## Gellerpox Infected

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>5&quot;</td>
<td>5</td>
<td>5</td>
<td>6+</td>
<td>4</td>
<td>7+</td>
<td>1</td>
</tr>
<tr>
<td>5&quot;</td>
<td>5</td>
<td>5</td>
<td>6+</td>
<td>1</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

### Key Words:
- Infantry
- Chaos
- Nurgle
- Gellerpox Infected

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belly-flamer (ignores cover, torrent)</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brutal weapons</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Hideous mutations</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Feel No Pain 5+

**Faction:** Dark Pacts

**Fearsome (Aura):** While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.
WARHAMMER LEGENDS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 4 Nightmare Hulks
- 3 Gellerpox Mutants

Every Gellerpox Mutant is equipped with: brutal weapons.

One Nightmare Hulk is equipped with: belly-flamer; hideous mutations.

Every other Nightmare Hulk is equipped with: hideous mutations.

KEYWORDS: Infantry, Chaos, Nurgle, Gellerpox Infected

FACTION KEYWORDS: Heretic Astartes
RENEGADE ENFORCER

**KEYWORDS:** Infantry, Chaos, Grenades, Character, Renegade Enforcer

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autogun [RAPID FIRE 1]</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Enforcer pistol [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Lasgun [RAPID FIRE 1]</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Shotgun [ASSAULT]</td>
<td>12”</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enforcer melee weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Power weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>-2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Leader

**FACTION:** Dark Pacts

**Brutal Example:** While this model is leading a unit, you can target that unit with the Insane Bravery Stratagem for OCP, and can do so even if another unit from your army has already been targeted with that Stratagem this phase. Each time you use this ability, one Bodyguard model in that unit is destroyed.

**Enforcer:** This model’s unit is eligible to declare a charge in a turn in which it Fell Back.
**WARGEAR OPTIONS**

- This model’s Enforcer pistol can be replaced with one of the following:
  - 1 autogun
  - 1 lasgun
  - 1 shotgun
- This model’s Enforcer melee weapon can be replaced with one of the following:
  - 1 power fist
  - 1 power weapon

**UNIT COMPOSITION**

- 1 Renegade Enforcer
  This model is equipped with: Enforcer pistol; Enforcer melee weapon.

**LEADER**

This model can be attached to the following unit:

- Traitor Guardsmen Squad
- Renegade Heavy Weapons Squad

**KEYWORDS:** Infantry, Chaos, Grenades, Character, Renegade Enforcer

**FACTION KEYWORDS:** Heretic Astartes
# Renegade Heavy Weapons Squad

**Key Words:** Infantry, Chaos, Grenades, Renegade Heavy Weapons Squad

### Ranged Weapons

<table>
<thead>
<tr>
<th>Ranged Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autocannon [Heavy]</td>
<td>48&quot;</td>
<td>2</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Heavy bolter [Heavy, Sustained Hits 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy stubber [Heavy, Rapid Fire 3]</td>
<td>36&quot;</td>
<td>4</td>
<td>5+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Lascannon [Heavy]</td>
<td>48&quot;</td>
<td>1</td>
<td>5+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Missile launcher – frag [Blast, Heavy]</td>
<td>48&quot;</td>
<td>D6</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Missile launcher – krak [Heavy]</td>
<td>48&quot;</td>
<td>1</td>
<td>5+</td>
<td>9</td>
<td>2</td>
<td>D6</td>
</tr>
<tr>
<td>Mortar [Blast, Heavy, Indirect Fire]</td>
<td>48&quot;</td>
<td>D6</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Renegade firearm [Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Melee Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapons</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Faction Keywords:** Heretic Astartes

**Abilities**

**Faction:** Dark Pacts

**Covering Fire:** Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+. 

Before selecting targets for this weapon, select one of its profiles to make attacks with.
### Wargear Options

- Any numbers of models' heavy stubbers can each be replaced with one of the following:
  - 1 autocannon
  - 1 heavy bolter
  - 1 lascannon
  - 1 missile launcher
  - 1 mortar

### Unit Composition

- 3 Renegade Heavy Weapons Teams

  Every model is equipped with: renegade firearm; heavy stubber; close combat weapons.

### Heavy Weapons Team

For the purposes of embarking within Transports, each Renegade Heavy Weapons Team model counts as two models.

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**Keywords:** Infantry, Chaos, Grenades, Renegade Heavy Weapons Squad

**Faction Keywords:** Heretic Astartes
RENEGADE PLAGUE OGRYNS

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ogryn plague claws [LETHAL HITS]</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

ABILITIES

**CORE:** Feel No Pain 6+

**FACTION:** Dark Pacts

**Wall of Muscle:** Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack.

KEYWORDS: Infantry, Chaos, Nurgle, Renegade Plague Ogryns

FACTION KEYWORDS: Heretic Astartes
**WARHAMMER LEGENDS**

**UNIT COMPOSITION**

- 3 Renegade Plague Ogryns

  *Every model is equipped with: Ogryn plague claws.*

**OGRYNS**

For the purposes of embarking within **TRANSPORTS**, each Renegade Plague Ogryn model counts as one **TERMINATOR** model.

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**WARGEAR OPTIONS**

- None

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**KEYWORDS:** Infantry, Chaos, Nurgle, Renegade Plague Ogryns

**FACTION KEYWORDS:** Heretic Astartes
### Hell Blade

**Faction Keywords:** Heretic Astartes

**Interceptor:** Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll.

<table>
<thead>
<tr>
<th>Ranged Weapons</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin autocannon [TWIN-LINKED]</td>
<td>48&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Twin lascannon [TWIN-LINKED]</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Melee Weapons</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

- **Core:** Deadly Demise D3
- **Faction:** Dark Pacts

**Keywords:** Vehicle, Chaos, Aircraft, Fly, Hell Blade

**M** 20+" | **T** 8 | **SV** 3+ | **W** 10 | **LD** 6+ | **OC** 0 | **Invulnerable Save** 5+

**Keywords:** Vehicle, Chaos, Aircraft, Fly, Hell Blade

**Faction Keywords:** Heretic Astartes
WARGEAR OPTIONS

- This model's 2 twin autocannons can be replaced with 2 twin lascannons.

UNIT COMPOSITION

- 1 Hell Blade
  This model is equipped with: 2 twin autocannons; armoured hull.
## Hell Talon

- **Keywords:** Vehicle, Chaos, Aircraft, Fly, Hell Talon

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autocannon</td>
<td>48&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Havoc Launcher [BLAST]</td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Twin lascannon [TWIN-LINKED]</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured Hull</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

- **Core:** Deadly Demise D3
- **Faction:** Dark Pacts

**Bomb Rack:** Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

**Damaged: 1-5 Wounds Remaining**

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
WARHAMMER LEGENDS

Heretic Astartes

Vehicle, Chaos, Aircraft, Fly, Hell Talon

WARGEAR OPTIONS
- This model’s autocannon can be replaced with 1 havoc launcher.

UNIT COMPOSITION
- 1 Hell Talon
  This model is equipped with: autocannon; twin lascannon; armoured hull.

KEYWORDS: Vehicle, Chaos, Aircraft, Fly, Hell Talon
### Keywords:
- Mounted
- Character
- Grenades
- Chaos
- Slaanesh
- Sorcerer
- Steed of Slaanesh

### Factions Keywords:
- Heretic Astartes

### Abilities

- **Core:** Leader
- **Faction:** Dark Pacts

**Dark Favour (Psychic):** While this model is leading a unit, models in that unit have a 4+ invulnerable save.

**Infernal Speed:** While this model is leading a unit, change the Move characteristic of models in that unit to 14".

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Combi-bolter [Rapid Fire 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Combi-weapon [Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Infernal Gaze – focused witchfire [Devastating Wounds, Hazardous, Psychic]</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Infernal Gaze – witchfire [Psychic]</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Plasma pistol – standard [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [Hazardous, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accursed weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
<tr>
<td>Force weapon [Psychic]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
</tr>
<tr>
<td>Lashing tongue [Extra Attacks, Lethal Hits]</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.
**WARGEAR OPTIONS**

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist

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**UNIT COMPOSITION**

- 1 Sorcerer on Steed of Slaanesh

  This model is equipped with: bolt pistol; Infernal Gaze; force weapon; lashing tongue.

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**LEADER**

This model can be attached to the following unit:

- Chaos Bikers

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**KEYWORDS:** Mounted, Character, Grenades, Chaos, Slaanesh, Sorcerer, Steed of Slaanesh

**FACTION KEYWORDS:** Heretic Astartes
## MUTILATORS

**KEYWORDS:** Infantry, Chaos, Daemon, Mutilators

**Faction Keywords:** Heretic Astartes

### ABILITIES

**Core:** Deep Strike

**Faction:** Dark Pacts

**Death Frenzy:** Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model’s unit has finished making its attacks, and is then removed from play.

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strike</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Sweep</td>
<td>Melee</td>
<td>8</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**M T SV W LD OC**

- M: 4
- T: 7
- SV: 2
- W: 4
- LD: 6
- OC: 2

**INVULNERABLE SAVE**

**5+**
MUTILATORS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3 Mutilators
  Every model is equipped with: fleshmetal weapons.

CULT OF DESTRUCTION

For the purposes of embarking within Transports, each Mutilator model counts as one Obliterator model.

KEYWORDS: Infantry, Chaos, Daemon, Mutilators

FACTION KEYWORDS: Heretic Astartes
**RENEGADE OGRYN BRUTES**

<table>
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<tbody>
<tr>
<td>6&quot;</td>
<td>6</td>
<td>5+</td>
<td>3</td>
<td>7+</td>
<td>1</td>
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</tbody>
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**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ogryn power drill</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>10</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Ogryn weapon</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**FACTION: Dark Pacts**

**Ogryn Combat Stimms:** Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove it from play; that destroyed model can fight after the attacking model’s unit has finished making its attacks, and is then removed from play.
**WARGEAR OPTIONS**

- One model’s Ogryn weapon can be replaced with 1 Ogryn power drill.

**UNIT COMPOSITION**

- 3 Renegade Ogryn Brutes
  Every model is equipped with: Ogryn weapon.

**OGRYNS**

For the purposes of embarking within Transports, each Renegade Ogryn Brute model counts as one Terminator model.

**KEYWORDS:** Infantry, Chaos, Renegade Ogryn Brutes

**FACTION KEYWORDS:** Heretic Astartes
**ROGUE PSYKER**

<table>
<thead>
<tr>
<th>M</th>
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<tr>
<td>6&quot;</td>
<td>3</td>
<td>5+</td>
<td>3</td>
<td>7+</td>
<td>1</td>
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</table>

**KEYWORDS:** Infantry, Chaos, Character, Psyker, Rogue Psyker

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**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Laspistol [<em>PISTOL</em>]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Psychic Strike – focused witchfire [BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]</td>
<td>12&quot;</td>
<td>D6+3</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
<tr>
<td>Psychic Strike – witchfire [BLAST, DEVASTATING WOUNDS, PSYCHIC]</td>
<td>12&quot;</td>
<td>D6</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
</tbody>
</table>

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**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chaos stave [PSYCHIC]</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

---

**ABILITIES**

**CORE:** Leader

**FACTION:** Dark Pacts

**Cursed Wardings (Psychic):** While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

**Psychic Barrier (Psychic):** At the start of your opponent’s Shooting phase, you can roll one D6: on a 1, this Psyker’s unit suffers D3 mortal wounds; on a 2+, until the end of the phase, models in this Psyker’s unit have a 4+ invulnerable save.
**WARHAMMER LEGENDS**

**ROGUE PSYKER**

**UNIT COMPOSITION**

- 1 Rogue Psyker
  This model is equipped with: laspistol; Psychic Strike; Chaos stave.

**LEADER**

This model can be attached to the following units:

- **Accursed Cultists**
- **Cultist Mob**
- **Negavolt Cultists**

**WARGEAR OPTIONS**

- None

**KEYWORDS:** Infantry, Chaos, Character, Psyker, Rogue Psyker

**FACTION KEYWORDS:** Heretic Astartes
**NEGAVOLT CULTISTS**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>3</td>
<td>7+</td>
<td>1</td>
<td>7+</td>
<td>1</td>
</tr>
</tbody>
</table>

**INVULNERABLE SAVE**

**KEYWORDS:** Infantry, Chaos, Negavolt Cultists

---

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electro-goads [Sustained Hits 2]</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

---

**ABILITIES**

**CORE:** Feel No Pain 5+

**FACTION:** Dark Pacts

**Voltagheist Field:** Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

---

**FACTION KEYWORDS:** Heretic Astartes
NEGAVOLT CULTISTS

UNIT COMPOSITION

- 4 Negavolt Cultists
  Every model is equipped with: electro-goads.

SERVANTS OF THE ABYSS

If a unit from your army with the Leader ability can be attached to a Cultist Mob, it can be attached to this unit instead.

KEYWORDS: Infantry, Chaos, Negavolt Cultists

FACTION KEYWORDS:
Heretic Astartes
## MUTOID VERMIN

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>8&quot;</td>
<td>2</td>
<td>7+</td>
<td>1</td>
<td>8+</td>
<td>0</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Diseased claws and fangs [LETHAL HITS]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>2</td>
<td>0</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** *Feel No Pain* 6+

**FACTION:** *Dark Pacts*

**Mischief Makers (Aura):** While an enemy unit (excluding MONSTERS and VEHICLES) is within 6” of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

### KEYWORDS:
- Swarm
- Chaos
- Nurgle
- Mutoid Vermin

### FACTION KEYWORDS:
- Heretic Astartes
**WARHAMMER LEGENDS**

**MUTOID VERMIN**

**WARGEAR OPTIONS**
- None

**UNIT COMPOSITION**
- 16 Mutoid Vermin
  
  *Every model is equipped with: diseased claws and fangs.*

**KEYWORDS:** Swarm, Chaos, Nurgle, Mutoid Vermin

**FACTION KEYWORDS:** Heretic Astartes
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-bolter [Rapid Fire 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Infernal Gaze – focused witchfire</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Infernal Gaze – witchfire [Psychic]</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Plasma pistol – standard [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [Hazardous, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accursed weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Force weapon [Psychic]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Nurgling’s claws and teeth [Extra Attacks, Lethal Hits]</td>
<td>Melee</td>
<td>4</td>
<td>5+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

### Key Words:
- Infantry, Character, Grenades, Chaos, Psyker, Nurgle, Sorcerer, Palanquin of Nurgle

### Abilities

**Core: Leader**

**Faction: Dark Pacts**

**Gift of Poxes (Psychic):** While this model is leading a unit, weapons equipped by models in that unit have the [Sustained Hits 1] ability.

**Feculent Despair (Aura, Psychic):** While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock test, subtract 1 from that test.
WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist

UNIT COMPOSITION

- 1 Sorcerer on Palanquin of Nurgle
  This model is equipped with: bolt pistol; Infernal Gaze; force weapon; Nurgling’s claws and teeth.

LEADER

This model can be attached to the following units:

- Chosen
- Legionaries
- Plague Marines

KEYWORDS: Infantry, Character, Grenades, Chaos, Psyker, Nurgle, Sorcerer, Palanquin of Nurgle

FACTION KEYWORDS: Heretic Astartes
### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Infernal Gaze – witchfire [PSYCHIC]</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accursed weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Force weapon [PSYCHIC]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

### ABILITIES

**CORE:** Leader

**FACTION:** Dark Pacts

**Flames of Change (Psychic):** While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

**Altered Reality (Psychic):** Once per battle round, after a Hit roll, a Wound roll or a saving throw is made for this model, you can change the result of that roll to a 6.

### KEYWORDS:
- Infantry, Character, Grenades, Chaos, Psyker, Tzeentch, Fly, Sorcerer, Disc of Tzeentch

### FACTION KEYWORDS:
- Heretic Astartes
**WARGEAR OPTIONS**

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist

**UNIT COMPOSITION**

- 1 Sorcerer on Disc of Tzeentch
  
  *This model is equipped with:* bolt pistol; Infernal Gaze; force weapon.

**LEADER**

This model can be attached to the following units:

- Choosing
- Legionaries
- Rubric Marines

**KEYWORDS:** Infantry, Character, Grenades, Chaos, Psyker, Tzeentch, Fly, Sorcerer, Disc of Tzeentch

**FACTION KEYWORDS:** Heretic Astartes
<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-bolter [RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>D3</td>
</tr>
<tr>
<td>Infernal Gaze – witchfire [PSYCHIC]</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accursed weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Force weapon [PSYCHIC]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**ABILITIES**

**CORE:** Leader

**FACTION:** Dark Pacts

**Prescience (Psychic):** While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

**Unholy Power:** Each time this model’s unit makes a Dark Pact, until the end of the phase, each time this model makes a Psychic Attack, add 1 to the Wound roll.
**WARGEAR OPTIONS**

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 Astartes chainsword
  - 1 power fist

---

**UNIT COMPOSITION**

- **1 Sorcerer on Bike**

  This model is equipped with: bolt pistol; combi-bolter; Infernal Gaze; force weapon.

---

**LEADER**

This model can be attached to the following unit:

- **Chaos Bikers**

---

**KEYWORDS:** Mounted, Character, Grenades, Chaos, Psyker, Sorcerer on Bike

**FACTION KEYWORDS:**

Heretic Astartes
# Chaos Lord on Steed of Slaanesh

**Keywords:** Mounted, Character, Grenades, Chaos, Slaanesh, Chaos Lord, Steed of Slaanesh

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt pistol [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-bolter [Rapid Fire 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon [Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1]</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [Hazardous, Pistol]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accursed weapon</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Lashing tongue [Extra Attacks, Lethal Hits]</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Paired accursed weapons [Twin-Linked]</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Abilities**

- **Core:** Leader
- **Faction:** Dark Pacts

**Lord of Chaos:** Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

**Cut Off Their Escape:** Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of this model’s unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests as if their unit was Battle-shocked. When doing so, if that enemy unit is also Battle-shocked by other means, subtract 1 from each of those Desperate Escape tests.

**Faction Keywords:** Heretic Astartes
WARGEAR OPTIONS

- This model’s bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 power fist

- This model’s Astartes chainsword can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist

- This model’s bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.

UNIT COMPOSITION

- 1 Chaos Lord on Steed of Slaanesh
  This model is equipped with: bolt pistol; Astartes chainsword; close combat weapon; lashing tongue.

LEADER

This model can be attached to the following unit:

- Chaos Bikers

KEYWORDS: Mounted, Character, Grenades, Chaos, Slaanesh, Chaos Lord, Steed of Slaanesh

FACTION KEYWORDS: Heretic Astartes
**CHAOS LORD** *ON PALANQUIN OF NURGLE*

**FACTION KEYWORDS:** Heretic Astartes

**ABILITIES**

**CORE:** Leader

**FACTION:** Dark Pacts

**Lord of Chaos:** Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

**Revolting Regeneration:** At the start of your Command phase, this model regains up to D3 lost wounds.

---

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
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<tr>
<td>Bolt pistol [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
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<td>Combi-bolter [RAPID FIRE 2]</td>
<td>24”</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td>24”</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
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<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12”</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
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**MELEE WEAPONS**

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<tbody>
<tr>
<td>Accursed weapon</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Nurgling’s claws and teeth [EXTRA ATTACKS, LETHAL HITS]</td>
<td>Melee</td>
<td>4</td>
<td>5+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Paired accursed weapons [TWIN-LINKED]</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>8</td>
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<td>2</td>
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---

**KEYWORDS:** Infantry, Character, Grenades, Chaos, Nurgle, Chaos Lord, Palanquin of Nurgle

**FACTION KEYWORDS:** Heretic Astartes
### Wargear Options

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 power fist

- This model's Astartes chainsword can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist

- This model's bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.

### Unit Composition

- 1 Chaos Lord on Palanquin of Nurgle
  
  This model is equipped with: bolt pistol; Astartes chainsword; close combat weapon; Nurgling’s claws and teeth.

### Leader

This model can be attached to the following units:

- Chosen
- Legionaries
- Plague Marines

### Keywords

- Infantry
- Character
- Grenades
- Chaos
- Nurgle
- Chaos Lord
- Palanquin of Nurgle

### Faction Keywords

- Heretic Astartes
### Key Information

**Name:** CHAOS LORD

**Keywords:** Infantry, Character, Grenades, Chaos, Tzeentch, Fly, Chaos Lord, Disc of Tzeentch

**Faction Keywords:** Heretic Astartes

**Faction:** Dark Pacts

**Lord of Chaos:** Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

**Lord of Fate:** While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against mortal wounds.

###Abilities

**Core:** Leader

**Faction:** Dark Pacts

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
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<td>4</td>
<td>0</td>
<td>1</td>
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<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
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</tr>
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<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
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### Melee Weapons

<table>
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<tr>
<th>Weapon</th>
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<th>WS</th>
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<tr>
<td>Accursed weapon</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
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<td>1</td>
</tr>
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<td>Astartes chainsword</td>
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</tr>
<tr>
<td>Close combat weapon</td>
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<td>2+</td>
<td>4</td>
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<td>1</td>
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<td>Paired accursed weapons [TWIN-LINKED]</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

---

Before selecting targets for this weapon, select one of its profiles to make attacks with.
WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 power fist

- This model's Astartes chainsword can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist

- This model's bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.

UNIT COMPOSITION

- 1 Chaos Lord on Disc of Tzeentch
  This model is equipped with: bolt pistol; Astartes chainsword; close combat weapon.

LEADER

This model can be attached to the following units:
- CHOSEN
- LEGIONARIES
- RUBRIC MARINES

KEYWORDS: Infantry, Character, Grenades, Chaos, Tzeentch, Fly, Chaos Lord, Disc of Tzeentch

FACTION KEYWORDS: Heretic Astartes
### Ranged Weapons

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<tr>
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<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Bladed horn [EXTRA ATTACKS, LANCE]</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
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<tr>
<td>Power fist</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

### Abilities

**Core:** Leader

**Faction:** Dark Pacts

**Lord of Chaos:** Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

**Bloody Stampede:** Each time this model’s unit ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

**Keywords:** Mounted, Character, Grenades, Chaos, Khorne, Chaos Lord, Juggernaut

**Faction Keywords:** Heretic Astartes
**WARGEAR OPTIONS**

- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-bolter
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 power fist

- This model's Astartes chainsword can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist

- This model's bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.

**UNIT COMPOSITION**

- 1 Chaos Lord on Juggernaut

  This model is equipped with: bolt pistol; Astartes chainsword; bladed horn; close combat weapon.

**LEADER**

This model can be attached to the following units:

- **Chaos Bikers**
- **Khorne Berzerkers**

**KEYWORDS:** Mounted, Character, Grenades, Chaos, Khorne, Chaos Lord, Juggernaut

**FACTION KEYWORDS:** Heretic Astartes
## RENEGADE OGRYN BEAST HANDLER

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>6</td>
<td>5+</td>
<td>4</td>
<td>7+</td>
<td>1</td>
</tr>
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<td>6&quot;</td>
<td>4</td>
<td>6+</td>
<td>1</td>
<td>7+</td>
<td>1</td>
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</table>

**OGRYN PACK MASTER**

**CHAOS MAULER HOUND**

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Befouled claws and fangs</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Mauler goad and ripper claw</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

### ABILITIES

**FACTION: Dark Pacts**

**Beastmaster:** While this unit contains an Ogryn Pack Master model, you can re-roll Charge rolls made for this unit, and each time a Chaos Mauler Hound model in this unit makes an attack, re-roll a Hit roll of 1.

### KEYWORDS:

- Beasts
- Chaos
- Renegade Ogryn Beast Handler

### FACTION KEYWORDS:

- Heretic Astartes
UNIT COMPOSITION

- 1 Ogryn Pack Master
- 3 Chaos Mauler Hounds

The Ogryn Pack Master is equipped with: mauler goad and ripper claw.

Every Chaos Mauler Hound is equipped with: befouled claws and fangs.
**CHAOS LORD ON BIKE**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<td>6</td>
<td>2+</td>
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<td>-2</td>
<td>1</td>
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<td>Astartes chainsword</td>
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<td>2+</td>
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<td>-1</td>
<td>1</td>
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<tr>
<td>Close combat weapon</td>
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<td>2+</td>
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<td>Paired accursed weapons [TWIN-LINKED]</td>
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<td>5</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Leader

**FACTION:** Dark Pacts

**Lord of Chaos:** Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.

**Swift Assault:** While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

**INVULNERABLE SAVE**

- Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** Mounted, Character, Grenades, Chaos, Chaos Lord on Bike

**FACTION KEYWORDS:** Heretic Astartes
**WARHAMMER LEGENDS**

**WARGEAR OPTIONS**
- This model's bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 combi-weapon
  - 1 accursed weapon
  - 1 power fist
- This model's Astartes chainsword can be replaced with one of the following:
  - 1 bolt pistol
  - 1 plasma pistol
  - 1 accursed weapon
  - 1 power fist
- This model's bolt pistol and Astartes chainsword can be replaced with 1 paired accursed weapons.

**UNIT COMPOSITION**
- 1 Chaos Lord on Bike
  This model is equipped with: bolt pistol; combi-bolter; Astartes chainsword; close combat weapon.

**LEADER**
- This model can be attached to the following unit:
  - Chaos Bikers

**KEYWORDS:** Mounted, Character, Grenades, Chaos, Chaos Lord on Bike

**FACTION KEYWORDS:** Heretic Astartes
### CHAOS DEIMOS PREDATOR

**Keywords:** Vehicle, Smoke, Chaos, Deimos Predator

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<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Conversion beam cannon</td>
<td>24”</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td><strong>Conversion:</strong> Each time an attack is made with this weapon, if the target is more than 12” from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36”</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Heavy flamethrower [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Hunter-killer missile [ONE SHOT]</td>
<td>48”</td>
<td>1</td>
<td>2+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
<tr>
<td><strong>One Shot:</strong> The bearer can only shoot with this weapon once per battle.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Infernus cannon [TORRENT, IGNORES COVER]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Las-cannon</td>
<td>48”</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Magna-melta cannon [MELTA 4]</td>
<td>18”</td>
<td>2</td>
<td>3+</td>
<td>12</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plasma destroyer – standard [BLAST]</td>
<td>36”</td>
<td>D3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Plasma destroyer – supercharge [BLAST, HAZARDOUS]</td>
<td>36”</td>
<td>D3</td>
<td>3+</td>
<td>9</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

#### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

Before selecting targets for this weapon, select one of its profiles to make attacks with.

#### ABILITIES

**Core:** Deadly Demise D3

**Faction:** Dark Pacts

**Armoured Spearhead:** Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.

**Damaged: 1-4 Wounds Remaining**

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**Faction Keywords:** Heretic Astartes
**WARGEAR OPTIONS**

- This model's plasma destroyer can be replaced with one of the following:
  - 1 conversion beam cannon
  - 1 infernus cannon
  - 1 magna-melta cannon

- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers
  - 2 lascannons

- This model can be equipped with 1 combi-bolter.

- This model can be equipped with 1 hunter-killer missile.

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**UNIT COMPOSITION**

- 1 Chaos Deimos Predator
  This model is equipped with: plasma destroyer; armoured tracks.

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**KEYWORDS:** Vehicle, Smoke, Chaos, Deimos Predator

**FACTION KEYWORDS:** Heretic Astartes