -4 modifier.

Titan Cost Multiplier: *Warlord Free*
Reaver X2
Warhound x3

Close Combat Head

Reaver or Warlord Titan

Head

One of the more gruesome head variants, this one displays jagged blades, spikes and shortrange weaponry that increase performance in close combat.

Gold

Cost: 15

Close Combat Head

Weapon	Range	Shoot
Close Combat head	-	Close Combat

Head armor save reduced by 1. +3 CAF

Titan Cost Multiplier: *Warlord Free*
Reaver X2
Warhound x3

Laser Burner

Reaver or Warlord Titan

Arm

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

Gold

Cost: 10

Laser Burner

Weapon	Range	Shoot
Laser Burner	-	Close Combat

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

Titan Cost Multiplier: *Warlord Free*
Reaver X2
Warhound x3
x3

Power Fist

Reaver, Warlord or Warhound Titan

Arm

This is a gigantic armoured fist surrounded by a powerful energy field that allows the Titan to tear chunks from the other Titans or buildings.

Gold

Cost: 15

Power Fist

Weapon	Range	Shoot
Power Fist	-	Close Combat

Grab attack at +1 in close combat, Destroy buildings with -4 modifier. Add ability to reroll both dices.

Titan Cost Multiplier: *Warlord Free*
Reaver X2
Warhound x3

Power Ram

Reaver or Warlord Titan

Arm

This weapon delivers a high-velocity strike capable of punching through the thickest armor and inflicting major internal damage. It can also send a Titan crashing to the ground.

Gold

Cost: 25

Power Ram

Weapon	Range	Shoot
Power Ram	-	Close Combat

+2 CAF. Winning a close combat round against a Titan by more than 6 points will knock the loser straight backwards D6cm. Vehicle or smaller models underneath are destroyed, buildings must save at 5 TSM.
Free attack againts buildings with -5 modifier.

Titan Cost Multiplier: *Warlord Free*
Reaver X2
Warhound x3

Wrecker

Reaver or Warlord Titan

Arm

The wrecker is a large weighted ball at the end of a reinforced chain.

Gold

Cost: 25

Wrecker

Weapon	Range	Shoot
Wrecker	-	Close Combat

Free strike before close combat. Superheavy or smaller is destroyed, else select a location, scatter twice and hit 6 TSM.
Free attack against buildings with -6 modifier.

Titan Cost Multiplier: *Warlord Free*
Reaver X2
Warhound x3

Cerberus Anti-Aircraft Gun

(Reaver or Warlord Titan)

Arm/Carapace

Titans are sometimes fitted with Cerberus Anti-Aircraft guns.

Gold

Cost: 100

Cerberus Anti-Aircraft Gun

Weapon	Range	Shoot
Cerberus AA Gun	100cm	4d 5+ (-1)

Anti-Aircraft, always on first fire.

Carapace Landing Pad

Warlord Titan

Carapace

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

Gold

Cost: 50

Carapace Landing Pad

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

Recon Land Speeeder *Skimmer (2)*

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

Command, Pop-up attack

Carapace Multi-Lasers

Warlord Titan

These are small, fast-tracking laser weapons mounted on the rear of a Warlord.

Gold

Cost: 25

Carapace Multi-Lasers

Weapon	Range	Shoot
Carapace Multi-L.	15cm	2d 5+ (0)

180 arc of fire to the rear of the Titan, always on first fire

Command Head

Warlord Titan

Head

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

Gold

Cost: Free

Comand Head

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

Corvus Assault Head

Warlord Titan

Head

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

4 Terminator Stands

Gold

Cost: 100

Corvus Assault Head

Must end movement in contact with a building/fortifica-tion. During the close combat segment the terminators disembark on charge orders (losing 5cm) and gain +D6 CAFfor this turn only. Terminators can be dropped in the movement phase (both lose 5cm, no CAF bonus).
2+ armor save, no bail out save.

Terminator *Infantry (1)*

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

Elite

Corvus Assault Pod

Warlord Titan

Arm

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

4 Terminator Stands

Gold

Cost: 150

Corvus Assault Pod

Must end movement in contact with a building/fortification. During the close combat segment the terminators disembark on charge orders (losing 5cm) and gain +D6 CAFfor this turn only. Terminators can be dropped in the movement phase (both lose 5cm, no CAF bonus).

2+ armor save, no bail out save.

Terminator *Infantry (1)*

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

Elite

Custodian Head

Warlord Titan

Head

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

Gold

Cost: Free

Custodian Head

Weapon	Range	Shoot
Custodian Head	25cm	6BP 4+ -

Head armor save reduced by 1.

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

Fire Control Center

Reaver or Warlord Titan

Carapace

Fire control Center is a carapace-mounted package containing range finding and targeting equipment

Gold

Cost: 75

Fire Control Center

All weapons gain +1 To-Hit (including barrages).

Carapace location save reduced to 3+.

Trident

Reaver or Warlord Titan

Arm

This specialized weapon takes the form of a rocket-propelled grappling hook, used to seize opponents and drag them closer via an attached chain and power winch.

Gold

Cost: 50

Trident

Weapon	Range	Shoot
Trident	25cm	1d 3+ -

Ignores shields. Vehicle/Superheavy is destroyed, smaller units is unaffected.

Targets with a hit location template roll for scatter normally, then both sides roll 2D6, add their CAF score to the roll and the fireing Titan gains another D6 if on *first fire Orders.*

-If firing Titan wins, the location suffers maximum damage

-If tie, the Trident becomes useless

-Else the chain can be fired the next turn.

Weapon Head

Reaver or Warlord Titan

Head

This variant emphasizes additional firepower at the expense of armor.

Gold

Cost: Free

Weapon Head

Weapon	Range	Shoot
Weapon Head	25cm	1d 5+ (-1)

Head Armor save reduced by 1.

Titan Cost Multiplier: Warlord Free

Deathstorm

Reaver, Warlord or Warhound Titan

Any

The Deathstorm fires salvos of heavy rocket powered shells from its multiple barrels.

Gold

Cost: 85

Deathstorm

Weapon	Range	Shoot
Deathstorm	75cm	6d 5+ (-1)

Havoc Missile Rack

Warlord Titan

Carapace

It is loaded with six deadly Havoc missiles. One or more missiles can be fired in a deadly salvo that explodes to cover a wide area in death and destruction.

Gold

Cost: 50

Havoc Missile Rack

Weapon	Range	Shoot
Havoc Missile R.	75cm	8SB 3+ (-1)

Limited to 6 shots. If more than one is fired in a turn, all these must be placed so as they touch at least one other barrage template.

Doomfist

Reaver or Warlord Titan

Arm

The Doomfist is a deadly hand-to-hand weapon that combines the Close Combat abilities of a chainfist and Power Fist. In addition it is armed with a pair of melta-cannons.

Gold

Cost: 50

Doomfist

Weapon	Range	Shoot
Doomfist	25cm	2d 4+ (-3)

Shoot or gain D6 CAF and do a Grab Attack at +1 in Close Combat. Destroy Buildings with -4 modifier.

Hellblade

Reaver, Warlord or Warhound Titan

Arm

The Hellblade is a white hot, powered cleaver capable of carving through armor like a hot knife through butter!

Gold

Cost: 25

Hellblade

+3 CAF. May perform a slash attack: select a location and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template, roll for damage against that location as well. Destroy Buildings with -2 modifier.

Chaos Energy Whip

Reaver or Warlord Titan

Arm

The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also intends to overload void shields.

Gold

Cost: 25

Chaos Energy Whip

The whip is used at the start of the Close Combat Segment. Roll a D6 for every enemy model in base to base contact and on a score of 4+ it takes a hit at -1 TSM. Shielded targets lose D6 shields if hit, and if they lose more shields than they have, the excess hits are added to the CAF of the titan using the whip.

Bloodletter / Lord of Battle Head

Warlord Titan

Head

Jutting from the mouth of this horrific visage is a large assault cannon capable of spewing high explosive rounds at an enormous rate of fire.

Gold

Cost: 50

Bloodletter / Lord of Battle Head

Weapon	Range	Shoot
Bloodletter Head	25cm	2d 4+ (-2)

Head armor save reduced by 1.

Chaos Tail

Warlord Titan

Tail

Some of the monstrous Chaos Titans carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies.

Gold

Cost: 25

Chaos Tail

+2 CAF

Khornate Chaos Tail

Warlord Titan

Tail

Some of the monstrous Chaos Titans carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies.

Gold

Cost: 50

Khornate Chaos Tail

Weapon	Range	Shoot
Khorne Chaos Tail	50cm	1d 5+ (-2)

Shoot or +2 CAF