

CHAOS BIKE

VEHICLE DATA



RAM VALUE:

STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 15"
FAST SPEED: 30"

TYPE: BIKE

CREW: 1x SPACE MARINE RIDER



WEAPONS

Two linked bolters fitted with a targeter with a front 90-degree arc of fire.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour		Special
	Short	Long	Short	Long		Pen.		

Bolter 0-12 12-24 +1 - 4 1 -1 D6+4 -

POINTS COST: 20 POINTS + RIDER

D6	Location	Armour	
		Front	Side/Rear
1-2	Rider	See Below	
3-6	Bike	10	10

Bike Damage Table

- 1 D6 The bike's twin bolters are destroyed and may no longer be used.
- 2 The wheel and mountings are badly buckled. From now on the bike may only move at Slow speed.
- 3 The bike's controls are damaged. Roll a D6 before moving this vehicle. On a roll of 4+ the bike may move normally. On a roll of 1-3 the bike moves out-of-control for that turn.
- 4 The bike's front wheel is blown off and the bike flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the wreck suffers D3 Strength 6 hits with a -2 save modifier.
- 5 The bike's engine explodes, killing the rider. The wreck hurtles out-of-control next turn before coming to a permanent halt.
- 6 The bike's fuel tank catches fire, exploding, and killing the rider. The flaming wreck hurtles out-of-control next turn and explodes, causing D3 Strength 8 hits with a -3 save modifier to all models within 3".

Rider Damage Table

Resolve attacks against the rider as normal, using the rider's stats. If killed, the bike will move out-of-control for one turn and then falls over, destroyed.

CHAOS CONTEMPTOR DREADNOUGHT

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D10 DAMAGE
-4 SAVE

M	WS	BS	S	I	A	LD
7	6	6	7	5	3	10

CREW: 1x CHAOS CHAMPION
(Toughness 5, 2 Wounds)

WEAPONS

A Contemptor Dreadnought may be armed with two of the following: two linked heavy bolters (+30 pts.), twin lascannon (+55 pts.), assault cannon (+45 pts.), multi-melta (+65 pts.), two linked autocannons (+50 pts.), Mk.1 heavy plasma gun (+40 pts.), power claw w/ built in stormbolter (+15 pts.), power claw w/ built in melta-gun (+20 pts.), lightning claw (+15 pts.). All weapons are fitted with targeters and a 90-degree front arc of fire. Note: The Contemptor benefits from all of the Dreadnought weapon rules listed in Codex: Chaos.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Modifier	Save	Armour	
	Short	Long	Short	Long					Pene.	Special
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4		2D12+D6+8	2" Blast
Assault Cannon	0-12	12-32	+1	-	8	D10	-3		D6+D10+8	Sust. 3D
Auto Cannon	0-20	20-72	-	-	8	D6	-3		2D6+8	Sust. 1D
Heavy Bolter	0-20	20-40	-	-	5	D4	-2		D6+D4+5	Sust. 2D
Meltagun	0-6	6-12	+1	-	8	D6	-4		2D6+8	
Power Fist	Close Combat Only		8	1	-5	D6+D20+8				
Lightning Claw	Close Combat Only		8	D3	-5	See Special Rules				



POINTS COST: 135 POINTS

D6	Location	Front	Armour	Side/Rear
1	Legs	20		19
2	Left Arm	19		18
3	Right Arm	19		18
4-6	Body	22		19

Leg Damage Table

- 1 D6 The shot causes the Dreadnought to stall. The Dreadnought may not move in its next turn.
- 2 The Dreadnought is knocked staggering, moving D3" in a random direction, colliding with anything it moves into.
- 3-4 The leg is seriously damaged. The Dreadnought may only limp D3" per turn for the remainder of the game.
- 5-6 The leg is blown off and the Dreadnought falls to the ground, effectively destroyed.

Arm Damage Table

- 1 D6 The arm is struck and paralyzed. Any ranged weapons may be used as normal, but close combat weapons are ignored. Reduce the Dreadnought's Attacks value by one.
- 2 Any weapons mounted on the arm are jammed or partially damaged, and may only be used if you roll 4+ on a D6 first.
- 3-5 The arm is ripped off the Dreadnought's body. Any weapons mounted on the arm are lost, and the Dreadnought's Attacks value is reduced by one.
- 6 The arm is destroyed and any weapons mounted on it are destroyed. The ammunition triggers an explosion inside the body of the Dreadnought; roll on the Body Damage Table.

Body Damage Table

- 1 D6 The condemned pilot of the Dreadnought is injured and becomes infuriated. The Dreadnought fails any Leadership test it must take because of Frenzy during its next turn (do not roll dice).
- 2 The condemned pilot of the Dreadnought is grievously injured, but continues the fight. Reduce the Dreadnought's characteristics by half (rounding up) for the remainder of the battle.
- 3-4 The Dreadnought's power plant explodes, immobilizing the Dreadnought. The pilot may fire one weapon per turn using emergency controls. At the start of each player's turn, roll a D6; on a roll of 1-2 the machine explodes, inflicting D6 Strength 10 hits with a -3 modifier on all models within 3".
- 5 The pilot of the Dreadnought is slain. The machine staggers D3" in a random direction and collapses.
- 6 The ammunition stored in the Dreadnought explodes; destroying it instantly. Any models within 3" suffer D6 Strength 10 hits with a -2 save modifier.

This model is subject to Fire Frenzy rules. See Codex: Chaos, Page 77

CHAOS DEFILER

VEHICLE DATA

RAM VALUE:
STRENGTH 7
D10 DAMAGE
-4 SAVE

M	WS	BS	S	I	A	LD
7	5	5	8	4	4	10

CREW: SPECIAL



WEAPONS

The Defiler is armed with a **battle cannon** with a front 90-degree arc of fire, and two **power claws**. The Defiler is also armed with two of the following: **twin heavy flammers** (+50 pts.), **reaper autocannon** (+25 pts.), **two linked heavy bolters** (+30 pts.), **two linked lascannons** (+55 pts.), **havoc launcher** (+30 pts.), **power scourge** (+20 pts.). The Defiler is also armed with a free single **combi-weapon** (player's choice/optional).

WEAPON DATA

Weapon	Range Short Long	To Hit Short Long	Strength	Damage	Save Modifier	Armour Pene.	Special
Lascannon	0-20 20-60	- -	9	2D6	-6	3D6+9	
Heavy Bolter	0-20 20-40	- -	5	D4	-2	D6+D4+5 Sust. 2D	
Battlecannon	0-20 20-72	- -	8	2D6	-3	3D6+8 2" Blast	
Reaper AC	0-20 20-40	- -	8	D6	-3	2D6+8 Sust. 2D*	
Heavy Flamer	Template		5	1	-3	D6+5	See Rules
Power Claw	Close Combat Only		8	1	-5	D6+D20+8	
Power Scourge	Close Combat Only		6	1	-3	D6+D12+6 +2 Attacks	

POINTS COST: 145 POINTS

D6	Location	Front	Armour Side/Rear
1	Legs	19	19
2	Left Arm	18	18
3	Right Arm	18	18
4-6	Body	21	19

Leg Damage Table

- D6**
1-2 The blow causes the Defiler to stall. The Defiler may not move next turn. The damage causes the Defiler to stagger D3" in a random direction, colliding with anything it runs into.
3 One of the Defiler's legs is severely damaged. Reduce the Defiler's Movement value by one. If a Defiler's Movement value is reduced to zero, it becomes immobilized.
4-5 One of the Defiler's power claws is blown off. Reduce the Defiler's Attacks value by one. If both are destroyed, they may no longer be used in combat.
6

Arm Damage Table

- D6**
1 The arm is hit and partially paralyzed. Any ranged weapons may be used as normal. The arm may not be used in close combat; reduce the Defiler's Attacks value by one.
2 The arm is heavily damaged and begins to short circuit. You may only use weapons on this arm if you first roll 4+ on a D6.
3-5 The arm is destroyed and falls from the Defiler's body. Reduce the Defiler's Attacks value by one.
6 The arm is blown off the Defiler, leading to a secondary explosion. This explosion rips into the Defiler itself; roll on the Body Damage Table.

Body Damage Table

- D6**
1 The daemon engine is struck and angered. The Defiler fires a random weapon at the nearest unit within its arc of fire (friend or foe.)
2 The daemon engine is ruptured, leaking some of its energy into the void. Reduce all of the Defiler's characteristics by one. If this stacks until a characteristic reaches zero, the Defiler is destroyed.
3-4 The Defiler's power plant erupts, immobilizing the machine. The daemon spirit within can fire one weapon per turn. At the start of each player's turn, roll a D6: on a roll of 1-2 the machine explodes; inflicting D6 Strength 8 hits with a -2 save modifier to any models within 3".
5 The Defiler is destroyed, staggering D3" before collapsing.
6 The Defiler explodes in a tremendous fireball. All models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

CHAOS DREADNOUGHT



VEHICLE DATA

RAM VALUE:

STRENGTH 7
D10 DAMAGE
-4 SAVE

M WS BS S I A LD

6 7 5 6 5 3 10

CREW: 1x CHAOS CHAMPION
(Toughness 5, 2 Wounds)



WEAPONS

The Dreadnought is armed with two of the following: twin **lascannon** (+55 pts.), two linked **heavy bolters** (+20 pts.), two linked **autocannons** (+35 pts.), **Mk.1 heavy plasma gun** (+40 pts.), **power claw** (+15 pts.), **thunder hammer** (+20 pts.), or **power scourge** (+20 pts.). All weapons have a 90-degree arc of fire to the front. The Dreadnought is also armed with a **combi-weapon** installed in the body or left arm (optional) at no cost. The Dreadnought may be upgraded to carry two **assault launchers** with frag grenades for +5 pts. or a **havoc missile launcher** for +30 pts.

WEAPON DATA

Weapon	Range	To Hit	Save	Armour	Special
	Short	Long	Short	Long	Strength Damage Modifier
Lascannon	0-20	20-60	-	9	2D6 -6 3D6+9
Heavy Bolter	0-20	20-40	-	5	D4 -2 D6+D4+5 Sust. 2D
Auto Cannon	0-20	20-72	-	8	D6 -3 2D6+8 Sust. 1D
HPG (Low)	0-20	20-40	-	7	D4 -2 D6+D4+7 See Rules
HPG (High)	0-20	20-72	-	10	D10 -6 D6+D10+10 See Rules
Power Claw	Close Combat Only			8	1 -5 D6+D20+8
Power Scourge	Close Combat Only			6	1 -3 D6+D12+6 +2 Attacks

POINTS COST: 115 POINTS

D6	Location	Front	Armour	Side/Rear
1	Legs	19		19
2	Left Arm	18		18
3	Right Arm	18		18
4-6	Body	21		19

Leg Damage Table

- 1 D6 The shot causes the Dreadnought to stall. The Dreadnought may not move in its next turn.
- 2 The Dreadnought is knocked staggering, moving D3" in a random direction, colliding with anything it moves into.
- 3-4 The leg is seriously damaged. The Dreadnought may only limp D3" per turn for the remainder of the game.
- 5-6 The leg is blown off and the Dreadnought falls to the ground, effectively destroyed.

Arm Damage Table

- 1 D6 The arm is struck and paralyzed. Any ranged weapons may be used as normal, but close combat weapons are ignored. Reduce the Dreadnought's Attacks value by one.
- 2 Any weapons mounted on the arm are jammed or partially damaged, and may only be used if you roll 4+ on a D6 first.
- 3-5 The arm is ripped off the Dreadnought's body. Any weapons mounted on the arm are lost, and the Dreadnought's Attacks value is reduced by one.
- 6 The arm is destroyed and any weapons mounted on it are destroyed. The ammunition triggers an explosion inside the body of the Dreadnought; roll on the Body Damage Table.

Body Damage Table

- 1 D6 The condemned pilot of the Dreadnought is injured and becomes infuriated. The Dreadnought fails any Leadership test it must take because of Frenzy during its next turn (do not roll dice).
- 2 The condemned pilot of the Dreadnought is grievously injured, but continues the fight. Reduce the Dreadnought's characteristics by half (rounding up) for the remainder of the battle.
- 3-4 The Dreadnought's power plant explodes, immobilizing the Dreadnought. The pilot may fire one weapon per turn using emergency controls. At the start of each player's turn, roll a D6; on a roll of 1-2 the machine explodes, inflicting D6 Strength 10 hits with a -3 modifier on all models within 3".
- 5 The pilot of the Dreadnought is slain. The machine staggers D3" in a random direction and collapses.
- 6 The ammunition stored in the Dreadnought explodes; destroying it instantly. Any models within 3" suffer D6 Strength 10 hits with a -2 save modifier.

This model is subject to **Fire Frenzy** rules. See Codex: Chaos, Page 77

CHAOS DROP POD

VEHICLE DATA



RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

NONE

CREW: 1x MACHINE SPIRIT (BS 3)



TRANSPORT: 10 Space Marines in **Power Armour**, or five models in **Terminator Armour**. The Drop Pod may also deliver a single Dreadnought.

WEAPONS

The Drop Pod is armed with a single **stormbolter** with a 360-degree arc of fire. The stormbolter may be replaced with a **deathwind launcher** for +15 pts. All weapons are fitted with a **targeter**.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save	Armour	
	Short	Long	Short	Long				Pene.	Special
Deathwind Launcher	0-12	12-24	-	-	5	1	-2	D6+5	2" Blast
Storm Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Sust. 1D

POINTS COST: 65 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Weapon	10	10
2-6	Hull	20	20

Weapon Damage Table

D6
1 The weapon is damaged and may only be used if you roll 4+ on a D6 first.
2-5 The weapon is destroyed and may no longer be used.
6 The weapon is destroyed. Its ammunition feed explodes, causing a flashback to the hull of the Drop Pod. Roll on the Hull Damage Table.

Hull Damage Table

D6
1-2 An explosion rips through the Drop Pod. Roll a D6 for each model on board. On a roll of 4+ the model is slain.
3-5 The Drop Pod's engines explode, destroying it and killing all the models on board. If already in place, the Drop Pod remains in place. If destroyed on arrival during Overwatch the Drop Pod never makes it to the table.
6 The Drop Pod explodes in a spectacular fireball. All models on board are slain, and any models within 3" suffer one Strength 6 hit with a -3 save modifier. If destroyed while arriving, place the Drop Pod as normal before resolving this explosion.

Drop Pod Rules

Before the game, decide which models are placed in each Drop Pod. Write down which turn each Drop Pod will enter the game. Drop Pods use teleport rules as any unit with a **teleporter** and may benefit from **teleport homers**. Transported models may disembark 2" from the hull of the Drop Pod on the turn it lands but may not move/charge further. Models arriving via Drop Pod count as moving for the purposes of shooting.

If models disembarking from a Drop Pod can reach enemy models using their 2" disembark movement they count as being in close-combat but do not count as charging.

If an arriving Drop Pod is targeted with Overwatch it counts as moving 20"+.

If a Drop Pod scatters over impassable terrain, it will recalculate its trajectory; move the Drop Pod back along the scatter line until it can reasonably be placed. If a Drop Pod rolls double '1's for its scatter, it likewise meets a catastrophic end.

CHAOS LAND RAIDER

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 14"
FAST SPEED: 20"

TYPE: TRACKED **CREW:** 1x SPACE MARINE DRIVER (BS 4)
2x SPACE MARINE GUNNERS (BS 4)

TRANSPORT: May carry 10 marine in Power Armour, or 5 marines in Terminator Armour, or 1 Dreadnought.

WEAPONS

Twin-linked lascannons with targeters in each sponson (180-degree arc to their side). Twin-linked heavy bolters with targeter in the hull with either a 90-degree arc of fire, or 360-degree, *depending on model*. May be equipped with auto-launchers with frag OR blind grenades for +5 pts.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour	
	Short	Long	Short	Long		Damage	Modifier
Heavy Bolter	0-20	20-40	-	-	5	D4	-2 D6+D4+5 Sust. 2D
Lascannon	0-20	20-60	-	-	9	2D6	-6 3D6+9 -
Auto-Launchers	0-6					As Grenade Type	



POINTS COST: 220 POINTS

D6	Location	Armour	
		Front	Side/Rear
1-2	Track*	17	17
3-5	Hull	22	20
6	Sponson*	18	18

*Hit the one nearest the attacker

Track Damage Table

- D6** The track is damaged but keeps running. The Land Raider is limited to Slow speed for the remainder of the game.
- 2-5** The track is blown off. The Land Raider moves out-of-control for the next turn and then comes to a permanent halt.
- 6** The track is blown off, the resulting damage destroys the drive shaft – causing the Land Raider to flip. The wreck lands D6" away in a random direction. Models under the wreck suffer D6 Strength 7 hits, with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+. Surviving models may dismount normally.

Hull Damage Table

- D6** The twin-linked heavy bolters are destroyed and may no longer be used.
- 1** A large explosion tears through the crew compartment. Roll a D6 for each model on board, they are slain on a 4+.
- 2-3** The Land Raider's engine explodes, killing everybody on board. The Land Raider is spun around to face a random direction and then comes to a permanent halt.
- 4** The Land Raider's fuel tank ruptures and explodes, killing everybody onboard. The flaming wreck moves out-of-control next turn and then explodes. Anything within 3" suffers damage as if struck by a heavy flamer.
- 5** The Land Raider's ammunition cooks off, destroying the Land Raider and killing everyone on board. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.
- 6**

Sponson Damage Table

- D6** The sponson weapon is damaged and may only be fired if you first roll a 4+ on a D6.
- 1** The sponson weapon is destroyed and may not fire for the rest of the game.
- 2-5** The sponson weapon is destroyed as above, but the ammo explodes, flashing back into the crew compartment. Roll on the Hull Damage Table.
- 6**

CHAOS LEVIATHAN DREADNOUGHT

VEHICLE DATA

RAM VALUE:
STRENGTH 7
D12 DAMAGE
-5 SAVE

M	WS	BS	S	I	A	LD
5	6	6	8	4	4	10

CREW: 1x CHAOS CHAMPION
(Toughness 5, 2 Wounds)

WEAPONS

Two heavy flamers with a front 90-degree arc of fire. The Leviathan Dreadnought is also armed with two of the following: **siege claw w/ meltagun** (+35 pts.), **siege drill w/ meltagun** (+40 pts.), **grav-flux bombard** (+60 pts.), **cyclonic meltalance** (+65 pts.), or **storm cannon battery** (+70 pts.). If **Blood Angels**, may swap heavy flamers for assault cannons for +50 pts. All weapons are fitted with targeters.

WEAPON DATA

Weapon	Range	To Hit	Save	Armour	Special
	Short	Long	Short	Long	Strength Damage Modifier
Heavy Flamer	Template		5	1	-3 D6+5 See Rules
Meltagun	0-6 6-12	+1 -	8 D6	-4	2D6+8
Siege Drill	Close Combat Only		9 D10	-5	D6+D10+D20+9
Siege Claw	Close Combat Only		8 D4	-4	D6+D4+D20+8 +1 Attack
Melta Lance	0-16 16-32	- -	8 D6	-3	3D6+8 3" Blast
Storm Cannons	0-20 20-60	- -	7 D6	-3	2D6+7 4D Sust.
Grav-Flux	0-12 12-24	+1 -	Special	-	See Back for Rules 3" Blast



D6	Location	Front	Armour	Side/Rear
1	Legs	21		19
2	Left Arm	20		19
3	Right Arm	20		19
4-6	Body	23		19

Leg Damage Table

- The shot causes the Dreadnought to stall. The Dreadnought may not move in its next turn.
- The Dreadnought is knocked staggering, moving D3" in a random direction, colliding with anything it moves into.
- The leg is seriously damaged. The Dreadnought may only limp D3" per turn for the remainder of the game.
- The leg is blown off and the Dreadnought falls to the ground, effectively destroyed.

Arm Damage Table

- The arm is struck and paralyzed. Any ranged weapons may be used as normal, but close combat weapons are ignored. Reduce the Dreadnought's Attacks value by one.
- Any weapons mounted on the arm are jammed or partially damaged, and may only be used if you roll 4+ on a D6 first.
- The arm is ripped off the Dreadnought's body. Any weapons mounted on the arm are lost, and the Dreadnought's Attacks value is reduced by one.
- The arm is destroyed and any weapons mounted on it are destroyed. The ammunition triggers an explosion inside the body of the Dreadnought; roll on the Body Damage Table.

Body Damage Table

- The condemned pilot of the Dreadnought is injured and becomes infuriated. The Dreadnought fails any Leadership test; it must take because of Frenzy during its next turn (do not roll dice).
- The condemned pilot of the Dreadnought is grievously injured, but continues the fight. Reduce the Dreadnought's characteristics by half (rounding up) for the remainder of the battle.
- The Dreadnought's power plant explodes, immobilizing the Dreadnought. The pilot may fire one weapon per turn using emergency controls. At the start of each player's turn, roll a D6; on a roll of 1-2 the machine explodes, inflicting D6 Strength 10 hits with a -3 modifier on all models within 3".
- The pilot of the Dreadnought is slain. The machine staggers D3" in a random direction and collapses.
- The ammunition stored in the Dreadnought explodes; destroying it instantly. Any models within 3" suffer D6 Strength 10 hits with a -2 save modifier.

This model is subject to **Fire Frenzy** rules. See Codex: Chaos, Page 77

POINTS COST: 185 POINTS

CHAOS PREDATOR

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE

-5 SAVE

MOVEMENT:

SLOW SPEED: 7"

COMBAT SPEED: 20"

FAST SPEED: 25"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)
3x SPACE MARINE GUNNERS (BS 4)



WEAPONS

One autocannon in the turret with a 360-degree arc of fire. This may be replaced with two linked lascannons (+30 pts.).
The Predator may be equipped with two matching sponson weapons, each with 180-degree arc of fire to its side: **heavy bolters** (+30 pts.), **heavy flamers** (+50 pts.), lascannons (+90 pts.). All weapons are fitted with **targeters**. The Predator may be fitted with **auto-launchers** with frag or blind grenades for +5 pts.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour		Special
	Short	Long	Short	Long		Pen.		
Auto Cannon	0-20	20-72	-	-	8	D6	-3	2D6+8 Sust. 1D
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5 Sust. 2D
Heavy Flamer	Template		5	1	-3	D6+5	See Rules	
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9

POINTS COST: 90 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-3	Hull	20	18
4	Sponson*	17	15
5-6	Turret	22	22

**The one nearest the attacker.*

Track Damage Table

- D6** 1 The track is damaged but the vehicle keeps running. The vehicle may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the vehicle moves out-of-control next turn and then comes to a permanent halt.
- 6 The track is blown off, crushing the drive shaft and flipping the vehicle. The wreck comes to rest D6" away in a random direction. Any models struck by the wreck suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board; on a roll of 4+ the model is slain.

Hull Damage Table

- D6** 1-3 A large explosion rips through the crew compartment; roll a D6 for each crew member. On a roll of 4+ the model is slain.
- 4 The vehicle's engine explodes, killing the crew. The vehicle spins around to face a random direction and comes to a permanent halt.
- 5 Damage ignites the vehicle's fuel tank. It bursts into flames, killing the crew. The wreck moves out-of-control next turn and erupts. Anything within 3" of the wreck suffers damage as if hit by a heavy flamer.
- 6 The vehicle's ammunition detonates. The vehicle is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

Sponson Damage Table

- D6** 1 The sponson weapon is damaged and may only be used if you first roll 4+ on a D6.
- 2-5 The sponson is destroyed and may not be used again.
- 6 The sponson is destroyed but the explosion rips into the hull of the vehicle. Roll on the Hull Damage Table.

Turret Damage Table

- D6** 1 The turret weapon(s) are damaged and may only be used if you first roll 4+ on a D6.
- 2 The turret becomes jammed and may only be fired in a direct line forward.
- 3 The turret gunner is killed. The turret must be manned before used again.
- 4-6 The ammunition in the turret detonates and the vehicle is destroyed. All the crew are killed, and the turret flies off, landing 2D6" away in a random direction. Any models struck suffer D6 Strength 9 with a -6 save modifier.

CHAOS RHINO

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)



TRANSPORT: May transport 10 models in **Power Armour**, or 5 models in **Terminator Armour**.*

*: In the original rules, the *Rhino* may transport a *Dreadnought*

WEAPONS

Twin-linked bolters with a 360-degree arc of fire. May be equipped with auto-launchers with frag OR blind grenades for +5 pts.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour	
	Short	Long	Short	Long		Pene.	Special
Bolter	0-12	12-24	+1	-	4	1	-1 D6+4 -

POINTS COST: 50 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-5	Hull	20	18
6	Weapons	12	12

*Hit the one nearest the attacker.

Track Damage Table

- D6** The track is damaged but keeps running. The Rhino is limited to Slow speed for the remainder of the game.
- 2-5 The track is blown off. The Rhino moves out-of-control for the next turn and then comes to a permanent halt.
- 6 The track is blown off, the resulting damage destroys the drive shaft – causing the Rhino to flip. The wreck lands D6* away in a random direction. Models under the wreck suffer D6 Strength 7 hits, with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+. Surviving models may dismount normally.

Hull Damage Table

- D6** The driver is hit and killed. The Rhino moves out-of-control until another model takes over, the Rhino strikes something, or the Rhino leaves the board.
- 2-4 A large explosion tears through the crew compartment. Roll a D6 for each model on board, they are slain on a 4+.
- 5 The Rhino's engine explodes, killing everybody on board. The Rhino is spun around to face a random direction and then comes to a permanent halt.
- 6 The Rhino's fuel tank ruptures and explodes, killing everybody onboard. The flaming wreck moves out-of-control next turn and then explodes. Anything within 3" suffers damage as if struck by a heavy flamer.

Weapons Damage Table

- D6** The Rhino's bolters and auto-launchers are damaged and may only be fired if you roll a 4+ on a D6 first.
- 2-5 The Rhino's bolters and auto-launchers are destroyed.
- 6 The Rhino's ammo stores ignite, setting off a chain reaction. The weapons are destroyed and a flashback hits the hull. Roll on the Hull Damage Table.

CHAOS VINDICATOR

VEHICLE DATA

RAM VALUE:

STRENGTH 10
D20 DAMAGE
-4 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 14"
FAST SPEED: 20"
TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)
1x SPACE MARINE GUNNER (BS 4)



WEAPONS

The Vindicator is armed with a **demolisher cannon** with a 90-degree front arc of fire. The Vindicator may take **auto-launchers** with frag or blind grenades for +5 points. All weapons are fitted with a **targeter**.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour		Special
	Short	Long	Short	Long		Pen.		
Demolisher	0-12	12-24	-	-	10	2D6	-3	3D6+10 3" Blast

POINTS COST: 185 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Tracks*	16	16
2-5	Hull	24	21
6	Cannon	20	(Hits Hull)

*. Strikes track nearest attacker.

Track Damage Table

- D6** The tracks of the vehicle are damaged. It may only move at Slow speed for the remainder of the game.
- 1-2** The tracks are blown off the vehicle. The vehicle moves out-of-control next turn and then comes to a permanent halt. The tracks are blown off and smash the driveshaft, causing the vehicle to flip over. The wreck lands D6" away in a random direction. Any models struck by the wreck suffer D6 Strength 7 hits with a -2 save modifier. Models onboard survive on a D6 roll of 4+.
- 3-5**
- 6**

Hull Damage Table

- D6** An explosion rips through the vehicle. Roll a D6 for each model on board. On a roll of 4+ the model is slain.
- 1-3** The vehicle's engine explodes, killing the crew. The vehicle spins around to face a random direction and comes to a halt.
- 4** The vehicle's fuel catches fire and explodes, killing the crew. The wreck moves out-of-control next turn and then explodes. All models within 3" suffer damage as if struck by a heavy flamer.
- 5** The vehicle's ammunition detonates, killing the crew. All models within 3" of the vehicle suffer D6 Strength 10 hits with a -3 save modifier.
- 6**
- D6** The weapon's mechanism is damaged. Each time you fire the cannon, you must roll a 4+ on a D6 or it fails to function.
- 1-2** The cannon is destroyed and may no longer be used.
- 3-5** The cannon is destroyed and a live round in the barrel cooks off, destroying the vehicle and killing the crew. All models within 3" suffer damage as if struck by a demolisher cannon.
- 6**