

WARHAMMER 40,000



THE DOOM OF EOLICANTH

MINIWARGAMING'S UNOFFICIAL WARHAMMER 40000 NARRATIVE CAMPAIGN

WRITTEN BY
MILES DRAKE

Whenever a unit is wiped out during a battle, it must roll on its respective Wound table, and it will suffer the indicated result. Units suffering ill effects from wounds may elect to sit out the following battles, whi

CHARACTERS

2D6 ROLL WOUND RESULT

1	Dead – This character dies and may no longer be fielded. If this character is your Warlord, reroll this (although if you roll it again, the result stands).
2-3	Critical Wounds – This character suffers grievous wounds and must spend the next mission recovering. During the next mission, you may not use this character. During the subsequent mission, if you use this character, he will suffer the severe wounds effect.
4-5	Severe Wounds – If this character participates during the next mission, he suffers -1 to his Strength, Toughness, and Wounds characteristic during the next battle. If the character is required to roll on this table while suffering this effect, subtract 1 from his roll on this table.
6-7	Minor Wounds – This characters suffers -1 to his Wounds characteristic during the next battle.
8-11	Quick Recovery – This character recovers well enough, and can be used during the next battle without any penalties.
12	Pain is Wisdom – Gain the effect of Quick Recovery, and this unit may receive an Upgrade as though it survived the mission.

INFANTRY, BEASTS & CAVALRY

2D6 ROLL WOUND RESULT

2	Dead to a Man (or Beast) – This unit is completely wiped out, and may no longer be fielded. If this effect is rolled for the Chorum Silentia, Inquisitor Jade Korasiel is not killed, but is permanently crippled, and will continue to aid the Ravensvake from a mobile Life Support Tank (obviously not on the battlefield). This effect must be rerolled for the Covenant of Seven (as they are immortal and cannot die).
3-5	Horrific Losses – This unit has suffered terrible casualties and may not be used during the next mission as it replaces its number from new recruits. This unit must also “forget” one of the Upgrades it has rolled (player's choice), if it has any.
6-8	Substantial Losses – This unit's losses will require it to rest and replenish. This unit may not be used during the next mission.
9-11	Quick Recovery – This character recovers well enough, and can be used during the next battle without any penalties.
12	Pain is Wisdom – Gain the effect of Quick Recovery, and this unit may receive an Upgrade as though it survived the mission.

VEHICLES

2D6 ROLL WOUND RESULT

2	Completely Destroyed – This vehicle has been completely destroyed, and may no longer be used in battle.
3-5	Totaled – This unit is in significant need of repairs, and may not be used during the next mission. On the subsequent mission, if this vehicle is used, it will suffer will suffer -1 to its Strength, Toughness, and Wounds characteristics and -2 to its Movement characteristic. This will also drastically increase this unit's insurance cost.
6-8	Battle Damage – If this unit is used during the next mission, it suffers -1 to its Wounds characteristics and -2 to its Movement characteristic.
9-11	Quick Repair – This vehicle recovers well enough, and can be used during the next battle without any penalties.
12	Faster, Stronger, Better – Gain the effect of Quick Repair, and this unit may receive an Upgrade as though it survived the mission.

When using this Detachment, these units are the only units available to your army, unless otherwise specified. Resheph the Alchemist must be fielded during every battle (unless otherwise specified), and will always be your army's Warlord. Anytime you are forced to field another character as your Warlord, they will not receive a Warlord trait. You may use any of the Death Guard Strategems as normal, and you may benefit from any of the rules the Death Guard would normally benefit from.

However, Daemonic Ritual may not be used (as only specific units within this detachment will have access to summoning).

Chaos Boons are never rolled (upgrades are rolled between missions instead).

You may also include any of the following units in your army to fill out free Power Points. These units will not Upgrade after a battle, and will function exactly as they do in the Death Guard codex.

- Poxwalkers
- Nurglings
- Plaguebearers
- Plague Marines

For every battle, unless specified, you must bring Resheph the Alchemist, and two Troops choices. The rest of your list is open to customization.

HQ	8 Power	RESHEPH THE ALCHEMIST							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Resheph	10"	3+	3+	4	5	8	3	9	3+
Resheph is a single model, armed with the Worldpox Emulsifier, Injector Pistol, Plague Knife, and Krak Grenades. Resheph's Rot-Fly (named Yersinia Pestis) attacks with a Prehensile Proboscis.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Injector Pistol	3"	Pistol 1	4	-1	D6	Plague Weapon. This weapon's Damage changes to 1 when attacking vehicles.			
Worldpox Emulsifier	24"	Assault D6	5	-1	2	Plague Weapon. Each wound roll of 6+ made for this weapon inflicts a mortal wound on the target in addition to any other damage.			
Plague Knife	Melee	Melee	User	0	1	Plague Weapon.			
Krak Grenades	6"	Grenade 1	6	-1	D3	-			
Prehensile Proboscis	Melee	Melee	4	0	2	After Resheph makes his close combat attacks, Yersinia Pestis may attack. Make 4 additional attacks, using this weapon profile. You can re-roll failed wound rolls for these attacks.			
ABILITIES	Death to the False Emperor, Disgustingly Resilient Herald of the Worldpox: All Poxwalkers units on the battlefield add the Plague Weapon special rule to their Improvised weapons. Pestilential Explosion: If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield. On a 4+, its racks of blight grenades explode, and each unit within 7" suffers 1 mortal wound unless it has the NURGLE keyword. Blight Racks: Increase the Strength and Damage characteristics of all Blight Grenades and Death's Heads carried by friendly NURGLE units by 1 whilst they are within 3" of Resheph. In addition, whilst a unit is within 3" of this model, each wound roll of 6+ made when attacking with a Blight Grenade or Death's Head inflicts a mortal wound on the target in addition to any other damage. Warlord Trait - Arch-Contaminator								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, BIOLOGUS PUTRIER, CAVALRY, FLY, RESHEPH								

The leader of the insidious Poisoned Chalice warband, Resheph the Alchemist has spent countless centuries collecting deadly alchemical reagents from across the galaxy to perfect his most vile of creations; the Worldpox. The virus is so virulent, and spreads so rapidly that conventional quarantines simply do not have time to stem its contagion, leading to entire populations becoming its mindless carriers. With Nurgle's approval of this new and horrific plague to add to his Grimoire of Pestilences, Resheph has been gifted with the Yersinia Pestis, a Rotfly that is entirely loyal to its master, and that will carry him across the battlefield upon its droning, noxious wings. carries him across the battlefield upon its droning, noxious wings. Now, Resheph lurks in the Scourge Stars, his warband kept ever mobile within its Acheron-class heavy cruiser, The Locust. But the time of Resheph's gathering of resources, and controlled experimentation is over... For he has been visited by dreams of a great scourge sweeping across the stars, and he seeks to fulfil this dream, and unleash his most terrible creation against the Ultima Segmentum... in full force.

HQ	6 Power	CROSIS THE SERENE							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Crosis	5"	3+	3+	4	5	4	3	8	3+
Crosis the Serene is a single model armed with a corrupted staff, a bolt pistol, blight grenades, and krak grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Bolt Pistol	12"	Pistol 1	4	0	1	-			
Corrupted Staff	Melee	Melee	+2	-1	D3	-			
Blight Grenades	6"	Grenade D6	3	0	1	Plague Weapon			
Krak Grenades	6"	Grenade 1	6	-1	D3	-			
ABILITIES	Death to the False Emperor, Disgustingly Resilient Pestilential Fallout: Each time this model successfully manifests a psychic power with a Psychic test of 7 or more, the nearest enemy unit within 7½" suffers a mortal wound after the effects of the psychic power have been resolved.								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic Phase, and attempt to deny one psychic power in each enemy Psychic Phase. It knows the following powers; Miasma of Pestilence, Gift of Contagion, Putrescent Vitality.								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, MALIGNANT PLAGUECASTER								

Crosis the Serene speaks only in whispers, a perpetually placid, calm expression on his pallid visage. A foul miasma coils around him at all times, shrouding him from vision as echoes of strange laughter that do not seem to originate from him follow him through the rusted halls of The Locust. He is a powerful sorcerer, perfectly in tune with the will of Grandfather Nurgle. It is said by some within the Poisoned Chalice that Crosis rarely speaks because his soul already resides in the eternal bliss that is Nurgle's Garden. The mirthful laughter echoing in his presence does seem peculiarly like the laughter of Nurglings, causing others to believe that Crosis' body is but a puppet, controlled from within by Nurgle's most diminutive agents.

Model Notes: Malignant Plaguecaster.

T	10 Power	THE POXTIDE								
NAME		M	WS	BS	S	T	W	A	Ld	Sv
Poxwalker		4"	5+	6+	3	3	1	2	4	7+
The unit contains 30 Poxwalkers. Each model is armed with an Improvised weapon.										
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES		
Improvised Weapon		Melee	Melee		User	0	1	-		
ABILITIES		<p>Disgustingly Resilient.</p> <p>Curse of the Walking Pox: Each time an enemy INFANTRY model is slain by a Poxwalker in the Fight phase, add one model to the Poxwalker's unit.</p> <p>Mindless: This unit never has to take Morale tests.</p> <p>Diseased Horde: You can add 1 to all hit rolls for this unit in the Fight phase if it contains more than 10 models.</p> <p>Endless Tide: You can add 1 to all hit rolls for this unit in the Fight phase if it contains more than 20 models. This stacks with Diseased Horde.</p>								
FACTION KEYWORDS		CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS		HORDE, INFANTRY, POXWALKERS								

The Poxtide are the countless diseased husks claimed by the Worldpox in the wake of Resheph's first controlled experiments. After unleashed a controlled dose of the virus onto several planetary populations, Resheph has taken the most prized specimens infected by the sickness to bolster his warband. Resheph keeps the Poxtide in isolation aboard his vessel, and deploys them in vast numbers on the battlefield to overwhelm his enemies beneath their pestilent tide, and after each battle, there are always new 'aspirants' eager to replace the fallen.

Model Notes: These can be ordinary poxwalkers, or you could even use AoS Zombies to differentiate them from the other Poxwalker unit.

T	7 Power	THE ANCIENT HOSTS							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ancient Poxwalker	4"	5+	6+	3	4	1	2	4	7+
The unit contains 20 Poxwalkers. Each model is armed with an Improvised weapon.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Improvised Weapon	Melee	Melee	User	0	1	-			
ABILITIES	Undying Hosts: Each time a model in this unit loses a wound, roll a dice; on a 4+, the model does not lose that wound.								
	Curse of the Walking Pox: Each time an enemy INFANTRY model is slain by a Poxwalker in the Fight phase, add one model to the Poxwalker's unit.								
	Mindless: This unit never has to take Morale tests.								
	Diseased Horde: You can add 1 to all hit rolls for this unit in the Fight phase if it contains more than 10 models.								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	HORDE, INFANTRY, POXWALKERS								

The Ancient Hosts were the first to fall to Resheph's Worldpox. They are the product of outbreaks introduced onto several isolated worlds that functioned as control groups to Resheph's grand experiment, and they have served him well since then. Almost entirely subsumed by the Worldpox, their bodies are a living infestation, making them nigh impossible to kill. It is difficult to tell where infected human tissue ends, and the daemon-flesh of the Worldpox-made-manifest begins; a puzzle that Resheph is all but overjoyed to study...

Model Notes: Ordinary Poxwalkers.

T	5 Power	THE V'HEDUAK							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
V'heduak	6"	4+	3+	3	3	1	1	7	5+
V'heduak Champion	6"	3+	3+	3	3	1	2	8	5+
The unit contains 12 V'heduak, and 2 V'heduak Champions. 6 V'heduak are armed with Lasguns. 2 V'heduak are armed with Flamers. 4 V'heduak are armed with Autopistols and Brutal Weapons. The V'heduak Champions are armed with Autopistols and Chainswords. All models are equipped with Frag Grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Lasguns	24"	Rapid Fire 1	3	0	1	-			
Autopistol	12"	Pistol 1	3	0	1	-			
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.			
Chainsword	Melee	Melee	+1	0	1	Models armed with this weapon may make an extra attack in the Fight phase.			
Brutal Weapon	Melee	Melee	User	0	1	Models armed with this weapon may make an extra attack in the Fight phase.			
ABILITIES	Mercenaries: This unit may not be deployed within 6" of any friendly NURGLE units.								
FACTION KEYWORDS	CHAOS								
KEYWORDS	CHAOS CULTISTS, INFANTRY								

The V'heduak is a vast, Segmentum spanning cult operating throughout chaos held territory, crewing and supplying the forces of the Archenemy with voidships and mercenaries. While the V'heduak are considered a minor threat to the Imperium, thanks to their disorganized and dispersed nature, its resources are vast, and its numbers uncountable. Resheph the Alchemist employs several V'heduak vessels in the form of an escort of Iconoclast-class raiders and Infidel-class destroyers, and will not hesitate to call upon V'heduak mercenaries to use on the battlefield.

Model Notes: Blackstone Fortress traitor Guardsmen (non Nurglified)

T	12 Power	KNIGHTS OF THE BLACKENED CYST							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Marine	5"	3+	3+	4	5	1	1	8	3+
Teratomac the Hexblood	5"	3+	3+	4	5	2	2	9	3+
The unit contains 6 Plague Marines, and Teratomac the Hexblood.						4 Plague Marines are armed with Bolters and Plague Knives.			
1 Plague Marine is armed with a Blight Launcher and Plague Knife.						1 Plague Marine is armed with a Plasma Gun and a Plague Knife.			
Teratomac the Hexblood is armed with a Plasma Gun and Plague Sword.						All models in this unit are equipped with Blight and Krak Grenades.			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Boltgun	24"	Rapid Fire 1	4	0	1	-			
Blight Launcher	24"	Assault 2	6	-2	D3	Plague Weapon			
Plasma Gun	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Rapid Fire 1	7	-3	1	-			
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.			
Plague Knife	Melee	Melee	User	0	1	Plague Weapon			
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.			
Blight Grenade	6"	Grenade D6	3	0	1	Plague Weapon			
Krak Grenade	6"	Grenade 1	6	-1	D3	-			
ABILITIES	Death to the False Emperor, Disgustingly Resilient. Cursed Blood: If Teratomac the Hexblood suffers a wound in the Fight Phase, the unit that wounded him suffers 1 Mortal Wound at the end of the Fight Phase per wound suffered. Droning Hymns: NURGLE units within 7" of a model within this unit gain +1 Ld. Non-NURGLE units within 7" of a model within this unit suffers -1 Ld.								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, PLAGUE MARINES								

The Knights of the Blackened Cyst are a warrior brotherhood devoted to the spread of vile sickness. Led by the ever zealous Teratomac the Hexblood, whose ichor is vile enough to reduce living beings to cancer-ridden husks in moments upon contact, the Knights of the Blackened Cyst specialize in ranged warfare. On the battlefield, they advance relentlessly under a hail of bolter, plasma, and blight grenade fire. Their devotion is unshakeable, and the droning hymns they sing as they advance are as revolting to their foes as they are calming to their allies.

Model Notes: Standard Plague Marines.

T	12 Power	KNIGHTS OF THE WEEPING SORE							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Marine	5"	3+	3+	4	5	1	1	7	3+
Apoptosion the Thrice-Dead	5"	3+	3+	4	5	2	2	8	3+
The unit contains 6 Plague Marines, and Apoptosion the Thrice-Dead. 1 Plague Marine is armed with a Mace of Contagion and Plague Knife. 1 Plague Marine is armed with 2 Plague Knives. Apoptosion the Thrice-Dead is armed with a Plasma Pistol and a Cursed Plague Bell. All models are armed with Blight and Krak Grenades.						1 Plague Marine is armed with a Great Plague Cleaver. 1 Plague Marine is armed with a Bubotic Axe and Plague Knife. 2 Plague Marines are armed with Plague Belchers.			
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Plague Belcher	9"	Assault D6	4	0	1	Plague Weapon. This weapon automatically hits its target.			
Bubotic Axe	Melee	Melee	+1	-2	2	Plague Weapon			
Mace of Contagion	Melee	Melee	+2	-1	3	Plague Weapon. When attacking with this weapon, you must subtract 1 from the hit roll.			
Great Plague Cleaver	Melee	Melee	x2	-3	D6	Plague Weapon. When attacking with this weapon, you must subtract 1 from the hit roll.			
Plasma Pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1	7	-3	1	-			
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.			
Cursed Plague Bell	Melee	Melee	User	0	2	Plague Weapon			
Plague Knife	Melee	Melee	User	0	1	Plague Weapon			
Blight Grenade	6"	Grenade D6	3	0	1	Plague Weapon			
Krak Grenade	6"	Grenade 1	6	-1	D3	-			
ABILITIES	Death to the False Emperor, Disgustingly Resilient. Toxin of Misery: Units must subtract 1 from their Leadership whilst within 7" of Apoptosion the Thrice-Dead. (PSYKERS must subtract 2 instead). In addition, if a DEATH GUARD unit is within 7" of Apoptosion the Thrice-Dead when it Advances, roll two dice and discard the lowest result when determining the distance. Vectors of Death and Disease: A Plague Marine armed with 2 Plague Knives, a Bubotic Axe & Plague Knife, or a Mace of Contagion & Plague Knife has an Attacks characteristic of 2, instead of 1.								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, PLAGUE MARINES								

The Knights of the Weeping Sore are savage enders of life, wading into the fray like grim-faced reapers, to desecrate all whom dare impede their advance. Apoptosion the Thrice-Dead is an ancient veteran, leading the cadre, his flesh so mangled and decayed that it barely even resembles human tissue.

Model Notes: Standard Plague Marines. Apoptosion the Thrice-Dead can use a Noxious Blightbringer model.

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Power

THE CROW

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tallyman	5"	3+	3+	4	5	4	3	8	3+
The Crow is a single model armed with an Ancient Plasma Pistol, blight grenades and krak grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Ancient Plasma Pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 2	7	-3	1	-			
- Supercharge	12"	Pistol 1	8	-4	2	-			
Blight Grenade	6"	Grenade D6	3	0	1	Plague Weapon			
Krak Grenade	6"	Grenade 1	6	-1	D3	-			
ABILITIES	Death to the False Emperor, Disgustingly Resilient.								
	Logistical Insanity: At the start of each Death Guard turn, roll 2D6, on a 7+, gain an additional Command Point.								
	The Seven-fold Chant: Roll a 2d6 each time you spend Command Points to use a Death Guard or Poisoned Chalice Stratagem. If the result is 7, the Command Points spent to use that Stratagem are immediately refunded.								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, CHARACTER, TALLYMAN								

The Crow has wandered with the Poisoned Chalice for as long as the warband has existed, keeping an endless, festering ledger of the exploits and costs the Poisoned Chalice has accomplished and incurred. No detail escapes his notice, and he is ever willing to lend his logistical mastery to directly oversee missions. But for all his intellect and prowess with ancient numerology, the Crow is fundamentally insane, continuously gibbering to himself as he adjusts the beads on his abacuss, or jots down the accounts upon his ledger. Even so, the rest of the Poisoned Chalice holds The Crow in high esteem, and to become a favored numeral upon his abacuss is seen as a sign of Father Nurgle's direct favor.

Model Notes: Standard Tallyman.

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Power

THE COVENANT OF SEVEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Marine Chosen	5"	3+	3+	4	5	2	2	9	3+
The unit contains 7 Plague Marine Chosen. Each is armed Blight Grenades and Krak Grenades. Each of the Seven has a unique loadout as seen below;									
One is armed with Plague Belcher and a Plague Knife.					One is armed with a Flail of Corruption.				
One is armed with an Icon of Despair, a Boltgun, and a Plague Knife.					One is armed with a Great Plague Cleaver.				
One is armed with a Power Fist and Bolt Pistol.					One is armed with a Bubotic Axe and Plague Knife.				
One is armed with a Bolt Pistol, Balesword, and a Tainted Narthecium (see Abilities).									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Bolt Pistol	12"	Pistol 1	4	0	1	-			
Boltgun	24"	Rapid Fire 1	4	0	1	-			
Plague Belcher	9"	Assault D6	4	0	1	Plague Weapon. This weapon automatically hits its target.			
Bubotic Axe	Melee	Melee	+1	-2	1	Plague Weapon			
Flail of Corruption	Melee	Melee	+2	-2	2	Plague Weapon. Make D3 hit rolls for each attack with this weapon, instead of 1. Excess damage from this weapon is not lost.			
Great Plague Cleaver	Melee	Melee	x2	-3	D6	Plague Weapon. When attacking with this weapon, you must subtract 1 from the hit roll.			
Plague Knife	Melee	Melee	User	0	1	Plague Weapon			
Blight Grenade	6"	Grenade D6	3	0	1	Plague Weapon			
Krak Grenade	6"	Grenade 1	6	-1	D3	-			
ABILITIES									
Death to the False Emperor, Disgustingly Resilient.									
Icon of Despair: Units that are within 6" of this unit must subtract 1 from their Leadership characteristic as long as the unit still possesses one model with an Icon of Despair.									
Tainted Narthecium: You may re-roll any Disgustingly Resilient rolls of 1-2 made for this unit, as long as the unit still contains one model with a Tainted Narthecium.									
Vectors of Death and Disease: The Plague Marine Chosen with a Bubotic Axe and Plague Knife has 3 Attacks instead of 2.									
FACTION KEYWORDS									
CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD									
KEYWORDS									
INFANTRY, PLAGUE MARINES									

The Covenant of Seven are the advisors that whisper to Resheph the Alchemist. They answer only to the Alchemist and are always present with him while he is aboard The Locust. Each of these Plague Marines is an ancient veteran of the Long War, who has fought since the Horus Heresy, and slain countless loyalist Space Marines. However, each of them contains a dark, and terrible secret, for they are not Plague Marines at all, but the putrid, hollow husks of plague marines, possessed by parasitic daemonic entities known as the Seven of Fevers. They are seven individual beings, bound into seven plague-ridden corpses, unified under a single daemonic will. When one falls on the battlefield, the daemonic entity is gifted with a new plague marine to become its host and carrier, making the Covenant of Seven seem all but immortal in the eyes of the Poisoned Chalice, even if Resheph is the only one with an inkling as to why... But not even he knows the full, terrible truth behind these monsters...

Model Notes: Standard Plague Marine models with the special equipment. The one armed with the Tainted Narthecium can, of course, use the Plague Surgeon model.

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Power

ULGORAX THE ENVOY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blightlord Terminator	4"	3+	3+	4	5	2	2	8	2+
The Plaguereaper	4"	2+	3+	4	5	3	3	8	2+
Ulgorax the Envoy	4"	3+	5+	3	5	3	3	9	-
This unit contains 5 Blightlord Terminators, the Plaguereaper, and Ulgorax the Envoy. 2 Blightlord Terminators are equipped with Combi-Bolters and Plague Swords. 1 Blightlord Terminators is equipped with a Reaper Autocannon and Plaguesword. 1 Blightlord Terminator is equipped with a Plague Spewer and Bubotic Axe. 1 Blightlord Terminator is equipped with a Flail of Corruption. The Plaguereaper is equipped with a Flesheater Gauntlet and a Manreaper. Ulgorax the Envoy is equipped with a Rotrazor and the Toll of Abominable Despair.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Bubotic Axe	Melee	Melee	+1	-2	1	Plague Weapon			
Combi-Bolter	24"	Rapid Fire 2	4	0	1	-			
Flail of Corruption	Melee	Melee	+2	-2	2	Plague Weapon. Make D3 hit rolls for each attack with this weapon, instead of 1. Excess damage from this weapon is not lost.			
Flesheater Gauntlet	6"	Pistol D6	1	-2	1	This weapon wounds INFANTRY and CAVALRY targets on a 2+. This weapon automatically hits its target.			
Manreaper	Melee	Melee	+3	-3	D3	Plague Weapon.			
Plague Spewer	9"	Heavy D6	5	-1	1	Plague Weapon. This weapon automatically hits its target.			
Plaguesword	Melee	Melee	User	-3	1	Plague Weapon.			
Reaper Autocannon	36"	Heavy 4	7	-1	1	-			
Rotrazor	Melee	Melee	User	-2	1	This weapon wounds INFANTRY and CAVALRY targets on a 2+.			
ABILITIES	<p>Disgustingly Resilient.</p> <p>Aura of Rust: Each time you make a wound roll of 6+ for one of this unit's melee weapons, increase the AP of that attack by 1.</p> <p>Cataphractii Armour: Blightlord Terminators and the Plaguereaper have a 4+ invulnerable save, but must halve the result of the dice rolled when determining how far this unit Advances.</p> <p>Daemonic Halo: Ulgorax the Envoy has a 4+ invulnerable save. You may not allocate wounds to Ulgorax the Envoy as long as any other models exist in this unit.</p> <p>Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases they can teleport into battle – set them up anywhere that is more than 9" away from any enemy models.</p> <p>Toll of Abominable Despair: During this shooting phase, Ulgorax the Envoy may use the Toll of Virulence to cause all enemy INFANTRY and CAVALRY units within 7" to make a Leadership test. Each unit suffers 1 Mortal Wound for each point they failed their Leadership by.</p>								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, TERMINATOR								

Ulgorax the Envoy is one of the grotesque Heralds of Nurgle come to oversee the work of Resheph the Alchemist. This is not because Nurgle keeps a careful eye on his champion to ensure his success, but rather because Nurgle has taken a personal interest in watching how the Worldpox unfolds. Ulgorax communes with Nurgle directly, reporting the progress of the plague by dining on the flesh of the infected in a feast that is made in a sickening mockery to a noble banquet. Out of respect for his abominable liege, Resheph has gifted Nurgle's envoy with a personal retinue of the Poisoned Chalice's most fearsome warriors; the Blightlord Terminators led by the Deathshroud Champion known only as the Plaguereaper. These Death Guard warriors consider it a great honor to serve as one of Nurgle's own dignitaries, and are never far from their charge.

HS

11
Power

G'ZUN'DAAL'AGAAX

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	S
Plagueburst Crawler	*	6+	*	*	8	12	3	8	3+	6-10+	9"	4+	7
A Plagueburst Crawler is a single model equipped with a Plagueburst Mortar, Rothail Volley Gun, and Two Entropy Cannons.										3-5	6"	5+	6
										1-2	4"	5+	5
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Entropy Cannon	36"	Heavy 1	8	-4	D6	-							
Plagueburst Mortar	12"-48"	Heavy D6	8	-2	D3	Plague Weapon. This weapon can target units that are not visible to the firing model.							
Rothail Volley Gun	24"	Heavy 3	6	-2	1	-							
Grasping Tentacles	Melee	Melee	User	-	1	Plague Weapon. On a 6 To Hit, this weapon automatically scores a Wound.							
ABILITIES	Disgustingly Resilient Daemonic: This model has a 5+ invulnerable save. Parasitic Host: When this model is reduced to 0 wounds, before removing the Plagueburst Crawler, place a unit of 3 Beasts of Nurgle within 3" of the Plagueburst Crawler. These Beasts of Nurgle may not be placed within 3" of an enemy model.												
FACTION KEYWORDS	CHAOS, DAEMON, NURGLE, HERETIC ASTARTES, DEATH GUARD												
KEYWORDS	VEHICLE, DAEMON, DAEMON ENGINE, PLAGUEBURST CRAWLER												

The term daemon-engine hardly applies to this horrid monstrosity, for it is, for all intents and purposes, a daemonic entity bound into the shell of a heavy war-machine. Fully manifested, the daemon within is no mere presence that might dissipate upon the destruction of its metal host, but rather a creature that will burst free, manifesting into a host of nightmares when its metal shell fails. Only the Crow knows the True Name of this entity, making him the only one that can re-bind it into a new body of rusted metal...

FA	21 Power	THE LOCUST SPAWN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS	S	A
Foetid Bloat-drone	-"	4+	4+	*	7	10	*	8	3+	6-10+	6	3
The unit contains 2 Foetid Bloat-drones, equipped with Fleshmowers. Each Foetid Bloat-drone is an independent unit.										3-5	5	2
										1-2	4	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Fleshmower	Melee	Melee	+2	-2	2	Plague Weapon. Each time a Foetid Bloat-Drone fights, it can make 6 additional attacks with this weapon.						
ABILITIES		<p>Disgustingly Resilient Daemonic: This model has a 5+ invulnerable save.</p> <p>Descending Doom: During deployment, you can set up this model in the sky instead of placing it on the battlefield. At the end of any of your Movement phases, this model can descend into battle – Set it up anywhere on the battlefield. If you set this unit up into Base Contact with an Enemy Unit, that enemy unit immediately suffers D6 Strength 8, AP -2, D2 hits which count as Plague Weapon attacks.</p> <p>Halo of Locusts: Enemy units suffer -1 to Hit rolls when shooting at this unit.</p> <p>Parasitic Hosts: Once per game, at the end of the Movement Phase, this unit may deploy a unit of 4 Eystinger Swarms within 3" of one of the Locust Spawn models. These Eystingers may not deploy within 3" of an enemy model. See GellarpoX Infected codex for Eystinger Swarm rules. This unit may function normally during the Shooting & Fight Phase.</p> <p>Putrid Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 mortal wound.</p>										
FACTION KEYWORDS		CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD										
KEYWORDS		VEHICLE, DAEMON, DAEMON ENGINE, FLY, FOETID BLOAT-DRONE										

The Locust Spawn are daemonic entities incorporated into the Locust itself. Out of combat, they rest in the ship's atmospheric proboscis, which can uncurl to pierce a planet's ozone layer, and disgorge its noxious alchemical agents deep into a world's atmosphere. The Locust Spawn protect this device, and can be summoned down onto the battlefield in a halo of swarming insects to mulch through their foes and leave only carnage in their wake.

Model Notes: Standard Foetid Bloat-drones with Fleshmowers.

FA	11 Power	THE HOMINIVORAX							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Drone	10"	4+	4+	4	5	4	1	7	6+
Plaguebringer	10"	4+	4+	4	5	4	2	7	6+
This unit contains 1 Plaguebringer and 5 Plague Drones. Each model is armed with Death's Heads and a Plaguesword. 1 Model has an Instrument of Chaos, while another has a Daemonic Icon. They all fly into battle on Rot Flies that attack with prehensile proboscis.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Death's Heads	12"	Assault 2	4	0	1	Plague Weapon			
Plague Sword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.			
Prehensile Proboscis	Melee	Melee	4	0	2	After a model riding a Rot Fly makes its close combat attacks, you can attack with its mount. Make 4 additional attacks with this weapon profile. You can re-roll failed wound rolls for these attacks.			
ABILITIES	Daemonic Ritual, Disgustingly Resilient. Daemonic Icon: If you roll a 1 when taking a Morale test for this unit while it possesses its Daemonic Icon, no models flee and 1 slain model is returned to the unit. Instrument of Chaos: While this unit contains its Instrument of Chaos adds 1 to its Advance and Charge rolls. Fanatical Devotion: While this unit is within 3" of Resheph the Alchemist, you may roll a d6 for each unsaved wound suffered by Resheph the Alchemist. On a 4+, the Hominivorax unit suffers the wound instead. Daemonic: All models in this unit have a 5+ invulnerable save.								
FACTION KEYWORDS	CHAOS, NURGLE, DAEMON								
KEYWORDS	CAVALRY, FLY, PLAGUE DRONES								

Swarming at the flanks of Resheph the Alchemist, the Hominivorax are part of Nurgle's gift to the Poisoned Chalice warlord for his success in creating the Worldpox. They are fanatically loyal to the Alchemist and are more than willing to hurl themselves in front of attacks to spare their beloved plague lord the harm. In return, the Alchemist bestows upon them his most deadly concoctions, soaking the Death's Heads they carry in noxious chemicals capable of eroding flesh in moments.

Model Notes: Standard Plague Drones

Upgrades are acquired by having a unit survive the entirety of a mission. After a mission is completed, each surviving unit may roll on its respective upgrade table. If a unit rolls an upgrade it already possesses, re-roll it. Each time a unit rolls its first upgrade, it rolls a D4 on the upgrade table. Each subsequent upgrade will increase the dice rolled by 1 (IE, a D4 becomes a D6, a D6 becomes a D8, etc). This continues until it reaches the maximum possible dice (IE, if the Upgrade table has 6 entries, D6 is the maximum dice rolled, or if the Upgrade table has 12 entries, the D12 will be the maximum dice rolled).

RESHEPH THE ALCHEMIST

Eligible Units: Resheph the Alchemist

DICE ROLL UPGRADE RESULT

- 1 **Poisonous Blood** – *Daemonic Ichor flows through this character's veins, splashing over those that would dare wound him, melting flesh and soul alike.* Whenever this model suffers an Unsavable Wound in the fight phase, roll a D6. On a 4+, the unit that inflicted the Wound suffers a Mortal Wound after that unit's attacks have been resolved. Note – Wounds ignored by Disgustingly Resilient may still trigger this ability.
- 2 **Weeping Rustblade** – *Resheph's dagger is so corrosive that all metal it touches simply disintegrates.* Increase the AP of this unit's Plague Knife to -3.
- 3 **Rust Grenade** – *Hurling grenades that expel a metal-devouring rust, this unit can make short work of armored enemies in close quarters.* This unit's Krak Grenades gain an AP of -3.
- 4 **Halo of Bloat Flies** – *Grotesque flies buzz around this unit, shrouding it from sight.* This unit always counts as being in Cover.
- 5 **Grotesque Form** – *This character's flesh has become gnarled and rubbery, and oozes black sludge, making pain an utterly alien concept.* Increase this model's Wounds characteristic by +1.
- 6 **Daemonic Aura** – *This unit is so suffused with the warp that reality itself twists and refracts around it.* Gain a 5+ Invulnerable Save.
- 7 **Maggot Hatchlings** – *The Yersinia Pestis carries with it a brood of vile spawn, and it is eager to release them upon its prey.* Once per game, at the end of the Movement Phase, Resheph may summon a unit of 4 Sludge-Grubs (see GellarpoX Infected) within 3". This unit must be deployed more than 3" away from an enemy unit.
- 8 **Thrice-Lobed Eyes** – *Hideously mutated, semi-sentient eyes see far more than what normal sight allows, and grant their 'hosts' an uncanny, almost precognitive foresight.* Increase this unit's Ballistic Skill characteristic by 1.
- 9 **Daemonic Essence** – *Daemonic flesh, twisted and obscene, makes this character stronger, faster, and generally superior to those of a more mortal biology.* Increase this unit's Strength and Toughness characteristics by 1.
- 10 **Repulsive Summons** – *This character has acquired the service of a cohort of Grandfather Nurgle's daemonic minions, and can summon them onto the battlefield.* Once per game, at the end of the Movement Phase, you may spend 1 Command Point to summon a unit of 14 Plaguebearers (including 1 Plagueridden, 1 Plaguebearer with an Instrument of Chaos, and 1 Plaguebearer with a Daemonic Icon) within 7" of this character. This unit must be deployed more than 7" away from an enemy unit.
- 11 **Elixir of Feculent Regrowth** – *Resheph has concocted a phial of unthinkable substances that, when imbibed cause his flesh to explode in revolting fungoid growth that forms a cancerous cyst over him, regenerating the flesh beneath.* Once per battle, at the end of your Movement Phase, Resheph may drink this elixir to heal D6 Wounds.
- 12 **Abhorrent Virulence** – *Utilizing a hyper-virulent strain of the Worldpox for his own weapons, Resheph's weaponry can make short work of any organic target.* Increase the Strength of Resheph's Injector Pistol and Worldpox Emulsifier by 1, and improve the AP of these weapons to -2.

CROSIS THE SERENE

Eligible Units: Crosis the Serene.

DICE ROLL UPGRADE RESULT

- 1 **Poisonous Blood** – *Daemonic Ichor flows through this character's veins, splashing over those that would dare wound him, melting flesh and soul alike.* Whenever this model suffers an Unsavable Wound in the fight phase, roll a D6. On a 4+, the unit that inflicted the Wound suffers a Mortal Wound after that unit's attacks have been resolved. Note – Wounds ignored by Disgustingly Resilient may still trigger this ability.
- 2 **Cavorting Sycophants** – *Crosis seems to attract a veritable tide of Nurglings, who follow in his wake, laughing and having a merry ole' time.* When deploying this unit, you may deploy a unit of 6 Nurglings within 7" of him. This unit of Nurglings heals D3 Wounds at the start of each of its Movement Phases providing it is wholly within 7" of Crosis the Serene.
- 3 **Halo of Bloat Flies** – *Grotesque flies buzz around this unit, shrouding it from sight.* This unit always counts as being in Cover.
- 4 **Grotesque Form** – *This character's flesh has become gnarled and rubbery, and oozes black sludge, making pain an utterly alien concept.* Increase this model's Wounds characteristic by +1.
- 5 **Daemonic Aura** – *This unit is so suffused with the warp that reality itself twists and refracts around it.* Gain a 5+ Invulnerable Save.
- 6 **Plague Wind** – Gain access to the Plague Wind Spell.
- 7 **Repulsive Summons** – *This character has acquired the service of a cohort of Grandfather Nurgle's daemonic minions, and can summon them onto the battlefield.* Once per game, at the end of the Movement Phase, you may spend 1 Command Point to summon a unit of 7 Plaguebearers (including 1 Plagueridden, 1 Plaguebearer with an Instrument of Chaos, and 1 Plaguebearer with a Daemonic Icon) within 7" of this character. This unit must be deployed more than 7" away from an enemy unit.
- 8 **Curse of the Leper** – Gain access to the Curse of the Leper spell.
- 9 **Touch of Entropy** – *Entropy surges around Crosis' staff, warping air, flesh, and metal alike.* Crosis' Corrupted Staff improves its AP to -3.
- 10 **Exalted Sorcerer** – *Crosis has devoured the brains and souls of many captive thrall psykers, and has learned how to harness and weave the powers of the warp with disturbing fluidity.* Crosis may attempt to manifest an additional Psychic power during each friendly Psychic Phase.

HORDE

Eligible Units: The Poxtide, The Ancient Hosts, The Hominivorax.

DICE ROLL UPGRADE RESULT

- 1 Ghoulish Hunger** – *Stripping the flesh from their victims with rotting claw and cankerous teeth, this unit descends into its prey with ravenous abandon.* Add +2" to this unit's Charge roll (to a maximum of 12").
- 2 Revolting Speed** – *Striding forward with disturbing agility, this unit reaches enemy lines well before enough of them have been felled to make them irrelevant.* Gain +1" Move. Roll twice whenever this unit Advances, and discard the lowest result.
- 3 Weeping Weapons** – *Revolting pestilence drips from this unit's weapons.* This unit's Improvised Weapons gain the Plague Weapon special rule.
- 4 Inexhaustible Tide** – *Endless hordes stride forth, inexhaustible, relentless.* If the Poxtide Rolls this upgrade, add 10 models to its unit. If the Ancient Hosts rolls this upgrade, add 5 models to its unit. If the Hominivorax rolls this upgrade, add 1 model to its unit.
- 5 Halo of Bloat Flies** – *Grotesque flies buzz around this unit, shrouding it from sight.* This unit always counts as being in Cover.
- 6 Contagious Wilting** – *Contagion shadows this unit in a palpable shroud, infecting all who come too close.* Any enemy unit locked in close combat with this unit suffers -1 to their Hit rolls in the Fight phase for as long as they remain in close combat with this unit.

V'HEDUAK

Eligible Units: The V'heduak

DICE ROLL UPGRADE RESULT

- 1 Neuroreactive Nullifiers** – *Augmented with cranial modifications to numb the emotions of fear, doubt, and stress, these warriors can weather almost any storm.* Increase this unit's Leadership characteristic by 1.
- 2 Rapid Advance** – *The V'heduak, accustomed to lightning fast boarding actions, are familiar to a quick, furious advance.* Roll twice when Advancing, discarding the lowest result.
- 3 Frenzon Stimms** – *Flooding their system with adrenalin, combat stimms whip these warriors into a psychotic frenzy.* All models in this unit have a Weapon Skill of 3+.
- 4 Go To Ground** – *Dropping down into cover, these warriors maximize the effectiveness of natural terrain at the expense of firing efficiency.* Whenever this unit is shot at during the Shooting Phase, and they are not locked in Combat, they may choose to Go To Ground, immediately increasing their save by 1. When they do this, they may not move during their subsequent Movement Phase, and suffer -1 BS until the end of their subsequent shooting phase.
- 5 Storming Fire** – *Rushing towards the foe, these warriors never stop firing, advancing under a sheet of las, lead, and flame.* After this unit Advances, it may shoot, but it suffers -2 BS when doing so.
- 6 Staggered Volley Fire** – *Utilizing stolen Astra Militarum firing strategies, the V'heduak unleash a veritable tide of gunfire when holding a position.* If this unit did not Move or Advance this turn, it adds 1 to the number of shots made by each weapon (IE, Lasguns become Rapid Fire 2, Autopistols become Pistol 2, and Flamers become Assault D6+1). This lasts until this unit's subsequent movement phase.

PLAGUE MARINES

Eligible Units: Knights of the Blackened Cyst, Knights of the Weeping Sore, The Covenant of Seven.

DICE ROLL UPGRADE RESULT

- 1 Rusted Blades** – *This unit's Plague Knives chew through armor as rust infectiously spreads onto everything they touch.* This unit's Plague Knives gain an AP of -1.
- 2 Rust Grenades** – *Hurling grenades that expel a metal-devouring rust, this unit can make short work of armored enemies in close quarters.* This unit's Krak Grenades gain an AP of -3.
- 3 Blight Rounds** – *Toxin filled bolter rounds explode after impact, inflicting massive rupturous wounds filled with rusted shrapnel and virulent slime moulds.* This unit's Bolt Pistols and Boltguns gain the Plague Weapon special rule.
- 4 Contagious Wilting** – *Contagion shadows this unit in a palpable shroud, infecting all who come too close.* Any enemy unit locked in close combat with this unit suffers -1 to their Hit rolls in the Fight phase for as long as they remain in close combat with this unit.
- 5 Halo of Bloat Flies** – *Grotesque flies buzz around this unit, shrouding it from sight.* This unit always counts as being in Cover.
- 6 True Grit** – *Absorbing recoil with disturbing ease, these Plague Marines can fire their boltguns one handed.* This unit may fire its Boltguns in Close Combat as though they were Pistol 2 Weapons.
- 7 Reaping Strikes** – *Festering blades inflict grotesque, pus weeping wounds, spreading necrosis and death in moments.* You may reroll Hit rolls of 1 in the Fight phase for this unit's Melee weapons.
- 8 They Will Not Die** – *When one falls, it continues to crawl along with its brethren, as bloated maggots excrete a calcifying, necrotic ooze that knits over their festering wounds.* Once per game, at the start of the Movement Phase, this unit can heal D3+1 Wounds (restoring wounded models to Maximum wounds before regenerating entire models). You may choose which models return to the unit.

THE CROW

Eligible Units: The Crow

DICE ROLL UPGRADE RESULT

- Poisonous Blood** – Daemonic Ichor flows through this character's veins, splashing over those that would dare wound him, melting flesh and soul alike. Whenever this model suffers an Unsaved Wound in the fight phase, roll a D6. On a 4+, the unit that inflicted the Wound suffers a Mortal Wound after that unit's attacks have been resolved. Note – Wounds ignored by Disgustingly Resilient may still trigger this ability.
- Deranged Calculations** – The Crow makes a host of abominable calculations regarding unit deployments, supply application, and the movements of enemies. While none can truly fathom exactly how the Crow manages this unsettling foresight, his work is never wrong. At the start of any battle where the Crow is included in the army's detachment, gain +D3 Command Points.
- Halo of Bloat Flies** – Grotesque flies buzz around this unit, shrouding it from sight. This unit always counts as being in Cover.
- Grotesque Form** – This character's flesh has become gnarled and rubbery, and oozes black sludge, making pain an utterly alien concept. Increase this model's Wounds characteristic by +1.
- Repulsive Summons** – This character has acquired the service of a cohort of Grandfather Nurgle's daemonic minions, and can summon them onto the battlefield. Once per game, at the end of the Movement Phase, you may spend 1 Command Point to summon a unit of 7 Plaguebearers (including 1 Plaguecriden, 1 Plaguebearer with an Instrument of Chaos, and 1 Plaguebearer with a Daemonic Icon) within 7" of this character. This unit must be deployed more than 7" away from an enemy unit.
- Gibberings of Lucid Madness** – The Crow's words always hold some deep, often unfathomable meaning... even if to attempt to decipher them is to court the very insanity infecting the ancient Space Marine. All **DEATH GUARD** units within 7" of the Crow gain +1 Ld. All non **NURGLE** units within 7" of the Crow suffer -1 Ld.
- The Abbacus Aligns** – In a moment of deranged, cosmic coincidence (which seems to happen far more often than it should), the beads on the Crow's abbacus align to form the perfect, thrice-lobed symbol of pestilence. The Crow descends into a burst of laughter and hacking coughs as all enemies around wilt and wither under the Plague God's influence. Once per game, at the end of your Movement Phase, you may cause all enemy units within 7" of the Crow to suffer 1 Mortal Wound. The Crow may not Advance, Shoot, or Charge for the rest of the turn (although he may fight in melee as normal).
- The Number of Ruin** – The Crow's abbacus works furiously as he jots down unfathomable battlefield calculations. At one point he stops, stupefied, as he calculates the seven sevenfold numerals... the Number of Ruin. Chaos spreads across the battlefield as ammunition stocks corrode and detonate in an instant, and the unblessed suffer bouts of organ bursting coughs. Once per game, at the start of any of your Movement Phases, roll 2D6 for each enemy unit on the Battlefield. If any roll is 7, that unit suffers D3 Mortal Wounds. The Crow may not move during this Movement Phase (though may as normal during the Shooting phase and beyond).

BLIGHTLORD TERMINATORS

Eligible Units: Ulgorax the Envoy

DICE ROLL UPGRADE RESULT

- Release the Nurglings** – Nobody is certain how many Nurglings exist within Ulgorax's protectors, but there are rumors that at least one of the Blightlord Terminators is, in fact, just a pile of walking Nurglings. Ulgorax fiercely denies this. Anytime a Blightlord Terminator in this unit is killed, roll 2D6. On a 7+, deploy a unit of 2 Nurglings within 3" of the model killed. This unit must deploy more than 3" away from an enemy model. If this unit cannot be deployed, then the Nurglings continue hiding in the Terminator's corpse, and do not emerge.
- Blight Rounds** – Toxin filled bolter rounds explode after impact, inflicting massive rupturous wounds filled with rusted shrapnel and virulent slime moulds. This unit's Combi-Bolters gain the Plague Weapon special rule.
- Contagious Wilting** – Contagion shadows this unit in a palpable shroud, infecting all who come too close. Any enemy unit locked in close combat with this unit suffers -1 to their Hit rolls in the Fight phase for as long as they remain in close combat with this unit.
- Halo of Bloat Flies** – Grotesque flies buzz around this unit, shrouding it from sight. This unit always counts as being in Cover.
- Revolting Summons** – This character has acquired the service of a cohort of Grandfather Nurgle's daemonic minions, and can summon them onto the battlefield. Once per game, at the end of the Movement Phase, you may spend 1 Command Point to summon a unit of 2 Beasts of Nurgle within 7" of Ulgorax the Envoy. This unit must be deployed more than 7" away from an enemy unit.
- True Grit** – Absorbing recoil with disturbing ease, these Terminators can fire their combi-bolters with ease. This unit may fire its Combi-Bolters in Close Combat as though they were Pistol 3 Weapons.
- Reaping Strikes** – Festering blades inflict grotesque, pus weeping wounds, spreading necrosis and death in moments. You may reroll Hit rolls of 1 in the Fight phase for this unit's Melee weapons. The Plaguereaper may reroll All failed Hit rolls in the Fight Phase with his Manreaper instead.
- They Will Not Die** – When one falls, it continues to crawl along with its brethren, as bloated maggots excrete a calcified, necrotic ooze that knits over their festering wounds. Once per game, at the start of the Movement Phase, this unit can heal D3+1 Wounds (restoring wounded models to Maximum wounds before regenerating entire models). You may choose which models return to the unit.

DAEMON ENGINES

Eligible Units: The Locust Spawn, G'zun'daal'agaax

DICE ROLL UPGRADE RESULT

- 1** **Poisonous Ichor** – *Daemonic Ichor flows through this engine's innards, splashing over those that would dare wound it, melting flesh and soul alike.* Whenever this model suffers an Unsaved Wound in the fight phase, roll a D6. On a 4+, the unit that inflicted the Wound suffers a Mortal Wound after that unit's attacks have been resolved. Note – Wounds ignored by Disgustingly Resilient may still trigger this ability.
- 2** **Ravenous Hunger** – *The daemon within hungers for flesh, eagerly tearing through its prey.* Add +1 to this unit's Attack's characteristic. If this upgrade is rolled for G'zun'daal'agaax, it improves its Weapon Skill by 1 as well.
- 3** **Scuttling Eruption** – *Parasitic creatures scuttle about throughout the hull of the daemon engines, eagerly attempting to break free.* If this upgrade is rolled for the Locust Spawn, increase the Wounds of the Eystinger Swarms it can summon by 1. If this upgrade is rolled for G'zun'daal'agaax, it may, once per game, at the end of the Movement Phase, summon a unit of 4 Cursemites within 3" of it. This unit may not deploy within 3" of an enemy model. See GellarpoX Infected codex for details.
- 4** **Toxic Fog** – *Surrounded by a toxic fog, only the most foolish would dare approach this daemon engine.* When activating this unit in the Fight Phase, all enemy units in base contact with this unit suffer D6 Strength 4, AP -1 Hits. These hits are resolved before piling in or making any attacks.
- 5** **Fungoid Growths** – *This engine's hull is encrusted with layers of calcified fungus, making it all the more difficult to kill.* Add +1 to this unit's Toughness characteristic.
- 6** **It Will Not Die** – *Metal rusts over, forming a cyst over wounds in this vehicle's hull, reknitting armor in a way that seems far too much like a wound scabbing over.* At the start of your Movement Phase, this model recovers 1 Wound.

When using this Detachment, these units are the only units available to your army, unless otherwise specified. Bolverk Naglfarsson must be fielded during every battle (unless otherwise specified), and will always be your army's Warlord. Anytime you are forced to field another character as your Warlord, they will not receive a Warlord trait. You may use any of the Space Wolf Strategems as normal, and you may benefit from any of the rules the Space Wolves would normally benefit from.

You may also include any of the following units in your army to fill out free Power Points. These units will not Upgrade after a battle, and will function exactly as they do in the Space Wolf Codex

- Rhino
- Drop Pod
- Grey Hunters
- Fenrisian Wolves
- Cyber-Wolves

For every battle, unless specified, you must bring Bolverk Naglfarsson, and two Troops choices. The rest of your list is open to customization.

HQ	8 Power	CAPTAIN BOLVERK NAGLFARSSON							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain Bolverk	5"	2+	3+	4	4	6	5	9	3+
Captain Bolverk is a single model armed with the Black Axes of Surtur, Frag Grenades, and Krak Grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Black Axes of Surtur	Melee	Melee	+1	-3	2	Each wound roll of 6 inflicts a Mortal Wound in addition to any other results.			
Krak Grenades	6"	Grenade 1	6	-1	D3	-			
Frag Grenades	6"	Grenade D6	3	0	1	-			
ABILITIES	<p>And They Shall Know No Fear</p> <p>Behind Enemy Lines: During deployment, you can set up this unit behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle – set it up so that it is within 6" of any battlefield edge of your choice and more than 9" away from any enemy models.</p> <p>Belt of Russ: This model has a 4+ invulnerable save.</p> <p>Berzerk: When this model charges an enemy units, he gains +1d3 attacks during the subsequent Fight Phase.</p> <p>Ghost of the Fimbulvint: This model counts as being in Cover against enemy shooting attacks, while he is more than 12" or more from the enemy shooter.</p> <p>The Grey Hunt: All Grey Hunter Units not led by Wolf Guard Terminator Pack Leaders gain the benefit of Behind Enemy Lines.</p> <p>Warlord Trait – Saga of the Hunter</p>								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CHARACTER, INFANTRY, CAPTAIN BOLVERK								

As one of the lesser Wolf Lords of the Sons of Morkai, Bolverk Naglfarsson is giant of a space marine, standing a head taller than his brethren. He is known as the Ghost of the Fimbulvint, a murderous spectre in the blizzard that appears out of nowhere, butchers his enemies in a frenzy of deranged violence, and vanishing once more. He leads his packs of Grey Hunters into battle from unseen angles, appearing behind enemy lines to sow havoc and mayhem in his wake, while the rest of the Vlka Fenryka engage the enemy headlong. Bolverk has led numerous expeditions beyond the Imperium's borders, laying waste to its enemies. A longstanding foe of the Death Guard, Bolverk seeks to avenge the death of his former master; Surtur the Black by answering the call of Inquisitor Jade Korasiel to halt the insidious sickness that will soon be unleashed upon the Ultima Segmentum. Captaining his own strike cruiser, renamed the Naglfar after his father, a renowned warrior-chieftain on Fenris, Captain Bolverk is more than ready to bring total devastation to the perfidious Death Guard.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Jade Korasiel	6"	3+	2+	3	3	4	3	10	3+
Death Cult Assassin	6"	2+	3+	3	3	2	4	8	6+
Indentured Tech Priest	6"	3+	3+	3	3	2	2	8	4+
Bounty Hunter	6"	3+	3+	3	3	2	2	7	4+
Chirurgon Adept	6"	5+	5+	3	3	1	1	7	-
Inquisitorial Stormtrooper	6"	4+	3+	3	3	1	1	8	4+
The Chorum Silentia includes the following models; Inquisitor Jade Korasiel, armed with 1 Chirurgon Adept, armed with a Laspistol, and a Rejuvenat Gauntlet. 1 Death Cult Assassin, armed with a Power Sword and Neurotoxin Grenades. 1 Bounty Hunter armed with an Archeotech Laspistol & Frag Grenades. 1 Indentured Tech Priest, armed with a Gamma Pistol, a Power Fist, and Utility Mechadendrites. 4 Inquisitorial Stormtroopers, armed with Hotshot Lasguns & Frag Grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Bolter-Stake Crossbow	When firing this weapon, choose which profile to use.								
- Incendiary Bolter Rounds	24"	Assault 2	4	-1	1	-			
- Condemnor Stake Round	24"	Assault 1	5	-2	D3	-			
Power Sword	Melee	Melee	User	-3	1	-			
Archeotech Laspistol	12"	Pistol 3	4	-1	1	-			
Laspistol	12"	Pistol 1	3	0	1	-			
Gamma Pistol	12"	Pistol 1	6	-3	2	You can re-roll failed wound rolls for this weapon when attacking a VEHICLE .			
Power Fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.			
Hot-shot Lasgun	18"	Rapid Fire 1	3	-2	1	-			
Neurotoxin Grenades	6"	Grenade D6	1	0	1	This weapon always wounds on a 3+ unless the target is a Vehicle.			
Frag Grenades	6"	Grenade D6	3	0	1	-			
ABILITIES	Rejuvenat Gauntlet: While a model with a Rejuvat Gauntlet is alive in the unit, roll a D6 for each unsaved wound the unit suffers; on a 5+, the Wound is ignored. This does not apply against wounds inflicted by weapons with a Strength of 7 or higher. Utility Mechadendrites: At the end of your Movement phase this model can repair a single friendly VEHICLE model within 3", immediately healing D3 lost wounds. Precognition: While Inquisitor Jade Korasiel is alive, the Chorum Silentia gains a 4+ Invulnerable Save. Master Scryer: While Inquisitor Jade korasiel is alive, at the start of each friendly turn, roll a D6; on a 3+, gain an additional Command Point.								
FACTION KEYWORDS	IMPERIUM, INQUISITION								
KEYWORDS	INFANTRY								

Inquisitor Jade Korasiel is a Delta-grade psyker, and a renowned diviner within the Ultima Segmentum. Her clairvoyance has predicted many cult uprisings, and spelled doom for all of them. As a high-ranking operative of the Ordo Hereticus, her record has, thus far, been without fail, putting her in the position of a rising star in the ordos. Naturally this has made her enemies and allies alike. Among those allies is Captain Bolverk Naglfarsson, who stands indebted to her after she scried an ambushing fleet of traitor vessels destined to destroy the Ravnsvake. As such, she has sought Bolverk's aid in halting the spread of a terrifying virus destined to lay waste to entire sectors of the Ultima Segmentum. Aid he was all too eager to give. Her ability to foresee events has proven invaluable to her and her rag-tag gang of acolytes on the battlefield, making her unassuming band into a truly deadly fighting force.

Model Notes: Grayfax for the Inquisitor. Death Cult Assassin from the Rogue trader box. Cybernetica Datasmith for the Indentured Tech Priest. Rejuvenat adept from the Rogue Trader kit for the Chirurgon Adept. Tempestus Scions for Inquisitorial Stormtroopers. Eyros Slagmist from Necromunda for the Bounty Hunter (or some other rag-tag looking model with a strange pistol if you don't have him).

T
13
Power

THE BLÓT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blood Claw	6"	3+	4+	4	4	1	1	7	3+
The Red Gothi	6"	3+	4+	4	4	2	3	8	3+
This unit contains the Red Gothi and 14 Blood Claws. 11 Blood Claws are armed with Bolt Pistols & Chainswords. 3 Blood Claws are armed with Flamers. The Red Gothi is armed with a Bolt Pistol and a Crozius Arcanum. All models are armed with Frag and Krak Grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Bolt Pistol	12"	Pistol 1	4	0	1	-			
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.			
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.			
Crozius Arcanum	Melee	Melee	+1	-1	2	-			
Krak Grenades	6"	Grenade 1	6	-1	D3	-			
Frag Grenades	6"	Grenade D6	3	0	1	-			
ABILITIES	And They Shall Know No Fear								
	Berserk Charge: On a turn in which they make a successful charge, you can make 1 additional attack in the Fight phase with all models in this unit.								
	Oath of Violence: Whilst the Red Gothi is still alive, you can re-roll failed Hit Rolls of 1 in the fight phase for this unit.								
	Mjød-Fueled Frenzy: When Charging, add +2" to the distance charged (to a maximum of 12"). When advancing, roll 2D6 to determine the distance, and discard the lowest.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, BLOOD CLAWS								

The youngest members of the Ravenskave are known as the Blót, in honor of the great festivity on Fenris, for these Blood Claws are in a near constant state of drunken revelry. Led by the Red Gothi, an exiled Wolf Priest who has all but succumbed to madness, the Blót throw themselves headlong into danger with a furious abandon that makes many question their sanity. It is only when one of these warriors snaps out of their years long daze, and embraces cold sobriety that they join the ranks of Grey Hunters. Bolverk regards this outlandish practice for choosing recruits with dismissal, if not outright disdain, but even *he* knows not to stoke the ire of the Red Gothi.

Model Notes: Ordinary Blood Claws, with the Red Gothi being a Wolf Priest (with red markings if possible).

T
8
Power

GHOSTS OF ASAHEIM

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Hunter	6"	3+	3+	4	4	1	1	7	3+
Grim Harald	6"	3+	2+	4	4	1	1	8	3+
This unit contains 9 Grey Hunters and Grim Harald, which are all armed with Boltguns, Bolt Pistols, Chainswords, Frag Grenades, and Krak Grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt Pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Krak Grenades	6"	Grenade 1		6	-1	D3	-		
Frag Grenades	6"	Grenade D6		3	0	1	-		
ABILITIES	And They Shall Know No Fear								
	Deadly Crossfire: If this unit does not Move or Advance, they may fire their Boltguns as though they were Heavy 2.								
	Firing Discipline: Whenever a model in this unit rolls a 6 To Wound with a Bolt Pistol or Boltgun, that attack gains AP of -1, and deals 2 Damage.								
	Nowhere to Hide: Enemy units do not gain the benefit of Cover against attacks made by this unit.								
	Strike and Fade: This unit may Shoot and Advance.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, GREY HUNTERS								

Unglamorous, and hardly concerned with the usual pursuit of honor and glory, the Ghosts of Asaheim are grim faced killers, entirely focused on bringing death to the enemies of the Imperium. Each of them is a sole survivor, a battered and grizzled veteran of many battles, and none moreso than Grim Harald, the lone survivor of Strikeforce Grimhowl, which was obliterated by the Death Guard some half a century ago. Foregoing the typical assorted weapons favored by other space marines, the Ghosts of Asaheim rely purely on their preternatural prowess with the bolter, and their well trained firing discipline.

Model Notes: Grey Hunters (as grim and unadorned as possible).

T
8
Power

BALDUR'S HIRDMENN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Hunter	6"	3+	3+	4	4	1	1	7	3+
Baldur the Bloody	6"	3+	3+	4	4	1	2	8	3+
This unit contains 9 Grey Hunters and Baldur the Bloody. 7 Grey Hunters are Armed with Bolters, one of which carries a Wolf Standard. 2 Grey Hunters are armed with Meltaguns. All Grey Hunters are armed with Bolt Pistols and Chainswords. Baldur the Bloody is armed with a Plasma Pistol and Power Axe. All models are armed with Frag Grenades and Krak Grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt Pistol	12"	Pistol 1		4	0	1	-		
Boltgun	24"	Rapid Fire 1		4	0	1	-		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range, roll 2 dice when inflicting damage with it, and discard the lowest result.		
Power Axe	Melee	Melee		+1	-2	1	-		
Plasma Pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Krak Grenades	6"	Grenade 1		6	-1	D3	-		
Frag Grenades	6"	Grenade D6		3	0	1	-		
ABILITIES	And They Shall Know No Fear								
	Kill the Beast: This unit may re-roll failed Hit Rolls of 1 when shooting at Vehicles.								
	Wolf Standard: You can re-roll any dice rolls of 1 when making an Advance or Charge move.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, GREY HUNTERS								

Baldur's Hirdmenn are all Fenrisian Nobles, each a fine warrior, tried and tested as a Blood Claw. Led by the ever zealous hunter Baldur the Bloody, the Hirdmenn seek out the largest foes of the Ravensvake and fell them with precise volleys of melta-fire. For everything else, their skill with the bolter and chainsword is more than enough to suffice.

Model Notes: Standard Grey Hunters.

T
11
Power

JOTUNN OF NASTROND

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reiver	6"	3+	3+	4	4	2	2	7	3+
Yngvar Blackhand	6"	3+	3+	4	4	2	3	8	3+
This unit contains Yngvar Blackhand and 9 Reivers. They are all armed with Heavy Bolt Pistols, Combat Knives, Grapnel Launchers, Frag Grenades, Krak Grenades, and Shock Grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Heavy Bolt Pistol	12"	Pistol 1	4	-1	1	-			
Combat Knife	Melee	Melee	User	0	1	Each time the bearer fights, it may make 1 additional attack with this weapon.			
Shock Grenades	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and you opponent must subtract 1 from any hit rolls made for the unit.			
Frag Grenades	6"	Grenade D6	3	0	1	-			
Krak Grenades	6"	Grenade 1	6	-1	D3	-			
ABILITIES	And They Shall Know No Fear Excessive Brutality: Re-roll Hit and Wound rolls of 1 for this unit during the Fight Phase. Terror Troops: Enemy units must subtract 1 from the Leadership if they are within 3" of any units of Reivers. Grapnel Launchers: When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn. In addition, during deployment, you can set up this unit, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of any battlefield edge and more than 9" away from any enemy models.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, PRIMARIS REIVERS								

New to the Ravensvake are the Jotunn of Nastrond. As giants among Space Marines, they are not quite trusted by the other members of the Ravensvake, and thus keep to themselves. To make their reputation worse, these skull-masked killers fight with an excessive brutality that even other Space Wolves find disconcerting, chanting litanies of death as they leave a trail of disembowelled and dismembered corpses in their wake. Even so, most of the Ravensvake, including Bolverk, cannot deny the effectiveness of these new warriors.

Model Notes: Space Wolf Reivers. If they look all bloody, with claimed trophies, then all the better.

E 15
Power

RAVNSVAKE HUSKARLS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf Guard Terminator	5"	3+	3+	4	4	2	2	8	2+
The Rook	5"	3+	3+	4	4	2	3	8	2+
This unit contains 4 Wolf Guard Terminators, and the Rook. 2 Wolf Guard Terminators are armed with Storm Bolters and Power Fists. 2 Wolf Guard Terminators are armed with Assault Cannons and Power Fists. The Rook is armed with Frost Claws and a Cyclone Missile Launcher.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Storm Bolter	24"	Rapid Fire 2	4	0	1	-	When attacking with this weapon, you must subtract 1 from the hit roll.		
Power Fist	Melee	Melee	x2	-3	D3				
Assault Cannon	24"	Heavy 6	6	-1	1	-	Each time the bearer fights, it may make an additional attack with this weapon. You can re-roll failed wound rolls for this weapon.		
Frost Claws	Melee	Melee	+1	-2	1				
Cyclone Missile Launcher	When attacking with this weapon, choose one of the profiles.								
- Frag Missiles	36"	Heavy 2D3	4	0	1	-			
- Krak Missiles	36"	Heavy 2	8	-2	D6	-			
ABILITIES	And They Shall Know No Fear								
	Crux Terminatus: All models in this unit have a 5+ Invulnerable Save.								
	Teleportation Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle - set them up anywhere on the battlefield that is more than 9" away from any enemy models.								
	Withering Salvo: If tall models in this unit fire at single enemy unit, then that enemy unit must, after all shots have been resolved, pass a Leadership test or be unable to Move, Advance, or Charge during its next turn. It also suffers -1 BS during its next turn.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, GREY HUNTERS								

The Huskarls are the warrior elite of the Ravnsvake. They are all grizzled veterans inducted into the Wolf Guard Brotherhood on Fenris. Unlike most Wolf Guard, the Ravnsvake Huskarls favor long ranged combat, and utilize their deadly arsenal to deliver withering salvos of devastating firepower unto the enemy. Their leader, the hard-eyed Rook might be half-mad, for whenever he closes his eyes, he is plagued by visions of destruction and mayhem, but he is pure in his conviction that these visions are ones bestowed upon him by the All-father, and that he must ensure that his visions are gifted unto his foes.

Model Notes – Regular Wolf Guard terminators.

E 16
Power

THE EINHERJAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dreadnought	6"	3+	3+	6	7	8	4	8	3+
This unit contains 2 Dreadnoughts. One is equipped with an Assault Cannon, Dreadnought Close Combat Weapon & Heavy Flamer. One is equipped with a Helfrost Cannon, Great Wolf Claw & Heavy Flamer.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Assault Cannon	24"	Heavy 6	6	-1	1	-			
Heavy Flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.			
Helfrost Cannon	When attacking with this weapon, choose one of the profiles below. If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.								
- Dispersed Beam	24"	Heavy D3	6	-2	1	-			
- Focused Beam	24"	Heavy 1	8	-4	D6	-			
Dreadnought Close Combat Weapon	Melee	Melee	x2	-3	3	-			
Great Wolf Claw	Melee	Melee	+4	-2	3	You can re-roll failed wound rolls for this weapon.			
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this unit can use its smoke launchers; until your next Shooting Phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this unit. Eternal Revenants: This unit may re-roll failed Saving rolls of 1.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	VEHICLE, DREADNOUGHT								

The ancient heroes of the Ravnsvake have been entombed in coffins of ceramite and adamantium, and have returned to the battlefield to bring eternal vengeance upon the enemies of the All-Father. Bolverk himself often communes with these ancient warriors in the deep, dark halls of the Naglfar. He spends so much time down in the crypt of the ancients that many secretly whisper that Bolverk spends more time communing with the dead, than he does speaking to the living.

Model Notes – Regular Space Wolf Dreadnoughts.

HS 10
Power

SURTUR THE BLACK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Contemptor Dreadnought	*	*	*	7	7	10	4	9	3+	6-10+	9"	2+	3+
Surtur the Ancient is a single model equipped with a Multi-melta, Combi-Bolter, and Dreadnought Combat Weapon.										3-5	6"	3+	3+
										1-2	4"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Combi-Bolter	24"	Rapid Fire 2	4	0	1	-							
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range, roll two dice when inflicting damage and discard the highest result.							
Dreadnought Close Combat Weapon	Melee	Melee	x2	-3	3	-							
ABILITIES	Atomantic Shielding: This model has a 5+ Invulnerable Save.												
	Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.												
	Saga of the Ravensvake: All SPACE WOLF units within 6" of Surtur the Black add 1 to their Leadership.												
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES												
KEYWORDS	VEHICLE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT												

Surtur the Black was one of the most fearsome warriors of the Sons of Morkai, and the founder of the Ravensvake. Guiding his brethren on an eternal crusade well beyond the Imperium's borders, his Space Wolves became the terrors of the outer darkness, bringing devastation to the xenos and outcasts lurking beyond the galactic rim. Surtur fell in battle against the Death Guard during a push deep into the Scourge Stars, mortally wounded by the vile toxins of a mad Death Guard biologist putrefier. With much of his flesh purged away by flame, his remnants have been interred into the shell of a legendary Contemptor Dreadnought so that his saga might not yet end.

Model Notes: Space Wolf looking Contemptor Dreadnought.

FA 18
Power

THE WHITE WIND

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder	14"	3+	3+	4	5	6	2	7	3+
This unit contains 3 Land Speeders. Each is equipped with a Heavy Flamer and Heavy Bolter.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Heavy Bolter	36"	Heavy 3	5	-1	1	-			
Heavy Flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.			
ABILITIES	And They Shall Know No Fear								
	Anti-grav Upwash: Models in this unit have a Move characteristic of 20" instead of 16", whilst the unit contains 3 models.								
	Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6, it explodes, and each unit within 3" suffers a mortal wound.								
	From Nowhere: During deployment, you can set up this unit behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle – set it up so that it is within 6" of any battlefield edge of your choice, and more than 6" from any enemy models.								
	Strafing Run: After having moved 12" or more during the Movement Phase, if this unit shoots at an INFANTRY unit during the subsequent shooting phase, this unit may re-roll 1's to Hit.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	VEHICLE, FLY, LAND SPEEDERS								

The White Wind is deployed when the Ravensvake is confronted by hordes of infantry. Unleashing devastating barrages of bolter-fire and prometheum, the White Wind is a murderous tempest unto its foes. With their anti-grav thrusters muffled, the White Wind can approach in almost perfect silence, appearing out of nowhere to sow havoc and mayhem.

Model Notes: Landspeeders.

FA	17 Power	WOLVES OF GARMR							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderwolf Cavalry	10"	3+	3+	4	5	3	2	8	3+
Garmr the Heartless	10"	3+	3+	4	5	3	3	8	3+
This unit contains Garmr the Heartless and 5 Thunderwolf Cavalry. Each model is armed with a Storm Shield, Frag Grenades, and Krak Grenades. The Thunderwolves attack with Teeth and Claws. 3 Thunderwolf Cavalry are armed with Power Axes. 2 Thunderwolf Cavalry are armed with Lightning Claws. Garmr is armed with a Thunder Hammer.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Lightning Claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon.			
Power Axe	Melee	Melee	+1	-2	1	-			
Thunder Hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the Attack rolls.			
Frag Grenades	6"	Grenade D6	3	0	1	-			
Krak Grenades	6"	Grenade 1	6	-1	D3	-			
Crushing Teeth and Claws	Melee	Melee	5	-1	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.			
ABILITIES	And They Shall Know No Fear								
	Baying of the Hounds of Hel: Enemy units charged by the Wolves of Garmr subtract 2 from their Leadership until the start of your next turn.								
	Storm Shield: A model equipped with a Storm Shield has a 3+ Invulnerable Save.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	CAVALRY, THUNDERWOLF CAVALRY								

The Wolves of Garmr are the fearsome warrior elite of Bolverk, privileged with the ability to ride Thunderwolves into battle. Armed to the teeth with power weapons, these warriors can make short, bloody work of almost any enemy infantry. Their leader, Garmr, is a brutal madman with no shred of compassion or mercy in his lone heart. His other heart was torn out many years ago by a Genestealer, and for reasons that puzzle the apothecaries, new vat-grown hearts implanted into Garmr seem to wither and wilt, leaving the grizzled warrior with the moniker his warriors so lovingly call him.

Model Notes: Thunderwolf Cavalry.

HS	10 Power	THE NIDHOGGR												
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A	
Predator	*	6+	*	6	7	11	*	8	3+	6-11+	12"	3+	3	
The Nidhoggr is a single model armed with a Twin Lascannon, 2 Heavy Bolters, a Hunter-Killer Missile, and a Storm Bolter.										3-5	6"	4+	D3	
										1-2	3"	5+	1	
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES								
Heavy Bolter	36"	Heavy 3	5	-1	1	-								
Hunter-killer Missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.								
Storm Bolter	24"	Rapid Fire 2	4	0	1	-								
Twin Lascannon	48"	Heavy 2	9	-3	D6	-								
ABILITIES	Breath of the World-Dragon: Once per game, instead of shooting any weapons in the Shooting Phase, select up to two enemy units within 8" of The Nidhoggr (or you may select a single unit for both hits). Each unit selected suffers D6 S5 AP-1 D1 Hits (if a single unit is selected for both hits it suffers 2D6 hits instead.) Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.													
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES													
KEYWORDS	VEHICLE, PREDATOR													

The Nidhoggr is a temperamental beast, an old Predator with a cantankerous, spiteful machine spirit. To match its personality, the Iron Priests have replaced the Smoke Launchers of the tank with Incendiary Grenade Launchers, allowing it roast the fools that dare draw to near its venerable, scarred hull.

Model Notes: Predator

DT	4 Power	THE GREY BEAST											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Rhino	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
The Grey Beast is a single model. It is armed with a Stormbolter.										3-5	6"	4+	D3
										1-2	3"	5+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Storm Bolter	24"	Rapid Fire 2	4	0	1	-							
ABILITIES Self Repair: Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this unit can use its smoke launchers; until your next Shooting Phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this unit. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6, it explodes, and each unit within 6" suffers D3 mortal wounds. Scarred and Ancient: Roll a D6 each time the Grey Beast suffers an unsaved wound. On a 6+, the Wound is ignored.													
TRANSPORT This model can transport 10 IMPERIUM INFANTRY models. It cannot transport JUMP PACK, TERMINATOR, or PRIMARIS models.													
FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES													
KEYWORDS VEHICLE, TRANSPORT, RHINO													

The Grey Beast is a faithful steed for many of the Ravensake, ferrying in packs of Grey Hunters onto the battlefield, as well as providing some protection for Inquisitor Jade Korasiel. Its machine spirit is that of an ancient predator, treating those it carries as though they were its own young. As most ancient beasts, the Grey Beast is heavily scarred, and has suffered numerous old wounds... but these only seem to make it stronger.

Model Notes: Rhino. The more beaten it looks, the better.

Upgrades are acquired by having a unit survive the entirety of a mission. After a mission is completed, each surviving unit may roll on its respective upgrade table. If a unit rolls an upgrade it already possesses, re-roll it. Each time a unit rolls its first upgrade, it rolls a D4 on the upgrade table. Each subsequent upgrade will increase the dice rolled by 1 (IE, a D4 becomes a D6, a D6 becomes a D8, etc). This continues until it reaches the maximum possible dice (IE, if the Upgrade table has 6 entries, D6 is the maximum dice rolled, or if the Upgrade table has 12 entries, the D12 will be the maximum dice rolled).

BOLVERK NAGLFARSSON

Eligible Units: Bolverk Naglfarsson

DICE ROLL UPGRADE RESULT

- 1 Longstrider** – *Great strides carry this warrior across the battlefield.* Increase this character's Movement characteristic by +1".
- 2 The Terror of the Outer Darkness** – *Bolverk's reputation as a merciless killer, and hunter of all things make even the most stout hearted enemies quail in terror.* All enemy units within 6" of Bolverk Naglfarsson suffer -1 Leadership.
- 3 Alpha Predator** – *The wolves follow Bolverk into the jaws of hell, regularly.* All **SPACE WOLF** units within 6" of Bolverk gain +1 Ld.
- 4 Blessings of the Ancients** – *Communing with the Einherjar in the depths of the Naglfar, Bolverk has gained unsettling insight into death.* Bolverk may reroll failed saving rolls of 1.
- 5 Cybernetic Enhancements** – *Bolverk has finally agreed to receive the Iron Priests' cybernetic blessings.* Gain +1 Toughness.
- 6 Howl of the Bloodmoon** – *Letting out an earsplitting, primeval howl, Bolverk calls a savage pack of wolves from the fringes of the battlefield.* Once per game, at the end of the Movement Phase, you may spend 1 Command Point to summon a unit of 6 Fenrisian Wolves onto a random table edge. This unit must deploy within 6" of the table edge, and no less than 9" away from an enemy model.
- 7 Hunter of Champions** – *The bane of champions, this character seeks out the most fearsome of combatants in single combat.* When attacking an enemy **CHARACTER** in the Fight Phase, you may reroll all failed Hit Rolls.
- 8 Doom Mark** – *With a bestial growl, Bolverk marks his prey. The wolves do the rest of the work.* During the Shooting Phase, Bolverk may mark a target enemy unit within 12" in addition to any shooting attacks he might make. All Crushing Teeth and Claws, and all Teeth and Claws attacks made by **SPACE WOLF BEAST** or **CAVALRY** units may reroll 1's to Hit against that unit during the subsequent Fight phase.
- 9 Maniacal Throw** – *Hurling his axes at his prey, Bolverk delivers a deadly close ranged attack, before wrenching his axes back with rune inscribed chains.* Gain a Shooting attack with a range of 6". This attack counts as Assault 2, Strength 5, AP -3, Damage 2, with the special rule of; each wound roll of 6 inflicts a Mortal Wound in addition to any other results.
- 10 Master of the Grey Hunt** – *Bolverk's saga has attracted many a Grey Hunter to the Ravensvake.* All Grey Hunter units in this detachment add 2 models to their units. These models may not carry special weapons, and are equipped in the same manner as their parent squad. When these units are embarked upon a transport, these units can cram in, ignoring the issues of transport capacity.
- 11 Kraken Killer** – *Bolverk's gunship, the Kraken Killer zooms overhead, firing an electrified, barbed harpoon into his foe, rooting it in place.* Once per battle, during the Shooting Phase, as long as Bolverk is alive and not in Close Combat, he may spend 1 Command Point to use the Kraken Killer. This is a Ranged Attack with a range of 24" that may only target a **VEHICLE** or **MONSTER**. It makes 1 Attack, hitting on a 2+, with a Strength of 9, and an AP of -3. This attack deals D3+2 Damage. If any unsaved wounds are suffered, the target may not Move, Advance, or Charge during its next turn.
- 12 The Fimbulvitr** – *Directing the Naglfar to wash the entire battlefield with a wide-beamed Helfrost orbital bombardment, the atmosphere plummets to subzero temperatures, and a blizzard sweeps in. The Ravensvake is accustomed to fighting in such conditions.* Once per battle, at the start of the Movement Phase, you may spend 3 Command Points to use the Fimbulvitr. When you use this, until the start of your next movement phase, all non **SPACE WOLF** units subtract 1 from their Movement characteristic, reduce Advance and Charge rolls by 2 (to a minimum of 0), and suffer -1 Leadership. All **SPACE WOLF** units count as being in Cover.

SPACE WOLVES

Eligible Units: The Blót, Ghosts of Asaheim, Baldur's Hirdmenn, Jotunn of Nastrond.

DICE ROLL UPGRADE RESULT

- 1 Longstrider** – *Great strides carry these warriors across the battlefield.* Increase this unit's Movement characteristic by 1".
- 2 Fearless Warriors** – *Having faced down white bears and krakens as mortal men, as Space Marines, they can face down any foe.* This unit gains +1 Leadership.
- 3 Counterattack** – *Savagely engaging those who dare rush them, these Space Wolves are never caught off guard.* Enemy units that have successfully charged this unit do not get to attack first during the Fight Phase, and gain no further benefits of charging.
- 4 Last Stand** – *Fighting to the last, this unit unleashes the savage beast within when the end is near.* When this unit contains 4 or less models, each model may reroll all failed Wound rolls in the Fight phase.
- 5 Felling Shots** – *Ensuring their shots strike with a hunter's precision, this unit's bolter fire is especially deadly.* This unit may reroll wound rolls of 1 with Bolt Pistols, Boltguns, and Heavy Bolt Pistols.
- 6 Furious Charge** – *Rushing forward in a berserk rage, these warriors mince their enemies with combat blade and chainsword.* When this unit successfully charges an enemy unit, all models gain +1 to their Strength characteristic during the subsequent Fight phase.
- 7 Monoblades** – *Equipped with deadly monofilament knives or monofilament toothed chainswords, these warriors make short work of enemy armor in melee.* All Combat Knives and Chainswords of this unit gain AP -1.
- 8 Hero of Legend** – *Marked upon the Ravensvake saga, this unit is led by a truly fearsome warrior.* This unit's champion (IE The Red Gothi, Grim Harald, Baldur the Bloody, or Yngvar Blackhand) adds +1 to his Wounds and Attacks characteristics.

THE CHORUM SILENTIA

Eligible Units: The Chorum Silentia

DICE ROLL UPGRADE RESULT

- 1 Meditative Tarot Readings** – *Jade is a master of reading the Imperial Tarot to gain an edge upon the enemies of the Imperium.* During any battle where the Chorum Silentia is fielded, you begin the game with D3 additional Command Points.
- 2 Foreshadowed Advance** – *Able to read the strands of fate, Jade can adeptly direct battlefield deployment.* After all units have deployed onto the battlefield, but before the first turn, if the Chorum Silentia is present on the battlefield, you may redeploy for D3 friendly units (following normal deployment rules).
- 3 Suppressive Weaponry** – Two of the Inquisitorial Stormtroopers may exchange their Hotshot Lasguns for Flamers or Hot Shot Volley Guns.
- 4 Master Engineer** – *Such is the Indentured Tech Priest's compassion for machines that no damage is beyond repair.* When repairing vehicles with this unit's Utility Mechadendrites, the targeted vehicle will heal 3 Wounds, instead of D3 Wounds.
- 5 Incandescent Fusillade** – Two of the Inquisitorial Stormtroopers may exchange their Hotshot Lasguns for Plasma Guns or Meltaguns.
- 6 Shrouding Field** – *Equipped with light refracting force-fields, the Chorum Silentia appears as a mirage of ghosts from a distance.* Enemy units subtract 1 from their Hit rolls made against the Chorum Silentia during the Shooting Phase.
- 7 The Silent Paths** – *Observing the places beyond the sight of the enemy, Jade is able to direct her allies well ahead of their own position.* After deployment, but before the first turn, if the Chorum Silentia is present on the battlefield, you may move a single friendly unit up to 12" forward, providing the entire unit is placed into cover, and is more than 9" away from an enemy model.
- 8 Remorseless Hunter** – *Jade only selects the most fearsome and merciless of bounty hunters into her retinue.* The Chorum Silentia's Bounty Hunter may reroll all failed Wound rolls with his Archeotech Laspistol.
- 9 Fate's Arrow** – *Directing a strike with unerring accuracy, Jade can ensure that one of her compatriots cannot miss.* Providing Inquisitor Jade Korasiel is alive in the unit, during the shooting phase, one model in the Chorum Silentia may be chosen to automatically hit with all of its shooting attacks.
- 10 Perfect Clarity** – *In a moment of vivid, perfect precognition, Jade is able to foresee fate. The result is awe-inspiring, as the Chorum Silentia shifts perfectly to avoid nearly all incoming harm. The effects on Jade's psyche, however, are less than inspiring, as she descends into a deep despair, having witnessed the eventual deaths of all of her compatriots... and her own.* This ability may be used, once per game, at the beginning of the Movement Phase if Inquisitor Jade Korasiel is alive in the unit. Until the start of your next turn, the Chorum Silentia gains a 2+ Invulnerable Save. After this ability wears off, Inquisitor Jade Korasiel suffers D3 Mortal Wounds, and the Chorum Silentia does not gain the effect of Precognition for the rest of the battle.

WOLF GUARD

Eligible Units: Ravensvake Huskarls

DICE ROLL UPGRADE RESULT

- 1 Fearless Warriors** – *Having faced down white bears and krakens as mortal men, as Space Marines, they can face down any foe.* This unit gains +1 Leadership.
- 2 Counterattack** – *Savagely engaging those who dare rush them, these Space Wolves are never caught off guard.* Enemy units that have successfully charged this unit do not get to attack first during the Fight Phase, and gain no further benefits of charging.
- 3 Felling Shots** – *Ensuring their shots strike with a hunter's precision, this unit's bolter fire is especially deadly.* This unit may reroll wound rolls of 1 with Stormbolters.
- 4 Saturation Salvo** – *Unleashing a devastating torrent of fire, nothing can hope to hide.* Enemy units do not benefit from cover against Shooting attacks made by this unit.
- 5 Furious Charge** – *Rushing forward in a berserk rage, these warriors mince their enemies with combat blade and chainsword.* When this unit successfully charges an enemy unit, all models gain +1 to their Strength characteristic during the subsequent Fight phase.
- 6 Fenrisian Tempest** – *Rooting themselves in place, the Ravensvake unleash a storm of destruction.* If this unit does not move during the Shooting Phase, its Assault Cannons count as a Heavy 7, and its Cyclone Missile Launcher counts as Heavy 3D3 (for Frag Missiles), or Heavy 3 (for Krak Missiles).
- 7 Hoarfrost Halo** – *Teleporting from their frigid teleportarium, the Ravensvake Huskarls appear in a halo of bewildering frozen fog.* When using Teleportation Strike, enemy units suffer -1 to Hit the Ravensvake Huskarls during your opponent's subsequent Shooting and Fight Phase.
- 8 Hero of Legend** – *Marked upon the Ravensvake saga, this unit is led by a truly fearsome warrior.* The Rook adds +1 to his Wounds and Attacks characteristics.

DREADNOUGHT

Eligible Units: The Einherjar, Surtur the Black

DICE ROLL UPGRADE RESULT

- 1 Counterattack** – *Savagely engaging those who dare rush them, these Space Wolves are never caught off guard.* Enemy units that have successfully charged this unit do not get to attack first during the Fight Phase, and gain no further benefits of charging.
- 2 Last Stand** – *Fighting to the last, this unit unleashes the savage beast within when the end is near.* When a model in this unit is reduced to 3 Wounds or less, it gains +1 Attack.
- 3 Saturation Salvo** – *Unleashing a devastating torrent of fire, nothing can hope to hide.* Enemy units do not benefit from cover against Shooting attacks made by this unit.
- 4 Berzerker** – *Death has not tempered this warrior's ferocious bloodlust. Not in the slightest.* When charging, this unit makes D3 additional attacks in the Fight phase.
- 5 Archeotech Atomantic Shields** – *Installed by the Iron Priests, an archeotech atomantic shield generator provides extra protection.* If this upgrade is rolled by the Einherjar, this unit gains a 5+ Invulnerable Save. If this upgrade is rolled by Surtur the Black, it gains a 4+ Invulnerable save.
- 6 Self Repair Protocol** – *The Iron Priests have gifted this vehicle with a flock of servo skulls to make emergency repairs in battle.* At the start of each of your Movement Phases, each model in this unit heals 1 Wound.

TANKS

Eligible Units: The Grey Beast, The Nidhoggr.

DICE ROLL UPGRADE RESULT

- 1 Overcharged Engines** – *Smoke belching engines propel this vehicle onward at greater speeds.* This unit adds +2" to its Movement characteristic.
- 2 Tank Shock** – *Revvng wildly, this tank charges like a white bear, bowling away enemies and crushing those foolish enough to stand their ground beneath its iron treads.* When this unit charges, it gains +D3 Attacks and hits at Strength 8.
- 3 Saturation Salvo** – *Unleashing a devastating torrent of fire, nothing can hope to hide.* Enemies do not benefit from cover against Shooting attacks made by this unit.
- 4 Spiteful Machine Spirit** – *This machine spirit is hardly vexed by vehicular damage, and even with destroyed sensor arrays, its weapons always find their mark.* This vehicle has a Ballistic Skill of 3+, regardless of the wounds it has suffered.
- 5 Extra Armor Plating** – *Modified by the Iron Priests with a barding of extra ceramite, this beast is a nightmare to kill.* This unit has a 2+ Armor Save.
- 6 Self Repair Protocol** – *The Iron Priests have gifted this vehicle with a flock of servo skulls to make emergency repairs in battle.* At the start of each of your Movement Phases, each model in this unit heals 1 Wound. This stacks with a Rhino's Self Repair.

THE WHITE WIND

Eligible Units: The White Wind

DICE ROLL UPGRADE RESULT

- 1 Overcharged Engines** – *Smoke belching engines propel this vehicle onward at greater speeds.* This unit adds +2" to its Movement characteristic.
- 2 Suppressing Fire** – *Raking volleys of heavy bolter fire hamper the advance of enemies.* When this unit's Heavy Bolters inflict 1 or more wounds on an enemy INFANTRY unit, that unit subtracts 2" from all Movement (including Advances and Charge rolls) on its subsequent turn.
- 3 Saturation Salvo** – *Unleashing a devastating torrent of fire, nothing can hope to hide.* Enemies do not benefit from cover against Shooting attacks made by this unit.
- 4 Aerial Extraction** – *With a supercharge of engines, the White Wind hurls itself skyward to evade its foes and attack again, from an unseen angle.* At the start of any of your Movement Phases, you may declare to use this ability, and remove the White Wind from the tabletop. You may, at the start of any of your subsequent Movement Phases, return this unit to the battlefield using the From Nowhere ability. You may still benefit from Self Repair Protocols during any Movement Phase this unit is not on the table because of this ability.
- 5 Stormriders** – *The White Wind's pilots are masters of jinking and evasion, surging forth like the gusting gales of a relentless blizzard.* This unit gains a 5+ Invulnerable Save.
- 6 Self Repair Protocol** – *The Iron Priests have gifted this vehicle with a flock of servo skulls to make emergency repairs in battle.* At the start of each of your Movement Phases, each model in this unit heals 1 Wound.

WOLVES OF GARMR

Eligible Units: Wolves of Garmr

DICE ROLL UPGRADE RESULT

- 1 **Bounding Leap** – *Loping across the battlefield, these beasts quickly reach their prey.* Increase this unit's Movement characteristic by +2".
- 2 **Fearless Warriors** – *Having faced down white bears and krakens as mortal men, as Space Marines, they can face down any odd.* This unit gains +1 Leadership.
- 3 **Counterattack** – *Savagely engaging those who dare rush them, these Space Wolves are never caught off guard.* Enemy units that have successfully charged this unit do not get to attack first during the Fight Phase, and gain no further benefits of charging.
- 4 **Hunting Vanguard** – *Moving ahead of the rest of the Ravensvake, the Wolves of Garmr close in on their prey well before their prey have time to prepare.* After Deployment, but prior to the first turn, the Wolves of Garmr may make a Move up to their Movement Characteristic. This may not put them within 6" of an enemy unit.
- 5 **The Hunting Pack** – *Other wolves follow in the tracks of the Wolves of Garmr, joining in their savage hunt.* Any Fenrisian Wolves or Cyberwolves units within 6" of the Wolves of Garmr may reroll 1's to Wound with their Teeth and Claws attacks.
- 6 **Furious Charge** – *Rushing forward in a berzerk rage, these warriors mince their enemies with power axe and lightning claw.* When this unit successfully charges an enemy unit, all models gain +1 Strength during the subsequent Fight phase.
- 7 **Berzerker** – *Garmr is the very pinnacle of Space Wolf brutality, as he turns his foes into strips of flesh, bone, and viscera with disturbing ease.* When this unit charges, Garmr the Heartless can make D3 additional attacks.
- 8 **Hero of Legend** – *Marked upon the Ravensvake saga, this unit is led by a truly fearsome warrior.* Garmr the Heartless adds +1 to his Wounds and Attacks characteristics.