



WARHAMMER

40,000

01/LOGIS / 307/296/E/X/0-2/226

ACT II : THE BOOK OF FIRE

WAR ZONE CHARADON

INTRODUCTION

Over the following pages you will find a host of new rules for armies from the Adeptus Mechanicus and Adepta Sororitas, as well as rules for Be'lakor and his Disciples, including rules for creating Armies of Renown.



ARMY OF RENOWN: SKITARII VETERAN COHORT (PG 64-65)

A Skitarii Veteran Cohort is an Adeptus Mechanicus Army of Renown (see opposite) that contains only Skitarii and Tech-Priest forces who are the elite warriors of the Omnissiah. On these pages, you will find a list of restrictions required to forge such an army and a list of additional rules and benefits that such an army gains.



CODEX SUPPLEMENT: ORDER OF OUR MARTYRED LADY (PG 68-73)

The Order of Our Martyred Lady is one of the most holy of the Orders Militant, its selfless warriors ever-eager to wage wars of faith in the Emperor's name. The rules in the Order of Our Martyred Lady section supplement those found in *Codex: Adepta Sororitas* with a collection of army and Battle-forged rules, such as Warlord Traits, Relics and Stratagems, for Adepta Sororitas warriors that are drawn from the Order of Our Martyred Lady.



DATASHEET: BE'LAKOR (PG 74)

Be'lakor, the Dark Master, is the first ever and most powerful of all Daemon Princes. Here you will find his Datasheet, which replaces that found in the 2018 edition of *Codex: Chaos Daemons*. You can use this as part of a Chaos Daemons army, or as part of a Disciples of Be'lakor Army of Renown (see below).



ARMY OF RENOWN: DISCIPLES OF BE'LAKOR (PG 75-77)

The Disciples of Be'lakor is an Army of Renown (see opposite) that contains both Chaos Daemons and Chaos Space Marine forces sworn to the service of the Dark Master. Such a force is led to war by Be'lakor personally, and he jealously refuses to fight beside his greatest daemonic rivals, but by representing the entire Chaos pantheon and swearing service to him, Be'lakor's disciples gain a portion of his mighty shadow powers. On these pages, you will find a list of restrictions required to forge such an army and a list of additional rules and benefits that such an army gains, including the new Noctic Discipline.

ARMY OF RENOWN

An Army of Renown is a specialised force that has earned fame or infamy across the 41st Millennium, the experience of which has given its warriors unique skills to use on the battlefield.

An Army of Renown is a variant army list for a particular Faction in Warhammer 40,000 that is themed around a particular disposition of forces. Each imposes certain restrictions on what units can be included, but it also grants access to a wider range of rules such as Stratagems, Relics etc. to reflect that Army of Renown's unique methods of waging war in the 41st Millennium.

If you wish for your army to become an Army of Renown, it must first adhere to all the restrictions laid out for that Army of Renown, it must be Battle-forged and it must not include any Specialist Detachments. You can then make a note in the Army Faction section of your Army Roster of which Army of Renown your army is. Some, or all the units in an

Army of Renown then gain the benefits listed, such as new keywords, abilities, Stratagems etc. Note that your army does not automatically become an Army of Renown just because it happens to abide by the restrictions – you must choose for it to be an Army of Renown.

Crusade Army of Renown

You can use any of the rules listed in an Army of Renown to make a Crusade Army of Renown when you start a Crusade force. In this case, the Restrictions and Benefits apply to your entire Crusade force – replace all instances of 'army' listed in the Restrictions and Benefits sections to instead say 'Crusade force', and make a note in the Crusade Faction section of your Order of Battle of which Army of Renown your Crusade force is. Note that means that certain units can never be added to your Order of Battle; but it will result in a particularly focussed and themed collection. Whenever you select a Crusade army from such an Order of Battle, it must be Battle-forged and cannot include any Specialist Detachments.





SKITARII VETERAN COHORT

Many forge worlds maintain Veteran Cohorts consisting of their most highly trained and cunningly augmented Skitarii. Deployed in swift, self-contained response to deadly threats, these forces possess the strategic autonomy to employ brutal shock tactics against their foes.

Skitarii Veteran Cohorts surge into battle with machine-like speed and efficiency. Rather than relying upon the noospheric tethers of distant command ships and remote Magi, these formations take their orders directly from the Skitarii Marshals who lead them, and who act as conduits for the divine will of the Omnissiah upon the field of war.

The maniples of cyborg-soldiery who make up such veteran formations have fought alongside one another for so long that they now resemble a single mechanism of flesh and metal. Each volley is aimed with pinpoint precision, each advance expertly covered and calculated to break open the enemy lines in the optimal fashion. Few foes can stand for long against such blessed soldiers of the Omnissiah.

A Skitarii Veteran Cohort is an Army of Renown (pg 63).

RESTRICTIONS

- All units in your army must be **SKITARII** units, with the following exceptions: your army can include 1 **TECH-PRIEST DOMINUS** model; your army can include 1 **TECH-PRIEST MANIPULUS** model; your army can include 1 **TECH-PRIEST ENGINEER** model; your army can include 1 **TECHNOARCHEOLOGIST** model (note that this means your army can include one of each of these specified models).
- All units in your army must be drawn from the same **<FORGE WORLD>**.
- Each Detachment in your army must include at least one **SKITARII MARSHAL** model.
- Your Warlord must be a **SKITARII MARSHAL** model.

BENEFITS

- All **SKITARII** units in your army gain the **SKITARII VETERAN COHORT** keyword.
- You have access to the Skitarii Veteran Cohort Warlord Trait, Relic and Stratagems.
- All of the **SKITARII RANGERS** units in your army must be upgraded to Skitarii Rangers Veterans units, and all of the **SKITARII VANGUARD** units in your army must be upgraded to Skitarii Vanguard Veterans units

COHORT VETERANS

Each time you upgrade a **SKITARII RANGERS** or **SKITARII VANGUARD** unit, its Power Rating is increased, as shown in the table to the right. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster (or that unit's Crusade card) each time you upgrade a unit using these rules.

Skitarii Rangers Veterans

All veteran Skitarii are focussed, even under heavy fire. So long have they fought that their bodies are blessed with heavy augmentation, the better to replace battle damage and enhance their abilities. In the case of Skitarii Rangers Veterans, this is combined with a mastery of stealth warfare and cogitational analysis, aiding them in using the battlefield's terrain to their best possible advantage.

Skitarii Rangers Veterans units gain the **VETERANS** keyword, and the following abilities:

- **Veteran Skitarii:** Add 1 to the Leadership and Attacks characteristics of models in this unit.
- **Enhanced Bionics:** Models in this unit have a 5+ invulnerable save.
- **Stealth Optimisation:** Each time a ranged attack is made against this unit, this unit receives the benefit of Light Cover, as described in the Warhammer 40,000 Core book. If this unit makes a Normal Move, Advances or Falls Back during your Movement phase, it loses this ability until the start of your next Movement phase

Skitarii Vanguard Veterans

So rad-saturated are Skitarii Vanguard Veterans that few of their organic components remain, though they retain all of the training and experience they have accumulated. Furthermore, they are infamous for exhibiting tightly controlled and cybernetically enhanced aggression that leads them into swift and well-dispersed assaults before the enemy have even established their positions.

Skitarii Vanguard Veterans units gain the **VETERANS** keyword, and the following abilities:

- **Veteran Skitarii:** Add 1 to the Leadership and Attacks characteristics of models in this unit.
- **Enhanced Bionics:** Models in this unit have a 5+ invulnerable save.
- **Skirmish Optimisation:** Each time an Advance roll is made for this unit, roll one additional D6 and discard one of the dice. Each time this unit is targeted by a weapon with the Blast rule (see the Warhammer 40,000 Core book), this unit never counts as containing 6 or more models when determining how many attacks are made with that weapon.

COHORT VETERANS UPGRADES

UNIT	POWER	POINTS
SKITARII RANGERS VETERANS	+1 per 10 models	+2 per model
SKITARII VANGUARD VETERANS	+1 per 10 models	+2 per model

WARLORD TRAIT

If a **SKITARII VETERAN COHORT SKITARII MARSHAL** model is your **WARLORD**, it can have the Warlord Trait below instead of one from another source.

CALCULATE WITHOUT DIVERSION

This Warlord collates and analyses countless hours of combat experience in nanoseconds, the resultant strategic directives guiding their followers with laser focus.

While this **WARLORD** is on the battlefield:

- Once per battle, if the Protector Imperative is active for your army, if you use the Binharic Offense Stratagem (see below), until the end of the phase that Stratagem costs one fewer CPs to use (to a minimum of 0CP).
- Once per battle, if the Conqueror Imperative is active for your army, if you use the Aggression Override Stratagem (see below), until the end of the phase that Stratagem costs one fewer CPs to use (to a minimum of 0CP).
- Once per battle, if the Bulwark Imperative is active for your army, if you use the Bionic Endurance Stratagem (see below), until the end of the phase that Stratagem costs one fewer CPs to use (to a minimum of 0CP).
- Once per battle, if the Aggressor Imperative is active for your army, if you use the Expedited Purge Protocol Stratagem (see below), until the end of the phase that Stratagem costs one fewer CPs to use (to a minimum of 0CP).

RELIC

If your army is led by a **SKITARII VETERAN COHORT WARLORD**, you can, when mustering your army, give the following Arcana Mechanicum to a **SKITARII VETERAN COHORT SKITARII MARSHAL** model from your army, instead of one from another source.

CANTIC THRALLNET

The Cantic Thrallnet is proclaimed to be a direct data-link to the will of the Omnissiah himself, and is bestowed only upon those Skitarii Marshals who have proven themselves and their warriors worthy of its blessings. Ideal for prolonged strategic operation beyond the direct oversight of controlling Tech-Priests, this highly advanced neuro-entanglement matrix allows for hyper-optimised combat cogitation, making each Skitarii akin to a blade in the Machine God's own hand.

In your Command phase, you can select one friendly **SKITARII VETERAN COHORT CORE** unit within 9" of this model, or you can select one friendly **SKITARII VETERAN COHORT CORE DATA-TETHER** unit anywhere on the battlefield. Then select one Doctrina Imperative. Until the start of your next Command phase, that Doctrina Imperative is active for that unit, even if it has been active for your army already during this battle. Selecting a Doctrina Imperative with this rule does not prevent you from selecting it to be active for your army in subsequent battle rounds. If a unit has a rule that allows it to ignore the Deprecation effect of the currently active Doctrina Imperative, that rule only applies to one of the Doctrina Imperatives that are active for this unit (of your choice).

STRATAGEMS

If your army is a Skitarii Veteran Cohort, you have access to these Stratagems, and can spend CPs to use them.

BINHARIC OFFENSE

3CP

Skitarii Veteran Cohort – Battle Tactic Stratagem

Employing directed binharic entanglement to coordinate their motions, paired maniples of Skitarii attack with eerie and lethal synchronicity.

Use this Stratagem in the Shooting phase. Select one enemy unit and two **SKITARII VETERAN COHORT CORE** units from your army. Until the end of the phase, models in those two **SKITARII** units can only target that enemy unit (and only if that enemy unit is an eligible target for those attacks); each time a model in one of these two **SKITARII** units makes a ranged attack, add 1 to that attack's wound roll.

AGGRESSION OVERRIDE

1CP

Skitarii Veteran Cohort – Battle Tactic Stratagem

Employing data-refined kill-canticle protocols, the Skitarii are driven into a state of heightened ferocity that sees their bloodstreams boil with combat hyperstimulants.

Use this Stratagem in the Fight phase. Select one **SKITARII VETERAN COHORT** unit from your army that made a charge move during this turn. Until the end of the phase, add 1 to the Attacks characteristic of models in that unit.

BIONIC ENDURANCE

2CP/3CP

Skitarii Veteran Cohort – Strategic Ploy Stratagem

Between their mechanical augmetics and their fanatical faith in the indomitability of these machine-blessings, Veteran Skitarii are nigh-impossible to lay low.

Use this Stratagem in any phase, when a model in a **SKITARII VETERAN COHORT CORE** unit from your army would lose a wound. Until the end of the phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost. If that unit has a Power Rating of 10 or more, this Stratagem costs 3CP; otherwise, it costs 2CP.

EXPEDITED PURGE PROTOCOL

1CP/2CP

Skitarii Veteran Cohort – Strategic Ploy Stratagem

Binharic imperatives flash through neural architecture, driving augmetic muscle-bundles and auto-actuators into overdrive to propel the Skitarii more swiftly into the fray.

Use this Stratagem in your Movement phase, when a **SKITARII VETERAN COHORT CORE** unit (excluding **VEHICLE** units) from your army Advances. That unit is eligible to declare a charge with this turn, even though it Advanced. If that unit is a **SKITARII RANGERS** or **SKITARII VANGUARD** unit, this Stratagem costs 1CP; otherwise, it costs 2CP.

CODEX SUPPLEMENT: ORDER OF OUR MARTYRED LADY

Over the following pages you will find Warlord Traits, Relics and Stratagems for Adepta Sororitas units that are drawn from the Order of Our Martyred Lady.

Codex: Adepta Sororitas describes how certain Adepta Sororitas units belong to an Order Militant, and how you can use the <ORDER> keyword to specify where such a unit is drawn from. The rules in the following section are for units that are drawn from the **ORDER OF OUR MARTYRED LADY**.

Some rules in this section refer to an **ORDER OF OUR MARTYRED LADY** Detachment. This is one that only includes units with the **ORDER OF OUR MARTYRED LADY** keyword (excluding models with the **SANCTIFIED**, **CULT IMPERIALIS**, **OUTCASTS**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keyword).



WARLORD TRAITS

If an **ORDER OF OUR MARTYRED LADY CHARACTER** model gains a Warlord Trait, you can use the Order of Our Martyred Lady Traits table below to determine what Warlord Trait they have instead of one from another source. You can either roll one D3 to randomly generate one, or you can select one.

1. SAINTLY EXAMPLE

With her final breath is another heroine elevated to the ranks of sainthood, her death stirring her greatest companions to step up in her stead, and finish what she has started.

- In addition to this Warlord Trait, this **WARLORD** has one randomly generated Warlord Trait from the Adepta Sororitas Warlord traits table in *Codex: Adepta Sororitas*. Each Warlord Trait in your army must be unique, so re-roll duplicate results.
- If this **WARLORD** is destroyed, you can immediately select another **ORDER OF OUR MARTYRED LADY CHARACTER** model from your army that does not have a Warlord Trait. Then, select a Warlord Trait that no model in your army has (this must be a Warlord Trait that the model you just selected can have, and it cannot be Saintly Example). Until the end of the battle, that model gains that Warlord Trait and for all rules purposes now counts as your **WARLORD**. If any mission objective, secondary objective or Agenda rules are triggered when your **WARLORD** is destroyed, those rules are not triggered until after the new **WARLORD** is destroyed.

2. SAINT KATHERINE'S LEGACY

The martyrdom of Saint Katherine, and the need for vengeance, has left an ever-lasting legacy amongst those that follow in her footsteps.

- The Spirit of the Martyr sacred rite (see *Codex: Adepta Sororitas*) is active for this **WARLORD** in addition to any others that are active for your army.
- This **WARLORD** has the following ability: 'Saint Katherine's Legacy (Aura): While a friendly **ORDER OF OUR MARTYRED LADY** unit is within 6" of this **WARLORD**, if the Spirit of the Martyr sacred rite is active for your army, or for that unit, each time you roll a D6 when a model in that unit is destroyed, the attacking model suffers a mortal wound on a 5+.

3. MARTYR'S STRENGTH

With every wound inflicted on their mortal form does a true martyr's strength grow, their suffering a prayer to the God-Emperor.

For each wound this **WARLORD** has lost, add 1 to its Strength and Attacks characteristic (to a maximum of +2 each).

ORDER OF OUR MARTYRED LADY RELICS

If your **WARLORD** is **MORVENN VAHL**, **TRIUMPH OF SAINT KATHERINE**, **CELESTINE** or an **ORDER OF OUR MARTYRED LADY CHARACTER**, you can, when mustering your army, give one of the following Relics of the Ecclesiarchy to an **ORDER OF OUR MARTYRED LADY CHARACTER** model from your army.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of the Ecclesiarchy your models have on your army roster.

BLADE OF SACRIFICE

This sword has been wielded by a hundred martyrs, and in the hour of need glows with blinding radiance as it consumes the bearer's soul. So empowered, it carves down even the mightiest foes, at the cost of reducing its wielder to another martyred husk.

Model equipped with a power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of Sacrifice	Melee	Melee	+1	-3	1

Abilities: Each time the bearer is selected to fight, you can channel the bearer's soul. If you do, the bearer loses between 1-2 wounds (you cannot lose more wounds than this model has remaining). If the bearer channelled their soul, then until that fight is resolved, each time an attack is made with this weapon, on a successful wound roll, the target suffers a number of mortal wounds equal to the number of wounds this model lost when channelling their soul, and the attack sequence ends.

HELM OF THE FIERY HEART

This venerated helm was blessed by Saint Katherine herself, and still bears the heraldry of the Order of the Fiery Heart. It bestows upon the bearer a portion of Katherine's own saintly protection, yet all but guarantees the wearer will share her eventual fate.

Once per battle, before making a saving throw for the bearer, this Relic's Saintly blessings can be activated. If they are activated, then until the end of the phase, the bearer has a 2+ invulnerable save. This invulnerable saving throw can never be re-rolled.

SCEPTRE OF VENGEANCE

The Sceptre of Vengeance was once wielded by Saint Praxedes of Ophelia VII to smite the swarms of Hive Fleet Kraken. It is a huge and heavy mace, its head wreathed in cleansing flames that leave a trail of fiery sparks as it is swung through the air.

DOGMA model only. This Relic replaces a mace of the righteous and has the following profile.

WEAPON	RANGE	TYPE	S	AP	D
Sceptre of Vengeance	Melee	Melee	x2	-2	2

Abilities: Each time an attack is made with this weapon against a **TYRANIDS** unit, add 1 to that attack's wound roll.

CANDELA SCROLL

Believed to contain the only record detailing the martyrdom of Saint Katherine, this fragment of parchment is one of the Order's most holy relics. Battle Sisters of the Order are filled with fiery wrath in its presence.

IMAGIFIER model only. Once per battle, in your Command phase, the bearer can unveil the Candela Scroll. If it does so, then until the start of your next Command phase, the bearer gains the following ability:

Candela Scroll (Aura): While a friendly **ORDER OF OUR MARTYRED LADY CHARACTER** or **ORDER OF OUR MARTYRED LADY CORE** unit is within 6" of the bearer, add 1 to the Attacks characteristic of models in that unit.



ORDER OF OUR MARTYRED LADY STRATAGEMS

If your army includes any **ORDER OF OUR MARTYRED LADY** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

VENGEANCE FOR ARMAGEDDON -

1CP

Order of Our Martyred Lady – Battle Tactics Stratagem

The Order of Our Martyred Lady have sworn a mighty oath of vengeance following the loss of the Sanctorem of Saint Katherine and the many heroic Battle Sisters who defended it against the greenskin hordes during the Third War for Armageddon.

Use this Stratagem in the Fight phase, when an **ORDER OF OUR MARTYRED LADY** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack against an **ORK** unit, you can re-roll the hit roll.

ZEALOUS DEATH WISH

1CP

Order of Our Martyred Lady – Battle Tactics Stratagem

The spiritual descendants of Saint Katherine care nothing for their own survival. Indeed, many throw themselves into insurmountable battles, coveting a martyr's fate upon the field of war.

Use this Stratagem in the Fight phase, when an **ORDER OF OUR MARTYRED LADY** unit from your army is selected to fight. Each time a model in that unit makes a melee attack against a unit that contained at least 5 more models than the attacker's unit when it was selected to fight, add 1 to that attack's hit roll. For the purposes of this Stratagem, **VEHICLE** models each count as 5 models.

PIOUS MACHINE SPIRIT

1CP

Order of Our Martyred Lady – Epic Deed Stratagem

The war engines fielded by the Order of Our Martyred Lady are every bit as intractable as the Battle Sisters who crew them. No matter the odds, their machine spirits will not yield.

Use this Stratagem in your Command phase. Select one **ORDER OF OUR MARTYRED LADY VEHICLE** model from your army that has a wounds characteristic of 10 or more. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

REJOICE THE FALLEN

2CP

Order of Our Martyred Lady – Strategic Ploy Stratagem

The death of their fellow Battle Sisters only stirs the survivors to fight harder in order to exact swift vengeance.

Use this Stratagem at the end of your opponent's Shooting phase. Select one **ORDER OF OUR MARTYRED LADY** unit from your army that was not below Half-strength at the start of this phase, but which is now below Half-strength. That unit can shoot as if it were your Shooting phase.

MARTYR'S PYRE

1CP

Order of Our Martyred Lady – Strategic Ploy Stratagem

The enemy must perish, even if we perish with them. The enemy must burn, even if we burn with them.

Use this Stratagem in your Shooting phase. Select one **ORDER OF OUR MARTYRED LADY INFANTRY** unit from your army that is within Engagement Range of one or more enemy units. Until the end of that phase:

- The type of all flame weapons (see *Codex: Adepta Sororitas*) models in that unit are equipped with is changed to Pistol (e.g. an Assault D6 flame weapon becomes Pistol D6).
- After this unit has resolved its attacks, roll one D6 for each model in that unit that fired a flame weapon: for each roll of a 1, one of those models (of your choosing) can shoot again with its flame weapon, but after this second shooting attack is resolved, and whether it shot or not, that model is destroyed.

DEATH BEFORE DISGRACE

1CP

Order of Our Martyred Lady – Strategic Ploy Stratagem

When the Battle Sisters of the Order of Our Martyred Lady have a holy task set before them, they would rather die than fail in their duty.

Use this Stratagem at the start of your Movement phase. Select one **ORDER OF OUR MARTYRED LADY INFANTRY** or **ORDER OF OUR MARTYRED LADY PARAGON WARSUIT** unit from your army. Until the start of your next Movement phase:

- That unit cannot Fall Back.
- That unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If that unit already has the Objective Secured ability, then for the purposes of determining which player controls an objective marker, each model in that unit counts as one additional model.

A MARTYR'S DUTY

1CP

Order of Our Martyred Lady – Strategic Ploy Stratagem

With the Emperor watching over them, the Sisters of the Order of Our Martyred Lady summon the strength for one final act of hatred against the Emperor's foes before death claims them.

Use this Stratagem in any phase, when an **ORDER OF OUR MARTYRED LADY CORE** unit from your army is selected as the target of an attack. Until the end of the phase, each time a model in this unit is destroyed, roll one D6. On a 4+, do not remove the destroyed model from play; it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase or make one attack with one of its melee weapons as if it were the Fight phase. When resolving these attacks, your model is considered to have 1 wound remaining. If the Spirit of the Martyr sacred rite (see *Codex: Adepta Sororitas*) is active for your army, or for that unit, resolve these attacks before resolving that sacred rite's effects. After resolving these attacks, the destroyed model is then removed.

EXEMPLAR OF THE ORDER

1CP

Order of Our Martyred Lady – Requisition Stratagem

It should come as no surprise that an Order Militant that so greatly lauds death in the Emperor's name has produced more than its share of saints.

Use this Stratagem after nominating an **ORDER OF OUR MARTYRED LADY** model (excluding named characters) to be your **WARLORD**. That model gains one additional Warlord Trait; this must be from the Order of Our Martyred Lady Warlord Traits table (pg 68). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.





BE'LAKOR

18 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Be'lakor (9+ wounds remaining)	12"	2+	2+	8	7	16	6	9	6+
	Be'lakor (5-8 wounds remaining)	8"	2+	2+	7	7	N/A	5	9	6+
	Be'lakor (1-4 wounds remaining)	6"	2+	2+	6	7	N/A	4	9	6+

Be'lakor is equipped with: the Blade of Shadows. Your army can only include 1 BE'LAKOR model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Blade of Shadows						Each time an attack is made with this weapon, select one of the profiles below to make that attack with.
- Sweeping strike	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Piercing strike	Melee	Melee	+4	-4	D3+3	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.

ABILITIES

Immortal Vigour: This model has a 4+ invulnerable save. Each time a ranged attack is made against this model, subtract 1 from that attack's wound roll.

Shadow Form: Each time an attack is made against this model, your opponent cannot re-roll the hit roll. Each time an attack is made against this unit, subtract 1 from that attack's hit roll.

First-chosen: If this model is your **WARLORD**, it must have the Shadow Lord Warlord Trait (pg 76).

Lord of Torment (Aura): While an enemy unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit, and each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test.

The Dark Master (Aura): While a friendly **DAEMON** or **DISCIPLES OF BE'LAKOR** unit (excluding **VEHICLE** units) is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Spiteful Jealousy: If your army is Battle-forged, you cannot include this model in a Detachment that includes any other **DAEMON PRINCE** models. Each time this model makes an attack that targets a **DAEMON PRINCE** model, you can re-roll the hit roll and you can re-roll the wound roll.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Noctic discipline (pg 77).

FACTION KEYWORDS: CHAOS, KHORNE, TZEENTCH, NURGLE, SLAANESH, DAEMON
KEYWORDS: MONSTER, CHARACTER, PSYKER, FLY, DAEMON PRINCE, BE'LAKOR

Be'lakor bestrides the battlefield like a shadowy, daemonic god. Penumbral energies dance about him, enemy fire passing through his monstrous form as though he were not there. Yet Be'lakor proves all too real and utterly terrifying as he wades into the foe, smashing aside war engines and slaughtering soldiers at will.

DESIGNER'S NOTE

This datasheet replaces the Be'lakor datasheet found in the 2018 edition of *Codex: Chaos Daemons*. Be'lakor's points cost can be found below:



Be'lakor

Unit size 1 model
Unit cost 360 pts

DISCIPLES OF BE'LAKOR

It pleases the Dark Master to be worshipped as a daemonic deity, and to have his devotees fight and die upon his behalf. There are no shortage of heretics willing to do so. After all, Be'lakor promises great rewards to those who serve him, and he has had millennia to perfect his lies...

Heretic Astartes, mortal cultists and nightmarish daemons – all serve Be'lakor and fight amongst the ranks of his Disciples. These fanatical heretics have forsaken the Dark Gods in favour of worshipping their first and greatest champion. The rewards for this pact are great. Be'lakor's servants manifest echoes of his own supernatural powers, exuding terrifying auras or flickering in and out of reality amidst cowl of animate shadow. Yet the price of power is eternal servitude, for Be'lakor will suffer no rival.

The Disciples of Be'lakor is an Army of Renown (pg 63).

RESTRICTIONS

- Your **WARLORD** must be **BE'LAKOR**. With the exception of **BE'LAKOR**, your army cannot include any named characters or **DAEMON PRINCE** models.
- Your army cannot include any **BLOODTHIRSTER**, **LORD OF CHANGE**, **GREAT UNCLEAN ONE**, **KEEPER OF SECRETS**, **DAEMON ENGINE**, **WORLO EATERS**, **THOUSAND SONS**, **DEATH GUARD**, **EMPEROR'S CHILDREN**, **CHAOS KNIGHTS**, **TITANICUS TRAITORIS**, **KHORNE BERZERKERS**, **RUBRIC MARINES**, **PLAGUE MARINES** or **NOISE MARINES** units.
- You cannot include more **CHAOS CULTISTS** units than **HERETIC ASTARTES INFANTRY** units (excluding **CHARACTER** units) in each Detachment in your army.
- You cannot include a second **DAEMON** unit in your army that owes its allegiance to the same Chaos God unless your army also includes at least one **DAEMON** unit that owes its allegiance to each of the other three Chaos Gods. You cannot include a third **DAEMON** unit in your army that owes its allegiance to the same Chaos God until your army also includes at least two **DAEMON** units that owe their allegiance to each of the other three Chaos Gods, and so on. **BE'LAKOR** and **HERETIC ASTARTES** units are excluded when considering this restriction.
- These restrictions also apply to any units that can be added to your army using a Daemonic Ritual ability.

*Example: If your army includes a **KHORNE DAEMON** unit, you cannot add a second **KHORNE DAEMON** unit to your army unless it also includes one **TZEENTCH DAEMON** unit, one **NURGLE DAEMON** unit and one **SLAANESH DAEMON** unit.*

BENEFITS

- All units in your army (excluding **UNALIGNED** and **BUILDING** units) gain the **DISCIPLES OF BE'LAKOR** keyword.
- All units in your army with the **HERETIC ASTARTES** Faction keyword (excluding **CHAOS CULTIST** units) gain the **LEGION DISCIPLES** keyword.
- All units in your army with the **CHAOS DAEMON** Faction keywords gain the **DAEMONIC DISCIPLES** keyword.
- All Troops units in your army gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

- If a Detachment contains any units with the **CHAOS DAEMON** Faction Keywords, it can use Stratagems, Relics and Warlord Traits as if it was a **CHAOS DAEMONS** Detachment.
- If a Detachment contains any units with the **HERETIC ASTARTES** Faction Keyword, it can use Stratagems, Relics and Warlord Traits as if it was a Chaos Space Marines Detachment. Note, however, that such a Detachment never counts as a **<LEGION>** Detachment, and you cannot use any Legion-specific Stratagems, Relics, Warlord Traits or Psychic Powers (e.g. Even if such a Detachment only contained **HERETIC ASTARTES** units with the **BLACK LEGION** keyword, it would not count as a **BLACK LEGION** Detachment, you cannot use Black Legion Stratagems, you cannot give a **BLACK LEGION CHARACTER** model a Black Legion Warlord Trait etc.).
- You have access to the Disciples of Be'lakor Stratagems (pg 76).
- **DISCIPLES OF BE'LAKOR PSYKERS** in your army can generate their Psychic Powers from the Noctic Discipline (pg 77).
- **DAEMONIC DISCIPLES CHARACTER** units do not gain a Daemonic Locus (see *Codex: Chaos Daemons*), but instead gain the Locus of Shadows ability described below.
- **LEGION DISCIPLES** units in your army cannot have a Legion Trait, but instead gain the Disciples of Shadows ability, described below.

LOCUS OF SHADOWS (AURA)

Suffused with Be'lakor's unholy power, these daemons exude a shadowy aura that masks their minions from prying eyes in both realspace and the warp.

While a friendly **DAEMONIC DISCIPLES** unit is within 6" of this model, each time a ranged attack is made against that unit:

- Your opponent cannot re-roll the hit roll.
- If the attacker is more than 12" away, subtract 1 from that attack's hit roll.

DISCIPLES OF SHADOWS

Fanatical worship of Be'lakor affords his disciples a fragment of his unnatural obfuscatory powers.

- Each time a Combat Attrition test is taken for this unit, add 1 to that Combat Attrition test.
- Each time a ranged attack targets this unit, if the attacker is more than 12" away, subtract 1 from that attack's hit roll.



ARMY OF RENOWN

WARLORD TRAIT

If **BE'LAKOR** is your **WARLORD**, he must have the Warlord Trait below.

SHADOW LORD

Be'lakor commands his disciples with the experience of battles fought through countless aeons.

In your Command phase, select one friendly **DISCIPLES OF BE'LAKOR** unit (excluding **VEHICLE** units) within 9" of this **WARLORD**. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

STRATAGEMS

If your army is the **DISCIPLES OF BE'LAKOR**, you have access to these Stratagems, and can spend CPs to use them.

SHADOW PACT

1CP

Disciples of Be'lakor – Battle Tactic Stratagem

Though they have forsaken the Dark Gods in favour of Be'lakor, his mortal Disciples can still draw temporary power from offering soulpacts to the daemons who fight in his service.

Use this Stratagem in your Command phase. Select one **<MARK OF CHAOS> LEGION DISCIPLES INFANTRY** unit from your army that has not dedicated itself to a specific Dark God (see *Codex: Chaos Space Marines*), and then select one of the pacts below. Until the start of the next Command phase, that unit has that pact.

- **Pact of Blood:** Add 1 to the Attacks characteristic of models in this unit.
- **Pact of Fate:** Models in this unit have a 5+ invulnerable save.
- **Pact of Plague:** Add 1 to the Toughness characteristic of models in this unit.
- **Pact of Excess:** Add 1" to the Move characteristic of models in this unit. In addition, add 1 to Advance and charge rolls made for this unit.

DAEMONIC BOON

1CP

Disciples of Be'lakor – Battle Tactic Stratagem

Mortal and daemon alike fight side by side in the service of the Dark Master, the energies of the immaterium flowing through and empowering both.

Use this Stratagem at the start of the Fight phase, when a **LEGION DISCIPLES** unit (excluding **VEHICLE** units) from your army that is within 6" of a friendly **DAEMONIC DISCIPLES** unit is selected to fight. Until the end of the phase, add 1 to the Strength characteristic of models in that **LEGION DISCIPLES** unit, and each time a model in that **LEGION DISCIPLES** unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

LEGIONS OF SHADE

1CP

Disciples of Be'lakor – Strategic Ploy Stratagem

The Disciples of Be'lakor flow around and through their enemies like wraiths from the depths of the warp.

Use this Stratagem at the start of your Movement phase or at the start of your Charge phase. Select one **DISCIPLES OF BE'LAKOR** unit from your army. Until the end of the phase, models in that unit can move horizontally through enemy models.

MORTAL BOON

2CP

Disciples of Be'lakor – Strategic Ploy Stratagem

Be'lakor's daemonic hosts draw strength from the mortals fighting beside them, anchoring themselves in realspace by sinking ephemeral talons into the soulstuff of their allies.

Use this Stratagem at the start of the Morale phase. Select one **DAEMONIC DISCIPLES** unit from your army that is within 6" of a friendly **LEGION DISCIPLES** unit (excluding **VEHICLE** units). Until the end of the phase, each time that **DAEMONIC DISCIPLES** unit takes a Morale test, it is automatically passed and you count as having passed that test with an unmodified roll of a 1.

DRAUGHT OF TERROR

1CP

Disciples of Be'lakor – Strategic Ploy Stratagem

The swelling fear of their mortal prey serves as an intoxicating elixir to Be'lakor's daemonic followers, each draught reknitting sundered warpflesh or drawing fresh and hungry entities through the veil to war.

Use this Stratagem at the start of the Morale phase. Select one **DAEMONIC DISCIPLES** unit from your army. Until the end of the phase, that unit gains the following ability: '**Draught of Terror (Aura):** While an enemy unit is within 6" of this unit, each time a model flees from that enemy unit:

- If any models in this unit have any lost wounds, one model in this unit regains 1 lost wound.
- If no models in this unit have any lost wounds, but it is not at its Starting Strength, one of this unit's destroyed models is added back to it with 1 wound remaining. Models added back to this unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.'

BLESSING OF BE'LAKOR

2CP

Disciples of Be'lakor – Epic Deed Stratagem

In the instant the enemy's blows fall, Be'lakor's blessings render his worshippers as insubstantial as shadow.

Use this Stratagem in any phase, when a saving throw made for a **DISCIPLES OF BE'LAKOR** model from your army against an attack is failed. The Damage characteristic of that attack is changed to 0. You cannot use this Stratagem if **BE'LAKOR** is not on the battlefield.

NOCTIC DISCIPLINE

Before the battle, if every unit in your army has the **DISCIPLES OF BE'LAKOR** keyword (excluding **UNALIGNED** units), you can generate the psychic powers for any **DISCIPLES OF BE'LAKOR PSYKER** units from your army from the Noctic discipline using the table below, instead any other psychic discipline. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** knows. Note that a model cannot know powers from this discipline and another discipline.

1. SHROUDED STEP

A black fume envelopes the psyker's allies. It flows across the battlefield before coalescing into a roiling darkness from which they then emerge.

Blessing: *Shrouded Step* has a warp charge value of 6. If manifested, select one friendly **DISCIPLES OF BE'LAKOR INFANTRY** unit within 18" of this **PSYKER**. Remove that unit from the battlefield and set them up anywhere on the battlefield that is more than 9" from any enemy models. If that unit Remained Stationary this turn, it is instead treated as having made a Normal Move this turn.

2. WREATHED IN SHADES

The psyker draws from the warp a churning mass of damned shades, abandoned worshippers of Be'lakor now doomed to conceal and protect his current servants.

Blessing: *Wreathed in Shades* has a warp charge value of 7. If manifested, select one friendly **DISCIPLES OF BE'LAKOR** unit (excluding **MONSTER** and **VEHICLE** units) within 12" of this **PSYKER**. Until the start of your next Psychic phase, enemy models cannot target that unit with ranged weapons unless that unit is the closest eligible target to the firing model or it is within 12" of the firing model.

3. PALL OF DESPAIR

The psyker draws forth every bleak imagining and hopeless terror their victims have ever felt, drowning his enemies' minds in misery until they barely have the will to keep breathing.

Malediction: *Pall of Despair* has a warp charge value of 7. If manifested, select one enemy unit that is within 18" of and visible to this **PSYKER**. Roll 3D6: if the result is greater than the enemy unit's Leadership characteristic, select one of the following to apply to that unit until the start of your next Psychic phase:

- If that unit has any Aura abilities, select one of those abilities. Until the start of your next Psychic phase, that unit loses that ability.
- Until the start of your next Psychic phase, that unit cannot perform actions (if that unit is currently performing an action, it immediately fails).
- Until the start of your next Psychic phase, in the Fight phase, that unit is not eligible to fight that phase until after all eligible units from your army have done so.

4. VOIDSLIVERS

Reaching with their mind into the darkest depths of the void, the psyker draws forth crystallised slivers of terror, misery and loss before hurling them in a storm at the foe. The darts rip through soul-matter, while leaving the enemy's corporeal forms lifeless but seemingly unharmed.

Witchfire: *Voidslivers* has a warp charge value of 5. If manifested, select one enemy model that is within 12" of and visible to this **PSYKER**. Draw a line between any part this **PSYKER**'s base and any part of the selected model's base (or hull):

- The selected model's unit suffers 1 mortal wound (if that unit contains 11 or more models, it suffers D3 mortal wounds instead).
- Every other enemy unit that this line passes over or through suffers 1 mortal wound (if that unit contains 11 or more models, it suffers D3 mortal wounds instead).

5. PENUMBRAL CURSE

The psyker curses the blades of the enemy, causing them to become as insubstantial as shadows and to pass harmlessly through the very foes they should have hewn in two.

Malediction: *Penumbral Curse* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, subtract 1 from that attack's wound roll and reduce the Armour Penetration characteristic of that attack by 1.

6. BETRAYING SHADES

Falling to the psyker's whispered blandishments, the enemy's very shadows turn upon them, clawing and ripping at the mortal forms that cast them.

Witchfire: *Betraying Shades* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Select up to 6 models in that unit, and add together the unmodified Attacks characteristics of those models. Roll a number of D6 equal to the total (for example, if five of the selected models had an Attacks characteristic of 2, and one had an Attacks characteristic of 3, you would roll thirteen D6). If the result of the Psychic test was 11 or more, add 1 to each dice result. For each roll of 6+, that unit suffers 1 mortal wound.

CHAOS SPACE MARINES APPENDIX

This appendix contains supplementary rules for *Codex: Chaos Space Marines* that have been published in previous books, but which have been collected together and reprinted here for your convenience.

All of the rules found in this section have previously been published in one of three books: *Imperium Nihilus: Vigilus Ablaze*, *Psychic Awakening: Faith and Fury* and *Psychic Awakening: War of the Spider*. With the exceptions noted below, these rules have not been revised or altered since they were originally published; these rules are simply reprinted here so that Chaos Space Marines players can continue to use them now that the aforementioned books are no longer available to purchase. No new rules have been added to this section.

The only time where the wording of a previously published rule has changed is in one of the following circumstances:

- If the original rule contained an error or an ambiguity that caused us to publish an FAQ. In either case, the rule has been reworded to incorporate any previously published errata and clarify any raised ambiguities.
- If the original rule required updating when the 9th edition of Warhammer 40,000 was released, in order to function as intended with the rules and terminology (e.g. Engagement Range) presented in the Core Book. In these cases, such rules have been reworded to incorporate the previously published update.
- If the original rule had two separate effects, those rules have been reformatted so each individual effect is presented with its own bullet point. In all such instances, the effect of the rules remains unchanged; it is simply a style and formatting change to match how such rule are presented in other 9th edition publications.
- Warlord Traits use the **WARLORD** keyword instead of Warlord; Stratagems have had labels applied to them (e.g. Battle Tactics, Strategic Ploy, Epic Deed, Requisition etc.); and if a rule is an aura ability, then that rule has been reworded or labelled in such a way as to make it clear it is an aura ability. None of these changes have rules implications and the effect of the rule remains unchanged – it is simply to match the style of other Warlord Traits, Stratagems and aura abilities that appear in other 9th edition publications.



CHAMPIONS OF RUIN

The rules in this section supplement those found in *Codex: Chaos Space Marines* and can be used in any open play, narrative play or matched play game. They include new abilities for the Chaos Space Marines, new Artefacts of Chaos in the form of Daemon Weapons, and a swathe of new rules to further represent the infamous Legions of the Heretic Astartes.

ABILITIES

Chaos Space Marines **HERETIC ASTARTES** units (excluding **CULTISTS**) and **FALLEN** units gain the following additional abilities.

MALICIOUS VOLLEYS

To a Heretic Astartes the boltgun is far more than a weapon, it is an instrument of his anger and the bringer of death to his foes.

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is **INFANTRY** and every model in its unit Remained Stationary in your previous Movement phase.
- The firing model is a **TERMINATOR**, **BIKER** or **HELBRUTE**.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type. A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, bolt pistol, combi-bolter, Inferno boltgun). Rules that apply to bolt weapons also apply when firing the boltgun profile of combi-weapons and when firing Artefacts of Chaos that replaced a bolt weapon, (e.g. Spitespitter). The Talon of Horus is also a Rapid Fire bolt weapon.

HATEFUL ASSAULT

The Heretic Astartes are corrupted superhumans with ten thousand years of burning hatred. Few can withstand their hateful assault.

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

DAEMON WEAPONS

The selection of Relics presented on the following page represent a collection of Daemon Weapons. These are additional Artefacts of Chaos available to the Chaos Space Marines. If your army is led by a Chaos Space Marine **WARLORD**, you can give one of them to a Chaos Space Marine **CHARACTER** model from your army, as you would an Artefact of Chaos.

Note that the weapons replace one of the character's existing weapons. You must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Artefacts of Chaos your characters have on your army roster.

DAEMON WEAPONS

If your army is led by a Chaos Space Marine WARLORD, you can give one of these Artefacts of Chaos to a Chaos Space Marine CHARACTER model from your army, instead of the other Artefacts of Chaos presented in this publication or in *Codex: Chaos Space Marines*.

The Artefacts of Chaos listed here all have the following ability in addition to any others listed on their profile:

'Daemon Weapon: In the Fight phase, when this model is chosen to fight with for the first time that phase, roll one D6. On a 1, the model suffers 1 mortal wound and cannot use this weapon further that phase. On a 2+ the model can fight with the weapon as normal.'

Q'O'AK, THE BOUNDLESS

Q'òak drew Tzeentch's ire for ceaselessly tinkering with the plans of his Lords of Change, and thus was bound within this weapon to stop its tireless meddling. Yet when the weapon crosses blades with the bearer's enemies, a new victim falls foul of Q'òak's temporal tampering. How Q'òak can traverse time whilst bound within its prison is unknown, yet for each soul Q'òak pulls from the path of fate, a fresh plume materialises from the weapon's hilt.

TZEENTCH model with power sword, hellforged sword or force sword only. This Relic replaces a power sword, hellforged sword or force sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Q'o'ak	Melee	Melee	User	-3	D3

Abilities: When resolving an attack made with this weapon, invulnerable saves cannot be made.

THAA'RIS AND RHI'OL, THE RAPACIOUS TALONS

Thaa'ris and Rhi'ol were two rival daemons who endlessly performed at the court of a great Daemon Prince. They drew their patron's displeasure when their competitive rivalry became the prime focus of their performances, neglecting the court and its lord. They were bound within two daemon weapons, paired claws forever destined to dance at the behest of their bearer.

SLAANESH model with two lightning claws or two sets of malefic talons only. These Relics replace lightning claws or malefic talons and have the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Thaa'ris and Rhi'ol	Melee	Melee	User	-2	2

Abilities: When resolving an attack made with this weapon, you can re-roll the wound roll. When rolling for this weapon's Daemon Weapon ability, on a 2+ you can make a number of additional attacks equal to the result with this weapon this phase.

ZAALL, THE WRATHFUL

Only Khorne's most incensed warriors can wield this blade. A daemon of such unrestrained anger, Zaall was bound within to give a purpose to the daemon's endless fury. Now the daemon's anger ebbs and flows like a tide of gore synced to the wrath of its wielder.

KHORNE model with power sword or hellforged sword only. This Relic replaces a power sword or hellforged sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Zaall	Melee	Melee	User	-5	2

Abilities: When rolling for this weapon's Daemon Weapon ability, on a 2+, add a number to this weapon's Strength characteristic equal to the result until the end of this phase.

G'HOLL'AX, FIST OF DECAY

The very essence of pestilence exudes from the fingertips of this malign artefact. Said to have been gifted by the Lord of Decay himself, the mortal that bears this symbolic weapon is a herald of contagion and a physical example that none can resist the inescapable grip of decay.

NURGLE model with power fist only. This Relic replaces a power fist and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
G'holl'ax	Melee	Melee	x2	-3	3

Abilities: When resolving an attack made with this weapon, subtract 1 from the hit roll, and an unmodified wound roll of 2+ is always successful.

UL'O'CCA, THE BLACK AXE

This axe was found on a daemon world resting in a cavern marked with diabolical wards. Thousands of corpses lay at its feet, sacrificial offerings from an unknown warden to appease its hunger. One brave soul now seeks to feed the daemon by other means.

Model with power axe, force axe or daemoniac axe only. This Relic replaces a power axe, force axe or daemoniac axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ul'o'cca	Melee	Melee	User	0	1

Abilities: When resolving an attack made with this weapon, an unmodified wound roll of 4+ inflicts 1 mortal wound on the target in addition to any other damage.

WORD BEARERS

In this section you'll find rules for Battle-forged armies that include **WORD BEARERS** Detachments – that is, any Detachment that includes only **WORD BEARERS** units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Word Bearers in your games of Warhammer 40,000.

WARLORD TRAITS

If a **WORD BEARERS CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll one D6 on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. THE VOICE OF LORGAR

This warlord speaks with the authority of his Primarch; when he commands, others follow without question or hesitation.

Add 3" to the range of this **WARLORD**'s aura abilities (e.g. Lord of Chaos).

2. EXALTED POSSESSION

This warlord shares his flesh with a powerful daemon. Physically stronger and faster than mere mortals, he venerates the pantheon with this union.

- This **WARLORD** gains the **POSSESSED** and **DAEMON** keywords (if they don't already have them).
- Add 1 to the Strength and Attacks characteristics of this **WARLORD**, and add 1" to this **WARLORD**'s Move characteristic.

3. DAEMONIC WHISPERS

Blessings from the empyrean guide this warlord and his followers.

- If your army is Battle-forged, roll one D3 before the battle begins; you gain a number of additional Command points equal to the result.
- Once per battle, if this **WARLORD** is on the battlefield, you can re-roll a single hit roll, wound roll, damage roll or saving throw.

4. MASTER OF THE UNION (AURA)

This warlord leads their daemonic brethren with fearsome influence, drawing forth the unholy emotions of the corrupted.

Add 1 to the Attacks characteristic of models in friendly **WORD BEARERS DAEMON** units whilst their unit is within 6" of this **WARLORD**.

5. DIABOLIST

This warlord etches diabolical incantations into their armour and skin to channel the protection of the warp.

When this **WARLORD** would lose a wound, roll one D6, adding 3 to the result if that wound would be lost as the result of a mortal wound; on a 6+ that wound is not lost.

6. SACRILEGIOUS REGENERATION

Giving up one's soul and purpose to the Dark Gods has garnered their favour. The very energy of the immaterium now seeps through this warlord's veins, healing afflictions of the material realm.

- Add 1 to this **WARLORD**'s Wounds characteristic.
- At the start of your turn, this **WARLORD** regains up to D3 lost wounds.



STRATAGEMS

If your army is Battle-forged and includes any **WORD BEARERS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

DARK PACT

1CP

Word Bearers – Epic Deed Stratagem

The Word Bearers are experts at drawing the twisted minions of the Dark Gods into realspace, using profane rituals and gruesome sacrifices.

Use this Stratagem at the end of your Movement phase, when a **WORD BEARERS CHARACTER** model from your army attempts to summon a unit of **DAEMONS** to the battlefield using a Daemonic Ritual. When making the summoning roll for that attempt, you can re-roll the dice and this **CHARACTER** model will not suffer any mortal wounds for rolling doubles or triples.

MALEVOLENT COVENANT

1CP

Word Bearers – Epic Deed Stratagem

The powers of the warp will provide for the faithful, but a price must always be paid.

Use this Stratagem in your Psychic phase, after a **WORD BEARERS PSYKER** unit from your army fails a Psychic test. The power is automatically manifested by that **PSYKER** unit at the minimum required warp charge value and without a double having been rolled, and cannot be resisted by a Deny the Witch attempt. After resolving the effects of the psychic power, that **PSYKER** unit suffers 1 mortal wound.

APOSTLE OF THE DARK COUNCIL

1CP

Word Bearers – Requisition Stratagem

The ruling leaders of the Word Bearers guide their Legion on matters of faith as much as war.

Use this Stratagem before the battle. Select one **WORD BEARERS PRIEST** model from your army. That model gains the following ability: **'Dark Council:** This model knows one additional prayer from the Prayers to the Dark Gods (see *Codex: Chaos Space Marines*), and can chant one additional prayer at the start of the battle round.'

You can only use this Stratagem once.

CURSED DESPOILERS

2CP

Word Bearers – Strategic Ploy Stratagem

Every stone is an affront to the gods that must be toppled.

Use this Stratagem after deployment but before the first battle round begins, if a **WORD BEARERS** unit from your army is on the battlefield. Select one Obstacle or Area Terrain feature. Units entirely on or within that terrain feature do not gain the benefit of cover to their saving throws.

REVERED HOSTS

1CP

Word Bearers – Battle Tactic Stratagem

There is no greater way to venerate Chaos than to bond mortal with daemon.

Use this Stratagem in the Fight phase, when a **WORD BEARERS POSSESSED** unit or **WORD BEARERS GREATER POSSESSED** unit from your army is chosen to fight with. Until the end of the phase, add 1 to the Damage characteristic of melee weapons models in that unit are equipped with.

HEXAGRAMMATIC WARD

1CP

Word Bearers – Epic Deed Stratagem

Diabolical wards of protection can turn aside the enemy's blows.

Use this Stratagem in any phase, after making a saving throw for a **WORD BEARERS CHARACTER** model from your army. Treat the result of that saving throw as 6. Each **WORD BEARERS CHARACTER** model from your army can only be the target of this Stratagem once per battle.

VENGEANCE FOR MONARCHIA

1CP

Word Bearers – Battle Tactic Stratagem

Never will the outrage on beloved Monarchia be forgiven.

Use this Stratagem in the Fight phase, when a **WORD BEARERS** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit against an **ULTRAMARINES** unit, you can re-roll the hit roll and you can re-roll the wound roll.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **WORD BEARERS CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

CROWN OF THE BLASPHEMER

Adorned with the finger bones of defiant men and anointed with the blood of unbelievers, the Crown of the Blasphemer attracts the attention of Warp entities to the wearer. Upon the battlefield, powered blades are turned away by invisible hands, thunderous volleys of bullets are snatched into the aether at the last moment, and enemy warriors find their minds assailed with visions of a galaxy in flames.

- Improve the invulnerable save of the bearer by 1, to a maximum of 3+.
- The bearer has the following ability: '**Crown of the Blasphemer (Aura)**: Subtract 1 from the Leadership characteristic of models in enemy units whilst their unit is within 6" of the bearer.'

BALEFUL ICON

This icon bears an eight-pointed star so saturated in the blood of loyalists that it is forever stained with the taint of treachery. Those who wish the bearer harm find their certainty sapped away by the mere proximity of this blasphemous standard. The Word Bearers that carry it feel its toxic aura much as a sun worshipper feels the kiss of a summer day upon his skin. Those who do not worship the Dark Gods instead find their skin crawling and their muscles shuddering in revulsion. Even Adeptus Astartes are drained of their righteous anger in its presence.

The bearer has the following ability: '**Baleful Icon (Aura)**: When a charge roll is made for a charge declared against any friendly **WORD BEARERS** units within 6" of the bearer, subtract 2 from the result.'

BOOK OF THE REVILER

None can truly say what knowledge the Book of the Reviler contains. One glimpse at its pages is an affront to the senses, a sickening assault on one's sanity at the barbarous truths the tome contains. Those with the fortitude to read the lines of this heinous opus manifest mutated boons of Chaos for their efforts.

Model that is not a **DAEMON** only. Before the battle, the bearer can read from the Book of the Reviler. If it does, randomly generate two Chaos Boons for the bearer from the table found in the Chaos Boon Stratagem (see *Codex: Chaos Space Marines*), re-rolling Spawndom and Daemonhood and duplicate results. Note that doing so does not cost any Command points, and an enemy **CHARACTER**, **VEHICLE** or **MONSTER** model does not have to have been destroyed:

THE MALEFIC TOME

This unholy tome has been stitched together from the flayed skins of a dozen mortal psykers. Each leathery page still bears the hairs and birthmarks of the book's unwilling donors, their horror emanating from every inch of stolen skin. The book's leaves are inscribed with true names, hexagrammatic diagrams and daemonic hierarchies that offer the bearer abominable insights into the powers of the Warp.

PSYKER model only.

- The bearer knows one additional psychic power from their chosen discipline.
- When a Psychic test is taken for the bearer, add 1 to the total.

ASHEN AXE

The Ashen Axe dates back to the Great Crusade, a vicious chainaxe that was oft used on the citizens of worlds that rejected compliance. As the Legion descended into darkness, daemons of the warp were drawn in, feeding off the anguish and misery that its chained blades created. The Ashen Axe has become a malefic nexus for the creatures of the immaterium. Enemies of the Word Bearers find themselves unable to flee from the axe's blows, as claws and talons grasp at their limbs and root them to the spot. In truth, their minds are assailed by the entities of the aether, circling impatiently for the soul feast the Ashen Axe will deliver.

Model with chainaxe only. This Relic replaces a chainaxe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ashen Axe	Melee	Melee	+1	-2	D3

Abilities: Enemy units within Engagement Range of the bearer cannot Fall Back unless they have the **VEHICLE**, **TITANIC** or **AIRCRAFT** keyword.

EPISTLE OF LORGAR

One hallowed artefact above all is an epistle from the Book of Lorgar. When a priest reads from its pages, the very air turns metallic and the words summon dark blessings from the immaterium. All those who accept the words into their soul are imbued with its energy.

PRIEST model only.

- When the bearer chants a prayer, you can re-roll the dice to determine if that prayer is heard.
- The bearer has the following ability: '**Epistle of Lorgar (Aura)**: Add 1 to the Leadership characteristic of models in friendly **WORD BEARERS** units whilst their unit is within 6" of the bearer.'



NIGHT LORDS

In this section you'll find rules for Battle-forged armies that include **NIGHT LORDS** Detachments – that is, any Detachment that includes only **NIGHT LORDS** units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Night Lords in your games of Warhammer 40,000.

WARLORD TRAITS

If a **NIGHT LORDS CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll one D6 on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. NIGHT HAUNTER'S CURSE

Some Night Lords warlords share the same curse of foresight that plagued their Primarch.

Once per battle round, you can re-roll a single hit roll, wound roll, damage roll, Advance roll, charge roll or saving throw made for this **WARLORD**.

2. ONE PIECE AT A TIME

This warlord prefers to toy with his prey, striking hard and fast, then vanishing once more, his injured and helpless victims completely at his mercy.

- This **WARLORD** can charge in a turn in which they Fell Back.
- When resolving an attack made with a melee weapon against this **WARLORD**, subtract 1 from the hit roll.

3. MURDEROUS REPUTATION

Even amongst a breed of murderers, this warlord has gained a notorious reputation for his mastery of the killing art.

When resolving an attack made by this **WARLORD**, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

4. KILLING FURY

This warlord launches himself into the heart of enemy lines to slake his thirst for butchery.

Each time this **WARLORD** is selected to Fight, if they made a charge move, were charged or performed a Heroic Intervention during this turn, until that Fight is resolved, add D3 to the Attacks characteristic of this **WARLORD**.

5. ONE WITH THE SHADOWS

So skilled at blending into darkness is this warlord, that it is difficult to discern where his corporeal form ends and the shadows begin.

- When resolving an attack made against this **WARLORD** whilst they are entirely on or within a terrain feature, add 1 to the saving throw (excluding invulnerable saving throws).
- Whilst this **WARLORD** is entirely on or within a terrain feature, improve its invulnerable save by 1, to a maximum of 3+ (e.g. a 4+ invulnerable save becomes 3+).

6. DIRTY FIGHTER

To this warlord, the very notion of fighting fair is alien. He will gang up with his brothers to lay low the enemy.

Whilst there are more friendly models within 3" of this **WARLORD** than enemy models, when resolving an attack made with a melee weapon by this **WARLORD**, add 1 to the wound roll.

STRATAGEMS

If your army is Battle-forged and includes any **NIGHT LORDS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

IN MIDNIGHT CLAD

1CP

Night Lords – Battle Tactic Stratagem

Having fought countless campaigns of terror in complete darkness, the Night Lords know how to make an ally of the shadows.

Use this Stratagem in your opponent's Shooting phase, when a **NIGHT LORDS INFANTRY** unit from your army is targeted by a shooting attack. Until the end of that phase, when resolving an attack against that unit, subtract 1 from the hit roll.

VOX SCREAM

2CP

Night Lords – Strategic Ploy Stratagem

Hideous screams of an aggressive techno-virus infiltrate the communication systems of the target, temporarily rendering it incapable of command.

Use this Stratagem at the end of your Movement phase. Select one enemy unit within 18" of any **NIGHT LORDS** units from your army. Until the start of your next Movement phase, enemy units cannot be affected by any of the selected unit's aura abilities.

PREY ON THE WEAK

1CP

Night Lords – Battle Tactic Stratagem

Striking at the will of their victims, the meek of mind are the quarry of the VIII Legion.

Use this Stratagem in your Shooting phase or the Fight phase, when a **NIGHT LORDS** unit from your army is chosen to shoot or fight with. Until the end of that phase, when resolving an attack made by a model in that unit against an enemy unit whose models have a lower Leadership characteristic than the attacking model, add 1 to the hit roll.

HIT AND RUN

1CP

Night Lords – Strategic Ploy Stratagem

There is no honourable fight, only darting strikes, feigned retreats and all manner of dirty tactics to win the battle.

Use this Stratagem at the start of your Charge phase. Select one **NIGHT LORDS** unit from your army. That unit can charge even if it Fell Back this turn.

WE HAVE COME FOR YOU

1CP

Night Lords – Strategic Ploy Stratagem

When the Night Lords descend, there is no mercy.

Use this Stratagem at the start of your opponent's Movement phase. Select one **NIGHT LORDS** unit from your army that is not a **VEHICLE**. Until the start of your next turn, enemy units within Engagement Range of that unit cannot Fall Back unless they have the **VEHICLE**, **TITANIC** or **AIRCRAFT** keyword.

FROM THE NIGHT

1CP

Night Lords – Battle Tactic Stratagem

The sons of Nostramo strike from the dark.

Use this Stratagem at the start of your Charge phase. Select one **NIGHT LORDS INFANTRY** unit from your army that is entirely on or within a terrain feature. Until the end of the turn:

- When a charge roll is made for that unit, add 2 to the result.
- When resolving an attack made with a melee weapon by a model in that unit, add 1 to the hit roll.

RAPTOR STRIKE

1CP

Night Lords – Battle Tactic Stratagem

Raptor cults circle above their prey, then descend when their victims are otherwise afflicted.

Use this Stratagem in your Charge phase, before making a charge roll for a **NIGHT LORDS JUMP PACK** unit from your army that was set up on the battlefield as reinforcements this turn. Roll 3D6 for that charge roll instead of 2D6.

FLAY THEM ALIVE

1CP

Night Lords – Strategic Ploy Stratagem

Death does not always follow defeat.

Use this Stratagem in the Fight phase, when an enemy unit is destroyed as a result of an attack made by a **NIGHT LORDS** model from your army. Until the end of the turn, when a Morale test is taken for an enemy unit within 12" of that **NIGHT LORDS** unit, your opponent must roll one additional D6 and you can choose one of those dice to be discarded.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **NIGHT LORDS CHARACTER** from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

FLAYER

When the Legion's frightful tendencies came to the fore, the Flayer was the tool that carved the skin to be hung in the Night Haunter's throne room. The foulest of deeds were done with this blade, and its reputation grew within the VIII as a relic of dread. Only the most malevolent Legionnaires can bear its heinous lineage.

Model with power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Flayer	Melee	Melee	+1	-3	2

Abilities: Each model destroyed by an attack with this weapon counts as two for the purposes of Morale tests.

STORMBOLT PLATE

This artificer armour was fashioned from a strange metal smelted in the darkest pits of long dead Nostramo. It is not the war-plate's incredible durability, however, that has made it so prized amongst the Night Lords. It is wreathed in a cloying darkness, an unnatural skein of midnight that perpetually shrouds the wearer. So it is that a warrior with the Stormbolt Plate pounces on their prey from the shadows.

INFANTRY model only.

- The bearer has a Save characteristic of 2+.
- The bearer always counts as being in cover, even while it is not entirely on or within a terrain feature.

VOX DAEMONICUS

Emanating from the ornate winged helm in which it makes its home, a living susurrus haunts the airwaves, spreading lies and falsehoods across the vox networks of the Night Lords' enemies. The chill whispers of the Vox Daemonicus have unmanned brave commanders and undermined masterful strategies; many a best-laid plan has been torn to shreds by its baleful curse.

INFANTRY model only.

- The bearer has the following ability: **'Vox Daemonicus (Aura):** Whilst an enemy unit is within 6" of the bearer, reduce the range of that enemy unit's aura abilities to 1". This does not apply to the Vox Daemonicus ability itself.
- Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of the bearer.

TALONS OF THE NIGHT TERROR

Worn over a pair of boots, these talons give the wielder the appearance of some eldritch raptor-beast that has evolved to better disembowel prey. Should one sporting these bladed accoutrements descend feet first into the ranks of his quarry, the talons will eviscerate all those too slow to evade them. A heartbeat later, the crushing weight of the Chaos Space Marine wearer will be brought to bear with sickening, spine breaking impact.

Model that can **FLY** only. This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Talons of the Night Terror	Melee	Melee	+1	-1	1

Abilities: Each time the bearer is selected to fight, until that fight is resolved, it makes D3 additional attacks with this weapon, or D6 additional attacks with this weapon if it made a charge move or performed a Heroic Intervention this turn.

SCOURGING CHAINS

The Scourging Chains once jangled from the rafters of the Primarch's throne room. Many a soul judged guilty by the Night Haunter has been hanged from their jagged spikes. As the wearer flies towards his victims, these spiked chains appear taut as corded tendons, loosening and looping before impact. By lashing out and making sharp contact, captured prey are helpless to avoid the killing blow.

- Improve the Armour Penetration characteristic of melee weapons the bearer is equipped with by 1 (e.g. AP 0 becomes AP -1).
- Subtract 1 from the Attacks characteristic (to a minimum of 1) of enemy models whilst they are within Engagement Range of the bearer.

MISERY OF THE MEEK

This elixir is crafted by one of the Legion's few remaining apothecaries. He will hunt Legion slaves, scraping a life of meagre existence in the dark recesses of Night Lords vessels, and distil the fear and suffering of these unfortunate victims. Vials are then sold for supplies, passage and power. When a son of Nostramo indulges in the sickening contents, they are imbued with new energy.

Once per battle, at the start of your Movement phase, the bearer can drink from the Misery of Meek. That model immediately regains up to D6 lost wounds, and until the start of your next turn, add D3 to that model's Attacks characteristic.

ALPHA LEGION

In this section you'll find rules for Battle-forged armies that include **ALPHA LEGION** Detachments – that is, any Detachment that includes only **ALPHA LEGION** units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Alpha Legion in your games of Warhammer 40,000.

WARLORD TRAITS

If an **ALPHA LEGION CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll one D6 on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. I AM ALPHARIUS

The Alpha Legion are experts in the art of deception, and none more so than this warlord.

In addition to this Warlord Trait, this **WARLORD** has one randomly generated Chaos Space Marine Warlord Trait from *Codex: Chaos Space Marines*. If this **WARLORD** is destroyed, you can immediately select another **ALPHA LEGION CHARACTER** model from your army to take their place and generate a Warlord Trait for them (including this one). If the mission you are playing grants victory points for destroying the enemy **WARLORD**, your opponent will only achieve that objective if all of the **ALPHA LEGION CHARACTER** models from your army have been destroyed.

2. CLANDESTINE

This warlord blends in with his surroundings effortlessly, an esteemed agent with infiltration experience.

When resolving an attack made against this **WARLORD**, subtract 1 from the hit roll.

3. HEADHUNTER

No target is safe in the sights of this warlord.

- Each time you select a target for a weapon this **WARLORD** is making an attack with, you can ignore the Look Out, Sir rule.
- When resolving an attack made with a ranged weapon by this **WARLORD**, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

4. MASTER OF DIVERSION

A venerated tactician who makes use of feints and diversions in their battle plans.

At the start of the first battle round, before the first turn begins, select up to three other friendly **ALPHA LEGION** units on the battlefield. Remove these units from the battlefield and set them up again following the usual deployment rules for those units and the mission. If you redeploy a **TRANSPORT** model, all units embarked inside it remain so when it is set up again.

5. CULT LEADER (AURA)

This warlord directs the local cult personally.

When resolving an attack made with a weapon by a model in a friendly **ALPHA LEGION CHAOS CULTIST** unit within 6" of this **WARLORD**, on an unmodified wound roll of 6 the Armour Penetration characteristic of that weapon is improved by 1 for that attack (e.g. AP 0 becomes AP -1).

6. FACELESS COMMANDER

This warlord makes use of doubles and proxies to mask their position on the battlefield.

Once per battle, at the end of your Movement phase, you can remove this **WARLORD** from the battlefield and set them up again within 3" of a friendly **ALPHA LEGION INFANTRY** unit and more than 9" away from enemy models.



STRATAGEMS

If your army is Battle-forged and includes any **ALPHA LEGION** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

FORWARD OPERATIVES

1CP

Alpha Legion – Strategic Ploy Stratagem

The Alpha Legion are as illusive as a shadow.

Use this Stratagem during deployment, when you set up an **ALPHA LEGION INFANTRY** unit from your army. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first. Each unit can only be selected for this Stratagem once per battle.

CONCEAL

2CP

Alpha Legion – Strategic Ploy Stratagem

These clandestine warriors will disappear at a moment's notice.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **ALPHA LEGION INFANTRY** unit from your army. Until the end of that phase, enemy models can only target that unit if it is the closest eligible target.

SABOTAGED ARMOURY

1CP

Alpha Legion – Strategic Ploy Stratagem

Agents and saboteurs will infiltrate enemy targets long before their warriors join the field of battle.

Use this Stratagem in any phase, before your opponent rolls to see if a **VEHICLE** model from their army explodes. If any **ALPHA LEGION** units from your army are on the battlefield, add 3 to one of the D6 rolled, and the roll cannot be re-rolled (if the affected Vehicle would explode on a roll of 6, it will explode on a roll of 6+ instead).

SCRAMBLED COORDINATES

1CP

Alpha Legion – Strategic Ploy Stratagem

Landing co-ordinates are tampered with by infiltrating the enemy's vox and data networks.

Use this Stratagem in your opponent's Movement phase, when an enemy unit is set up on the battlefield as reinforcements but before it is placed on the battlefield. That unit must be set up more than 12" away from **ALPHA LEGION** units from your army, rather than 9".

RENASCENT INFILTRATION

1CP

Alpha Legion – Strategic Ploy Stratagem

Disappear and reappear for the final strike.

Use this Stratagem at the end of your Movement phase. Select one **ALPHA LEGION INFANTRY** unit from your army that is more than 3" away from any enemy models (you cannot select a unit that arrived as reinforcements this turn). Remove that unit from the battlefield. At the end of your next Movement phase, set up that unit on the battlefield again, anywhere that is more than 9" away from any enemy models. Any models that cannot be set up in this way are destroyed. If the battle ends before that unit is set back up, it is destroyed.

AMBUSH

2CP

Alpha Legion – Strategic Ploy Stratagem

The Hydra knows all.

Use this Stratagem in your opponent's Movement phase, after an enemy unit is set up on the battlefield as reinforcements. Select one **ALPHA LEGION** unit from your army within 18" of that unit to shoot at that unit as if it were your Shooting phase.

FEIGNED RETREAT

1CP

Alpha Legion – Strategic Ploy Stratagem

Trust not appearances – the Hydra is always ready to strike.

Use this Stratagem in your Movement phase, when you Fall Back with an **ALPHA LEGION** unit from your army. That unit can still shoot this turn.

WE ARE ALPHARIUS

1CP

Alpha Legion – Requisition Stratagem

All Legionnaires can assume the role of leader.

Use this Stratagem before the battle, after nominating your **WARLORD**. Select one **ALPHA LEGION CHARACTER** model from your army that is not your **WARLORD** and determine one Warlord Trait for it; it is regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to an **ALPHA LEGION CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

DRAKESCALE PLATE

A suit of Corvus-Alpha-pattern power armour forged by an ancient tech-savant of the Dark Mechanicum, this battle plate incorporates the living titanium scales of the mica skydrake. Its wearer is so well protected by that elder beast's innate resistance to damage, that even a flamestorm cannon's channelled inferno splashes harmlessly aside, like water from smooth pillars of obsidian.

INFANTRY model only.

- The bearer has a Save characteristic of 2+.
- When the bearer would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.

MINDVEIL

Shimmering with illusion, the Mindveil is a long cloak stitched with the interlocking teeth of Dostoy Prime's chameleonic hydrasharks. So potent are the spells of confusion and dislocation cast upon it that the bearer is accompanied by incorporeal mirages that mirror his appearance. Stranger still, at a chanted command in the Dark Tongue, the wearer's true location and that of his doppelganger can switch places, an instant translocation that leaves his enemies gaping in confusion.

- At the start of your Movement phase, if the bearer is on the battlefield, roll 3D6; until the end of that phase, the bearer's Move characteristic is equal to the result.
- In the Movement phase, the bearer can move across other models and terrain as if they were not there.
- In the Charge phase, the bearer can move across other models (other than **BUILDINGS**) as if they were not there.
- The bearer can charge in a turn in which they Fall Back.

HYDRA'S WAIL

The Hydra's Wail is a sophisticated jamming device corrupted by the ruinous powers. A burst of directed scrapcode infiltrates the vox networks and the communications devices of the enemy, rendering strategic planning null and void. Its blasts are limited, so ritualistic offerings are needed after each use to replenish its deadly charge.

Once per battle, at the start of the battle round, if the bearer is on the battlefield it can activate the Hydra's Wail. Until the end of the battle round, when your opponent spends Command points to use a Stratagem, roll one D6; on a 4+ your opponent must spend one extra Command point to use that Stratagem, or else it has no effect and the Command points spent so far are lost.

VIPER'S BITE

This ornate boltgun has a wide, serpent head muzzle and a magazine that never seems to run dry. When it fires, it makes no noise louder than a dry hiss, but a cacophony of screams is never far behind. The projectiles it fires glow with acrid green flames, and the energy swathing each bolt is so virulent that they can sizzle through even the ancient war-plate of Terminator-armoured veterans.

Model with combi-bolter only. This Relic replaces a combi-bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Viper's Bite	24"	Rapid Fire 2	5	-3	2

HYDRA'S TEETH

The legend goes that these bolt rounds are sentient in the manner of daemon weapons, and that sorcerous powers have somehow given them a terrible hunger for destruction. Once fired, they seek out fresh victims before exploding in a blast of eye-searing, lung-scorching gas.

Model with a bolt weapon (see page 81) only. The bolt weapons of the bearer are granted the following abilities:

- Attacks made with this weapon automatically hit the target (including when using the Daemon Shell stratagem – see *Codex: Chaos Space Marines*).
- This weapon wounds on a 2+ unless it is targeting a **VEHICLE** or **TITANIC** unit, in which case it wounds on a 6+.
- Units do not receive the benefit of cover to their saving throws against attacks made with this weapon.

SHADEBLADE

This blade is rumoured to be of xenos origin. Within its hilt lies unknown cloaking technology that turns the wielder into naught but shadow when in darkness and low light.

Model with power sword or force sword only. This Relic replaces a power sword or force sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Shadeblade	Melee	Melee	+1	-3	D3

Abilities: When resolving an attack made against the bearer, subtract 1 from the hit roll.



IRON WARRIORS

In this section you'll find rules for Battle-forged armies that include **IRON WARRIORS** Detachments – that is, any Detachment that includes only **IRON WARRIORS** units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Iron Warriors in your games of Warhammer 40,000.

WARLORD TRAITS

If an **IRON WARRIORS CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. COLD AND BITTER (AURA)

The warlords of the Iron Warriors have little room for emotion left in their souls, driven only by bitterness and ruthless efficiency.

When a Morale test is taken for a friendly **IRON WARRIORS** unit within 6" of this **WARLORD**, do not roll the dice; it is automatically passed.

2. DAEMONSMITH (AURA)

This warlord has an innate understanding of the relationship between the daemon and the machine, and will use this to its full potential on the battlefield.

When resolving an attack made by a model in a friendly **IRON WARRIORS DAEMON ENGINE** or **IRON WARRIORS CULT OF DESTRUCTION** unit within 6" of this **WARLORD**, an unmodified hit roll of 6 scores 1 additional hit.

3. IRON WITHOUT

Bionics, battle damage and countless scars adorn this warlord, all marking incidents that would have felled lesser warriors.

When this **WARLORD** would lose a wound, roll one D6; on a 5+ that wound is not lost.

4. BASTION (AURA)

This warlord is a prime bulwark builder. Any and all available positions are bolstered by fortifications and ramps.

When resolving an attack made with a weapon that has an Armour Penetration characteristic of -1 against a friendly **IRON WARRIORS** unit that is within 6" of this **WARLORD** and receiving the benefit of cover, that weapon is treated as having an Armour Penetration characteristic of 0. You must apply all modifiers to an attack's Armour Penetration characteristics (e.g. the Dour Duty Stratagem) before seeing if it is affected by this Warlord Trait.

5. SIEGE MASTER (AURA)

When a heavily defended position needs nothing short of ceaseless firepower, this warlord will deliver.

When resolving an attack made with a ranged weapon by a model in a friendly **IRON WARRIORS HAVOC** or **IRON WARRIORS VEHICLE** unit within 6" of this **WARLORD**, re-roll a wound roll of 1.

6. STOIC ADVANCE (AURA)

This warlord advances with bitter resolve and, by his example, his followers do the same.

Friendly **IRON WARRIORS** units do not suffer the penalty for moving and firing Heavy weapons whilst they are within 6" of this **WARLORD**.

STRATAGEMS

If your army is Battle-forged and includes any **IRON WARRIORS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

IRON WITHIN, IRON WITHOUT

1CP

Iron Warriors – Strategic Ploy Stratagem

Hardened by the most gruelling theatres of war, the Iron Warriors will fight long after others of their ilk have fallen.

Use this Stratagem in any phase, when a model in an **IRON WARRIORS** unit from your army would lose a wound. Roll one D6 for that wound, and for each other wound that would be lost by a model in that unit until the end of that phase; on a 6 that wound is not lost.

METHODICAL ANNIHILATION

1CP

Iron Warriors – Strategic Ploy Stratagem

With meticulous firepower do the Iron Warriors prevail.

Use this Stratagem in your Shooting phase, when an **IRON WARRIORS** unit from your army is chosen to shoot with. Select one of the following effects to last until the end of that phase:

- When resolving an attack made by a model in that unit, you can re-roll the damage roll.
- You can re-roll any or all of the dice to determine the Type characteristic of weapons that models in that unit are equipped with.

DOUR DUTY

1CP

Iron Warriors – Battle Tactic Stratagem

The Iron Warriors unflinchingly face their forlorn fate.

Use this Stratagem in your opponent's Shooting phase or your Charge phase, when an **IRON WARRIORS** unit from your army is chosen as the target for an attack. Until the end of that phase, when resolving an attack made with a ranged weapon against that unit, worsen the Armour Penetration characteristic of that weapon by 1 for that attack (e.g. AP -2 becomes AP -1).

UNHOLY VIGOUR

1CP

Iron Warriors – Epic Deed Stratagem

The corrupted machine spirits of the IV refuse to yield.

Use this Stratagem at the start of your Movement phase. Select one **IRON WARRIORS VEHICLE** model from your army. That model regains up to 3 lost wounds.

TANK HUNTERS

1CP

Iron Warriors – Battle Tactic Stratagem

No armour is safe from the guns of the IV Legion.

Use this Stratagem in your Shooting phase or the Fight phase, when you choose an **IRON WARRIORS** unit from your army (excluding **CHAOS CULTISTS**) to shoot or fight with. Select one enemy **VEHICLE** unit. Until the end of that phase, when resolving an attack made by a model in that **IRON WARRIORS** unit against the selected unit, you can re-roll the wound roll.

RAMPANT TECHNO-VIRUS

1CP

Iron Warriors – Wargear Stratagem

The IV's Cult of Destruction are fearsome avatars of war.

Use this Stratagem in your Shooting phase or the Fight phase, when you select an **IRON WARRIORS OBLITERATORS** or **IRON WARRIORS MUTILATORS** unit from your army to shoot or fight with. Until the end of that phase, you can re-roll any or all D3 rolls made for that unit's Fleshmetal Guns or Fleshmetal Weapons ability.

CANNON FODDER

2CP

Iron Warriors – Strategic Ploy Stratagem

Clog up their guns with the flesh and bones of the weak.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **IRON WARRIORS INFANTRY** unit from your army then select one friendly **IRON WARRIORS CHAOS CULTISTS** unit wholly within 6" of that unit. Until the end of that phase, enemy models cannot target that **IRON WARRIORS INFANTRY** unit if the selected **IRON WARRIORS CHAOS CULTISTS** unit is a closer visible target.

BITTER ENMITY

1CP

Iron Warriors – Battle Tactic Stratagem

The IV's contempt for the Imperial Fists runs deep.

Use this Stratagem in the Fight phase, when an **IRON WARRIORS** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit against an **IMPERIAL FISTS** unit, you can re-roll the hit roll and you can re-roll the wound roll.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to an **IRON WARRIORS CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

SIEGEBREAKER MACE

A vast sphere of dense star-metal bound with sigils of shattering, the Siegbreaker Mace, mounted on the wrist-thick pole of a captured Adeptus Astartes standard, was created with acts of destructive symbolism in mind.

Model with power maul or accursed crozius only. This Relic replaces a power maul or accursed crozius and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Siegbreaker Mace	When the bearer fights, select one of the profiles below				
- Swing	Melee	Melee	+2	-2	2
- Smash	Melee	Melee	x2	-3	D6

Abilities: When the bearer fights using the smash profile, it can only make two attacks. When resolving an attack made with the smash profile, roll two D6 when inflicting damage with it and discard one of the results.

CRANIUM MALEVOLUS

This iron-clad death's head is a mouthpiece for the mind-shattering language of the soul forges. The coded blurts of Dark Tongue it emits are potent enough to undo the machine spirits of enemy technology.

In your Shooting phase, the bearer can use the Cranium Malevolus instead of shooting. Roll one D6 for each enemy **VEHICLE** unit within 9" of that model; on a 4-5 that unit suffers D3 mortal wounds, and on a 6 that unit suffers 3 mortal wounds.

INSIDIUM

This vast suite of bionics was originally implanted to avoid the mutating effects of the immaterium, but the warp is fickle. Insidium and its bearer are now a warped host of the techno-virus. Flesh and bionic alike have melded into a sickening union of mutated horror, while the bearer's disdain for their own corruption rots away at their soul. Nonetheless, a fusion of mortal, daemon and machine has turned them into an unstoppable leviathan.

- The bearer gains the **DAEMON** keyword (if it does not already have it).
- Add 1 to the Strength, Toughness and Wounds characteristics of the bearer.

AXE OF THE FORGEMASTER

Masters of the daemon forges have long had to ensure dominance over their creations. Such are the energies of unmaking bound into this axe's haft that a single blow can turn an adamantium-hulled tank into a pile of rusted scrap.

Model with power axe or daemoniac axe only. This Relic replaces a power axe or daemoniac axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Axe of the Forgemaster	Melee	Melee	+3	-3	2

Abilities: When resolving an attack made with this weapon against a **VEHICLE** unit, an unmodified hit roll of 5+ inflicts D3 mortal wounds on the target in addition to any normal damage.

SPITESPITTER

The unbridled hate of this weapon's various wielders has corrupted its spirit over 10,000 years in the warp. The weapon now bucks with venom from every round that leaves its chamber, an essence of loathing that trails the explosive casing. For each loyal servant of the Corpse Emperor destroyed, this weapon and its wielder make one small step towards victory in the Long War.

Model with combi-bolter only. This Relic replaces a combi-bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Spitespitter	24"	Rapid Fire 2	5	-3	D3

TECHNO-VENOMOUS MECHATENDRILS

The morass of mechanical tentacles that grace the wearer's back are possessed of an insidious and cruel consciousness, for they are a collection of several small and deadly Daemon Engines.

WARPSMITH model only. This Relic replaces mechatendrils and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Techno-venomous Mechatendrils	Melee	Melee	User	0	1

Abilities: When the bearer fights, it makes 4 additional attacks with this weapon, and only those 4 attacks can be made with this weapon. When resolving an attack made with this weapon, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

EMPEROR'S CHILDREN

In this section you'll find rules for Battle-forged armies that include **EMPEROR'S CHILDREN** Detachments – that is, any Detachment that includes only **EMPEROR'S CHILDREN** units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Emperor's Children in your games of Warhammer 40,000.

WARLORD TRAITS

If an **EMPEROR'S CHILDREN CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll one D6 on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD's** preferred style of waging war.

1. STIMULATED BY PAIN

The warlords of the Emperor's Children thrive on pain. The more grievous their injuries, the deadlier they become.

Add 1 to your **WARLORD's** Attacks characteristic for each wound he has suffered (to a maximum of +3). If your **WARLORD** regains any lost wounds, he loses the associated bonus attacks.

2. INTOXICATING MUSK (AURA)

A sickly-sweet aroma emanates from this warlord, both delightful and disgusting at once. A perfumed assault on the senses intoxicates those in its vicinity.

When resolving an attack made by an enemy unit within 3" of this **WARLORD**, subtract 1 from the hit roll.

3. UNBOUND ARROGANCE

This warlord's pride and hubris is both his greatest strength and his biggest weakness.

When you choose this **WARLORD** to fight with, you and your opponent secretly choose a number from 1 to 3 on a D6 (we suggest turning a D6 to show the number but concealing this behind your hand), then reveal your choice simultaneously. If the chosen numbers differ, this **WARLORD** can make a number of additional attacks that fight sequence equal to the number you chose.

4. FAULTLESS DUELLIST

A veteran of the duel, a peerless swordsman and an exquisite example of fighting form. Those who lock swords with this warlord do so at their peril.

At the start of the Fight phase, roll one D3. Until the end of that phase, subtract the result from the Attacks characteristic of enemy models (to a minimum of 1) whilst they are within Engagement Range of this **WARLORD**.

5. GLUTTON FOR PUNISHMENT

This warlord revels in every sensation – even ones that would slay a lesser mortal outright.

When resolving an attack against this **WARLORD**, reduce any damage inflicted by 1 (to a minimum of 1)

6. LOATHSOME GRACE

Blessed by the Chaos Gods to further accentuate this warlord's perverse elegance, his warped movements are nimble, striking and utterly abhorrent.

- When a charge roll is made for this **WARLORD**, you can re-roll the dice.
- If this **WARLORD** makes a charge move or performs a Heroic Intervention, add 1 to their Strength and Attacks characteristics until the end of the subsequent Fight phase.



STRATAGEMS

If your army is Battle-forged and includes any **EMPEROR'S CHILDREN** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

COMBAT ELIXIRS

2CP

Emperor's Children – Requisition Stratagem

Concoctions of hideous euphoria empower the minds of these sensationalist warriors.

Use this Stratagem before the battle. Select one **EMPEROR'S CHILDREN** unit from your army that is not a **VEHICLE** or **CHAOS CULTIST**, then select one of the following effects to apply to models in that unit until the end of the battle:

- +1 to Attacks characteristic
- +1 to Strength characteristic
- +2" to Move characteristic
- +1 to Toughness characteristic

You can only use this Stratagem once.

EXCESS OF VIOLENCE

1CP

Emperor's Children – Battle Tactic Stratagem

The visceral sensation of every fresh kill causes the warriors of the Emperor's Children to enter an ecstatic frenzy of butchery and dismemberment.

Use this Stratagem in the Fight phase, when you choose an **EMPEROR'S CHILDREN INFANTRY** unit from your army to fight with. Until the end of that phase, if an attack made by a model in that unit destroys an enemy model, the attacking model can make one additional attack against the same unit using the same weapon.

INCESSANT DISDAIN

1CP

Emperor's Children – Epic Deed Stratagem

Contempt for lesser warriors drives the Champions of the Emperor's Children into a furore.

Use this Stratagem at the end of your opponent's Charge phase. Select one **EMPEROR'S CHILDREN CHARACTER** model from your army. That model can perform a Heroic Intervention if it is within 6" of any enemy models, and can move up to 6" when doing so as long as it finishes that move within Engagement Range of any enemy **CHARACTER** models or the nearest enemy model.

HONOUR THE PRINCE

1CP

Emperor's Children – Battle Tactic Stratagem

Warriors who venerate Slaanesh through fighting form are rewarded in their endeavours.

Use this Stratagem in your Charge phase, after making a charge roll for an **EMPEROR'S CHILDREN SLAANESH** unit from your army. You can change the result of one of the D6 rolled to a 6.

EXCRUCIATING FREQUENCIES

1CP

Emperor's Children – Wargear Stratagem

The sons of Chemos were the first to use sonic weaponry, and are peerless with its deadly sound waves.

Use this Stratagem in your Shooting phase, when an **EMPEROR'S CHILDREN NOISE MARINES** unit from your army is chosen to shoot with. Until the end of that phase, add 1 to the Strength and Damage characteristics of blastmasters, sonic blasters and doom sirens models in that unit are equipped with.

CRUEL DUELLISTS

1CP

Emperor's Children – Battle Tactic Stratagem

Fulgrim's scions are renowned for their blade-craft.

Use this Stratagem in the Fight phase, when an **EMPEROR'S CHILDREN** unit from your army that is not a **VEHICLE** or **CHAOS CULTIST** is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit, on an unmodified wound roll of 6 that weapon has an Armour Penetration characteristic of -3 for that attack.

TACTICAL PERFECTION

1CP

Emperor's Children – Strategic Ploy Stratagem

The III Legion's grasp of tactics is exemplary.

Use this Stratagem at the start of the first battle round, before the first turn begins. Select one **EMPEROR'S CHILDREN** unit from your army. Remove that unit from the battlefield and either place it into Strategic Reserves or set it up again following the usual deployment rules for that unit and the mission being played. If you redeploy a **TRANSPORT** model, units embarked aboard it remain so when it is set up again.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to an **EMPEROR'S CHILDREN CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

THE ENDLESS GRIN

This fleshy mask is the still living, flayed face of a man who begged Slaanesh to fulfil his wish to live forever. The Dark Prince was only too pleased to oblige, gifting the unfortunate soul immortality, but also forcing him to present his face to the Chaos Lord Shix. After butchering the supplicant, Shix wore that face as a prized reminder of the occasion for several centuries. The Endless Grin has since exchanged hands many times, but the potency of its anguish has never diminished.

The bearer has the following ability: **'Endless Grin (Aura):** Subtract 1 from the Leadership characteristic of models in enemy units whilst their unit is within 6" of the bearer and, when a Morale test is taken for an enemy unit within 6" of the bearer, your opponent must roll one additional D6 and you can choose one of those dice to be discarded.'

FATAL SONANCY

Xenotech implants grafted into the bearer's neck give them the ability to emit a hypermodulated scream, powerful enough to shatter diamond. The myriad resonant frequencies and sheer deafening power of this scream hits with a physical impact, blasting away flesh and bone alike, and reducing its victims to a shuddering pulp.

This Relic is a weapon that has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Fatal Sonancy	12"	Assault D6	6	-2	1

Abilities: When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit. When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.

ARMOUR OF ABHORRENCE

A canvas of the perverse, this suit of armour turns the wearer into an effigy of excess. Captured warriors of the enemy will adorn its plate, a mosaic of dark exuberance that delights the Emperor's Children, but instils sheer horror in their enemies. In battle, warriors experience utter revulsion at the ghastly display, and feel a brief reluctance at firing upon their captured brothers. Before they come to their senses, the bearer is in their midst.

- Enemy units cannot fire Overwatch at the bearer.
- The bearer has the following ability: **'Armour of Abhorrence (Aura):** If an enemy unit fails a Morale test whilst it is within 6" of the bearer, one additional model flees from that unit.'

REMNANT OF THE MARAVIGLIA

A rare recording of the grand symphony played for the Emperor's Children at the onset of the Horus Heresy. The original performance saw the final descent of the Legion into debauchery and darkness. When transmitted through vox-casters, purpose built into the Dark Apostle's armour, mere seconds of this perverted symphony is enough to drive the servants of Slaanesh into a furore of excess.

PRIEST model only. Once per battle, instead of chanting a prayer, the bearer can broadcast the Remnant of the Maraviglia. Until the end of that battle round, the bearer gains the following ability: **'Remnant of Maraviglia (Aura):** When resolving an attack made by a model in a friendly **EMPEROR'S CHILDREN** unit within 6" of a model with this Relic, you can re-roll the wound roll.'

DISTORTION

The unblemished sheen of this faultless blade reflects an alluring countenance to the bearer, their seemingly unmatched beauty a peerless example of perfection. In reality, the bearer is a hideous wretch, every ounce of elegance leached away to power the blade's fearsome edge.

Model with power sword or force sword only. This Relic replaces a power sword or force sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Distortion	Melee	Melee	User	-4	D3

Abilities: At the start of the Fight Phase, the bearer can look upon their reflection. Until the end of that phase, this weapon has a Strength characteristic of x2, and when resolving an attack made with this weapon, subtract 1 from the hit roll.

RAIMENT REVULSIVE

A cloak stitched with the skins of defeated mortals, the Raiment Revulsive is a symbol of contempt and hatred for those lesser than the Emperor's Children. The screams of anguish that come from the still living faces of its diabolic hide are a sweet concerto to the ears of the wearer. It imbues them with unbridled confidence in their ability to best enemies, flay their hides in victory, and add their still screaming throes to the length of this grisly mantle.

- When resolving an attack made by the bearer, you can re-roll the hit roll and you can re-roll the wound roll.
- When a charge roll is made for the bearer, you can re-roll the result.



WORLD EATERS

In this section you'll find rules for Battle-forged armies that include **WORLD EATERS** Detachments – that is, any Detachment that includes only **WORLD EATERS** units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the World Eaters in your games of Warhammer 40,000.

WARLORD TRAITS

If a **WORLD EATERS CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. SLAUGHTERBORN

This warlord bears the favour of Khorne, his murderous prowess growing with each worthy skull claimed in his master's name.

When an enemy **CHARACTER**, **MONSTER** or **TITANIC** model is destroyed as a result of an attack made by this **WARLORD**, until the end of the battle, add 1 to this **WARLORD**'s Attacks and Strength characteristics.

2. ARCH SLAUGHTERER

When surrounded by foes to kill, this warlord is truly in his element, and gives in to the Butcher's Nails.

At the start of the Fight phase, add D3 to this **WARLORD**'s Attacks characteristic if there are more enemy models within 3" of them than there are friendly models. These extra attacks last until the end of that Fight phase.

3. DISCIPLE OF KHORNE

Many claim to hold the title of one of Khorne's eight foremost champions, but any pretenders are swiftly proven false, for none can rival one of their number in the art of single combat.

When resolving an attack made with a melee weapon by this **WARLORD** against an enemy **CHARACTER** unit or a unit that contains any models with a Wounds characteristic of 5 or more, you can re-roll the hit roll and you can re-roll the wound roll.

4. VIOLENT URGENCY (AURA)

This warlord's bloodlust is palpable and pushes the Butcher's Nails of those around him into overdrive. This, in turn, fuels a desperate need to spill blood.

When an Advance or charge roll is made for a friendly **WORLD EATERS** unit within 6" of this **WARLORD**, add 1 to the result.

5. TRUE BERZERKER

When this warlord meets his foes face-to-face, his fury is such that he will brush aside even fatal wounds, the better to claim more skulls for Lord Khorne.

When resolving an attack made with a melee weapon against this **WARLORD**, halve any damage inflicted (rounding up).

6. BATTLE-LUST

This warlord's lust for battle draws him into any and all fights, his thirst driving him to new heights of battlefield frenzy.

- This **WARLORD** can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".
- This **WARLORD** always fights first in the Fight phase.

STRATAGEMS

If your army is Battle-forged and includes any **WORLD EATERS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

SCORN OF SORCERY

1CP

World Eaters – Strategic Ploy Stratagem

Like the god they worship, the warriors of the World Eaters despise psykers and their trickery, and through the sheer force of their hatred can sever sorcerous powers.

Use this Stratagem in your opponent's Psychic phase, when an enemy **PSYKER** model manifests a psychic power within 24" of any **WORLD EATERS** units from your army, after any attempts to deny that Psychic power (if any) have been made. Roll one D6; on a 4+ the effects of that psychic power are negated.

APOPLECTIC FRENZY

1CP

World Eaters – Strategic Ploy Stratagem

Howling in rage, World Eaters surge towards the foe.

Use this Stratagem during deployment, when you set up a **WORLD EATERS INFANTRY** unit from your army. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first.

SKULLS FOR THE SKULL THRONE!

1CP

World Eaters – Epic Deed Stratagem

Offer up the skulls of mighty champions to Khorne!

Use this Stratagem in the Fight phase, when an enemy **CHARACTER** model is destroyed as a result of an attack made with a melee weapon by a **WORLD EATERS CHARACTER** model from your army. Gain D3 Command points (The limit of gaining or refunding 1 CP per battle round does not apply to any Command points gained via this Stratagem).

RED BUTCHERS

2CP

World Eaters – Requisition Stratagem

Entombed within their Terminator armour, these crazed warriors are unleashed like rabid beasts.

Use this Stratagem before the battle. Select one **WORLD EATERS CHAOS TERMINATORS** unit from your army.

- Add 1 to the Strength characteristic of models in that unit.
- That unit gains the following ability: '**Blood for the Blood God:** This unit can fight twice in each Fight phase, instead of only once.'

You can only use this Stratagem once.

KILL! MAIM! BURN!

1CP

World Eaters – Battle Tactic Stratagem

Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn!

Use this Stratagem in the Fight phase, before you consolidate with a **WORLD EATERS** unit from your army. Until the end of that phase, each model in that unit can move up to 6" when they consolidate, instead of 3".

WILD FURY

1CP

World Eaters – Battle Tactic Stratagem

Sheer aggression can cut through even the thickest armour.

Use this Stratagem in the Fight phase, when you select a **WORLD EATERS** unit from your army to fight with. Until the end of that phase, improve the Armour Penetration characteristic of melee weapons models in that unit are equipped with by 1 (e.g. AP 0 becomes AP+1).

STOKE THE NAILS

1CP

World Eaters – Battle Tactic Stratagem

Aggression stimulators implanted into the brains of the World Eaters drive them into uncontrollable rages.

Use this Stratagem in the Fight phase, when a **WORLD EATERS INFANTRY** or **WORLD EATERS BIKER** unit from your army that is not a **CHAOS CULTIST** is chosen to fight with. Until the end of that phase:

- That unit's Death to the False Emperor ability takes effect when targeting any enemy units, not just **IMPERIUM** units.
- When targeting **IMPERIUM** units, the ability takes effect on hit rolls of 5+.

BLOOD FOR THE BLOOD GOD!

2CP

World Eaters – Strategic Ploy Stratagem

When blood rains, the warriors of the World Eaters are fearless.

Use this Stratagem in the Fight phase, after an enemy unit is destroyed as a result of an attack made by a **WORLD EATERS** model from your army. Until the start of your next turn, when a Morale test is taken for a friendly **WORLD EATERS** unit, do not roll the dice; it is automatically passed.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **WORLD EATERS CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

CRIMSON KILLER

This ornate pistol fires blasts of crimson plasma that crackle with murderous power and fierce energies that ignite body and soul alike. The bearer will oft follow up with a decapitating head strike and claim the singed skull for Khorne.

Model with plasma pistol only. This Relic replaces a plasma pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Crimson Killer	12"	Pistol 1	9	-3	3

Abilities: When resolving an attack made with this weapon, an unmodified wound roll of 4+ inflicts 1 mortal wound on the target in addition to any normal damage.

GOREFATHER

This immense chainaxe is said to have once been wielded by Angron himself. Though it was ultimately cast aside, this relic is of such immense importance to the Legion that wars have been fought between rival warbands seeking to claim it for themselves. One strong enough to wield Gorefather can scythe his enemies into scattering explosions of blood and ruined flesh.

Model with chainaxe only. This Relic replaces a chainaxe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Gorefather	Melee	Melee	+2	-2	3

Abilities: When resolving an attack made with this weapon, subtract 1 from the hit roll, and on an unmodified wound roll of 6 the target suffers 3 mortal wounds and the attack sequence ends.

BANNER OF RAGE

The Banner of Rage contains the bound souls of the most bloodthirsty of Khorne's servants. It radiates palpable waves of anger and an urge for slaughter that beat upon the minds of those nearby, driving them into a killing frenzy.

PRIEST model only. Once per battle, at the start of the Fight phase, the bearer can unfurl the Banner of Rage. If they do, until the end of the phase, the bearer has the following ability: **'Banner of Rage (Aura):** Add 1 to the Attacks characteristic of models in friendly **WORLD EATERS** units whilst their unit is within 6" of the bearer.

BERSERKER GLAIVE

The bearer of this daemon-infested killing tool is driven to a state of apoplectic frenzy by the proximity of its red-hot steel. His fellow World Eaters treat him with great caution, shunning him as a dangerous maniac even amongst his own bloodthirsty kind whilst venerating him as a living totem of rage. A host of Bloodletters are bound into the weapon's fabric, and by channelling the life essence of those it slays, the vampiric daemon weapon ensures its isolated host can fight like a man possessed for weeks on end.

Model with power axe or axe of dismemberment only. This Relic replaces a power axe or axe of dismemberment and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Berserker Glaive	Melee	Melee	+1	-2	2

Abilities: When the bearer would lose a wound, roll one D6; on a 5+ that wound is not lost.

HELM OF FUROR

The bearer of such a trophy is a champion that puts aside all concepts of loyalty. Only bloodshed and victorious combat matter. Within the helm a spiteful machine spirit lurks that stokes the bearer's butchers nails to even higher levels of frenzy, driving them further into the famed bloodlust that claims the sanity of the World Eaters.

INFANTRY model only.

- Add 2 to the Strength characteristic of the bearer.
- At the start of your Charge phase, if the bearer is within 8" of any enemy units and it is eligible to declare a charge with, it must declare a charge.

BLOODHUNGER

Bloodhunger is a sentient suit of armour bonded with the wearer. This unholy union creates a mutual craving for red viscera harvested by battle. If indulged, armour and wearer alike heal grievous injuries and damage. When a champion of Khorne is linked with this unholy artefact and set loose into the midst of war, their symbiosis imbues them until there are no remaining adversaries to sate their thirst.

When an enemy model is destroyed in the Fight phase as a result of an attack made by the bearer, roll one D6; on a 4+ the bearer regains up to 1 lost wound.

BLACK LEGION

In this section you'll find rules for Battle-forged armies that include **BLACK LEGION** Detachments – that is, any Detachment that includes only **BLACK LEGION** units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Black Legion in your games of Warhammer 40,000.

WARLORD TRAITS

If a **BLACK LEGION** CHARACTER model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his preferred style of waging war.

1. VETERAN RAIDER (AURA)

A consummate raider both in the Eye of Terror and on Imperial worlds in realspace, this warlord knows when to strike and when to retreat.

While they are within 6" of your **WARLORD**, friendly **BLACK LEGION** units can declare a charge even if they Fell Back in the same turn.

2. INDOMITABLE

This warlord has done little but fight in the millennia since Horus' defeat, and he grows more resilient with each battle.

All damage suffered by your **WARLORD** is halved, rounding up.

3. BLACK-CLAD BRUTE

This warlord towers over other members of the legion, and is a formidable figure of terrible potency on the battlefield.

- Add 1 to your **WARLORD**'s Strength characteristic.
- After your **WARLORD** makes a charge move, pick one enemy unit within 1" of your **WARLORD** and roll one D6. On a 4+, that unit suffers D3 mortal wounds.

4. SOUL-EATER

This warlord is a peerless fighter, imbibing the very life essence of his defeated foes in a constant quest for greater power.

Each time your **WARLORD** destroys an enemy unit, your **WARLORD** immediately regains D3 lost wounds.

5. TRUSTED WAR-LEADER

This warlord is part of Abaddon's inner circle and a high ranking member of the Black Legion, one of few who are permitted to call Abaddon by name and offer him advice.

While your **WARLORD** is on the battlefield, roll one D6 each time you spend a Command point to use a Stratagem; on a 5+ that Command point is immediately refunded.

6. FIRST AMONGST TRAITORS (AURA)

Black Legion warlords have sworn never to rest in their eternal vendetta against their hated loyalist foes.

The Death to the False Emperor ability triggers an extra attack on rolls of 5+ instead of 6+ for models in friendly **BLACK LEGION** units while they are within 6" of your **WARLORD**.



STRATAGEMS

If your army is Battle-forged and includes any **BLACK LEGION** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

LET THE GALAXY BURN

1CP

Black Legion – Battle Tactic Stratagem

The Black Legion attack with a terrible ferocity.

Use this Stratagem when a **BLACK LEGION INFANTRY** or **BIKER** unit from your army is picked to attack in a Shooting or Fight phase. You can re-roll all hit rolls of 1 for that unit for the rest of the phase. If the unit is a **CHAOS SPACE MARINES** unit, you can re-roll hit rolls for it instead.

CHOSEN OF THE PANTHEON

1CP

Black Legion – Epic Deed Stratagem

The Dark Gods bestow their patronage equally on those of the Black Legion.

Use this Stratagem at the start of your turn. Pick a **BLACK LEGION** unit from your army with the <MARK OF CHAOS> keyword that you did not dedicate to a specific Dark God. That unit has the **KHORNE**, **TZEENTCH**, **NURGLE** and **SLAANESH** keywords until the start of your next turn.

WORLD KILLERS

3CP

Black Legion – Strategic Ploy Stratagem

The Black Legion dominate the battlefield.

Use this Stratagem at the start of any battle round. Until the end of that battle round, enemy units cannot use any abilities that allow them to control an objective marker (e.g. Objective Secured) if there are any **BLACK LEGION** units from your army within range of that objective marker, even if there are more enemy models within range of it.

RELICS OF THE LONG WAR

1/3CP

Black Legion – Requisition Stratagem

The Black Legion possess an array of ancient artefacts.

Use this Stratagem before the battle. Your army can have one extra Relic of the Legion for 1 CP, or two extra Relics of the Legion for 3 CPs. All of the Relics of the Legion that you include must be different and be given to different **BLACK LEGION CHARACTERS**. You can only use this Stratagem once.

MERCILESS FIGHTERS

1CP

Black Legion – Battle Tactic Stratagem

The Black Legion hunt their foes in packs.

Use this Stratagem at the start of the Fight phase. Pick a **BLACK LEGION** unit from your army. If that unit has more models than there are enemy models within 3" of it, add 1 to the Attacks characteristic of models in that unit until the end of the phase.

TIP OF THE SPEAR

1CP

Black Legion – Battle Tactic Stratagem

It is a great honour to be the first to slay the foe.

Use this Stratagem at the start of your first Shooting phase. You can re-roll hit rolls for the **BLACK LEGION** unit from your army that is closest to an enemy unit until the end of the phase. If several units are equidistant, you can pick which one is affected.

LEGACY OF HORUS

1CP

Black Legion – Strategic Ploy Stratagem

Horus' sons retain his natural ability to inspire loyalty.

Use this Stratagem at the start of the Morale phase. Until the end of the phase, all **BLACK LEGION** units in your army have the following ability: 'Legacy of Horus (Aura): Add 1 to the Leadership characteristic of friendly <LEGION> (except **BLACK LEGION**) units while they are within 6" of this unit.'

COUNCIL OF TRAITORS

1CP

Black Legion – Requisition Stratagem

The advisors of the Black Legion are mighty leaders.

Use this Stratagem before the battle if your **WARLORD** is a **BLACK LEGION CHAOS LORD**, **DAEMON PRINCE** or **ABADDON THE DESPOILER**. Pick up to one **BLACK LEGION DARK APOSTLE** and up to one **BLACK LEGION SORCERER** from your army. Generate a Warlord Trait for each model you picked (note that these models are only regarded as your **WARLORD** for the purposes of these Warlord Traits). You can only use this Stratagem once. No two models from your army can have the same Warlord Trait.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **BLACK LEGION CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

GHORISVEX'S TEETH

When the daemon Ghorisvex the Red-hand was broken over the knee of Lord Voraddon of the Black Legion, his spirit was bound into Voraddon's chainsword. It resides there still, ripping and tearing at not just the bodies, but also the very souls, of the Black Legion's foes.

Model with Astartes chainsword only. Ghorisvex's Teeth replaces the bearer's Astartes chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ghorisvex's Teeth	Melee	Melee	User	-3	2

Abilities: Each time the bearer fights, it can make 2 additional attacks with this weapon. Each time you roll a wound roll of 6+ for an attack made with this weapon, the target of the attack suffers 1 mortal wound in addition to the normal damage.

TROPHIES OF SLAUGHTER

This warrior sports a mighty trophy rack, covered in spoils taken from all over the galaxy, that cements his position and right to lead.

The bearer has the following ability: **Trophies of Slaughter (Aura):** Add 1 to the Leadership characteristic of friendly **BLACK LEGION** units while they are within 6" of the bearer. In addition, subtract 1 from the Leadership characteristic of enemy units while they are within 6" of the bearer.

SIGHTLESS HELM

The lenses of this helm remain forever dark, the wearer unable to perceive the galaxy with their own eyes. Instead, strange warp senses are granted by the helm's machine spirit, illuminating the foe's weaknesses.

- Worsen the bearer's Ballistic Skill characteristic by 1 (e.g. BS 2+ becomes BS 3+).
- Improve the Armour Penetration characteristic of all of the bearer's weapons by 1 (e.g. AP 0 becomes AP -1).

ANGELSBANE

This ornate twin boltgun earned its name at the Siege of Terra, and its daemon-infused machine spirit delights in slaughtering those faithful to the Emperor.

Model with combi-bolter only. Angelsbane replaces the bearer's combi-bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Angelsbane	24"	Rapid Fire 2	5	-2	2

Abilities: This weapon has a Damage characteristic of 3 if the target has the **IMPERIUM** keyword.

CLOAK OF CONQUEST

This patchwork garment is fashioned from scraps of fabric telling of the wearer's many conquests. From the cloaks of Adeptus Astartes heroes to the banners of the Astra Militarum, with each victory the cloak is further adorned.

Each time the bearer slays an enemy **CHARACTER**, add 1 to the bearer's Strength, Attacks and Leadership characteristics until the end of the battle.

SPINESHIVER BLADE

Forged from the spinal column of a mighty Keeper of Secrets, this blade lashes out in mockery of that daemon's final excessive death throes.

Model with power sword only. The Spineshiver Blade replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Spineshiver Blade	Melee	Melee	+1	-3	1

Abilities: Each time the bearer fights, it can make D6 additional attacks with this weapon.

RENEGADE CHAPTERS

In this section you'll find rules for Battle-forged armies that include Chaos Space Marine Detachments taken from Renegade Chapters. These rules include the abilities below and a series of Warlord Traits, relics and Stratagems that can only be used by Renegade Chapters. These rules reflect the fighting style of the forces drawn from Renegade Chapters in your games of Warhammer 40,000.

USING A RENEGADE CHAPTERS ARMY

The rules presented in this section are intended to be used in addition to those presented in *Codex: Chaos Space Marines* if you have chosen to take any Renegade Chapter Detachments. A Renegade Chapters Detachment is a **CHAOS SPACE MARINE** Detachment (see *Codex: Chaos Space Marines*) in which every unit (excluding **FABIUS BILE** and **FALLEN** units) is from one of the following Renegade Chapters: Red Corsairs; Crimson Slaughter; Purge; Scourged; Flawless Host; Brazen Beasts; or from a Renegade Chapter of your own invention. If your army includes any Renegade Chapter Detachments, the following rules apply:

Renegade Chapters and Marks of Chaos

- All **PURGE** units must have the **NURGLE** keyword if they are able to do so. If a unit has the **KHORNE**, **TZEENTCH** or **SLAANESH** keyword, it cannot be from the Purge.
- All **SCOURGED** units must have the **TZEENTCH** keyword if they are able to do so. If a unit has the **KHORNE**, **NURGLE** or **SLAANESH** keyword, it cannot be from the Scourged.
- All **FLAWLESS HOST** units must have the **SLAANESH** keyword if they are able to do so. If a unit has the **KHORNE**, **TZEENTCH** or **NURGLE** keyword, it cannot be from the Flawless Host.
- All **BRAZEN BEAST** units must have the **KHORNE** keyword if they are able to do so. If a unit has the **TZEENTCH**, **NURGLE** or **SLAANESH** keyword, it cannot be from the Brazen Beasts. In addition, **PSYKERS** cannot be from the Brazen Beasts.

WARLORD TRAITS

If your **WARLORD** is from the **RED CORSAIRS**, **CRIMSON SLAUGHTER**, **PURGE**, **SCOURGED**, **BRAZEN BEASTS** or **FLAWLESS HOST**, you can choose one of the Warlord Traits on page 107 instead of those presented in *Codex: Chaos Space Marines*.

RELICS

If your army is led by a Chaos Space Marine **WARLORD**, you may give the appropriate Renegade Artefact from page 109 to a **RED CORSAIRS**, **CRIMSON SLAUGHTER**, **PURGE**, **SCOURGED**, **BRAZEN BEASTS** or **FLAWLESS HOST CHARACTER** from your army, instead of those presented in *Codex: Chaos Space Marines*. Named characters such as Huron Blackheart already have one or more artefacts, and cannot be given any of these artefacts.

Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Renegade Artefacts your characters have on your army roster.

STRATAGEMS

If your army is Battle-forged, the Stratagems on page 108 can be used in addition to those presented in *Codex: Chaos Space Marines* to reflect the fighting style of Renegade Chapter warriors.

DETACHMENT ABILITIES

Renegade Chapter Detachments gain the following abilities:

REAVERS AND DESPOILERS

Renegade Chaos Space Marines are drawn from many places. Whatever their origins, their forces are made up of ranks of bolter-armed warriors, twisted by hatred.

If your army is Battle-forged, all Troops units in Renegade Chapter Detachments gain the Objective Secured ability (see Warhammer 40,000 Core book).

RENEGADE TRAITS

Renegade Chapter Detachments can either use the rules presented in *Codex: Chaos Space Marines* (e.g. they can use the Legion Trait ability and gain the Dark Reavers trait), or you can use the rules presented in this supplement. If you choose to use this supplement, and your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKERS** and **HELBRUTE** units in a Renegade Chapters Detachment gain a Renegade Trait, so long as every unit in that Detachment is from the same Renegade Chapter. The Renegade Trait gained depends upon which Renegade Chapter they are from, as shown on the right. For example, all such units in a **BRAZEN BEASTS** Detachment gain the Rend the Foe trait.

If your chosen Renegade Chapter does not have an associated Renegade Trait, you can instead pick the trait that you think best represents your army.

MERE MORTALS

CHAOS CULTIST units do not gain a Renegade Trait.

SHADOWY ALLIES

The inclusion of **FABIUS BILE** or **FALLEN** units in a Renegade Chapters Detachment does not prevent other units in that Detachment from gaining a Renegade Chapter Trait. However, **FABIUS BILE** and **FALLEN** units can never themselves benefit from a Renegade Trait.

RENEGADE TRAITS

RED CORSAIRS: RAIDERS FROM THE MAELSTROM

The Red Corsairs are consummate raiders with vast resources at their disposal. When they emerge from the warp, they strike fast with overwhelming force to achieve their objectives before the enemy can respond.

- Units with this trait can Advance and charge in the same turn.
- If a Detachment contains three or more units with this trait, that Detachment's Command Benefits are increased by +1 Command point. That Detachment's Command Benefits are increased by +3 Command points instead if it contains three or more units of **CHAOS SPACE MARINES** with this trait.

CRIMSON SLAUGHTER: A MOMENT'S PEACE

For the Crimson Slaughter, the maddening cries of tormented spirits can only be satiated by the spilling of blood.

If a unit with this trait destroys an enemy unit:

- Roll one D6. On a 5+, you gain 1 Command point.
- That unit automatically passes Morale tests until the end of the turn.

THE PURGE: BRINGERS OF OBLIVION

The Purge seek to cleanse the galaxy of everything that lives, not moving on until each of their opponents is completely obliterated.

You can re-roll hit rolls for attacks made by units with this trait that target enemy units that have lost one or more wounds already this turn.

THE SCOURGED: OMNISCIENT

The constant whispering of daemons ensures that the Scourged know what course of action an enemy will take almost before they themselves do.

- You can re-roll one hit roll for an attack made by a model in a unit with this trait each time it shoots or fights.
- When a unit with this trait fires Overwatch, they successfully hit on a roll of 5+, instead of only 6, irrespective of the firing model's Ballistic Skill or any modifiers.

BRAZEN BEASTS: REND THE FOE

The Brazen Beasts charge into the enemy with animal fury, tearing them limb from limb.

Each time you make a wound roll of 6+ for an attack made by a model with this trait in the Fight phase during a turn in which it charged, was charged, or performed a Heroic Intervention, that hit is resolved with an AP of -4.

FLAWLESS HOST: DEATH TO THE IMPERFECT

The Flawless Host have an unshakeable faith in their own abilities, their every strike perfectly timed and expertly placed.

Each time you roll a hit roll of 6+ for an attack made by a model with this trait in the Fight phase, it can immediately make an extra attack against the same unit using the same weapon (this is in addition to any extra attacks granted by the Death to the False Emperor ability). These extra attacks cannot themselves generate any further attacks.



RENEGADE WARLORD TRAITS

The charismatic leaders of Renegade Chapters learned much from their time amongst the Adeptus Astartes. Freedom from the strictures of Imperial rule has only expanded their expertise to make these consummate commanders and brutal killers deadly opponents on the battlefield.

If a **HERETIC ASTARTES CHARACTER** from the **RED CORSAIRS**, **CRIMSON SLAUGHTER**, **PURGE**, **SCOURGED**, **BRAZEN BEASTS** or **FLAWLESS HOST** is your **WARLORD**, he can have the appropriate Warlord Trait from below instead of one from another source.

RED CORSAIRS: REAVER LORD

Over millennia of raiding, this warlord has plundered many items of great power, both from the Imperium and from rival warbands.

- Your army can have one extra Relic, chosen from the Artefacts of Chaos (see *Codex: Chaos Space Marines*), which must be given to a **RED CORSAIRS CHARACTER** from your army that does not already have a Relic. This relic must be different to any Relics already included in your army.
- Each time your **WARLORD** slays an enemy **CHARACTER**, add 1 to your **WARLORD**'s Attacks characteristic until the end of the battle.

CRIMSON SLAUGHTER: MAELSTROM OF TORMENT (AURA)

Terrifying phantasms surround this warlord, sapping the will to fight from nearby foes.

Subtract 1 from the Leadership characteristic of enemy units within 6" of your **WARLORD**. If your **WARLORD** has slain any enemy models, then until the end of the battle, subtract 2 from the Leadership characteristic of enemy units within 9" of your **WARLORD** instead.

THE PURGE: BLESSED MISSION

This warlord is an expert in assuring the utter obliteration of the enemy, leaving none alive.

- Re-roll wound rolls of 1 for attacks made by your **WARLORD**.
- Re-roll damage rolls for weapons used by your **WARLORD**.

THE SCOURGED: SHATTERING TRUTH

Voicing just one of the many lies whispered to him, the warlord stops the enemy in their tracks, taking advantage of their hesitation.

At the start of each Fight phase, you can pick one enemy unit within 3" of your **WARLORD**. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

BRAZEN BEASTS: CARVE THE RUNES

This warlord seeks Khorne's bloody blessing by dedicating each worthy kill to his name.

Each time your **WARLORD** slays an enemy **CHARACTER**, add 2 to your **WARLORD**'s Strength and Attacks characteristics until the end of the battle.

FLAWLESS HOST: ULTIMATE CONFIDENCE

This warlord is driven by complete arrogance, his faith in his own abilities unshakeable – and he has not been proven wrong yet.

If your **WARLORD** generates extra attacks as a result of their Death to the Imperfect trait (pg 106), they can immediately make 3 additional attacks, instead of only 1, against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

NAMED CHARACTERS AND WARLORD TRAITS

If **HURON BLACKHEART** gains a Warlord Trait, if he has the Raiders from the Maelstrom Renegade Trait (pg 106) it must be the Reaver Lord Warlord Trait (see above); otherwise it must be the Eternal Vendetta Warlord Trait (see *Codex: Chaos Space Marines*).

RENEGADE CHAPTER STRATAGEMS

If your army is Battle-forged and includes any Renegade Chapter Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, meaning you can spend Command points to activate them. These help to reflect the unique strategies used by these Chapters on the battlefield.

MORE WHERE THEY CAME FROM

3CP

Red Corsairs – Strategic Ploy Stratagem

The Red Corsairs can draw upon vast numbers. When one squad fails, another will take its place.

Use this Stratagem at the end of your Movement phase. Pick one **RED CORSAIRS CHAOS SPACE MARINES** unit from your army that is on the battlefield. Remove that unit from the battlefield and set it up again, wholly within 6" of the edge of the battlefield and more than 9" from any enemy models, at its full starting strength.

ALL LIFE IS WORTHLESS

1CP

Purge – Strategic Ploy Stratagem

When all life must be obliterated, hitting one's own allies is not a concern.

Use this Stratagem in your Shooting phase. Pick one **PURGE** unit from your army that is not within Engagement Range of any enemy models. That unit can target enemy units that are within Engagement Range of friendly units until the end of the phase, but each time you roll an unmodified hit roll of 1 for such an attack, resolve that attack against a friendly unit (your choice) within Engagement Range of the target unit instead.

BURNING DAEMONHEART

1CP

Brazen Beasts – Epic Deed Stratagem

The furnace at the heart of all Brazen Beasts' Daemon Engines burns to incandescent levels in its desperation to tear the foe apart.

Use this Stratagem at the end of the Fight phase. Pick one enemy unit that is within Engagement Range of any **BRAZEN BEASTS DAEMON ENGINES** from your army. Roll a D6; on a 2-4 that unit suffers D3 mortal wounds. On a 5-6 it suffers 3 mortal wounds instead.

TERRIFYING PHENOMENA

2CP

Crimson Slaughter – Strategic Ploy Stratagem

Where the Crimson Slaughter walk, the walls run with blood, and the land itself seems haunted.

Use this Stratagem at the start of the enemy Shooting phase. Pick one Obstacles or Area terrain feature that is within 12" of a **CRIMSON SLAUGHTER** unit from your army. Subtract 1 from hit rolls for attacks made by enemy units within 3" of that terrain feature until the end of the phase.

PRESCIENCE

2CP

Scourged – Strategic Ploy Stratagem

Tzeentch has gifted the Scourged with a measure of foresight, allowing them to read the enemy's signals and know exactly where they will strike.

Use this Stratagem after your opponent sets up a unit that is arriving on the battlefield as reinforcements. Pick one **SCOURGED INFANTRY** unit from your army that is within 12" of that enemy unit. Your unit can immediately shoot at that enemy unit as if it were your Shooting phase.

WE CANNOT FAIL

1CP

Flawless Host – Battle Tactic Stratagem

The self-belief and desire for perfection that drives the warriors of the Flawless Host is such that their fighting skills far exceed those of less disciplined forces.

Use this Stratagem when you pick one **FLAWLESS HOST INFANTRY** unit from your army to fight with in the Fight phase. Until the end of the phase you can re-roll hit rolls for attacks made by that unit.

RENEGADE CHAPTER ARTEFACTS

From individual squads to entire Chapters, when Renegade Space Marines turn their back on the Imperium, they bring with them a wide array of weapons and equipment, as well as priceless relics. Many of these are imbued with the energies of the warp to make them truly deadly tools of war.

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **CHARACTER** from a Renegade Chapter from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

MAELSTROM'S BITE

Fashioned by Huron's army of weaponsmiths, this weapon represents the pinnacle in blending Imperial weaponry with the energies of the immaterium.

RED CORSAIRS model with combi-melta only. Maelstrom's Bite replaces the model's combi-melta and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Maelstrom's Bite	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon				
- Boltgun	24"	Rapid Fire 3	4	-1	2
- Meltagun	12"	Assault 1	9	-4	D6

Abilities: When using the meltagun profile, each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

BLADE OF THE RELENTLESS

Formerly known as the Emperor Blade, this fabled weapon has long since been renamed after the one that wields it. As it feeds on the lifeblood of its victims, so too does it feed on their souls.

CRIMSON SLAUGHTER model with power sword only. The Blade of the Relentless replaces the model's power sword and has the following profile.

WEAPON	RANGE	TYPE	S	AP	D
Blade of the Relentless	Melee	Melee	+1	-3	1

Abilities: If the bearer slays any enemy models in the Fight phase with this weapon, then from the end of that Fight phase until the end of the battle, wound rolls for attacks made with this weapon are automatically successful (no wound roll is made).

ORB OF UNLIFE

Within this glassy sphere lurks a diluted life-eater virus. Although quick to burn out when the sphere is broken, everything nearby finds itself consumed by the ravaging viral strain.

PURGE model only. Once per battle, in the Shooting phase, the bearer can throw the Orb of Unlife instead of firing any ranged weapons. If they do so, pick a point on the battlefield within 8" of the bearer. Roll a D6 for each unit within D6" of that point, subtracting 2 from the result if the unit is a **VEHICLE**. On a 4+, that unit suffers D3 mortal wounds.

BOOK OF UNTRUTH

The pages of this book are constantly filled and overwritten by Sorcerers of the Scourged, who record every lie they hear. The power of these falsehoods is enough to spell the doom of any who wields knowledge as a weapon.

SCOURGED model only. Each time an enemy **PSYKER** unit within 18" of the bearer successfully manifests a psychic power, roll a D6. On a 5+, that **PSYKER** unit suffers 1 mortal wound.

DAEMONFLESH PLATE

This dark armour pulses with unnatural life, livid red veins visible in the ceramite, granting the wearer unnatural speed and strength.

BRAZEN BEASTS model only.

- The bearer has a Save characteristic of 2+.
- Add 1 to the bearer's Move and Attacks characteristics.

FLAWLESS CLOAK

The fabric of this cloak re-knits when damaged, and never stains or fades with age. The wearer appears as the embodiment of perfection.

FLAWLESS HOST model only.

- Add 1 to the bearer's Attacks characteristic.
- Increase the range of the bearer's aura abilities (e.g. Lord of Chaos, Demagogue, etc.) by 3".

CREATIONS OF BILE

In this section you'll find rules for Battle-forged armies that include Chaos Space Marine Detachments taken from the followers of Fabius Bile. With these vile tools you can take your collection of Heretic Astartes and twist it into something altogether more foul and terrible.

The rules presented in this section are intended to be used in addition to those presented in *Codex: Chaos Space Marines*.

This section contains an updated datasheet for Fabius Bile that replaces the one found in *Codex: Chaos Space Marines*, and rules for fielding Detachments of his creations. You will also find additional Relics and Stratagems that can be used with these Detachments.

KEYWORDS

If **FABIUS BILE** is your **WARLORD**, units from your army can replace their **<LEGION>** keyword with **CREATIONS OF BILE**. Note that you cannot replace the **<LEGION>** keyword with **CREATIONS OF BILE** unless Fabius Bile is your **WARLORD**.

If a Detachment only includes **CREATIONS OF BILE** units (excluding the units listed in the Shadowy Allies rule in *Codex: Chaos Space Marines*), that Detachment is a **CREATIONS OF BILE** Detachment.

ABILITIES

Units in **CREATIONS OF BILE** Detachments gain the following abilities:

THE SPIDER'S WEB

If your army is Battle-forged, all Troops units in **CREATIONS OF BILE** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core book).

CREATIONS OF BILE LEGION TRAIT

If your army is Battle-forged, all **CHARACTER**, **INFANTRY** (excluding **CHAOS CULTIST** units), **BIKER** and **HELBRUTE** units in a **CREATIONS OF BILE** Detachment gain the Legion Trait below.

Note that, as per the Shadowy Allies rule in *Codex: Chaos Space Marines*, Fabius Bile himself – as well as **FALLEN** units – cannot benefit from the Experimental Enhancements Legion Trait.

EXPERIMENTAL ENHANCEMENTS

All of Fabius Bile's Terata are chemically and physically altered by his experiments, elevating their abilities above those of similar beings – for now...

Add 1 to the Movement and Strength characteristics of models in units with this Legion Trait.



FABIUS BILE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Fabius Bile	6"	2+	3+	4	4	5	4	9	3+
0-1	Surgeon Acolyte	6"	5+	5+	3	4	1	1	6	6+

Fabius Bile is a single model equipped with: Xyclos Needler; the Chirurgeon; Rod of Torment; frag grenades; krak grenades. He can be accompanied by up to 1 Surgeon Acolyte. A Surgeon Acolyte is equipped with: Surgeon Acolyte's tools. Your army can only include one **FABIUS BILE**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Xyclos Needler	18"	Pistol 3	2	-2	2	Attacks made with this weapon wound on a 2+ unless the target is a VEHICLE or TITANIC unit.
Rod of Torment	Melee	Melee	+1	-1	D3	Each time an attack is made with this weapon against a VEHICLE unit, it has a Damage characteristic of 1.
Surgeon Acolyte's tools	Melee	Melee	User	-1	1	-
The Chirurgeon	Melee	Melee	4	-2	1	Each time the bearer fights it can make 3 additional attacks with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor: (see *Codex: Chaos Space Marines*)

Another Pair of Hands: If Fabius Bile is accompanied by a Surgeon Acolyte, after rolling the D3 for the Enhanced Warriors ability, you can add or subtract 1 to that roll result (e.g. a D3 roll result of 3 could be a roll result of 2 or 3). If a Surgeon Acolyte is destroyed, it is ignored for the purposes of Morale tests.

The Chirurgeon: When Fabius Bile would lose a wound, roll one D6; on a 5+ that wound is not lost. In addition, at the start of each of your turns Fabius Bile regains D3 lost wounds.

Enhanced Warriors: At the end of your Movement phase, you can select one **HERETIC ASTARTES INFANTRY** unit from your army that is not a **CHARACTER** that is wholly within 6" of this unit. You cannot select a unit that has already been affected by this ability in this battle. If you do so, roll one D6; on a 1, one model from the selected unit is destroyed. Then, roll one D3 and consult the table below:

D3	Enhancement
1	Add 1 to the Strength characteristic of models in that unit until the end of the battle.
2	Add 1 to the Toughness characteristic of models in that unit until the end of the battle.
3	Add 1 to the Attacks characteristic of models in that unit until the end of the battle.

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, CREATIONS OF BILE

KEYWORDS (FABIUS BILE): CHARACTER, INFANTRY, FABIUS BILE

KEYWORDS (SURGEON ACOLYTE): CHARACTER, INFANTRY, SURGEON ACOLYTE



Fabius Bile is a twisted flesh-crafter, whose quest for enhanced super-soldiers has borne myriad horrors. In battle, he strikes agonising blows with his Rod of Torment and injects enemies with hideous poisons from his Xyclos Needler, all while his Chirurgeon backpack reknits his own wounds with obscene swiftness.

RELICS OF BILE

Over the millennia, Fabius Bile has amassed countless arcane treasures and twisted weapons – some of his own cunning artefact – with which to gift his favoured creations. These foul devices are precious to Bile, and their use often proves to be an integral part of his latest twisted experiments.

If **FABIUS BILE** is your **WARLORD**, you can give one of the following Artefacts of Chaos to a **CREATIONS OF BILE CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere. Named characters, such as Fabius Bile, already have one or more artefacts, and cannot be given any of these artefacts. Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

HELM OF ALL-SEEING

This baroque helm sports an array of additional sensors, allowing the wearer to take in a tremendous amount of battlefield information in a short space of time – providing, of course, they have the requisite additional sensory organs to process it...

Whilst the bearer is on the battlefield, you can roll one D6 for each Command point you spend to use a Stratagem; on a 5+ that Command point is refunded.

HYPER-GROWTH BOLTS

These rounds contain small amounts of Bile's most unstable growth-inducing concoctions. When introduced into the bloodstream, armour splits as the victim's musculature rapidly swells before collapsing under its own weight.

When you give a model this Relic, select one bolt pistol, boltgun or combi-weapon (see *Codex: Chaos Space Marines* wargear lists) that model is equipped with. When the bearer shoots with that weapon, you can choose for it to fire a Hyper-growth bolt. If you do, you can only make one attack with that weapon, but that attack always wounds on a 2+ (unless the target is a **VEHICLE** unit) and has a Damage characteristic of 4.

LIVING CARAPACE

This living armour moves seamlessly in concert with its wearer. With a thought, the wearer can secrete growth hormones into these plates, thickening them, repairing damaged sections and making them nigh invulnerable.

- At the start of your turn, the bearer regains 1 lost wound.
- Each time an attack is made against this model, add 1 to any armour saving throw made against that attack.

CREATIONS OF BILE STRATAGEMS

If your army is Battle-forged and includes any **CREATIONS OF BILE** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below and on the following page, meaning you can spend Command points to activate them. These help to reflect the unique strategies used by Bile's warriors on the battlefield.

VENOMOUS CLAWS

1CP

Creations of Bile – Battle Tactic Stratagem

These warriors unsheathe diamond-hard envenomed claws from their fingertips, ready to rend and tear the foe.

Use this Stratagem in the Fight phase when you select a **CREATIONS OF BILE** unit (excluding **CHAOS CULTISTS**) to fight. Until the end of that phase, when resolving an attack made with the close combat weapon profile by a model in that unit, an unmodified hit roll of 6 automatically wounds the target.

MONSTROUS VISAGES

1CP

Creations of Bile – Strategic Ploy Stratagem

Bile's experimental ministrations have left these warriors as freakish monsters. Cursed with clusters of compound eyes, distended, fang-stuffed jaws or myriad other grotesqueries, they are hideous to behold.

Use this Stratagem at the start of any phase. Select one **CREATIONS OF BILE INFANTRY** unit from your army (excluding **CHAOS CULTISTS**). Until the end of the turn, that unit has the following ability: **'Monstrous Visages (Aura):** While an enemy model is within 6" of this unit, each time that model makes an attack, subtract 1 from the hit roll.'

MACROTENSILE SINEWS

1CP

Creations of Bile – Strategic Ploy Stratagem

Injecting auto-stimulants into their enhanced muscles, these warriors leap and bound across the battlefield.

Use this Stratagem at the start of your Movement phase. Select one **CREATIONS OF BILE INFANTRY** unit (excluding **CHAOS CULTISTS**) from your army. Until the end of the turn:

- That unit is eligible to declare charge with in a turn which they Advanced.
- Add 1 to Advance and charge rolls made for that unit.

THE MASTER IS WATCHING

1CP

Creations of Bile – Battle Tactic Stratagem

Feeling Bile's expectant gaze from across the battlefield, his enhanced warriors strive slavishly to impress.

Use this Stratagem in your Shooting phase or the Fight phase, when a **CREATIONS OF BILE INFANTRY** unit from your army (excluding **CHAOS CULTISTS**) that is visible to and within 12" of your **WARLORD** is chosen to shoot or fight with. Until the end of that phase, when resolving an attack made by a model in that unit, you can re-roll the hit roll.

DERMAL CHITINATION

1CP

Creations of Bile – Battle Tactic Stratagem

These fighters secrete a hardening resin through their skin, temporarily toughening their already resilient hides.

Use this Stratagem in your opponent's Shooting phase when a **CREATIONS OF BILE INFANTRY** unit from your army (excluding **CHAOS CULTISTS**) is selected as the target of any attacks. Add 1 to that unit's Toughness characteristic until the end of that phase.

TAKEN ALIVE

1CP

Creations of Bile – Strategic Ploy Stratagem

To be snatched away by Fabius Bile and his creations for experimentation is an altogether nightmarish fate.

Use this Stratagem in the Fight phase when a model from an enemy unit is destroyed as the result of an attack made with a melee weapon by a model from a **CREATIONS OF BILE INFANTRY** unit from your army. For the rest of the battle, when taking a Morale test for that enemy model's unit, each model in that unit that was destroyed that turn is treated as two models for the purposes of taking that Morale test. Each enemy unit can only be selected for this Stratagem once.

SUPREME CREATION

1CP

Creations of Bile – Requisition Stratagem

This warrior was already a dark champion of Chaos. Now, he is both more and less – monstrously powerful but yoked utterly to Fabius Bile's will.

Use this Stratagem before the battle. Select one **CREATIONS OF BILE CHARACTER** model from your army that is not **FABIUS BILE**. You can give that model one of the abilities from those listed below. You can only use this Stratagem once.

Prime Test Subject

Whilst Bile has unlocked a portion of the mysterious bio-alchemy used in the creation of the warriors of the Adeptus Custodes, only the strongest test subjects survive the rampant cell transformations.

Add 1 to the Strength and Toughness characteristics of this model.

The Master's Hound

With enhanced sensory and aggressive instincts, this practically mindless creature is used by Bile to hunt down those he wishes to conduct further research upon.

- Add 1 to Advance and charge rolls for this model.
- Each time this model fights, if it made a charge move, was charged or performed a Heroic Intervention, then until that fight is resolved, add 1 to the Attacks characteristic of this model.

Ravenous Biology

Through a quirk of chemistry, this creation's cells repair at a tremendous rate, but require constant fuelling. This can only be achieved by devouring the flesh of their foes to satiate their physiology.

- Each time this model would lose a wound, roll one D6; on a 6, that wound is not lost.
- At the end of the Fight phase, this model regains D3 lost wounds if any enemy models were destroyed within Engagement Range of them during this phase.