



COGS OF VASHTORR

Many amongst the ranks of the Heretic Astartes choose to offer service to Vashtorr in return for the very practical and direct boons he offers in return. Entire hosts of these warriors march to battle alongside the Arkifane's daemon-infused war engines, each such army a cog in Vashtorr's metaphysical engines of galactic ruination.

RESTRICTIONS

- All units from your army must have the **TRAITORIS ASTARTES** keyword.
- Your **WARLORD** must be **VASHTORR THE ARKIFANE**. With the exception of **VASHTORR THE ARKIFANE**, your army cannot include any named characters or **DAEMON PRINCE** models.
- Your army cannot include any **KHORNE BERZERKERS**, **RUBRIC MARINES**, **PLAGUE MARINES** or **NOISE MARINES** units.

BENEFITS

- All of the units from your army gain the **COGS OF VASHTORR** keyword.
- You have access to the Cogs of Vashtorr Relics and Stratagems.
- Units from your army gain the Techinfernal Foci ability (see below).
- Detachments in your army never count as a Legion Detachment (see *Codex: Chaos Space Marines*), and you cannot use any Legion-specific Stratagems, Relics, Warlord Traits or psychic powers (e.g. even if such a Detachment only contained **TRAITORIS ASTARTES** units with the **BLACK LEGION** keyword, it would not count as a Legion Detachment, you cannot use Black Legion Stratagems, you cannot give a **BLACK LEGION CHARACTER** model a Black Legion Warlord Trait, etc.).

ABILITY

TECHINFERNAL FOCI

Baleful fivefold runes inscribed upon the hulls of the army's Daemon Engines drain the vitality and manifest worship of Vashtorr's mortal followers, the better to empower his soul-forged engines of destruction.

- If this unit has the **DAEMON ENGINE** keyword, it is always considered to be engaged in Wanton Destruction, Wanton Massacre and Wanton Slaughter (see *Codex: Chaos Space Marines*).
- If this unit does not have the **DAEMON ENGINE** keyword, it is never considered to be engaged in Wanton Destruction, Wanton Massacre and Wanton Slaughter.

RELICS

If your army is Cogs of Vashtorr, you have access to these Relics in addition to those found in *Codex: Chaos Space Marines*.

TALISMAN OF THE FORGE

This talisman depicts Vashtorr's hammer set into a pentagonal noctilith housing. It maintains a tendrilous connection to the Forge of Souls itself, allowing its bearer to focus those energies into undoing damage done to rampaging Daemon Engines.

COGS OF VASHTORR model only. In your Command phase, select one friendly **DAEMON ENGINE** model within 9" of the bearer. Until the start of your next Command phase, each time that model would lose a wound, roll one D6: on a 5+, that wound is not lost.

HELM OF THE CYBERPHAGE

This sentient helm is infested with dataparasitic daemon imps that reveal every weakness of the enemy's war engines to the wearer. They, in turn, offer up their insights in tribute to the ironclad avatars of the Arkifane's will.

COGS OF VASHTORR model only. The bearer has the following ability:

Helm of the Cyberphage (Aura): While a friendly **DAEMON ENGINE** model is within 6" of the bearer, each time that model makes an attack that targets a **VEHICLE** model, improve the Armour Penetration characteristic of that attack by 1.

THE SPITE-IRON GOAD

Torn from a bested daemon overseer of the soul forges themselves, this infernal implement allows the bearer to impose their will upon even the most feral and ferocious Daemon Engine.

COGS OF VASHTORR model only. In your Command phase, select one friendly **DAEMON ENGINE** model within 9" of the bearer. Until the end of the turn, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

STRATAGEMS

If your army is Cogs of Vashtorr, you have access to these Stratagems, and can spend CPs to use them.

FORGE SURGE 1CP

Cogs of Vashtorr – Battle Tactic Stratagem

Like a solar flare rippling out from a poisoned star, a burst of energy from the Forge of Souls rushes through this Daemon Engine's ironclad frame and bursts from its weapons.

Use this Stratagem in your Shooting phase, when a **DAEMON ENGINE** model (excluding **TITANIC** models) from your army is selected to shoot. Until the end of the phase, do not roll to determine the number of attacks made with any weapons that model is equipped with. Instead, make the maximum number of attacks with such weapons this phase.

MASTER'S GUIDANCE 2CP

Cogs of Vashtorr – Battle Tactic Stratagem

Under the burning gaze of the entity to whom they are indebted, the daemons bound into Vashtorr's infernal engines do as their master bids. So do they hope to work off their impossible debts all the quicker.

Use this Stratagem at the start of your Shooting phase or the start of the Fight phase. Until the end of the phase, your **WARLORD** has the following ability:

Master's Guidance (Aura): While a friendly **DAEMON ENGINE** unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll the hit roll.

COGITATED FATES 1CP

Cogs of Vashtorr – Battle Tactic Stratagem

Vashtorr is a being unfettered by linear time and possessed of infinite patience and inventiveness. He thinks nothing of setting in motion centuries-long chains of cause and effect that transform reality into a mechanism of death calibrated to do his bidding and leave his foes with nowhere to hide from his worshippers' wrath.

Use this Stratagem in your Shooting phase, when a **TRAITORIS ASTARTES** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, the target cannot receive the Benefits of Cover against that attack.

GLITCHCURSE 1CP

Cogs of Vashtorr – Epic Deed Stratagem

The machine spirits of bellicose weapons blaze in Vashtorr's sight just as mortal souls do to other daemons. With but a flicker of his will, the Arkifane twists and redirects those fierce energies back against the weapons' wielders.

Use this Stratagem in your opponent's Shooting phase, when an enemy unit within 18" of and visible to your **WARLORD** has finished making its attacks. If any of those attacks targeted a **TRAITORIS ASTARTES** unit from your army that was within 6" of your **WARLORD**, roll one D6: on a 2-4, that enemy unit suffers D3 mortal wounds; on a 5+, that enemy unit suffers 3 mortal wounds.

CAKOSPARK PRATTLE 1CP

Cogs of Vashtorr – Strategic Ploy Stratagem

The gibbering of Vashtorr's imps replicates itself through the enemy's command and control networks, a data-daemonic wall of binharic gibberish that fouls the best-laid plans.

Use this Stratagem after your opponent uses a Stratagem (excluding Command Re-roll), if your **WARLORD** is on the battlefield. Until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1. You can only use this Stratagem once.

FOUL ALTERATIONS 1CP

Cogs of Vashtorr – Strategic Ploy Stratagem

Vashtorr enjoys the distraction of tinkering with his Daemon Engines, optimising their infernal capabilities in ways that torment and enrage the entities trapped within.

Use this Stratagem in your Movement phase, when a **DAEMON ENGINE** unit from your army is selected to Advance. Until the end of the turn, that unit is eligible to shoot and declare a charge in a turn in which it Advanced.

