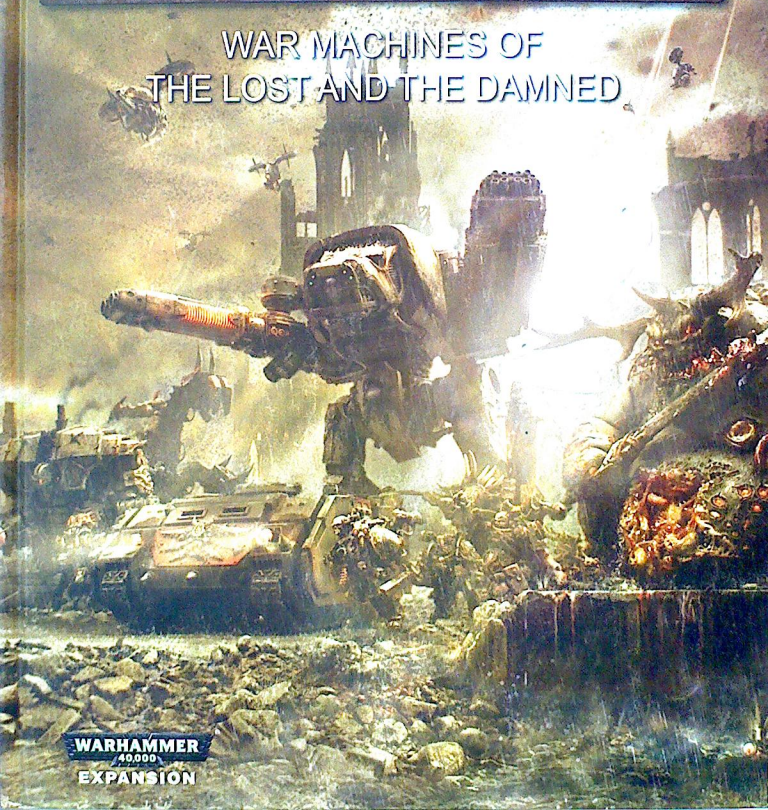


IMPERIAL ARMOUR

WAR MACHINES OF
THE LOST AND THE DAMNED



WARHAMMER

40,000

EXPANSION









Accursed be the Machine
cast not in the Crucible of Faith

Catechism of the Autoculus of Mars



IMPERIAL ARMOUR

VOLUME THIRTEEN

WAR MACHINES OF THE LOST AND THE DAMNED

Forge World

WARHAMMER
40,000

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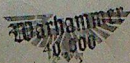
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CONTENTS

Using this Book	6
Introduction	7
The Hell-Forges of the Dark Mechanicus	12
The Machina Infernus	14
Woeful Blasphemies of the Traitor, Renegade, Heretic and Mutant	20
CHAOS ASTARTES BATTLE TANKS	26
Chaos Space Marine Predators, including the fearsome Infernal Relic Predator, as well as Vindicators and the rare Sicaran	
Chaos Predator Battle Tank	27
Chaos Infernal Relic Predator	31
Chaos Vindicator Siege Tank	34
Chaos Relic Sicaran Battle Tank	37
CHAOS ASTARTES ASSAULT VEHICLES	40
The ubiquitous Chaos Rhino, as well as Chaos Land Raiders, including the Land Raider Proteus and Achilles	
Chaos Land Raider	41
Chaos Land Raider Proteus	45
Chaos Infernal Relic Achilles	48
Chaos Rhino Armoured Troop Carrier	53
CHAOS ASTARTES HEAVY TANKS	57
The Fellblade, Typhon and Spartan, the heaviest of armoured vehicles in the service of the fallen Astartes	
Chaos Fellblade Super-heavy Tank	58
Chaos Typhon Heavy Siege Tank	62
Chaos Spartan Assault Tank	66
CHAOS ASTARTES ATTACK CRAFT	70
Gunships, fighters and drop ships, from the fast and deadly Hell Blade to the mighty Thunderhawk	
Chaos Storm Eagle Assault Gunship	71
Chaos Fire Raptor Gunship	75
Chaos Thunderhawk Gunship	78
Chaos Hell Blade	82
Chaos Hell Talon	86
Chaos Dreadclaw Drop Pod	88
Chaos Kharybdis Assault Claw	92
CHAOS DREADNOUGHTS & HELBRUTES	97
The various types of Dreadnought, from the ancient Ferrum Infernus to the Emperor's Children Sonic Dreadnought	
Ferrum Infernus Chaos Dreadnought	100
Emperor's Children Sonic Dreadnought	103
Chaos Contemptor Dreadnought	105
DAEMON ENGINES	111
Details of the many Daemon Engines in the service of the Ruinous Powers, from the Defiler to the mighty Greater Brass Scorpion of Khorne	
The Machina Daemonica	116
Greater Brass Scorpion of Khorne	118
Blood Slaughterer of Khorne	121
Chaos Rapier Weapons Carrier	124
Chaos Decimator	126
Blight Drones	131
Plague Hulk of Nurgle	134
CHAOS TITANS	136
The mightiest of war machines in the ranks of the Lost and the Damned	
Chaos Reaver Battle Titan	140
Chaos Warhound Titan	142
RENEGADES & HERETICS	147
The War Machines of the Lost and the Damned	148
Renegades and Heretics Armies	150
- The Renegades and Heretics Army List	150
- Renegades and Heretics Army Wargear	150
- Renegades and Heretics Army Special Rules	151
- Renegade Demagogue Devotions	152
- Renegade Warlord Traits	153
HQ	154
Elites	157
Troops	162
Dedicated Transport	166
Fast Attack	167
Heavy Support	172
Lords of War	181
APPENDICES	186
Appendix I: Legacies of Ruin	187
Appendix II: Special Rules	191
- Vehicles Summary	193
- Weapons Summary	194
Appendix III: Lords of the Abyss	196

USING THIS BOOK

This book contains profiles for a variety of different units for use in standard games of Warhammer 40,000 and games played using the rules found in *Warhammer 40,000: Apocalypse*. In order to make it clear at a glance what type of unit a given profile represents, you will find a number of 'stamps' in this book, as shown below.



This unit is intended for use in 'standard' games of Warhammer 40,000, within the usual limitations of Codex selection and your chosen form of army selection. As with all our models these should be considered 'official', but as your opponent may not be familiar with them, it's best to make sure they are aware of their rules before you play a game.



Each unit has a stamp indicating its Battlefield Role, as described in the Choosing your Army section of the *Warhammer 40,000* rulebook.



Each unit has a stamp indicating which Faction it belongs to. For more details on Factions, see the Choosing your Army section of *Warhammer 40,000: The Rules*. Chaos Renegades are a new Faction detailed in this book. They should be considered an 'Official' Faction, but as ever, it's best to make sure your opponent is happy to play against them when arranging a game as they may not be familiar with all of their rules and units.



These units are intended for use in games of Warhammer 40,000: *Apocalypse* and in larger games that include Lords of War units, within the game restrictions decided upon beforehand. As with other Forge World units these should be considered 'official', but as your opponent may not be familiar with them, it's best to make sure they are happy to play a game using Forge World models before you start.

INTRODUCTION

Welcome one and all to *Imperial Armour Volume Thirteen – War Machines of the Lost and the Damned*.

Within the pages of this book you will find background, rules, colour profiles and illustrations describing the wide range of war machines deployed by the Chaos Space Marines in their long and bitter war against the Imperium of Man. These fearsome engines of war range from familiar Imperial classes corrupted into the service of the gods of Chaos, such as the Land Raider or the Storm Eagle, to monstrous Daemon Engines only a master of the dark arts of the machine would even attempt to bring into existence.

Many of the war machines described in this book have appeared in previous *Imperial Armour* volumes. These have been fully revised and updated where needed to bring them into line with the current edition of *Codex: Chaos Space Marines* and the core rules of the Warhammer 40,000 game. Also described are ancient, infernal relics of the Horus Heresy, vehicles steeped in malevolence and embittered by the Long War and, as such, familiar to players of Forge World's Horus Heresy expansions.

The intention in producing *Imperial Armour Volume Thirteen* has been to provide a complete resource describing the war machines that serve in the warbands of the Chaos Space Marines and their mortal allies. In many ways it serves as a companion piece to *Imperial Armour Volume Two*, which describes the vehicles of the Adeptus Astartes, in that *Imperial Armour Volume Thirteen* describes how the war machines of the Traitor Legions became twisted and tainted when their masters reneged on their oaths of loyalty to the Emperor and plunged the Imperium into the galaxy-spanning Horus Heresy. We have also included a set of optional rules to expand this idea further, in the form of 'Legacies of Ruin', that allow players to mark their war machines as veterans of the Long War against the Imperium, and an entire army list allowing players to field the hordes of heretics, rebels and mutants that often march to war alongside the Chaos Space Marines.

Producing this book has been the work of many people, in particular Forge World's talented Book Production team. The words and pictures would be for nothing though, if not for the models created by Forge World's highly skilled designers. As ever, we have drawn heavily on the continually evolving work of Citadel Publications and Citadel Miniatures, as well as that of the many authors of Black Library's extensive range of novels. Most of all, we are indebted to the many hobbyists the world over for their invaluable feedback and continuing encouragement and enthusiasm.

The Forge World Team

...an angel clad in crimson,
descending within the winds on pinions of iron.

...an angel pale of skin,
his seal of the Fall still raw upon his brow

...an angel wreathed in flames of every hue,
words of powers on his red lips.

A son of an angel who was dead to
return from the grave to call us.

And with only a heart of emerald,
for whose tread a street weeds our doom.

Manifestations of the End Times,
Verses XXXI-XXXIII,
Year LXXXI 045





Craftworld
Lugganath



Secluded Sector



Eye of Terror

Skalathraz

Adrian Gate

Salvation-Gamma

X Perun Cross Incident

Nightmare Rifts



Holy Terra

Gate of Fire



The Silent Forge

X Grief of Herodin

Caligular Nebula

Magbela

Sabb

X Torments of Shertlar



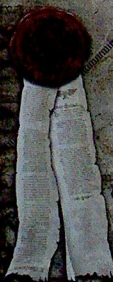
Howling Vortex



Purging of Azoth

Atar Planetia

Dominum Mutatis



Storms of Judgement



Craftworld Nym

Galaxia Damnatus

An accounting of the manifold predations of the Traitor, the Heretic and the Renegade upon the Domains of the God-Emperor of Mankind.

Synbaex Genocides

Sarum

Luxor

X Verillia Massacres

The Cataclysm

Karrack

Budab

Surmised Location
of Crucible-Omega

X Anshur Summoning

Clamen Cloud

Arataen Deep

Carga Rifts

Vortex of Despair

Mordant

Zone

ihir Rebellion

X Seducing of Coriolanthe

Cruach Mhorn

Hleidmal Cluster

Carta

X Incursions
of Chaos

Worlds of Note

Warp
Phenomena

Bell-forges

Eldar
Craftworld

Samech

Storm of Woe



The Hell-Forges of the Dark Mechanicus

*Being an account pursuant of known Domains of those fallen scions of the Cult Mechanicus
and their manifold Heresies, Blasphemies and Crimes against our Most Beneficent Lord and Master,
the God-Emperor of Mankind*

*Computed and committed by the hand of Inquisitor Verily Wrath,
for the attention and consideration of the assembled Lords of the Conclave of Krimar.*

M Lords, it is my honour and my burden to present to the Conclave the findings of my assay into those 'Hell-Forges' extant within the scope of our duties unto the Master of Terra. In descending into the depths of the Conclave's holdings beneath Kratos Oblivita, I was able to consult the captive warp-seer known as the Oracle of Brass, and have confirmed to me the results of several recent assayances. As is ever the case with such sayings, much of the Oracle's words must be discounted, or at the least treated with extreme suspicion. There remains however a kernel of truth in the prognostications of the Oracle of Brass, and these form the basis about which I have compiled this missive.

Furthermore, it is my belief that those disciples of Zaranthek Xanthus in our ranks may have been correct in their assertion that our erstwhile Platonite peers have established bonds of mutual damnation with each of the Hell-Forges detailed herein, and so I have focussed my assayances exclusively upon these fallen domains. I have little doubt that subsequent enquiries will uncover still more nodes in the web of blasphemy and treachery that unfolds before us.

Xana II

The oldest reference to the Hell-Forge of Xana II that I dare consult appears in the introit to the final volume of the writings of the escaped heretic archivist of the Gethsemane Reclusum, purporting to catalogue certain terrors that lurk within the Eye of Terror beyond the ken of mortal savant and beyond the reach of even the keenest of assassin's blades. Xana II seems to be the source of several classes of attack craft frequently utilised in the armies of the Great Enemy, the most notorious of which are the Hell Blade and the Hell Talon. While Xana II itself is located within the baleful energies of the Eye of Terror, craft matching the descriptions of the Hell Blade and Hell Talon have been sighted in war zones across the galaxy, suggesting that its masters - themselves known to be singular hybrids of man, machine and Daemon - have established bonds with factions across the void and are supplying them with weapons and materiel for their own ends. To date, the greatest concentration of attack craft our forces have faced was at the infamous Siege of Vraks, but recent confiscations extracted from captured heretics suggest a mustering of unprecedented scale beyond the Cadian Gate.

Retlaxi

The name of this ancient fief of the Mechanicus of old was thought long consigned to history. Yet, in the manner of so many things damned by the stain of the Warp, it resurges periodically to instil doubt and fear in the souls of the faithful. Having lain dormant for the better part of eight centuries, the name has appeared once more in at least a dozen confirmed remote prognostications, several readings of the Emperor's Tarot and at least one recorded communion with a ritually summoned and bound aetheric entity. The world was once a subject of the Treitor Collegia Titanicus 'Legio Mortis', and so it is our greatest concern that its foundries, if still they function, may be supplying arms and ammunition to this arch-traitor body.

The Silent Forge

The matter of the appearance of the Daemon Engines codified as Decimators has been the subject of several previous convocations, and the majority of the Cabal are agreed that the source of these vile hybrids of machine, Daemon and xenos artifice lies beyond the Lament Rifts in the region known to us as the Silent Abyss. Having gathered together a number of transcriptions of post-mortem confessions extracted by way of the Thanatos Protocol, I am now certain that the long outlawed heretics of the Sepktraal Cult are in contact with the source of the Decimators, which they apparently know as the Silent Forge. Furthermore, these transcriptions link several renegade Astaryes warbands to the Silent Forge, suggesting that the Sepktraal are serving in the capacity of brokers, facilitating the armies of the Great Enemy and gaining the services of these mighty engines of war. What the Silent Forge demands in return, or what share of that prize the emissaries of the Sepktraal claim, can only be guessed at, but no doubt speaks to the very depths of sin and blasphemy.

Abheilung

Survivors of the mission group dispatched to the Abheilung System have recently returned, reporting that Abheilung, which lies on the vital Armageddon-Paramar Grand Conduit, is lost to us. They report that clefts of the Dark Mechanicus, laid beneath the surface of the world, have employed forbidden rites of techno-pyromancy to cause the many dormant volcanoes to erupt as one, sealing the deaths of millions in a single moment. Worse was to come however, for out from the rising black clouds and rivers of molten rock charged an uncountable host of Daemon Engines. It is estimated that the entire population of Abheilung has now fallen to the Dark Mechanicus, slaughtered, consumed or dragged beneath the ground in letters to feed the infernal forges below. It is my belief that Abheilung is now, entirely in the hands of the Dark Mechanicus that must have lurked unseen in its volcanic labyrinths for so long, and while the admission is harrowing, Abheilung is already on the path to becoming a significant locus of production of infernal engines of war and that soon the Traitor Legions and others will be able to procure the services of machines wrought in its forges.



Cyclotrathe

A former manufactory world known to us only by the most ancient of texts, the name of Cyclotrathe was long ago purged by umbra-riar data-phages by order of the highest possible authority. As with so many matters that fall within this cabal's sphere of responsibility, we continue to ward our data-reliquaries from this process, certain that one day such knowledge will serve as a potent and vital weapon against the rearguard Runic Powers. Well it is that we maintain our barriers, for it is my belief that certain factions amongst our outcast kin in league with fallen adepts of the machine have established contact with the traitors of Cyclotrathe, returned to threaten the northern march of the Segmentum Solar as they did so many long millennia ago.

Samech

The former Adeptus Mechanicus domain of Samech must stand as dire warning indeed of the consequences of weakness, for its lands were not sufficiently strong of will or spirit to rein in those powers they were forced to utilise when their world was cut off from the Emperor's grace by warp storm activity. Some will take their example as a warning against consulting forbidden archives in time of need, others against doing so without having taken the proper precautions.

Uraniborg 1572

The Conclave is aware of recent reports indicating that the Adeptus Mechanicus domain of Uraniborg 1572 has fallen from the grace of the Emperor, its foundations turned to the production of the tools of damnation at the behest of Traitor magi and the status of its attendant Titan Legion – the Legio Serpentes – unknown to us. The world remains beyond our reach, for now at least, the last three mission teams dispatched there having failed to return. It is my belief that, given current commitments in that region, and the continued uncertainty regarding the fate or loyalty of the Legio Serpentes, Uraniborg 1572 is, to all intents and purposes, lost to us.

Temporia

The name Temporia appears in but a handful of archives, all of them penned by the hands of heretics long ago consigned to the pyre. To name such a place is to invite into the soul a portion of the madness and unreality in which it is steeped, and in so doing court the damnation so many have lost. In his vision, the Oracle of Brass describes an impossible realm of cogs and arcane mechanisms the size of continents and mountain ranges that can only relate to a Hell-Forge dedicated to the Runic Power known as the Changer of The Ways, whose name I will not commit to parchment even here. Further assuages have served to solidify my view that Temporia is a Hell-Forge enmeshed in the sway of that power and that it exists, at least partially, deep within the heart of the Eye of Terror, its gargantuan mechanisms turn in patterns we cannot, must not, fathom, for they can only serve the cause of our destruction and ruination.

Sarum

Several of the accounts of the Great Crusade that our order has unique access to make mention of the machine domain of Sarum, though they provide scant details save that the dires planetoid was home to an aberrant order of machine adepts and was the site of an overwhelming assault by the XIIth Legion of the Legiones Astartes. Having collated numerous texts on the subject of this world, my savants have uncovered a link between it and a number of void chatter legends long told throughout the Golgothan Wastes. Though each story differs in many regards, they all appear to describe a wandering planetoid which is home to a crimson-clad order of hell-smiths whose faces are dominated by lamprey maws lined with razor-sharp steel teeth. Could it be that the long lost machine realm of Sarum has been subjected to some unknown Warp phenomenon that has caused it at different times and places across the Golgothan Wastes, and potentially beyond? While outlandish, such events are far from unknown to our order. Furthermore, in assuaging these tales, I have uncovered links between this wandering Hell-Forge and the renegade Astartes warband known as the Warp Ghosts. Such links hint that the Warp Ghosts are able to predict or even cause manifestations of this ethereal Hell-Forge, acting as some form of dread cervinity as they steer the long damned foundries across the wastes and bring death and destruction upon the heads of those who dwell in the void along the coreward borders of the Segmentum Solar.

Crucible-Omega

Certain lords of the Conclave have long posited the existence of a domain of the fallen Mechanicus beyond the boundaries of our realm, some believing it a Forge World long predating the Age of Strife which was never contacted during the Great Crusade. Various legends have surfaced of a world of crippled hell-smiths that prostrate themselves before a cyclopean machine altar, sending up veneration in sonorous binary cant that echoes wearily through the Emphyrean and can be perceived by our warp-seers when the tides of the Sea of Souls rage especially strong. I have recently learned of a Phenonitic edd whose unallotted master believes Crucible-Omega very real indeed, and that the altar its population worships is in fact a functional Standard Template Construct system. I have mobilised all available assets to ascertain the current status of this group of adversaries and recommend a convocation of the Conclave at the earliest opportunity to debate this matter further.

And thus I commend this work to the judgement of my peers, that by the Grace of the Emperor of Mankind we might steer His Imperium through this calamitous age, whatever fate may await us as the Time of Ending closes in about us, and darkness falls upon the face of the void.

*This account has been judged a Primary Falshood and a Moral Threat.
Action: Immediate incineration.*



Vanderhoff

Signature: Kevyn Wraith



THE MACHINA INFERNUS

"It is a common and often fatal error to assume that because it has not the soul of a living being, the machine cannot be corrupted by the taint of the Emphyrean. In truth, the Great Enemy can corrupt the Machine as completely as it can the Flesh. Machines are by their very nature ordered, and thus Chaos renders them disordered."

Narrated the Phoenix. Convinced unto the Eye by order of the Conclave of Khatas, 973 M41.

Chaos is the ultimate threat to the Imperium, and indeed to the galaxy. Seething within the unreal dimension known as the Warp, or the Immaterium, beings of indescribable evil and unknowable essence stir. The greatest of these are the four Ruinous Powers, the Chaos gods, and their dreams bleed forth into the physical universe as the most hideous nightmares of Mankind. The gods of Chaos at once drive and feed upon the darkest passions of humanity – bloodlust, ambition, transgression and the thirst for all that is forbidden. Those with the will seek out the Chaos gods in an effort to harness but a fraction of their power. For the vast majority, a fate far worse than death awaits as the power overwhelms them and their body devolves into a mass of thrashing tentacles and heaving flesh, their soul cast to the ravenous tides of the Sea of Souls. Those few whose strength matches their ambition might ascend to Daemonhood and transcend their mortality to become something akin to a god.

The servants of the Ruinous Powers are legion and to be found in every culture from feral world savages to hive spire nobles. The greatest are the Chaos Space Marines, for these most potent of warriors were once, long ago, the champions of Mankind. At the dawn of the Age of the Imperium the Emperor created the Legiones Astartes – a core of superhumanly strong warriors to spearhead the Great Crusade – to unite the scattered and benighted worlds of humanity. At the height of the Emperor's glory however, fully half of the Legiones Astartes and their Primarchs rebelled under the traitor Warmaster Horus, plunging the nascent Imperium into the bloodiest war known to history. When at length and with great bloodshed the traitors were defeated and the Warmaster slain, the traitors sought refuge in the warp-blasted Eye of Terror, where no mortal, even a Space Marine, could follow. There, the fallen Astartes completed their damnation, becoming the Chaos Space Marines – twisted, bitter and hateful mockeries of all they once had been.

For ten thousand years, the Chaos Space Marines have plagued Mankind. Many dwell still within the seething energies of the Eye of Terror, where the laws of the material realm hold no sway and the passage of time obeys only the whim of mad gods. Still more are based in other regions where the Warp bleeds forth into the galaxy, such as the Maelstrom, the Silent Abyss or the Gates of Fire. Some reside in the cold depths of the interstellar void, while others have turned the mighty space hulks that drift upon the tides of the Warp into their lairs. From such places, the Chaos Space Marines launch ceaseless attacks upon the worlds of the Imperium, some to claim resources, many more simply to slake their insatiable thirst for death and destruction. Most of these attacks are raids launched by splinter warbands, though even a few dozen Chaos Space Marines may be strong enough to bring an entire world to its knees.

The largest are classed as Black Crusades – massive invasions led by the mightiest of Chaos Space Marine warlords to whose dark banner countless allies have rallied. The most destructive of these invasions are the Black Crusades of Abaddon the Despoiler, he who was once the favoured son of the Warmaster himself. In the ten thousand years since the dawn of the Age of the Imperium, the Despoiler has launched thirteen of his Black Crusades, each setting countless worlds to the fires of war and spelling the doom of billions upon billions of the Emperor's loyal servants.

THE LONG WAR

Long ago, the Chaos Space Marines served under the traitor Primarchs. Tens, even hundreds of thousands of fallen Astartes marched on Terra as one in a titanic effort to cast down the hated Emperor of Mankind. In the aftermath of the Warmaster's defeat, the Traitor Legions fell back towards the Eye of Terror and countless battles were fought throughout a long age of warfare that became known as the Scouring. Throughout this period, the armies of the Imperium, led by the surviving loyal Primarchs, scoured the worlds of any and all who had allied themselves with Horus, finding to their horror that thousands of planets had done so. The defeated renegades mounted a bitter defence, for they knew they would be shown no mercy for their treachery. The Traitor Legiones Astartes fought the hardest of all, yet without the supreme genius of Warmaster Horus to coordinate their campaigns they could not win. Inevitably, the Legions became fragmented, their strength diffuse. The great host that had laid siege to the Emperor's Palace split into individual Traitor Legions, and in turn many of these bodies split still further. Several of the Traitor Primarchs ascended to Daemonhood, but in so doing shed their perception of mortal cares and all but abandoned their sons to fight alone. Individual commanders and champions soon filled the vacuum, rising or fighting their way to dominance and further sundering the Traitor Legions into rival factions that fought each other as often as they fought the vengeful armies of the Imperium. At length, the Traitors plunged into the Eye of Terror, where the Imperium could not follow, and there the war ascended to another level entirely as each sought to stake their claim on the Daemon worlds of that unreal domain.

In time, the Chaos Space Marines rebuilt their strength, drawing on the dread blessings of the Ruinous Powers and making unspeakable pacts with unnameable things. Once more they cast their hateful gaze upon the domains of Man, and so began an age of bloodshed and destruction that has yet to see an end. The worlds about the Eye of Terror were subjected to attacks so bloody the Imperium was forced to establish a ring of steel about the most accessible routes out of the Eye, the greatest of which is the Cadian Gate. Dozens of fortress worlds guard this approach, thousands of Imperial

Guard regiments, war fleets of the Imperial Navy and several entire Chapters of Space Marines stand ready to repel any force that should attempt to break through. Yet, even the wariest of sentinels cannot detect every attempt to penetrate Imperial space, and even the mightiest of defences cannot withstand every assault. It can never be known how many Chaos war fleets pass unseen through the Cadian Gate and other less predictable routes out of the Eye of Terror to spread carnage throughout the sectors beyond.

The Chaos Space Marines do not reside exclusively within the Eye of Terror, however. Not all of the Traitor Legions fled there during the Scouring, the Alpha Legion in particular appearing to vanish into the black void. Others have since spread throughout the galaxy, poisoning the very stars with their blasphemous presence. In some instances, warbands have carved impregnable domains within regions as anathema to sanity and order as the Eye itself, for the galaxy is plagued with countless warp storms, rifts and regions of immaterial incursion wherein the servants of the Ruinous Powers can exist where few others can.

RENEGADES

Ten thousand years have passed since the Warmaster's grand betrayal, and while the power of the gods of Chaos has waxed and waned, they have never ceased their war against the Emperor or their efforts to corrupt even his purest champions. Though thankfully rare, the Chapters that were founded when the Loyalist First Founding Legions were split are far from immune to the temptations of the Warp. Throughout the ages still more Space Marines have reneged on their oaths to serve humanity and turned to the Ruinous Powers. Sometimes, only a small band of Space Marines turns in this way, sometimes an entire company. In the worst instances, a whole Chapter has fallen to Chaos, an event of great shame and woe throughout the entire Adeptus Astartes.

There are countless reasons why a Space Marine might turn renegade; some explicit, others insidious. The most common is hubris, the sin that turned the Traitor Primarchs themselves. If such demigod-like beings as Horus, Fulgrim or Magnus, created by the genius of the Emperor himself, were not strong enough to resist, then what hope have any others? In times of extreme duress, even the staunchest battle-brother might curse fate and call upon powers other than those he is sworn to serve, opening a crack in his spiritual armour through which the taint of the Warp can insinuate itself into his soul. Thus do the heroes of Mankind fall, turning from its mightiest heroes to its most terrible foes in a catastrophic moment of eternal damnation.

The Path to Glory

Those who pledge themselves to the Ruinous Powers do so for many different reasons, but invariably they seek power in one form or another. Their journey along the 'Path to Glory' is likely to end in one of three ultimate fates.

For the vast majority of the so-called Lost and the Damned, death is their only reward, either at the hands of other followers of Chaos or in the wars their leaders cast them into. While the Chaos Space Marines are the mightiest of the Chaos gods' mortal servants, the vast majority are ragged hordes of renegades, mutants and heretics, down-trodden hive-serfs or industrial helots risen in vengeful war against tyrannical masters and doomed to a quick death by their own actions.

Those who rise above the mass of expendable scum may gain by their actions some measure of blessing from the Ruinous Powers. The Chaos gods are fickle and unknowable however, and a 'blessing' might take the form of a debilitating physical, mental or even spiritual mutation which is nonetheless pleasing to the denizens of the Warp. Other gifts might transform the aspiring champion into a potent fighter indeed, ranging from razor-sharp blade appendages to preternatural reflexes. The more fell deeds the champion performs to the glory of their dark patrons, the more of these blessings they receive, some useful, some merely cosmetic and others potentially crippling. For many, a particularly horrible end awaits as they devolve into a mindless beast, their form overwhelmed by a mass of mutations. These are the Chaos Spawn, and their fate is to be driven before the hosts of the dark gods and to kill mindlessly until they themselves are slain.

For the very strongest of aspiring champions – perhaps not even one in several million – the reward for a lifetime of slaughter in the name of the Ruinous Powers is apotheosis to Daemonhood. At the very moment of their ascension, the champion is consumed by the power of the Warp, their form transformed into that of a towering Daemon Prince. Freed from mortality, the Daemon Prince begins a new existence, carving their own domain within the Realm of Chaos and periodically sallying forth to reap an eternity of bloodshed and misery upon humanity.

THE LOST AND THE DAMNED

The Chaos Space Marines rarely make war alone. While sudden strikes, raids and assassinations may be launched by relatively small but highly elite bands of fallen Space Marines, many operations involve other servants of the Ruinous Powers. Influential warlords are able to barter with the Dark Magi – the descendants of the Traitor Tech-Priests who sided with the Warmaster during the Horus Heresy – for the services of all manner of Daemon Engines. Some infect a target world with cult demagogues who incite hateful uprisings, timed to strike the defenders from within at the very moment of invasion. Others summon forth the Daemons of the Warp to fight at their side, unleashing forces even they can barely control. A few have earned such power that they can call upon the Traitor Titan Legions, and go to war in the shadow of towering god-machines that bear weaponry potent enough to blast entire cities to rubble. Only those warlords most favoured by the Ruinous Powers ever rise to unite so many factions, for by their very nature the servants of Chaos are ever at war with one another, competing for the patronage and blessings of their fell masters.

THE TOOLS OF DAMNATION

Once, before their fall, the Chaos Space Marines were possessed of the entire range of weapons wrought by the Adeptus Mechanicus for the use of the Emperor's armies in the wars of the Imperium. Each wore a suit of mighty power armour, bore a holy bolggun and went to war within the armoured hold of the greatest of war engines. Upon turning to the Ruinous Powers, the Traitors and renegades retain many of their former tools of war, though after a spell in the service of Chaos these bear as much taint as do their owners. Loyalist Chapters are supplied with a continuous stream of weapons, ammunition, vehicles and all manner of wargear by their own Chapter Forges or by Adeptus Mechanicus Forge Worlds with which they hold reciprocal treaties. Bereft of this source, Chaos Space Marine warbands must resort to a variety of other means of maintaining such supplies.

Many of a warband's supply needs are met by raiding, an activity that serves not only to obtain arms, ammunition and vehicles, but to render tribute to the Ruinous Powers by the act of slaughtering those who worship the Emperor of Mankind. Raiding forces range in size from a few squads led by a trusted lieutenant, to a fast moving force borne in Rhinos and Land Raiders, and supported by Predator battle tanks, Vindicators, Dreadnoughts and the full panoply of machineries of destruction deployed by the Chaos Space Marines. In the aftermath of such raids, entire bastion-cities may be left as smoking, depopulated ruins. The Chaos Space Marines will empty defence force arsenals and claim the most potent of the defeated enemy's war engines as the spoils of war. Survivors are often dragged off alongside such booty, their bodies and souls to be bartered with other servants of the Ruinous Powers for still more infernal goods and services.

Those engines of war the Chaos Space Marines cannot lay claim to by conquest, they must seek in other ways. One is by recourse to the Dark Mechanicus, whose Hell-Forges are the dark mirrors of the Forge Worlds of the Cult Mechanicus. The Dark Magi tend city-sized soul-forges which radiate the

infernal heat of the Warp and into which countless thousands of living sacrificial offerings are fed. The Dark Magi who rule such places are heretics of the first order, apostates whose blasphemies truly know no bounds. They delve into all manner of forbidden machine lore, from the terrible secrets of the Dark Age of Technology to strands of machine arcana of xenos origin. From their blasphemous foundries pour forth all manner of constructs, from recognisable patterns of vehicle such as the Rhino and Land Raider to terrifying engines of destruction entirely unknown to the machine canon of the Cult Mechanicus. The cost of obtaining the aid of the Dark Magi is terrible indeed, though in truth it is rarely the Chaos Space Marines that pay it, but their enemies. The form the cost takes varies, but it is not uncommon for the Dark Magi to demand tribute in the form of captives to be fed into the insatiable fires of the soul-forges, sanctified relics of the Imperial Creed to be ritually and brutally defiled, or exotic or esoteric raw materials not easily accessible to them. Alternatively, they might require aid that only the Chaos Space Marines can render, such as the capture of a particular foe, the binding of a Daemon they intend to force into a Daemon Engine or the destruction of a rival faction within the Dark Mechanicus.

rites of DEATH

With such a diverse canon of lethally destructive machinery available to them, the Chaos Space Marines are able to prosecute their bitter war against the Imperium in countless different ways. Unlike the Adeptus Astartes however, the Chaos Space Marines do not abide by strictly prescribed battle doctrines, except where such rites serve some darker, occult pattern. Most Chaos Space Marines are veterans of the Long War and as such masters of battle in all its many forms, and so see no need to limit themselves to what they would regard as needless dogma. To most Chaos Space Marines, war is not the means to an end, but the end in itself. Every death meted out to the servants of the Emperor is an act of devotion to the Ruinous Powers. It is the coin by which the blessings of the gods of Chaos are purchased and every drop of blood that is shed in their name is another step along the path to glory.

Despite the contempt in which many Chaos Space Marines hold their loyal erstwhile brethren, they nonetheless utilise their many and varied engines of war in a broadly similar fashion. The Codex Astartes – the compiled martial wisdom which many Chapters adhere to – teaches that a Chapter's vehicles are ultimately fielded in support of the battle-brothers themselves, for victory lies with these ultimate shock troops. In essence, the same is true of the Chaos Space Marines, and regardless of the often highly eclectic mix of war engines they field, these are present to support the Chaos Space Marines. Though countless foes may be gunned down, ground to pulp, incinerated or torn to bloody rags under the guns, tread or mechanical claws of a warband's engines of war, it is the shedding of blood at the hand of the fallen Space Marines themselves which does proper honour to the Ruinous Powers and which earns them the favour of their daemonic patrons.

When the Chaos Space Marines go to war, they often do so carried within the armoured troop bays of a variety of

transport vehicles, many of them incredibly well armed. Raiding forces place particular value in heavily armed and armoured drop ships such as the Thunderhawk Gunship or the Kharybdis Assault Claw, both of which can weather even the heaviest ground-to-orbit fire and deliver large numbers of attackers to their target. They make extensive use of smaller craft too, descending to a world's surface on black contrails aboard Storm Eagle Assault Gunships or Dreadclaw Drop Pods. However they reach a world's surface, the Chaos Space Marines have at their disposal a wide range of armoured vehicles and other war engines to carry them great distances in the face of overwhelming defensive fire. Some warbands have sufficient numbers of Rhinos and Land Raiders to mount their entire attack force, forming a relentless tidal wave of steel that crushes all who dare to stand before it. Such formations are often supported by Predator Battle Tanks, Vindicator Siege Tanks and other vehicles, the skies overhead darkened by masses of fast moving Hell Blade and Hell Talon fighter craft. Such an attack is only the prelude to the true slaughter however, which commences the moment the Chaos Space Marines set ceramic-plated feet upon the battlefield, engaging the doomed defenders with screaming, gore-choked chainsword and relentless, flesh-rendering bolter.

WARPSMITHS

The task of tending to a warband's machineries of destruction falls to its Warpsmith, if it is fortunate enough to count such an individual in its ranks. Warpsmiths are Chaos Space Marines possessed of utterly heretical knowledge of the forbidden, dark arts of techno-arcana. Unlike the Technomages of the Adeptus Astartes, however, they have no respect for the sanctity of the machine and they recognise no limitation to their work. They impose their will over the machine and alter its form in ways that transgress every law of the Cult Mechanicus. They seek out new and forbidden forms of tech-lore and fuse them together to create novel and blasphemous machine hybrids. Many hold unspeakable pacts with Chaos Sorcerers, who summon forth the Daemons of the Immaterium so that the Warpsmith can bind them within the confines of an especially prepared machine shell. For these and countless other acts of heresy, Chaos Space Marine Warpsmiths are held in bitter contempt by the servants of the Machine God and where they come face to face upon the field of battle, it is inevitable that titanic energies are unleashed by each side in the effort to destroy the other.

LIMITLESS BLASPHEMY

The touch of Chaos is as evident upon the war machines of the Chaos Space Marines as it is upon the bodies and souls of the Traitors themselves. Just as individual renegades dedicate themselves entirely to one of the Ruinous Powers, so individual engines of war become steeped in the blessings of one particular Chaos god. Having fought the Long War for countless centuries, many of these vehicles appear more like mobile altars to the glory of the power to which they are dedicated than a mere war machine, and indeed, many are treated as such by the servants of Chaos. Some are trailed into battle by long processions of cultists, the air filled with sonorous chants of blasphemy and discord. Others are treated like the high altar of some dark fane, endless blood offerings cast before them to the glory of the Daemon gods of the Warp.

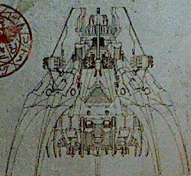
The Daemon in the Machine

The Age of the Imperium is one in which unimaginably potent technological marvels exist alongside utter irrationality and base superstition. Machines are constructed by rote using imprints unchanged for millennia, and innovation beyond approved bounds is a heresy punishable by death. Machines are prayed to as much as operated, layer upon layer of ritual having accrued over countless generations so that few now understand the difference between vital maintenance and dogmatic ritual, if indeed any exists.

The Warpsmiths of the renegade Space Marines and the fallen Magi of the Dark Mechanicus are not bound by the same strictures that limit the sciences of the Adeptus Mechanicus. Freed from rigid adherence to millennia-old technological dogma, they have explored strands of machine lore utterly anathema to the Lords of Mars. Because they walk the Path to Glory, they are inevitably drawn towards that most utterly forbidden of technological disciplines – the merging of the machine and the immaterial, to create engines driven by the essence of the Warp or possessed by some fell being from that nether-realm.

What lurks within the machine core of many a war engine in the service of the Chaos Space Marines is not the so-called 'machine spirit' to which the Technomages and Tech-Priests of the Imperium make supplications before that machine is operated. Rather, the things within are dark and bitter, fierce in their utter contempt of the material realm and the mortals who infect it. They must be supplicated with the blood of innocents lest they turn their ire upon those that would crew their stations. Even then, the Daemons in the machine are wont to disobey their custodians or even to turn against them in the heat of battle. Such discord is ever to be found within the ranks of those dedicated to the Ruinous Powers, the continuous war for supremacy at once their greatest weakness and their most potent weapon.

Vehicles dedicated to one of the Chaos gods sport numerous characteristics in common with other servants of that power. Those dedicated to the Blood God, Khorne, are often adorned with skull sigils and their sides are mounted with wicked spikes and blades upon which dead and dying enemies are skewered. Vehicles dedicated to the Plague God, Nurgle, are crusted with decay and corruption, but in truth are often more impervious to damage than others of the same class. War engines dedicated to Tzeentch are clad in sanity-blasting runes and shimmer with unnameable colours. Those in the service of the Prince of Chaos, Slaanesh, are often surrounded by a haze of psychoactive mists, arrays of weird instrumentation blasting forth an atonal dirge that renders enemies insensible and allies ecstatic.



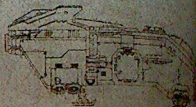
TRAITOR ASTARTES
KHARYDIS ASSAULT CLAW



TRAITOR ASTARTES
DREADCLAW DROP POD



TRAITOR ASTARTES FIRE RAPIER



TRAITOR ASTARTES STORM
ASSAULT GUNSHIP



TRAITOR ASTARTES HELL-TALON HEAVY FIGHTER BOMBER
(UNCONFIRMED XANA II LINEAGE)



TRAITOR ASTARTES HELL-BLADE FIGHTER
(UNCONFIRMED XANA II LINEAGE)



FLIGHT DRONE
DAEMON ENGINE



TRAITOR ASTARTES
FEL-BLADE VULTURE HEAVY TANK
(CORRUPTED TIGER PATTERNS)



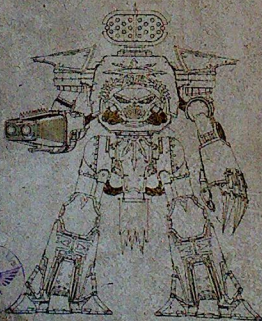
RENEGADE VALKYRIE ASSAULT TRANSPORT



RENEGADE ARVUS LIGHTER
MK. II (CORRUPTED MARS PATTERNS)



ENTRY REMOVED DUE TO
MORAL TREATY

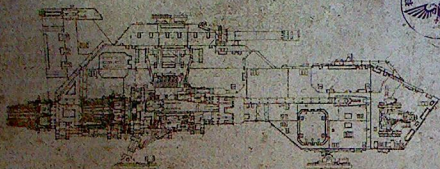


TRAITOR COLLEGIA
TITANICUS REAVER BATTLE TITAN
(CORRUPTED MARS PATTERNS)



TRAITOR COLLEGIA
TITANICUS WARHOUND SCOUT TITAN
(CORRUPTED MARS PATTERNS)





TRAITOR ASTARTES THUNDERHAWK GUNSHIP
(DERIVED MARS PATTERN)



TRAITOR ASTARTES
RHINO ARMOURD TROOP CARRIER
(DEMOS PATTERN)



TRAITOR ASTARTES
LAND RAIDER PROTELS
CORRUPTED MKIII ANVILUS PATTERN



RENEGADE BANSHEER
SUPERHEAVY TANK



TRAITOR ASTARTES
SPARTAN ASSAULT TANK
CORRUPTED ANVILUS PATTERN



TRAITOR ASTARTES
SIGRAN BATTLE TANK
(UNKNOWN SOURCE)



RENEGADE MEDOTAUR
ARTILLERY TANK



TRAITOR ASTARTES
PYTHON HEAVY SIEGE TANK
CORRUPTED MARS PATTERN



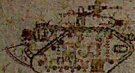
TRAITOR ASTARTES
PREDATOR INFERNUS
(CORRUPTED DEMOS PATTERN)

Ordo Malleus Libris Perdita

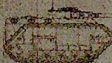
Traitor Astartes Carta Malficus



DOR
XX



RENEGADE OEMAN RUSS
EXTREMATOR BATTLE TANK



RENEGADE CHIMERA
ARMOURD TROOP CARRIER



TRAITOR ASTARTES
LAND RAIDER ACHILLES
(UNKNOWN PATTERN)



TRAITOR ASTARTES
LAND RAIDER
(CORRUPTED MARS PATTERN)



OR
XX



RENEGADE OEMAN RUSS
BATTLE TANK



RENEGADE HELLHOUND
FLAME TANK GRATA PATTERN



TRAITOR ASTARTES
VINDICTOR SIEGE TANK
(DEMOS PATTERN)



TRAITOR ASTARTES
RHINO ARMOURD TROOP CARRIER
(WITH ADDITIONAL REAR ARMOUR)



DECIMATOR
DAEMON ENGINE



BLOOD SLAUGHTERER
DAEMON ENGINE



TRAITOR ASTARTES
CONTEMPTOR
DREADNOUGHT



TRAITOR ASTARTES
CASTRAFERRUM
DREADNOUGHT
(MKIV)



TRAITOR ASTARTES
CASTRAFERRUM
DREADNOUGHT
(MKIV)



RENEGADE CASTA
WEAPON CARRIER



Woeful Blasphemies
of the
Traitor, Renegade,
Heretic and Mutant

*Compiled from the sealed archives of the Conclave of Kratos, by order of the Herald of the Concocation
Senatorum Imperialis, as ratified by Order-in-Camera KKI/706404-4334/X8044.*

*Pursuant to the Declaration of Remunciation of the Heresy and Recidivism in each and all of its manifold
manifestations with reference to the Sealed Addenda to the 7th Grand Census Annuaerial*

+Machina Infernum Diabolus+



Early to Late M31 – The Wars of the Great Scouring

Following the Siege of Terra and the death of the Warmaster Horus by the hand of his father the Emperor, the Traitor Legions – the Sons of Horus, Death Guard, Emperor's Children, Thousand Sons, World Eaters, Night Lords, Word Bearers, Iron Warriors and Alpha Legion – are driven from Terra and those regions they captured during the Horus Heresy. In an apocalyptic campaign of vengeance every bit as destructive as the civil war itself, the Traitor Legions splinter and many are driven into the Eye of Terror, where even the Loyalist Legiones Astartes may not follow. Throughout this age of war, the faint of the Warmaster's betrayal is found to have left scarcely any world untouched and the wars of vengeance and retribution grind on for many centuries, even as the remnants of the Traitor Legions vie for ascendancy within the Eye of Terror.

C.M31 – Second Founding of the Adeptus Astartes

C.M31 – The Battle for the Clones

Sparked by the remnants of the Emperor's Children Legion's ever more desperate hunger for slaves, they assault the Daemon world of Malemum where the few remaining Sons of Horus have interred the Warmaster's corpse in a cyclopean shrine to his fallen glory. The Emperor's Children's 'Sons of Horus' corps and the Traitor Legion's Chief Apothecary, Fabius Bile, succeeds in cloning it for purposes known only to him and his patron, Slaanesh. Over the years that follow, the Sons of Horus track down and slay each and every one of these clones in a series of wars that serve to cleanse them of the shame of their master's defeat at the hands of the Emperor. Only once the last clone is slain does Abaddon, the Traitor Legion's de facto leader, order its name changed for a third time in its history, to the Black Legion.

C.M31 – Battle of Skalthrax

In the last action in which the World Eaters would fight together as a coherent Legion, the Traitors battle for possession of the Daemon world of Skalthrax against their erstwhile brother Legion, the Emperor's Children. On a night so cold that not even the highly augmented Legion forces remaining in the open would survive without suffering severe damage to their battle systems, the anarchy of battle waned away as both sides sought shelter until the dawn. The World Eaters' captain Kharn is so enraged by the sight of his battle-brothers seeking sanctuary that he turns against them, taking up a flamer and setting the entire city to burn. From that battle onwards, the World Eaters would fight as separate and often bitterly opposed warbands, and Kharn would be forever known as 'the Betrayer'.

C.M31 – The Crowbane

The Alpha Legion Harrowmaster Dynat Mal earns himself the epithet 'the Crowbane' when he masterminds a cruel ambush against the Raven Guard. Accounts of the ambush remain incomplete, for only a handful of the sons of Corax survived, but it appears that the Harrowmaster capitalised on old hatreds dating back to the betrayal at the Istvan V Dropsite Massacre to draw the Raven Guard into a battle they could not win, presenting himself as a still-loyal remnant of the XXth Legion requesting parley. Some accounts claim that Dynat Mal took dark delight in luring the Raven Guard into what amounted to a repeat of the massacre at Istvan V, albeit on a smaller scale, and that he allowed the handful of survivors to escape so they could spread word of his deeds, just as Corax survived Istvan V and brought word of that massacre to Terra.

781.M31 – 1st Black Crusade of Abaddon the Despoiler

C.M32 – Vengeance from the Void

Across a hundred scattered systems in the western marches of the Segmentum Solar, cult uprisings led by a core of Chaos Space Marine warbands drawn from the Iron Warriors, Night Lords and World Eaters' Traitor Legions bring entire planetary governments to their knees in a year of blood and anarchy. With whole sectors on the brink of collapse, events take a dramatic turn when a combined force of the Adeptus Astartes emerges from the black depths beyond the spiral arm and launches a sudden and overwhelming attack directly upon the uprising's high command. Though many Space Marines fall in glory, the warlords of the Traitor factions are slain and the uprising fractures into a thousand localised rebellions which are soon put down by local forces. Subsequent Inquisitorial studies claim that these Space Marines are drawn from several Chapters, including the Minotauri, Cartharodons, Death Eagles and Angels of Absolution. Other evidence, however, including their estimated founding and projected deployment dates, contradicts these assertions, consigning the entire event to conjecture.

Mid M32 – The Beast Arises

C.Mid M33 – Lost in the Mordant Zone

The Alpha Legion strike leader Arkhos the Faithless instigates a series of attacks against Imperial worlds in the vicinity of the Mordant Zone, eventually drawing in an Adeptus Astartes retribution fleet numbering several thousand Space Marines and dozens of battle barges. By the time the vengeance Imperial force arrives, Arkhos and his forces are long gone, a string of dead worlds left in their wake. As the retribution fleet disperses to hunt him down, a massive warp storm strikes, throwing numerous vessels far off course and consuming others entirely.

C.870.M33 – The Hellion War

In the wake of the anarchy that followed the murderous inter-culte conflict of the War of the False Primarch and its aftermath, the Hellion Sector declares its secession from the troubled Imperium. Bloody attacking its neighbours, it becomes quickly apparent that the sector's rulers had fallen then to the worship of Chaos, and its millions of men-under-arms were corrupted and given over to darkness, while its mass-manufacturers were turned to churning forth twisted war machines consecrated to the dark gods. The ever widening war swells in ravage more than eighty inhabited systems and uncoupled billions die in the fighting. By the dawn of M34, the Hellion Sector and its environs are reduced to little more than a waste zone of barren worlds and dead hive cities.

498-601.M34 – The Sin of Pride

Over a dozen campaigns, the Adeptus Astartes Shining Blades Chapter wins a string of victories that ultimately become known as the Berilla Massacres. When the Chapter's methods are questioned, they attack their erstwhile allies and the Red Scorpions Chapter appears ordered to bring them to justice. Much blood is shed in the ensuing war and the Shining Blades Chapter's true allegiance is revealed as they transform into the servants of the Chaos God Slaanesh. In an act of overweening pride, the Shining Blades declare themselves the 'Flawless Host', a sin of hubris for which the Red Scorpions vow to exact punishment.



C.600-730.M34 - The Dispute of Iron

A bitter feud to the eyes of the Imperium, a vast civil war erupts on the Daemon world of Medregan and rapidly spreads to the other planets under the control of the Iron Warriors. Ancient packs of fealty and alliance are called upon and scores of Chaos Space Marine warbands, Daemonic cults, and Traitor Titan Legions are drawn into the macabre of relentless battle. This bitter feud is accredited as creating several sub-factions of the Iron Warriors still active to the present day, such as the Steel Brethren, while utterly destroying others such as the Shattered Tower. As briefly as it was begun the war suddenly ended, leading some to believe that the conflict had been carried out according to the Daemon Prince Perturabo's design in order to weed out the weak and the unworthy from his vision.

C.M35 - The Moirae Schism

973.M35 - Grief of Herodion

A terrible wave of bloodshed and insanity descends from the Nightmarish Rifts. Chaos Space Marines, mixed cult-hordes and waves of Daemonic forces falling upon the Imperium in an orgy of death later termed not an invasion, but a genocide. Amongst the numberless hosts of the Great Enemy is spotted the Decimator, a towering construct fuelled by the powers of the Warp and bearing weapons of hybrid sentience. The war machine is later linked to the heretic Septerian Cult, thought banished during the Scouring.

991.M35 - The Cursed Founding

C.108.M36 - The Reign of Blood

723.M36 - 8th Black Crusade of Abaddon the Despoiler

321.M37 - The Abyssal Crusade

416.M37 - The Martyred Sons

Inquisitor Lord Antonius Cole of the Ordo Malleus discovers the current location of the nomadic Hell-Forge of Sarum while confronting Exterminatus against the warp-tainted hive world of Goleonda-IX, and moves to see it destroyed at last. Along with warships commanded from Battlefleet Redoubt and several Militarum Tempestus regiments, he mobilises the aid of three entire Space Marine Chapters (the Brazen Claws, the Sons of the Raven and the Celestial Guard, to strike deep into the perilous Golgotha Wastes against this nightmarish thorn in the Imperium's side. Within sight of the hallowed world, the Imperial fleet is ambushed on all sides by the pale warships of the Warp Ghosts and Black Wings Chaos Space Marines, and the horrific daemon-engines of their Dark Mechanicus allies of Sarum. In the brutal seven-days-on-vain battle which follows, the Imperial fleet is encircled and slowly torn to pieces both from without and from within as Daemons rip open passageways into reality deep beyond the starboard vessels. Only the Chapter fleet of the Brazen Claws breaks free from the trap without crippling losses, while the human contingent of the Imperium's strike forces annihilated to the last. The ravaged Celestial Guard Chapter will take nearly a century to rebuild from its grievous losses from its stores of gene-seed, swearing bitter vengeance against the Warp Ghosts. The fleet-based Sons of the Raven Chapter, not one of whom escaped the deadly trap, are declared martyred and the great Bell of Lost Souls in the Tower of Heroes on Terra tolls to mourn their passing.

Eighteen standard years later, a corrupted Warpship class battle barge, believed once to have been the *Seraphim Cathedral* of the Sons of the Raven Chapter, is encountered transporting a Warp Ghost raiding force off Mezoa XV, the withered face of Jo'sim Hermon - the martyred Chapter's last master - worn by its revenant captain.

550.M37 - The Reign of the Blind King

999.M37 - Purging of Azoth

At one time known as a firebrand Puritan by whose hand both guilty and innocent had burned on the pyre, Inquisitor Jhoen Theon himself turns renegade when he falls under the influence of the denizens of the Warp and, in league with Dark Apostles of the Word Bearers Traitor Legion, triggers a full scale daemonic incursion on the planet of Azoth. Theon's former peers petition the Adeptus Astartes Revellers Chapter for aid, and while victory is theirs, the subsequent Azoth Drop costs the Chapter dearly. Having slain the fallen Inquisitor and purged the cursed planet, the surviving battle-brothers are subjected to mnemonic purgation so that Inquisitor Theon's sins may be expunged for all time from the annals of the Imperium.

347.M38 - The Rise of the Impaler

A warband of the World Eaters Traitor Legion descends on the outlying hives of the world of Paramar, the Storm Lords Chapter mounting a bold defence even in the face of overwhelming odds. The Storm Lords are defeated, a wounded sergeant captured and subjected to brutal barbaric warband known as the Skulltakers. Much later, Zhufor would earn yet another title - the Butcher of Vraks.

692.M38 - The Anshur Summoning

A rebellion led by devotees of the heretical Charnel Cult engulfs the isolated hive world of Anshur, until elements of the Metamorphes Chapter of Space Marines are dispatched at the request of the Administratum to reclaim Anshur's industrial output for the Imperium. In a meticulously planned campaign of surgical strikes and scorched earth assaults, the Metamorphes decimate the cult's ranks, and in their desperation the cult's leaders invoke the name of dread An'grath, summoning forth the Daemon Lord, who annihilates every living thing on the world of Anshur in a seven year long orgy of violence and death.

948.M38 - 1st Scouring of Coriolanthé

For three months a warband of the Night Lords Traitor Legion preys upon the gleaming marble cities of Coriolanthé, turning the white-flagged streets crimson with the blood of their victims and decorating the rearing stone towers with looped viscera and severed body parts. A henge of the population rises in a maddened frenzy of terror, plunging the planet into anarchy. When a Grey Knights purgation force, under the Mandate of Inquisitor Lord Baum, arrives to challenge the renegades and restore order, they are confronted not just by the Night Lords, but a force of Traitor Titans. Coriolanthé is reduced to ruins in the ensuing carnage, and the Inquisitor-Lord and all but a handful of Grey Knights are slain.

304.M39 - The Cruach Mhonn Massacres

After a twenty-year campaign to eradicate rebellious factions within the population of the hive world of Cruach Mhonn, the 3rd Company of the Slaughter Hawks are censured for the widespread culling of the population that marks the end of the campaign and leaves the world unable to fulfil production quotas owed to the Administratum. Rather than accept the dishonour of exile on a penitent Crusade, Captain Mahaur leads the survivors of 3rd Company in a series of raids on Imperial fleets and outposts in the Cruach system before vanishing into the lightless void of the Halo Stars.

339.M39 - The Hunt for Kharfra the Antipath

When the corruption of Cardinal Kharfra is uncovered, he is denounced from a thousand thousand pulpits, the quest to bring him and his countless heretic followers to justice ranging far and wide across vast swathes of the Imperium. At length it is the Space Marines of the Mantis Warriors Chapter who locate him. Finding beneath scrofulous ruins on the fungal death world of Parais, deep in the cult-infected Golegathian Wastes. When the Mantis Warriors assault the Antipath's lair, they discover he has been granted the very darkest blessings of the Ruinous Powers, his body overwhelmed by a thousand mutations, yet his mind unclaimed by the madness that usually grips such Spawn of Chaos. With the Antipath's bodyguards slain, the Mantis Warriors tether the fallen cardinal and consign him to the judgment of the Inquisition.

Circa M37 - The Canticle of Cassandra

799.M39 - False Flags

An Imperial Navy deep void war, staunch comes under heavy assault by a Space Marine force later identified by their singular heraldry as belonging to the Celebrants Chapter. Objections are lodged at the highest possible levels of the Imperial hierarchy, the Celebrants Chapter Master rebutting the accusations as false, and threatening reprisals if they are not retracted. The discord reaches a climax when the Celebrants syndicate from joint anti-pirate operations in the Astartes Deep, leading ultimately to the loss of three entire sub-sectors. Subsequent Ordo Hereticus investigations determine that the original attack was carried out by the Night Lords in a typically cunning ploy to sow terror amongst the defenders of the Imperium.

814.M39 - Relief of Rael's World

With the aid of a cabal of Alpha Legion warleaders, a renegade Dark Angel by the name of Vhalagar conquers the prison planet of Rael's World, installing himself as a pitiless tyrant and subjecting the millions of penal inmates to a bloody regime of inexplicable cruelty. At length, Vhalagar's reign of terror is brought to an abrupt end as a strike force of his former Chapter launches a devastating surgical strike on his strato-keep lair. It is notable that by the time the Dark Angels force their way into the primary penal facility, not a single Alpha Legionary is encountered, leaving Vhalagar to confront his erstwhile brethren alone. Only when he is captured by the Dark Angels and consigned to a transport vessel back to their Chapter fleets it is revealed that he is host to a potent Daemone. Soon after, the vessel is lost to the Warp along with over a dozen brethren of the Dark Angels 1st and 2nd Companies.

649.M40 - Garanhir Rebellion

A World Eaters warband, under the command of the notorious murderer Dhalahk, launches a mass incursion against the world of Garanhir, intent upon spilling the blood of the faithful in an unprecedented act of veneration of the Blood God. Expecting to find Garanhir unprepared for attack and ripe for the slaughter, what the Berserkers actually encounter as they charge from the assault ramps of their drop craft is a world already claimed by war, the populace armed and led by the famously militant Inquisitor Malphas Kroh and bolstered by a force of Grey Knights Space Marines. Battle is joined without delay, and while the warriors of Dhalahk make a lethal account of themselves, they are ultimately slain, the entire warband cut down by the defenders.

703.M40 - Torments of Sherilax

The population of the pilgrim world of Sherilax falls prey to the fell temptations of the Dark God Slaanesh. Nihilistic pleasure cults on the planet take such sadistic delight in slaughtering the planetary governor's militia in an intense outbreak of violence, they summon forth the Bringer of Torments - the Greater Daemone of Slaanesh Zarakynel.

139.M41 - 12th Black Crusade of Abaddon the Despoiler

013.M41 - The Death of the Witching Moon

The Forge Moon of Keziah, the strategically vital Agathon system, falls into an unnatural eclipse, during which its population is driven to murder and madness in an endless night of horror. The dread forces of the Tenebrae and Company of Misery, eight in dark kings and the nightmare, and the baleful blue light of the 'Witching Moon' that Keziah has become spreads calamity and warp-tainted phenomena wherever it now falls, threatening the entire star system. The first Imperial attacks by the Astra Militarum, squadrons from Battlefleet Ulman and the Inquisition are hurled back in tatters by the madness of the black light and the warp-fueled savagery of the defenders. It is only by the unexpected arrival of the Charnel Guard Chapter, accompanied by a sacred band of the Adeptus Sororitas Order of the Black Sepulchre bearing the holy relic known as the *Book of Cursed Tears* before them, that the imminent loss of tens of billions of lives on Agathon Prime is prevented, and the insanity-inducing radiance of the Witching Moon is held back. The Charnel Guard lead a fresh assault as further Adeptus Astartes, including the Iron Hands, Storm Lord and Angels Porphyx, and Adeptus Mechanicus reinforcements arrive, fighting a brutal battle of tank and gunship clashes across the web of towering metal canyons which craze the moon's surface and chamber-by-chamber Zone Mortalis acquiesces to purge Keziah of the shadow that has befallen it. The Chaos Astartes inflict fearful losses on their besiegers before they are driven into the deeper darkness of the Warp. In the wake of their retreat, all life is purged from Keziah before it is given back to the hands of the Machine Cult for reconstruction and eventual reclamation.



392.M41 – The Macharian Conquests

709.M41 – The Kynbaex Genocides

Atheron's Reavers, a renegade warband under the former Sons of Guilliman Captain Adheron, instigate a series of bloody uprisings and massacres across a dozen worlds of the Kynbaex Nebula in an effort to topple the already tenuous and overstretched Imperial presence in that region. Unknown to Adheron, however, the celebrated Rogue Trader Joff Zuckerman and his arch-enemy Thor Malkin, later Inquisitor Malkin, are present in the region forging trade routes to outlying systems. Zuckerman responds by ordering an immediate and bloody reprisal. Malkin, in what became known as the Kynbaex Genocides, crushes the uprisings with his own fleet and ground forces, led by Thor Malkin, in what became known as the Kynbaex Genocides. Atheron's Reavers are believed to have fled the region rather than face such a massive reprisal and do not appear again in standard Imperial histories until their involvement in the Siege of Vraks over a century later.

712.M41 – Magdelon Incursion

The renegade Bleak Brotherhood makes a compact with a daemonic power for aid in coming wars, the price the entity demands being the casting down of the Crystal City of Magdelon. The renegades enact their part of the fell bargain, and in so doing attract the attention of the Space Wolves. The ensuing battle amidst the shattered ruins of the Crystal City is so pleasing to the denizens of the Warp that a major daemonic incursion is triggered.

765.M41 – 1st Tyrannic War

753-778.M41 – The Sabbat Worlds Crusade

The Lord Militant Slaydo is granted the rare and weighty title of Warmaster and tasked with re-taking the Sabbat Worlds, which had fallen to the traitor of the Warp over many years. Slaydo musters one of the largest hosts assembled since the Macharian Crusade at the opening of M41, a force including tens of thousands of Imperial Guard regiments, entire Chapters of Adeptus Astartes and multiple Collegia Titanica Legio. The Crusade met with initial success as it scoured the mortal hosts of the Great Enemy from world after world, but Slaydo himself fell in battle at Balhaut. His successor, Macarotti, won many initial victories, but with the rise of a new Chaos overlord – Urlock Gaur – the Crusade ground into a bitter and bloody stalemate. The sudden appearance of a woman hailed as the reincarnation of Saint Sabbat herself unlocks the advance, and at length the entire region is reclaimed for the Emperor of Mankind.

812.M41 – Legacy of the Luxor Uprisings

A coalition of Alpha Legion warbands foment an uprising on the Muntorian proscribed world of Luxor, threatening the supply of war materiel to war zones across the northern marches of the Ultima Segmentum. The rebellion is put down by the Ultramarines, but the population is so embittered by the Chapter's actions that insurrection and rebellion flares on numerous occasions over the next century. Some stratego-savants even ascribe the fall of the entire Arachne Cluster some eight decades later to chronic under-supply in the aftermath of the 812.M41 uprising.

813-830.M41 – The Siege of Vraks

Following a seventeen-year long siege in which many millions of Imperial Guardsmen and renegade militia are killed, the vital armory world of Vraks is brought low by daemonic incursion due to the heresy of the Apostate Cardinal Xaphan. Though the Grey Knights succeed in repelling the limitless hosts of the Abyss and closing the warp gates through which they are emerging, the world is irrevocably tainted by the stain of Chaos, poisoned unto death and its planetary arsenals expended throughout the long years of constant, grinding warfare.

897.M41 – 2nd Tyrannic War

901-912 – The Badab War

The regions surrounding the area of Warp phenomenon known as the MacStröm are thrown into anarchy and war when the Chapter Master of the Astral Claws, Ingth Huron, declares himself beyond the rule of the Adeptus Terra. The Astral Claws are censured by the Imperium and multiple Chapters dispatched to bring the so-called Tyrant of Badab and his allies to justice. The war rages for a decade, pulling in numerous other Chapters on both sides and culminating with the apocalyptic Fall of Badab, where the rebel Chapter Master was wounded almost unto death during the Battle of the Palace of Thorns. Huron escaped into the swirling depths of the MacStröm, there to continue his campaigns of hate upon the Imperium that cast him out, while those Chapters that allied with the Astral Claws were condemned to a century long Crusade as penance for their crimes.

905.M41 – The Siege of Castellax

Treachery amongst the masters of the Iron Warriors manufactury world of Castellax leads to invasion by the Ork horde of Warboss Biggus. At the height of Biggus's assault, the enormous slave population rises against the Iron Warriors and the true extent of the treachery is revealed when their world by an unstoppable tide of savage xenos, though the survivors set in motion a plan to draw the Orks away from Castellax and onto nearby Imperial-held worlds, so that one day the mighty bastions might be reclaimed.

913.M41 – The Skull Harvest

An Administratum tube-fleet arrives at the three worlds of the Hreadinal Cluster, seeking the tally of lives and produce due the Imperium, only to find each world laid waste. The headless corpses of each world's inhabitants lie abandoned, not slain in battle but carefully harvested and their skulls piled in great towering obelisks. Attempts to demolish these foul monuments bring the Slaughtertkin warband down upon the Imperial forces, led by the Warlord Mahaur the Harvester, and soon the skulls of the Administratum factors and the regiments assigned to their protection are offered in sacrifice to Khorne atop the rebuilt obelisks.

917.M41 – Wars of the Paraxial Succession

When the Adeptus Terra prefect of the Medea Cluster, Lord Sector Parax, is discovered to be harbouring deviant imitation and accused of being in league with the Ruminous Powers, he is executed before a court of his peers without trial. With no successor however, the Adeptus Arbiter Lord Hapital takes direct control of the Cluster, his rule so brutal that a dozen uprisings flare up within the year. The entire Cluster erupts into anarchy as the Wars of the Paraxial Succession draw in Space Marines, both loyal and renegade, from far and wide.



919.M41 – Steel Unbound

Following their alliance with Logi Huron during the Badab War and their subsequent voluntary internment under licence to the Salamanders Chapter, the Excoominers are released to begin their century long penitence Crusade. In the first decade of the Crusade, a dozen rivalist excoavies are plucked from the Telamon Cloud and those minor xenos strains infesting the Garsy Rifts are exterminated. The most glorious of the many actions fought during the opening years of the Crusade is against a previously unknown pocket empire deep within the galactic core, entirely in the sway of the Runabout Powers and maintaining pacts with at least three Traitor Legion warbands and one Traitor Titan Legion. The Excoominers earn countless honours far from the gaze of the Imperium, the only witnesses the agents dispatched by the High Lords of Terra to track the penitent Chapter's progress through the lawless void.

932.M41 – The Scurrying of Kerrack

The agrar-world of Kerrack has long exported the processed rot of the cholam trees that cover most of its surface to feed the Astra Militarum regiments prosecuting the Kaibargo Crusades. When the primitive harvester clans turn their hand-scythes against their Imperial overseers, the world falls to anarchy and war. Waydori Malfaur the Harvester and his Khorne-worshipping Slaughterkin are found to be behind the Charnel Cults that spring up across Kerrack. The ensuing war is fought on foot beneath the dense canopy and air-to-air in the skies above, large numbers of the native defence militia turning traitor and falling to the worship of the dark gods. Deliverance only comes when the Adeptus Astartes Star Phantoms arrive in-system to re-supply, and launch an immediate and devastating attack upon the rebel stronghold of Calder's Ark, slaying the Harvester and driving the Slaughterkin from Kerrack.

941.M41 – 2nd War for Armageddon

981.M41 – The Constantinian Iconoclasm

The Adeptus Astartes Night Reapers are heavily censured after they abandon the Shrine World of Salvation-Gamma to the unassad Chaos Space Marine and mutant horde forces closing in upon it, turning the guns of their galleonised war fleet on the planet in order to grant the population what they consider a merciful end. The Ecclesiarchy lodges such vociferous objections with the Senatorum Imperialis that the Night Reapers are declared to have committed a gross dereliction of duty and, as punishment, are consigned to duty along the outer fringes of the Laanah Rifts. Within a decade, contact with the Chapter is almost entirely lost.

989.M41 – The Perun Cross Incident

Having been conclusively linked to the destruction of the fleet of the Rogue Trader Baron Stross Yuen, the Night Reapers Chapter is declared Excommunicate Traitoris. The Minotaur and Red Templars Chapters are dispatched to track them down in the depths of the Laanah Rifts and bring them to the Emperor's justice. The harrowing of the Night Reapers drags on for three years, with evidence of the renegade harnessing numerous forms of xenos technology amassing throughout. At length, the Night Reapers are cornered onboard a vast, pre-human void construct known as the Perun Cross as they attempt to mine some unknown but no doubt blasphemously potent weapon from its core. In the final assault, a Grey Knights strike force arrives and boards the Perun Cross, but events take a drastic turn as the construct, the entire Grey Knights force and a large number of Minotaur squads are consumed together in atomic fire. It is assumed that the Night Reapers Chapter is no more, though Imperial forces stationed along the Laanah Rifts remain vigilant for signs that any of the fallen brethren survived the Perun Cross Incident.

997.M41 – 3rd Tyrannic War

997.M41 – The Fall of Forgefane

The Iron Warriors bastion world of Forgefane is overrun by the uncountable warrior organisms of Hive Fleet Leviathan. The Iron Warriors and their millennia-strong armies of slave-troops mount a masterful but ultimately doomed defence, the scale of which has not been witnessed for many centuries.

998.M41 – 3rd War for Armageddon

998.M41 – Ke'Ushan Besieged

The Purge warlord lays siege to the beleaguered Tau Sept world of Ke'Ushan, which is recovering after a series of invasions by both the Imperium and Hive Fleet Gorgon. Their attempt to corrupt the world's atmosphere, turning it into a corrosive soup that would cleanse the planet of life, are foiled at great cost by Fro'U Sho'Ann, renowned Tau artificer and weaponsmith, whose experimental Reborn throne-fighters duel with airborne Blight Drones for control of the skies of Ke'Ushan.

999.M41 – The Reapers at Bay

A reclamation fleet of the renegade Night Reapers Chapter, thought destroyed, is cornered by Inquisitor Celadon of the Ordo Malleus in the bleak expanse of the Calligulan Nebula. With a full company of the Red Hunters Chapter at his command, spearheaded by the ancient *Fellblade Tiltam* Tematio, Celadon forces a confrontation on one of the many barren worlds found in the nebula and is met by the war-painted armoured vehicles of the Night Reapers. As the *Tiltam Tematio* duels with the Daemon-touched Typhon siege tank *Nallegg* and a planet strewn with the broken remains of Battle-tanks, Celadon is slain by an errant shell and the Red Hunters retreat, carving out a vengeance into the armoured flanks of *Tiltam Tematio*.

999.M41 – 13th Black Crusade of Abaddon the Despoiler

After years of preparation, Abaddon the Despoiler launches the largest of his Black Crusades ever to descend upon the Imperium. The defenders of the Gaudian Gate are smashed aside and only by the timely redeployment of Space Marine Chapters, Astra Militarum battle groups and Imperial Navy fleets from war zones far and wide is the total collapse of the sectors surrounding the Eye of Terror narrowly averted. The ongoing 13th Black Crusade appears to have already achieved more than any previous invasion, the Imperium's drastically overstretched forces only barely holding while countless other threats close in on the numerous sectors already stripped of defenders.



CHAOS ASTARTES BATTLE TANKS

"Blast them with shell, burn them with flame, spear them with laser and rend them with bolt. Grind their weakling bodies beneath your tread. Doubt your flanks with their blood. Make the Seven Signs of the Abyss with their looted viscera. Mount their fensed, gleaming skulls upon your trophy racks. Do this in honour of the gods and glories undreamed of: shall be yours!"

Urry Skale

Dark Apostle of the Word Benders Tenite Legion

The descendents of the Traitor Legions have been known to make use of an enormous range of battle tanks, deploying war machines claimed as the spoils of war, bartered with the Dark Magi of the Hell-Forges or taken forcibly from the storage facilities and mass conveyance vessels of the Imperium's Munitorum. A great many of these vehicles are utilised only as long as they can be maintained in the field, for they may require maintenance or repair using materials that do not readily come to hand in the hellish realms the Chaos Space Marines tread. The most common battle tanks encountered in the service of Chaos warbands are therefore the tried and trusted Standard Template Construct models that have served from the earliest days of the Great Crusade, throughout the tumultuous Horus Heresy and into the Age of the Imperium. Vehicle classes conceived by the genius of the Mechanicum of old and employed by the Legiones Astartes to bring order to a galaxy steeped in anarchy and bloodshed now serve the Ruinous Powers, undoing all of the bold achievements they and their predecessors gave their all to fulfil.

In general, the battle tanks most commonly used by Chaos Space Marine warbands are those that were well established in the ranks of the Legiones Astartes before the roots of betrayal had fully taken hold. The Predator battle tank

sees especially heavy use in Chaos forces, for its particular balancing of armour, firepower and speed makes it well suited indeed to the types of missions most warbands commonly undertake. Furthermore, the Predator, as well as the Vindicator, are built around the tried and tested Rhino hull and share numerous components and systems with it, making maintenance and repair a simple matter of plundering materiel from Imperial storage facilities or bartering it from allied Dark Mechanicus Hell-Forges.

It is notable that some classes of armoured vehicle utilised by the Chaos Space Marines' loyalist kin are never or only rarely encountered in the Chaos warbands. In most cases this is simply because they have entered service with the Loyalists long after the Horus Heresy and the renegades being driven from Imperial space, as is the case with several other types that utilise the Rhino hull, such as the Razorback transport or the Whirlwind missile tank. In many cases, the Dark Magi that supply such machines to the Chaos warbands are not in possession of the requisite STC imprints, while in others they do not marry well with the renegades' doctrines of war. Often, however, the forces of Chaos refuse to make use of the tools of their hated erstwhile brethren, proud of their own weapons of war and dismissive of the virtues of those of their enemy.

CHAOS PREDATOR BATTLE TANK



The Predator is a light battle tank used extensively by the Imperium's Space Marines since the age of the Great Crusade, and is therefore to be found within the ranks of the Traitor Legions and numerous Renegade Space Marine warbands. Though smaller than other classes of battle tank, the Predator combines firepower, armour and speed in such a way as to make it a truly formidable weapon. It can engage a wide range of foes as the Chaos Space Marines mount lightning-fast armoured thrusts that smash through enemy lines and will grind retreating defenders beneath its tracks without mercy.

The Predator utilises the ubiquitous Rhino hull, sacrificing troop carrying capacity for a substantial increase in armour and a reinforced chassis, as well as a greatly expanded armament and ammunition carrying capacity. The Predator's armoured turret is usually equipped with either a rapid firing destructor (or other heretical pattern) autocannon or a twin-

linked lascannon for an anti-armour role. Additionally, the Predator battle tank may also feature side sponson-mounted heavy bolters or lascannon, increasing its firepower still further.

As often re-built and modified as Chaos Predators are, there are numerous recorded incidences of them sporting additional secondary weapons, reinforced armour and rough-terrain modifications, and many are heavily adorned with trophies, blades, ramming spikes and further marked with the banners and fell iconography of the Chaos gods. In some few cases, more extreme modifications and singular weapons fits have been reported, ranging from inbuilt sacrificial shrines to vehicles bedecked with a covering of still-twitching bodies somehow retaining some semblance of life. Others are equipped with command systems utilising technologies lost to the Imperium or long ago declared heretical.

Those Predators found within the armouies of the Emperor's Space Marine Chapters are often clearly delineated into long established patterns such as the Destructor or Annihilator. Chaos Predators are far more individual however, each being a battle-scarred veteran of hundreds of campaigns. Each tank may have served many masters in its long and bloody history, claimed as the spoils of victory or taken in tribute from a defeated foe. With no Chapter cult or doctrine in place to prescribe or proscribe armament, livery or tactics, Predators in the service of Chaos Space Marine warbands are often as individual, idiosyncratic and as terrible in aspect as the champions of the Ruinous Powers themselves.

The Predator has been the armoured fist of the Traitors since the days of the Horus Heresy, where it was often fielded in enormous breakthrough formations, sometimes numbering hundreds of tanks supported by Rhino-borne infantry. It took part in many of the major battles of that age of darkness, from the betrayal at Gethamon, where the Predators of the Alpha Legion slaughtered the arrayed troops of the waiting Imperial Army by the thousand on the mustering fields there, to the vast tank battles that occurred between Traitor and Loyalist forces at the cataclysmic Battle of Tallarn.

Throughout the ten thousand years that have passed since the Horus Heresy, the Predator has seen action in every conceivable theatre of war, from the fratricidal conflict that broke out between the Traitor Legions following the attempted cloning of Horus, to the Black Crusades of Abaddon the Despoiler. Its superior machine systems, latterly enhanced by the dark blessings of Chaos, allow it to operate in environments even the staunchest of the Emperor's Space Marines would find perilous. Depending on its weapons configuration, the Predator can operate as a long-range vanguard in vast armoured sweeps across the burning deserts of barren planets, or as an assault vehicle used to smash its way through the dense environs of a war-torn city, gunning down enemies at close range or impaling them upon the dozens of spikes mounted on its prow. Unlike those vehicles serving the Imperium, those in the possession of the Chaos Space Marines must tread the surface of worlds steeped in the taint of the Warp, some so mutated they have become Daemon worlds. In such places, the landscape itself seethes with corruption, the laws of the material universe warped beyond recognition or banished entirely.

Further to their long and bloody history, there are many accounts, both apocryphal and sealed under the veil of inquisitorial authority, of Predator tanks operating under malefic influence, evidencing no crew, and surrounded by strange and unexplained phenomena. These hellish vehicles are said to act more in the manner of a living beast that hungers for the kill rather than any crewed machine of war, and appear able to shrug off damage more in the manner of a living being.

The Battle of Tallarn

In an age of total war that has spanned ten millennia, the Battle of Tallarn stands out as one of the largest tank battles ever fought. At the height of the Horus Heresy, the Warmaster ordered that the verdant world of Tallarn be virus bombed, and the effect upon it was terrible indeed. Tallarn's biomass was rendered by the life-eater virus into a bubbling sludge, but it was what came next that spelled the world's true doom. The rapid decay caused the release of a staggering quantity of oxygen, which when set to flame consumed the entire planet in a world-wide fire storm that left nothing but ash in its wake.

Though the surface was transformed into a post apocalyptic hell, Tallarn endured. Countless defenders had already taken shelter in sealed underground bunkers and as the ash settled, they emerged, still defiant. The Traitors' response was to commit a massive force, primarily drawn from the Iron Warriors Legion, to crush all signs of Loyalist defiance.

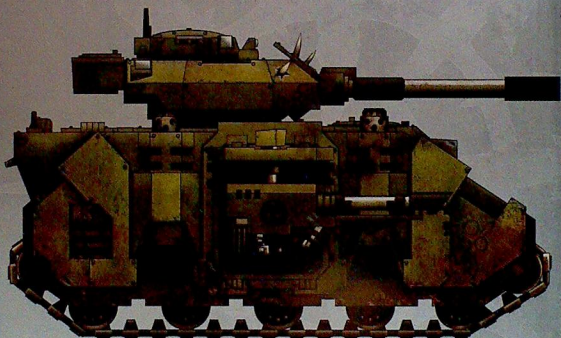
With the surface of Tallarn a mire of irradiated, biochemical sludge, infantry had little chance of survival and so both sides committed numerous armoured vehicles to what developed into a long and bitter war of attrition. It is said that over a million tanks and other armoured vehicles fought across the blasted wastes of Tallarn, until at length the defenders mastered a new and innovative form of hit and run warfare that eventually bled the Iron Warriors dry and forced their withdrawal from the planet. That so stoic and relentless a Legion as the Iron Warriors should have been turned from battle in this manner is testament indeed to the defenders' determination, as well as the ingenuity of their strategy.

*"Hear us... listen... listen...
your corpse god will not save you,
the reapers come for you.
As the summer crop shall you be cut down,
your life blood spilt uselessly,
abandoned by your cold masters...
We... we are your only hope... make the sign...
say the words and we shall come for you.
save you... make you forever... embrace... us...
call and we shall... come..."*

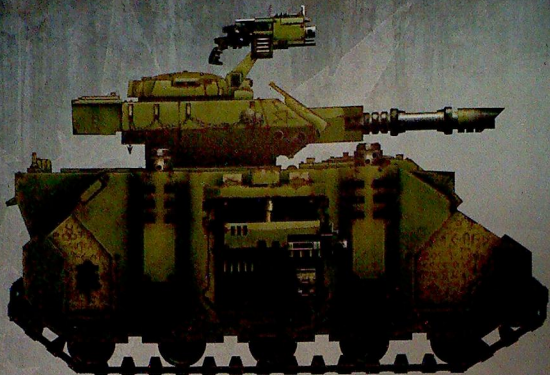
*Fragment of a transmission deemed to
be a Class-III Mental Threat,
Chonarrum codex,
Orphens Sector*



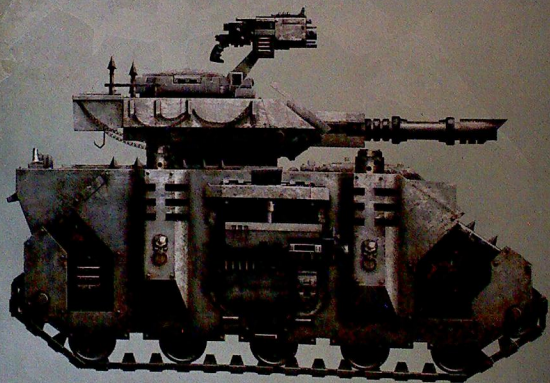
Predator Battle Tank of the renegade Astartes warband known as 'The Purge'. This vehicle, once of the venerable Deimos pattern, is confirmed as having participated in the Vaxhallian Genocides of 926 M41, where the population of an entire hive world was given the choice of drinking from a water supply tainted by the blessings of Nurgle, perishing from dehydration or being slain at the hands of the Purge.



Predator Battle Tank of the Death Guard Traitor Legion. Once conforming to the Mars pattern and equipped with additional armour plating, this vehicle bears the beginnings of the stigmata of corruption so redolent of the taint of the Plague God to whom the Death Guard so long ago sold their souls.



Predator of 'The Tainted', Siege of Vraks, 828 M41. This vehicle is recorded in sealed Ordo Malleus annals as having participated in the so-called Rotted Circus, a cavalcade of war machines and giant Chaos Spawn that has descended upon numerous Imperial worlds, leaving nothing but corpse-dust and despair in its wake.



Predator Battle Tank of the Steel Brethren, an outcast faction of the Iron Warriors Traitor Legion. Suspected destroyed c. 826 M41 at the 28th Parallel, Saint Eunastice Salient, during the Siege of Vraks.

CHAOS INFERNAL RELIC PREDATOR



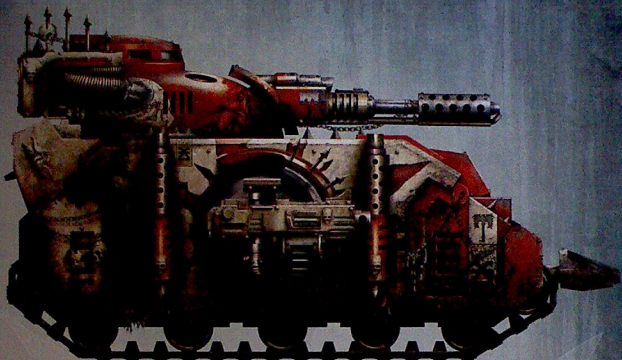
Upon the Daemon worlds of the Eye of Terror and other equally hellish realms there lurk many terrors, from ancient and terrible weapons long since forgotten by the Imperium to malignant entities invested with an unfathomable hatred of the Emperor and all his works. The Relic Predator is one such horror, a battle tank of ancient provenance that once served the Space Marine Legions during the Great Crusade. Fast, well armoured and carrying the most potent of weaponry, these tanks were the nightmare of ancient battlefields. After uncountable years within the twisted depths of the Eye of Terror, they bear little resemblance to the proud machines of war they once were. Warped by the influence of the dark powers that rule in that realm, their armour defaced by all manner of cruel decoration and many now serving as vessels for monstrous creatures born from suffering and pain in the Empyrean, there are few in the Imperium who would still recognise an Infernal Relic Predator for its original class. Yet, despite this, their weapons have lost none of their bite, and many a fratricidal war has been fought amongst warbands for possession of one of these devastating war engines.

Infernal Relic Predators mount a range of potent weaponry once common in the armies of the Imperium, but which is in many cases long lost to the Tech-Priests of the Adeptus Mechanicus. Many of the most arcane inner mysteries of plasma bolt, conversion beam and magna-blast are now unknown to the Cult Mechanicus, but retained still within the blasphemous tomes of the heretek Dark Magi. In many cases, lost patterns are merged with the blasphemies of the Dark Age of Technology and with the fell blessings of the Warp to create analogues of weapons coveted beyond reason by the sons of Mars. Leering faces are to be seen writhing within

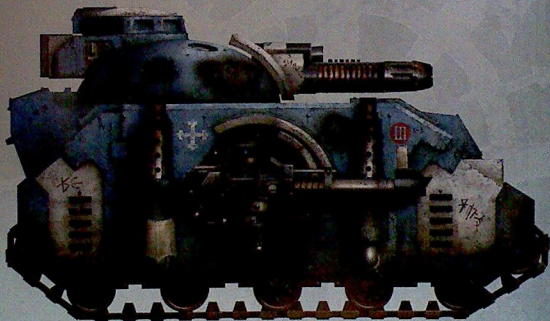
the plasma destroyer bolts fired by the Executioner and below the roar of the heavy conversion beamer is to be heard the tortured shrieking of a billion damned souls.

Despite myriad blasphemies of techno-sorcery, the Relic Predators of the Chaos Space Marines conform to a number of broadly recognisable types. One of the most common is the Executioner, the turret of which mounts a fearsome plasma destroyer or occasionally a heavy conversion beamer. Another pattern much prized amongst certain Chaos warbands is the Infernus, which is equipped with a magna-melta or a flamestorm cannon. Each of these weapons configurations is employed in its own battlefield context. The plasma destroyer is able to gun down even heavily armoured infantry, as well as light and medium vehicles, with a withering hail of superheated energy blasts. The heavy conversion beamer is fearsomely destructive, especially at range, against fortifications and large, slow-moving armoured targets. The magna-cannon mounted by many Infernus pattern Relic Predators is capable of reducing the heaviest tank or sturdiest bunker to bubbling slag, while the flamestorm cannon can burn entire formations of enemy troops to ashes.

More so than many others of their class, Infernal Relic Predators are jealously guarded by those champions of the Ruinous Powers fortunate enough to count one amongst their forces. They are coveted by rival warlords and are often the target of inter-warband raids, and word of an unclaimed Relic Predator being located or dug up on some ancient battlefield is sufficient to draw numerous would-be claimants, and it is not uncommon for large battles to be fought over their possession.

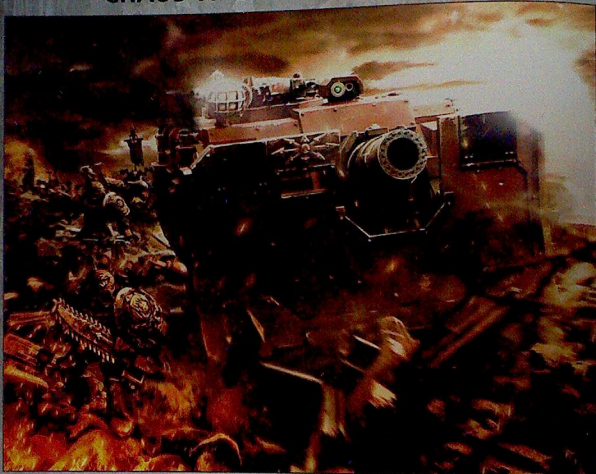


Infernal Relic Predator of the renegade Astartes 'Slaughterkin', Hreidmal Cluster Incursion, 913 M41. The skulls and other bones adorning this vehicle are thought to have been harvested from the Administratum High Factors of Hreidmal Secundus, put to death by the Slaughterkin during their blasphemous Ossific Rites.



Infernal Relic Predator of the renegade Avenging Sons 3rd Company. This vehicle was once a venerated relic of the Avenging Sons Chapter and its fall, along with the entire 3rd Company at Helmabad in 970 M41, is a high indelible stain on the Chapter's honour. It has been sighted on three occasions between 996 M41 and 998 M41 in the vicinity of the Cadian Gate, each sighting moving ever closer to the Eye of Terror.

CHAOS VINDICATOR SIEGE TANK



The Vindicator is an assault tank, designed principally for siege warfare and for smashing through heavily fortified positions. It is a very old design, believed to date back to the era of the Great Crusade, and has served largely unaltered since then with both Loyalist and Traitor Space Marines. Its particular service history with the forces of Chaos goes back to its prominent role in the battles of the Horus Heresy, where its power was brought to devastating effect not least by the Traitor Legions in the Siege of the Imperial Palace during the cataclysmic Battle of Terra, where hundreds of Vindicators were used as the armoured spearhead of attacks to battle through line after line of bitterly contested defences.

Since that age of darkness, the Vindicator has been used in countless battles by numerous factions within the Chaos Space Marines. It has seen particular service amongst the Iron Warriors Traitor Legion, whose penchant for siege warfare and a tactical doctrine of brutal direct assaults is well served by the Vindicator. Also, given the numbers of newly constructed Vindicators fielded in the armies of the 13th Black Crusade, it seems likely that either the Iron Warriors or some other faction possesses the required machine lore to mass-produce these war engines.

As a variant of the common Rhino chassis, the Vindicator has the advantage of the utility, durability and ease of repair of the Rhino's STC imprint, utilising many common components and compatibility with numerous standard weapon and drive systems. Its most prominent and unique feature is its mounting of a heavy demolisher cannon, and the vast majority of the vehicle's interior space is taken over by the weapon itself, hydraulic recoil systems for the cannon, its automated loading mechanism and a magazine for sixteen huge shells, barely leaving enough space for its Chaos Space Marine crew of two: a driver and gunner. Additionally, the Vindicator's prow and upper surfaces feature significantly reinforced armour, which increases its survivability, and it commonly mounts a heavy dozer-bladed plough for clearing wreckage and rubble from its path.

The Vindicator's large calibre demolisher cannon fires a hugely powerful, rocket-assisted shell capable of breaching heavily reinforced or fortified constructions. Although relatively unstable and short ranged owing to its sheer size of shell, the demolisher cannon's firepower can also be used to smash with ease through even densely plated vehicle armour when called on to do so.

The Breaching of Fortress Secundex

Indicators have been deployed against the Imperium on countless occasions throughout the millennia since the fall of the Traitor Legions, the largest single engagement being the Siege of the Imperial Palace at the height of the Horus Heresy. A much more recent battle in which the siege tank played a crucial role was the Siege of Fortress Secundus during the Dominion of Fire, when the Daemon Primarch Angron of the World Eaters subjected vast swathes of the Imperium to a two hundred year reign of terror and bloodshed. When Angron turned his unholy wrath upon Fortress Secundus, it withstood attack after attack, so that it formed a lonely island of Imperial faith in a raging sea of blood and madness.

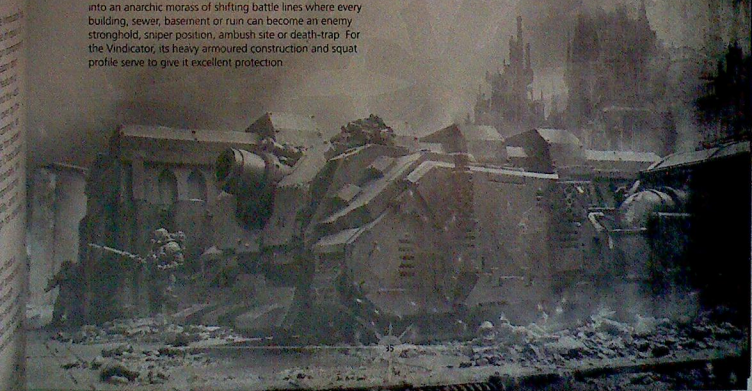
Eventually, Angron ordered one of his warbands, the Brothers of Anarchy, to destroy the fortress, making it clear that the life of every Traitor Marine was forfeit should they fail. The Brothers of Anarchy ranked amongst their number some of the fiercest berserkers in the war zone, but these warriors were all but powerless in the face of the fortress's rearing rocketeers walls, which had to be breached before any direct assault on the defenders could be launched. The warband had but a single echelon of Vindicators with which to force a breach in the mighty curtain walls through which the warriors could pour, and so victory would rest upon them.

The strategy the Brothers of Anarchy settled upon was necessarily brutal given Angron's order, relying on waves of berserkers attacking the walls in order to draw fire away from the Vindicators as they concentrated upon a single point of the imposing structure. The Brothers of Anarchy's Vindicators came under a withering hail of defensive weapons fire, but the defenders were presented with so many targets they could not engage them all. Thousands of cultists aligned to the Brothers were gunned down and hundreds of the Traitor Marines fell with them as they threw themselves wholesale at the fortress' walls. For three days the slaughter ground on, the base of the walls piled high with the dead, while the Vindicators in their midst hammered away at a single point in the defences. At last a crack formed in the rockcrete and even before the Vindicators could exploit this, the berserkers were forcing their bodies into the gap in a savage attempt to widen it. The siege tanks continued firing, even at the cost of their allies, and soon a ragged wound was torn in the walls, the rubble forming a breach up which the Vindicators and thousands of cultists and berserkers swarmed

The fall of Fortress Secundex assured, the Daemon Primarch Angron was momentarily sated. The Dominion of Fire would rage ever onwards for decades more, claiming the lives of countless billions of the faithful in the process.

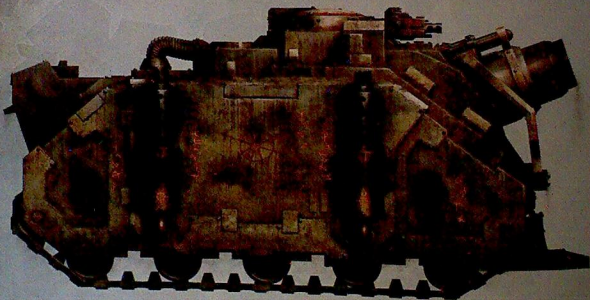
It is in the close confines of urban warfare though that the Vindicator excels. This most savage, relentless and costly form of fighting is invariably a murderous prospect for any attacker. Fields of fire and lines of sight are severely restricted and the advantages of numbers and manoeuvrability are quickly countered by densely packed terrain. A determined group of defenders can rapidly turn the most well-disciplined attack into an anarchic morass of shifting battle lines where every building, sewer, basement or ruin can become an enemy stronghold, sniper position, ambush site or death-trap. For the Vindicator, its heavy armoured construction and squat profile serve to give it excellent protection.

Battlefield rumours and scattered after-action reports also persist of Chaos Vindicators which have become mutated, as if infected with the stuff of the Warp, and of other, seemingly all but unstoppable Vindicators bound with webblings of chains and talismans, and graven glowing runes carved into their hulls, crewed by no living being.





Vindicator of the World Eaters sub-faction 'the Skulltakers'. This vehicle is believed to have been claimed in battle after the Skulltakers defeated an Iron Knights Chapter strike force in the Telamon Cloud region. It is depicted here as it was encountered during the Siege of Vraks, 828.M41.



Unidentified Deimos pattern Vindicator. This unmarked war machine was discovered circa 300 M40 on the twilight world of Celephace, having lain dormant beneath the irradiated sands for many long millennia. The vehicle became an object of veneration for the local dusk-tribes, who made gruesome blood offerings to the Daemon-thing they believed resided within its pitted metal form.

CHAOS RELIC SICARAN BATTLE TANK



The Sicaran Battle Tank is one of the rarest of sights on the blood-soaked battle grounds of the 41st Millennium, for precious few examples of this highly advanced, and ill-understood, engine of war survived the Horus Heresy. Some tech-savants hold that the Sicaran was the most common of a family of armoured vehicles that entered service at the end of the Great Crusade, and that it was commissioned by the genius of no less a being than one of the Emperor's Primarchs. If this is true, it reveals a dark heritage indeed, for it appears that those Legions that remained true to the Emperor received scant quantities of the Sicaran, while those who stood by the Warmaster received the vehicle in greater numbers. So rare is the Sicaran in fact that numerous Tech-Priests and even Techmarines hold that it is nothing but a myth. Others link it to the enduring legacy of Arkhan Land, identifying the Sicaran as the high mythical missing link between the Predator and the Land Raider.

Those few Adeptus Astartes Chapters in possession of the Sicaran know that its machine spirit slumbers fitfully in their relic chambers and when awoken appears haunted by the dire events of the Horus Heresy. This must be equally true of those Sicaran Battle Tanks in the possession of the Chaos Space Marines, yet the effect must be magnified by the fact that many reside within the Eye of Terror and other warp-touched realms, or upon the surfaces of Daemon worlds. Where the Techmarines of the Adeptus Astartes go to great lengths to ward their few Sicaran Battle Tanks from baleful influence, the Warpsmiths of the Chaos Space Marines are unlikely to feel constrained by such concerns and they may even expose their charges to the unadulterated taint of the Ruinous Powers with deliberate intent. The machine spirits

inhabiting Chaos Sicaran Battle Tanks must be hateful things indeed, possessed of a darkly self-aware anima forged in the crucible of betrayal and tempered by ten thousand years of service to the Ruinous Powers. Some hold that such spirits require constant supplication and appeasement, lest they turn upon their own crew or their allies, and certainly the archives of the Inquisition include accounts and pict-captures of Sicaran Battle Tanks whose flanks gleam with dark arterial blood applied in ritual patterns that strike terror into the hearts of all who lay their eyes upon them.

The Chaos Sicaran is armed with the same weapons as those in the service of the Imperium, and while it is likely that alternative configurations once existed, all confirmed examples have been equipped with the fearsome Herakles pattern accelerator autocannon. This weapon is kin to the large calibre ordnance carried on the equally rare Fellblade super-heavy tank, married to a high capacity, auto-loading ammunition feed and a tracking device capable of acquiring and locking onto even the fastest moving targets with fiendish accuracy. The tank itself is possessed of an advanced reactor and drive system, the output of which far exceeds most others of its class. These capabilities combine to make the Sicaran Battle Tank a potent engine of war with the range, speed and manoeuvrability to outflank, out-maneuvre and out-perform most enemies. The tank's baleful machine spirit appears to relish hunting such targets as a predator stalks a terrified prey creature, and some have reported the Chaos Sicaran toying with its foe with obvious malice, employing the preternatural accuracy of its main weapons to selectively inflame crucial and debilitating wounds before eventually delivering the killing blow.

CHAOS RELIC SICARAN BATTLE TANK 135 Points

	BS	Front	Side	Rear	HP
Chaos Relic Sicaran Tank	4	13	12	12	3

Unit Composition

- 1 Chaos Relic Sicaran Tank

Unit Type

- Vehicle (Tank, Fast)

Wargear

- Searchlight
- Smoke launcher
- Twin-linked accelerator autocannon
- Heavy bolter
- Extra Armour

Special Rules

- Infernal Relic

Options

- The Chaos Relic Sicaran may take up to one each of any of the following:
 - Armoured Ceramite +20 points
 - Dirge caster* +5 points
 - Dozer blade +5 points
 - Warpflame Gargoyles* +5 points
 - Pintle-mounted combi-flamer, meltal or plasma* +10 points
 - Havoc launcher* +12 points
 - Destroyer blades* +15 points
 - Daemonic Possession* +15 points
- The Chaos Relic Sicaran may take one of the following sets of two sponson weapons:
 - Heavy bolters +20 points
 - Lascannon +40 points
- The Chaos Relic Sicaran may upgrade all its heavy bolters to have:
 - Malefic ammunition +40 points

*See Codex: Chaos Space Marines for details.

Warhammer
40,000

Chaos
Space
Marines



Accelerator Autocannon

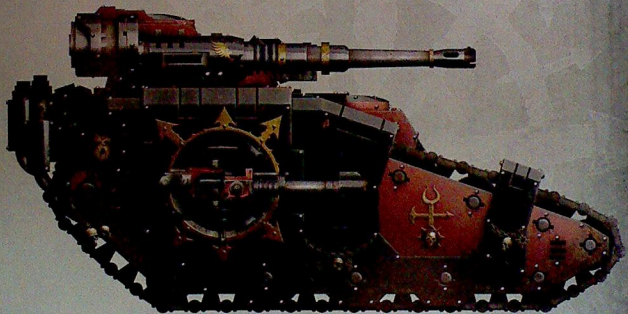
The accelerator autocannon is a potent weapon which fires a hail of medium-calibre high velocity shells with great accuracy. Its bursts of cannon fire can rip through heavy armour with repeated shell impacts or strafe rapidly moving targets with devastating effect.

Weapon	Range	Str	AP	Type
Accelerator autocannon	48"	7	4	Heavy 6, Rending, Rapid Tracking

Rapid Tracking: Targets may not take Jink saves against damage from this weapon.



Sicaran Battle Tank of the renegade Tenebrae. This vehicle, the *Suspira Mortis*, is believed to have taken part in the silencing of the fourteen beacon-worlds of the Argentus sub-sector, and was last sighted in 013 M41 during the Purging of the Forge Moon of Keziah. Note extensive display of ritual runes as well as sanguinary supplication offerings applied to the vehicle's flanks.



Sicaran Battle Tank of the Emperor's Children Traitor Legion. This vehicle was listed as destroyed by the Adeptus Astartes 'Death Eagles' in M32, but having been encountered amongst the hosts of the Despoiler during the Gothic War has been re-codified as extant and active.



CHAOS ASTARTES ASSAULT VEHICLES

"Tarry not too long in the illusory sanctuary of the chance of steel. Ride it to win, with it crash the walls behind which your foes cower, but when the time comes, dismount with the glory of the gods upon your lips!"

*Dhalius Elkones
Herald of the Apostles of Contagion*

Sharing many underlying battle doctrines with their erstwhile brethren in the Adeptus Astartes, Chaos Space Marines are unsurpassed shock troops. Though they utilise a myriad of variant tactics and strategies, some focusing on brutal melee, for example, while others prefer a relentless advance, all are masters of the frontal assault: armed and equipped to prevail in the most hostile of battlefield conditions. As such, almost all renegade warbands make use of a range of assault vehicles, from the ubiquitous Rhino armoured carrier to the mighty Land Raider.

Chaos Space Marine assault vehicles are deployed from orbit to the surface of a target world and used to transport a squad of warriors across often dangerous terrain, directly into the guns of whatever defence awaits them. Having closed on the foe or objective, the Chaos Space Marines disembark, either to slaughter the foe in bloody close combat or to make use of an advantageous position from which to fire upon the enemy.

The battle won, these vehicles are frequently used to carry off the spoils of war, their troop bays laden with captured materiel. Sometimes, long chains are affixed to the rear of the vehicle – captured enemy soldiers being led off to a horrible fate in lines dozens, even scores of metres long. Then, bedecked in recently claimed trophies such as the heads of their enemy's champions or the ragged banner under which they fought, these vehicles become as altars to the dark splendour of the Ruinous Powers, leaving only smoking ruins and bloody corpses in their wake.

CHAOS LAND RAIDER



Land Raiders in the service of Chaos Space Marine warbands have struck terror into the hearts of countless foes throughout the millennia. Like its Loyalist equivalent, it is a truly ancient engine of war and is still the pre-eminent armoured vehicle of the 41st Millennium. On its own, a Land Raider is a match for any other armoured vehicle of its mass, and many that are larger. As well as being a battle tank, it is also a potent transport vehicle, its assault ramp enabling a whole squad of Terminator armoured warriors to be deployed directly into the thickest fighting.

The Land Raider first entered service during the Great Crusade at the dawning of the Age of the Imperium. The vehicle's formidable combination of weaponry and armour, and its ability to carry the shock troops of the Great Crusade through the most perilous of environments were the deciding factors in countless struggles to liberate Mankind from the tyranny of the Age of Strife.

At the time of the Great Betrayal, the principal source of Land Raider production was the dedicated Forge World of Anvilus IX, which the Warmaster and his allies plotted against to ensure it fell quickly to the rogue Mechanicus elements bound to his service. This had the dual effect of at once denying the Loyalists access to these important weapons, while also ensuring their continued supply to the rebels. Though ultimately the Warmaster's grip on Anvilus IX would be broken, during this time it produced large numbers of Land Raiders for the Traitor Legions, and when they were eventually forced from the Forge World, the worlds of the system were left shattered in their wake, the enemy taking the knowledge of the secret arts of the Land Raider's construction with them.

The damage was done, and to this day the only body within the Imperium officially permitted to deploy them are the Space Marine Chapters of the Adeptus Astartes. Within the twisting depths of the Eye of Terror however, production of

new Land Raiders for the followers of Chaos remains largely in the hands of the Dark Mechanicus, and is used by them as a bargaining chip in the incessant intrigues and struggles for power between the many Traitor factions.

With very few exceptions, the Land Raider remains the most technologically advanced battle tank to be found serving the followers of Chaos at the end of the 41st Millennium. Even a single Land Raider is a true engine of destruction, able to tip the balance of a battle on its own. Heavily armed and armoured on every quarter, reactor-driven and environmentally sealed, it can operate successfully on almost any battlefield conceivable, from the seabed to burning ash wastes, and can endure hellish corrosive storms and hard vacuum. Its defences are sufficient to shrug off weapons fire that would cripple or destroy lesser war engines, while its own devastating firepower can lay waste to enemy tanks and infantry alike.

Of all the ancient patterns of war machine found in the service of both the Imperium and the forces of Chaos, it is noteworthy that the Land Raider is very rarely modified in form or function by the hands of its dark masters. Some hold this as proof of the tank's near perfection for its role, and the Chaos Land Raider maintains the standard pattern armament of two twin-linked lascannon and a twin-linked heavy bolter for anti-personnel fire support.

Many Warpsmiths instigate aesthetic changes to the Land Raiders in their charge, plainly marking these battlefield horrors out from those in Loyalist service. Clad in blasphemous icons, the Chaos Land Raider becomes more than a simple battle tank, but a true altar of war and a portent of death for those who would stand against the servants of ruin. It is a bloody temple that proclaims its worship in the shriek of its weapons and takes its sacrifices crushed beneath its mighty tracks.

ORDO MALLEUS REGISTUM INFERNUM

SEALED ARCHIVE

++Archival Entry/Personal Testimony++

ACCESS WARNING

++By the Hand of: Inquisitor Verily Wroth, Bearer of the Seal++
++Pertinence: Land Raider Proteus 'Zalmoxis' [Traitoris Obscuri Machina]++
++Commit to Record: Redactio Extremis [Pending cross-ref]++

AUTO-TRANSCRIPT

MALLEUM EXTREMIS



IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED THIS
ARCHIVE ON PAIN OF
EXCOMMUNICATION.

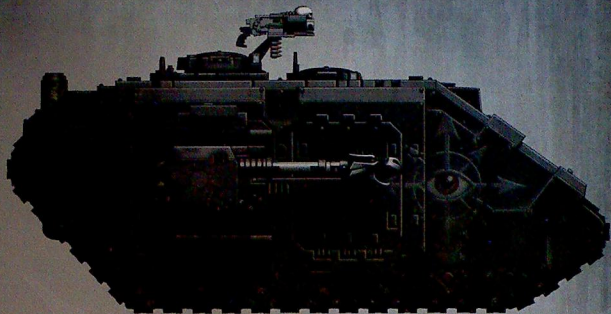
There exists amongst a certain heretical sub-set of the Cult Omnisiah, a body of fallen tech-savants whose life's work is to catalogue the names and deeds of the most potent of war machines ever to beset the galaxy's battlefields. The records this Order maintains are impossibly convoluted and ordered in a way that no sane mind or pure soul could comprehend, yet they make reference to many engines of war that have been the scourge of the Imperium for ten thousand years. One such war machine is the Land Raider Proteus *Zalmoxis*, which is linked to no less a body than the Legiones Astartes Alpha Legion throughout much of the Great Crusade. The *Zalmoxis* appeared to have vanished or been destroyed in the region of space now known as the Cold Veil, until almost ten thousand years later, when it was recovered by an Adeptus Mechanicus Explorator force fifty thousand light years distant on the ruinward marches of the turbulent Galactic Core.

The Explorator force marvelled at its find, for a Land Raider Proteus of such vintage represented a true blessing of the Omniah. Yet, within two months of logging the find with the nearest warship, the fleet was attacked by a warband later identified as a splinter of the Traitor Alpha Legion. The *Zalmoxis* was taken during the attack, leading the fleet's High-Magi to conclude that the Alpha Legion warband had somehow intercepted their communications and determined to recover the ancient war machine.

Before the *Zalmoxis* was lost to them however, the Explorators had been able to breach its outermost data-wards and recover surface details of events that had transpired since its disappearance. Most exist as stellar cartographic code streams and from these certain locations have been discerned. It appears that *Zalmoxis* had penetrated such forbidden regions of the galaxy as the Grendel Stars, the Veiled Region, the anarchic Crab Nebula and even the outer reaches of the Ghoul Stars, though at whose behest remains unknown. Having passed through such damned, xenos-haunted places, where unnameable alien abominations tainted the very stuff of the void with their unnatural existence, the *Zalmoxis* is utterly changed, its machine core a twisted thing of baleful intellect and fell intent. What the Alpha Legion might intend for the machine now it is back in their possession remains unknown, but can only spell misery for the servants of the Emperor.

EX-DATA ENTRY NOTES INSTIGATED BY THE HAND OF

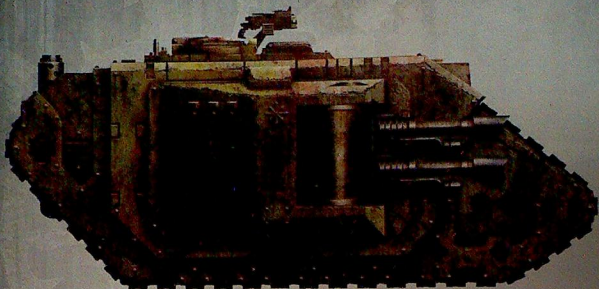
Verily Wroth



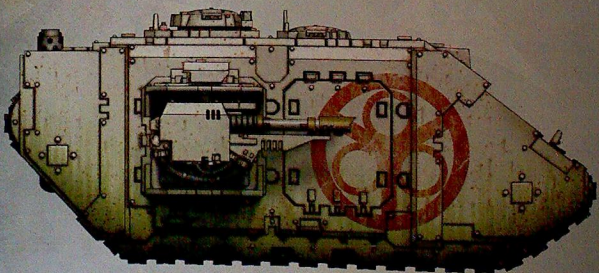
Land Raider of the Black Legion sub-faction 'the Black Brethren of Ayreas'. This vehicle is believed to have participated in at least three of Abaddon the Despoiler's Black Crusades before being destroyed during the Siege of Vraks by battle-brothers of the Grey Knights Chapter.



Land Raider of the Word Bearers exiles known as 'the Sanctified'. First encountered by Imperial forces at the Battle of Grand Al'gul in 666 M41, this vehicle has not been faced since its participation in the Siege of Vraks in 830 M41.



Land Raider captured by the Death Guard Traitor Legion from a Howling Griffons Chapter strike force at the Assault on Black Beacon. Depicted here as it appeared at the Siege of Vraks in 822 M41, displaying early stage corruption by the influence of that Daemon-tainted world.



Land Raider with additional spaced armour, Death Guard Traitor Legion sub-faction 'the Lords of Decay'. This vehicle bears an Ordo Malleus Infernus Perdita codification dated 811 M41 due to its having fought under the command of Mortarion, the Daemon-Primarch of the Death Guard himself.

CHAOS LAND RAIDER PROTEUS



Of all the variants of the Land Raider in service with the Space Marines and their fallen kin, the Proteus ranks amongst the most ancient. Conceived to serve at the leading edge of the Expeditionary fleets during the Great Crusade, the Proteus is at once an armoured carrier, a mobile base of operations and a vehicle of exploration.

Those examples of the Proteus in the service of the Chaos Space Marines are veterans of the very earliest days of the Great Crusade. They fought at the spearhead of the first Expeditionary fleets as they penetrated the darkness of the galaxy. They explored worlds steeped in alien corruption where the air itself was death even to the superhuman Legiones Astartes. They crossed wastelands of dust made from the destruction of empires that had risen and fallen before Mankind had even looked to the stars.

For every cold alien tomb world encountered however, there was another where the taint of alien corruption still festered. The Proteus was committed against every conceivable form of xenos strain, from hordes of primitive, barely sentient autochthons to beings of god-like potency. The galaxy was revealed as a seething cauldron of cosmic horror, all of it anathema to Mankind and the remainder so opposed to it, that only total eradication would serve the Emperor's vision. Many bold warriors fell in battle against such horrors, even bodies and minds engineered by the genius of the Emperor's gene-wrights breaking under such pressure.

The Proteus pattern Land Raiders that survived are in many cases the scarred veterans of these earliest expeditions into the darkness. They faced, defeated and survived such horrors as can scarcely be imagined, even in the fevered ravings of the most warp-blasted heretic. When the vehicles' masters joined Horus in his great betrayal, xenos corruption and horror was piled upon the taint of the Warp. Machine spirits already harbouring countless unseen scars were brutalised still further by the influence of the dark gods. The result was a machine driven by a daemonic will that is the hybrid of xenos abomination and the corruption of the Ruinous Powers.

The thing that now resides at the heart of the Chaos Land Raider Proteus is neither machine spirit, Daemon or alien. It is all of these, making the Proteus a darkly potent engine of war resonating with the unnameable horror of a galaxy steeped in death and insanity. The machine's augury web, which once served to light the outer darkness and guide the servants of the Imperium, is now a thing of malignant majesty. It is called upon only rarely, for even those whose minds and souls are pledged to the Ruinous Powers might be overcome by the waves of malevolence that radiate from the machine. This xenos-Daemon-machine-thing can sense the proximity of other souls in a dark parody of the augury web and it hungers to consume them in a welter of gibbering unreality.

CHAOS LAND RAIDER PROTEUS.....200 Points

	BS	Front	Side	Rear	HP
Chaos Land Raider Proteus	4	14	14	14	4

Unit Composition

- 1 Chaos Land Raider Proteus

Unit Type

- Vehicle (Tank, Transport)

Wargear

- Searchlight
- Smoke launcher
- Two sponson-mounted twin-linked lascannon

Special Rules

- Fear

Transport Capacity

- The Chaos Land Raider Proteus can carry 10 models

Options

- The Chaos Land Raider Proteus may take up to one each of any of the following:
 - Dirge Caster*+5 points
 - Extra Armour+10 points
 - Armoured Ceramite+20 points
 - Dozer blade+5 points
 - Warpflame Gargoyles*+5 points
 - Havoc launcher*+12 points
 - Destroyer blades*+15 points
 - Daemonic Possession*+15 points
- The Chaos Land Raider Proteus may be upgraded with an:
 - Ark of Unnameable Horror+50 points
(reduces Transport Capacity to eight)
- The Chaos Land Raider Proteus may take one of the following pintle-mounted weapons:
 - Combi-flamer, melta or plasma*+10 points
 - Heavy flamer+15 points
 - Heavy bolter+15 points
 - Multi-melta+20 points
- The Chaos Land Raider Proteus may be armed with one of the following hull-mounted weapons:
 - Twin-linked heavy bolter+20 points
 - Twin-linked heavy flamer+20 points
- The Chaos Land Raider Proteus may upgrade all heavy bolters to have:
 - Malefic Ammunition+35 points

*See Codex: Chaos Space Marines for details.



"In war, one does not discard a potent weapon simply because it is of questionable origin. The wargear of the heretic and xenos-breed slay their owners as readily as their enemies, they are but tools in the hands of the righteous. I fear for the Imperium that it does not realise this vital truth..."

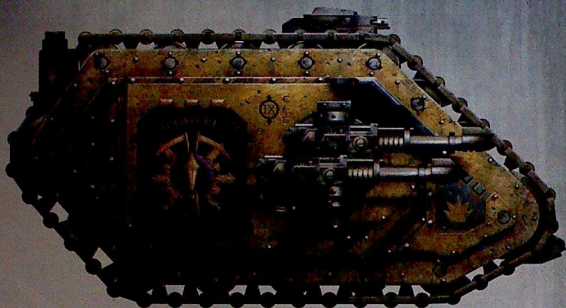
Cylix Strawn,
Redemptor-Adopt of the Adeptus Astartes Night Raptors
(Chapter declared Excommunicate Traitoris 989.M41)

Ark of Unnameable Horror

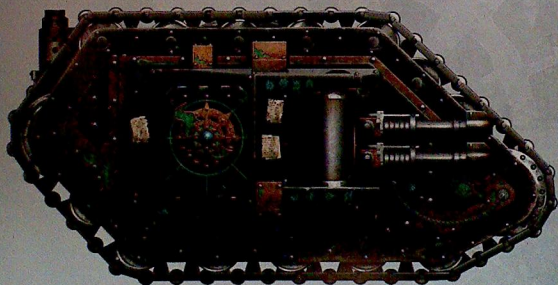
At its creation at the dawn of the Age of the Imperium, the Proteus was possessed of an explorer's augury web that invested it with numerous command and control capabilities. Now the Chaos Proteus is possessed of, or perhaps by, something far darker. The vehicle radiates palpable waves of madness, such that any who turn their attentions towards it must first master their own sanity, or be reduced to gibbering wrecks.

Any enemy unit declaring a shooting attack against the vehicle must first take a Pinning test. If it passes the test, the unit may fire as normal. If it fails, it may not fire, as it immediately Goes to Ground.

This rule does not apply to units that are firing without line of sight to the target (such as those firing a Barrage type weapon), vehicles, Fearless units, or any model without a Leadership characteristic.

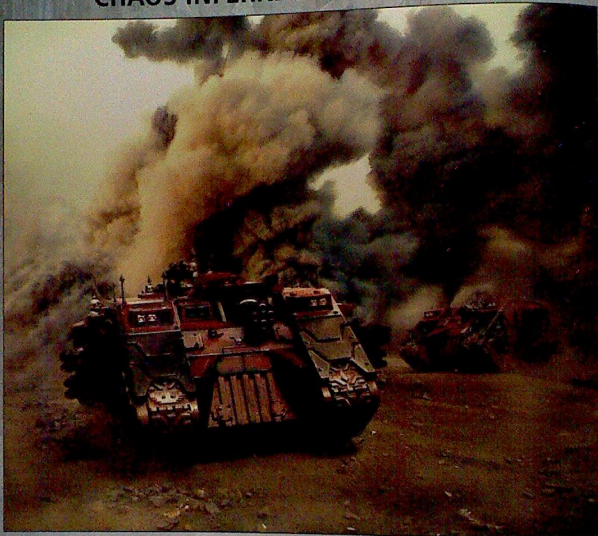


Night Reapers Land Raider Proteus '*Argus Rex*'. This vehicle is listed as having engaged units of the Adeptus Astartes 'Red Templars' in 991 M41 during the so-called Harrowing of the Night Reapers. The heresy of the recently excommunicated Night Reapers is plainly visible in the runic script engraved into the vehicle's hull. Note remnant Codex Astartes tactical markings yet to be defaced.



Black Wings Armoured Land Raider Proteus, Fifth War of the Paraxial Succession, 923 M41. This ancient Land Raider Proteus is thought once to have served in the ranks of the Legiones Astartes Thousand Sons before the Black Wings claimed it as a spoil of war, fuelling a long and bitter rivalry for their Chaos gods' patronage. The vehicle led the assault on the Adeptus Arbites Sector Fortress at Moros Omega, ending a defence that had held out for almost ten months and precipitating the fall of the entire world.

CHAOS INFERNAL RELIC ACHILLES



The Land Raider Achilles is one of the rarest of the many war machines utilised by the Adeptus Astartes, for each must be constructed by a master artificer using the most arcane and secret of techno-rites. These secrets are beyond the Warpsmiths and Dark Magi, who furnish the servants of Chaos with arms and materiel, but not because they lack the knowledge of how to undertake the very specific rituals wielded in the construction of the Achilles. Rather, those rites are anathema to those who serve the Ruinous Powers. They require the artificer to call upon the benevolence of the Machine God, an object of worship some claim to be a manifestation of the Emperor (while others hold that the Emperor is a manifestation of the Machine God). Warpsmiths and the Dark Magi are entirely beyond the grace of the Omnissiah and, as such, certain disciplines of machine lore are denied to them. In many cases, the hereteks find alternative means of construction, plumbing unimagined depths of techno-heresy in their quest to bend the machine to their infernal will.

Instead of casting blessed unguents upon the metal shell of an aggrieved machine, they shower it with the freshly-spilled blood of innocents. Instead of soothing a vexed engine-spirit with the incantations of repair, they sing an atonal dirge that imbues the Daemon-thing at the heart of the machine with the tainted power of the Warp. In ten thousand years however, the Warpsmiths and Dark Magi have found no analogue for the rites of artifice under which the Land Raider Achilles is constructed, though certain outcast sigil-sects continue the quest. Those Achilles in the service of the hosts of the Ruinous Powers are therefore, without exception, the very same engines of war that fought for the Legiones Astartes during the Great Crusade and throughout the dark days of the Horus Heresy.

Though the Land Raider Achilles is to be found serving the Chaos warbands, it does not do so willingly. Rather, each has been corrupted and coerced by a cabal of Dark Magi, a process every bit as intensive as that by which the

war machine was originally wrought. The machine spirit within the Achilles is notoriously intractable and bellicose, necessitating a brutal process by which it is forced to submit to the ministrations of the Dark Magi. Numerous hereteks die over a protracted series of rituals, some as a consequence of the powers unleashed by their bloody rites. Others are claimed by the machine itself in the attempt to unseal its hatches and enter its fighting compartment. Eventually the machine turns, but only after numerous hereteks have been slain. Even then it is only the very strongest willed of Dark Magi or Warpsmiths who dare attempt to crew an Achilles, even centuries or millennia after its forced conversion to the service of the Ruinous Powers, for it continues to demand a steep price in lives forever after.

The Land Raider Achilles is a highly specialised assault vehicle that combines superlative armoured protection and heavy weaponry with a transport capacity able to deliver a small squad of heavy assault warriors such as Terminators directly into the very fiercest of battles. The vehicle was first conceived during the Great Crusade as a response to a very specific set of tactical and operational challenges. One of the Emperor's Legions – it is thought the Imperial Fists – faced a powerful and entrenched xenos stellar empire that had mastered an entirely novel form of ultra high energy beam weaponry. These weapons were capable of defeating even the composite ceramite armour of a Land Raider or Fellblade by the transference of such high amounts of energy that the target was sometimes boiled away to nothing in the blink of an eye. Faced by such fiendish devices, the crusaders required a weapon capable of withstanding incredibly high energy strikes as they closed on the aliens' bastions, as well as being able to force a breach in those fortifications. The Land Raider Achilles was the answer, and utilising its combination of armour, weapons and transport capacity, the xenos empire was defeated so utterly that even its name has been lost to history.

The Achilles achieves an unsurpassed degree of protection against high energy particle beam effects by way of a micro-etched hyper-conducting sigil web inscribed, by hand, upon every single square inch of every single component from which it is constructed. This web bleeds off and dissipates incoming energy attacks in a manner that cannot

be fully explained with recourse to technological lore, even by the most learned of Tech-Priests. The result is far from conventional, for the web is only effective when its application is accompanied by the ministrations of the most learned and devoted of adherents of the Cult Mechanicus.

Land Raider Achilles in the service of Chaos Space Marine warbands function not by the grace of the Omnissiah, but by the fell benedictions of far darker powers. Every Chaos Land Raider Achilles is a veteran of the Long War, its crew having rebelled along with their parent Traitor Legion during the Horus Heresy, or else the vehicle itself was claimed as a spoil of war in subsequent battles. Under the fell influence of the Ruinous Powers, the techno-arcane sigils micro-etched into its fabric have, over the millennia, become as corrupted as the Chaos Space Marine crew. The holy runes of the Omnissiah have slowly mutated into the blasphemous sigils of Chaos, investing the machine with the taint of the Warp and turning it from a noble champion of humanity to a debased scion of the Warp. Where once the Achilles formed the spearhead of the crusade against the forces of darkness and alien domination, now it is the hammer that descends upon its erstwhile masters, smashing apart the bastions of the righteous and undoing all the works of the Imperium of Man. The Daemon-thing that resides in place of the vehicle's once noble machine spirit is a hateful thing indeed, driven by an infernal will to tear down all that it once fought so hard to create.

Ten thousand years after their creation, Land Raider Achilles in the service of the Chaos Space Marines still fulfil their original tactical role – that of a siege assault vehicle so heavily armed it can force a breach through even the most fortified defence line and disgorge a squad of warriors directly into the heart of the enemy. The Achilles carries a number of weapons that complement this role, including two twin, side-mounted multi-meltas for reducing enemy fortifications. The vehicle's main weapon is a debased version of the quad mortar the vehicle once carried, subjected to forbidden rites of modification to fire shells invested with the raw stuff of Chaos. These munitions are thought to contain an unstable core powered by energies siphoned off by the machine's sigil web and distilled for many centuries. When these detonate, mortal flesh caught in the blast is rendered into a thrashing mass of corruption and mutation before boiling away to slime before the victim's horrified fellows. Confronted with such horror, even the boldest of warriors must give ground, or else suffer the very same fate.

CHAOS INFERNAL RELIC ACHILLES.....330 Points

	BS	Front	Side	Rear	HP
Infernal Relic Achilles	4	14	14	14	4

Unit Composition

- 1 Chaos Infernal Relic Achilles

Unit Type

- Vehicle (Tank, Transport)

Wargear

- Searchlight
- Smoke launcher
- One hull-mounted quad mortar
- Two sponson-mounted twin-linked multi-meltas
- Extra armour
- Armoured Ceramite

Special Rules

- Infernal Relic

Transport Capacity

- The Chaos Infernal Relic Achilles can carry 6 models.

Options

- The Chaos Infernal Relic Achilles may take up to one each of any of the following:
 - Dirge Caster*+5 points
 - Dozer blade+5 points
 - Warpflame Gargoyles*+5 points
 - Havoc launcher*+12 points
 - Destroyer blades*+15 points
 - Daemonic Possession*+15 points
- The Chaos Infernal Relic Achilles may take one of the following pintle-mounted weapons:
 - Combi-flamer, meltia or plasma*+10 points
 - Heavy flamer+15 points
 - Heavy bolter+15 points
 - Multi-melta+20 points
- The Chaos Infernal Relic Achilles may upgrade its heavy bolter to have:
 - Malefic Ammunition+15 points

*See Codex: Chaos Space Marines for details



"The greatest deception woven by the gods of Chaos was that their servants worked only with death and destruction; for more worlds fall to the honeyed lies of the dark gods than have ever been conquered by gun and blade alone."

Inquisitor-Lord Hector Rex

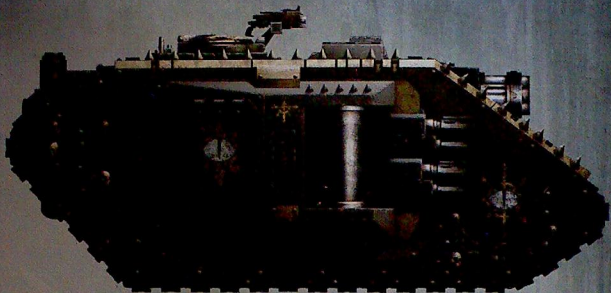
Quad Mortar

The tainted sigil web graven into the vehicle's structure stores the energy of attacks made against it and nurtures it into a bitter, warp-tainted charge that it shunts into the cores of the projectiles waiting to be fired by the main weapon.

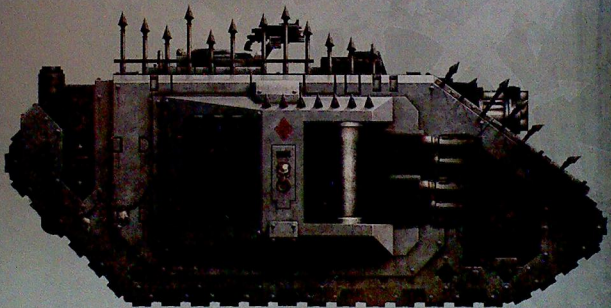
Weapon	Range	Str	AP	Type
Quad mortar	12"-60"	5	5	Heavy 4, Barrage, Pinning, Blast (3"), Shell Shock, Fuelled by Hate

Shell Shock: Due to the repeated impact of the quad launcher's shells, Pinning tests taken because of its attacks are made at a -1 Leadership penalty

Fuelled by Hate: For every Hull Point the Infernal Relic Achilles has lost, the Strength and AP values of the quad mortar improve by +1 and the Shell Shock penalty described above suffers a further -1. For example, if the vehicle has lost two Hull Points, the quad mortar's Strength is 7 and its AP is 3, and Pinning tests are taken at -3



Infernal Relic Land Raider Achilles of the Traitor Black Legion. This vehicle is confirmed as having participated in at least eight Black Crusades. It was last encountered at the Forge World of Vindalex during the Gothic War in 151 M41. Further records are unavailable, and some in the ranks of the Ordo Malleus now believe it was captured by the forces of the Adeptus Mechanicus during that battle.



Infernal Relic Land Raider Achilles of the renegade Steel Brethren, circa late M34. At the time of the conflict that saw the Steel Brethren cast out from the bulk of the Iron Warriors Traitor Legion, this vehicle was in the possession of the Grand Company of Warsmith Gharrok. The Achilles was claimed at the height of the final battle before their exile, an act for which Gharrok has sworn vengeance. Note the over-painting of the distinctive yellow and black chevrons of the Iron Warriors to show the war machine's allegiance to the Steel Brethren.

ORDO MALLEUS REGISTUM INFERNUS

SEALED ARCHIVE

++Archival Entry/Personal Testimony++

ACCESS WARNING

++By the Hand of Inquisitor Verily Wroth, Bearer of the Seal++
++Pertinence: Urkhan Garrak, [Traitoris Ex Ommissiah]++
++Commit to Record: Perditia/Executio Order 6-730++

AUTO-TRANSCRIPT

The following account of the sins of the fallen Mechanicus I have gleaned from those few pages of the *Greater Tome of Hecaton* that survived the attack on the Conclave's Labris Reliquarium in 739 M41.

MALEFICUM
EXTREMIS

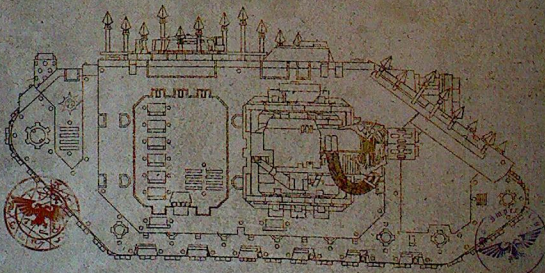


In 280 M39, the Dark Magus Urkhan Garrak undertook an expedition to the cursed world of Garama-Radion XIV, a world upon which countless wars had been visited throughout the long millennia, intent upon plundering the wreckage that carpeted vast swathes of the planet's surface. Garrak must have been guided by the Daemon-things of the *Alyssa*, for he discovered the inert, yet largely intact, form of a Land Raider Achilles bearing the faded and scorched livery of the Adeptus Astartes Imperial Fists. In short order, Garrak had recovered the venerable war machine and returned in triumph to the Hell-Forge of Kotal.

The Dark Magus soon found however that the war machine was not easily turned to the service of the Ruinous Powers. Upon his first attempt to awaken the Land Raider's systems, its machine spirit activated its long dormant spouson weaponry and slaughtered a dozen machine-servants and a senior exhortationer. In response, Garrak instigated a prolonged ritual of subjugation, calling forth the denizens of the Warp to invest the machine with their dark blessings. Unswayed, the machine resisted the ritual failing in such a cataclysmic manner that another score of the Dark Magus' servants were slain.

This contest of wills continued for the greater part of ninety days, until at last the machine spirit was forcibly turned, becoming a dark and twisted mockery of its former self. Triumphant, Garrak unsealed its access hatch and climbed within so that he might complete the ritual and seal his mastery over the machine. As he did so however, he revealed his intent to turn the Achilles over to a warband of the Iron Warriors Traitor Legion, the most hated enemy of the Imperial Fists. In one final act of defiance before it was subsumed entirely to the service of the Ruinous Powers, the vehicle's brutalised machine spirit sealed its hatches, disengaged its failsafe protocols and purged its reactor core. His body augmented with the fell blessings of the Dark Mechanicus, it is likely that the trapped Dark Magus took some time to die, the machine spirit of the Achilles enacting its vengeance even as its avatar gasped beneath a wave of corruption and damnation.

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED THIS
ARCHIVE ON PAIN OF
EXCOMMUNICATION.



EX-DIABOLIS RITES INSTIGATED BY THE HAND OF

CHAOS RHINO ARMoured TROOP CARRIER



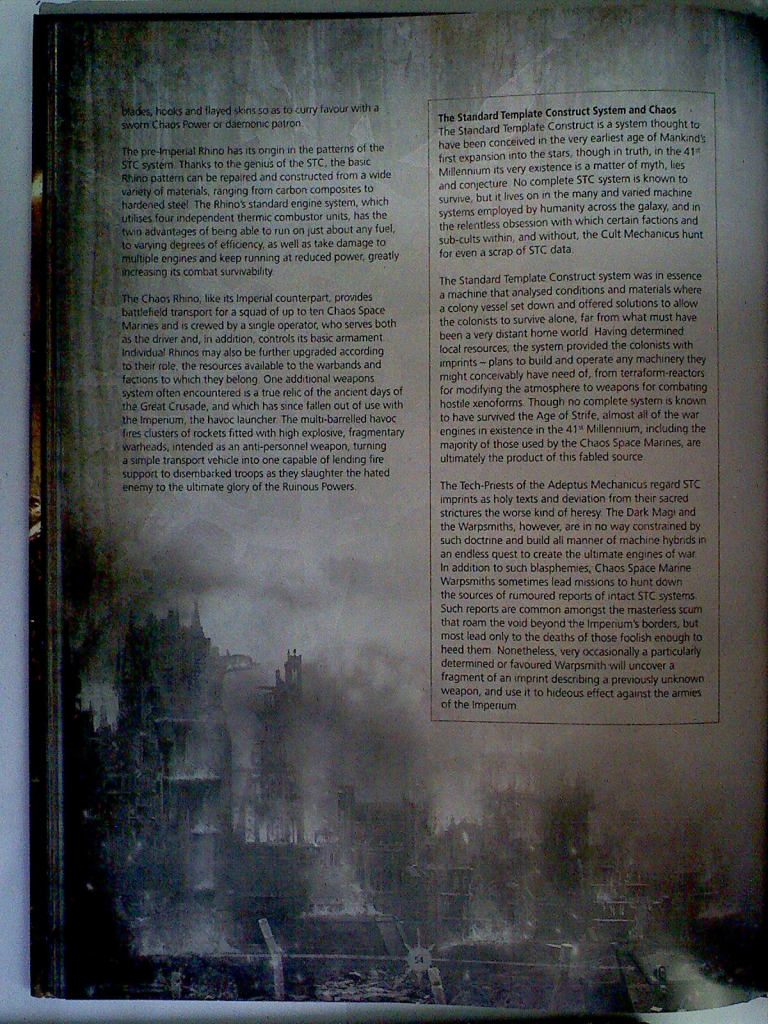
The Rhino armoured troop carrier is an ancient and venerable Standard Template Construct imprint that has long been the most numerous of Space Marine vehicles, seeing service even before the Horus Heresy sundered the Legions in half. When the defeated renegades scattered to the Eye of Terror they took their war machines with them, and over the 10,000 years of the Long War, the Chaos Space Marines have continued to use the Rhino as their main battlefield transport vehicle.

The history of the Rhino in the forces of the Ruinous Powers goes back into antiquity, and the chassis' use as a template for a variety of armoured fighting vehicles is as commonplace now as it was at the time of the Horus Heresy. The use of Imperial pattern designations has long ceased to be relevant and Chaos forces sport a number of permutations on the Mk Ib, Mk IIb and Mk IIc patterns, often produced or heavily modified in uncounted ways deemed blasphemous by the adherents of the Cult Mechanicus.

While the provenance and history of every war machine in the service of Chaos can never be known for sure, it is certain that some of the Rhinos that are present in renegade arsenals are the self same vehicles that once served under the banner

of the Emperor thousands of years ago. Some are preserved and endlessly repaired by Warpsmiths, others by the fickle twist of time and the Warp, and all are treated as sacred blood-stained relics by the Traitor Legions. The vast majority of Rhinos in service with Chaos warbands however, are newer vehicles ceded to Chaos by the treachery of recently turned renegades or produced in their hundreds by Hell-Forges deep within the Eye of Terror and other domains of Chaos.

Further sources of new war machines are gained as plunder and from the recovery of battlefield wreckage. Many Chaos factions, particularly the smaller warbands, operate as piratical raiding forces, preying not only on Imperial worlds, but on rival warbands and the servants of hated enemy gods. The servants of Chaos delight in looting and corrupting the weapons and tools of the Imperium and turning them against their former masters, and the Rhino and its variants with their ubiquitous design and ease of repair are particularly valued prizes. For the Warpsmiths of the Chaos Space Marines, no greater pleasure is to be had than the perversion and corruption of warfare once belonging to their hated Loyalist kin. Defaced and mutilated, these vehicles are bedecked with blasphemous icons and the ivory of their new masters, and fitted with grisly trophy racks.



blades, hooks and flayed skins so as to curry favour with a sworn Chaos Power or daemonic patron.

The pre-Imperial Rhino has its origin in the patterns of the STC system. Thanks to the genius of the STC, the basic Rhino pattern can be repaired and constructed from a wide variety of materials, ranging from carbon composites to hardened steel. The Rhino's standard engine system, which utilises four independent thermic combustor units, has the twin advantages of being able to run on just about any fuel, to varying degrees of efficiency, as well as take damage to multiple engines and keep running at reduced power, greatly increasing its combat survivability.

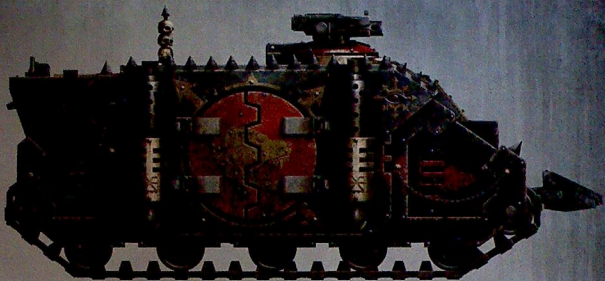
The Chaos Rhino, like its Imperial counterpart, provides battlefield transport for a squad of up to ten Chaos Space Marines and is crewed by a single operator, who serves both as the driver and, in addition, controls its basic armament. Individual Rhinos may also be further upgraded according to their role, the resources available to the warbands and factions to which they belong. One additional weapons system often encountered is a true relic of the ancient days of the Great Crusade, and which has since fallen out of use with the Imperium, the havoc launcher. The multi-barrelled havoc fires clusters of rockets fitted with high explosive, fragmentary warheads, intended as an anti-personnel weapon, turning a simple transport vehicle into one capable of lending fire support to disembarked troops as they slaughter the hated enemy to the ultimate glory of the Ruinous Powers.

The Standard Template Construct System and Chaos

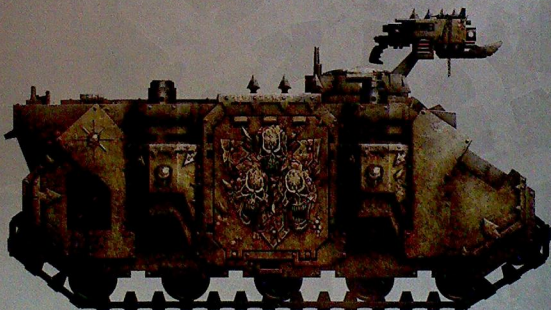
The Standard Template Construct is a system thought to have been conceived in the very earliest age of Mankind's first expansion into the stars, though in truth, in the 41st Millennium its very existence is a matter of myth, lies and conjecture. No complete STC system is known to survive, but it lives on in the many and varied machine systems employed by humanity across the galaxy, and in the relentless obsession with which certain factions and sub-cults within, and without, the Cult Mechanicus hunt for even a scrap of STC data.

The Standard Template Construct system was in essence a machine that analysed conditions and materials where a colony vessel set down and offered solutions to allow the colonists to survive alone, far from what must have been a very distant home world. Having determined local resources, the system provided the colonists with imprints – plans to build and operate any machinery they might conceivably have need of, from terraform-reactors for modifying the atmosphere to weapons for combating hostile xenofoms. Though no complete system is known to have survived the Age of Strife, almost all of the war engines in existence in the 41st Millennium, including the majority of those used by the Chaos Space Marines, are ultimately the product of this fabled source.

The Tech-Priests of the Adeptus Mechanicus regard STC imprints as holy texts and deviation from their sacred strictures the worse kind of heresy. The Dark Magi and the Warpsmiths, however, are in no way constrained by such doctrine and build all manner of machine hybrids in an endless quest to create the ultimate engines of war. In addition to such blasphemies, Chaos Space Marine Warpsmiths sometimes lead missions to hunt down the sources of rumoured reports of intact STC systems. Such reports are common amongst the masterless scum that roam the void beyond the Imperium's borders, but most lead only to the deaths of those foolish enough to heed them. Nonetheless, very occasionally a particularly determined or favoured Warpsmith will uncover a fragment of an imprint describing a previously unknown weapon, and use it to hideous effect against the armies of the Imperium.



Rhino armoured carrier of the Black Legion sub-faction 'Hounds of Abaddon', Assault on the 5th Moon of Corillia, Gothic War, 151 M41. This ancient Deimos pattern Rhino is thought to have served in the ranks of the Black Legion for at least three millennia. Note the iconography of the Berserkers of the Hounds of Abaddon, and sigils and red heraldry marking their dedication to the Blood God.



Rhino armoured carrier of the Death Guard Traitor Legion, corrupted Mars pattern with additional armour plating. Assault on Urath, Agripinaa System, 13th Black Crusade. This vehicle bears extensive signs of the taint of the Plague God, Nurgle, including surface blistering and corrosion. Also note banding and spikes common to many war machines in the service of the Ruinous Powers.

Of Shadows and Ghosts

While the secret histories of some of the greater Chaos warbands and Traitor Astartes factions—however appressed—are known at least in part to the Inquisition with some veracity, the titles and deeds of many more are wrapped in misapprehension, distortion and outright lies, while others live on in dark lore. Beyond those greater threats whose names are writ across the stars in the blood of billions and so live in infamy, such as the Black Legion or the Purge, and the countless petty and hell-tainted feaver bands, splinter-factions and cultic groups who blaze brightly then vanish like strokes of lightning amid an endless storm, there lies a third group whose dread legendry goes before them alone. Their dark forces are such when regarded as myth, even by those within the Imperium tasked to hunt them out, and more so perhaps by their more brutish and mundane rivals in the pantheon of the damned, yet their names and terrible deeds stalk the millennia of forbidden history, for those with the wisdom to see it. Two such forces, each very different in character but both whose origins extend far back in the depths of the Imperium's lost history, are those Chaos Astartes known respectively as the Tenebrae and the Warp Ghosts.

The earliest surviving records of the Chaos Space Marine force known as the Tenebrae name them as the hand behind the infamous "Hour of Shadow," which plunged the hive world of Lorn Alpha into murder and madness in 118 M33, and whose anniversary is still marked by sorrowful mourning seven millennia later. These records, culled from the archives of the Black Wing Chapter, whose own master was slain there, speak of the Tenebrae as already hated and reviled before this atrocity, but frustratingly the Inquisitorial eye of the present day offers no further clue to trace their origins further back in time. The Tenebrae appear again and again, scattered through history, at the Luxor Drift Genocide, the Fall of Ym, the Plague of Madness and the Kharthyn Konockasm, right up to their most recent sighting during the Orpheus Crisis of 999.M41. Always they appear during times of terror and discord, always their presence is a herald of suffering and the nightmarish distortion of reality—a wave of suicidal despair and insanity going before them like a baleful shadow. Their dusk-purple armour bears little to indicate their true allegiance or origin, and their complicity is fled from even by others devoted to the Ruinous Powers, less they become infected by whatever dark malignance has swallowed the Tenebrae and made them its own. Where they go, light is consumed by darkness, a darkness which hungers for life and whispers blasphemies to eat at the sanity of the most righteous man. So vicious is this attack upon the will and the soul that when the Tenebrae attack in full force, for theirs is also the full panoply of war known to the fallen Adeptus Astartes, including many ancient relics of battle and daemon-tainted engines, little resistance can be offered against their onslaught, and fortress worlds and bastions thought secure against the might of armies fall in mere hours of dark butchery.

The sinister legendry that surrounds the Warp Ghosts is perhaps better known than that of the Tenebrae among students of the profane, but itself has been the cause of considerable confusion as to the attribution of their actions and involvement in various wars and incursions down the millennia. The Warp Ghosts themselves are believed to be a sizable force, perhaps numbering several thousand damned Chaos Astartes at their core. Their true strength, however, lies in the possession of at least two score of powerful warships, ranging in power from fast raider vessels to vast grand cruisers. Their flagship, it is claimed, is a Heresy-era assault barque of prodigious size known as the *Spectre Eris*, while xenos gunships, stolen Imperial troop macro-transports and even a nightmare-conglomerated space hulk are attested as under their control, according to unconfirmed reports. As well as marauders and world-breakers in their own right, the Warp Ghosts are also renowned as mercenaries among the dark forces of the Eye of Terror and far beyond, owing fealty to neither god nor master, but only to the coin of strong flesh and blood, fealty and sacrifice. Theirs, it is said, is a singular curse: to be condemned as withered, maiming souls, condemned for some unknown sin or treachery to ride the tides of the Warp in search of new flesh to wear, as anything they invade is itself quick to spoil and ruined by their tainted possession. Condemned to wander the tides of the Warp, they have gained a reputation as the ferrymen of the damned, transporting vast war hosts of mutants and renegades, as well as Chaos warbands and the forces of the Dark Mechanicus to ravage the stars, so long as their sinister price is met. These dark proclivities have led the Warp Ghosts and their nature to be confused in garbled after-battle reports with other Chaos forces they have carried to war, such as the Deathmongers, the Bleak Brotherhood and the Unhallowed, while they have also been known to have made common cause with Fabius Bile and his abominations on more than one occasion. It is believed that the Warp Ghosts, or at least a sizable faction of their number, have recently joined their forces in the 13th Black Crusade of Abaddon the Despoiler, although doubtless such a loyalty will last only so long as their price is met.



+++ Excerpted from the restricted archives of Inquisitor Constantus Malamar, Ordos Malleus 889



Veritas



CHAOS ASTARTES HEAVY TANKS

"To those that hold this fortress before me, heed my words this day. I acknowledge your defiance and I honour your courage. I offer you this chance to join me, for as you see, my hosts are beyond measure and our glory is beyond measure. If my hosts do not turn your hearts, look upon my engines of war, and know your doom approaches."

*Ferrous Ironclad,
Warsmith of the Iron Warriors Traitor Legion*

The majority of heavy tanks in service in the 41st Millennium are the products of technological arts now long forgotten or else debased by ten millennia and more of superstition and decay. These behemoths of adamantium and ceramite are driven by plasma reactors the equal to those now only found on Battle Titans, and bear weapons of war potent enough to engage gargantuan xenos apex-forms and the nightmarish technological terrors of Old Night. Super-heavy tanks were at one time fielded extensively by the Legiones Astartes, for when tens of thousands of Space Marines marched as one, armoured vehicles on an equally epic scale were required. With the dissolution of the Legions in the aftermath of the Horus Heresy, such super-heavy tanks as the Fellblade, Glaive, Falchion and others whose names are lost to the 41st Millennium fell from favour. The far smaller Space Marine Chapters, as well as the splintered warbands into which the Traitor Legions split, came to focus far more on shock assaults and rapid strikes, often relying on orbiting warships for heavy fire support, and thus had little use for ponderous super-heavy tanks. In time, the secrets of the

advanced technologies such mighty behemoths utilised were lost to Traitor and Loyalist alike. As the Age of the Imperium ground on, the Chaos Space Marines' super-heavy tanks saw ever less frequent use, for battle damage was often beyond their ability to repair and the construction of new examples all but impossible. In the 41st Millennium, but two classes of Fellblade survive – the few veterans of the Long War forged in the distant fires of the Great Crusade, and those few which the Dark Magi have been able to construct since, invariably from the salvaged remnants of many destroyed machines.

Having served the Ruinous Powers through countless wars, atrocities and campaigns, many Chaos super-heavy tanks are every bit as twisted in form and spirit as the Chaos Space Marines themselves. Some proudly bear the fell benedictions of the Warp, while others are gargantuan altars to the glory of the Chaos gods. All are objects of terror and dread, and their coming spells the doom of cities and the death of the mightiest heroes of Mankind.

CHAOS FELLBLADE SUPER-HEAVY TANK



The Fellblade is a truly mighty engine of war akin in form and scale to the more common Baneblade fielded by the super-heavy tank regiments of the Astra Militarum. It employs numerous systems that set it apart from other war machines and betray its origins in the armouries of the later Great Crusade. Its turret mounts a twin high velocity accelerator cannon fed by an auto-loader able to switch between different types of specialised warhead in an instant. Its armour is formed from super-dense ceramite, a material capable of absorbing and dissipating even the most extreme heat and energy attacks, and which conducts many other forms of radiation in such a way as to disperse them across a wide area, rendering them largely harmless. The vehicle is powered by an atomantic arc-reactor of a type akin to the plasma reactors of medium class Battle Titans of the Collegia Titanicus and the Traitor Titan Legions.

It is likely that these and the numerous other advanced systems once built into the Fellblades by the Mechanicum have long since been corrupted by the techno-blasphemies of the Dark Magi, and supplanted or supplemented by infernal devices infused with the baleful energies of the Immaterium. Where once cogitator-assisted targeting systems scanned the battlefield for targets, ranking each by threat and requiring only the final confirmation of the vehicle's commander to unleash the kill-shot, the weapons of Chaos Fellblades are guided by vengeful beings more used to hunting damned souls through the restless depths of the Immaterium. Its reactors bleed power directly from that nether-realm using hybridised Warp technology which is utterly anathema to the Tech-Priests of the Adeptus Mechanicus, and its armour is daubed with blasphemous runes that burn the eyes of the faithful in their sockets, and etched with sigils that ward it from their righteous prayers.

Fortunately for the defenders of the Cadian Gate and other regions where the armies of the Emperor stand guard against the predations of the Chaos Space Marines, it is comparatively rare for a Chaos Fellblade to take to the field of battle. In part this is because the machines are so rare, but there are other reasons this is so. It is held that the machines still burn with the choleric humours of the Horus Heresy and that to awaken them from the restless torpor in which they lie between battles is to risk life and limb. They begrudge the confinement that transport in the hold of a warship necessitates and strain resentfully against the chains that lash them to the deck. Only the most grimly courageous of Chaos Space Marines would dare open the hatch of a Fellblade, let alone climb within and attempt to impose his will over the machine, and it is said that their interiors are encrusted with the dried blood and viscera of those who have tried and failed to dominate these machines.

The majority of Chaos Fellblades belong to the descendants of the original Traitor Legions, for these formations possessed and deployed them in the last years of the Great Crusade, throughout the Horus Heresy and into the wars of the Scouring. The Iron Warriors in particular are known to covet such heavy war machines, and certain Inquisitors within the Ordo Malleus estimate that the Black Legion is able to call upon the largest number, evidence of their heritage as the scions of the Warmaster himself. Amongst those renegades that are the descendants of Chapters who fell in the ages following the Heresy, Fellblades are far scarcer. Those who serve such renegades as the Red Corsairs or the Tenebrae are more often prizes claimed in war. Indeed, countless battles have been fought throughout the ages by bitterly opposed warbands over the possession of a single Fellblade. On occasion, the machine has chosen its master for itself, turning its guns against those it deems unworthy of its service.

CHAOS FELLBLADE SUPER-HEAVY TANK 540 Points

	Armour				
	BS	Front	Side	Rear	HP
Chaos Fellblade	4	14	13	12	12

Unit Composition

- 1 Chaos Fellblade

Unit Type

- Super-heavy Vehicle

Wargear

- Turret-mounted twin-linked Fellblade Accelerator cannon
- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Hull-mounted Demolisher cannon
- Searchlight
- Smoke launcher



Options

- The Chaos Fellblade may exchange its quad lascannon sponsons for
 - Laser destroyer sponsons Free
- A Chaos Fellblade may exchange its hull-mounted twin-linked heavy bolters for
 - Twin-linked heavy flamer Free
- A Chaos Fellblade may take up to one each of any of the following
 - Dirge Caster* +5 points
 - Armoured Ceramite +20 points
 - Warpflame Gargoyles* +5 points
 - Havoc launcher* +12 points
 - Destroyer blades* +15 points
 - Daemonic Possession* +30 points
- A Chaos Fellblade may take one of the following weapons
 - Pintle-mounted heavy flamer +15 points
 - Pintle-mounted heavy bolter +15 points
 - Pintle-mounted multi-melta +20 points
- The Chaos Fellblade may upgrade its heavy bolter to have
 - Malefic Ammunition +15 points

*See Codex: Chaos Space Marines for details

Fellblade Accelerator Cannon

A high velocity accelerator cannon originating from the Forge World of Tigrus, the Chaos Fellblade's main weapon is a superior heavy armament able to switch between high density-core armour piercing shells for use against enemy armour and fortifications, and powerful high explosive fragmentation rounds for use against concentrations of troops.

Choose which of the following two profile entries the cannon uses every time it is fired.

	Range	Str	AP	Type
Fellblade accelerator cannon (HE shell)	100*	8	3	Ordnance 1, Massive Blast (7")
(AP shell)	100*	9	2	Heavy 1, Armourbane, Blast (3")

Armoured Ceramite

Once produced by the Mechanicum for the Emperor's hosts and now forged in the heat of infernal foundries, these heavily armoured plates provide Chaos vehicles with protection against fusion-based weaponry, in particular the melta types used by many foes to defeat tanks and other vehicles.

A vehicle with Armoured Ceramite is not subject to the additional D6 armour penetration caused by weapons with the Melta special rule.

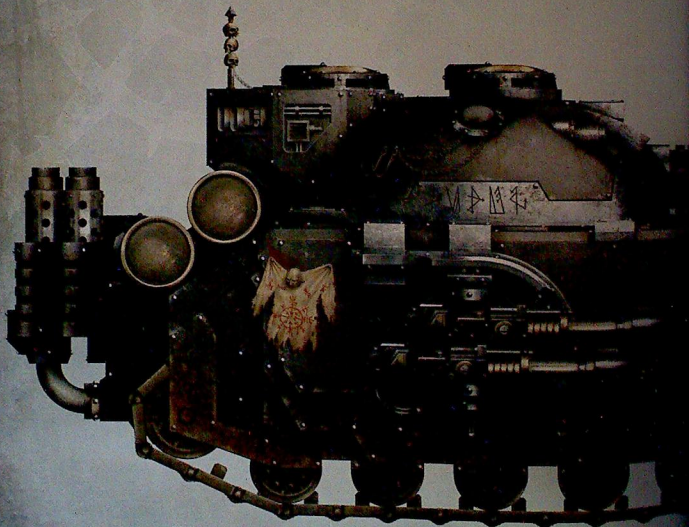
DARK WOLVES COMPANY OF STEEL

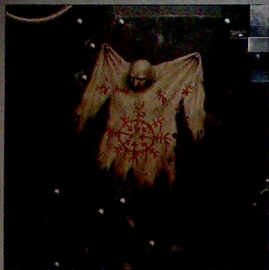
The Dark Wolves are a renegade Astartes warband, their origins long shrouded in mystery. Some claim that the warband was once a Great Company of the Adeptus Astartes Space Wolves, though none would dare cast such a dire aspiration within earshot of any of the fearsome sons of Fenris themselves. According to one fell legend, before their fall the Dark Wolves had been tasked with an all but impossible mission in punishment for some unrecorded failing or crime. This mission took the Dark Wolves to the very edge of the Abyss, and some say they lingered there overlong, the taint of the Beyond poisoning their souls for all time.

Whatever the truth of the matter, the Dark Wolves are known to be in possession of a number of heavy tanks, which they field together as an armoured spearhead known as the Company of Steel. It remains a matter of conjecture amongst

Ordo Malleus war-savants whether the Chapter possessed these mighty and venerable war machines before its fall, or if they were acquired afterwards. The lead war machine of the Company of Steel is the Fellblade known as the 'Aegissvir', which the savants believe serves as the command vehicle of the company's war leader, whose identity has yet to be established.

The Company of Steel has led numerous Dark Wolves assaults, falling upon unsuspecting Imperial worlds as a rockslide from a towering mountain that grinds all in its path to dust. The Dark Wolves have participated in at least three major invasions of Imperial space, allying with Tallomin, the self-proclaimed 'Prince of Princes', in late M38. This invasion was eventually halted by the Space Wolves, furthering the unvoiced suspicions regarding the origins of the Dark Wolves.





The Fellblade *Aegisvisir* bears numerous fell sigils and debased primitive runes. The most potent of these blasphemies has been identified by Ordo Malleus warp-seers as the 'Ottastufir', a powerful symbol used by fallen sorcerers as a compass, providing them with a path through the Realm of Chaos, and to provide protection from the denizens of the Abyss as the bearer passes through that heinous region.



The Fellblade '*Aegisvisir*'. This depiction is derived from post-battle mnemonic auto-transcripts following an engagement with Red Hunters Space Marines at the Chemarium Cordon, 819 M41, during the Rise of the Beggar King.

CHAOS TYPHON HEAVY SIEGE TANK



The Typhon is one of a class of heavy vehicles constructed around a hull resembling that of the Land Raider, but that is larger, heavier and has a substantially expanded interior space.

The Typhon is a heavy siege tank, and its main weapon is of a class more usually seen on static artillery platforms or even wielded by Battle Titans. The vehicle's interior is given over to the enormous 'dreadhammer' cannon, vying for space with the reactor and drive system required to move such a heavy weapon across the battlefield. What little space remains is used for ammunition storage, affording the crew very little room indeed.

The Typhon's dreadhammer cannon fires shells weighing several tonnes. These can unleash such a fearsome force upon detonation that vast sections of a fortress' walls can be brought crashing to the ground and entire trench lines churned to dust. The Typhon entered service during the Great Crusade, when the Legiones Astartes had need of such heavy assault weapons. It and its kin saw service with both Loyalist and Traitor Legions throughout the Horus Heresy but afterwards its use lessened. Those Traitor Legions still in possession of them retained their vehicles, employing them the length and breadth of the galaxy against the armies of the Emperor.

It is said that the machine came into being at the behest of Perturabo, Primarch of the Iron Warriors. Certainly, the Typhon suits the demeanour of that Legion, which excelled at siege warfare and was known to be utterly relentless and entirely uncaring of losses so long as victory was secured.

Many amongst the Adeptus Astartes are loath to deploy those few Typhons they retain, for the tank's shrouded heritage casts a long shadow indeed. Furthermore, some Techmarines believe that something of the bitter, hateful and cold demeanour of the Primarch Perturabo lingers yet within the war engine, some even claiming its machine spirit cannot be trusted in the heat of battle and is wont to behave in a contrary manner. Chaos Space Marine warbands have no such qualms and it is said that many Warpsmiths cultivate such qualities so that in battle Chaos Typhons strain upon an invisible leash, the malignant machine spirits ever thirsting to unleash the power of the dreadhammer upon the foe.

Chaos Typhons are used to engage the enemy at close range. Having smashed an enemy's fortifications wide open, it grinds forward, crushing rubble to dust and defenders to red smears. Having breached the enemy's defence lines it is not unusual for the Typhon to run entirely amok, especially if the territory beyond is a city or other built-up area, bringing down buildings and grinding the statues of saints beneath its treads. What control the Chaos Space Marine crew can exert in such circumstances remains unknown.

The Typhon is only employed in the largest of battles. Because of its untrustworthy demeanour and its weapons configuration, such battles tend to be full scale invasions of the fortress worlds that defend the Cadian Gate and other key regions, or the wholesale devastation of entire worlds to the glory of the Ruinous Powers. Few are the Chaos warlords with the will to bind together the disparate factions that must be assembled to launch these invasions, but there is no shortage of individuals with the ambition to try

CHAOS TYPHON HEAVY SIEGE TANK.....350 Points

	Armour					
	BS	Front	Side	Rear	HP	
Chaos Typhon	4	14	14	14	6	

Unit Composition

- 1 Chaos Typhon

Unit Type

- Super-heavy Vehicle

Special Rules

- Crushing Weight

Wargear

- Dreadhammer siege cannon
- Searchlight
- Smoke launcher



Options

- A Chaos Typhon may be equipped with one set of two of the following sponson-mounted weapons.
 - Heavy bolters+20 points
 - Lascannon+40 points
- A Chaos Typhon may take up to one each of any of the following.
 - Dirge Caster*+5 points
 - Armoured Ceramite+20 points
 - Warpflame Gargoyles*+5 points
 - Havoc launcher*+12 points
 - Destroyer blades*+15 points
 - Daemonic Possession*+30 points
- A Chaos Typhon may take one of the following pintle-mounted weapons.
 - Heavy flamer+15 points
 - Heavy bolter+15 points
 - Multi-melta+20 points
- A Chaos Typhon may upgrade all heavy bolters to have.
 - Malefic Ammunition+40 points

*See Codex: Chaos Space Marines for details

Dreadhammer Siege Cannon

The Dreadhammer is a huge siege weapon, modified from the kind of static weaponry usually deployed to slowly pound cities and gargantuan fortresses to dust. The kinetic blast wave produced by the multi-tonne shells it fires alone is enough to liquefy flesh and bone, and the most well-protected bunker provides little defence for those within.

The Dreadhammer siege cannon has two ranges depending on whether the vehicle has moved or remained stationary. If the vehicle that the cannon is mounted on moved in the preceding Movement phase, the weapon has a range of 24". If it did not move, the range is increased to 48".

	Range	Str	AP	Type
Dreadhammer	24"/48"	10	1	Primary Weapon 1, Massive Blast (7"), Ignores Cover

Crushing Weight

The Chaos Typhon is densely constructed and heavily reinforced to withstand the recoil of its own main weapon. This has the side effect of enabling it to pulverise just about anything smaller than itself that crosses its path. The Typhon adds +1 to all rolls on the Thunderblitz table when making a Ram or Tank Shock

WARP GHOSTS STYGIAN VANGUARD

Such mystery surrounds the renegade Astartes known as the Warp Ghosts that barely a handful of confirmed depictions of their war machines exist in the archives of the Ordo Malleus. These fragments of forbidden knowledge have been pieced together by the toil of several generations of indentured servants to form a tenuous description of a cadre of siege engines within the group, to which the Typhon heavy siege tank depicted here is believed to belong. This formation has been dubbed the 'Stygian Vanguard' by Ordo Malleus Inquisitors and has been engaged by the forces of the Grey Knights on four different occasions, and the Exorcists and Revilers Chapters in an unknown number of encounters. The Stygian Vanguard is thought to represent a gathering of the Warp Ghosts' entire heavy tank and siege capacity into a single battlefield formation, and is thought to include amongst its ranks several dozen Vindicators and Predators in addition to this Typhon.

The Stygian Vanguard is said to possess certain characteristics beyond those normally encountered even among the

hosts of the hell-tainted Ruinous Powers. Its attacks are invariably heralded by abnormal atmospheric phenomena, including the sudden appearance of unnatural mists, the falling of night during daytime, strange lights in the sky and a deep, haunting clarion call rolling across the land from no discernible source. Thus cut off, Imperial bastions and fortress-cities find all vox systems mysteriously silent, and allied formations ignorant of their plight.

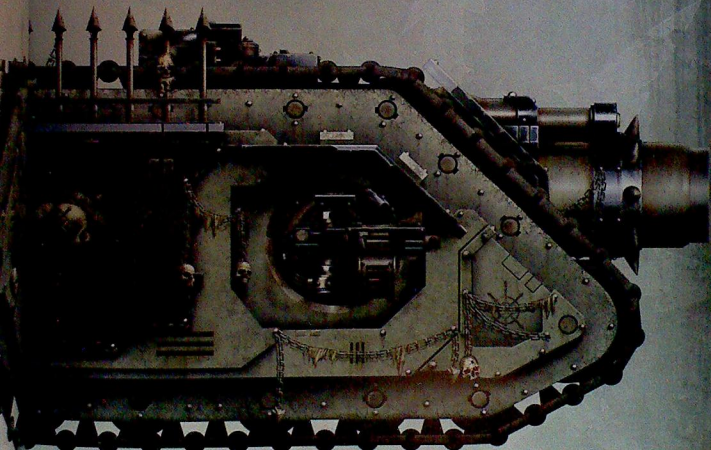
The first, and invariably last, sight the defenders see is a sudden parting of the lambent mist as the Stygian Vanguard descends upon them, large bore guns raining death and destruction upon all before them. Even the staunchest of defences cannot hold against such a sudden and relentless assault, and it is believed the mightiest of fortifications will come crashing down under their weapons fire. In the wake of the Stygian Vanguard comes the ground troops of the Warp Ghosts, though in truth very few defenders have ever survived to describe them, or if they have, their maddened ravings can hardly be counted as reliable.

"All Talons in position as ordered, Aquila Base.
Stand by for vox-burst. Commence... at...
command. Experiencing severe atmospheric dist...
over. Visibility now less than one hundred...
counting, over. Light levels falling Aquila Base? Are
you reading this? Please confirm, over?
Visibility now practically zero. I don't know if
you can hear me, Aquila Base, but something's
approaching our position, over. Something heavy is
approaching... mists... light.
Range forty and descending... shadows. Too many
shadows... null... back... disengage. West, west,
now! Talon Zero Nine down, Talon One Three? One
Three? Emperor deliver..."

*Vox burst lost, fragment ends.
Logged as final transmission of Sentinel Scout Wing 'Talon',
Cadian 571st, Kaur Purton, 999 M41.*

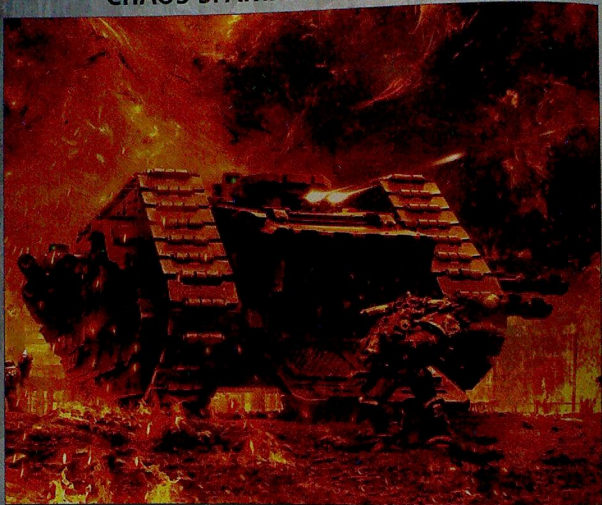


A rare, detailed depiction of the iconography of the renegade Warp Ghosts. Ordo Malleus diabolists theorise that this symbol represents a stylised coin, the skull face looking in two directions at once. They note commonalities with certain legends of the Hellen cultures of Ancient Terra, as well as the role the Warp Ghosts are said to play in the ranks of the servants of the Ruinous Powers. It is currently a matter of debate whether this symbol is unique to this war machine, the icon of the Stygian Vanguard, or of wider significance to the Warp Ghosts.



Typhon heavy siege tank (codification unknown), Warp Ghosts Stygian Vanguard, Kasr Partox, Cadian System, 999.M41. This vehicle fought in the Stygian Vanguard during its attack against the now compromised fortifications that form part of the Cadian Gate. The Warp Ghosts are believed to be operating alongside the Iron Warriors Traitor Legion, though the terms of this alliance and how long it will hold cannot be known.

CHAOS SPARTAN ASSAULT TANK



The origins of the Spartan Assault Tank are long shrouded in mystery. One account describes how it was first employed to carry a large force of Terminator armour-equipped Legionaries through a battle zone aflame with ravaging plasma, and that even the mighty Land Raider could not withstand the fires that raged upon the burning landscape. Another, torn, faded and half crumbled with age, suggests that the Spartan came into being during a war against a long forgotten thermoplastic xenos strain that dwelled upon a world whose surface was an angry sea of roiling magma. Certainly, the Spartan is known for its extreme resilience. Any troops transported within its large interior bay are afforded the best battlefield protection possible, superior even to the Land Raider.

The Spartan Assault Tank is most commonly deployed as a means of transporting the very heaviest armoured warriors across the battlefield in the face of the most intense defensive fire. It is capable of carrying an entire squad of warriors wearing Terminator armour, all the while withstanding fire that would cripple a lesser engine of war. The Spartan is equipped with a pair of side sponson-mounted quad

lascannon, a weapons system that is supremely able to engage and destroy enemy bastions and tanks with unerring accuracy and to potent effect. Having withstood the blizzard of defensive fire, the Spartan deploys its assault ramp, the warriors within disembarking directly into the enemy's position to engage any who dare stand before them.

The Spartan is comparatively rare in the ranks of the Chaos Space Marines and most of them are to be found in the possession of the descendants of the Traitor Legions. They are prized engines of war and often serve as the personal transport to the most ambitious and powerful of warlords. Some warbands even turn their Spartans into lumbering mechanical shrines, the tanks' armoured flanks adorned with fell runes and glistening with ritually shed blood in honour of the daemonic entities to which they have sworn their souls. Any force led into battle by a vanguard wave of Chaos Spartans is sure to spell the doom of all but the most resolute of defences and the mightiest of defensive fortifications.

CHAOS SPARTAN ASSAULT TANK.....285 Points

	BS	Armour				HP
	4	Front	Side	Rear		5
Chaos Spartan		14	14	14		

Unit Composition

- 1 Chaos Spartan Assault Tank

Unit Type

- Vehicle (Tank, Transport)

Wargear

- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Extra Armour
- Searchlight
- Smoke launchers

Special Rules

- Assault Vehicle

Transport Capacity

- The Chaos Spartan has a Transport Capacity of 25 models

Access Points

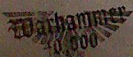
- The Chaos Spartan has one access point at the front and two on each side

Options

- A Chaos Spartan may exchange its hull-mounted twin-linked heavy bolter for a:
 - Twin-linked heavy flamer Free
 - Laser destroyers Free
- A Chaos Spartan may take:
 - Frag assault launchers +10 points
- A Chaos Spartan may take any of the following:
 - Armoured Ceramite +20 points
- A Chaos Spartan may take one of the following pintle-mounted weapons:
 - Combi-bolter +5 points
 - Havoc launcher +12 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points
- A Chaos Spartan may take any of the following options:
 - Daemonic Possession* +25 points
 - Dirge Caster* +5 points
 - Warpflame Gargoyles* +5 points
- A Chaos Spartan may upgrade all heavy bolters to have:
 - Malefic Ammunition +35 points

*See Codex: Chaos Space Marines for details

Weapon	Range	Str	AP	Type
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked



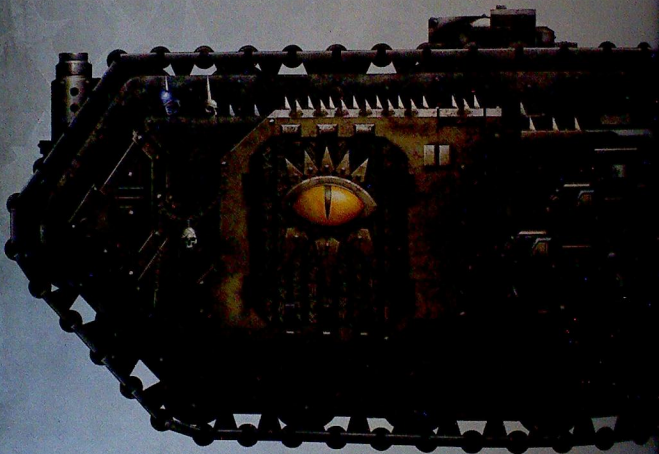
BLACK LEGION SARISSAN IRON PACT

The Sarissan Iron Pact is a large sub-faction within the inner circle of the Black Legion that operates directly under the command of Abaddon the Despoiler. The Iron Pact can trace its origins to the Sons of Horus and the Luna Wolves before them, when they served as the 28th Armoured Assault Company in the Legion of the Primarch Horus himself. Ordo Malleus archives state that this company was present throughout many of the Warmaster's campaigns during the Horus Heresy, and was particularly active in the northern war zones of the Segmentum Obscurus. The 28th comprised a core of squads including Terminators and Breacher squads, all mounted in a variety of tanks, including a spearhead of Spartan heavy assault transports.

At some point during the Scouring, the 28th Armoured Assault Company was dissolved or ceased to exist in its established form, but from its remnants arose the Sarissan

Iron Pact. This group sided with Abaddon in the conflicts that sundered his Legion and by its end had been rendered down to a kernel of Spartans and Land Raiders, supported by a small number of surviving Achilles. The squads that were once part of the 28th had fractured and split during the Scouring, leaving the Iron Pact as a cadre of highly experienced vehicle crew in command of several dozen of the heaviest assault transports ever constructed.

The Despoiler calls upon the services of the Sarissan Iron Pact when his inner circle of Chosen Terminator squads are tasked with launching all-out assaults upon the most heavily defended positions. They are also highly effective in operating in the most hazardous of environments, for the Spartan in particular was constructed to transport infantry through war zones alight with ravaging plasma. Thus, no world is immune from the wrath of Abaddon the Despoiler.



Spartan Heavy Assault Transport 'Hammer of Mezoo', Cadia, 13th Black Crusade, 999 M41. This vehicle spearheaded the Black Legion's opening assaults on the Cadian defences, delivering numerous Chosen Terminator squads into the heart of those bitterly fought battles. The *Hammer of Mezoo* was crippled at Kasr Tyrok, but is thought to have been recovered by Black Legion Warpsmiths before Imperial forces could destroy it.



The Cthonian runes etched into the *Hammer of Mezda's* armoured hatch have been partially translated as a listing of battle honours. The victories listed include 'Mezda', 'Manachea' and 'Dark Haven', all worlds that fell under the eye of the Warmaster during the calamitous wars of the Horus Heresy.

*"Speak the name of the Machine
and cast the first vial upon its shell.*

*Anoint it with the blood of the fallen and recount
the nine and seven invocations of summoning,
lest its spirit thee displease.*

Speak the second name, and break the ninth seal.

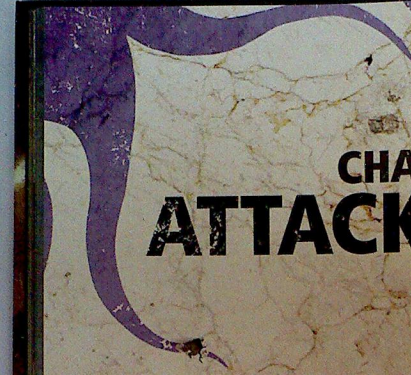
*Should the second name go unheeded and the ninth
seal remain unbroken, woe unto thee, for the spirits
of the Machine are surely aggrieved.*

*Consult the twelfth Tome of the Infernal Engine
and ward thy soul against its wrath.*

A sacrifice thou should offer

*If the blessings of the Great Powers be upon thee,
now speak the name of the Daemon. If unheeded
be your words, begin again the incantation."*

*The Conchules of Invocation,
Ex Transionis Libris,
Ordo Malleus
Redaction Archive WE110z*



CHAOS ASTARTES ATTACK CRAFT

"Rejoice! For the stars shall fall from the sky as rain from the thunderhead, and the fires of their descent shall belie the truth. They are not stars, but the vessels of death incarnate, and with them rides your doom."

Mhallan Khor, Apostle-Exemplar of the Flawless Host

Chaos Space Marine warbands are consummate raiders, adept at launching rapid and brutal attacks upon Imperial worlds the length and breadth of the Emperor's domains. No planet is safe from their predations, for they harness warp-tainted sorcery to navigate the Sea of Souls and attack where least expected. They can travel warp routes denied to the Imperium's most able ship-masters, their hell-seers and sorcerers enacting vile murder-rites to quieten the tumultuous currents of the Immaterium. The most skilled and daring of Chaos fleet-lords are able to bring their vessels out of the Warp deep inside a star system's defences, bypassing stable system translation points so that defence pickets have little or no warning or chance to react. Having deployed their warships in orbit over a target facility, city or other such location, the renegades launch an immediate drop assault using a range of interface-capable craft, from drop pods carrying single squads to gunships carrying several dozen warriors.

The targets of these attacks vary enormously, and being driven by the unknowable desires of the Ruinous Powers cannot be predicted by sane individuals. Some attacks may appear insignificant in scale, perhaps a handful of drop ships descending upon a lonely monitoring station or shrine to a long dead Imperial saint. Their objective however might be grand indeed, such as the destruction of a vital communications conduit or the theft of a potent relic. Such was the case in a series of attacks led by the warlord Abaddon the Despoiler, that culminated in the Gothic War at the opening of the 41st Millennium. The Despoiler led his inner circle of warriors in the quest to retrieve a pair of ancient artefacts known as the Hand of Darkness and the Eye of Night, both of which were required for his plan to activate and take control of the alien Blackstone Fortresses of the Gothic Sector. The Despoiler led scores of missions across

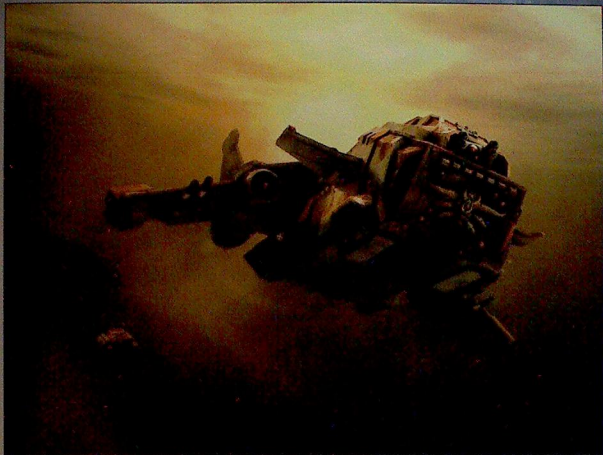
dozens of systems in the hunt for these artefacts, culminating in his attacks on the worlds of Purgatory and Ormsworld, and the capture of the relics that granted him the power to launch the invasion that would come to be codified as his 12th Black Crusade.

Many attacks are launched purely to spread anarchy and bloodshed however, for nothing is more pleasing to the Ruinous Powers. A flight of drop ships appearing in the skies over an Imperial world may herald a targeted raid or mass slaughter, and so no defence force can afford even a moment's rest.

Neither do Chaos warbands limit themselves to attacks on the worlds of the Imperium. Many take a cruel delight in desecrating realms claimed by the alien Eldar, burning verdant Maiden Worlds and poisoning the ground such that nothing will ever grow upon it again. Others, in particular those dedicated to Khorne, the God of Bloodshed, test themselves to their limits by launching attacks against the countless Ork empires that stain the galactic maps, stirring entire star systems to a frenzy of barbarous anarchy. Other renegade warbands seek out the tombs of long dead xenos strains to plunder vaults wherein lie weapons of nigh limitless power. Some such species were laid low by the damnation of Chaos long before the rise of the Imperium, yet their works linger still, waiting to be taken up once more by those who believe they can never fail.

Transported within the armoured troop bays of a range of drop vessels and gunships, the Chaos Space Marines bring bloodshed and anarchy to worlds the length and breadth of the entire galaxy and no target is beyond their reach.

CHAOS STORM EAGLE ASSAULT GUNSHIP



The Storm Eagle was at one time a ubiquitous vessel amongst the Legiones Astartes, serving as a drop ship, transport and gunship able to carry twenty power armoured warriors, and was very heavily armed for a craft of its size. While the Storm Eagle dropped out of use amongst the Adeptus Astartes when the two Forge Worlds that produced it in the greatest numbers fell during the Horus Heresy, many Chaos Space Marine warbands retained their vessels and, so it appears, the secrets of maintaining them.

Though rarely deployed in great numbers, the Chaos Space Marines have continued to make use of their Storm Eagles throughout the Long War. The craft are well suited to the wars the Traitors wage, for many attacks are carried out by small bands of elite warriors launching precise, bloody assaults upon specific objectives. The most fortunate warbands possess sufficient Storm Eagles to transport their entire complement of warriors. Some warbands are so practised in this tactic that they are able to arrive in orbit by warp-capable void ships and almost immediately deploy their Storm Eagles to transport their warriors directly to the target. The Storm Eagle is so heavily armed it can suppress or destroy all but the heaviest of defences on approach. Once the warriors are disembarked, the Storm Eagle remains on

station, its heavy weapons continuing to engage any enemy who attempts to close on the ground force.

Those Storm Eagles serving in the ranks of Chaos Space Marine warbands are often very different from those serving with the Adeptus Astartes. Their machine spirits are corrupted and cruel, and their armour is often clad in fell runes and ghastly trophies. In many cases, the vessel's systems have mutated, either under the direction of a Warpsmith or else spontaneously through prolonged exposure to the Warp.

Despite the corruption that many Chaos Storm Eagles have undergone over the millennia, most adhere broadly to the STC imprint that first entered service during the Great Crusade. The vessel is equipped with a range of weapons, including lascannon for engaging enemy tanks, multi-meltas for use against fortified structures, and heavy bolters for gunning down infantry. The Storm Eagle's signature weapon is its vengeance launcher, a twin-launch, multiple rocket system mounted upon its upper hull. This weapon fires continuous salvos of anti-personnel warheads that saturate a wide area with deadly shrapnel, scouring the objective of any foes foolish enough to attempt to mount a defence.

CHAOS STORM EAGLE ASSAULT GUNSHIP205 Points

	BS	Front	Side	Rear	HP
Chaos Storm Eagle	4	12	12	12	4

Unit Composition

- 1 Chaos Storm Eagle Gunship

Unit Type

- Vehicle (Flyer, Hover, Transport)

Wargear

- Twin-linked heavy bolter
- Vengeance launcher
- Armoured Ceramite

Special Rules

- Deep Strike
- Assault Vehicle

Transport Capacity

- The Chaos Storm Eagle has a Transport Capacity of 20 models

Access Points

- The Chaos Storm Eagle has four access points: one on either side, and ramps at both front and rear.

Options

- The Chaos Storm Eagle may exchange its twin-linked heavy bolter for one of the following:
 - Twin-linked multi-melta+15 points
 - Single Havoc launcher+5 points
 - Single Reaper autocannon Free
- The Chaos Storm Eagle may take one of the following upgrades:
 - Four hellstrike missiles+40 points
 - Two twin-linked lascannon+60 points
 - Four Balefire incendiary missiles+50 points
- The Chaos Storm Eagle may take any of the following upgrades:
 - Extra Armour+10 points
 - Dirge Caster*+5 points
 - Warpflame Gargoyles*+5 points
 - Daemonic Possession*+15 points
- The Chaos Storm Eagle may upgrade its heavy bolter to have:
 - Malefic Ammunition+20 points
- The Chaos Storm Eagle may upgrade its Reaper autocannon to have:
 - Malefic Ammunition+15 points

*See Codex: Chaos Space Marines for details.

Chaos
Space
Marines



Warhammer
40,000

Vengeance Launcher

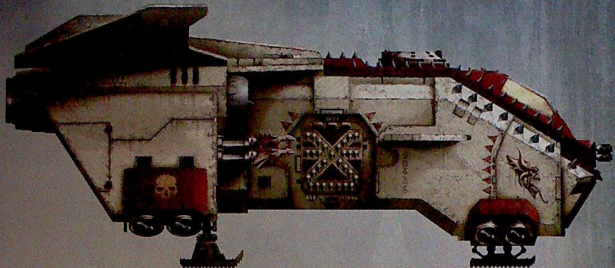
This is a multi-chambered rocket battery which saturates a target area with fragmenting anti-personnel warheads. Designed for close range ground attack, this weapon allows the Chaos Storm Eagle to both clear a landing zone in a hostile area and to continue to provide direct fire support once it has delivered its deadly cargo of Chaos Space Marines.

Weapon	Range	Str	AP	Type
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")

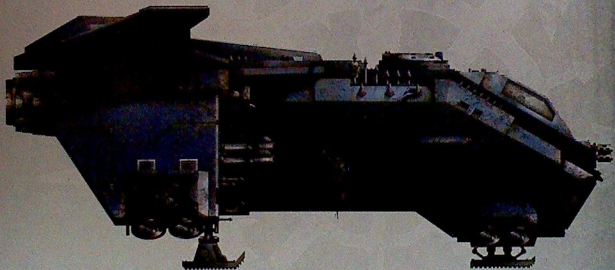
Balefire Incendiary Missiles

Upon detonation, the Balefire missile unleashes a burst of fast-burning, irradiated chemicals infused with the fell taint of the Warp.

Balefire incendiary missile	36"	5	6	Heavy 1, Large Blast (5"), Ignore Cover, One Use
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Storm Eagle Assault Gunship of the renegade Slaughterkin, Scourging of Karrack, 933 M41. The distinctive bone white and blood red of the Slaughterkin is adorned with numerous ritual markings thought by the Ordo Malleus to represent kills enacted in the name of the Blood God, Khorne.



Storm Eagle Assault Gunship, Death Shadows renegade Astartes. The Death Shadows were, before their fall, the Lionguard Chapter and the ad hoc covering of their former Chapter heraldry dates this depiction to the late fourth century M37. This vessel is known to have been destroyed when the renegade Chapter's base at Sybari was overrun by an advance tendrill of Hive Fleet Behemoth.

ORDO MALLEUS REGISTUM INFERNUS

++Archival Entry/Personal Testimony++

SEALED ARCHIVE

++By the Hand of: Inquisitor Verily Wroth, Bearer of the Seal++
++Pertinence: Flawless Host - Night Lords co-alignment/Void Strike/Mandragoran
Reach Void Watch/Scouring of Euthenia XX++
++Commit to Record: Awaltling Mission Group Retrieval++

ACCESS WARNING

AUTO-TRANSCRIPT

MALITICUM
EXTREMIS

In 309 M41, a warband of the renegade Flawless Host demonstrated a previously unsuspected expertise in conducting mass void assaults using large formations of Storm Eagle assault gunships. The attack was carried out against an isolated void garrison trawlord of the Mandragoran Stars. The garrison's Imperial Guard defenders were afforded less than an hour's warning of the imminent attack. When the enemy gunships came into range of the garrison's point defence weaponry, they were so expertly piloted that all but a handful completed their attack run, crippling the outer defences and capturing the primary void dock in short order.

Once the renegade Space Marines had been set down, the Storm Eagles launched once more to conduct devastating hit and run attacks against key locations, crippling life-sustainers, power generators, augur and command decks in short order. The disembarked Flawless Host warriors then launched a relentless assault against the station's primary storage chamber, starting no effort to capture it and to carry away some unidentified item. Less than an hour after the boarding action had begun, the Storm Eagles peeled off their attack runs to embark the Chaos Space Marines and their mysterious prize, leaving behind chambers and passageways strewn with the rapidly cooling corpses of the defenders.

Exactly what the Flawless Host was seeking, or what they took with them from the station's vaults, was at first a mystery. It later transpired however that the renegades were seeking an ancient relic said once to have belonged to the Legiones Astartes Night Lords. This invaluable prize was subsequently rendered to the Traitor descendants of the Night Lords as payment for their aid in the Flawless Host's attack upon the world of Euthenia XX in the Forssarr Sector.

For three millennia, Euthenia XX was counted amongst the most productive agri-worlds in the Forssarr Sector. In 701 M40 however, the Flawless Host and their Night Lords allies attacked without warning or even apparent reason and left behind them nothing but devastation. Such raids are far from uncommon, for even the most well-defended planets are largely alone in the void and when aid is called for, it may be many weeks away. What marked this particular attack out as unusual is that the renegades deployed several flights of Fire Raptors as well as Storm Eagles and other attack craft, but so far as investigations can determine, none set down upon the surface of the target world before, during or after the action. Instead, dozens of gunships strafed the dispersed agri-processing plants, bombing them to ruin before turning their guns on the agrarian settlements where the agri-world's Rallant worker-serfs resided. The diminutive abhumans stood little chance against the masked Fire Raptors that poured death upon them from the burning skies, although the wreckage of a single gunship found much later on suggests that one unknown hero did manage to let loose an extremely lucky shot that slew the pilot and exacted some small measure of vengeance.

Investigations later determined that the Flawless Host's intent in unleashing such slaughter was to punish the population of the region for what they considered the sin of mutation, continuing their pursuit for perfection even having themselves turned to the service of the Ruinous Powers. In procuring the aid of the Night Lords, the Flawless Host ensured their attack was carried out with the utmost effect, and they left several settlements untouched so that the survivors could spread tales of the atrocity far and wide. Such an attack fits the known demeanour of the Flawless Host well, for even before their fall they displayed an all consuming hatred of all forms of life - whether human, abhuman or xenos - that did not meet the exacting standards they themselves aspired to and embodied.

THIS IS
FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED THIS
ARCHIVE ON PAIN OF
EXCOMMUNICATION.



REPRODUCED BY THE HAND OF

Verily Wroth



CHAOS FIRE RAPTOR GUNSHIP



The Fire Raptor is a dedicated gunship and a variant on the more common Storm Eagle. The gunship sacrifices its entire troop carrying capacity in favour of ammunition stowage and fast-loading auto-cyclers to feed the voracious appetite of its multiple weapons systems. Its primary weapon is its nose-mounted Avenger bolt cannon, which fires a storm of mass reactive, explosive shells so thick that even power armoured targets are scythed down without mercy. Furthermore, the Fire Raptor mounts a ball-turret on either flank, each armed with a quad heavy bolter and operated by an individual Chaos Space Marine. The fact that each turret is crewed individually rather than being slaved to the craft's main weapon, as is the case in many other engines of war, allows each to engage its own target, making the Fire Raptor one of the most potent gunships of its class.

As with the Storm Eagle, the Fire Raptor first entered service during the all but forgotten age of the Great Crusade. It is likely that the gunships were commissioned to operate alongside Storm Eagles and other classes of assault craft, serving as escorts or pathfinders, perhaps in a ratio of three or four Storm Eagles to every one Fire Raptor. As such, the

Fire Raptor is far less often seen in the service of the Chaos Space Marines than the Storm Eagle, but they are likely to be the veterans of millennia of constant bloodshed. It is not known if any Dark Mechanicus Hell-Forges maintain the capacity to construct new Fire Raptors, but tech-savants in the service of the Inquisition consider it likely that the Dark Magi have developed or retained the knowledge to maintain and repair those Fire Raptors that the Traitor Legions had in their possession at the close of the Horus Heresy.

Chaos warbands are most often seen to deploy their precious Fire Raptors in support of other assault craft and, as such, their appearance invariably heralds doom and bloodshed. Even more so than the Chaos Storm Eagle, the Chaos Fire Raptor is a machine steeped in evil. In many cases, its pilots are entirely subsumed into the machine so that little more than a mass of pulsing bio-mechanical cabling is visible through the cockpit canopy. The pilots and the two ball-turret gunners are truly one with their machines, operating as voracious predators that take fell delight in hunting down and exterminating the weak things that scuttle across the ground beneath them.

CHAOS FIRE RAPTOR GUNSHIP200 Points

	BS	Front	Side	Rear	HP
Chaos Fire Raptor	4	12	12	12	4

Unit Composition

- 1 Fire Raptor Gunship

Unit Type

- Vehicle (Flyer, Hover)

Wargear

- One hull-mounted twin-linked avenger bolt cannon
- Two turret-mounted quad heavy bolters
- Four wing-mounted hellstrike missiles
- Extra Armour

Special Rules

- Deep Strike
- Strafing Run
- Independent Turret Fire
- Infernal Relic

Access Points

- None

Options

- A Chaos Fire Raptor may exchange its quad heavy bolters for:
 - Reaper autocannon batteries+10 points
- A Chaos Fire Raptor may take up to one each of any of the following:
 - Searchlight+1 point
 - Dirge Caster*+5 points
 - Armoured Ceramite+20 points
 - Warpflame Gargoyles*+5 points
 - Daemonic Possession*+15 points
- A Chaos Fire Raptor may replace its four hellstrike missiles with:
 - Four Balefire incendiary missiles+15 points
- A Chaos Fire Raptor may upgrade its quad heavy bolters to have:
 - Malefic Ammunition+50 points
- A Chaos Fire Raptor may upgrade its reaper autocannon to have:
 - Malefic Ammunition+35 points

*See Codex: Chaos Space Marines for details.



Independent Turret Fire

The Chaos Fire Raptor is equipped with two waist-mounted rapid tracking turrets capable of fully independent operation. So long as the Fire Raptor is eligible to fire a weapon in the Shooting phase, each waist turret may fire at a target of its own and its weapons do not count towards the number of weapons the gunship may fire each turn.

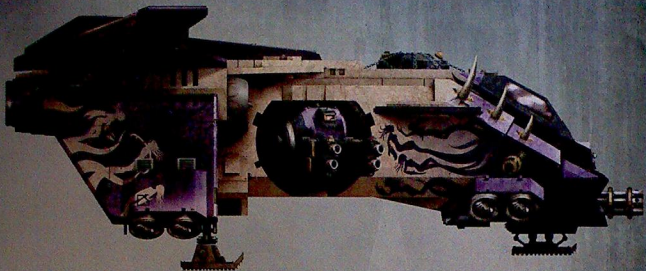
Balefire Incendiary Missiles

A weapon rarely encountered on the battlefields of the 41st Millennium, the Balefire is thought to be a product of a mysterious tech-cult hailing from an unnamed Forge World long since fallen to the Ruinous Powers. Though a few examples of the type may yet be found in sealed Imperial arsenals, most remain in the possession of Chaos warbands, where they are almost exclusively used on Fire Raptors and Storm Eagles to suppress enemy troops and force them to abandon positions the vessels are attacking. When Balefire warheads detonate, they unleash a burst of highly irradiated, rapid-burning flame that, even if it does not kill outright, inflicts hideous injuries that must eventually claim the lives of those who stand against the Ruinous Powers.

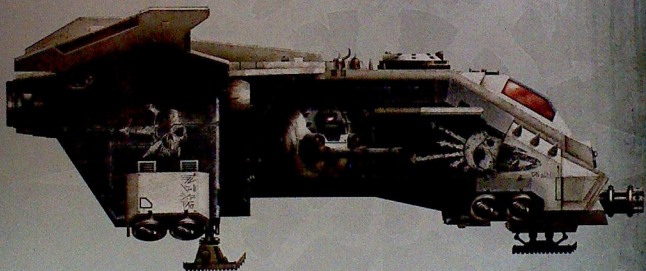
Chaos Fire Raptor Weapons

The Chaos Fire Raptor Gunship carries vast firepower for a craft of its size. Mounting heavy anti-personnel and anti-materiel weaponry, it foregoes the Storm Eagle's transport capacity for a reinforced airframe and substantial ammunition capacity to feed the hunger of its guns.

	Range	Str	AP	Type
Hellstrike missiles	72*	8	3	Ordnance 1,
Avenger				
bolt cannon	36*	6	3	Heavy 7,
Quad heavy bolter	36*	5	4	Heavy 6,
				Twin-linked
Reaper autocannon				
battery	36*	7	4	Heavy 4,
				Twin-linked
Balefire				
incendiary missile	36*	5	6	Heavy 1,
				Large Blast (5"),
				Ignore Cover,
				One Use



Fire Raptor gunship, Flawless Host, Euthenia XX, 310 M41. This depiction is based on the recovered wreckage of the only renegade gunship to be shot down during the combined Flawless Host and Night Lords attack upon the agn-world of Euthenia XX. Its remains were sequestered by order of unnamed agents of the Ordo Malleus.



Fire Raptor gunship of an unidentified renegade Astartes faction, Scelus out-system, 998 M41. This craft engaged mid-range system defence monitors before withdrawing to an unknown Warp transition point. Ordo Hereticus task force investigating. Note the helms of unidentified Traitor/renegade Space Marines mounted as trophies.

CHAOS THUNDERHAWK GUNSHIP



As with their counterparts within the Imperium, Chaos Space Marine warbands rely upon the venerable Thunderhawk as the primary means of moving their raiding parties to and from orbit over the worlds targeted by their devastating raids. Its combination of capacious transport hold and deadly array of weaponry is vital to their success as a highly mobile strike force, allowing these vehicles to serve as orbital shuttles, bombers and tactical strike craft as the need arises.

While many Thunderhawks in the service of Chaos Space Marine warbands are undoubtedly many millennia old, some even having served in the later years of the Great Crusade, others are known to have been constructed over the centuries since. Several Hell-Forges of the Dark Mechanicus are known to produce Thunderhawk Gunships and to barter them for slaves and souls to the highest bidder. In particular, the Dark Magi of the Hell-Forge of Xana II are known to be in possession of a near complete Standard Template Construct imprint of the Mk XI Mars pattern Thunderhawk, a blasphemy that the Tech-Priests of Mars intend to one day severely punish. It is furthermore suspected that the rogue Hell-Forge of Sarum is able to produce Thunderhawks combining several different marks of Mars pattern vehicles in a manner that no adherent of the Cult Mechanicus would countenance. The Dark Mechanicus have melded corrupted

machine rites with fell daemological rituals to infuse the product of their labours with the power of the Warp. It is said by some that these Thunderhawks soar out of the soul-forges that spawn them in mockery of the noble phoenix of ancient Terran legend, their birthing-cries slaying hundreds of the forge-slaves who helped create them.

The Chaos Thunderhawk is armed with a fearsome array of weaponry, the largest of which is a macro cannon mounted dorsally which fires shells potent enough to smash apart even the most heavily armoured of targets. This is sometimes replaced with a turbo-laser destructor, a class of energy weapon more often carried by Battle Titans and which can cripple or even destroy such mighty engines of war. The fact that the Thunderhawk's reactor can power this weapon, its shields and its engines all at once under the most arduous of battlefield conditions is evidence indeed of the potency of its STC imprint.

The vessel mounts numerous secondary weapons systems, including heavy bolters, lascannon and wing-mounted missiles and bombs. These are slaved to the master gunner's position at the rear of the vessel's command deck. Thunderhawks in the service of the Adeptus Astartes employ a number of potent machine-guided, target-cursing augurs to bring this

array of weapons to bear, and those fielded by the servants of Chaos are further invested with a malicious will that makes them still more deadly than their Imperial counterparts.

The Chaos Thunderhawk is protected from enemy fire by composite armour that combines ceramite plating, thermoplas fibre mesh, titanium-rolled layers and an interior adamantium hull. Studies of recovered wrecks reveal that every one of these layers is micro-etched with impossibly small oburgation sigils, the effect of which is to infuse the entire vessel with the dark blessings of the Ruinous Powers and to turn the attacks of the faithful.

In battle, Chaos Space Marine warbands deploy the Thunderhawk as their primary drop vessel and gunship, though it is capable of undertaking numerous other missions including ship-to-ship boarding actions and heavy fire support. In its assault role, the Thunderhawk is used to deliver several squads of warriors and sometimes heavier units such as Dreadnoughts, Helbrutes, Mutilators and Obliterators through the heaviest of enemy fire and directly into the teeth of an enemy position. Many Chaos warlords use a Thunderhawk as their personal transport, leading the attack in a manner appropriate to their fearsome status in the ranks of the ultimate enemies of Mankind.

CHAOS SPACE MARINE THUNDERHAWK GUNSHIP685 Points

	BS	Armour				HP
	Front	Side	Rear			
Chaos Thunderhawk Gunship	4	12	12	10		9

Unit Composition

- 1 Chaos Thunderhawk Gunship

Unit Type

- Super-heavy Flyer (Hover)

Wargear

- Thunderhawk cannon
- Four twin-linked heavy bolters
- Two lascannons
- Six hellstrike missiles
- Armoured Ceramite

Special Rules

- Assault Vehicle

Transport Capacity

- The Thunderhawk has a transport capacity of 30 models.

Access Points

- One access hatch on each side and a forward assault ramp

Options

- The Thunderhawk cannon may be replaced with a
 - Turbo-laser destructor+90 points
- A Thunderhawk may exchange its six hellstrike missiles for:
 - Six Thunderhawk cluster bombs+60 points
- The Thunderhawk Gunship may be upgraded to have the following special rule:
 - Daemonic Transport+50 points
- The Thunderhawk may upgrade its heavy bolters to have:
 - Malefic Ammunition+55 points

Daemonic Transport

A model with this special rule gains the Daemon special rule. In addition, roll a D6 each time a unit embarks or disembarks from a vehicle with this special rule. On the roll of a 1, the Daemon devours D3 models from the unit – randomly determine which models are removed. They are removed as casualties and may make no saves of any kind. The vehicle then restores a number of Hull Points equal to the number of models removed.

Weapon	Range	Str	AP	Type
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast (5")
Thunderhawk cluster bomb	Bomb	6	4	Heavy 1, Bomb, Apocalyptic Barrage (6), One Use
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast (7")



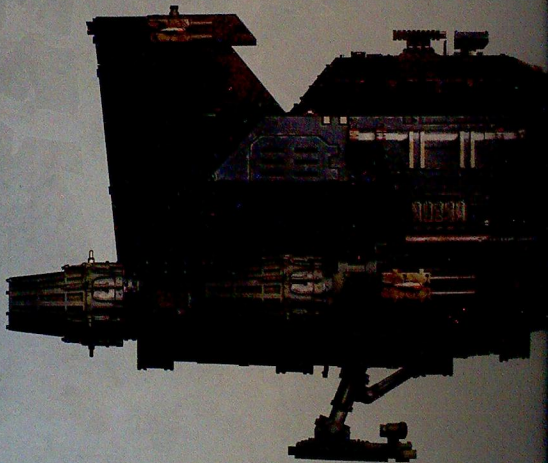
RED CORSAIRS PREDATION STRIKE WING

Once known as the Astral Claws, and sworn by ancient oath to protect the sectors in the vicinity of the Maelstrom from the numerous pirates, heretics and aliens that dwell within its warp-tainted nebulae, the Red Corsairs are now counted amongst the bitterest of the Imperium's foes. Having been driven from their home world at the climax of the Badab War, the few surviving Astral Claws and their grievously wounded Chapter Master Huron fled into the baleful depths of the Maelstrom. There they became the Red Corsairs, swearing in their bitterness to prey upon those worlds they once protected until nothing but dry bones remained.

The Red Corsairs make their lair deep within the lawless Maelstrom, where they are masters of an empire of recidivists, madmen and aliens. They launch incessant attacks upon nearby space lanes and are in possession of a large fleet of appropriated vessels of every imaginable class and displacement. The group's numbers have been swollen by individual fallen Space Marines cast out or fled from their

own Chapters, and they are supported in their attacks by a riotous mob of void pirates. Once staunch in their hatred of the xenos, the Red Corsairs now employ all manner of alien mercenaries and bounty killers, often using them as scouts and trackers to aid in the identification of targets.

The Red Corsairs are masters of void combat and boarding actions, and they employ a wide range of gunships, drop pods and landing craft to launch sudden and overwhelming attacks upon outlying or frontier worlds. They are known to seek out high value, isolated Imperial facilities, especially Munitorium deep storage silos, as well as targets they can desecrate simply to demoralise or outrage the hated subjects of the God-Emperor. As yet, Imperial forces have been unable to bring the Red Corsairs to task for their heinous crimes against all they once held dear. With each passing year they grow ever stronger, their numbers swelling and their arsenals growing ever fuller, and it becomes ever less likely that such an accounting will be at all possible.



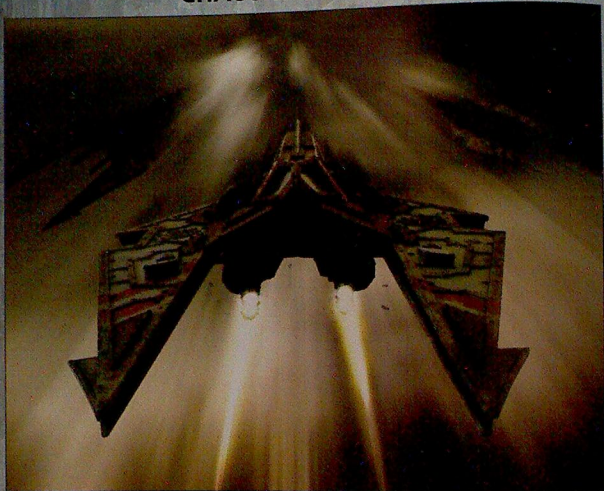


Upon their fall to the Ruinous Powers, the Astral Claws changed their heraldry as well as their name. The icon of the Red Corsairs depicts a claw gripping an eight-pointed star of Chaos, a clear reference to the claw worn by their master, Huron Blackheart, and the power he believes he holds in his hands. Further to this symbol, the *Void Reaper* is bedecked in the fell icons and sigils of the Ruinous Powers, the presence of which demonstrate as clearly as their actions the depths to which the Chapter has fallen.



Red Corsairs Thunderhawk Gunship '*Void Reaper*', Optera Void Station Assault, 979 M41. The *Void Reaper* was once named '*Scion of Prandium*' and belonged to the Adeptus Astartes Novamarines, from whom it was captured during the Badab Uprising. It was thought destroyed by ground-to-orbit weapons fire during its attack on the priory of the Order of the Precious Blood in 991 M41, only to reappear at the vanguard of the attack on the Optera Void Station in 979 M41.

CHAOS HELL BLADE



The Hell Blade attack fighter is a blasphemous fusion of advanced technology, daemonic forces and the nightmarish invention of machine-minds long fallen to the corruption of Chaos. Supremely fast and agile, the Hell Blade is designed to swiftly achieve air superiority for Chaos raiding forces and sweep enemy aircraft from the skies, clearing the way for heavier aircraft to pound ground defences and the Chaos Space Marine onslaught to begin.

The Hell Blade is a devilish device that fuses Daemon, flesh and metal into a single murderous machine. The craft's slim double-bladed fuselage cuts through the air, emitting hideous shrieks and wails as it swoops down on its victims. It is flown with reckless abandon by a pilot hardwired into his machine, his only pleasure the thrill of flight and his only release the kill.

The Imperium remains in ignorance of much of the technology and design that has gone into the creation of the Hell Blade and the other aircraft of the dreaded Xana II lineage. This is in no small part due to the frequent spectacular immolation and disintegration the vessel undergoes when destroyed – a factor that some attribute to the escape of warp-born forces from

their bindings. From observation and telemetric recordings however, the Hell Blade can reach observed speeds of over 2,800 kph in a standard atmosphere, with a cruising speed of perhaps two-thirds this rate.

The Hell Blade is capable of deployment directly from the launch bays of a carrier vessel in low orbit, though it is vulnerable during atmospheric interface as its airframe and systems are optimised for operation at very low altitudes. It carries little in the way of armour, setting it directly at odds with the aeronautic combat rites employed by the Imperium. Imperial craft are fitted with heavy weapons and armour, sacrificing speed and manoeuvrability to maximise these. A confrontation between Chaos and Imperial fighter craft is therefore a bitter struggle for supremacy, the Hell Blade pilots seeking to use their speed and manoeuvrability to attack their target from a vulnerable angle and slay it with a single blow. Should the first shot not prove lethal, the Hell Talon must either disengage to return later, or commit to a dogged struggle which only one combatant will survive.

CHAOS HELL BLADE 100 Points

	Armour				
	BS	Front	Side	Rear	HP
Hell Blade	3	10	10	10	2

Unit Composition

- 1 Hell Blade

Unit Type

- Vehicle (Flyer)

Special Rules

- Supersonic
- Deep Strike
- Baleful Aberration
- Unnatural Predator

Wargear

- Two Reaper autocannon



Options

- A Hell Blade may take the following vehicle upgrade from *Codex: Chaos Space Marines*:
 - Daemonic Possession +20 points
- A Hell Blade may upgrade its two Reaper autocannon to
 - Two Helstorm autocannon +15 points

Helstorm Autocannon

A specialised variant of the Reaper autocannon produced on the Hell-Forge of Xana II, the Helstorm's prodigious rate of fire makes it lethal to even the most agile of enemy aircraft, but produces so much recoil that it is only capable of being mounted on vehicles.

	Range	Str	AP	Type
Helstorm autocannon	36"	7	4	Heavy 3, Twin-linked, Rending

Baleful Aberration

Tainted by the vile rites performed during its creation, this vehicle is a wound in the fabric of reality and its presence is accompanied by visual and auditory hallucinations as well as atmospheric disturbances, darkening the skies as it passes. A vehicle with this special rule gains a 5+ Invulnerable save and during the Movement phase, before the vehicle is moved, it may be repositioned D6+2" in any direction (but may not change its current facing, or be repositioned over another model or its base).

Unnatural Predator

During the infernal ritual of their creation, these warp-spawned aircraft are imbued with an unnatural instinct for the hunt, a hunger for the destruction of any aircraft foolish enough to challenge their dominance of the skies. At the start of play, nominate any one enemy vehicle of the Flyer type or Flying Monstrous Creature or Gargantuan Creature – this may include models in reserve. When making Armour Penetration or To Wound rolls against the chosen model, all rolls of 1 may be re-rolled.

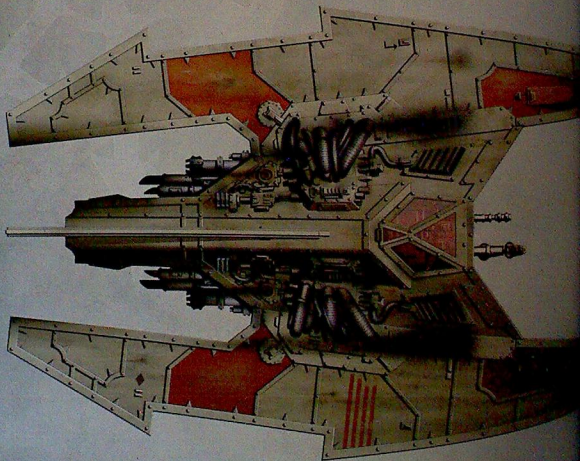


THE XANA II LINEAGE

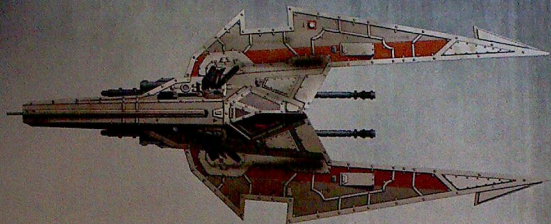
Many strange and bizarre aerial war machines have been encountered in service with the Traitor Legions and renegades over the millennia, and in turn these are dwarfed in number by the many corrupted or copied Imperial designs fielded against their erstwhile masters. In the last centuries of the 41st Millennium however, a lineage of new and terrifying war craft has risen to prominence, among them the Hell Blade attack fighter, Hell Talon fighter bomber and the Harbinger heavy bomber.

Secret reports for the Departamento Munitorum, based upon investigations by the Ordo Malleus, have tentatively named this new source of heretic war machines as the hellish Forge World of Xana II, located deep within the Eye of Terror. Said to be a stronghold of the Dark Mechanicus (known

sometimes as the Dark Priesthood or the Hellsmiths), Xana II is believed to be a world wholly given over to Daemon-machines and infernal industries. Dark, infernal mills grind flesh and suffering to make the insane visions of its nightmarish masters real, and countless millions are enslaved to work in the world-spanning labyrinth of forges, churning out an endless supply of weapons and armaments for the Traitor Legion's Long War. The masters of Xana II, half Daemon-machines themselves, so it is said, have long since left the vestiges of their humanity behind and are beholden to none – be they mortal or Chaos god. They sell or barter their unholy inventions and arms to the highest bidder, whether warlord, demagogue, sorcerer or Daemon Prince, without fear or favour. Their coin of exchange is always the same – raw materials, the flesh and souls of slaves to feed Xana II's endless hunger.



Unidentified Hell Talon, shot down over the Citadel during the Siege of Vraks 830 M41

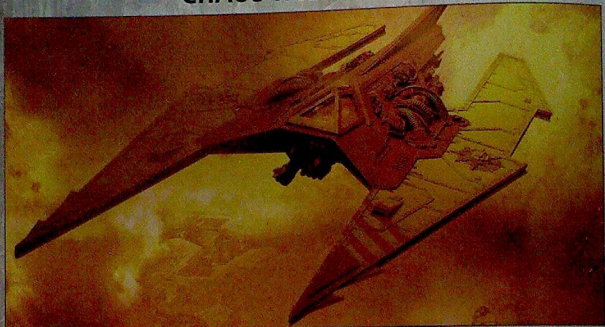


Hell Blade encountered operating in support of the Slaughterkin during the Scourging of Karrack, 930.M41. This craft is listed as shooting down nine Imperial fighters during the bitter air war fought over Karrack's dense cholem forests.

THE HARBINGER

This craft is the apex of the technology utilised by the Hell Blade and the Hell Talon, and is one of the most destructive of the numerous infernal machineries of war produced by the Hell-Foundries of Xana II. It is an enormous heavy bomber and amongst the largest of the many potent and diabolical war machines the servants of Chaos have unleashed upon the Imperium in their ever-lasting war to enslave Mankind to their will, it is a weapon specifically designed to bring destruction and despair to the worlds of the Emperor. Once considered little more than a dark legend, in recent times encounters with the dreaded Harbinger have grown so frequent that tales of its dreaded power have spread across numerous war zones.

CHAOS HELL TALON



The Hell Talon is another product of the malevolent masters of the Hell-Forges of Xana II. A thing of Daemon-infused machinery, it was created to deal death from the skies. It is a strike aircraft, used to conduct lightning low-altitude attacks against ground targets, deploying its heavy armament to deal with enemy tanks and its payload of incendiary bombs to rip a swathe of firepower across the battlefield while the daemonic forces that power it corrupt the very air through which they pass.

Much like the Hell Blade, the diabolic arts of the Hell Talon's construction are said to be the Dark Magi's alone, but it has seen service in increasing numbers within an ever-widening group of Chaos Space Marine forces and renegade warbands over the last millennia, as its makers are content to supply their devices of destruction to any who will meet their bloody price. The Hell Talon is known to be highly sought after, and no wonder for it is a singularly deadly machine and a potent addition to the forces of Chaos, valued as much for its power as the sheer terror that its appearance inspires.

The Hell Talon's power has been demonstrated in many war zones, from the killing fields of the Sherilax Uprising to the plague-bombing of the paradise world of Eurydice by aircraft linked to the Blighted Ones during their predations on the Ixaniad Sector. Small groups of Hell Talons, attached to independent warbands such as those that took part in the Siege of Vraks, have proven effective far out of proportion to their number.

In common with other machines of the Xana II lineage, the Hell Talon presents a low, blade-like wing profile and is propelled by a powerful thruster array that grants it observed speeds well in excess of 2,200 kph in a standard atmosphere,

with a manoeuvrability that far exceeds any comparable Imperial design at these speeds. The Hell Talon's effectiveness in its fighter-bomber role is also greatly enhanced by its advanced flight systems and the peculiarities of its arcane design. It too excels at conducting strafing runs and ground attacks at great speed and very low altitude, handling turns and extreme manoeuvres far beyond the physical limitations of human pilots.

The Hell Talon's standard armament consists of two lascannon and an autocannon for direct attack, supplemented with an under-slung munitions rack carrying up to eight bombs. The usual payload for the Hell Talon is firebombs containing an unknown and extremely toxic incendiary mix. These firebombs burn with extreme heat and produce a lethal vapour cloud capable of causing respiratory failure and death if inhaled. The Hell Talon's armament can also be varied to include cluster munitions, rapid fire unguided rockets and more exotic weapons such as radiological and viral bombs.

Some within the Ordo Malleus hold that these machines are fashioned with such dark arts as to become more than mere weapons. They are such an aberration to the natural order as to be considered truly daemonic. In the most extreme cases, the simple presence of large numbers of Hell Talons gathered together has been observed to create severe and unpredictable Warp phenomena. Disturbances caused in the wake of a Hell Talon squadron's passage manifest most often as climatic phenomena and unnatural storms, although severe vox-distortion and visual and auditory hallucinations are not unknown. Such is the baleful taint of these blood-forged aircraft that their presence literally darkens the skies, as if the very air around them recoils at their touch.

CHAOS HELL TALON 160 Points

	Armour				
	BS	Front	Side	Rear	HP
Hell Blade	3	10	10	10	4

Unit Composition

- 1 Hell Talon

Unit Type

- Vehicle (Flyer)

Wargear

- Twin-linked lascannon
- Reaper autocannon
- Eight Pyrax incendiary bombs

Special Rules

- Supersonic
- Deep Strike
- Baleful Aberration
- Strafing Run

Options

- A Hell Talon may take the following vehicle upgrade from Codex: Chaos Space Marines:
 - Daemonic Possession +20 points
- A Hell Talon may replace its Reaper autocannon with one of the following:
 - Havoc launcher Free
 - Helstorm autocannon +15 points
- A Hell Talon may exchange any of its Pyrax incendiary bombs for one of the following:
 - Warp-pulse bombs +15 points each
 - Alchem cluster bomb +10 points each
 - Baletalon shatter charge Free

Warhammer
10,000



	Range	Str	AP	Type
Pyrax bomb	Bomb	5	4	Heavy 1, Blast (3"), Ignores Cover, One Use
Baletalon shatter charge	Bomb	8	4	Heavy 3, Unguided, One Use
Alchem cluster bomb	Bomb	-	5	Heavy 3, Barrage, Blast (3"), Poisoned (4+), One Use
Warp-pulse bombs	Bomb	2	2	Heavy 1, Large Blast (5"), Blind, Haywire, One Use

Unguided: This weapon is always treated as if it was fired as a Snap Shot.

Baleful Aberration

Tainted by the vile rites performed during its creation, this vehicle is a wound in the fabric of reality and its presence is accompanied by visual and auditory hallucinations as well as atmospheric disturbances, darkening the very skies as it passes. A vehicle with this special rule gains a 5+ Invulnerable save and during the Movement phase, before the vehicle is moved, it may be repositioned D6+2" in any direction (but may not change its current facing, or be repositioned over another model or its base).

CHAOS DREADCLAW DROP POD



Known within some Imperial Navy circles as '*the Touch of Death*', the talon-like shape of the Dreadclaw assault boat is a greatly feared one. A technologically superior boarding craft that serves as both drop pod and assault boat, the Dreadclaw has served the Chaos Legions since the Horus Heresy, while the bellicose machine-intelligence that controls it was infamous long before the Warmaster's betrayal.

The Dreadclaw is recorded in the *Balthus Apocrypha* as one of the last combat craft to be commissioned for the Space Marine Legions before the Horus Heresy erupted. The *Apocrypha* states that its deployment was a troubled one and not universally accepted, and the Forge World of its origin has since been wiped from the records. Its construction was certainly amongst the most advanced assault craft in Imperial service, capable of serving both as a planetary assault vehicle and as a boarding craft to forcibly breach the hulls of enemy vessels in void battles. Prior to the introduction of the vessel, many ship-to-ship assaults were one-way operations and it was only possible to extract the boarders in the event of their victory. The design's crowning glory was its automated control system, a potent cogitation engine thought to be of a higher order than those found in other war machines.

The degree of self-awareness the Dreadclaw possessed was a source of contention and controversy from its first deployment, and matters only worsened over time. Such was the ill-feeling the Dreadclaw created that rumours soon spread that the machine was somehow corrupted with a curse not seen since the Dark Age of Technology. During the Heresy itself, it appears that malign incidents involving the Dreadclaw reached almost epidemic levels. After a particularly devastating incident aboard the battleship *Legate Pericles* during the apocalyptic Battle of Terra, there was no more room for argument and loyalist Magi presided over the formal decommissioning of all Dreadclaws in Imperial service. Since that day, the Dreadclaw has only been encountered in the ranks of Traitor forces.

The Dreadclaw's advanced design incorporates a powerful thruster array that allows it to close rapidly with its prey as an assault boat, or undertake a fully guided and powered descent to a planet's surface. Its armoured hull is surrounded by a number of grappling claws, which give the vehicle its distinctive profile and enable it to securely latch onto the hulls of enemy ships. Once attached, the Dreadclaw breaches its target by burning through its hull with a ring of powerful

melta-cutters, effecting entry via an airtight iris-hatch for the troops inside. When employed as a drop pod, the claws serve a different function, deploying after landing to right the Dreadclaw and raise its bulk off the ground in order to rapidly deploy its passengers without exposing the vehicle's vulnerable interior to enemy fire

Unlike more conventional drop pods, the Dreadclaw is capable of taking off again after landing. Although less manoeuvrable in a planet's atmosphere than a purpose-designed aircraft, it can be used to effect re-deployment in battle as well as performing rapid extractions to planetary orbit, a vital advantage given the raiding activities of many Chaos warbands.

CHAOS DREADCLAW DROP POD 100 Points

	BS	Front	Side	Rear	HP
Chaos Dreadclaw	-	12	12	12	3

Unit Composition

- 1 Chaos Dreadclaw

Unit Type

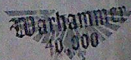
- Vehicle (Hover, Flyer)

Wargear

- Frag assault launchers

Special Rules

- Assault Vehicle
- Deep Strike
- Drop Pod Assault
- Heat Blast
- Daemonic Possession



Transport Capacity

- The Dreadclaw has a transport capacity of 10 models, or can be used to transport a single Ferrum Infernus Dreadnought, Emperor's Children Sonic Dreadnought, Chaos Contemtor Dreadnought or Helbrute

Access Points

- One access hatch beneath the hull. In practice, passengers can disembark at ground level within 2" of the hull.

The Dreadclaw may be taken as a Dedicated Transport for Chaos Space Marines and Chosen squads. It may also be taken as a Dedicated Transport for Ferrum Infernus Dreadnoughts, Emperor's Children Sonic Dreadnoughts, Chaos Contemtor Dreadnoughts and Helbrutes. If this option is taken, the unit must deploy transported in, and enter play by way of, the Dreadclaw.

Drop Pod Assault

A Chaos Dreadclaw, and any unit it transports, must always be held in reserve and always enters play using the Deep Strike rules, and counts as a Drop Pod for the wider use of the Drop Pod Assault rule for the army (eg. if a Kharybdic Assault Claw is also taken). At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. In the case of the Chaos Dreadclaw, unlike other Drop Pods, it is not immobile. However, after it has landed, it is treated as a Flyer with Hover mode (which starts off as hovering after it has arrived via Deep Strike).

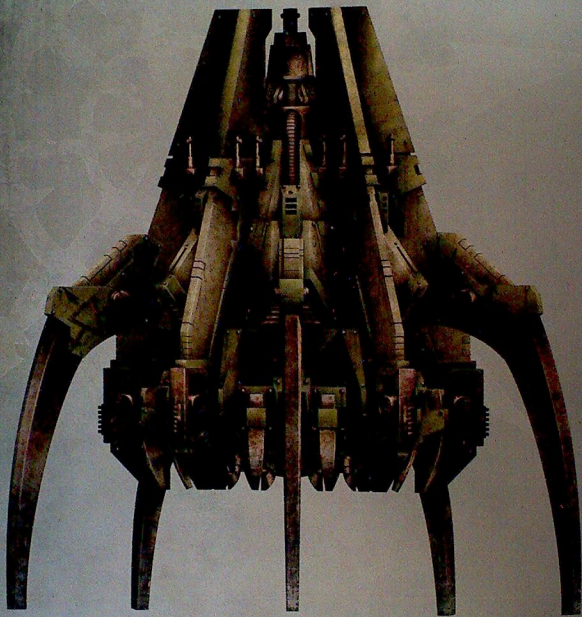
Heat Blast

Certain boarding Assault Claws and Drop Pods are fitted with cyclic thermal jets and melta cutters to burn their way into the armoured hulls of ships. Chaos warbands also use these as a limited form of offensive weaponry, dispersing their blasts to incinerate anything nearby on landing, or in more extreme cases, even to scorch a swathe across the battlefield using dangerous low-level flying attacks.

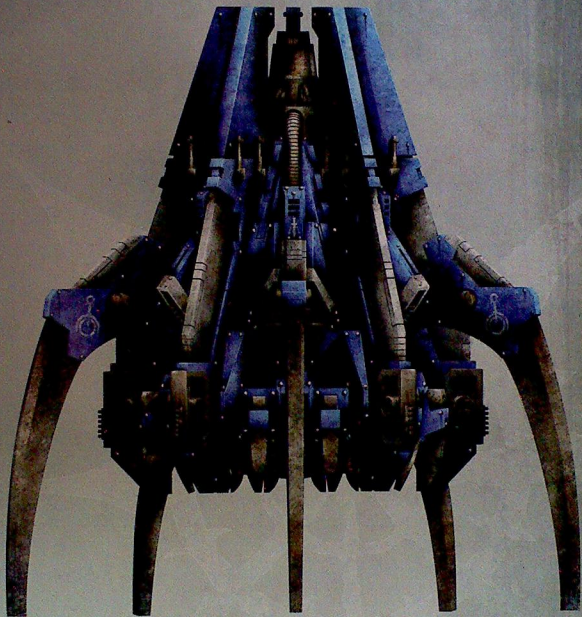
When a model with this rule arrives via Deep Strike, or later when operating as a skimmer in Hover mode, it may, if its controlling player wishes, inflict a Heat Blast attack. If it does so, then models it is transporting may not disembark or embark on the turn this attack is used.

Heat Blast (Deep Strike): Immediately after the model deploys using the Deep Strike rule, measure a radius of 3" + D3" horizontally outwards from its main hull (do not count any landing struts, etc). All models caught in the blast suffer a Str 6 AP 5 hit with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack.

Heat Blast (Fire Sweep): If the controlling player wishes, any unit the model passes directly over (i.e., falls directly under its hull during its Movement phase) suffers D6 Str 5 AP 5 hits with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack. Hits from this attack are distributed across a unit as the player suffering the attack wishes. Roll a D6 each time this attack is inflicted. On a result of a 1, the Drop Pod itself suffers a penetrating hit.



Dreadclaw Drop Pod of the Death Guard sub-faction 'the Tainted'. This craft was deployed at the Fall of Bellona in 230 M39. Having landed in the central plaza of Bellona's capital city, the Dreadclaw opened its iris hatch and released a viral agent so potent, the city's defenders were rendered incapable of mounting a defence against the full-scale invasion that quickly followed.



Dreadclaw Drop Pod of the renegade Astartes 'Violators', Saint Josmane's Hope penal world, Cadian system, 999 M41. This craft was part of the first attack wave deployed against Saint Josmane's Hope as the forces of the Despoiler swept into the Cadian system at the outset of the 13th Black Crusade. The world was later destroyed, and it is thought that this vessel perished along with it.

CHAOS KHARYBDIS ASSAULT CLAW



The Kharybdis was employed by the Legiones Astartes throughout the Great Crusade as their primary ship-to-ship heavy assault craft. It is a monstrous drop pod capable of carrying a large assault force through the void whilst mounting significant firepower to blast a path through defending smaller vessels. The arrival of a flight of these ominous craft, boarding hooks extended as they close on their doomed target, signalled the end for the crew of countless vessels that dared oppose the Legiones Astartes.

The Kharybdis was the product of the same machine lore that had produced the Dreadclaw, and as such the vessel fell under the scrutiny of the highest authorities when that other craft's deficiencies became known. The Kharybdis was measured and studied, its cogitation cores dissected in search of any hint of that corruption that so bedevilled its kin. Yet, while anomalies undoubtedly existed within the machine's demeanour, the kind of instances of unexplained ill-fortune

that had led to the Dreadclaw being forcibly withdrawn from service were largely absent – for a time at least.

As the Horus Heresy reached its apocalyptic conclusion and the Scouring erupted across the galaxy, the Kharybdis saw extensive use on both sides. As the vengeful Legiones Astartes harried their erstwhile brothers from war zone to war zone, entire fleets burned in void battles in which the lives of countless thousands of warriors who had survived the wars of the Horus Heresy were expended. Hundreds, even thousands, of Kharybdis served their Astartes masters faithfully, and in so doing began to develop certain characteristics for which it too would become infamous in the ranks of Loyalist and Traitor alike.

The Ordo Malleus is in possession of several sealed accounts of the fall of the Kharybdis, most of them contradictory but all likely to contain a kernel of truth. Some suggest that the

vessel's machine core developed some manner of intelligence in a similar manner to the Dreadclaw, but this manifestation was very different in demeanour. Rather, the Kharybdis became attached to individual masters, and grew to be unpredictable when they were not close to hand. Should the 'machine's' master leave it for extended periods, Tech-Priests and servitors tending it would fall prey to grizzly accidents. If its master died or left the vessel permanently, it might tolerate no others within its armoured hold, a fact that was only revealed when the machine's iris hatch spontaneously opened during re-entry, incinerating the occupants to ashes in the fires of atmospheric descent.

At some point during the Scouring, the Loyalists ceased employing the Kharybdis, utilising other vessels such as the Thunderhawk Gunship and the Caestus Assault Ram to undertake ship-to-ship and orbit-to-ground assaults, though never with the same brute effectiveness that the Kharybdis made possible. The vessel remained in use amongst the Traitor Legions, and as such shared in their fate when they plunged into the unreal depths of the Eye of Terror. Cast

upon the tides of a region of space where the Warp spews forth like a ragged wound into the material universe, it was inevitable that the bitter machine anima at the heart of the Kharybdis would become a thing of darkly sentient and wholly malefic intent, entirely in keeping with the nature of the Traitor Legions themselves.

From the Scouring and throughout the war-torn Age of the Impenum, the Kharybdis has served the Chaos Space Marines well as a drop ship and surface-to-orbit transport, a role that allows it to use the firepower of its storm launchers and melt cutters to scour clean the landing zone before disembarking its deadly cargo into the midst of the enemy's shattered formations. Nor do these craft serve solely as infantry transports. Many more aggressive commanders employ the Kharybdis as a brutally effective tank hunter, ramming enemy armour in daring low-altitude attack runs, clamping hold with its hook-claws and burning through even the thickest ceramite plating with melt cutters designed to breach the hulls of void ships.

SEALED ARCHIVE



ORDO MALLEUS REGISTUM INFERNUM

++Archival Entry/Personal Testimony++

++By the Hand of: Inquisitor Verily Wroth, Bearer of the Seal++

++Pertinence: Destruction of Solomon Theta++

++Commit to Record: Sealed Archive/ Personal Authority++

Late in 744 M40, an Administratum plenipotentiary mission arrived at Solomon Theta to assess that world's title grade, expecting to be received with the full pomp and circumstance such once-a-generation visits are normally afforded. What they discovered however was a world reduced to utter ruin. Solomon Theta had once been a centre of knowledge, its hundreds of data reliquaries attended to by a caste of tech-archivists able to trace their lineage back many thousands of years. All was ruin however, the devastated population cowering within the ruins of their once splendid world.

Subsequent investigations spoke of Solomon Theta's destruction. A massive force of drop craft, almost entirely Dreadclaw and Kharybdis patterns, had made simultaneous planetfall across the entire world. Fragmented pict-captures and vox-logs described each reliquary city being assaulted at the very same instance in an attack pattern so fiendishly conceived that no possible defence could be mounted. It was obvious that the data reliquaries were the target of the attack, though it has never been established exactly what the highly determined and organised attackers were seeking.

Of greatest concern however is the identity of the attackers' leader, confirmed by a single, much distorted pict-capture as Abhiman, arch-sorcerer of the Traitor Legion the Thousand Sons. What such a villain might have sought in the data reliquaries of Solomon Theta remains unknown, but it is undoubtedly the master plan to strike the heart of several hundred Dreadclaw and Kharybdis drop-craft that made it possible to take the defenders so utterly by surprise.

IT IS FORBIDDEN
TO VIEW OR ALLOW
TO BE VIEWED THIS
ARCHIVE UNDER ANY
EXTENT OF QUESTION



EX-DIABOLIS RITES INSTIGATED BY THE HAND OF



Verily Wroth



CHAOS KHARYBDIS ASSAULT CLAW260 Points

	BS	Armour				HP
		Front	Side	Rear		
Kharybdis Assault Claw	4	12	12	12		5

Unit Composition

- 1 Chaos Kharybdis Assault Claw

Unit Type

- Vehicle (Flyer, Transport, Hover)

Wargear

- Five Kharybdis storm launchers
- Melta-ram
- Frag assault launchers

Special Rules

- Assault Vehicle
- Drop Pod Assault
- Inertial Guidance System
- Independent Gun Spirits
- Heat Blast
- Daemonic Possession
- Infernal Relic

Transport Capacity

- The Chaos Kharybdis has a transport capacity of 20 models, or can be used to transport a single Ferrum Infernus Dreadnought, Emperor's Children Sonic Dreadnought, Chaos Contemtor Dreadnought or Helbrute, or a single Chaos Rapier Weapons Battery.

Access Points

- One access hatch beneath the hull. In practice, passengers can disembark at ground level, measuring their disembarkation from the ground level of the main hull.

Warhammer
40,000



Chaos
Space
Marines



Drop Pod Assault

A Chaos Kharybdis, and any unit it transports, must always be held in reserve and always enters play using the Deep Strike rules, and counts as a Drop Pod for the wider use of the Drop Pod Assault rule for the army (if any Dreadclaw Drop Pods are being used, for example). At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. In the case of the Chaos Kharybdis, unlike other Drop Pods, it is not immobile. However, after it has landed it is treated as a Flyer with Hover mode (which starts off as hovering after it has arrived via Deep Strike).

Inertial Guidance System

Should a Chaos Kharybdis scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle if desired.

Independent Gun Spirits

The Chaos Kharybdis may target different enemy units with each of its weapons.

Heat Blast

Certain boarding Assault Claws and Drop Pods are fitted with cyclic thermal jets and melta cutters designed to burn their way into the armoured hulls of ships. Chaos warbands use these systems as a limited form of offence weaponry, dispersing their blasts to incinerate anything nearby on landing, or in the more extreme cases even scorch a swathe across the battlefield using dangerous low-level flying attacks.

When a model with this rule arrives via Deep Strike, or later when operating as a skimmer in Hover mode, it may, if its controlling player wishes, inflict a Heat Blast attack. If it does so, then models it is transporting may not disembark or embark on the turn this attack is used.

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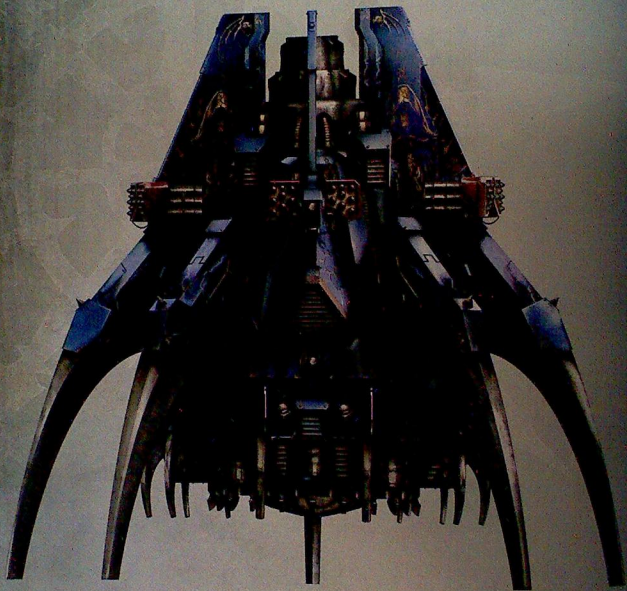
Melta-ram

Although a Flyer, the Chaos Kharybdis may conduct Ram attacks as if it were a Tank while using Hover mode. It may not, however, Ram other Flyers or make such an attack on any turn in which it arrives from reserve. It also may not conduct a Ram on any turn on which it embarks or disembarks models or uses its Heat Blast attack.

Kharybdis Storm Launcher

These rapid firing missile launchers are designed to provide the Chaos Kharybdis with some measure of striking power as it closes with its target and to clear landing zones around the Chaos Kharybdis, throwing nearby resistance into disarray as the warriors on board disembark. To this end, the launcher fires clusters of fragmentation and anti-armour warheads, with each launcher controlled independently by on-board augury-arrays.

	Range	Str	AP	Type
Kharybdis storm launcher	24"	6	5	Heavy 2, Pinning, Twin-linked



Kharybdis Assault Claw of the Night Lords Traitor Legion, First Scouring of Coriolanthe, 948 M41. This craft was deployed as part of a counter-attack wave against the forces of the Inquisition and the Grey Knights answering the astropathic distress calls sent before madness finally claimed Coriolanthe. The extensive adornment covering this vessel's flanks has allowed Inquisitorial savants to conclusively identify it as belonging to the warband of Lord Koth-Scarren, an individual known to have inflicted numerous campaigns of bloodshed and terror upon the worlds of the Imperium since at least the time of the Scouring.

CHAOS DREADNOUGHTS & HELBRUTES

*"Behold the Warrior of Steel, whose tread cracks the earth and
whose coming is the doom of worlds!"*

*Aston Lannak,
Weaponsmith of the Black Brotherhood*

The origins of Dreadnought technology, such as its arcane life-support sarcophagus, compact high-yield thermic war tor and powerful exoskeleton frame, remain lost to antiquity, but there have been numerous variants, marks, patterns and models that follow the basic Dreadnought design over the millennia. At the time of the Horus Heresy, it seems that Mk IV Dreadnoughts were common, and many Chaos Dreadnoughts extant in the 41st Millennium are of this heritage, which in turn has led many to suspect that there was (and still is) some flaw in the machine spirit of the Mk IV that leaves it open to corruption.

To the Adeptus Astartes, interment within the armoured sarcophagus of a Dreadnought is a great honour, for it allows a hero wounded unto death to fight on, potentially for many centuries or even millennia. Such heroes are allowed to slumber in the Chapter's stasis tombs, to be awoken with solemn ritual when war calls. Amongst the Traitor Legions and their descendants however, it is often regarded as a punishment rather than an honour, and the time between battles is often a torment. Some speculate that it has as much to do with a callous disregard for and a failing understanding of the technologies invested in these ancient war machines as the malignancy to which they had succumbed. Regardless of the truth of this, the Chaos Space Marines have always employed their Dreadnoughts as shock troops, unleashed often without care whether they survive or

not by their masters, just so long as they kill and sow terror in the enemy's ranks. Such is the shredded psyche of some Dreadnought occupants, they will frequently succumb to mindless homicidal frenzy. Once unleashed, their heedless rampages and wild, blazing storms of weapons fire can prove as dangerous to their own side as to the foe.

Dreadnoughts are tactically flexible war machines and can be armed for numerous battlefield roles. Their armament commonly includes twin-lascannon or autocannon, as well as twin-heavy bolters for infantry suppression and rarer weapons such as the plasma cannon and the multi-melta for more specialised missions. A Traitor force's martial demeanour often dictates a Dreadnought's chosen armament, with some configured purely for close combat and equipped with twin chainfists or similar murderous devices – such as are often favoured by the Berserkers of the World Eaters Legion, or a predilection for unique and arcane sonic assault weaponry in the Dreadnoughts of the Emperor's Children and their Successors. Perhaps the most singular and most disturbing Chaos Dreadnoughts however belong to the Death Guard Legion. These monstrous creations seethe with organic corruption, their hulls blistered with oozing sores and weeping, filth-encrusted wounds and other stigmata of the Plague God, Nurgle. What living nightmare is experienced by the occupant of such a vile and horrific machine is best left unimagined.



CHAOS HELBRUTES

Most of the Dreadnoughts in the service of the Chaos Space Marines have become so tainted by the dark blessings of the Ruinous Powers that they have warped almost beyond recognition. Some resemble the Dreadnoughts of old in passing only and employ thoroughly debased rites of construction, the knowledge to create new Dreadnoughts long lost to most Warpsmiths and Dark Magi. Such machines are often called Helbrutes, and they represent a mocking blasphemy of all the Dreadnought once stood for. The flesh of the warrior within the Helbrute has melded with the metal of the Dreadnought itself so that parts of the machine appear to be made of daemonic flesh, the taint of the warrior manifesting in dreadful physical form. Metal claws have become distended talons, and writhing pseudo-limbs burst forth from within. The warrior occupying the Helbrute's sarcophagus bears no resemblance to the Legionary he once was, his mind shattered and his soul entirely subsumed in the raging madness of the Warp. In between battles, Helbrutes must be restrained with heavy chains or made quiescent by arcane rites of subjugation lest they slaughter their fellow

renegades. In battle, they are unstoppable engines of destruction. All reason and experience is shed, replaced by an all-consuming savage berserker rage so fierce few can hope to stand before it in battle.

It is believed that Helbrutes are not built as are the Dreadnoughts of the Adeptus Astartes. Rather, they may be the result of physical mutation and spiritual corruption acting upon the once noble form of a Mk IV or Mk V Dreadnought, furthering the lingering doubt regarding the purity of this class of war machine. As the wars of the Age of the Imperium rage on, still more Helbrutes appear upon the battlefields of the 41st Millennium. In one example, the now renegade Chapter the Crimson Sabres once fielded a red-clad Dreadnought within which was interred the Chapter hero Sevarion Kranon. Following the Chapter's fall to the service of the Ruinous Powers and its change of title to the Crimson Slaughter, Sevarion Kranon's Dreadnought has mutated into a savage metal war engine, its form mutated beyond all recognition, known and revered by cultists and heretics as Mortis Metalikus.

FERRUM INFERNUS CHAOS DREADNOUGHT

Some of the most ancient Dreadnoughts in the service of Chaos warbands were born of what some techno-savants refer to as the 'Castra Ferrum' lineage – in particular the Mk IV and Mk V. It is thought that these redoubtable engines of war entered service during the Great Crusade, and that they were initially conceived to fight in the cramped and deadly environs of so-called 'Zone Mortalis' war zones. The low, squared form and the distribution of their heavy armour panels make Mk IV and Mk V Dreadnoughts far more suited to fighting along the corridors of space hulks and through the tunnels of xenos labyrinths than other patterns. A great many Mk IV and Mk V Dreadnoughts remain in use ten thousand years after their inception and in some cases are occupied by the very same warriors who declared for the Warmaster at the outset of the Horus Heresy. Such warriors vary in demeanour from the cold-hearted and relentless, to the blood-maddened and crazed. Some are known for the dark counsel they can offer a warlord, their words heavy with ten millennia of hard-won wisdom, while others have been driven beyond the point of sanity and can voice no more coherent utterance than a deafening, heart-stopping war cry.

The Dreadnoughts of the loyal Space Marine Chapters of this lineage are revered 'ancients', living shrines to the Chapter's glory and repositories of valour and wisdom. But while the venerated Space Marine Dreadnoughts house the mortal remains of the Chapter's fallen heroes, many Dreadnoughts of the Chaos Space Marines have mutated into hideous and cruel mockeries of this lofty ideal. For many, to be encased

alive within the nightmarish shell of a Chaos Dreadnought is a curse rather than a blessing. It is to undergo an agonising enslavement in which the victim must endure an endless living death, never again to know the pleasures of flesh or ascension to the ranks of a dark god's chosen. It is to be trapped in limbo, neither flesh nor Daemon. Other veterans of the Long War discover a new existence upon interment within a Chaos Dreadnought, one in which their bodies are transformed into towering giants of steel and ceramite, blade and cannon. Such individuals revel in this power, their very souls fusing with the metal of the Dreadnought so that they become one being, a living weapon driven by a redoubtable mind steeped in war in all its forms.

Deployed at the very forefront of battle, Chaos Dreadnoughts are giant, armoured walkers, terrifying living war machines that stride the battlefield bellowing their wrath and dealing death alongside the rank and file of the Chaos warband. They are equipped with a wide range of weaponry, some of it common to the arsenals of the Imperium, others not seen since the dark age of the Horus Heresy. For the servants of the Imperium, the sight of a Chaos Dreadnought of the Castra Ferrum pattern – or the 'Ferrum Infernus' as some adherents of the Machine Cult have dubbed them – is a horrifying one indeed. To witness a Chaos Dreadnought of this ancestry charging across the field of battle is to relive a spectacle from the darkest days of the Imperium, when the galaxy turned upon itself and the Emperor himself was struck down by the hand of his own son.

FERRUM INFERNUS CHAOS DREADNOUGHT 135 Points

	WS	BS	S	Front	Side	Rear	Armour	I	A	HP
Ferrum Infernus	5	5	6	12	12	10		4	3	3

Unit Composition

- 1 Ferrum Infernus Chaos Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Multi-melta
- Dreadnought close combat weapon incorporating a twin-linked bolter in one arm
- Smoke launcher
- Searchlight

Special Rules

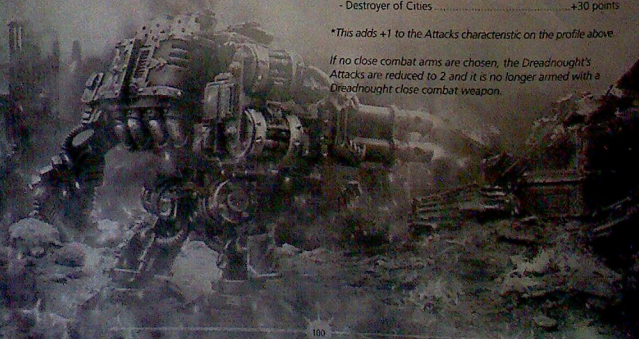
- Infernal Relic
- Fear

Options

- The multi-melta may be replaced with one of the following:
 - Twin-linked autocannon +10 points
 - Twin-linked lascannon +25 points
 - Twin-linked heavy bolters +10 points
 - Plasma cannon +15 points
 - Missile launcher (with frag and krak missiles) +5 points
 - Dreadnought close combat weapon incorporating a twin-linked bolter +10 points*
 - Power scourge* 5 points
 - Thunder hammer* 10 points
- The Dreadnought close combat weapon (along with its twin-linked bolter) may be replaced with one of the following:
 - Missile launcher (with frag and krak missiles) Free
 - Chainfist with twin-linked bolter +10 points
 - Power scourge +5 points
 - Thunder hammer +10 points
- Any twin-linked bolter may be upgraded to a:
 - Heavy flamer +5 points
- May have Extra Armour +10 points
- The Dreadnought may upgrade all heavy bolters & autocannon to have:
 - Malefic Ammunition +35 points
- May be dedicated to one of the Chaos gods for the points cost listed below:
 - Dedication to Khorne +20 points
 - Dedication to Nurgle +20 points
 - Dedication to Tzeentch +20 points
 - Dedication to Slaanesh +15 points
- May take one of the following:
 - Lord of the Long War +25 points
 - Host of Daemonic Iron +20 points
 - Destroyer of Cities +30 points

*This adds +1 to the Attacks characteristic on the profile above.

If no close combat arms are chosen, the Dreadnought's Attacks are reduced to 2 and it is no longer armed with a Dreadnought close combat weapon.



Lord of the Long War

The Ferrum Infernus may issue and accept challenges as if it was a character. In addition, the champion interred within the Ferrum Infernus Dreadnought has long courted the dark benedictions of the Ruinous Powers, and the moment of their judgement is finally at hand. Should the Ferrum Infernus ever sustain vehicle damage that causes an Explodes! result, roll D6 and consult the chart below. Note that should the Dreadnought be destroyed by any other means (such as a roll on the Catastrophic Damage table) the model is simply removed from play without rolling, there being no scrap of mortal flesh left for the Chaos gods to pass judgement upon.

D6 Result

- 1-2 The Ruinous Powers judge that the aspiring champion is worthy only of transformation into a mindless, thrashing mass of pseudopods and teeth, a Chaos Spawn clawing its way out of the wrecked sarcophagus. Apply the Spawnhood result from the Chaos Boon table in *Codex: Chaos Space Marines*.
- 3-4 Re-roll the original result on the Vehicle Damage Table. If the result is Explodes!, the Dreadnought is removed from play as per the normal rules.
- 5-6 The champion is judged worthy at last, his broken body transfiguring into a being of horrifying grandeur. Apply the Dark Apotheosis result from the Chaos Boon Table of *Codex: Chaos Space Marines*. Being dedicated to a Chaos God counts the same as having a Mark of Chaos for the purposes of this result.

Host of Daemonic Iron

The warrior within the Dreadnought has transcended the petty limitations of the material realm, yet by the sheer force of his own will remained anchored to reality, refusing to ascend to the Abyss until such time as his foes lay slaughtered by his hand. The raw power of the Immaterial pulses violently within the Dreadnought's reactor and the air all about burns with ravaging hellfire.

The Dreadnought has the Daemonic Resilience special rule. In addition, any unit that causes the Dreadnought to lose one or more Hull Points during the Fight sub-phase immediately takes a Str 4 AP 3 hit per Hull Point lost.

Destroyer of Cities

A veteran of countless assaults against the bastion worlds of the Cadian Gate and other fortified Imperial planets, the Dreadnought is equipped with a fearsome assault drill capable of grinding its way through the most formidable of defences and incinerating the defenders within using its in-built heavy flamer.

This option replaces the Dreadnought's arm weapons with an assault drill with in-built heavy flamer, and a flamethrower cannon. The Dreadnought's front Armour value is increased by +1 and it has the Move Through Cover special rule. In addition, when playing Cities of Death games, Siege Engines automatically count as being equipped with a Wrecker stratagem for free.

	Range	Str	AP	Type
Assault drill	-	x2	2	Melee, Armourbane

The assault drill incorporates a heavy flamer which, in addition to being used as normal, if the Dreadnought close combat weapon inflicts a penetrating hit against a building or vehicle that is occupied but the target is not destroyed outright, then all models inside suffer a single heavy flamer hit automatically after the Dreadnought's other attacks have been resolved. Note that this flamer hit only occurs once per Assault phase, not once per hit.

Dedication to Chaos

- **Dedication to Khorne:** Gains the Rage and Rampage special rules.
- **Dedication to Nurgle:** Gains the It Will Not Die special rule.
- **Dedication to Slaanesh:** Counts as being equipped with both assault and defensive grenades.
- **Dedication to Tzeentch:** Has a 6+ Invulnerable save and any heavy flammers it is equipped with gain the Soul Blaze special rule.

Daemonic Resilience

The Ferrum Infernus ignores Crew Shaken and Crew Stunned results on a 2+.



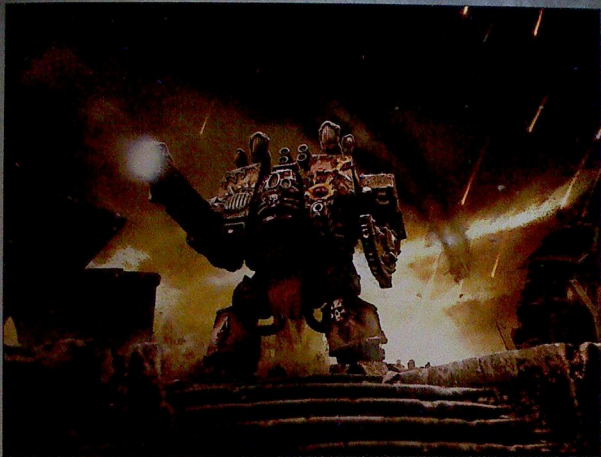


Alpha Legion Ferrum Infernus Dreadnought, identity of interee unconfirmed. Known to have born false heraldry on at least three occasions, sowing confusion and distrust among defending Imperial forces.



Thousand Sons Ferrum Infernus Dreadnought, Khadeth the Silent, Mk IV Dreadnought. Khadeth was present on the Planet of Sorcerers when the Rubric of Ahriman was enacted. Khadeth never spoke again, and it remains a mystery whether his body remains interred within the Dreadnought's armoured sarcophagus or if it contains nothing but dust.

EMPEROR'S CHILDREN SONIC DREADNOUGHT



The Sonic Dreadnought is a distinctive iteration of the Mk IV pattern, used by the descendants of the Emperor's Children Traitor Legion as well as a number of associated renegade factions such as the Violators and the Flawless Host. The Emperor's Children were the first Chaos Space Marines to draw upon the vile blessings of Slaanesh – the Prince of Excess – and the first to unlock the secrets of cacophonous and blasphemous sonic weaponry. Such weapons draw upon the raw power of the Warp, modulated by the psyche of the bearer, to unleash a deafening and discordant sonic assault that is as lethal to the foe as it is exultant to the user. Such weapons range in scale from the handheld sonic blaster to the siren carried by the Knight-class walker known as the Subjugator.

The Sonic Dreadnought is a towering altar to the glory of Slaanesh, its armoured flanks resplendent with the sigils of its patron Chaos god and equipped with an array of sonic weapons able to reduce the flesh of those who dare stand against it to quivering pulp. The Dreadnought's head takes the form of a leering death mask, its mouth a siren grille from which the voice of the warrior interred within screams forth its discordant blasphemies. Atop its armoured back the Sonic Dreadnought carries a baroque array of warp

amplifiers, the tubes and pipes of which resemble a bizarre musical instrument of antiquity. The Dreadnought is able to mount a range of conventional weaponry, but many utilise further sonic weaponry, in particular the sonic blaster and the blastmaster, both of which unleash wave upon wave of warp-tainted sonic death upon the battlefields of the 41st Millennium.

This array of fiendish weaponry might appear the epitome of blasphemous excess, but the warrior interred within the Sonic Dreadnought is without doubt an order of magnitude more evil. To those dedicated to the Chaos god Slaanesh, interment within the insensate metal shell of a Dreadnought represents an inconceivable death of the senses and as such an unbearable fate few could withstand without succumbing entirely to madness. They are therefore a class apart from their peers, for to them the excesses of the flesh are entirely surpassed by the glorious discordance of the full-range of sonic weaponry. They are masters of the full scale sonic assault, their anarchic symphonies so potent that enemies fall to their knees clutching their bleeding ears in a vain effort to block out the sound. Few have ever heard this cacophony and remained sane, but those few that have liken it to the sound of uncounted damned souls voicing their anguish as one,

the sound orchestrated by the vile genius of the Legionary interred within the Dreadnought's shell.

Sonic Dreadnoughts are comparatively rare within the ranks of the Chaos Space Marines, for so few warriors dedicated to Slaanesh would, or could, commit themselves to spending the rest of their mortal lives entirely shorn from physical sensation. Only those of the so-called Noise Marines who have truly mastered the excesses of sonic damnation are ever interred within a Sonic Dreadnought, for those who prove unworthy or unsuitable are likely to unleash the full fury of their weaponry upon the warband they serve and to slay scores of their erstwhile kin in the process. The greatest numbers of Sonic Dreadnoughts are to be found

in the service of the many Emperor's Children warbands that prey upon the Imperium, in particular those who make their lairs deep upon the blasted worlds within such war-wracked regions as the Vortex of Despair and the Storms of Judgement. It is postulated that there may even exist, somewhere in the galaxy or possibly beyond it, a Hell-Forge entirely dedicated to the artifices of the Chaos god Slaanesh, where the full range of sonic weaponry utilised by the Sonic Dreadnought, as well as Slaaneshi Daemon Engines such as the Subjugator, are created. If true, such a place could scarcely be imagined, and would surely draw the wrath of the most militant of Ordo Malleus Inquisitors and their Grey Knights allies.

EMPEROR'S CHILDREN SONIC DREADNOUGHT 160 Points

	WS	BS	S	Front	Side	Rear	I	A	HP
Sonic Dreadnought	5	5	6	12	12	10	4	3	3

Unit Composition

- 1 Sonic Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Twin-linked sonic blaster
- Chainfist with inbuilt storm bolter
- Doom siren
- Smoke launcher
- Searchlight

Special Rules

- Dedicated to Slaanesh
- Overdriven Sonic Weaponry

Options

- The Sonic Dreadnought may take a
 - Warp Amp +15 points
- The Sonic Dreadnought may replace its twin-linked sonic blaster with one of the following:
 - Blastmaster +15 points
 - Twin-linked lascannon +25 points
 - Twin-linked heavy bolters +5 points
 - Multi-melta Free
 - Plasma cannon +5 points
 - Twin-linked autocannon +5 points
 - An additional Dreadnought close combat weapon incorporating a twin-linked bolter (+1 Attack) +10 points
- The Sonic Dreadnought may replace its chainfist and inbuilt storm bolter with a
 - Missile launcher (with frag & Krak missiles) Free (the Dreadnought loses 1 Attack if this option is taken)
- May have Extra Armour +10 points
- A single twin-linked bolter may be upgraded to a
 - Heavy flamer +5 points
- The Sonic Dreadnought may upgrade all heavy bolters or autocannon to have
 - Malefic Ammunition +20 points



Dedicated to Slaanesh

The Sonic Dreadnought counts as being equipped with both assault and defensive grenades.

Overdriven Sonic Weaponry

The model's sonic weaponry (ie, blastmaster, sonic blaster and doom siren) may be fired in Overdriven mode, in which case all eligible weapons must be fired in this manner. This confers the Rending and Gets Hot special rules on these attacks.

Warp Amp

The baroque Warp Amplifiers mounted atop the Sonic Dreadnought siphon off and channel the fell powers of the Immaterium, modulated by the sinful soul of the champion interred within. The resulting cacophony is projected outwards through the Dreadnought's sonic weaponry in a torrent of excess before which few can stand.

Should the Sonic Dreadnought choose not to move in any of its controlling player's player turns, it may double the rate of fire of any of its sonic weaponry (ie, blastmasters, sonic blaster and doom sirens) for that player turn.

CHAOS CONTEMPTOR DREADNOUGHT



During the Traitor Legions' flight from the victorious Loyalists during the Scouring, much of their sacred wargear was lost or became corrupted, with many of the more technologically advanced patterns cast aside in favour of arms more readily manufactured and maintained in the maelstrom of eternal war. But throughout this dark time for the Traitors, those Contemtor pattern Dreadnoughts that remained to them were held always as a most precious resource. The Contemtor pattern Dreadnought is a product of technologies only barely understood at the height of the Great Crusade and which by the time of the 41st Millennium are beyond the grasp of all but the most machine-lore steeped tech-adept or Warpsmith. The Contemtor is the oldest known pattern of Dreadnought, and those that came before it are known by name alone – the Furibundus and the dreaded Lucifer now thought lost to the descendents of the Loyalist and Traitor Legions alike. They stand taller than the more common Castra Ferrum pattern Dreadnoughts and are said to have more in common with the dark-storied battle-automata of the Legio Cybernetica than the later Mk IV and Mk V Dreadnoughts that superseded them. The Contemtor utilises a potent atomantic arc reactor that provides not just motive power, but which feeds a high-impenetrable shield array.

Many of these prizes of techno-arcana, although few in number, have changed hands many times over the millennia and forged countless dark legends. Some are occupied by the

same Traitors who raised their banner against the Emperor so long ago, while others are preserved for the occupancy of the most powerful Chaos warlords. As a result of their nature, those interred within have invariably avoided the madness that has consumed those within other Chaos Dreadnoughts. The Contemtor therefore fuses the genius of Mankind's ancient technological might with the diabolic forces of the Warp to create a killing machine of unsurpassed power.

The majority of Chaos Contemtors are in the possession of the Traitor Legions. However, a number of more recently fallen groups utilise the pattern too, in particular the Black Wings. This renegade warband is descended from the Chapter of the same name, deliberately using the title and heraldry of their kin to exacerbate their crime. The Black Wings renegades included a Contemtor at the time of their betrayal, probably inherited from their unidentified progenitor. The renegades have sought out enemies in possession of the revered pattern and fought bitterly to win them as the spoils of war. Inquisitorial investigations suggest that these renegades now field at least twelve Contemtors, one of which is occupied by the instigator of their original betrayal. Those Black Wings loyal to the Imperium have recently sworn anew the Oaths of Vengeance and taken to the field alongside the Chaos-hunting agents of the Ordo Malleus in the quest to erase a stain on their honour more than four millennia old.

CHAOS CONTEMPTOR DREADNOUGHT.....195 Points

	WS	BS	S	Front	Side	Rear	I	A	HP
Chaos Contemtor	5	4	7	13	12	10	4	3	3

Unit Composition

- 1 Chaos Contemtor Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Twin-linked heavy bolter
- Dreadnought close combat weapon with in-built combi-bolter
- Smoke launchers
- Searchlight

Special Rules

- Hellfire Reactor
- Fleet
- Adamantium Will

See page 191 for additional weapons rules and profiles.

Options

- The Chaos Contemtor Dreadnought may replace its twin-linked heavy bolter with one of the following
 - Multi-melta Free
 - Twin-linked autocannon +5 points
 - Plasma cannon +10 points
 - Butcher cannon +25 points
 - Twin-linked lascannon +25 points
 - Heavy conversion beamer +35 points
 - Dreadnought close combat weapon with in-built combi-bolter Free

(This grants the Dreadnought an additional close combat attack)

- Chainfist with an in-built combi-bolter +10 points
- (This grants the Dreadnought an additional close combat attack)
- The Chaos Contemtor Dreadnought may replace its Dreadnought close combat weapon and combi-bolter with one of the following:
 - Chainfist with an in-built combi-bolter +10 points
 - Twin-linked heavy bolter Free
 - Multi-melta Free
 - Twin-linked autocannon +10 points
 - Plasma cannon +10 points
 - Butcher cannon +25 points
 - Twin-linked lascannon +25 points
- The Chaos Contemtor Dreadnought may replace any combi-bolter with one of the following:
 - Heavy flamer +10 points each
 - Plasma blaster +20 points each
 - Soulburner +25 points each
 - Meltagun +15 points each
- The Chaos Contemtor Dreadnought may be equipped with
 - Extra Armour +10 points
- The Chaos Contemtor Dreadnought may upgrade all heavy bolters to have
 - Malefic Ammunition +40 points
- The Chaos Contemtor Dreadnought may have a:
 - Carapace-mounted Havoc launcher +15 points
- The Chaos Contemtor Dreadnought may be dedicated to one of the Chaos gods for the points cost listed below
 - Dedication of Khorne +20 points
 - Dedication of Nurgle +20 points
 - Dedication of Tzeentch +20 points
 - Dedication of Slaanesh +15 points



Dedications of Chaos

- **Dedication of Khorne:** Gains the Rage and Rampage special rule
- **Dedication of Nurgle:** Gains the It Will Not Die special rule
- **Dedication of Slaanesh:** Counts as being equipped with both assault and defensive grenades
- **Dedication of Tzeentch:** May re-roll all rolls of 1 when making Invulnerable saves. In addition, any heavy flamer it is equipped with gain the Soul Blaze special rule

Hellfire Reactor

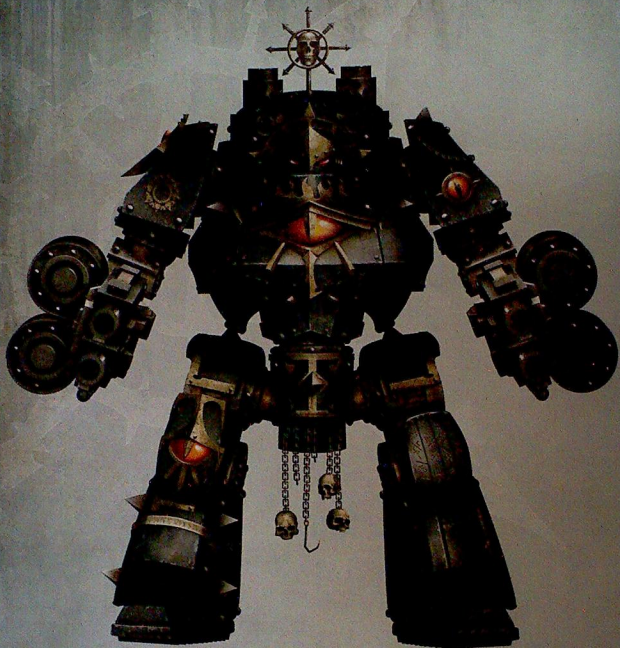
A Chaos Contemptor Dreadnought is suffused with the power of a warp-infused Hellfire reactor, which charges its armoured carapace to a preternatural resilience, and also serves as a hungry vortex for the soul-stuff of those it has killed, with enemy psykers particularly vulnerable to its relentless hunger

The Chaos Contemptor Dreadnought gains a 4+ Invulnerable save against any Glancing hit, and a 6+ Invulnerable save against Penetrating hits. In close combat, any model with the Psyker special rule receives an automatic Str 2 AP 2 hit if it is in combat with a Chaos Contemptor Dreadnought in Initiative step 10 of the Fight sub-phase

If a Chaos Contemptor Dreadnought suffers an Explosion! result on the Vehicle Damage table, add +D3 to the explosion radius and treat the explosion as though it had the Soul Blaze special rule

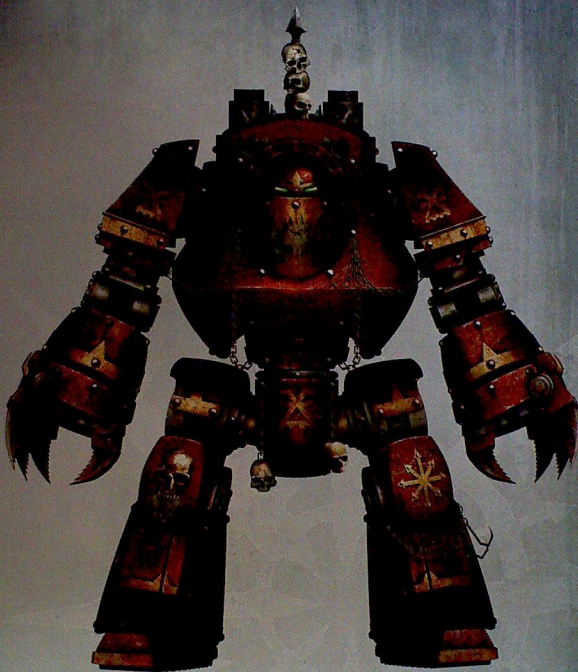
Weapon	Range	Str	AP	Type
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration*
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration*
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration*
Soulburner	24"	4	4	Assault 1, Blast (3"), Rending
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Butcher cannon	36"	8	4	Heavy 4

**This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless rule or if the carrying model is a vehicle, etc.*



Black Legion Contemptor Dreadnought, *Salaghash*, 937 M38. Depiction based on reconstructed augury-net footage recovered from the Scouring of the Inner Temple, Antecanis, 9th Black Crusade of Abaddon the Despoiler

Salaghash is equipped with twin heavy bolters, a combination of weapons he deployed to terrifying effect against the temple guardians of Antecanis, whose skulls he bears as trophies of that bitterly fought attack. Note script on left knee and right greive, thought to represent debased Cthonian death-sigils naming *Salaghash*'s major blasphemies.

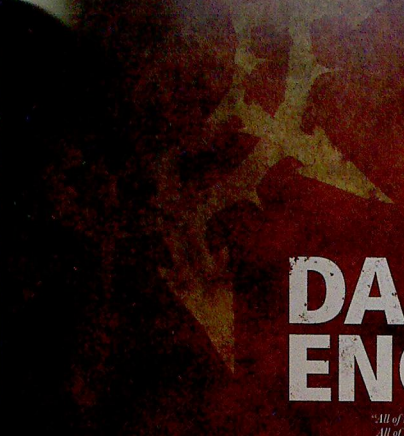


World Eaters Contemptor Dreadnought, *Dharkallon*, the self-proclaimed Bone-King of Cylenia, circa 505 M40. The ancient warrior interred within this Dreadnought ruled the feral world of Cylenia for over a millennium when his warband was stranded there at the onset of the Storm of Woe.

Long dedicated to the Blood God Khorne, whose skull rune is repeated across his armour, *Dharkallon* eschews ranged weaponry in favour of a pair of mighty power claws, their serrated blades encrusted with the blood of countless defeated rivals and foes. It is said that *Dharkallon* delights in employing the claws' in-built combi-bolters to shred foes caught within his lethal grasp.



Greater Brass Scorpion. Depiction based on post-mortem cerebral imprint extraction from survivors of the Magdelon Incursion, 712 M41. Thought to have been summoned into the material realm by a cabal of Sorcerers, Dark Apostles and Warpsmiths of the renegade Bleak Brotherhood.



DAEMON ENGINES

*"All of the souls you will reap.
All of your spoils of war.
To be a keeper of the Forge.
But a trifle price for the boon that is bestowed upon you."*

From the Iron Pact

Daemon Engines are beasts of living metal, towering engines of war driven not by technology, but diabolic machine-lore. They take many forms, from tracked behemoths to towering giants and they carry a fearsome array of weaponry, much of it unknown or forbidden to the machine canon of the Cult Mechanicus. Within the armoured shell of each Daemon Engine is entrapped a denizen of the Warp, a being dragged forth from the Immaterium against its will and its nature, and sealed within the machine by the use of fell ritual and runic warding. Such creatures are driven by unreasoning hatred for the material universe in which they find themselves and seek only to shed the blood of its mortal inhabitants and to feast upon their unbound souls. They are as much a threat to their supposed masters as they are to the enemy, and must often be restrained with heavy, warded chains between battles, lest they fall upon those who summoned them in an orgy of bloodshed.

Daemon Engines are the product of tripartite blasphemy, for to bring one into being a Sorcerer, Dark Apostle and a Warpsmith or Dark Magus must come together in fell co-alignment. The Sorcerer must utilise the forbidden dark

arts to weaken the thin skein of reality and create a portal through which a Daemon may be drawn forth. The Dark Apostle must entreat the Ruinous Powers and bind that denizen to his ferocious will, thus dragging it through the portal the Sorcerer has created. The Warpsmith's role is to provide the mechanical shell into which the Daemon is bound, and to set the warding-chains upon it so that the Daemon does not escape. Such a process is costly in the extreme, and each step involves much shedding of the blood of innocents and the invocation of unspeakable powers. The greatest danger is to the participants themselves, for any misstep, any weakness of resolve or any misspeaking of the ritual incantations can bring about the doom of all involved. At the least, the summoning will fail, bringing down the ire of the warlord in whose name it is being enacted. At worse, the Daemon will come forth unbound or possess one of the three, and violence unimagined will be unleashed. In some cases, those who seek to create the Daemon Engine are dragged through the portal they have created and cast adrift upon the tides of the Warp, their bodies torn apart in seconds by the predators of that unreal dimension, their souls fed upon for all eternity.



CHAOS DEFILER

This is a relatively recent and truly terrifying addition to the arsenals of the Chaos Space Marines. It is a Daemon Engine, a thing fashioned not only from steel and hydraulics, shot and shell, but from spite, hell-sent sorcery and the unadulterated malice of the Chaos gods.

The Chaos Defiler is a huge, multi-limbed walker, a scuttling monstrosity capable of moving across the battlefield with unholy speed while laying down devastating heavy fire from its many weapons, before closing to tear the enemy apart with its huge crushing claws. Worse yet, these infernal engines are almost impossible to destroy, shrugging off damage that would incapacitate conventional war machines.

The true origin of this Daemon Engine remains a mystery, but it has become increasingly apparent to the Imperium that some hell-wracked Forge World within the Eye of Terror has discovered the secrets of mass-producing these terrifying battle-engines. Their manufacture is only possible as a concerted effort between the foulest arcane science of the Dark Magi and the malign skills in summoning and binding daemonic forces possessed by the most powerful sorcerers of the Chaos Legions.

First seeing service in large numbers with Abaddon's own Black Legion, these Defilers have quickly spread, albeit in smaller numbers, to other factions and Traitor Legions, perhaps given as gifts to seal the bargain of service and submission to Abaddon's will to fight in his Black Crusades. Chaos Defilers are true Daemon Engines, horrific constructs that are not fully subject to the constraints and limitations

of the rational universe in their design, but rather to the occult strictures of sorcery and blood sacrifice. As might be expected, these war machines sport many variations in appearance and armament, but most share certain common features. In physical form, the Chaos Defiler is a hulking walker-engine, propelled on six powerful, cleverly articulated limbs and sporting huge crushing claws which give it an overall crab-like appearance and shocking swiftness on the battlefield. This mobile chassis is surmounted by a large armoured turret onto which the majority of the Defiler's weapons are mounted. The Daemon Engine's armament is based around an artillery piece of unknown design, roughly analogous to an Imperial battle cannon seated centrally to the turret. This main gun is usually supplemented by a range of additional weapons which have been known to include pre-Heresy 'Reaper pattern' autocannon, twin-lascannon, heavy flamers and racks of explosive rockets, as well as a plethora of additional close combat weapons such as gigantic power scourges, monstrous shearing claws and even vast, toothed maws akin to the jaws of a titanic beast.

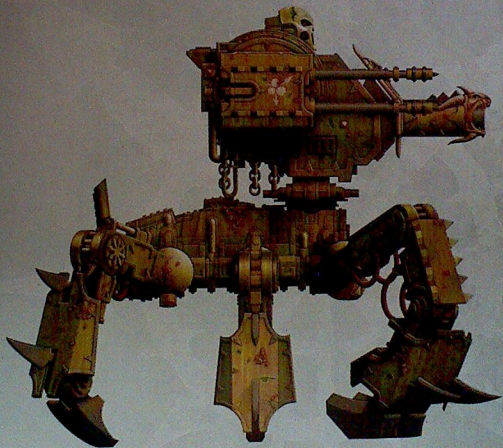
Of the internal mechanism of the war machine, the power system and engineering that propels it, or the dark forces that provide its murderous intelligence, little is known for definite. Acquired data from interrogations indicates that the Defiler requires some degree of re-arming, maintenance and repair of both a mundane and arcane nature between actions if it is to perform properly. It is also reported that the spirits that infest these machines do not rest easy, and they must be 'anaesthetised' (for want of a better term) by the correct incantations and soothed with offerings of blood between battles. If this is not done then the impatient and

malignant Daemons within become ungovernable, and exact their tribute in destruction from those around them and their erstwhile masters – such is the peril of enslaving the Daemon.

On the battlefield, the Chaos Defiler is a terrifying opponent and a daunting prospect for any enemy to face. Swift and heavily armed, thanks to its daemonic nature, the Defiler is an aggressor, a huge predatory beast of hulking metal, rarely standing back from engaging with its victims unless forcibly constrained by the will of its master. A Defiler exists only to sow destruction and create carnage. Once unleashed, it surges forward against the heaviest fire, uncaring of the damage it sustains, or even its own destruction (which will only free the enslaved daemonic force within). There has in fact been more than one incidence where it has been reported that a burning, wrecked and near-crippled Defiler, smashed far past the point where a conventional war machine would have been thought destroyed, has been witnessed crawling towards the enemy on its remaining broken limbs, still howling and hungry for one more victim.

The Oracle of Goergia

Regarded by many in the service of the Ordo Malleus as a madman whose soul was long ago claimed by the Ruinous Powers, the so-called Oracle of Goergia appeared to be in possession of a great many insights that, over the ages, have come to fruition. Throughout his writings, the Oracle describes countless different forms of infernal machinery that can only be Daemon Engines, sometimes naming individual war machines and placing them at specific times and places far in the future. The vast majority of these predictions have, with the passage of time, proven correct. The Oracle makes explicit mention of a "... monstrous creation that walked on its many legs, all the while burning and reaping the ground of Corstophan with its evil." This account is held to be the first description of the Daemon Engine that would eventually be known as the Defiler, but it is also cause for great concern – Corstophan still stands, and has yet to suffer the terrible destruction long prophesied by the Oracle of Goergia.



Defiler aligned to and bearing the runic heraldry of the Apostles of Contagion sub-faction of the Death Guard Traitor Legion. Destroyed in the Van Meersland Wastes, Siege of Vraks, 825 M41 by the Adeptus Astartes Red Scorpions.

THE HELDRAKE

One of the most feared of the Daemon Engines employed by the forces of Chaos, and one seen in ever increasing numbers above the burning cities of the Imperium, is the Heldrake. Said to have been created by some fell curse cast upon a once noble Adeptus Astartes attack craft, the Heldrake is an airborne hunter of unsurpassed potency. Its metal body bears the vile sigils of Chaos, its multiple blade-tipped wings swept forward as it swoops down upon its foe. The Heldrake's favoured prey is other airborne craft, which it is said to regard as rivals to be torn apart by its savage claws, their broken bodies cast to the ground below.

None can say with any certainty exactly how Heldrakes are brought into being. It appears that, having drawn the curse of a Chaos Sorcerer and the notice of the Dark Gods, the original fighter craft and its pilot are changed, body and soul, for all time, and driven to turn upon their erstwhile kin. At first it appears that the pilot is melded into his war machine, its systems infiltrating his own so that biological flesh and metal machine become one. Even as this hideous process is under way, the craft itself is altered. Wings split and change shape, engines reconfigure and landing struts mutate into savage claws. The craft's cockpit recedes and armour forms over its canopy, so that at length the fighter is transformed from a pattern once familiar in the armies of the Adeptus Astartes to something resembling a reptilian, skyborne predator.

By the time the process is complete, the fighter's pilot is reduced to a fleshy core deep within the metal shell of the Heldrake. It must be assumed that his soul is either tainted beyond all redemption by the influence of Chaos, or else subsumed by the presence of some fell denizen of the Beyond. Whatever the case, the end result is an airborne Daemon Engine able to dominate the skies over any battle and whose baleful silhouette descending from the burning clouds can only herald the coming of the massed hosts of the Ruinous Powers.

The Forge of Souls

Not all of the forges of the Ruinous Powers are the dominions of mortals such as the Warpsmiths of the Chaos Space Marines or the Dark Magi of the Traitor Mechanicus. One such place is the Forge of Souls, which exists entirely in the Beyond, deep within the Formless Wastes of the Realm of Chaos. The Forge of Souls is attended to by Daemon forge-masters, its infernal processes fuelled by the souls of mortals slain by the Daemon Engines that the forge produces. Amongst the most potent of these is the terrifying Soul Grinder, but countless other types, many entirely unique, exist. When a Dark Magus or Warpsmith enacts the rituals of summoning and calls upon the services of an incarnate Daemon Engine, it is likely that the source of the monstrosity is the Forge of Souls, and that every life the machine-Daemon-thing reaps condemns yet another mortal spirit to an eternity within its searing furnace.

THE FORGE FIEND

This centaurid Daemon Engine is said to have been conceived to rain down the undiluted stuff of the Warp upon the heads of the enemies of the Ruinous Powers, a role for which it is well suited indeed. The Forge Fiend stalks the battlefields of the 41st Millennium, towering over nearby warriors as it seeks out its prey. Having located a target, the machine opens its aetheric valves and draws forth the unreal power of the Immaternium, its metal shell aglow with barely constrained heat and the joints and seals in its form radiating baleful illumination. At the instant the power reaches its full potential, it is shunted through the Forge Fiend's weapons, whether in the form of immaterial plasma or infernal shells fired from its hades autocannon. The air is rent asunder as energies that should not exist in the material realm lance towards the foe, enveloping it in the raw power of the Abyss. Those caught in this eruption of warp energy and not slain outright are lucky to be torn apart by the claws of unseen Daemons. The unfortunate are dragged into the Sea of Souls, there to be feasted upon throughout an eternity of damnation.

THE MAULER FIEND

In outward appearance the Mauler Fiend is akin to the Forge Fiend, but in demeanour it is very different indeed. The Mauler Fiend is possessed of enormous claws and thrashing metallic appendages and it is able to move at a horrifying pace as it closes upon its foe. The target of the Mauler Fiend's ire is most often some form of fortification, whether a squat bunker bristling with heavy weapons or a towering bastion dominating the battlefield. Having closed upon its target, the Mauler Fiend uses its magma cutters to melt through the thickest rockcrete, before plunging its claws deep inside in search of a fleshly morsel to pluck forth. The unfortunate victim is then crammed into the Mauler Fiend's beastlike maw, the broken body rapidly consumed by the warp fire bellying from it.

THE SOUL GRINDER

Deep in the unknowable dimension that is the Realm of Chaos is to be found the Forge of Souls, and the wastes all about it are an ever-shifting battleground where the mightiest of Daemons do battle with one another, the prize of victory being access to the daemonic foundries and the opportunity to sally forth into the material realm and reap the souls of mortals beyond number. Having won its prize, the Daemon is presented with a many-legged machine of destruction not unlike a Defiler, into which its essence is invested so that it may be incarnated in the domain of reality without the risk of

MILITARY REGISTER



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++Astropathic Channel: Gamma-Sihlon++

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AUTO-TRANSCRIPT

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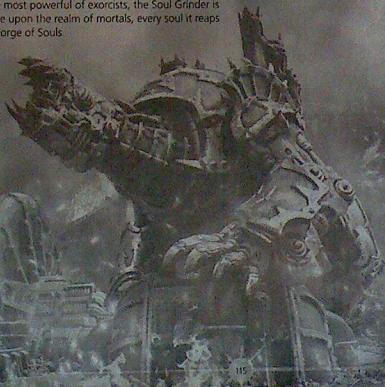
My first act, in my tragic deed, to report the failure of the Inaugural intervention mission to Gamma-Sinken. The current Phaenonic Lord Charn is revealed as being in league with forces far darker than any we could have predicted. Before the strike force had even made planetfall, his heresy was manifest. The sub-heresy founders fired into blasphemous life and from the flame-seething forces came phalanx after phalanx of Daemnon Enigne of every conceivable form. Charns known to our order as Hellbricks, Forge Friends and Mauler Fines, marched forth, metal skin still aglow with the fires of their creation and the air shimmering as reality itself protested at their presence. As the strike force deployed into the midst of the foinsity, still more mechanical blasphemies were revealed. Such infernal terms as the Blood Slaughterer and the Brass Scorpion appeared as from the ether, and our doom was revealed. I was the only member of the strike force to escape, and the terror I witnessed still haunts me to this dying day.

Gargania-Sillun and its sub-tive foundries are lost to the Domains of the God-Emperor. The refineries and mines are the lairs of Daemons and its towers are the nests of Hell-drakes. It is my estimation that nothing short of a Crusade-scale intervention has any chance of reclaiming the world but even then, the taint of the Beyond is so deeply rooted that Exterminatus must surely be the only hope of its redemption.

Ex-diff. RATES INITIATED BY

Figure 1

being banished back to the Warp, as it would be were it to manifest in the normal manner. Clad in metal, the Daemon soon alters the shape of its form so that it more resembles its essential self, its upper body coming to look like the blasphemous musculature of a thing of the Abyss. Impervious to all but the most powerful of exorcists, the Soul Grinder is then set loose upon the realm of mortals, every soul it reaps fuel for the Forge of Souls.



The Machina Daemonica

Being an assaying of the manifold forms, classes and incarnations of the Daemon as it appears before us bound into the shell of metal. God-Emperor forgives us this Son of Knowledge.

*Compiled and committed by the hand of Inquisitor Verily Wrath
for the attention and due consideration of the Inner Tier of the assembled Lords of the Conclave of Khratos.*

The following archival entry summarises what I have been able to glean regarding the phenomenon known to us as the Machina Daemonica, or in the vernacular of certain diabolists, the Daemon Engine. Years of service to the Ordo Malleus, association with various cabals, the wisdom of my peers and the infiltration of the outer tiers of our Phaeononite adversaries, have shown me many horrors, yet explained so little of what we face. Of one fact I am certain, however. There are those of our kin who would call forth the unnameable denizens of the Immaterium into the mortal realm for a myriad of ideals that no sane being could countenance. Many of these utilise the Tides of the Beyond to invest machines of their creation with potency and power otherwise beyond their artifice, by way of rites entirely beyond the Grace of the Emperor. Beyond even these are those machines that seem to have no physical existence at all, but are manifested whole in our realm.

Accounts of daemonic engines of war in the ranks of the forces of the Great Enemy have circulated since the very earliest days of the Great Betrayal. At first the reports were invariably dismissed as supposition and fearful rumour, while others were simply thought to be mis-reported sightings of the rarer and, at times, quite outlandish machines employed by the Mechanicum on both sides of the conflict. As time progressed however, and reports filtered in both from the ceaseless conflicts deep within the Eye of Terror, and of alter-action accounts from the ravages of Chaos raiders, it became apparent that the malign influence of the Warp was slowly working its corrupting influence on machine as well as flesh. Thankfully rare, but encountered in sinister variety, 'Daemon Engines' as they became known are not mass-produced war machines, but rather the product of the diabolic invention of a few twisted Dark Magi.

Originally the Dark Magi jealously guarded the secrets of their works, creating individual examples of the warping touch of Chaos. Now however, patterns emerge, familiar forms and motifs amidst the anarchy, blood and blasphemy. The Defiler and the Mauler Fiend have been encountered in dozens of war zones, and I myself have witnessed the manifestation of the so-called Blood Slaughterer on three separate occasions. Few of our Order can avoid the realisation that, just as the Forge Worlds of the Adeptus Mechanicus provide distinct patterns of war machines, weapons and materiel to the armies of the Imperium, so now do the so-called Hell-Forges of the Dark Mechanicus render their dark engines of war to the remnants of the Traitor Legions, Renegade Astartes and the numerous hosts of the Lost and the Damned. Some within our order claim to be able to distinguish between a Defiler wrought by the hands of the Dark Magi of the Hell-Forge of Sarum, for example, while others claim familiarity with the myriad and blasphemous artifices of the heretics of Junkratia. I admit my doubt in these matters, for the fallen Magi brook no limits to their creations and it seems unlikely to me that they would constrain their fell work into anything we ourselves would recognise as a pattern. I recommend a Level Thanatos-12 purify sweep, lest the taint of the Runous Powers has already touched our tech-wrights and Warp seers, as it has so many of the Phaeononites.

The Infernal Engine

At the lowest tier of the classification of the Daemon Engine, I rank the infernal engine – a machine such as a Predator or a Land Raider which has served the Runous Powers for so long that its machine core is corrupted and twisted into something quite apart from what we might call a 'machine spirit'. It is sometimes able to exert some degree of power over the machine's own systems, occasionally in contravention to the intentions of its crew, who may be more or less aware of the fell nature of the machine they operate. Many of these engines have names by which they are known, by us and their own allies, names attached to numerous fell deeds over the millennia, and which instil fear and loathing in all loyal servants of the God-Emperor. In particular, many Chapters of the Adeptus Astartes are known to record the names of such engines with great diligence, entering them in their great tomes of Chapter grievances. Upon encountering such an engine, the Astartes are wont to seek its death with great prejudice, exacting punishment for numerous past crimes. On at least three occasions having witnessed such actions, in particular when serving alongside those most noble of the First-Founding Chapters, I have reached the regrettable conclusion that the war machine thus targeted was once a loyal engine of that Chapter itself, having been turned or otherwise captured and bent to the will of the Traitor foe. These and a thousand other crimes have I witnessed in the service of our order.



The Possessed Engine

Long has it been known that certain long-standing classes of engines of war in the service of the fallen Astartes have had their hulls sealed and warded with blasphemous rituals, a denizen of the Immaterium summoned forth and bound within the otherwise inert metal shell. In battle, these possessed engines are invested with a supremely bellicose anima and are immune to many of the injuries that would cripple them were they still crewed by beings of flesh and blood. The creation of these machines comes at a high price – firstly, the heretic magi who create them must fuel their rites with the blood and souls of innocents, and may demand other services in addition to the numerous slaves and ritual victims whose souls are shed to summon forth the Daemon into the vehicle's warded shell. The second price is in the lives of other servants of the Ruinous Powers, for the vehicles at once allow a bound Daemon to make war upon the mortal realm, but also serve as its prison. Enraged having slaughtered the foes of its masters, many a possessed engine has turned its guns upon its supposed allies. Lastly, I have read accounts of possessed engines of war such as Land Raider assault tanks or Storm Eagle assault gunships literally consuming those who would ride within their armoured hold, as if exacting a terrible price for its service in battle.

The Daemon Engine

Far rarer than the previous two classifications, but encountered in fearfully increasing numbers in recent years, are what our Order has long referred to as true Daemon Engines. These constructs are wrought by the hand and fell genius of a Dark Magus specifically to house a bound Daemon, there being no conventional version within the canon of machine lore. This rank includes, so far as I can ascertain, such blasphemies as the Defiler, Decimator, Blood Slaughterer, Forge Fiend, Mauler Fiend and Heldrake. With my own eyes, I have witnessed that the metal of some of these avatars of blasphemy seems to pulse and distort into some manner of daemonflesh, the thing within asserting its form over the metal that binds it into the universe of matter.

The Manifest or Incarnate Daemon Engine

This last rank is, Emperor be praised, the rarest and, it appears, the most difficult to summon and bind. It represents those machines that are in essence mechanical Daemons summoned into being whole or else shaped from the stuff of the Warp by the most skilled of Warpsmiths and as such are the apex of their class. It is my belief that what I codify as Incarnate Daemon Engines are not vehicles possessed by Daemons – they are Daemons. This tier includes the Greater Brass Scorpion, the Soul Grinder and the Lord of Battles. The stuff of which these machines are wrought shifts between metal and daemonflesh, being neither and both at once. They must surely be animated by the barely contained power of the Warp itself, for when they are destroyed in battle – a feat requiring the utmost faith, purity, skill and sacrifice – they are inevitably consumed by the unreal energies of the Immaterium, leaving nothing behind them but the death and destruction wrought by their hand.

The class may also include those engines that appear to be debased mockeries of our own glorious and noble Knights: the Hell Knight, Questor, Subjugator, Hell Scourge and Hell Strider. My studies on this matter remain inclusive and incomplete, and my agents have made contact with our allies, the Relictors, so that the matter may be addressed more thoroughly.

*Committed to the personal archive of Inquisitor Verily Wrath,
by her own hand, this night*

+++OBJECTIVE TIMESTAMP IMPRINTED+++

*This entry to be sealed under Excultum-Umbra Warding Protocols
and remain accessible only to those bearing the seal or authority
of the Holy Ordos on pain of death and subsequent excommunication.*



*This madness has clearly gone too far. By Inquisitor Wrath's own hand
it is revealed that our brethren are in league with the outcast Astartes
formerly known as the Relictors.*

*I have this hour mobilised the Red Hunters expurgation force currently attached
to my Household to demand an accounting of Inquisitor Wrath and her peers.
If they refuse to comply, there will be blood.*

Verily Wrath



GREATER BRASS SCORPION OF KHORNE



A towering monster of armour plating and hellish metal flesh, powered by burning souls and bearing an arsenal of murderous weapons, a Brass Scorpion is an animate altar to Khorne, Chaos god of bloodshed and battle. They are devastating, half-crazed entities, more rampaging beast than war machine, and they take evident delight in the slaughter of the enemy, tossing aside wrecked vehicles in their path and skewering the bodies of the slain beneath their hydraulic claws. They are especially feared for the evident predilection with which they use their huge claws to wrinkle enemy troops out of cover, plucking screaming victims from trenches and bastions before tearing them apart in a welter of blood.

The Greater Brass Scorpion carries a fearsome array of weaponry, all of it powered not by any technology known to or understood by the servants of the Omnissiah, but by the infernal energies of the Warp. Mounted upon its articulated tail is a rapid-firing, multi-barrelled cannon able to unleash a storm of death at a cyclic rate far in excess of any weapons system in the arsenals of the Imperium. Mounted to the machine's fore is a wide-mouthed gun that fires heavy shells, the explosive effect of which is able to tear apart enemy positions and blast defending troops to atoms. Most fearsome of all are the Greater Brass Scorpion's twin hellmaw cannon, which unleash a torrent of red-hot, molten brass summoned forth from the Daemon-foundries of Khorne.

himself. To stand before such a weapon is to face the infernal fires of the Realm of Chaos, the soul as well as the body seared to ashes by a molten blast of damnation.

The metal body of the Greater Brass Scorpion is a twisted mass of flexing cables that resemble and move like whipcord musculature, in amongst which can be seen tormented souls given physical form at the moment of the machine's manifestation. The bulk of this writhing metal and flesh is protected by inches-thick, segmented armour plates more alike in appearance to an insect's interlocking chitin than the armoured panels of a tank.

First encountered in substantial numbers in Chaos assaults during the later Black Crusades, there now seems to be several variants of the Brass Scorpion. Earlier machines, for the main, display closer similarities in form to the Defiler, while later variants possess outlandish and distinct shapes and in some cases greatly increased size, rivalling even a Scout class Titan. Whether this development indicates some deliberate progression in the work of the Dark Magi or simply the tendency of Chaos to twist and change of its own accord remains unknown.

Daemon Engines closely matching descriptions of the Greater Brass Scorpion appear in the sealed archives of the

Ordo Malleus recounting certain events of the First War for Armageddon. This cataclysmic invasion of the strategically vital Imperial hive world saw the Daemon Primarch of the Traitor World Eaters, Angron, take to the field of slaughter, and untold thousands fell to his blade. Amidst multitudes of berserkers, Daemons and mortal blood-cultists there marched a myriad of different Daemon Engines, a number of which are described by the Ordo Malleus savants as "...infernal beasts of segmented form, manifold claws whose maws spew forth the molten stuff of the beyond". These engines are further described as climbing the sheer surfaces of the cliff-like fortified hive's walls and tearing the defenders from their positions, deeds the Greater Brass Scorpion has been known to repeat on numerous occasions in wars the length and breadth of the Imperium. It was only by the ultimate sacrifice of almost an entire Grey Knights strike force that the fall of Armageddon was averted, and further accounts of their battles against the Daemon-Primarch and his infernal allies are sealed by order of the very highest authorities.

The means by which a Greater Brass Scorpion is brought into being is the subject of much conjecture amongst those within the Ordo Malleus with knowledge of such dread matters. One theory is that each Greater Brass Scorpion represents the culmination of the life's work of entire cabals of Dark Magi, who painstakingly construct each war machine before expending their mortal lives in the dreadful ceremony in which a Daemon of the Warp is summoned forth to be bound within its ornate, armoured form. Another school of thought posits that the Greater Brass Scorpion is unlike other Daemon Engines in that it is not constructed in the material realm and invested with and animated by a captured Daemon. Rather, the Greater Brass Scorpion is in itself a Daemon summoned from the Immaterium and given its terrifying mechanical form by the dark rituals enacted to bring it into being. It may very well be that both of these theories are true, or at least contain elements of the truth, or it may be that some other means entirely is used by the damned hereteks of the Dark Mechanicus.

GREATER BRASS SCORPION OF KHORNE.....700 Points

	WS	BS	S	Front	Side	Rear	I	A	HP
Greater Brass Scorpion	3	3	10	14	13	10	3	6	9

Unit Composition

- 1 Greater Brass Scorpion

Unit Type

- Super-heavy Walker

Wargear

- One Scorpion cannon
- One Soulburner cannon
- Two Hellmaw cannon

Special Rules

- Daemon
- Frenzied Charge
- Runes of the Blood God
- Doomsday Reactor
- It Will Not Die
- Multi-legged Terror

Frenzied Charge

When rolling for Charge distance, roll 3D6 and add the result together to find the total Charge distance.

Runes of the Blood God

Any Psyker who targets the Greater Brass Scorpion with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass their psychic power.

Doomsday Reactor

The Greater Brass Scorpion suffers a +2 modifier when rolling on the Catastrophic Damage table.

Weapon	Range	Str	AP	Type
Scorpion cannon	36"	6	3	Heavy 10
Soulburner cannon	24"	10	2	Primary Weapon 1, Large Blast (5"), Ignores Cover Saves
Hellmaw cannon	Template	6	3	Assault 1

Multi-legged Terror

When making a Stomp attack, a Greater Brass Scorpion makes D3+2 Stomps.





Greater Brass Scorpion, Battle for Grand Al'gul, 666 M41 This Daemon Engine was summoned into existence by Ezrath Cull of the Sanctified, a sub-faction of the Word Bearers Traitor Legion dedicated entirely to Khorne. This beast slew Chaplain Narthaniel of the Fire Angels Chapter at the height of the battle for the cemetery world.

BLOOD SLAUGHTERER OF KHORNE



The Blood Slaughterer is a massive, gore-splattered Daemon Engine of glittering brass and black iron, a possessed war machine forged and bound for the specific purpose of wreaking carnage on the enemy, rending and killing in indiscriminate fury as an act of profane worship to Khorne, the Blood God of Chaos. Such is the unholy rage of the savage daemon entities that empower them their barbed shells must lie empty and dormant between battles, only to be brought into unholy life by murder-filled sacrificial rituals on the eve of battle. Unleashed on the front lines to sow havoc, Blood Slaughterers themselves do not care who or what they kill, just that bodies are torn asunder for Khorne.

Though Blood Slaughterers have been encountered upon battlefields the length and breadth of the Imperium and beyond, they have long since become associated with the legend of the Killing Star. When the Killing Star appears in the night, it is not long before bloody red contrails slash across the skies and soon the horizon burns with distant fires. When the hosts of the Killing Star descend upon a world to shed blood in honour of the Ruinous Powers, they are often presaged by a wave of Blood Slaughterers, their serrated blade-arms gleaming in anticipation of the lives soon to be claimed.

Most Blood Slaughterers observed in battle have been equipped with a matched pair of wickedly sharp, serrated blade claws. A few however, have been equipped with a weapon codified as the 'impaler', a harpoon-like projectile tethered to the Blood Slaughterer by way of a heavy, brazen chain. The spear is generally used against large enemies, for there are many foes that will be slain outright when it hits. With the impaler's barbed point lodged in the flesh of its prey, the Blood Slaughterer drags the enemy towards it with a horrible inexorability. Once within reach,

the killing begins in earnest, the Blood Slaughterer tearing its victim apart in a storm of gore and anointing the ground to the glory of Khorne.

Blood Slaughterers are of a similar mass and class to Dreadnoughts, animated not by a living warrior but by the essence of a Daemon of Khorne. Such entities are the predators of the Warp, hunting down and rending asunder lost souls cast upon the tides of the Immaterium. Once summoned or incarnated into the metallic form of the Blood Slaughterer, these fell beings find themselves occupying a new plain of existence entirely. They become hunters not of formless souls, but of the bodies in which such souls temporarily reside. With each kill, another soul is cast screaming into the Immaterium, there to be consumed for all eternity by the Ruinous Power in whose name the killing was done. With each soul laid before the Blood God's Throne of Skulls, Khorne grows stronger still, his ascendance in the Realm of Chaos assured.

It is surmised by the savants of the Ordo Malleus that Blood Slaughterers are constructed, or otherwise called into being, by the artifice of the Dark Magi of the Hell-Forge of Sarum – the source of the legend of the Killing Star. They bear a clear resemblance to the Greater Brass Scorpions of Khorne, yet Inquisitors and savants know not to rely on mere appearances when attempting to comprehend anything about the workings of Chaos. Brass Scorpions are almost certainly higher-order Daemons of Khorne given physical, albeit mechanical, form by the rituals of the Dark Magi. Blood Slaughterers however, appear to be machines constructed for the purpose of binding a Daemon inside their shell. Unlike the Brass Scorpion, the body of the Blood Slaughterer has also been observed to mount a containment vessel thought to contain the bound essence of a Daemon of the Warp.

BLOOD SLAUGHTERERS OF KHORNE 130 Points per model

	WS	BS	S	Front	Side	Rear	A	HP
Blood Slaughterer	5	1	6	13	12	10	4	3

Unit Composition

- 1-3 Blood Slaughterers

Unit Type

- Vehicle (Walker)

Wargear

- Two Dreadnought close combat weapons

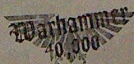
Special Rules

- Daemon of Khorne*
- Daemonic Resilience*
- Deep Strike
- Fleet
- Fury of Khorne
- Rampage
- Blind Fury

Options

- Any Blood Slaughterer may replace one of its Dreadnought close combat weapons with an
- Impaler +5 points

*See Codex: Chaos Daemons for details



Fury of Khorne

Consumed by battle lust, a Blood Slaughterer is a whirling frenzy of death, smashing into enemy lines. When charging into an assault, it gains an additional +D3 attacks instead of the usual +1 (plus any it gains from the Rampage special rule).

Weapon	Range	Str	AP	Type
Impaler	12"	8	3	Assault 1, Impaler

Impaler

This is a massive daemonically possessed barbed harpoon and chain designed to spear a large enemy and drag it within the Blood Slaughterer's reach.

Using the Impaler counts as a shooting attack, which hits on a 4+. If the harpoon strikes a successful Penetrating hit against a vehicle, or an unsaved wounding hit against a Monstrous Creature which survives its attack, then the daemonically empowered chain snaps back and the victim is abruptly dragged toward the Blood Slaughterer. Measure a straight line between the Blood Slaughterer and its target, and move the target model 2D6" towards the Blood Slaughterer. If the target model moves into base contact with the Blood Slaughterer, the Blood Slaughterer then counts as having charged it.

Blind Fury

The Blood Slaughterer's hunger for lives is insatiable. In its Movement phase it must always move as fast as possible towards the closest visible enemy, and must consolidate towards the closest visible enemy after an assault. In the Shooting phase, it is free to either Run or not, but if it does, it must be towards the closest visible enemy. If there is no enemy visible to the Blood Slaughterer, this rule does not apply.

A note on dragging models: Models may not be dragged through impassable terrain, Monstrous Creatures, vehicles or gaps they cannot fit through – in these cases the dragged target stops 1" away from the obstruction. Other terrain factors and infantry models in the way are ignored.

Infantry models can be repositioned if needs be once the dragged target comes to rest by their controlling player to allow room for the Slaughterer, with the proviso that units which are already locked in combat must stay locked in combat.

Buildings, Super-heavy vehicles or Gargantuan Creatures cannot be dragged about by the Impaler!

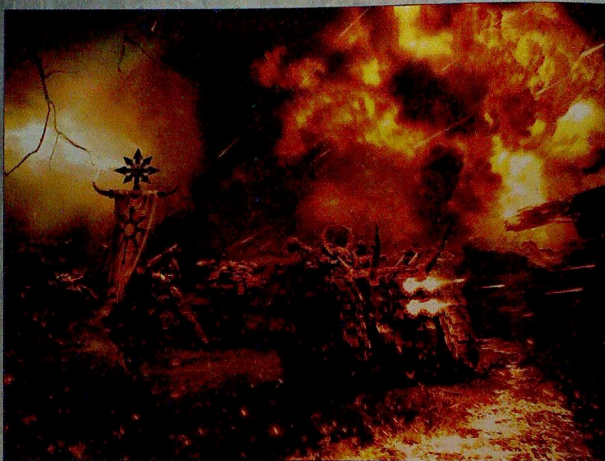


Blood Slaughterer, Battle for Saint Leonis Gate, Siege of Vraks, 830 M41. This Daemon Engine manifested at the height of the siege when the Sanctified enacted the ritual that opened a warp portal within the fortress. Unconfirmed accounts state it was banished by a coalition of Ordo Malleus agents, but further details remain sealed.



Blood Slaughterer, Fall of Sanisor, 356 M38. This Daemon Engine was summoned at the behest of Abaddon the Despoiler during the Black Legion's assault on the Warpwind Canyons of Sanisor. The beast slaughtered three entire companies of the Cadian 232nd, which were sent to relieve Sanisor, before being banished back to the depths of the Abyss by concentrated heavy weapons fire.

CHAOS RAPIER WEAPONS CARRIER



The Rapier gun carrier is a tracked, armoured platform sufficiently heavy enough to mount weapons too large even for a mighty Space Marine to carry into battle. The carrier's rugged tracks and potent reactor were created to allow it to accompany Space Marine squads fighting on foot into battle, providing them with firepower usually only available when operating in close concert with battle tanks such as the Predator, which may not have been possible when fighting in dense or hazardous terrain types such as cities, swamps or jungles.

At one time the Rapier was a common sight, accompanying the Legiones Astartes as they brought the light of the Emperor to the scattered and benighted worlds of humanity. With the dissolution of the Legions after the Horus Heresy, they remained in use, but gradually fell from favour due to a combination of rapidly degrading technological knowledge and a shift in the manner in which the Space Marines prosecuted their wars against the many enemies of Mankind. When the Traitor Legions took refuge from the Imperium's vengeance within the Eye, many took with them significant stocks of this venerable weapons system, and these were soon subjected to the taint of the Warp and the blasphemous modifications of the Wargmiths of the Traitor Legions.

Those Rapiers still in service with the Chaos Space Marines mount not just those weapons commonly utilised by their forebears during the Great Crusade and the Horus Heresy, but a number of debased and esoteric guns that exist entirely outside of the canon of machine lore to which the loyal Adeptus Astartes adhere. Where once the Rapier was powered by a potent reactor, now something far darker and maliciously self-aware resides at its heart.

Of their original weapons configurations, Chaos Rapiers still commonly mount the laser destroyer array, a weapons system able to defeat the frontal armour of all but the very heaviest of enemy tanks and walkers. The quad heavy bolter configuration is also commonly fielded, especially against masses of lightly armoured foes such as planetary defence militias thrown onto the guns of Chaos Space Marines in a desperate effort to hold their incursions at bay.

A number of more fearful weapons have been encountered mounted on the Chaos Rapier, some entirely singular, others conforming to known patterns and bearing the hallmarks of certain fallen Dark Magi.

CHAOS RAPIER WEAPONS BATTERY..... 40 Points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Space Marine Crew	4	4	4	4	1	4	1	8	3+
Chaos Rapier Carrier	-	-	-	7	2	-	-	-	3+

Unit Composition

- 1 Chaos Rapier and 2 Chaos Space Marine Crew

Unit Type

- Artillery

Wargear (Chaos Space Marine Crew)

- Power armour
- Bolt pistol
- Frog and Krak grenades

Wargear

- (Chaos Rapier Carrier)
- Quad heavy bolter

Special Rules

- (Chaos Space Marine Crew)
- None

Special Rules (Chaos Rapier Carrier combined with Crew)

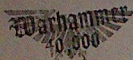
- Extremely Bulky

Special Rules

- (Rapier Carrier)
- Hellish Demise

Options

- The Battery may include:
 - Up to two additional carriers, each crewed by two Chaos Space Marines +40 points per Carrier
- Any Chaos Rapier Carrier may exchange its quad heavy bolter with:
 - Laser destroyer +15 points
 - Ectoplasma cannon +15 points
 - Hades autocannon +25 points
 - Cyclotrathe pattern conversion beamer +35 points



Hellish Demise

The Chaos Rapier's drive and weapons are powered not by a conventional reactor or fuel source, but by blasphemous devices long forbidden to and by the adherents of the Cult of the Omnissiah. When it is destroyed, the power of the Warp itself is released, before the wound in reality seals itself shut once more.

When the Chaos Rapier loses its last wound, roll a D6.

If the result is a 1 then place a Large Blast (5") template onto the table, centred on the model. All models, friendly and enemy, under this template take a single Str 3 AP- hit with the Soulblaze special rule. Once these hits are resolved, remove the Chaos Rapier as a casualty as normal.

On a roll of 2-5, the Chaos Rapier is removed as normal.

On a roll of 6, the Chaos Rapier explodes as if a 1 had been rolled and, in addition, a marker is placed where it was destroyed. Any unit with the Daemon special rule deep striking onto the table within 6" of this marker does not roll for scatter.

Chaos Rapier Weapons

Chaos Rapiers have been encountered bearing a formidable range of weaponry. Some hail from the earliest days of the Imperium, such as the quad heavy bolter and the laser destroyer. Whilst the ectoplasma cannon and the Hades autocannon are the fruits of dark sciences being fuelled by the fell energies of the Warp.

	Range	Str	AP	Type
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked
Hades autocannon	36"	8	4	Heavy 4, Pinning
Ectoplasma cannon	24"	8	2	Heavy 1, Blast (3"), Gets Hot
Cyclotrathe pattern conversion beamer	Up to 12"	6	-	Heavy 1, Large Blast (5")
	12"-24"	8	4	Heavy 1, Large Blast (5")
	24"-48"	10	1	Heavy 1, Large Blast (5")

CHAOS DECIMATOR



Decimators are infernal engines of death, thought by the Inquisition's savants to be horrific amalgams of human and xenos technology fused and brought to unholy life by the darkest Warp sorcery. Recorded in the forces of the Great Enemy as long ago as the mass genocides known in Imperial lore as the Grief of Herodin in late M35, they have fortunately been rarely encountered, save within the damned cults and Daemon fleets that plague the benighted reaches of the Nightmare Rifts far to the galactic south of the Segmentum Tempestus. Here in the dark void beyond the borders of the Imperium, some unknown source, it is believed, barter these dread killing machines for a high price in blood, plunder and souls. During the battle for the Perun Cross, a massive alien space station that had been seized by the renegade Night Reapers Space Marine Chapter, several of these daemonic behemoths were encountered by the Minotaurs and Grey Knights forces who engaged the renegade Chapter. How the

Night Reapers acquired so many of these arcane examples of corrupted techno-sorcery is unknown, but they are known to have operated largely within the Laanah Rifts, a benighted area of space that hides many secrets. The various rumours and scraps of information surrounding the creation of new Decimators has led some within the Ordo Malleus to label them the work of the infamous Dark Magi of the Sepktraal Cult, which legend has it was driven to the rifts beyond the Silent Abyss during the Scouring, while others insist that the cult never existed at all, except in the febrile myths of the forgotten age.

An unholy fusion of Daemon and machine, Decimators are all but impossible to completely destroy, often reforming from seemingly catastrophic damage after the enemy has passed it by, believing it destroyed. As living weapons that have in many cases existed for long millennia, they serve no master

but destruction. Some are carried from battle to battle as siege engines amongst the warbands of the most powerful Chaos Space Marine warlords, while others simply appear upon the bloodiest of battlefields, summoned forth from the ephemeral depths of the Warp to burn and slay.

The Decimator has been observed armed with a number of different weapons, the most often encountered of which have been codified as the siege claw, the butcher cannon, the storm laser and the soulburner petard. In addition to these otherwise unknown weapons, the Decimator has also been witnessed equipped with a heavy conversion beamer, a rare weapon of ancient vintage almost never encountered in the hands of Chaos Space Marine forces.

The most commonly observed of these weapons is the siege claw, often carried in pairs. It is a wickedly sharp, bladed melee weapon incorporating an unknown form of flamer. It was claimed long ago by several noted savants in the service of the Ordo Xenos that the Decimator's siege claw bears similarities to certain blades used by the serrator-assassins of the xenos Galtilite. This has led some Inquisitors to surmise that the Dark Magi of the Sepktraal Cult, if indeed this dread fellowship is responsible for the Decimator, has gained access to a range of xenos technologies and is using long forbidden hybridisation rites to create weapons that have no right to exist in a sane universe. Investigations into this possibility have discovered that the Decimator's storm laser shares characteristics with the crystalline projectors of the xenos Dracoloth, a theory based entirely on post-battle augury analysis. The Decimator's soulburner petard is thought to employ energy containment technology similar to that found in the alien armies of the Ulumeathic League, though this heretical idea is considered all but impossible to prove.

Though many theories as to the provenance of these weapons exist, none have been conclusively realised for no Decimator is known to have been recovered intact from any battlefield. Few Decimators are known to have been disabled or destroyed in battle, for they appear to be possessed of a fearsome and baleful vigour that drives the machines ever forwards even after having sustained damage that would wreck any other vehicle of its mass. Such is the techno-heresy of the mysterious creators of the Decimator that they are able to combine debased machine rites with diabolic and alien technologies to create a war engine that has spelled the doom of countless loyal servants of the Emperor.

On the Binding of the Daemon within the Shell of the Machine

Those few savants of machine lore to have survived a close examination of any form of Daemon Engine have noted that many feature some manner of containment vessel, often warded and chained tightly shut and invariably aglow with the fell powers of the Warp. The exact nature and purpose of this device remain largely a mystery, but several observations have been noted. Firstly, the vessel is only present on war machines constructed in the realm of mortals – it has yet to be observed in engines wrought in and summoned forth from the Warp. It has been observed, for example, on Blood Slaughterers, for these are held to be made by mortal hand, but not on Brass Scorpions, which are held to be summoned from the Abyss. Secondly, this vessel bears a disturbing resemblance to the cortex and reactor chambers utilised long ago by various machine constructs of the Cult Mechanicus, constructs almost entirely consigned to history as the mysteries of their construction and maintenance have been lost.

Several tech-savants and daemonologists serving the Ordo Malleus now suspect that these vessels are used to draw forth and perhaps contain the infernal spirit within the Daemon Engine. Indeed, breaching the vessel has been observed to bring about the Daemon's escape and the catastrophic destruction of the engine itself. Though such an endeavour will secure the fall of the Daemon Engine, the escaping spirit is wont to reap utter devastation as it is driven back whence it came by the cold inexorability of realspace, making even its successful banishment a dangerous prospect indeed.

CHAOS DECIMATOR

205 Points

	WS	BS	S	Front	Armour Side	Rear	I	A	HP
Chaos Decimator	3	3	8	13	12	11	3	4	3

Unit Composition

- 1 Decimator Daemon Engine

Unit Type

- Vehicle (Walker)

Wargear

- Two Decimator siege claws with in-built heavy flamers

Special Rules

- Daemon
- Unholy Vigour
- Deep Strike
- Daemonic Resilience

Options

- The Decimator may replace either of its Decimator siege claws and in-built heavy flamers with one of the following weapons. For each claw that is replaced, its Attacks are reduced by -1.
 - Butcher cannon +20 points
 - Storm laser +15 points
 - Soulburner petard +10 points
- Or it may replace a single Decimator siege claw and in-built heavy flamer, reducing its Attacks by -1, with a
 - Heavy conversion beamer +35 points
- The Decimator may also take any of the following
 - Searchlight +1 point
 - Smoke launchers +3 points
- The Decimator may be further dedicated to one of the Chaos Powers so long as an Independent Character in the army also has either the same Mark of Chaos or is a Daemon of the same power!
 - Khorne +15 points
 - Nurgle +25 points
 - Slaanesh +15 points
 - Tzeentch +25 points

Note that a dedicated Decimator counts as a Daemon of the appropriate alignment when used in a Codex: Chaos Daemons army.



Unholy Vigour

Whenever the Decimator suffers a Weapon Destroyed or Immobilised result, this can be ignored on a D6 roll of 5+.

In addition, if the Decimator is Wrecked (but does not suffer an Explodes! result on the Vehicle Damage table when destroyed), place it on its back or side or leave a marker on the table to represent its position. At the start of its controlling player's subsequent turns, before models are moved, roll a D6.

On the result of a 6, the Decimator returns to play (place it as close to its original position as possible, but more than 1" away from any enemy models) just as if it had successfully arrived via Deep Strike, with its weapons and mobility restored and D3 Hull Points. On the result of a 1, the marker is removed and the Decimator is permanently Wrecked. On a result of 2-5, the Decimator remains Wrecked, but its controlling player may attempt to roll again for Unholy Vigour on their next turn.

Dedications of Chaos

Dedication of Khorne: Gains the Rampage special rule.

Dedication of Nurgle: Gains the It Will Not Die special rule.

Dedication of Slaanesh: Counts as being equipped with both assault and defensive grenades.

Dedication of Tzeentch: May re-roll all To Hit rolls of 1 with its shooting attacks, and its heavy flammers (if it has any) gain the Soul Blaze special rule.

Daemonic Resilience

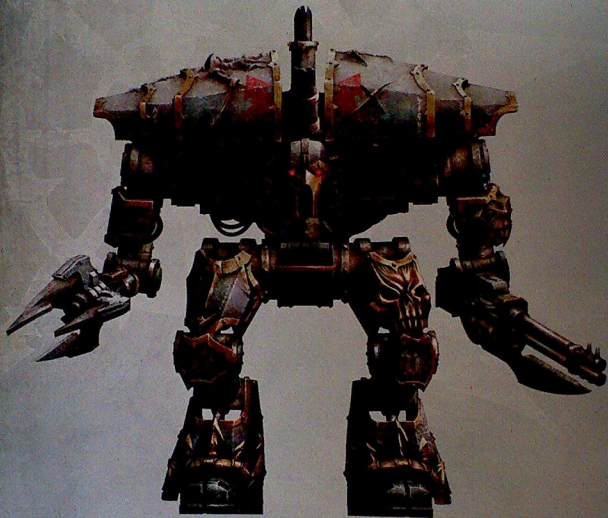
The Decimator ignores Crew Shaken and Crew Stunned results on a 2+.

Decimator relic weapons

Weapon	Range	Str	AP	Type
Siege claws	-	User	2	Melee, Shred, Smash ¹
Butcher cannon	36"	8	4	Heavy 4
Storm laser	36"	6	3	Heavy D3+2
Soulburner petard	24"	5	5	Ordnance 1, Large Blast (5"), Rending
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration ²
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration ²
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration ²

¹**Smash:** When a building or transport takes a Penetrating hit from a Decimator's Smash attack, any units inside suffer D6 heavy flamer hits for each heavy flamer the Decimator has, in addition to any other damage inflicted. The Decimator can only benefit from the Smash rule as long as it has at least a single siege claw.

²**Firing Calibration:** This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.



Decimator, unidentified Dark Mechanicus cohort, Perun Cross Incident, 989 M41. First encountered by the 4th Company of the Red Templars Chapter during the Harrowing of the renegade Night Reapers. Later faced by Grey Knights and Minotaurs Chapter units at the height of the battle for the Perun Cross. Presumed destroyed during the cataclysmic destruction of the Perun Cross, though Ordo Malleus cells remain in the region and remain vigilant against its return.

BLIGHT DRONES



Bizarre and nightmarish fusions of machine and daemonic insect, Blight Drones are hovering killers, their horrific weapons capable of sending swathes of enemy infantry to an unspeakably vile death. Often encountered in clusters and swarms on worlds falling to Chaos, Blight Drones act in the manner of carrion flies or ambush predators, drawn to ongoing bloodshed and concentrations of the dead. First encountered during the later stages of the bitter war for the apostate world of Vraks, nothing akin to the Blight Drones had ever been faced before by the Imperium, or at least none had lived to tell the tale of meeting them.

When first encountered, after-action reports by scattered and often terribly maimed survivors led to misidentification of the Blight Drones either as conventional flying vehicles of some kind or some form of huge, warp-mutated insects, but as the Inquisition's savants and daemonologists pieced together the evidence, the truth that they were facing some new form of Daemon Engine became abundantly clear. Wherever they are found, the air grows thick with poisonous fumes and the soil blisters and rots beneath them as their corpulent flesh weeps continually with dripping ichor.

The maddening, incessant droning buzz of the Blight Drones' rotor discs echoing through the murky fog of war has become an omen of death to Imperial Guard troops. Reports of Blight Drone attacks spread quickly through the ranks, the negative effect on morale such a serious concern for the

commissars that those found to be repeating such stories face arrest and redeployment to the penal units.

The Blight Drones' macabre and deadly reputation is more than matched in dreadful fact by their effectiveness on the battlefield. Armed with rapid-firing light cannon and a maw-like weapon spewing jets of corrosive toxic bile strong enough to eat through metal and liquefy flesh in seconds, they are deadly to entrenched infantry and light vehicles, while troops caught in the open stand little chance against their swooping assaults. The Blight Drones' squat, bloated form is unusually resilient to weapons fire, a factor attributed to their seemingly 'living' flesh and rusted armour plating, as well as the will of whatever dark intelligence guides them.

Unconfirmed reports speak of these Daemon Engines coming down to rest on piles of corpses seemingly to 'feed', liquefying the carcasses of the dead and the dying and sucking up the decaying sludge, perhaps to fuel themselves or maintain their presence in the physical universe.

Since the Vraksian conflict, Blight Drones have been encountered in numerous battles, notably fighting alongside the renegades known as the Purge and several Death Guard splinter factions. Unconfirmed reports have placed these obscene weapons as part of the daemonic incursions in the Auralis Wars, the Charadis Rifts and the fall of Mitra Prime in the opening battles of the 13th Black Crusade.

BLIGHT DRONES..... 150 Points per model

	BS	Front	Side	Rear	HP
Blight Drone	2	12	11	10	2

Unit Composition

- 1-3 Blight Drones, forming a vehicle squadron

Unit Type

- Vehicle (Flyer, Hover)

Wargear

- One mawcannon
- One Reaper autocannon

Special Rules

- Daemon of Nurgle¹
- Daemonic Resilience¹
- Deep Strike
- Explosion of Pus

¹See Codex: Chaos Daemons for details.

See page 191 for additional weapons rules and profiles.

Explosion of Pus

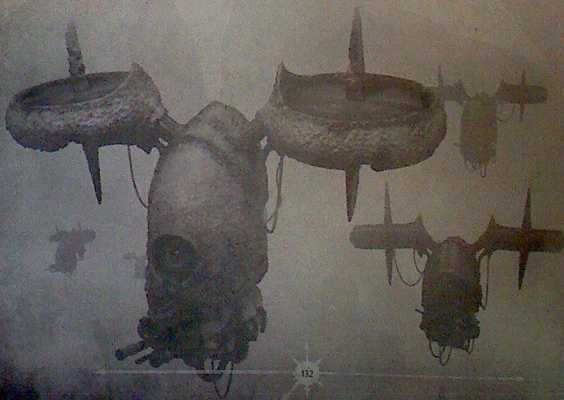
When a Blight Drone is destroyed, it invariably detonates in a shower of bile and pus. When the Blight Drone loses its last Hull Point, it always explodes as per the Explodes! Vehicle Damage table result rather than becoming Wrecked.

Mawcannon

The noisome mawcannon has the following profile:

Weapon	Range	Str	AP	Type
Mawcannon (Vomit)	Template	6	4	Assault 1
(Phlegm)	36"	8	3	Assault 1, Large Blast (5")

Warhammer
40,000





Blight Drone, observed engaged in counter-evasion operations, Siege of Vraks, 828.M41



Blight Drone, believed summoned by Sorcerers of the Tainted, Siege of Vraks, 830.M41. Banished by Grey Knights in final battle for Sector 593-440

PLAGUE HULK OF NURGLE



Bloated, multi-limbed walkers similar in form to the Defiler and the Soul Grinder, Plague Hulks appear to be a direct hybrid of machine and a corpulent Daemon-thing of Nurgle, Chaos god of disease and decay. Ungainly and sickening to look upon, Plague Hulks lumber into battle upon corroded metal limbs, their engines giving off clouds of reeking vapour and pestilent fog, poisoning the very ground they walk over. The Plague Hulk's mechanical chassis supports a seething maggot-ridden mass of putrescent Daemon-flesh, at the centre of which sits a gaping maw capable of vomiting forth a tide of unspeakable foulness that can rot flesh and corrode metal. One of its arms is fused with an arcane cannon that belches out shells so impregnated with ichor and infection that a mere scratch from their bone casing fragments will immediately and agonisingly fester into a crippling injury.

Like many other Daemon Engines, these decaying monsters also possess massively powerful limbs able to smash through the strongest armour with ease, and they are often

encountered wielding gigantic cleaver blades or huge rusted flails. Worse yet for any one brave or foolhardy enough to stand against a Plague Hulk in battle, they must first endure clouds of flesh-searing poison before attacking the bloated machine-thing itself.

Historator-savants in the service of the Ordo Malleus are unclear as to when and where Plague Hulks were first encountered, for the archives contain numerous accounts of daemoniac engine-things that broadly match their description. The earliest likely sighting of a Plague Hulk was during the 4th Anancus Gamma Counter-Strike, when a demi-company of the Red Hunters Chapter, under the mandate of Inquisitor-Lord Skane, was assailed by a wave of daemoniac servants of Nurgle, including a number of Daemon Engines that Skane later reported as being hybrids of machine and Daemon carrying weapons capable of unleashing torrents of warp-spawned filth and decay. The Inquisitor made it a lifetime's work to ascertain the true nature of these horrors, seeking

them out with increasingly maniacal fervour wherever the Warp encroached upon the material realm. Skane and an indentured Red Hunters task force vanished into the Cavadryad Warp Fault in late 693 M39 whilst pursuing a mission, and it is assumed the Inquisitor-Lord was slain in the course of this Emperor-given duty.

Following the disappearance of Inquisitor Skane, several allied peers and Throne agents have continued this work, and it is from their studies and reports that most of what is known of the Plague Hulks is derived. It has been determined that Plague Hulks are summoned forth from the depths of the Warp rather than being constructed, and as such they may represent some incarnation of the Soul Grinder specific to Daemons aligned to the Ruinous Power known as Nurgle.

This is largely conjecture however, for few witnesses have survived a full scale manifestation, and even those few Plague Hulks that have been destroyed have not left behind any wreckage that could be recovered or studied. It is believed that Plague Hulks are summoned or called upon by a specific ritual incantation known only to the most blessed of Nurgle's sorcerers and magi, and which is instant death to any who have not mastered the inner mysteries of the lore of decay. As the 41st Millennium draws to a close however, Plague Hulks are being encountered in ever greater numbers. From the cratered wastes of Vraks to the planet-spanning defence lines of Cadia, wherever the decayed hosts of Nurgle take to the field of battle, there too are to be found the lumbering Plague Hulks, the ground itself putrefying as they unleash the foul gifts of their master upon the material realm.

PLAGUE HULK OF NURGLE..... 150 Points

	WS	BS	S	Armour			I	A	HP
	3	2	6	Front	Side	Rear	2	4	4
Plague Hulk				13	13	11			

Unit Composition

- 1 Plague Hulk

Unit Type

- Vehicle (Walker)

Wargear

- Iron claw
- Rancid vomit
- Rot cannon

Special Rules

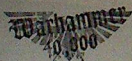
- Daemon of Nurgle*
- Deep Strike
- Daemonic Resilience*

Options

- The Plague Hulk may exchange its iron claw for a:
- Warpsword +25 points

Weapon	Range	Str	AP	Type
Rancid vomit	Template	5	3	Assault 1, Poisoned (3+)
Rot cannon	36"	6	3	Ordnance 1, Rending, Large Blast (5")
Iron claw	-	x2	2	Melee, Unwieldy, Specialist Weapon
Warpsword	-	User	3	Melee, Master-crafted, Specialist Weapon

*See Codex: Chaos Daemons for details.



CHAOS TITANS

"Bow down before him, favoured of Chaos! Tremble at his footsteps, and give him praise for his slaughter."

Dark Magos Ulth'ahn

Of all the war machines and weapons that fight for the glory of the Chaos gods, few are more destructive, more dreaded or more hated than the Titans of the Traitor Legions. When the Horus Heresy divided the Imperium in cataclysmic civil war, over half of the Titan Legions sided with the rebel Warmaster. In some cases, the Legions merely allied themselves to masters they had long served, while others were caught up by treachery within the ranks of the Collegia Titanicus. Most who turned traitor, regardless of their original motives, had long glutted on the ruination of worlds and countless slaughters during the Great Crusade and were easily swayed to the service of the Chaos powers.

When the defeated forces of Horus were driven to the warped realities of the Eye of Terror after the Heresy, the Titan Legions that had followed the Warmaster's cause fled with them, and the price they paid for their treacheries was heavy indeed. The powers of Chaos were quick to bestow the full extent of their dark blessings upon these peerless machines of war, working upon them to make them more pleasing in their sight. The heads of some were reshaped into daemonic visages, or mounted with massive blades or cannon, while many grew long sinuous tails tipped with wrecking balls or still more cannon or blades. In many cases, the fate of the Titans' crews was a dark one. Once, Titans were controlled

by their crew – the Princesps, Moderati, Tech-Priests and Servitors – via a hard-wired mind impulse unit that translated every thought into a concomitant deed by the Titan. Having turned to the service of the Ruinous Powers, these crews are now possessed by Daemons, as one flesh with the god-engine, their bodies and souls sacrificed on the altar of battle and merged in eternal damnation. These are destined to battle forever for the pleasure of their baleful gods and are driven to ever greater depths of destruction by the ceaseless hatred they bear for those they once called brothers. Not all Princesps succumbed to madness and possession however, for a few have ascended to a new tier of existence entirely. These are the incarnate avatars of the Ruinous Powers, wielding their god-machines as an extension of their own bodies and lording over the puny creatures that crawl upon the ground at their feet. They are the tyrants of worlds, yet the concerns of kings and rulers are not theirs. They care only for bloodshed and conquest, and will never rest until all the worlds of the Imperium are crushed beneath their tread.

ENGINES OF THE DARK GODS

Titans are amongst the most heavily armed and armoured creations ever to bestride the battlefields of the galaxy. Few other engines of war can rival the sheer destructive potential of a Battle Titan, and those that can are generally static,

such as the mighty siege trains of the Ordo Reductor or the surface-to-orbit defence batteries that protect many of the Imperium's worlds and can set the skies aflame with the burning wreckage of enemy assault craft waves. Though such machineries might outgun a Battle Titan, they lack strategic use and are an enormous drain on local resources. The Titan Legions, whether Loyalist or Traitor, are masters of the entire surface of a planet. Their protective systems allow them to operate in vacuum or in highly noxious atmospheres with equal ease. They can walk through seas of raging magma or smash forests aside with their every step. No war zone is denied to them, and no enemy safe from their lethal reach. Victory assured in one war zone, the Traitor Titans board their towering drop ships and return to the waiting heavy transports in orbit, before voyaging through the Warp to the next campaign, death and devastation left in their wake.

Even the lightest of Scout Titans is the product of many years' toil and the heaviest classes may take decades to construct. Every component is wrought to the highest possible tolerance from some of the rarest elements known to Mankind. In the case of those Titans dedicated to Chaos, the original Rites of Construction have long since been supplanted or corrupted by the blasphemous benedictions of the Ruinous Powers. Ten thousand year old ceramite is stained red with the countless blood-sacrifices offered to the machine by successive generations of Dark Mechanicus heretics. Armour plating is micro-etched with runes and script so vile to look upon that the faithful of the God-Emperor are struck blind by the merest glimpse. In many cases, once-blessed steel has long transmuted into something else entirely, something resembling flesh, albeit flesh as resistant to shot and shell as the toughest armour. Many Chaos Titans bristle with weapons never conceived by the Magi of the Red Planet, from gargoyle-headed blisters that spout infernal flame to roaring chainblades cloaked with the dried blood of a thousand slain champions of the Emperor. Still more sport hideous, unnatural appendages and pseudopods, including lashing tongues that coil out from leering skull-faced heads, writhing tentacles that grasp any infantry, friend or foe, who get too near, and lamprey-like, tooth-filled maws that gape like seeping wounds and belch a fog of noxious gas across the battlefield. Where once a Titan's head was mounted with armoured sensor-block eyes, in some these have been transformed into daemonic eyes invested with a terrible sentience, their gaze so awful that even the staunchest of foes cannot bear to meet it lest they collapse, becoming a gibbering wreck at the Titan's feet.

Titans are protected from enemy attacks by a combination of physical armour and void shields. The thickest armour takes the form of a carapace plate several feet thick that protects the Titan's most vulnerable component – its mighty plasma reactor. Should the reactor's armoured core be compromised, the war machine is doomed as its form is consumed in a meltdown as powerful as an atomic detonation. Indeed, the death of a single Titan is invariably fatal to all forces nearby, infantry are scoured to ashes, vehicles are burned to wrecks and even other Titans are likely to be crippled. In addition to the armoured carapace, Titans carry heavy plating on other vital systems, in particular their head, in which the Princes

and his Moderati are stationed or, in the case of some Chaos Titans, where something altogether more horrible resides.

As thick and heavy as the Titan's armoured plating is, its first line of defence against enemy attack is the array of void shields cast in a sphere about it from a number of projector nodes studded on its upper carapace. Void shield technology is amongst the most arcane and secret of the many arts of the Cult Mechanicus. It is thought to work by weakening the barrier between reality and the Warp at the horizon of the field, causing much of the energy of enemy attacks to dissipate harmlessly as they are transferred through that barrier. In Imperial Titans, such systems are tended to by highly skilled and specialised Tech-Priests, at least one of which is stationed onboard the war engine to ensure its continued operation according to the doctrines of the Cult of the Omnissiah. In the case of Chaos Titans, this duty is performed by a Dark Magus, an individual in no way constrained by the tenets of the Machine God. Chaos Titans therefore utilise a range of technologies and rituals to generate, project and moderate the void shield effect, all of them utterly horrifying to their Loyalist counterparts. When a Chaos Titan activates its void shields, the air itself screams in agony as gibbering things from the beyond attempt to break through the wound in reality and inflict their incompressible wrath upon the mortal realm. Wailing phantoms encircle the war engine in a hypnotic dance of eternal damnation and a storm of ætheric force tears the very atmosphere apart. Enemy attacks, whether they come in the form of energy blast, missile, shell or flame, are scattered against this unnatural barrier or swallowed entirely into the hungering depths of the Sea of Souls.

WEAPONS OF DAMNATION

Chaos Titans carry weapons of awesome firepower capable of laying waste to vast swathes of the battlefield and slaying enemies by the score. Scout Titans such as the Warhound generally carry two weapons, one on each shoulder mounting point, and these are almost always ranged weapons, for their role is to locate enemy ground forces and harass enemy Scouts rather than to launch close assaults against other Titans. The larger Battle Titans, such as the Reaver and the Warlord, mount a weapon at each shoulder and still more atop their armoured carapace. Battle Titans can be outfitted for a range of roles, and as such some are equipped with one or even two Titan close combat weapons, allowing them to engage rival Titans in apocalyptic duels that consume not just the defeated Titan, but potentially hundreds of troops unfortunate enough to be caught in its death throes. To witness such a fight to the death is to watch demigods of legend engaged in epic confrontation, the sight so awe-inspiring that entire armies of lesser mortals have on occasion been rendered senseless and mute by the spectacle, ceasing their own mutual struggle until it is concluded.

Many, though by no means all, Battle Titans carry a close combat weapon, often taking the form of a massive power fist or claw, but sometimes a mighty chainblade able to slice a super-heavy tank in two in a single sweep. Beggared by the Ruinous Powers, Chaos Titans are known to sport a range of less classifiable melee weapons, such as multi-

headed flails, scourges and even huge, spiked wrecking balls at the end of enormous chains. There are numerous other classes of weapon, each optimised for a specific battlefield role and used in combinations defined by the nature of foe the Titan force is to face. Multi-barrelled laser blasters fire intense beams of energy able to cut through the heaviest of armour in a single strike. Gatling blasters fire a torrent of shells so dense they can tear entire formations of enemy vehicles to ragged scrap. Plasma blastguns unleash the power of an exploding star in a blast so fierce even the most heavily armoured infantry are rendered to ash scattered to the winds. Melta cannons are used to melt entire sections of fortress wall to molten slag, cooking alive any defenders foolish enough to remain within. The inferno cannon fires a cascade of ravaging flame that sets entire battlefields alight and turns the skies black with ashen clouds, while their apocalypse missile launchers blot out the sun with volley after volley of high explosive missiles so dense the result is a carpet of blossoming detonations that consumes the entire battlefield. Perhaps rarest and most potent of all are the vortex missiles, deployed only upon the orders of the very highest authority – the Segmentum lords in the case of the Imperium, the most favoured warlords in the case of the servants of Chaos – weapons that unleash the power of the Warp itself, creating a briefly-lived portal through which any foe can be sucked into, and from which none can ever return.

THE TRAITOR ORDERS

Many Titan Legions – or Orders as they are alternatively known – can trace their legacy to the all but forgotten ages before even the Emperor united humanity and founded the Imperium of Man. Very little is known outside of the sealed archives of the Adeptus Mechanicus, but some within the Inquisition hold that Titans were first conceived so that rival Martian fortress-foundries could protect themselves from one another and from the ravaging mutant hordes that infested the red wastes during the dark millennia of the Age of Strife. If such claims are true, there is a grim irony in the fact that, even as the 41st Millennium draws to a close, these mighty 'god-machines' continue to wage war upon one another, unleashing weapons only accessible to the Tech-Priests – or former Tech-Priests – of the Martian Cult.

Each Titan Order was founded to defend one of the many Forge Worlds throughout the galaxy, though in truth not every Forge World had the requisite lore or resources to do so, while conversely, some were so blessed in this regard they could raise more than one Legio. As many Forge Worlds predate the Great Crusade, so many Orders have passed so obscured by the passage of time their deeds during the Age of Strife are matters of legend to all but the most senior of Magi. Some orders were established as the Great Crusade swept ever outwards from Terra and the Mechanicum of old claimed ownership of those worlds that met their particular needs. Though expansion turned largely to stagnation during the Age of the Imperium, occasionally new Forge Worlds were founded, and some were able to raise their own Titan Legions in order to protect themselves and their interests against the numerous foes that haunt the void.

The majority of the Traitor Titan Legions fell to the service of the Ruinous Powers during the calamitous age of the Horus Heresy, though a few more have fallen in the ten millennia since. The causes of their fall were as varied as those of the Traitor Space Marine Legions, some being laid low by bitter hubris, others by malignant intent, and some by the vagaries of capricious fate. What accounts remain state that over half of the Titan Legions renounced their oaths to the Emperor and declared for the Warmaster, and fought alongside the Traitors across the length and breadth of a galaxy torn apart by a civil war the likes of which had not been seen before.

The Traitor Titan Orders were to share in the damnation of the Traitor Legiones Astartes, and while their names might not be as well known or reviled as Traitor Legions such as the Sons of Horus, the World Eaters or the Death Guard, for many amongst the upper echelons they represent a force every bit as dangerous. Traitor Orders such as the Legio Fureans – colloquially known as the 'Tiger Eyes', the Legio Vulcanum – so-called 'Dark Fire', and the Legio Mortis – the Death's Heads – have caused untold devastation the length and breadth of the Imperium since the dark days of the Great Betrayal. Others have fallen since, including those known as the Adamant Fury and the Helldogs, suggesting to some that a new and unheralded doom is stalking the Imperium as the close of the 41st Millennium draws inexorably nearer and warriors once counted amongst the most loyal prove themselves nothing more than base betrayers. The annals of the Imperium list numerous other Traitor Orders, some not heard of for centuries and assumed extinct before returning to inflict death and misery upon the Imperium once more. Some are known only to legend – such as the Death Stalkers and the Flaming Skulls – but the wise refuse to count them as a spent force given the sheer number of foes arrayed against the Imperium of Man.

DAEMON TITANS

All Chaos Titans are towering effigies of blasphemy and terror, walking altars to the Ruinous Powers before which the bloodiest of sacrifices are made. Yet still there exists in the galaxy things even worse than this, a class of Titan so steeped in the corruption of the Warp that it has mutated into a Daemon Titan.

These are the ultimate expression of the corruption of the machine. Like all Titans, each was once a mechanism of steel and ceramite, controlled by a mortal Princeps and his Moderati, and driven by a plasma reactor harnessing the power of a star. At some point however, the touch of Chaos has so tainted the machine that it has been transformed into something else entirely. The savants and daemnonologists of the Ordo Malleus know little of the true nature of Daemon Titans, for to contemplate such things is to court damnation and madness, but all appear to agree on one thing – Daemon Engines are driven not by the will of a mortal Princeps, but by that of Daemon called forth from the Sea of Souls, and a powerful one at that. Invested with an infernal malignance as potent as a Greater Daemon, Daemon Titans are relentless engines of destruction. Though clad in metal, they have no need of fuel or ammunition. The maintenance rituals required to keep other Chaos Titans operational are meaningless to

such an engine of war, though they make other demands upon those who would call upon them to make war against the Imperium. It is said that in between battles, a Daemon Titan must be constantly supplicated with blood and blasphemy, its unholy thirst slaked by offerings of suffering and murder.

In battle, Daemon Engines are Chaos incarnate. Their eyes rage with the ravaging madness of the Warp, the air about them distorting as reality itself is tortured by their presence in the mortal realm. Daemon Engines rarely heed the strategies of those who call upon them, fighting according to their own unknowable drives and desires. In truth, the Daemon bound within the Titan's metal form appears concerned only that it reaps the highest possible toll of souls to the glory of those few powers higher than itself in the pantheon of the Warp. Of all the foes a Daemon Titan might encounter upon the field of battle however, of all the deaths it might claim in the name of the Ruinous Powers, enemy Titans in the service of the God-Emperor of Mankind are sought above all others. Having sighted an Imperial Titan, there is little in the galaxy that can stop a Daemon Titan engaging it, and woe betide any who stand in its path as it charges its foe, cannon blazing, chainblade screaming, power fists crackling and a daemoniac howl of savage rage stunning or even slaughtering all in the vicinity.

In appearance, a Daemon Titan might be taken for a gargantuan manifestation of a Greater Daemon of the same patron Ruinous Power and indeed, *Ordo Malleus* savants have debated the difference to, and sometimes beyond, the point of sanity in a vain effort to quantify the unfathomable permutations of Chaos. Those dedicated to Khorne are beasts of burning brass and steaming blood, their heads wrought into snarling beast faces. The Daemon Titans of Nurgle are lumbering masses of decay and corruption, metal tarnished and surrounded by a black storm cloud of plague flies so thick they foul enemy guns and vehicles, and force themselves down the throats of enemy troops. Daemon Titans dedicated to Tzeentch are clad in impossible colours and reality itself is bent out of kilter by the sorcerous power radiating from their form. Those dedicated to Slaanesh are lithe and incongruously fast, their forms surmounted by wicked blades and surrounded by a haze of psychoactive mist. These and a thousand other blasphemous manifestations of the infernal are a relentless curse upon the Imperium of Man, a curse that only intensifies as the 41st Millennium draws to a bloody conclusion.

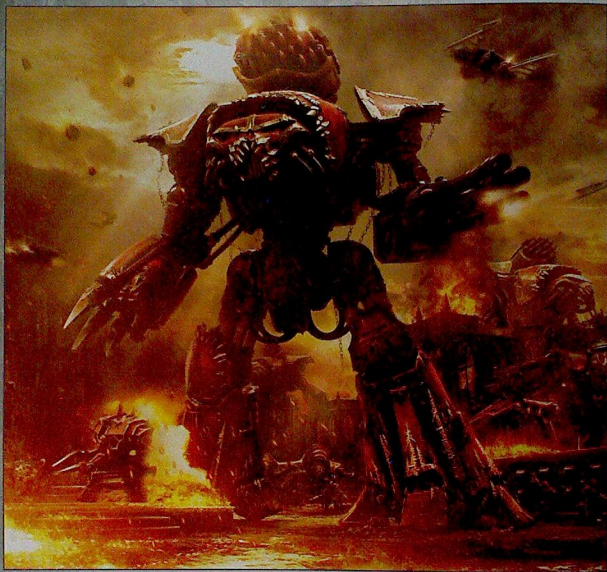
THE PLAGUE TITANS OF LEGIO MORTIS

The very name of Legio Mortis has long since become a foul taint to the defenders of humanity, uttered only with fear and loathing. Their infamy stretches back 10,000 years to the time of the Horus Heresy, Legio Mortis having fought for the Warmaster in a hundred campaigns during the Great Crusade, their loyalty long since pledged to him rather than the distant Emperor. When Horus began the Heresy by virus bombing the rebellious world of Istvan III, the Death's Heads made the landings to scour the corpse-packed hives for the pitifully few survivors. Some say that mutated strains of the virus brought about their final corruption whilst others claim the madness inspired by the billions of putrefying corpses turned their souls to Chaos.

Certainly when the Legio Mortis landed on Terra to besiege the Emperor's Palace, they were warped and mutated almost beyond recognition. The adamantium skins of their Titans were pocked and bubbled with foul effluvia, great tentacles of twisted flesh and metal lashed, and spiked tails whipped back and forth. Their Titans' heads had been transformed into drooling daemoniac visages filled with malice, and their engines roared like angry beasts. Horus granted the Death's Heads the honour of breaking through the outer walls of the palace and with wreckers, power rams, warp-tainted missiles and their own fiendish obsession they did so, despite suffering the loss of over thirty Titans in one night. But despite their efforts, the siege failed and Horus was defeated.

The remnants of the Legio Mortis fled and were hunted and pursued, system by system, to the Eye of Terror. There, where the Warp and realspace overlap, time has flowed strangely for the Death's Heads. They remain trapped in servitude to the gods of Chaos, fighting a war that ended ten thousand years ago, building their strength and testing the Imperium's defences for the time when they shall return and wreak terrible vengeance upon the galaxy.

CHAOS REAVER BATTLE TITAN



The Reaver Battle Titan is a flexible multi-role fighting machine commonly used at the forefront of an advance. Reavers are medium-weight Battle Titans mounting up to three main weapon systems. They are shielded by multiple void shield generators and are protected by thick armour on all sides.

Reavers are most commonly deployed in a shock or assault role, giving close support to infantry and tank attacks. In this capacity they are usually armed with a number of short ranged, rapid fire weapons and a close combat weapon such as a chainfist. When operating in battle groups, one or two Reavers will be equipped with longer ranged anti-armour weapons such as turbo lasers or plasma blastguns, and possibly a single missile to provide longer ranged support.

The Reaver differs considerably from other patterns such as the heavier Warlord Battle Titan in the placing of its vulnerable plasma reactor at the rear of its carapace housing. While this makes the Reaver difficult to knock out from the front, the more exposed cooling bars of the reactor make it a comparatively easier target from the side or rear. The greater speed of the Reaver over the Warlord mitigates this problem, but it does make the Reaver less suitable for extremely heavy fighting in cities or other close terrain.

As with heavier classes of Battle Titan, only the most powerful and ambitious champion of Chaos is able to call upon the services of a Chaos Reaver, and the price demanded by the Dark Magi will be steep. When even a single Chaos Reaver walks, the defenders of the Imperium tremble, for it is certain that cities will fall and planets will burn.

CHAOS REAVER BATTLE TITAN1,460 Points

	WS	BS	S	Front	Side	Rear	I	A	HP
Chaos Reaper	2	4	10	14	14	13	1	2	18

Unit Composition

- 1 Chaos Reaper Titan

Unit Type

- Super-heavy Walker

Wargear

- 4 void shields¹
- Dirge casters²
- The Chaos Reaper Titan must select one carapace weapon from the following list
 - Double-barrelled turbo laser destructor
 - Plasma blastgun
 - Inferno gun
 - Vulcan mega-bolter
 - Apocalypse missile launcher
 - Vortex missile
- The Chaos Reaper Titan must select two arm weapons from the following list
 - Gatling blaster
 - Melta cannon
 - Volcano cannon
 - Laser blaster
 - Titan power fist

Special Rules

- Reactor Meltdown

¹See Codex: Chaos Space Marines for details.

²See Warhammer 40,000: Apocalypse for details.

Options

- The Chaos Reaper Titan may select one of the following options
 - Daemon Titan of Khorne+100 points
 - Daemon Titan of Nurgle+200 points
 - Daemon Titan of Tzeentch+150 points
 - Daemon Titan of Slaanesh+100 points

Reactor Meltdown

If a model with this special rule suffers a Titanic Explosion! result on the Catastrophic Damage table, its plasma reactor goes critical! All hits from this Titanic Explosion! are resolved as being from a Destroyer weapon.

Daemon Titan of Khorne

A model with this special rule gains the Daemon and Hatred (Daemons of Slaanesh) special rules. In addition, it may re-roll the dice to determine the number of Stomps it makes as part of a Stomp attack, and it also gains +D3 attacks on any turn in which it successfully charges an enemy unit. A Daemon Titan of Khorne counts as being a Daemon aligned with Khorne.

Daemon Titan of Nurgle

A model with this special rule gains the Daemon, Hatred (Daemons of Tzeentch) and It Will Not Die special rules. In addition, it counts as being a Daemon aligned with Nurgle.

Daemon Titan of Tzeentch

A model with this special rule gains the Daemon and Hatred (Daemons of Nurgle) special rules. In addition, the Daemon Titan may re-roll all 10 Hit rolls of 1 and any inferno cannon mounted on it gains the Soul Blaze special rule. It also counts as being a Daemon aligned with Tzeentch.

Daemon Titan of Slaanesh

A model with this special rule gains the Daemon and Hatred (Daemons of Khorne) special rule. In addition, all models with a Leadership value that are in combat with this Daemon Titan at the start of the Fight sub-phase must pass a Leadership test with a -2 modifier or reduce their Initiative value to 1 for the duration of that Fight sub-phase. It also counts as being a Daemon aligned with Slaanesh.



CHAOS WARHOUND TITAN



Warhounds are Scout Titans, the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconnaissance missions and terror raids deep behind enemy lines. Warhounds invariably operate in pairs so that they can outmanoeuvre or outgun almost any opponent they are liable to meet on such missions. In a major battle they favour working their way around a flank to pursue vulnerable targets such as infantry and artillery. With weapons such as the vulcan mega-bolters and inferno guns, a pair of Warhounds can cause immense damage in this way.

Warhounds carry void shields and are only lightly armoured for a Titan, emphasising speed and operational range over brute strength. They mount two weapons and are limited in their selection to the lighter classes of Titan weapons. The small crews of Warhounds are often masters of unorthodox tactics and possessed of a fierce fighting spirit that is the envy of other Titan crews.

Warhounds themselves are said to be possessed of the spirit of the predator, a savage anima that complements the demeanour and skills of the crew. In battle, this spirit surges to the fore and it takes an experienced Princeps to know when to restrain the beast and when to allow it free rein. In those Titans serving in the Traitor Orders, this characteristic is

amplified so that the Warhound grows ever more hungry for the blood of its foe. Having scented the spoor of its enemies, the Warhound is utterly relentless in tracking them down, and all but impossible to restrain once the enemy is driven to ground. The corrupted spirit-thing that resides at the machine core of the Warhound glories in this cruel harrying of weaker foe, cornering it and tearing it apart at close range with a torrent of mega-bolter fire.

The tactical use to which Warhounds are employed often depends upon the scope and scale of the operation. A Chaos Space Marine warband equivalent in size to an Adeptus Astartes battle company might call upon the services of a Warhound Titan, deploying it to spearhead attacks. In such battles even a single Warhound, the lightest class of Titans, is a formidable war machine, its weapons far superior to any it is likely to encounter. In larger battles involving multiple warbands and other Chaos factions brought together under a single powerful warlord, the Titans are likely to serve as one and the Warhounds devote themselves to serving the Battle Titans. In battles of this scale, infantry appear to pale into insignificance compared to the mighty god-engines, dozens of ground troops consumed in the backwash of their potent weapons.

CHAOS WARHOUND TITAN 730 Points

	WS	BS	S	Front	Side	Rear	I	A	HP
Chaos Warhound	2	4	10	14	13	12	1	1	9

Unit Composition

1 Chaos Warhound Titan

Unit Type

Super-heavy Walker

Wargear

- 2 void shields¹
- Dirge caster²
- The Chaos Warhound Titan must select two arm weapons from the following list:
 - Double-barrelled turbo laser destructor
 - Plasma blastgun
 - Inferno gun
 - Vulcan mega-bolter

Special Rules

- Agile¹
- Reactor Meltdown

¹See Codex: Chaos Space Marines for details.

²See Warhammer 40,000: Apocalypse for details.

Options

- The Chaos Warhound Titan may select one of the following options:
 - Daemon Titan of Khorne +50 points
 - Daemon Titan of Nurgle +100 points
 - Daemon Titan of Tzeentch +75 points
 - Daemon Titan of Slaanesh +50 points

Reactor Meltdown

If a model with this special rule suffers a Titanic Explosion¹ result on the Catastrophic Damage table, its plasma reactor goes critical! All hits from this Titanic Explosion¹ are resolved as being from a Destroyer weapon.

Daemon Titan of Khorne

A model with this special rule gains the Daemon and Hatred (Daemons of Slaanesh) special rules. In addition, it may re-roll the dice to determine the number of Stomps it makes as part of a Stomp attack, and it also gains +D3 attacks on any turn in which it successfully charges an enemy unit. A Daemon Titan of Khorne counts as being a Daemon aligned with Khorne.

Daemon Titan of Nurgle

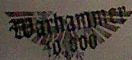
A model with this special rule gains the Daemon, Hatred (Daemons of Tzeentch) and It Will Not Die special rules. In addition, it counts as being a Daemon aligned with Nurgle.

Daemon Titan of Tzeentch

A model with this special rule gains the Daemon and Hatred (Daemons of Nurgle) special rules. In addition, the Daemon Titan may re-roll all To Hit rolls of 1 and any inferno cannon mounted on it gains the Soul Blaze special rule. It also counts as being a Daemon aligned with Tzeentch.

Daemon Titan of Slaanesh

A model with this special rule gains the Daemon and Hatred (Daemons of Khorne) special rules. In addition, all models with a Leadership value in combat with this Daemon Titan at the start of the Fight sub-phase must pass a Leadership test with a -2 modifier or reduce their Initiative value to 1 for the duration of that Fight sub-phase. It also counts as being a Daemon aligned with Slaanesh.

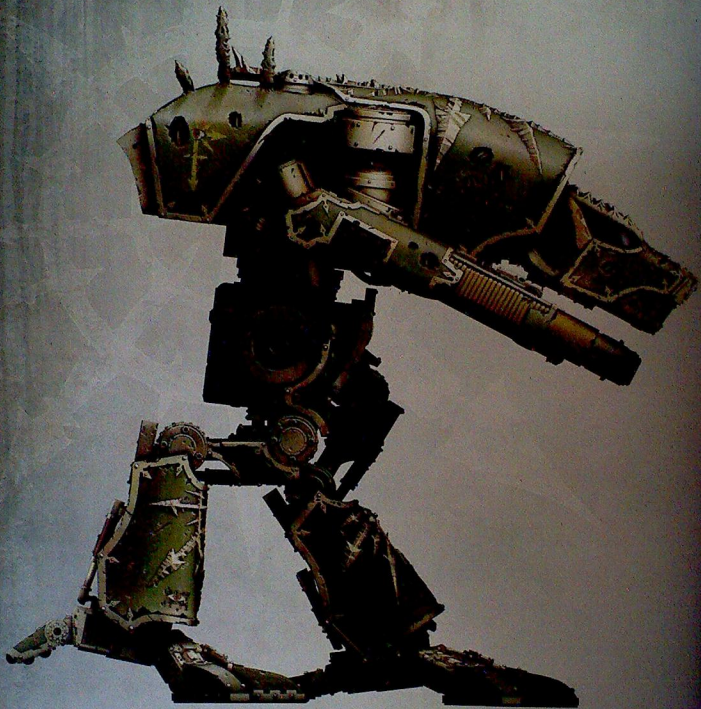




'Caedus Ferox' Warhound Titan of the Legio Fureans (the Tiger Eyes), Third Aratean IncurSION, 565.M40. This war machine bears heraldry clearly debased from that of the Legio Fureans of old, before its fall to the Warmaster's cause at the very outset of the Horus Heresy. Sealed Ordo Malleus archives list this machine as present during the First Battle of Paramar.



'Oculus Inferni' Warhound Titan of Legio Vulcanum. This war machine is believed by Ordo Malleus warp-savants to be possessed by a denizen of the Abyss known, among other titles, as 'Azeth-Gor', the slaughterer of seven systems in the Carya Rifts throughout the third century of M37. It is being actively hunted by several cells of Daemonhunters, their aim to call upon the Grey Knights as soon as its current location and status is known.



Traitor Warhound of Legio Vulcanum II (the 'Dark Fire'), Siege of Vraks, codification unconfirmed. This war machine was reported destroyed by Legio Astorum Titans during the 'Kagori' offensive of 828 M41

RENEGADES & HERETICS

*"This day, we dedicate our lives to the masters.
This day, we dedicate our deaths to their cause.
This day, we dedicate our souls to the eternal glory of the Abyss.
This day, we rise!"*

Mariah Soth, Invokator of the Cult of the Exquisite Corpse

The Chaos Space Marines, whether veterans of the Long War who renounced their oaths of loyalty to the Imperium during the Horus Heresy, or renegade Adeptus Astartes turned to the path of the dark gods in the ten thousand years since, are the apex of the many enemies dedicated to the downfall of humanity. The vast majority of renegades are mortal foot soldiers, cultists, rebels and fools fighting for the glory of Chaos without ever knowing, or caring, that they are nothing but cannon fodder, meat to be fed into the never ending grinder of the Long War. Many of these hapless mortals do not even know that they serve the dark gods, believing in their ignorance that in rising up against the rule of the Imperium they are casting off a cruel and brutal regime to replace it with something better. Only when the dust settles on their ruined home world is the horrible truth revealed, Daemons descending upon the corpse-strewn wastes.

Chaos Space Marine warbands often fight alongside mortal armies, though inevitably they regard their allies as mere slave-troops to be herded onto the guns of the enemy to serve their own objectives. Some Traitor Legions foment rebellions and blasphemies in preparation for an invasion, so that at the very moment of attack, the defenders find themselves assailed from within and without, and unable to mount any sort of defence at all. Others utilise long-hidden cults as fifth columnists, weakening a world's defences by numerous subtle acts of sabotage so that when the full attack descends, key defences are already inoperable.

Still more drive vast mortal armies before them as they go to war, overrunning the foe, clogging his fortifications and fouling his guns with bodies.

Mortal renegades take many forms. Some are planetary defence militias armed and trained to standards almost on a par with the Imperial Guard regiments of the Astra Militarum. Others are warrior confraternities, hyper-violent gangs or pirate bands drawn to the fell banners of Chaos, a charismatic demagogue or the promise of riches untold. Still more are drawn from castes of workers indentured to a miserable life of servitude who, having cast off the shackles of their overseers, are fated to a short but intense campaign of retribution. Some mortal armies are barely recognisable as such at all, drawn from the mutant under-classes that are tolerated, if only just, on some worlds, providing they undertake the most hazardous of labours in the service of the Imperium. Insurrection boils beneath the surface on these and a countless other worlds, ever on the verge of erupting into full blown rebellion.

Many mortal hosts dedicated to the Ruinous Powers have never known the yoke of the Aquila at all, having been spawned on worlds entirely in the sway of the dark gods or simply far beyond the rule of the Imperium. Such hosts are nigh inexhaustible, their hatred of the Emperor and their desire to cast down the Imperium beyond any sane measure.

THE WAR MACHINES OF THE LOST AND THE DAMNED

"True faith is closing your eyes and following the call to your soul down to the bottom of life where mortality becomes irrelevant, and existence and non-existence have merged into chaos."

Apostate Cardinal Xaphan, the Arch-heretic of Vriak

The mortal armies that march under the shadow of the blasphemous icons of the Ruinous Powers deploy a wide range of war machines, from ubiquitous vehicles such as the Chimera armoured carrier to once-common but now rarely seen tanks such as the Minotaur. Many bands of renegades have at their core a body of traitors who once served the Imperium and thus maintain those machines they were in possession of at the time they turned against the Emperor. Others have looted the storage facilities established across the Imperium against the need to rapidly mobilise a defence against invasion, finding within them many patterns of war machine that have fallen out of use in the 41st Millennium. Some renegade hordes have even been reported as being in possession of patterns of vehicles never before seen. When such reports reach the Adeptus Mechanicus, it is not uncommon for Explorator missions to be dispatched to determine if the renegades are in possession of a functioning Standard Template Construct system, or have somehow gained access to imprints unknown anywhere else. To the Adeptus Mechanicus, knowledge is the ultimate currency of faith, a currency the adherents of the Omnissiah seek exclusive dominion over.

The most common war machines fielded by the mortal armies of the Great Enemy are those produced in staggering numbers by Forge Worlds across the entire Imperium. Vehicles such as the Leman Russ, the Chimera and the Basilisk are the work horses of the Astra Militarum, and millions of these venerable machines serve in war zones the length and breadth of the galaxy. As such, countless numbers serve the enemies of Mankind, their once noble iron forms corrupted by the taint of the Ruinous Powers. Sanctified Aquila icons are gouged or prised away, and replaced with the fell runes of the Great Enemy. Munitorum-codified heraldry and

camouflage patterns are corrupted, blasphemous entreaties to the dark gods replacing holy verse. Some heretic crews even appear to take a perverse pride in allowing their vehicles to decay or corrode, so they appear as ramshackle mockeries of those in the service of the Imperium, while others re-consecrate their engines of war with the colours and iconography of the gods they serve.

A smaller number of renegade armies have access to more specialised machines, such as the Valkyrie armoured assault carrier or the Sentinel walker. Such vehicles utilise numerous systems that are beyond even the capacity of most lay-technicians to service, and so are only kept functional by the blasphemous ministrations of the fallen Tech-Priests of the Dark Mechanicus. By their unholy rites of modification these hereteks twist and corrupt such machines beyond all recognition, so that after several years of service they bear scant resemblance to any pattern known to the machine canon of the Adeptus Mechanicus. Cogitator-assisted targeting devices are replaced with hideously pulsing, machine-metal Daemon-things while reactor cores are altered to use not conventional fuels, but sacrificial offerings or even the raw stuff of the Warp itself.

Those renegade armies with access to the deep storage facilities maintained by the Officio Munitorum may deploy a range of vehicles rarely fielded by the armies of the Imperium. It is far from uncommon for war machines to rise and fall from use over the millennia as the secrets of their construction, maintenance and operation are discovered and subsequently lost. Such is the nature of technology in the

Age of the Imperium that knowledge is barely disseminated beyond the ranks of those steeped in the Lore of the Machine. Controlled as tightly as it is, knowledge can be lost, corrupted or simply forgotten, especially if a Forge World falls or a particular sect of the Machine God is cast out of the main body. Thus, even should a Munitorum provender world host continent-sized deep storage chambers housing countless thousands of the most potent war machines, there is no guarantee that any of the numerous rites required to activate, operate and maintain them are known to any Tech-Priest alive in the Imperium of Man. It is possible, however, that outcast Tech-Priests or the Warpsmiths of the Traitor Legions have access to knowledge long forbidden to the Adeptus Mechanicus, and are able to employ machines their foes cannot.

RENEGADE ARMOUR

The Minotaur is highly prized in the armies of Chaos, and is an all but unknown pattern in the ranks of the Astra Militarum, despite its long and storied provenance. Intended for forward deployment to provide heavy fire support in the heart of a battle, the Minotaur is a heavily armoured and highly durable weapons platform, designed to lay down crushing barrages of ordnance from advanced positions whilst under direct threat from enemy fire, before redeploying under its own power. It remains a powerful weapon, far greater both in terms of firepower and durability than the ubiquitous Basilisk that has superseded it in Imperial service.

The Malcador is an ancient tank design, perhaps even older than the Leman Russ, but in the 41st Millennium is not widely used or known about. There are very few Malcador tanks still operating within the Imperial Guard and very few new ones are built, with production being almost entirely turned over to the Leman Russ and its variants. The Malcador is entirely forgotten in some regions and whilst stockpiles still

languish, mothballed in stores awaiting need, it is likely that many will never see the light of day again. The Malcador is highly sought after by Chaos forces, who target isolated storage facilities in search of it. Despite its antiquated nature and temperamental engines, the Malcador has excelled on many fields of battle, often using its sheer bulk as a weapon, crushing enemies that would have overwhelmed the lighter, if more reliable, Leman Russ.

There are several known variants of the Malcador, including the Defender with its massed heavy bolters, the Annihilator with its tank-hunting lascannon and the Infernus with its fearsome inferno gun. One of the rarest, yet most highly prized by the armies of Chaos is the Valdor tank hunter. The Valdor is armed with a compact neutron laser projector, a powerful weapons system itself believed to be a relic of the Dark Age of Technology. The neutron laser system and the atomantic arc-reactors that power it consume much of the vehicle's interior space, and the relative lack of reactor shielding within can prove hazardous both to the crew that operates the machine and disastrously should enemy weapons fire rupture its containment vessels. Another danger of the neutron beam is that if it fails to transfer its energy to its target, dangerous feedback damage can occur to the cannon itself. The masters of the mortal armies of Chaos care nothing for the welfare of their warriors however, forcing the lowliest in their ranks to man these notoriously dangerous machines. In some cases, those already touched by the Warp have proved capable of resisting the dangerous effects of operating the Valdor, even mutating further under the combined effect of the Warp and the ravaging neutron radiation.

RENEGADES AND HERETICS ARMIES

On hundreds of worlds across the Imperium the fires of rebellion burn, weapons created for its defence are turned to the service of the minions of Chaos, and men who once slaved in its service cast off their chains and pledge themselves to new masters in the vain hope of escaping the life ordained for them. These renegades and heretics exchange one doom for another, for their new lords hold them in no greater esteem than the shadowy lords who oversee the corpse of the Emperor's once great realm. Vast armies are raised under the banners of mutants, fanatics and witch-lords and turned against the Emperor's servants, carving out petty empires for themselves before His wrath descends upon them.

THE RENEGADES AND HERETICS ARMY LIST

This army list is intended to allow players to field armies of the Lost and the Damned, the human followers of the gods of Chaos. Unlike the Cultist units included in *Codex: Chaos Space Marines*, this list focuses on entire armies of mortal warriors given over to Chaos, an army which will often rely on numbers and the warped beasts of Chaos to prevail in battle. The various tools presented as part of this list, in the form of Demagogue Devotions and Chaos Covenants, will allow players to portray a wide variety of different forces, from gibbering hordes of Nurgle-touched mutants to the disciplined ranks of Khorne-tainted Imperial Guard regiments.

This army list has been designed to be used in conjunction with the *Warhammer 40,000* rulebook, and references several rules and items of wargear which can be found in that book. In some cases entire entries from *Codexes* and other Imperial Armour books are used as part of this army, and unless that entry has been substantially altered or added to, it has not been repeated here for the sake of brevity.

Allies and the Renegades and Heretics list

When selecting an allied contingent for an army using the Allies Matrix, a Renegades and Heretics army is considered identical to a standard Chaos Space Marine army; save that it may select an allied contingent from a Chaos Space Marine Faction as Battle Brothers, and a Chaos Space Marine army may select an allied contingent from the Renegades and Heretics list as Battle Brothers.

Using Force Organisation Charts

The army list may be used in conjunction with any of the Force Organisation charts presented in the *Warhammer 40,000* rulebook. Each chart is divided into a number of categories that correspond to the sections of the army list, and each category has one or more boxes. Each light tone box indicates that you may take one choice from that section of the army list, while a dark tone box means you must take a choice from that section. The full rules governing Force Organisation charts can be found in the *Warhammer 40,000* rulebook.

Using the Army List

The Renegades and Heretics army list is split into six Battlefield roles: HQ, Troops, Dedicated Transports, Elites, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these categories depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can pick your army following the guidelines given in the *Warhammer 40,000* rulebook.

RENEGADES AND HERETICS ARMY WARGEAR

Any wargear not listed here can be found in the *Warhammer 40,000* rulebook.

Vox-caster: If the unit is equipped with a vox-caster, you may re-roll the dice used to determine their Leadership value. The second result must be used however, even if it is lower than the first.

Command Net Vox: A unit equipped with a command net vox gains all the benefits of a vox-caster. Any other friendly unit within 12" may use the Leadership value of the unit when taking a Morale check.

Sub-flak Armour: Sub-flak armour grants a 6+ Armour save.

Chaos Sigil: A unit equipped with a Chaos Sigil may ignore the first Morale check or Pinning test it fails in each game turn.

Combat Drug Injectors: This item may be activated on any turn in which the unit it is included in declares a charge. The affected unit gains the Rage rule for the remainder of that turn, but at the end of the Assault phase the unit must pass a Toughness test using the unit's majority Toughness value. If this test is failed, the unit must remove D3 models chosen at random by the controlling player, with no saves of any kind allowed.

Banner of Hate: All infantry units from the same Primary Detachment as the unit carrying a Banner of Hate with one or more models within 12" of it must roll 3D6 for Morale checks and Pinning tests and must choose the two lower results.

Banner of the Apostate: An infantry unit carrying a Banner of the Apostate adds +1 to their score to determine which side wins an assault. Note that the effects of multiple banners of this type are not cumulative.

RENEGADES AND HERETICS ARMY SPECIAL RULES

Uncertain Worth

Renegades aren't always reliable troops. While some are fanatically loyal, others have been forced to fight and will run away at the first chance, while yet more are simply unpredictably insane.

This is represented by a militia unit's random Leadership value. The first time a unit with this special rule is required to take a Leadership test, roll a D6 and add 4 (giving a result of between 5 and 10). This is the squad's Leadership value for the rest of the game (and should be noted down for reference). This Leadership characteristic is subject to all the usual modifiers during play.

Curse of Mutation

Cursed and exiled by the citizens of the Imperium, mutants are a common sight in the armies of the Arch-enemy, always eager to strike back at those who have persecuted them, regardless of the cost.

For each unit with this special rule, before deployment roll once on the table below to see what effect their mutations have.

D6 Result

- 1-2 **Horrid Disfigurement:** The unit gains the Fear special rule, and all friendly units without the Curse of Mutation special rule reduce their Leadership value by -1 when within 6" of this unit.
- 3-4 **Unnatural Senses:** The unit gains the Acute Senses and Scout special rules, but counts all Blast, Barrage and Heavy type weapons as having the Blind special rule.
- 5-6 **Horns, Claws and Fangs:** The unit gains the Hammer of Wrath special rule, and resolves all Hammer of Wrath attacks at +1 Strength. However, they must always declare a charge in any friendly Assault phase in which they are within 12" of an enemy unit. If multiple enemy units are within 12", the controlling player decides which unit a charge is declared on.

Chaos Covenant

Though far less tempting to the powers of Chaos than the post-human warriors of the Adeptus Astartes, many of Mankind's leaders have earned the attention of the Chaos gods, entering into unholy bargains to gain short-lived ascendancy among their peers. Such individuals rarely maintain the interest of their patrons for long, often being consigned to an ignominious fate as a squirming Chaos Spawn, but a rare few do manage to achieve such notoriety that they transcend their mortal form to join the lower ranks of their patron's hierarchy of daemonic servants.

Renegades and Heretics models with access to a Chaos Covenant may select one of the following options.

- **Covenant of Khorne:** Any unit which contains at least one model with this special rule may re-roll all failed To Wound rolls on the first turn of any close combat.
- **Covenant of Nurgle:** Any unit which contains at least one model with this special rule gains the Feel No Pain (6+) special rule.
- **Covenant of Slaanesh:** Any unit which contains at least one model with this special rule gains the Fleet special rule.
- **Covenant of Tzeentch:** Any unit which contains at least one model with this special rule makes all Snap Shots at BS 2 rather than the usual BS 1.

Fanatic

Some amongst the ranks of the Lost and the Damned have dedicated themselves to the gods of Chaos with unshakeable devotion.

When rolling to determine this unit's Leadership value, as per the Uncertain Worth special rule, a model with this special rule rolls an additional D6, discarding the lowest dice to establish its Leadership value.

Aura of the Witch

Unbound by the Emperor's wards, rogue psykers manifest a dangerous power. Even the least amongst their number are deadly and unpredictable foes.

A model with this special rule gains a 5+ Invulnerable save and the Fear special rule. However, it may never join another unit or become the army's Warlord.

RENEGADE DEMAGOGUE DEVOTIONS

A single Demagogue in any one Renegade Command Squad in the army may be upgraded with one of the following options, no more than one Demagogue in the army may purchase any of these upgrades. A Demagogue that has been upgraded with one of the options listed below will always be the army's Warlord, regardless of the Leadership value of any other HQ choices included in the army.

Primaris-rogue Witch+35 points
These miserable creatures are open portals for the powers of the Warp, a doorway into the world of mortals and pawns whose powers are easily twisted to suit their malevolent ends.

A Demagogue with this Devotion gains the Psyker (Mastery Level 1) and Fearless special rules, but may only use Psychic Disciplines from the following list

- Daemology (Malefic only)
- Biomancy
- Pyromancy
- Telekinesis

For +25 points, the Demagogue may be upgraded to a Psyker (Mastery Level 2)

A Demagogue with this Devotion may not take a Chaos Covenant of Khorne, and an army whose Demagogue has this Devotion may take Rogue Psykers Covens as Elites choices as well as HQ choices.

Mutant Overlord+15 points
These broken wretches are often found in the armies of the Arch-enemy, easily lured into the service of Chaos by the promise of power and a chance for revenge, rising in noisome hordes to assail their former Imperial masters.

A Demagogue with this Devotion must roll three times on the following table, and both the Demagogue and all Disciples in their Command Squad gain the Curse of Mutation special rule

D6	Result
1	Reduce either this Demagogue's I or A by -1. If rolled again, re-roll this result.
2-3	Add +1 to either the Demagogue's WS or BS.
4-5	Add +1 to either the Demagogue's S or T
6	Add +1 to the Demagogue's W and it gains the Slow and Purposeful and Bulky special rules. If rolled again, re-roll this result.

Note that all results rolled on this table modify only a single characteristic per roll, chosen by the Demagogue's controlling player.

An army whose Demagogue has this Devotion must contain at least two Renegade Mutant Rabble units and may select a single unit of Renegade Chaos Spawn as a non-compulsory Troops choice. In addition, it may upgrade any Ogryn Brute units to have the Curse of Mutation special rule for +15 points for each unit.

Master of the Horde+20 points
Whether unwilling or unknowing dupes of Chaos or willing converts to their dark creed, it is not uncommon for entire worlds or even systems to follow a charismatic leader into damnation.

Whenever an individual Renegade Infantry Squad bought as part of the same army as a Demagogue with this Devotion, and numbering at least 15 models at the start of play, is removed from play as a casualty, or flees off of a table edge, roll a D6. On the score of a 5+, the controlling player may place a unit identical to the unit removed from play into reserve – this unit has all of the models and upgrades listed on its controlling player's army list, but does not have any Dedicated Transports that may have been originally attached to the unit.

An army whose Demagogue has this Devotion must contain at least two Renegade Infantry Platoons and increases the maximum size of Renegade Infantry Squads to 30 models.

Arch-heretic Revolutionary+25 points
Many seemingly noble uprisings against the perceived evils of rule by the distant High Lords of Terra are but crude disguises for the followers of the Chaos gods to spread their dark creed.

A model with this Devotion gains the Zealot special rule, and may take any one Covenant of Chaos for no additional points cost.

Any unit of Renegade Infantry or Renegade Veterans may be upgraded to have the Fanatic special rule for +20 points for the entire unit, and any Renegade Enforcer Cadre may include up to 10 Enforcers rather than the usual limit of 5 Enforcers.

Heretek Magus+30 points
Magus are individuals of great power, some of whom cannot resist the lure of the forbidden art of fusing Daemon and machine. Such individuals are branded heretek and hunted by their erstwhile brethren, using their dark knowledge to construct unholy war engines.

A model with this Devotion gains a 3+ Armour save, increases their Toughness by +1 and gains the Feel No Pain (6+) special rule.

In addition, an army whose Warlord has this Devotion may take Defilers as Heavy Support choices and Decimators as Elites choices, and any units from the following list may take the Feel No Pain (6+) special rule for +10 points per unit:

- Renegade Command Squads (except the Arch-demagogue)
- Renegade Infantry Platoons
- Renegade Infantry Veteran Squads
- Renegade Disciple Squads
- Renegade Heavy Ordnance Batteries
- Renegade Support Squads
- Renegade Rapier Laser Destroyer Batteries
- Renegade Field Artillery Batteries

Bloody-handed Reaver +20 points
 Whether a renegade Imperial Guard officer, battle-hardened mercenary or fallen Rogue Trader, many of the Imperium's finest military minds have been led into damnation by the forces of Chaos.

A Demagogue with this Devotion gains a refractor field and Krak grenades for no additional points cost, and may replace its autopistol, laspistol or stub gun with a hot-shot laspistol or hot-shot lasgun for +5 points.

Any Renegade Infantry Veterans Squads in the army may be upgraded to Renegade Grenadier Squads for +15 points per squad. A Renegade Grenadier Squad increases its BS by +1 and replaces all autopistols, laspistols or stubguns in the squad with hot-shot lasguns or hot-shot laspistols. In addition, for every five models in a Renegade Grenadier

Squad, one may replace their hot-shot lasgun with a hot-shot volley gun for +10 points per model.

An army whose Demagogue has this Devotion must purchase the Militia Training upgrade for all units able to purchase it, and may upgrade any of the following units to have flak armour for +10 points (granting them a 5+ Armour save) for the entire unit:

- Renegade Infantry Platoons
- Renegade Mutant Rabble
- Renegade Heavy Ordnance Batteries
- Renegade Support Squads
- Renegade Rapier Laser Destroyer Batteries
- Renegade Field Artillery Batteries

RENEGADE WARLORD TRAITS

When generating a Warlord Trait for a character selected from the Renegades and Heretics army list, you may choose to roll on the following table instead of rolling on the tables found in the *Warhammer 40,000* rulebook.

D6 Result

- 1 **Fanatical Convert:** *This warlord's faith in his new gods is absolute. No sacrifice is too great in the pursuit of their worship.*
 When any friendly unit with the Uncertain Worth special rule is destroyed within 12" of this Warlord, their controlling player should roll a D6. On the score of a 5+, their controlling player scores an additional Victory point. This does not affect any Victory points scored by the opposing player for that unit's destruction.
- 2 **Iron-fisted Tyrant:** *Those who fight under the banner of this warlord do so to avoid their master's wrath, not in honour of the gods of Chaos.*
 At the start of the Renegade army's turn, this Warlord's controlling player may choose to remove D3 models from the Warlord's unit from play. If this option is taken, then a single fleeing friendly unit with the Uncertain Worth special rule may immediately Regroup without taking a Morale check.
- 3 **Prophet of Doom:** *The terrible prophecies uttered by this warp-touched warlord guide his armies in battle.*
 At the beginning of any turn (including that of the opposing player), the player controlling this Warlord may choose to influence any one Reserves roll made that turn. The affected roll may be changed to either succeed on a 2+ regardless of the current turn or any other modifiers, or to succeed on a 6+ regardless of the current turn or any other modifiers.
- 4 **Artisan of Death:** *In the subtle art of murder and the cold corpses of his foes, this warlord pays tribute to the fickle powers of the Warp.*
 If this Warlord is engaged in a close combat during its Initiative Step, but not in base-to-base contact with an enemy model, then it may forfeit all of its normal attacks to inflict one Str 3 AP 2 hit with the Poisoned (4+) special rule on any enemy model within 3" that is a part of the same combat (note this includes models in Challenges).
- 5 **Blasphemous Iconoclast:** *With his loyalty now pledged to the dark gods of Chaos, this Warlord seeks out every opportunity to topple the monuments of Imperial faith.*
 Once per turn, during the controlling player's Shooting phase, nominate any one friendly unit within 12" of the Warlord (this may be the Warlord's unit). The chosen unit rolls an additional D6 when rolling on the Building Damage table and uses the highest single rolled dice to decide the final result of the roll.
- 6 **Soul-scarred Terror:** *This warlord's broken soul is a wound in the fabric of reality, bleeding the tainted energy of the Warp into the mortal realm and burning those around him.*
 In Initiative step 1 of any Fight sub-phase, roll a D6 for each enemy model in base-to-base contact with this Warlord. On a 6, that model suffers an automatic wound. In addition, this Warlord gains the Fear special rule.

1+ Renegade Command Squad45 Points

The Demagogues who lead the mortal followers of Chaos to war are skilled in the manipulation of their minions, as well as being capable fighters. In the press of battle, it is their charismatic presence that keeps the often undisciplined mass of renegades from fleeing at the first sign of defeat.

	WS	BS	S	T	W	I	A	Ld	Sv
Arch-demagogue	4	4	3	3	3	3	3	*	5+
Disciple	3	4	3	3	1	3	1	*	5+
Disciple Heavy Weapons Team	3	4	3	3	2	3	2	*	5+

Unit Composition

- 1 Arch-demagogue
- 4 Disciples

Unit Type

- Disciples and Heavy Weapons Team: Infantry
- Arch-demagogue: Infantry (Character)

Wargear

- Autogun or lasgun or shotgun (Disciple only)
- Autopistol or laspistol (Arch-demagogue only)
- Close combat weapon
- Frag grenades
- Flak armour

Special Rules

- Uncertain Worth*
- Fanatic
- Independent Character (Arch-demagogue only)
- Master of Renegades (Arch-demagogue only)
- Bulky (Disciple Heavy Weapons Team only)

Transport

- If the unit numbers 12 models or less, it may select a Renegade Chimera as a Dedicated Transport choice

Options

- The Arch-demagogue may be upgraded to have the:
 - Chaos Covenant special rule+10 points
- The unit may include:
 - Up to 10 additional Disciples+10 points per model
- The Arch-demagogue may exchange their autopistol and/or close combat weapon for one of the following:
 - Autogun or lasgun or shotgun Free
 - Bolt pistol+2 points
 - Plasma pistol+15 points
 - Power weapon+10 points
 - Power fist+15 points
- The Arch-demagogue may also be upgraded to have any of the following:
 - Carapace armour+5 points
 - Melta bombs+5 points
 - Refractor field+15 points
- One Disciple may carry one of the following:
 - Banner of the Apostate+10 points
 - Banner of Hate+25 points
- One other Disciple not already upgraded may carry a:
 - Command net vox+5 points
- One other Disciple not already upgraded may replace their autogun with a:
 - Flamer+5 points
 - Grenade launcher+5 points
 - Meltagun+10 points
 - Plasma gun+15 points
- Replace two other Disciples with a Heavy Weapons Team armed with one of the following (only one Renegade Weapons Team may be taken in the unit):
 - Heavy stubber+5 points
 - Mortar+5 points
 - Heavy bolter+10 points
 - Autocannon+10 points
 - Missile launcher (with frag and krak)+15 points
 - Lascannon+20 points
- The entire squad may take krak grenades+5 points
- If the squad has a missile launcher, this may also have:
 - Flakk missiles+10 points
- All Disciples in the squad may take:
 - Carapace armour+20 points

Master of Renegades

If the Primary Detachment of the army includes an Arch-demagogue as its Warlord, then certain additional units are available for use in the army based on which Chaos Covenant has been selected.

No Chaos Covenant – The army may include 0-3 units of Renegade Marauders, each counts as an Elites choice.

Covenant of Khorne – The army may include a single unit of Blood Slaughterers, counting as an Elites choice.

Covenant of Nurgle – The army may include a single unit of Blight Drones as an Elites choice and/or a single unit Plague Zombie unit as a Troops choice.

Covenant of Slaanesh – The army may include a single unit of Noise Marines and/or a single Sonic Dreadnought as Elites choices.

Covenant of Tzeentch – The army may include 0-3 units of Renegade Chaos Spawn as Troops choices. When selecting an army from any Force Organisation chart, Renegade Chaos Spawn may not be selected as compulsory Troops choices.

HQ

0-1 Rogue Psykers Coven 35 Points each

Few renegade armies will balk from employing the self-destructive talents of rogue psykers, caring little for the fact that these individuals will almost certainly end their brief existence as the host of a Daemon, drawn to their unprotected mind as it channels the power of the Warp.

	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	2	2	3	3	2	3	1	8	-
Possessed	5	1	5	3	2	4	3	10	-

Unit Composition

- 1-5 Rogue Psykers (these are bought as a single choice, but are deployed and act as separate units during play)

Unit Type

- Infantry (Character)

Wargear

- Close combat weapon

Special Rules

- Independent Character
- Aura of the Witch
- Psyker (Mastery Level 1) – Rogue Psyker only*
- The Daemon Unbound – Rogue Psyker only
- Feel No Pain (4+) – Possessed only
- Rendering – Possessed only

The Daemon Unbound

If a model with this special rule takes a wound due to a Perils of the Warp attack, it is immediately replaced by a Possessed model and removed from play. The Possessed enters play with its full Wounds value, regardless of how many wounds the Rogue Psyker had remaining.

Powers of the Witch*

A Rogue Psyker must randomly select one of the following psychic powers and may not select powers from any of the tables presented in the *Warhammer 40,000* rulebook. Use the table below to determine which powers each Rogue Psyker in the coven has access to.

D6	Result
1-2	Creeping Terror
3-4	Warp Flux
5-6	Unnatural Vigour

Warp Flux Warp Charge 1

Driven by malevolent instinct and the half-heard whisperings of Daemons, the witch tears apart the barrier between real-space and the Warp, allowing a cascade of malefic energy to arc forth.

Warp Flux is a Witchfire power with the following profile:

	Range	Str	AP	Type
Warp Flux	12"	7	-	Assault 1, Blast (3"), Haywire

Creeping Terror Warp Charge 1

Drawing on the hidden horrors that fester in the minds of all mortal creatures, the witch paralyses the target in abject terror for a brief moment, dulling reflexes and causing once steady hands to shake in unfounded terror.

Creeping Terror is a Malediction power that targets a single enemy unit within 12". The target unit reduces its Initiative value to 1 and may only fire Snap Shots until the end of that unit's next turn. Units with the Fearless special rule are unaffected by this power, and units with the And They Shall Know No Fear special rule or Stubborn special rule may attempt a Leadership test, which if passed allows them to ignore the effects of this power.

Unnatural Vigour Warp Charge 1

Waves of putrid power spill from the transfixed form of the rogue psyker, granting a fevered burst of energy to those around him who have also sold their souls to the Chaos gods.

Unnatural Vigour is a Blessing power that may target any friendly unit within 12" of the Rogue Psyker. A unit affected by this power gains the Fleet and Crusader special rules for its duration.

HQ

0-1 Renegade Enforcers Cadre 25 Points each

Whether brutish and crude in their methods or masters of manipulation and rhetoric, an Enforcer cadre serves to keep the undisciplined hordes of a renegade army advancing on the enemy.

Enforcer	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	3	3	2	1	3	*	5+

Unit Composition

- 1-5 Renegade Enforcers (these are bought as a single choice, but when units are deployed must be attached to a Renegade Infantry unit, Renegade Mutant Rabble or Renegade Veteran unit. They cannot then leave that unit during play and each unit may not have more than one Enforcer model attached to it)

Unit Type

- Infantry (Character)

Wargear

- Lasipistol, autopistol or stub gun
- Close combat weapon
- Flak armour

Special Rules

- Uncertain Worth*
- Baleful Judge

Options

- Any Enforcer may exchange their bolt pistol and/or close combat weapon for one of the following:
 - Lasgun, autogun or shotgun Free
 - Bolt pistol +5 points per model
 - Power weapon +15 points per model
 - Plasma pistol +10 points per model
 - Power fist +25 points per model
- Any Enforcer may have any of the following:
 - Carapace armour +5 points per model
 - Combat drugs injectors +10 points per model
 - Melta bombs +5 points per model

Baleful Judge

Whilst part of a unit, a model with this special rule adds +1 to the unit's Leadership (to a maximum of 10), and should the unit fail any Morale check or Leadership test, one other friendly model (chosen by the controlling player) must be removed from the unit as a casualty and the failed test/check re-rolled. Note that if the re-rolled test also fails then another model is not removed as a casualty, nor may the test be re-rolled again.

A model with this special rule may not become the army's Warlord.



ELITES

Renegade Marauder Squad 55 Points

(May only be selected through use of the Master of Renegades special rule)

Pirates, rogue mercenaries and other raiders abound in sectors that have fallen under the influence of Chaos and abandoned the Imperium's dedication to order. Many renegade leaders are willing to pay exorbitant fees to coerce these masterless rogues into bolstering their forces.

	WS	BS	S	T	W	I	A	Ld	Sv
Marauder Chief	4	4	3	3	2	4	2	8	5+
Marauder	4	3	3	3	1	4	2	7	5+
Brute	4	2	4	4	3	2	3	7	5+

Unit Composition

- 1 Marauder Chief
- 4 Marauders

Unit Type

- Marauder Chief: Infantry (Character)
- Marauders: Infantry
- Brutes: Infantry

Wargear

- Lasgun, autogun, shotgun or laspistol (Marauders & Marauder Chief only)
- Close combat weapon
- Frag grenades
- Flak armour

Special Rules (All)

- Specialist
- In It For The Money

Special Rules (Brutes only)

- Bulky
- Rending

Dedicated Transport

- If the Marauder squad numbers a total Transport value of twelve models or less, it may take an Arvus Lighter or a Renegade Chimera as a Dedicated Transport. Each Dedicated Transport is selected for its appropriate points cost.

Options

- The squad may include:
 - Up to 5 additional Marauders +10 points each
 - Up to 2 additional Brutes +30 points each
- Up to two Marauders may exchange their lasgun, autogun, shotgun or laspistol for one of the following:
 - Flamethrower +5 points per model
 - Grenade launcher +5 points per model
 - Sniper rifle +2 points per model
 - Meltagun +10 points per model
 - Heavy stubber +5 points per model
 - Power weapon +15 points per model
- The Marauder Chief may replace either their laspistol and/or close combat weapon with one of the following:
 - Bolt pistol +5 points
 - Boltgun +5 points
 - Plasma pistol +15 points
 - Power weapon +15 points
 - Power fist +25 points
- The Marauder Chief may take any of the following:
 - Melta bombs +5 points
 - Refractor field +15 points
 - Breacher charge +15 points

Specialist

Choose one of the following special abilities for the Marauder unit.

- **Stalkers:** The squad gains the Outflank, Stealth and Move Through Cover special rules.
- **Murder Cultists:** The squad gains the Furious Charge and Crusader special rules.
- **Hereteks:** All members of the squad equipped with flak armour must exchange it for carapace armour (increasing their Armour saves to 4+), and the entire unit gains Krak grenades.

In It For The Money: The unit may never Regroup for any reason after failing a Morale check.

ELITES

Renegade Chaos Spawn55 Points

(May only be selected through use of the Master of Renegades special rule)

Far from uncommon among the mortal followers of the Chaos gods, these horrifically mutated creatures, once dedicated followers of the Dark Powers, are driven before the horde as a sacrificial attack force. Fighting until they are literally hacked limb from limb, these monstrosities are a terrible foe for any sane enemy to face.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Spawn	3	0	5	5	3	3	D6	10	-

Unit Composition

- 3 Renegade Chaos Spawn

Unit Type

- Beasts

Special Rules

- Fear
- Fearless
- Rage
- Very Bulky
- Random Attacks
- Mutated Beyond Reason

Random Attacks

At the beginning of each Fight sub-phase, roll a D6 for each friendly Chaos Spawn unit that is locked in combat. The result is the number of Attacks (before modifiers) that all Chaos Spawn in the unit have this turn.

Mutated Beyond Reason

At the beginning of each Fight sub-phase, before rolling for their random Attacks value, roll a D3 on the table below for each friendly Chaos Spawn unit that is locked in combat. The mutation affects every Chaos Spawn model in the unit and lasts for the rest of the turn.

D3 Mutation

- Subcutaneous Armour:** The Chaos Spawn gain an Armour save of 4+.
- Grasping Pseudopods:** The Chaos Spawn unit rolls an additional D6 and picks the highest single dice to determine their random Attacks value for this turn.
- Toxic Haemorrhage:** The Chaos Spawn's attacks gain the Poisoned (4+) special rule.

ELITES

Renegade Disciple Squad 35 Points

The core of any renegade army are those who would willingly and knowingly embrace the terrible powers of the Warp. On the Imperial bastion world of Vraks, these men were disciples of the false Apostate Cardinal Xaphan, on the agri-world of Karkack they were the headmen of the Harvest clans – whatever their origins, such men have become hopelessly tainted and are fanatically loyal to their new masters.

	WS	BS	S	T	W	I	A	Ld	Sv
Disciple Champion	4	4	3	3	1	3	2	*	5+
Disciple	3	4	3	3	1	3	1	*	5+
Disciple Heavy Weapons Team	3	4	3	3	2	3	2	*	5+

Unit Composition

- 1 Disciple Champion
- 4 Disciples

Unit Type

- Disciples: Infantry
- Disciple Heavy Weapons Team: Infantry
- Disciple Champion: Infantry (Character)

Wargear

- Autogun or lasgun or shotgun
- Close combat weapon
- Frag grenades
- Flak armour

Special Rules

- Uncertain Worth*
- Fanatic
- Bulky (Disciple Heavy Weapons Team only)

Transport

- The unit may select a Renegade Chimera as a Dedicated Transport.

Options

- The squad may include
 - Up to 5 additional Disciples +10 points per model
- The Disciple Champion may be upgraded to have the
 - Chaos Covenant special rule +10 points
- The Disciple Champion may exchange their autogun, lasgun or shotgun and/or close combat weapon for one of the following:
 - Autopistol, laspistol or stubgun Free
 - Bolt pistol +2 points
 - Plasma pistol +15 points
 - Power weapon +15 points
 - Power fist +25 points
- The Disciple Champion may also be upgraded to have any of the following options:
 - Carapace armour +5 points
 - Melta bombs +5 points
- One other Disciple not already upgraded may carry one of the following upgrades:
 - Vox-caster +5 points
 - Chaos Sigil +10 points
- One other Disciple not already upgraded may replace their autogun with a
 - Flamer +5 points
 - Grenade launcher +5 points
 - Meltagun +10 points
 - Plasma gun +15 points
- Replace two other Disciples with a Disciple Heavy Weapons Team armed with one of the following:
 - Heavy stubber +5 points
 - Mortar +5 points
 - Heavy bolter +10 points
 - Autocannon +10 points
 - Missile launcher (with frag and krak) +15 points
 - Lascannon +20 points
- The entire squad may take krak grenades +5 points
- If the squad has a missile launcher, this may also have
 - Flakk missiles +10 points
- The unit may take carapace armour +20 points

ELITES

Renegade Ogryn Brutes.....60 Points

Used as workers on many Imperial worlds where manual labour in extreme conditions is required, such as the construction yards of Vraks. Ogryns are creatures of ferocious power and strength, but limited intellect. Renegade armies are quick to force such creatures into their ranks, using crude surgical procedures, combat drugs and sorcerous rituals to control the beasts and set them upon their enemies in a drug-addled haze of rage.

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn Brute	4	3	5	5	3	2	D6	6	-
Packmaster	4	3	5	5	3	2	D6	6	-
Chaos Hound	3	1	5	5	2	4	3	5	-

Unit Composition

- 1 Ogryn Brute

Unit Type

- Ogryn Brute: Infantry
- Packmaster: Infantry
- Chaos Hound: Infantry

Wargear

- Close combat weapon
- Frag grenades (Ogryn Brutes & Packmaster only)

Special Rules

- Very Bulky
- Hammer of Wrath
- Fearless
- Random Attacks
- Rampage (Ogryn Brutes only)
- Run Them Down (Chaos Hounds only)
- Packmaster (Packmaster only)

Options

- The unit may include:
 - Up to 9 additional Ogryn Brutes+60 points each
 - One Ogryn Brute may be upgraded to a
 - Packmaster Free
 - A unit of Ogryn Brutes that includes a Packmaster may take
 - Up to 6 Chaos Hounds+30 points each
 - One Ogryn Brute per unit may be upgraded to have a
 - Lascuter or power drill+15 points
 - All Ogryn Brutes in the unit may be given one of the following upgrades:
 - Flak armour+10 points
 - Carapace armour+25 points
 - All Ogryn Brutes in the unit may be dedicated to one of the Chaos powers:
 - Dedicated to Khorne+25 points
 - Dedicated to Nurgle+35 points
 - Dedicated to Slaanesh+25 points
 - Dedicated to Tzeentch+25 points

Run Them Down

When making any rolls for a Sweeping Advance, a unit with at least one model with this special rule may roll one additional D6 and discard the dice which scores lowest before deciding the result.

Packmaster

During any close combat, the Packmaster must be placed in base contact with one or more Chaos Hounds (if any remain in play), and as long as a Chaos Hound they are in base contact with is in base contact with an enemy model, they count as being in contact with the same enemy model.

Random Attacks

At the beginning of each Fight sub-phase, roll a D6 for each friendly Renegade Ogryn Brutes unit that is locked in combat. The result is the number of Attacks (before modifiers) that all Renegade Ogryn Brutes in the unit have this turn.

Dedicated to Chaos

Dedicated to Khorne: A unit of Ogryn Brutes dedicated to Khorne may re-roll the dice rolled to determine the number of attacks the unit will receive in close combat.

Dedicated to Nurgle: A unit of Ogryn Brutes dedicated to Nurgle gains the Feel No Pain (5+) special rule.

Dedicated to Slaanesh: A unit of Ogryn Brutes dedicated to Slaanesh gains the Fleet special rule.

Dedicated to Tzeentch: A unit of Ogryn Brutes dedicated to Tzeentch gains an additional close combat weapon, representing a multitude of vicious mutations, and the Soul Blaze special rule.

ELITES

Renegade Blood Slaughterers 130 Points

(May only be selected through use of the Master of Renegades special rule)

These Daemon Engines are often sighted among those blood-mad hordes of renegades who have dedicated themselves to the worship of Khorne.

An army whose Warlord has taken a Chaos Covenant of Khorne may include 0-1 units of Renegade Blood Slaughterers.

See page 122 for full details on the Blood Slaughterer.

ELITES

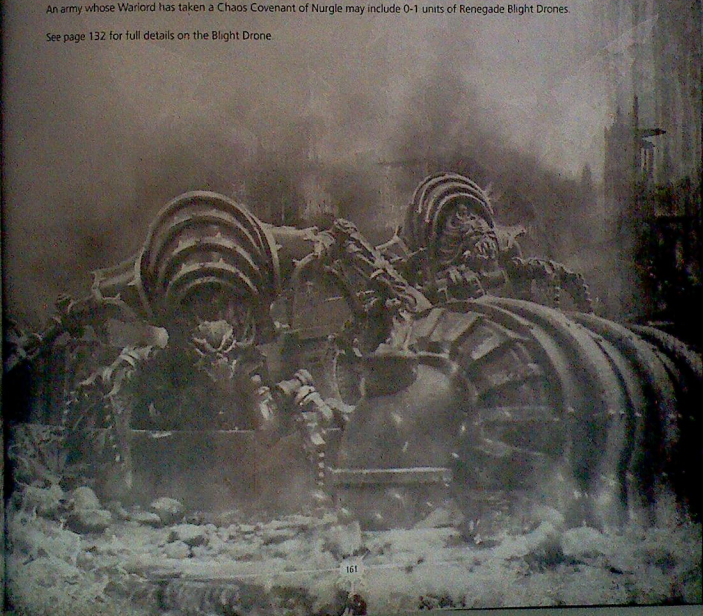
Renegade Blight Drones 150 Points

(May only be selected through use of the Master of Renegades special rule)

The bloated corpses and disease-wracked worlds left in the wake of a legion of Nurgle's followers provides the perfect feeding ground for these vile Daemon Engines, which accompany them to battle seeking further carrion.

An army whose Warlord has taken a Chaos Covenant of Nurgle may include 0-1 units of Renegade Blight Drones.

See page 132 for full details on the Blight Drone.



TROOPS

Renegade Infantry Platoon

The foot soldiers of the Arch-enemy are drawn from innumerable sources – from renegade militia and traitorous Imperial Guard, to simple workers and misguided fanatics with stolen weaponry. Just as their origins vary, so too does their skill and dedication to the cause of their dark masters, who often place little value on their warriors, spending their lives with no remorse to achieve victory.

Renegade Infantry Platoons are made up of 3-5 Renegade Infantry squads, one of which must be designated as the Platoon's Command Squad for no additional cost. The Platoon Command Squad may upgrade its Renegade Champion to a Demagogue for free, and any vox-caster included in the Command Squad may be exchanged for a command net vox for free. Each Renegade Infantry Platoon counts as a single Troops choice on the Force Organisation chart and is rolled for collectively when rolling for Reserves.

Renegade Infantry Squad 30 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Demagogue	3	3	3	3	1	3	3	*	-
Renegade Champion	3	3	3	3	1	3	2	*	-
Renegade	2	2	3	3	1	3	1	*	-
Renegade Weapons Team	2	2	3	3	2	3	2	*	-

Unit Composition

- 10 Renegades

Unit Type

- Renegades & Renegade Weapons Teams: Infantry
- Renegade Champion & Demagogue: Infantry (Character)

Wargear

- Autopistol, laspistol or stub gun
- Close combat weapon
- Frag grenades

Special Rules

- Uncertain Worth*
- Fanatic (Demagogue only)
- Bulky (Renegade Weapons Team only)

Transport

- If the unit numbers 12 models or less, it may select a Renegade Chimera as a Dedicated Transport

Options

- The unit may include:
 - Up to 10 additional Renegades +3 points per model
- Any one Renegade may be upgraded to a:
 - Renegade Champion +5 points
- For every five models in the unit, one Renegade may be upgraded to have one of the following:
 - Flamer +5 points per model
 - Grenade launcher +5 points per model
 - Meltagun +10 points per model
 - Plasma gun +15 points per model
 - Vox-caster¹ +5 points
 - Chaos Sigil¹ +5 points
- *No single model may have more than one of these upgrades.
- For every ten models in the unit, two Renegades may be exchanged for a single Renegade Weapons Team, which must select one of the following options:
 - Heavy stubber +5 points per model
 - Heavy bolter +10 points per model
 - Autocannon +10 points per model
 - Missile launcher (frag & Krak missiles) +15 points per model
 - Lascannon +20 points per model
- Any Renegade, Renegade Champion or Demagogue may exchange their autopistol, laspistol or stub gun for one of the following:
 - Lasgun, autogun or shotgun Free
- The entire squad may take any of the following upgrades:
 - Sub-flak armour +5 points
 - Militia Training (+1 WS & +1 BS for all Renegades and Renegade Weapons Teams in the unit) +10 points
 - Krak grenades +10 points
- The Renegade Champion or Demagogue may have any of the following:
 - Carapace armour +10 points
 - Chaos Covenant +20 points
 - Melta bombs +5 points
 - Power weapon +15 points
 - Power fist +25 points
 - Bolt pistol +5 points

TROOPS

Renegade Mutant Rabble.....30 Points

Persecuted and hunted by the Imperium, these degenerate souls are quick to cast in their lot with the forces of Chaos when they raise the banner of rebellion, though they are treated little better by their new masters.

	WS	BS	S	T	W	I	A	Ld	Sv
Mutant Champion	3	2	3	3	1	3	2	*	-
Mutant	2	2	3	3	1	3	1	*	-

Unit Composition

- 10 Mutants

Unit Type

- Mutants, Infantry
- Mutant Champion, Infantry (Character)

Wargear

- Autopistol, laspistol or stub gun
- Close combat weapon
- Frag grenades

Special Rules

- Uncertain Worth*
- Curse of Mutation

Options

- The unit may include:
 - Up to 40 additional Mutants.....+3 points per model
 - Any one Mutant may be upgraded to a
 - Mutant Champion.....+5 points
 - Any Mutant or Mutant Champion may exchange their autopistol, laspistol or stub gun for one of the following:
 - Lasgun, autogun or shotgun.....Free
 - The entire squad may take the following upgrade:
 - Sub-flak armour.....+10 points
 - The Mutant Champion may have any of the following:
 - Chaos Covenant.....+15 points
 - Melta bombs.....+5 points
 - Power weapon.....+15 points

TROOPS

Renegade Infantry Veterans 35 Points

Of a higher calibre than most warriors in the service of the dark powers of Chaos, infantry veterans are often traitorous Imperial Guardsmen, highly trained private armies or mercenaries. Such troops are irredeemably steeped in the vile influence of Chaos, given to foul practises and abominable rites intended to secure the favour of their dark patrons.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Champion	4	3	3	3	1	3	2	*	5+
Renegade Veteran	4	3	3	3	1	3	1	*	5+

Unit Composition

- 5 Renegade Veterans

Unit Type

- Renegade Veterans: Infantry
- Veteran Champion: Infantry (Character)

Wargear

- Autopistol, laspistol or stub gun
- Close combat weapon
- Frag grenades
- Krak grenades
- Flak armour

Special Rules

- Uncertain Worth*

Transport

- The unit may select a Renegade Chimera as a Dedicated Transport.

Options

- The unit may include:
 - Up to 5 additional Renegade Veterans +10 points per model
- Any one Renegade may be upgraded to a:
 - Renegade Champion +5 points
- For every five models in the unit, one Renegade Veteran may be upgraded to have one of the following:
 - Flamer +5 points
 - Grenade launcher +5 points
 - Meltagun +10 points
 - Plasma gun +15 points
 - Vox-caster¹ +5 points
 - Chaos Sigil¹ +5 points

**No single model may have more than one of these upgrades.*

- Any Renegade Veteran or Veteran Champion may exchange their autopistol, laspistol or stub gun for one of the following:
 - Lasgun, autogun or shotgun Free
- The entire squad may take one of the following upgrades:
 - Carapace armour +20 points
 - Scout special rule +15 points
 - Furious Charge special rule +25 points
 - Deep Strike special rule +15 points
 - Tank Hunters special rule +25 points
- The Veteran Champion may have any of the following:
 - Chaos Covenant +10 points
 - Melta bombs +5 points
 - Power weapon +15 points
 - Power fist +25 points
 - Bolt pistol +5 points

TROOPS

Plague Zombie Horde 30 Points

(May only be selected through use of the Master of Renegades special rule)

As the Warp Plague spreads across areas of the Imperium subjected to attack by Typhus and the Death Guard of Nurgle, many worlds are falling to hordes of warp-spawned undead. For the inhabitants of these worlds there are only two choices left, death or abasement to the putrescent power that is Father Nurgle

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Zombie	2	2	3	3	1	2	1	-	-

Unit Composition

- 10 Plague Zombies

Unit Type

- Plague Zombie Infantry

Wargear

- Close combat weapon

Special Rules

- Fearless
- Feel No Pain (4+)
- Slow and Purposeful
- Warp Plague

Options

- The unit may include
 - Up to 40 additional Plague Zombies +3 points per model

Warp Plague

Every bite and scratch inflicted by Plague Zombies carries the Warp Plague, and can quickly infect and overcome even the most resilient warrior, ravaging his body and remaking him as one of the living dead.

If a unit of Plague Zombies defeats a unit in close combat, either destroying it outright or forcing it to flee, it may add D3 new Plague Zombies to the unit after it has consolidated – this may bring the unit above its starting unit Strength. If no appropriate models are available to be placed on the table, then no additional Plague Zombies are added to the unit.

DEDICATED TRANSPORT

Renegade Chimera55 Points

These are often looted from Imperial armouries or taken as spoils from the field of battle, and daubed with profane sigils and heretical icons before being sent into battle against their former masters.

	BS	Armour				HP
		Front	Side	Rear		
Renegade Chimera	2	12	10	10		3

Unit Composition

- 1 Renegade Chimera

Unit Type

- Vehicle (Tank, Transport)

Wargear

- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launchers

Special Rules

- Amphibious
- Lasgun Arrays

Fire Points

- Two models can fire from the Renegade Chimera's top hatch

Access Points

- Renegade Chimeras have one access point at the rear

Transport Capacity

- The Renegade Chimera can carry 12 models

Options

- May replace its multi-laser with one of the following:
 - Heavy flamer Free
 - Heavy bolter Free
 - Autocannon +5 points
- May replace its heavy bolter with a
 - Heavy flamer Free
- May take any of the following upgrades:
 - Militia Training (increase BS to 3) +10 points
 - Pintle-mounted storm bolter or heavy stubber +5 points
 - One hunter-killer missile +10 points
 - Dozer blade +5 points
 - Mine plough +10 points
 - Extra Armour +10 points
 - Camo netting +15 points

Amphibious

A Renegade Chimera treats all water terrain features as clear terrain when moving

Lasgun Arrays

A Renegade Chimera has two separate arrays of three lasguns – one array located above each side of its hull. Up to six models in the embarked unit (a maximum of three per array) may fire one lasgun each from these lasgun arrays, provided those models are not using the Renegade Chimera's Fire Points this turn.

To represent the unusual nature of these weapons, use the Renegade Chimera's Ballistic Skill for these shots – the lasgun arrays can shoot at this BS regardless of how far the Renegade Chimera has moved.

If the Renegade Chimera has suffered a Crew Stunned or Crew Shaken result, the lasgun arrays can only make Snap Shots

Finally, each array may shoot at a different target to the Renegade Chimera's other weaponry, though all lasguns in the same array must shoot at the same target

FAST ATTACK

Renegade Hellhound Squadron

As the most common light attack vehicle in Imperial service, the Hellhound is often found serving in a forward assault role in heretic forces – although to make up for their crew's lack of training, they are deployed en masse to overrun opponents with sheer weight of numbers.

A Renegade Hellhound Squadron is composed of 1-4 vehicles chosen from the following list in any combination:

Renegade Hellhound	115 Points each
Renegade Devil Dog	125 Points each
Renegade Bane Wolf	120 Points each

		Armour			
	BS	Front	Side	Rear	HP
Renegade Hellhound	2	12	12	10	3
Renegade Devil Dog	2	12	12	10	3
Renegade Bane Wolf	2	12	12	10	3

Unit Type

- Vehicle (Tank, Fast)

Wargear

- Heavy bolter (All)
- Inferno cannon (Renegade Hellhound only)
- Melta cannon (Renegade Devil Dog only)
- Chem cannon (Renegade Bane Wolf only)

Options

- Any model may replace its heavy bolter with a:
 - Heavy flamer Free
- Any model may take any of the following upgrades:
 - Pintle-mounted storm bolter, or heavy stubber +5 points per model
 - One hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Mine plough +10 points per model
 - Extra Armour +10 points per model
- The entire squadron may take:
 - Militia Training (increase BS to 3) +10 points per model
 - Smoke launchers +5 points per model
 - Camo netting +20 points per model



Chimera armoured transport employed by the Silent Legions of Cruach Mhorr during the short-lived insurrection of 304 M39. The hatches of this vehicle's crew compartment are welded closed, sealing the driver and gunner into the desecrated hull of the Chimera – a common ritual practise among the cultists of Cruach Mhorr. First sighted in battle during the earliest days of the rebellion, this vehicle was recorded as still operational some eight weeks later – long after the crew should have starved to death in their metal tomb.

FAST ATTACK

Renegade Sentinel Squadron60 Points

Where the Astra Militarum uses these nimble vehicles for reconnaissance and scouting, most renegade forces lack the training or independent mindset for such missions, and instead deploy captured Sentinels in larger formations to pave the way for massed infantry attacks.

	WS	BS	S	Front	Side	Rear	I	A	HP
Renegade Sentinel	2	2	5	10	10	10	3	1	2

Unit Composition

- 3 Renegade Sentinels

Unit Type

- Vehicle (Walker, Open-topped)

Wargear

- Multi-laser
- Searchlight

Special Rules

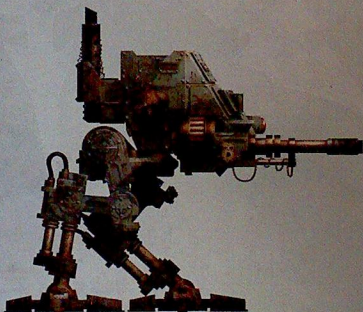
- Move Through Cover

Heavy Armour

A unit of Renegade Sentinels with this upgrade loses the Move Through Cover special rule, but gains Extra Armour and increases its Front Armour to 12.

Options

- The squadron may include:
 - Up to 3 additional Renegade Sentinels +20 points per model
- Any Renegade Sentinel may replace its multi-laser with one of the following weapons
 - Heavy flamer Free
 - Autocannon +5 points each
 - Missile launcher (with frag and krak missiles) +5 points each
 - Lascannon +10 points each
 - Multiple rocket pod +10 points each
- Any Renegade Sentinel may take any of the following
 - One hunter-killer missile +10 points each
- The entire squadron may take any of the following upgrades:
 - Militia Training (increase BS & WS to 3) +40 points
 - Smoke launchers +20 points
 - Camo netting +50 points
 - Heavy armour +80 points



Armoured Sentinel walker looted from the Imperial armouries of Kerrack and deployed into the planet's dense vine forests by the rebellious Harvest Clans in 926 M41. Though the rebellion was later crushed after the intervention of the Star Phantoms, many Charnel Cultists escaped into Kerrack's endless forests, taking with them a number of these war machines. This depiction was submitted in 991 M41 during a bloody raid on an Imperial supply station.

FAST ATTACK

Renegade Salamander Squadron 45 Points per model

Those Salamanders employed by heretic armies are more often pressed into a role as light attack vehicles, rather than the scouting role they were designed for, relying on their heavy flammers to decimate enemy infantry formations.

	Armour				
	BS	Front	Side	Rear	HP
Renegade Salamander	3	12	10	10	3

Unit Composition

- 1-3 Renegade Salamanders

Unit Type

- Vehicle (Tank, Open-topped, Fast)

Wargear

- Heavy flamer
- Heavy bolter
- Searchlight
- Smoke launchers

Special Rules

- Amphibious

Options

- Any Renegade Salamander may exchange its heavy flamer for one of the following:
 - Heavy bolter Free
 - Autocannon Free
- Any Renegade Salamander may take any of the following:
 - Militia Training (increase BS to 3) +10 points per model
 - Pintle-mounted heavy stubber or storm bolter +5 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Extra Armour +15 points per model
 - Mine plough +15 points per model



Salamander scout tank, a variant produced under holy writ of the Adeptus Mechanicus in the manufactories of Rangda IX. When the degenerate mutant forge-clans of Rangda IX's vast manufactorum complexes rose in rebellion in 919 M41, they drove many such vehicles straight from the forges into battle. Like most such war engines, this Salamander served as a light attack vehicle, its complex augurs silent and still uninvoked when the abandoned vehicle was recaptured in the wake of the Celebrants Chapter's counter-attack.

FAST ATTACK

Renegade Arvus Lighter Squadron 55 Points per model

Employed in their millions across the Imperium, these sturdy orbital transfer shuttles serve as the primary aerial transport of any renegade army. More aggressive heretic armies employ them as improvised assault vehicles when making planetary attacks, fitting an array of jury-rigged weaponry to these craft.

	BS	Armour				HP
		Front	Side	Rear		
Renegade Arvus Lighter	2	10	10	10		3

Unit Composition

- 1-3 Renegade Arvus Lighters

Unit Type

- Vehicle (Flyer, Transport, Hover)

Wargear

- None

Special Rules

- Improvised Weapon Mounts
- Deep Strike
- Orbital Workhorse

Transport Capacity

- A Renegade Arvus Lighter can carry 12 models

Access Points

- 1 Rear door

Options

- Any Renegade Arvus Lighter may take any of the following:
 - Flare/chaff launcher* +10 points per model
 - Armoured cockpit* +15 points per model
 - Illum flares* +5 points per model
 - Searchlight +1 point per model

*Note that rules for all of these wargear options can be found in *Imperial Armour: Aeronautica*.

- Any Renegade Arvus Lighter may mount one weapons system for the following cost:

- Twin-linked multi-laser +10 points per model
- Two hellstrike missiles +5 points per model
- Twin-linked autocannon +10 points per model
- Two twin-linked heavy stubbers +5 points per model

Improvised Weapon Mounts

All weapons mounted on a Renegade Arvus Lighter may only fire Snap Shots, regardless of the situation.

Orbital Workhorse

While chosen as a squadron for the purposes of army selection, each individual Renegade Arvus Lighter is treated as a separate unit during the game rather than as part of a vehicle squadron, and may deploy and operate independently of each other.

FAST ATTACK

Renegade Valkyrie Squadron..... 115 Points per model

Few renegade forces include pilots skilled enough to handle these sophisticated vehicles, reserving them for use by elite units or as the personal transports of high-ranking commanders

	BS	Armour				HP
		Front	Side	Rear		
Renegade Valkyrie	2	12	12	10		3

Unit Composition

- 1-3 Renegade Valkyries

Unit Type

- Vehicle (Flyer, Hover, Transport)

Wargear

- Multi-laser
- Two hellstrike missiles
- Searchlight
- Extra armour

Special Rules

- Deep Strike
- Grav Chute Insertion

Transport Capacity

- The Renegade Valkyrie can carry 12 models

Options

- Any Valkyrie may replace its multi-laser with a:
 - Lascannon +10 points per model
- Any Valkyrie may exchange both its hellstrike missiles for:
 - Two multiple rocket pods +10 points per model
- Any Valkyrie may take a pair of sponsons armed with:
 - Heavy bolters +20 points per model
- Any Valkyrie may take the following upgrade:
 - Militia Training (increase BS to 3) +10 points per model



HEAVY SUPPORT

Renegade Tank Squadron See below for cost

The best equipped renegade armies will often field squadrons of Leman Russ battle tanks, taken from overrun Imperial armories or fresh from rebellious factory complexes. These tanks are often ill-used by their inexperienced crews, but the sheer firepower of these iron behemoths more than compensates for these shortcomings.

	BS	Armour			HP
		Front	Side	Rear	
Leman Russ Battle Tank	2	14	13	10	3
Leman Russ Annihilator	2	14	13	10	3
Leman Russ Conqueror	2	14	13	10	3
Leman Russ Exterminator	2	14	13	10	3
Leman Russ Vanquisher	2	14	13	10	3
Leman Russ Eradicator	2	14	13	10	3
Leman Russ Demolisher	2	14	13	11	3
Leman Russ Punisher	2	14	13	11	3
Leman Russ Executioner	2	14	13	11	3

Unit Composition

- 1-3 vehicles

Unit Type

- Vehicle (Tank, Heavy)
- Vehicle (Tank, Fast) – Leman Russ Conqueror only

Wargear (All)

- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)

- Leman Russ Battle Tank: Battle cannon
- Leman Russ Annihilator: Twin-linked lascannon
- Leman Russ Conqueror: Conqueror cannon and co-axial storm bolter
- Leman Russ Exterminator: Exterminator autocannon
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher siege cannon
- Leman Russ Punisher: Punisher gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Options

- The squadron may include up to three vehicles chosen from the list below.
 - Leman Russ Battle Tank 140 points each
 - Leman Russ Exterminator 120 points each
 - Leman Russ Conqueror 110 points each
 - Leman Russ Annihilator 120 points each
 - Leman Russ Vanquisher 125 points each
 - Leman Russ Eradicator 110 points each
 - Leman Russ Punisher 130 points each
 - Leman Russ Executioner 145 points each
 - Leman Russ Demolisher 160 points each
- Any model may exchange its heavy bolter for:
 - Heavy flamer Free
 - Lascannon +10 points per model
- Any model may take a pair of sponsons armed with:
 - Heavy bolters +20 points per model
 - Heavy flammers +10 points per model
 - Multi-meltas +20 points per model
 - Plasma cannon +30 points per model
- Any model in the squadron may take any of the following.
 - Pintle-mounted heavy stubber +5 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Extra Armour +10 points per model
- A Vanquisher's Vanquisher battle cannon may have a:
 - Co-axial storm bolter or heavy stubber +10 points
- Any model may take any of the following:
 - Mine plough +15 points per model
 - Militia Training (+1 BS) +10 points per model

HEAVY SUPPORT

Renegade Artillery Battery

Artillery tanks such as the Basilisk and Medusa are prized by renegade commanders for their ability to support the assault of massed infantry with long ranged explosive death. Few renegade artillery commanders will balk from targeting areas dangerously close to their own comrades.

Renegade Basilisk	115 Points per model
Renegade Medusa	105 Points per model

	BS	Front	Side	Rear	HP
Renegade Basilisk	2	12	10	10	3
Renegade Medusa	2	12	10	10	3

Unit Composition

- 1-3 Artillery Pieces in any combination

Unit Type

- Vehicle (Tank, Open-topped)

Wargear (All)

- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)

- Basilisk – Earthshaker cannon
- Medusa – Medusa siege cannon

Options

- Any model may replace its heavy bolter with a
 - Heavy flamer Free
- Any model may take any of the following
 - Enclosed crew compartment +15 points per model
 - Pintle-mounted storm bolter or heavy stubber +10 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Extra Armour +10 points per model
- The entire Battery may take
 - Militia Training (+1 BS) +10 points per model
- Any Medusa may take
 - Breacher shells +5 points per model

Breacher Shells

A Medusa upgraded to fire breacher shells uses the following profile:

	Range	Str	AP	Type
Breacher shells	48"	10	1	Heavy 1, Blast (3"), Armourbane



HEAVY SUPPORT

Renegade Strike Battery

More specialised artillery vehicles are often used for close support of renegade assaults, where the damage these weapons can inflict in a tightly packed war zone is rightly feared. The inherent precision of ordnance like the Griffon and Wyvern compensates for the often unskilled crews assigned to them, though maintenance of such complex war engines is normally limited.

Renegade Griffon 35 Points per model
Renegade Wyvern 55 Points per model

	BS	Armour				HP
		Front	Side	Rear		
Renegade Griffon	2	12	10	10		3
Renegade Wyvern	2	12	10	10		3

Unit Composition

- 1-5 Artillery Pieces in any combination

Unit Type

- Vehicle (Tank, Open-topped)

Wargear (All)

- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Griffon only)

- Heavy mortar

Wargear (Wyvern only)

- Two twin-linked stormshard mortars

Special Rules (Griffon only)

- Accurate Bombardment

Options

- Any model may replace its heavy bolter with a
 - Heavy flamer Free
- Any model may take any of the following:
 - Enclosed crew compartment +15 points per model
 - Pintle-mounted storm bolter or heavy stubber +10 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Extra Armour +10 points per model
- The entire squadron may take
 - Militia Training (+1 BS) +10 points per model

Accurate Bombardment

When a Renegade Griffon fires its heavy mortar, its controlling player can re-roll the Scatter dice if they wish.



HEAVY SUPPORT

Renegade Hydra Battery

As the mainstay of Imperial anti-aircraft batteries, many Hydra tanks are found within the ranks of heretic armies, performing the same duties they do for the Imperium. While renegade gunners may lack the skill of trained Imperial Guardsmen, the hail of fire unleashed by a Hydra is still deadly to any aircraft it targets.

Renegade Hydra 60 Points per model

	BS	Front	Armour			HP
			Side	Rear		
Renegade Hydra	2	12	10	10		3

Unit Composition

- 1-3 Renegade Hydra

Unit Type

- Vehicle (Tank, Open-topped)

Wargear

- Two twin-linked Hydra autocannon
- Heavy bolter
- Searchlight
- Smoke launchers

Options

- Any model may replace its heavy bolter with a
 - Heavy flamer Free
- Any model may take any of the following:
 - Enclosed crew compartment +15 points per model
 - Pintle-mounted storm bolter or heavy stubber +10 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Extra Armour +10 points per model
- The entire squadron may take:
 - Militia Training (+1 BS) +10 points per model

HEAVY SUPPORT

Renegade Bombard Battery 145 Points per model

These immense artillery pieces are rare in all but the oldest Astra Militarum regiments, most having been decommissioned and sealed in reserve armoured across the Imperium. However, when these armoured are uncovered by renegade forces, they are quick to use these potent, if cumbersome, artillery pieces against the Imperium they once served.

	BS	Armour				HP
		Front	Side	Rear		
Renegade Colossus	2	12	10	10		3

Unit Composition

- 1-3 Renegade Colossus, forming a Battery

Unit Type

- Vehicle (Tank, Open-topped)

Wargear

- Heavy bolter
- Searchlight
- Smoke launchers
- Colossus siege bombard

Options

- Any model may replace its heavy bolter with a
 - Heavy flamer Free
- Any model may take any of the following
 - Enclosed crew compartment +15 points per model
 - Pintle-mounted storm bolter or heavy stubber +5 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Extra armour +10 points per model
 - Militia Training (+1 BS) +10 points per model

Weapon	Range	Str	AP	Type
Colossus siege bombard	24"-240"*	8	3	Ordnance 1, Barrage, Pinning, Large Blast (5"), Ignores Cover

*Must be fired using the Barrage rules, with a minimum range of 24" - this weapon can not be fired directly.

HEAVY SUPPORT

Renegade Heavy Ordnance Battery..... 55 Points per model

Simpler and more easily manufactured than battle tanks and self-propelled artillery, carriage-mounted artillery retains all of its more complex counterparts' killing power. Such weapons are favoured by renegade forces for the ease with which they can be constructed and operated, and often see massed deployments for both defensive and offensive operations.

	WS	BS	S	T	W	I	A	Ld	Sv
Renegade Crew	2	2	3	3	1	3	1	*	-
Artillery Carriage	-	-	-	7	4	-	-	-	3+

Unit Composition

- 1-3 Artillery Carriages, each with four Renegade Crew

Unit Type

- Artillery Carriage, Artillery
- Renegade Crew, Infantry

Wargear

- Earthshaker cannon (Artillery Carriage only)
- Close combat weapon (Renegade Crew only)
- Frag grenades (Renegade Crew only)
- Lasguns (Renegade Crew only)
- Plak armour (Renegade Crew only)

Special Rules

- Gun Carriage
- Immobile Artillery
- Uncertain Worth* (Renegade Crew only)

Options

- All Artillery Carriages in the Battery may upgrade their earthshaker cannons to:
- Medusa siege guns +25 points per model
- An Artillery Carriage equipped with a medusa siege gun may be upgraded to use:
- Breacher shells +5 points per model
- Any Artillery Carriage may have:
- Up to four additional Renegade Crew +3 points each
- All Renegade Crew may be upgraded to have:
- Militia Training (+1 BS & +1 WS) +10 points
- Sub-flak armour +5 points

Immobile Artillery

An Immobile Artillery piece cannot be moved after it has been deployed, and ignores any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules. When called upon to Fall Back, the Renegade Crew must leave their guns behind and Fall Back, the platforms are then removed as casualties.

Gun Carriage

This artillery piece may be moved if attached to a vehicle capable of towing it. This is possible even if it has the Immobile or Automated Artillery rules.

Breacher Shells

An Artillery Carriage upgraded to fire breacher shells uses the following profile:

	Range	Str	AP	Type
Breacher shells	48"	10	1	Heavy 1, Blast (3"), Armourbane

HEAVY SUPPORT

Renegade Support Squad 25 Points

Few in number, renegade support teams are often forced to operate with less technologically complex weapons, such as the ubiquitous heavy stubber, making up for this shortcoming through sheer weight of numbers.

	WS	BS	S	T	W	I	A	Ld	Sv
Renegade Weapons Team	2	2	3	3	2	3	2	*	-

Unit Composition

- 3 Renegade Weapons Teams

Unit Type

- Renegade Weapons Teams: Infantry

Wargear

- Heavy stubber
- Close combat weapon
- Frag grenades

Special Rules

- Uncertain Worth*
- Bulky

Options

- The unit may include:
 - Up to 3 additional Renegade Weapons Teams +10 points per model
- Any Renegade Weapons Team may exchange its heavy stubber for one of the following options:
 - Heavy bolter +5 points
 - Autocannon +10 points
 - Missile launcher (frag & krak missiles) +10 points
 - Lascannon +15 points
 - Mortar +5 points
- The entire squad may take one of the following upgrades:
 - Sub-flak armour +5 points
 - Militia Training (+1 WS & +1 BS for all Renegade Weapons Teams in the unit) +10 points
 - Krak grenades +10 points
- The entire unit may take the:
 - Chaos Covenant special rule +20 points (note that the squad may only take a single Covenant, which applies to all models in the same unit)

HEAVY SUPPORT

Renegade Rapier Laser Destroyer Battery 20 Points per model

A rare sight in all but the most technologically proficient of renegade forces, the potent Rapier laser destroyers are a prized anti-tank weapon for those renegade warlords lucky enough to possess them. The destructive capability of these weapons allows the often outgunned heretic forces to hold their own against the heaviest Imperial armour.

	WS	BS	S	T	W	I	A	Ld	Sv
Renegade Crew	2	2	3	3	1	3	1	*	-
Rapier	-	-	-	7	2	-	-	-	3+

Unit Composition

- 1-3 Rapiers, each with a single Renegade Crewman, forming a battery.

Unit Type

- Rapier: Artillery
- Renegade Crew: Infantry

Wargear

- Laser destroyer array (Artillery)
- Shotgun, autogun or lasgun (Crew)
- Close combat weapon (Crew)
- Frag grenades (Crew)

Special Rules

- Extremely Bulky (Rapier and Crew)
- Explosive Demise
- Uncertain Worth* (Renegade Crew only)

Options

- Any Rapier in the battery may have an:
 - Additional Renegade Crewman +3 points each
- All Renegade Crew in the Battery may take:
 - Militia Training (+1 WS & +1 BS) +10 points
 - Sub-flak armour +5 points

Explosive Demise

When the Rapier loses its last Wound roll a D6. If the result of this roll is 2-6 then remove the Rapier as a casualty as normal. If the result of the roll is a 1, then place a Large Blast (5") template onto the table, centred on the Rapier – all models, friendly and enemy, under this template take a single S3 AP- hit. Once these hits are resolved, remove the Rapier as a casualty as normal.

HEAVY SUPPORT

Renegade Field Artillery Battery 30 Points per model

A common sight in renegade forces, these cumbersome weapons are easily manufactured and operated by even the most poorly trained militia, yet are more than capable of sowing explosive death across the breadth of a battlefield. The lack of protection afforded the heretic crew is rarely seen as a serious problem by most renegade commanders though.

	WS	BS	S	T	W	I	A	Ld	Sv
Renegade Crew	2	2	3	3	1	3	1	*	-
Heavy Quad Launcher	-	-	-	7	2	-	-	-	3+
Heavy Mortar	-	-	-	7	2	-	-	-	3+

Unit Composition

- 1-4 Heavy Quad Launchers or Heavy Mortars, each with three Renegade Crew, together forming a battery

Unit Type

- Artillery (Immobile)

Wargear

- Heavy quad launcher or heavy mortar (Artillery)
- Lasgun (Renegade Crew)
- Frag grenades (Renegade Crew)
- Close combat weapon (Renegade Crew)

Special Rules

- Uncertain Worth* (Renegade Crew)
- Shell Shock (Heavy Quad Launcher only)

Options

- Any artillery piece may take:
 - Up to two additional Renegade Crewmen +3 points each
- All Renegade Crew in the Battery may take:
 - Militia Training (+1 WS & +1 BS) +10 points
 - Sub-flak armour +5 points

Immobile

An Immobile Artillery piece cannot be moved after it has been deployed except by the use of a specialised vehicle, and ignores any effect which forces it to move. This only affects the platform – the Renegade Crew are subject to all normal Artillery rules.

When called upon to Fall Back, the Renegade Crew must leave their guns behind and Fall Back, the platforms are then removed as casualties.

Shell Shock (Heavy Quad Launcher only)

Due to the repeated rapid impact of the Heavy Quad Launcher's shells, Pinning tests taken against its attacks are at -1 to the target's Leadership value.

LORDS OF WAR

Renegade armies have access to a range of Lords of War choices, in part depending on the Devotion their Demagogue takes. Regardless of which Devotion is taken, all Renegade armies have access to the Malcador, Malcador Defender, Minotaur and Baneblades, army list entries for which may be found later on. In addition to these, taking the following Demagogue Devotions grants access to further Lords of War, drawn from the sources indicated.

Bloody-handed Reaver

- Khorne Lord of Skulls (*Warhammer 40,000: Escalation*)
- Greater Brass Scorpion (page 119)

Primaris-rogue Witch

- Daemon Lord Scabeiathrax the Bloated*
- Daemon Lord An'ggrath the Unbound*
- Daemon Lord Aetaos'rau keres*
- Daemon Lord Zarakynel* (*Imperial Armour: Apocalypse*)

*May not make up more than 25% of the army's total points value

Mutant Overlord

- Giant Chaos Spawn†
- Spined Chaos Beast† (*Imperial Armour: Apocalypse*)

†1-3 as a single Lords of War choice, each deployed as a separate unit.

Master of the Horde

- None

Arch-heretic Revolutionary

- Macharius Heavy Tank
- Macharius Vanquisher
- Macharius Vulcan
- Macharius Omega (*Imperial Armour Volume 1 – Second Edition*)

Heretek Magus

- Valdor Tank Hunter (*Imperial Armour Volume 1 – Second Edition*)
- Chaos Warhound Titan (page 143)
- Chaos Reaver Titan (page 141)
- Greater Brass Scorpion (page 119)

LORDS OF WAR

Renegade Malcador Heavy Tank 225 Points per model

The Malcador is a formidable tank and its wide array of weapons, as well as the relative ease with which militia crews can operate it, make it a weapon of choice in the ranks of the enemies of Mankind. Conditions in the vehicle's interior are cramped, overheated and unpleasant, but insurgent warlords care little for the well-being of their followers.

	BS	Armour				HP
		Front	Side	Rear		
Renegade Malcador	2	13	12	11		6

Unit Composition

- 1 Renegade Malcador

Unit Type

- Super-heavy vehicle

Wargear

- Turret-mounted battle cannon
- Hull-mounted heavy bolter
- Two sponsons, each with one heavy stubber
- Searchlight

Special Rules

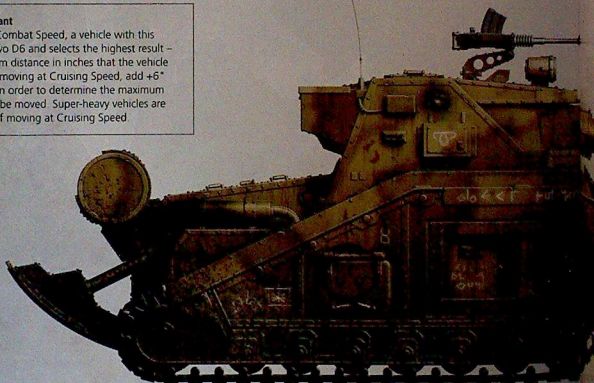
- Obsolete Power Plant

Obsolete Power Plant

When moving at Combat Speed, a vehicle with this special rule rolls two D6 and selects the highest result – this is the maximum distance in inches that the vehicle may move. When moving at Cruising Speed, add +6" to the final result in order to determine the maximum distance that may be moved. Super-heavy vehicles are always treated as if moving at Cruising Speed.

Options

- The Malcador may take any of the following:
 - Hunter-killer missile +10 points
 - Pintle-mounted storm bolter or heavy bolter +10 points
 - Militia Training (+1 BS) +10 points
- The Malcador may exchange its hull-mounted heavy bolter for one of the following:
 - Lascannon +15 points
 - Autocannon +5 points
- The Malcador may exchange its sponson weapons for:
 - Lascannon +30 points
 - Heavy bolter +10 points
 - Autocannon +20 points



Malcador heavy tank. Such vehicles were the primary super-heavy tanks operated by the renegade legions of the Tyrant Xaphan. During the Vraks rebellion, in 812 M41, the renegade forces entrenched on Vraks deployed entire companies of such vehicles in an attempt to stem the tide of the Imperial assault. The robust structure and heavy armament of these tanks proved formidable when deployed against the Imperial Guard's Leman Russ squadrons, but was found lacking when pitted against the larger Baneblade.

LORDS OF WAR

Renegade Minotaur Artillery Tank..... 265 Points per model

The Minotaur is used to support direct assaults against enemy positions, and has often been pressed into service by armies of renegades and heretics against Adeptus Arbites precinct-bastions and the fortified palaces of planetary governors. Both of these tend to attract the ire and hatred of a militia turned renegade or an invading mutant horde as they seek to tear down the most visible symbols of the Imperium's rule.

	Armour				
	BS	Front	Side	Rear	HP
Renegade Minotaur	2	13	12	14	6

Unit Composition

- 1 Renegade Minotaur

Unit Type

- Super-heavy vehicle (Open-topped)

Wargear

- Double earthshaker cannon
- Searchlight
- Smoke launchers

Special Rules

- Indirect Fire
- Obsolete Power Plant (see page 182)

Options

- A Minotaur may take any of the following:
 - Hunter-killer missile +10 points
 - Enclosed crew compartment +15 points
 - Pintle-mounted storm bolter or heavy bolter +10 points
 - Militia Training (+1 BS) +10 points

Thunderblitzing and Assaulting with the Minotaur

Models attacking the Minotaur in an assault strike its weakest Armour value (in this case the Side value of 12) to represent the vehicle's most vulnerable spots being hit.

Thunderblitz and Ram impacts by the Minotaur are resolved against its Rear Armour value, as are Death or Glory attacks made against it.

Indirect Fire

The vehicle's Double Earthshakers cannot be levelled for direct fire, and may only engage targets using the Barrage rules at a minimum range of 24".

	Range	Str	AP	Type
Double Earthshaker	24"-240"	9	3	Primary Weapon 1 Massive Blast (7+), Pinning, Twin-linked

LORDS OF WAR

Renegade Malcador 'Defender' 275 Points per model

The Malcador Defender is armed with banks of heavy bolters, making it a fearsome tank indeed when employed against large numbers of lightly armed and equipped foes. Such is often the case when a heretic uprising is first launched, the callous rebels turning upon their fellows and gunning down their own kind in a brutal and irrevocable display of their casting off of their oaths to the God-Emperor of Mankind.

	Armour				
	BS	Front	Side	Rear	HP
Renegade Malcador Defender	2	13	12	11	6

Unit Composition

- 1 Renegade Malcador Defender

Unit Type

- Super-heavy vehicle

Wargear

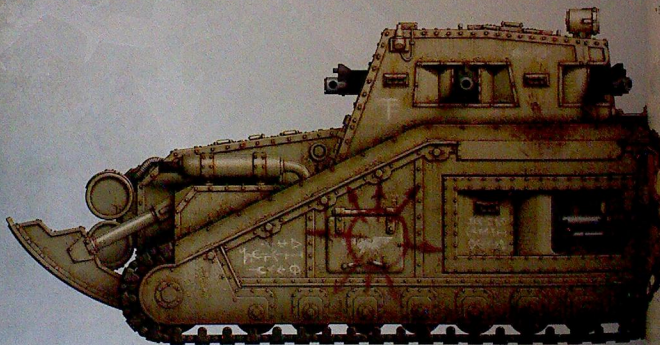
- Five turret-mounted heavy bolters
- Hull-mounted demolisher siege cannon
- Two sponsons, each with one heavy bolter
- Searchlight

Special Rules

- Obsolete Power Plant (see page 182)

Options

- The Malcador Defender may take any of the following:
 - Hunter-killer missile +10 points
 - Pintle-mounted storm bolter or heavy bolter +10 points
 - Militia Training (+1 BS) +10 points
- The Malcador Defender may exchange its sponson weapons for one of the following:
 - Lascannon +30 points
 - Heavy stubber Free
 - Autocannon +20 points



Malcador battle tank of the venerable 'Defender' pattern, one of several plundered from Imperial reserve vaults by Charnel cultists on the world of Anshur in 892 M38. The vehicle's Imperial markings obscured by heretical symbols are crudely daubed onto the armour with the blood of the cult's sacrificial offerings. This vehicle was later destroyed in battle by the Metamarines, entrenched in earthworks around Anshur's desecrated basilica: the tank's heavy bolters claimed a high toll in Adeptus Astartes lives before its destruction.

LORDS OF WAR

Renegade Baneblade Super-heavy Tank..... 490 Points per model

The Baneblade is one of a class of super-heavy tanks that represent the epitome of the fighting vehicles of the Astra Militarum. It is rare indeed for a renegade army to gain access to the more specialised variants, but they might find themselves in possession of the most common. Even a single Baneblade in the ranks of renegade forces can tip the balance in a planetary uprising, for few loyal planetary militia have weapons powerful enough to threaten it.

	Armour				
	BS	Front	Side	Rear	HP
Renegade Baneblade	2	14	13	12	9

Unit Composition

- 1 Renegade Baneblade

Unit Type

- Super-heavy vehicle

Wargear

- Turret-mounted Baneblade cannon with co-axial autocannon
- Hull-mounted demolisher cannon
- Hull-mounted twin-linked heavy bolters
- Two sponsons, each with a lascannon and twin-linked heavy bolters
- Searchlight
- Smoke launchers

Special Rules

- Blasphemous icon

Options

- A Renegade Baneblade may take any of the following:
 - Hunter-killer missile +10 points
 - Pintle-mounted storm bolter or heavy bolter +10 points
 - Militia Training (+1 BS) +10 points
- A Renegade Baneblade may take one of the following:
 - Replace its two side sponsons with extra armour plates, increasing its Side Armour value to 14 Free
 - Take two additional side sponsons, each armed with lascannon and twin-linked heavy bolters +100 points

Baneblade Cannon with Co-axial Autocannon

The Baneblade's autocannon must be fired at the same target as the Baneblade cannon, and any damage result that affects the main weapon affects it as well. If the co-axial weapon is fired before the main weapon and scores at least one hit on the target unit, the main weapon's To Hit roll may be re-rolled.

Baneblade Cannon

Weapon	Range	Str	AP	Type
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast (10")

Blasphemous Icon

When a mortal army of the Ruinous Powers goes to war with a Baneblade at its head, the air is filled with roars of adoration, for this mighty engine of war serves not just as a super-heavy tank, but as the apex of all the renegades stand for. Some bear fell runes upon their flanks, daubed in the blood of the renegades' foes. Some mount great icons of metal that cause the eyes of the faithful to bleed and their souls to wither. Some serve as altars to which the most terrible of offerings are made, while others have the still-living bodies of enemy leaders – planetary governors, Adeptus Arbites marshals, Administratum high adepts – skewered high atop their turrets, forcing the victim to witness the downfall of all they hold dear.

All Renegade units with the Uncertain Worth special rule within 12" of the Baneblade when making their first Leadership test have the Fanatic special rule if they do not have it already. In addition, all Renegade units within 12" have the Zealot special rule.

The background of the page is a light, mottled cream color with a visible paper grain. In the upper left quadrant, there are several large, overlapping red circular and triangular shapes. These shapes have a heavily textured, almost fibrous appearance, as if they were made of a coarse material like burlap or were created with a very coarse brush. The red is a deep, slightly dark hue. The overall effect is a rustic, aged, and somewhat abstract design.

APPENDICES

The following pages contain an appendix of rules as well as other useful information, summarised for convenient reference during play. If a rule is not presented in this book, it is to be found in the *Warhammer 40,000* rulebook, *Warhammer 40,000: Apocalypse* or the specific Codex for the army being played.

APPENDIX I: LEGACIES OF RUIN

Legacies of Ruin are upgrades players can apply to their vehicles, marking their war machines out as veterans of specific confrontations throughout the Chaos Space Marines' bitter Long War, or as the vessels of especially potent beings summoned from the Warp and bound within by murderous rituals. Players of any Traitor Legion, renegade warband or splinter faction of their own invention can use Legacies of Ruin, as it is entirely possible that any vehicle found fighting in such an army may have changed hands many times over the millennia, being taken as spoils of war or rendered in tribute to a more powerful Chaos overlord.

Most of the Legacies of Ruin mark the vehicle they are applied to as having taken part in a particular war, or having gained a high degree of skill in fighting a particular foe. Players can choose Legacies of Ruin that suit their vision for their army, from both a gaming and a modelling point of view. They can even use them to represent campaigns the player and their gaming group might have fought over the years. For example, if a campaign is fought between a player using a Tau Empire army and one using a Chaos Space Marines army, the Chaos Space Marine player might purchase the *Perdus Rift Anomaly* Legacy of Ruin in memory of that series of games. Likewise, if a gaming group has played through the campaign presented in Forge World's *Badab War* books (Imperial Armour volumes 9 and 10), any Chaos Space Marine players might later on take the *Badab War* Legacy of Ruin on one of their vehicles, hinting that their army is in possession of a vehicle that fought on the side of the renegades in that confrontation.

PURCHASING LEGACIES OF RUIN

Subject to the limits set out in each individual entry that follows, any vehicle in a *Codex: Chaos Space Marines* army and any of its supplemental *Codexes* (such as *Codex: Black Legion*) may choose from the following Legacies of Ruin, paying the points cost indicated. One vehicle per full 1,000 points may take one or more Legacies of Ruin, but only one of each Legacy may be taken within the entire army.

Because they are already dominated by a fell being of the Warp whose own desires define their essential character, Daemon Engines (including Defilers, Maulerfiends, Forgefiends, Heldrakes, Lords of Skulls, Blood Slaughterers, Brass Scorpions, etc.) as well as any vehicle with the Daemonic Possession vehicle upgrade or the Daemonic Resilience special rule may not take Legacies of Ruin.

Preferred Enemy and Hatred

Where an entry specifies the name of a *Codex* as a Preferred Enemy or a subject of Hatred, all units within that *Codex* are counted for the purposes of that special rule. In the case of Space Marines, the special rule applies to all Chapters, including those with their own *Codexes* or supplemental *Codexes*, such as Space Wolves, Grey Knights, Iron Hands, Clan Raukaan, etc.

Veteran of the Scouring

The wars of the Scouring raged across the galaxy for many decades following the death of the Warmaster Horus and the ascension of the Emperor to the Golden Throne. This engine of war fought throughout that age, when the Traitors were driven all the way to the Eye of Terror where even the most determined of the Imperium's vengeful hosts could not follow. To survive that bitter age of conflict, this war machine developed a supremely bellicose demeanour, which it has nurtured throughout the ten thousand years of the Long War.

This Legacy of Ruin may be taken by any single Chaos Space Marine tank at a cost of +45 points, or +90 points for a Super-heavy vehicle. The vehicle gains the *It Will Not Die* and *Preferred Enemy* (Space Marines) special rules.

The Legacy of Ruin may instead be taken by any single Chaos Space Marine Walker (of any kind) at a cost of +40 points, or Super-heavy Walker for +80 points. The vehicle gains the *It Will Not Die* and *Hatred* (Space Marines) special rules.

War within the Eye

This war machine is a veteran of the War of Maelum, a bitter conflict that erupted between rival Chaos Space Marines for dominance within the Eye of Terror, having been driven there by the vengeful Loyalists during the Scouring. The machine's war spirit values the destruction of rival engines of war higher even than that of Loyalists, and will take any opportunity that presents itself to engage them in battle.

This Legacy of Ruin may be taken by any single Chaos Space Marine tank at a cost of +20 points, or +40 points for a Super-heavy vehicle. The vehicle gains the *Adamantium Will* and *Preferred Enemy* (Chaos Space Marines) special rules.

The Legacy of Ruin may instead be taken by any single Chaos Space Marine Walker (of any kind) at a cost of +20 points, or Super-heavy Walker for +40 points. The vehicle gains the *Adamantium Will* and *Hatred* (Chaos Space Marines) special rules.

Maelstrom Raider

Within the churning, warp-tainted energies of the region known as the Maelstrom, there exists countless pirate nests, xenos lairs and Daemon-worshipping exclaves. This engine of war has fought for and against countless of these factions, mastering abominations that would stretch the sanity of the servants of the Emperor to breaking point. Having done so, it sallies forth against the so-called Maelstrom Wardens when the power of the Warp waxes strong, wreaking bloody havoc against the defenders of the Imperium.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +25 points, or +50 points for a Super-heavy vehicle.

The vehicle gains the *Outflank* and *Fear* special rules.

Death of Kasyr Lutien

This war engine was present at the height of Abaddon's 5th Black Crusade, when the entire population of the city of Kasyr Lutien was sacrificed in a ritual that split the skies asunder and summoned down the uncouthed hosts of the Warp. The war engine's flanks remain encrusted with the blood that rained from above and turned the streets to crimson rivers that day, and the screams of the innocent, combined with the bellows of the daemonic horde, still echo from its vox-grilles.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +15 points, or +25 points for a Super-heavy vehicle.

The vehicle gains the Fear special rule. In addition, when Psychic tests to use Malific Daemonology powers are made by friendly Psykers within 12" of the vehicle, one D6 may be re-rolled for every Hull Point the vehicle has remaining (each may only be re-rolled once, regardless of how many Hull Points the vehicle has). If the test is failed, the vehicle suffers a Penetrating hit in addition to any normal consequences to the Psyker.

Blood of Mackan

Upon the world of Mackan, the forces of Abaddon the Despoiler slaughtered an entire company of the Blood Angels Chapter in a battle the sons of Sanguinius lament to this day. Believing they had the Despoiler's hosts out-manoeuvred, the Blood Angels erected a ring of fortifications against which Abaddon's berserkers threw themselves in an orgy of blood and violence. This vehicle fought at the vanguard of that assault, and its frontal armour still bears the scars of the Blood Angels' defensive fire, when it crushed numerous enemies beneath its armoured tread.

This Legacy of Ruin may be taken by any single Chaos Space Marine tank at a cost of +30 points, or +40 points for a Super-heavy vehicle.

The vehicle gains the Preferred Enemy (Blood Angels) special rule and it does not treat Defence Lines and Barricades as Dangerous Terrain. Should the tank be fitted with Destroyer Blades, the damage inflicted by these when it makes a Tank Shock attack and after enemies make a Death or Glory attack has an AP value equal to the number of Hull Points the tank has remaining (any number over 6 is counted as "-").

Siege of Vraks

The Siege of Vraks raged for seventeen years as two millions-strong armies ground relentlessly into one another in a battle for control of the planet's vast weapons and ammunition stockpiles. This war machine fought across blasted and poisoned battlefields carpeted with the remains of the fallen of both sides and was present at the very end, when the death and destruction reached such heights of terror that a full scale daemonic incursion was triggered.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +15 points, or +20 points for a Super-heavy vehicle.

The vehicle ignores damage caused by Dangerous Terrain on a roll of 4+. In addition, it may re-roll failed To Hit rolls against targets located in Defence Lines.

Fourth Quadrant Rebellion

This ancient and twisted engine of war fought throughout the numerous uprisings, revolutions and insurgencies that afflicted the Fourth Quadrant in the mid to late 41st Millennium, serving in one of the many Chaos warbands that fomented, inflamed and supported such conflicts. It was even present at the culmination of those wars, when the then-loyal Chapter Master Lugft Huron led his assault on the infamous 'Widow Maker' bastion and crushed the Bleak Brotherhood and their allies at Lycanthos Secundus.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +15 points, or +30 points for a Super-heavy vehicle.

Friendly units of Chaos Cultists within 12" of the vehicle are Fearless. In addition, whenever the vehicle has only a single Hull Point remaining, it gains a 4+ Invulnerable save.

Badab Uprising

When Lugft Huron finally succumbed to treachery and led his own Astral Claws Chapter, as well as the Executioners, Lamenters and Mantis Warriors, into revolt against the rule of the Imperium in the Maelstrom Zone, this engine of war fought under his leonine banner. Not since the dark days of the Scouring has such a bitter war been fought between battle-brothers of the Adeptus Astartes, and this engine of war claimed the lives of countless numbers of Space Marines in Huron's name.

This Legacy of Ruin may be taken by any single Chaos Space Marine tank at a cost of +20 points, or +30 points for a Super-heavy vehicle. The vehicle gains the Fear and Preferred Enemy (Space Marines) special rules.

The Legacy of Ruin may instead be taken by any single Chaos Space Marine Walker (of any kind, but not a Super-heavy Walker) for +20 points. The vehicle gains the Rage and Hatred (Chaos Space Marines) special rules.

Scourge of the Greenskin

This ancient war machine has faced the savage tide of blood and fury that is an Ork Waaaght! On countless occasions, its infernal machine core has glomed in the utter devastation that is always unleashed when Orks and the servants of the Ruinous Powers clash. It has ground entire warbands to gistle beneath its tread and endured the strikes of countless brutish weapons against its armoured hull, and emerged from the maelstrom ever stronger.

This Legacy of Ruin may be taken by any single Chaos Space Marine tank for +25 points.

The vehicle moves an extra D6" when making a Tank Shock attack and has the Preferred Enemy (Orks) special rule.

Last of the Forge

Having stood inviolate for centuries, no attacker able to breach even its outermost defences, the Iron Warriors bastion world of Forgefane was finally cast down by Hive Fleet Leviathan in early 997 M41. Having scoured the wreckage of that world for biological matter, the bulk of the hive fleet swept on, leaving gargantuan harvester vessels to render down any remaining material. How this engine of war escaped remains a mystery – perhaps it was recovered in a daring raid or maybe a party of Iron Warriors survivors used it in their escape. Regardless, its armour is pitted with bio-acid scars and gouged with talon strikes but it fights on, relentlessly loyal to the Ruinous Powers and ever-thirsting for the blood of the xenos.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle that has a Transport Capacity for +20 points.

Should the vehicle suffer a Crew Stunned or Crew Shaken result, roll a D6. On a 4+, the effect is ignored (though Hull Points are still lost as normal). In addition, the vehicle has the Preferred Enemy (Tyranids) special rule, and any unit it has transported gains the Hatred (Tyranids) special rule.

Screams of Lugganath

In the late 34th Millennium, the Emperor's Children Traitor Legion and their allies launched a devastating assault on the Eldar Craftworld of Lugganath, and this vehicle took part in that attack. Having burned their way through the Craftworld's wraithbone armoured outer skin using massed Dreadclaws, Kharybdis and other boarding vessels, the Chaos Space Marines inflicted untold agonies and blasphemies upon the sacred processional and domes. This vehicle trod those ancient roads and slaughtered the desperate Eldar defenders, and witnessed the final assault that brought down vast sections of the vessel under the massed sonic weaponry of several hundred Noise Marines.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +25 points, or +30 points for a Super-heavy vehicle.

When attacked by Eldar, the vehicle has the Fear special rule. In addition, if equipped with a Dirge Caster, the upgrade's range is increased to 12".

Perdus Rift Anomaly

The Perdus Rift is a Warpflaespace phenomenon that a select few Chaos Space Marine Sorcerers, with recourse to the correct rites and sacrifices, are able to manipulate and use as a portal from which to assault targets along the Eastern Fringe. For millennia the Imperium's outermost sectors formed the bulk of these targets, until the comparatively recent rise of the xenos Tau Empire. This engine of war has travelled through that baleful portal many times, engaging in battle with the savage Kroot whose home worlds border the Rift and, when the blessings of the Ruinous Powers wax, with the Tau Empire that lies beyond.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +20 points, or +40 points for a Super-heavy vehicle.

If the vehicle is deployed at the beginning of the battle, its side may re-roll or requires their opponent to re-roll attempts to Seize the Initiative. In addition, it has the Preferred Enemy (Tau Empire) special rule.

1st War of Armageddon

It is said that when the Daemon Primarch Angron of the World Eaters Traitor Legion led an army of berserkers and Daemons against the Imperial hive world of Armageddon, the grey ash wastes were stained red with the dried blood of a billion defenders. This mighty engine of war fought alongside hordes of frenzied cultists, countless thousands of summoned Daemons, scores of World Eaters warbands, a dozen Greater Daemons of Khorne and the Daemon Primarch himself. It took part in actions that saw the fall of entire hive cities and the slaughter of millions of defenders, as well as the deaths of numerous Space Wolves and even Grey Knights. Such honours are few and far between, making this war machine a venerated icon of the Blood God.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +25 points, or +35 points for a Super-heavy vehicle.

Daemonic saves made by friendly Daemons of Khorne within 6" of the vehicle are improved by 1, to a maximum of 2+. In addition, the vehicle has the Fear special rule when attacked by Astra Militarum forces.



Vessel of Akashneth of the Boiling Brass*

Into the core of this war machine has been bound a potent denizen of the Immaterium – Akashneth, the so-called Lord of Boiling Brass. According to the Dsmal Texts, this fell being has laid men low since long before the Age of the Imperium. Some accounts claim he has leant strength to the arms of tyrants, despots and murderers since man first shed the blood of man on Ancient Terra. Bound temporarily within the shell of this machine, Akashneth continues to bestow his dark beneficence upon those who fight for the glory of the Blood God, every death heaping yet another skull at the base of Khorne's throne.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +15 points, or +20 points for a Super-heavy vehicle.

The vehicle has the Fear special rule. In addition, friendly models with the Icon of Wrath within 12" of the vehicle count as having inflicted +D3 additional wounds for the purposes of determining the winning side in an assault.

Vessel of Shyak the Seeker*

By the incantation of the forbidden inner verses of the Rites of Transgression, the Daemon Prince Shyak the Seeker has been bound within this engine of war. This being is said to revel in excess and, by its very proximity, to fuel those whose souls are claimed by Slaanesh to unparalleled heights of degradation. Few servants of the Emperor can stand to witness such extremes without being rendered senseless in shock or being forced to cast off their loyalties and join the excesses, the battle that rages all about completely forgotten.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +15 points, or +20 points for a Super-heavy vehicle.

The vehicle has the Fear special rule. In addition, enemy units within 12" with an Icon of Excess roll an additional D6 and discard the lowest result when making any test that uses their Leadership characteristic.

Vessel of Dhornurgh the Reborn*

Dhornurgh is invoked upon numerous worlds beyond the light of the Emperor by demagogues and magi seeking deliverance from plagues and famines that threaten their civilisations with extinction. Only the most desperate would seek the aid of such a being, and thus it is invariably those on feral worlds or planets cut off from the Imperium at large by ravaging warp storms that do so. Bound into a towering war machine that serves as a mobile altar to Nurgle, Dhornurgh spreads his gifts far and wide, ensuring that those who pledge their souls to him are reborn in the glorious image of the servants of the Plague God.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +10 points, or +15 points for a Super-heavy vehicle.

The vehicle has the Fear special rule. In addition, all friendly units within 6" with the Icon of Despair have the Gets Hot and Rending special rules in close combat.

Vessel of Tzenahk the Occluder*

The engine of war is temporarily the vessel of Tzenahk the Occluder, itself but the first of 9,488 known names by which this Daemon Prince of Tzeentch is known to the lore-savants of the Ordo Malleus. It is said that Tzenahk may not be summoned against his will as other daemonic creatures sometimes are, but that he plants the intent to summon him into the material universe into the mind of the sorcerer, making that individual but one more puppet in an unknowable game of fate that leads ultimately to the throne of Tzeentch. In battle the Occluder makes himself the nexus of fate, the fulcrum upon which both victory and defeat rests, for reasons entirely incomprehensible to even the most lore-steeped mortal.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +10 points, or +20 points for a Super-heavy vehicle.

The vehicle has the Fear special rule. In addition, before the game begins, roll a D6. On a 1, the opposing player gains an additional Victory point if the vehicle is destroyed, on a 2+, the controlling player gains an additional D3 Victory points if the vehicle survives the game.

Auloth the Primordial Iterator*

The name of Auloth is known only to a select few cabals within the Emperor's Inquisition, and each of these has long since been declared radical by their peers and driven into the darkness beyond the Emperor's holy light. This being is said to be one of the most ancient powers within the Realm of Chaos, and while it must once have served one of the great gods of Chaos as a Daemon Prince, it has long since won its independence from them all and carved its own domain within the Formless Wastes. Bound temporarily within an engine of war, Auloth proclaims the unbearable truths of the universe through the vehicle's many vox-grilles, truths that no mortal beings can bear to hear without throwing themselves under the vehicle's tread or turning their guns upon their fellows as an act of mercy.

This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +40 points, or +80 points for a Super-heavy vehicle.

The vehicle has the Fear special rule and all of its weapons have the Pinning special rule. In addition, all friendly units equipped with an Icon of Wrath within 12" of it have the Fear and the Feel No Pain special rules.

**The rules given in Codex: Chaos Space Marines for the Daemonic Possession vehicle upgrade apply to these Legacies of Ruin.*

APPENDIX II: SPECIAL RULES & SUMMARIES

This section gathers together those special rules found throughout this book in more than one vehicle entry. Items of wargear and special rules not covered in this section function as described in either the *Warhammer 40,000* rulebook or *Codex: Chaos Space Marines*.

Infernal Relic

There are engines of war so ancient, so rare and so potent that many must be bound in chains or locked away in stasis chambers sealed by fell rituals between battles. Having fought under the dark gaze of the Ruinous Powers for countless centuries, each Infernal Relic is steeped in the power of the Warp and invested with a darkly self-aware, warlike and ever-hungering spirit. They do not fight alongside the conventional forces of the renegade Chapters and Traitor Legion warbands, for they cannot be trusted not to turn their bitter thirst for bloodshed upon their allies, rather, they are called to serve by the most powerful of Warpsmiths and Sorcerers in a techno-arcane ritual combining forbidden machine lore with fell daemonology. Those who can harness the darkest of these forbidden arts gravitate towards the most successful of Chaos warlords, for only they are able to pay the price in blood and souls required to awaken and bind the most potent of these thrice damned engines of war.

The ritual of binding an Infernal Relic is always led by a specific individual, whose very soul may be forfeit should any ill fate befall the machine. Upon this individual is sometimes bestowed the title of 'Technomancer', though others name themselves Engine-locus, or Heretek-prime. Regardless, the Technomancer must be present when the Infernal Relic goes to war, to bind and command it and rein in the worst excesses of its fratricidal rage.

A number of vehicles presented in this book have the special rule 'Infernal Relic'. The following rules apply to these vehicles:

- One Infernal Relic vehicle of any type may be taken in a Chaos Space Marine army's Primary Detachment, within the usual provisions of the army list. However, if more than one model with this rule is taken in the Primary Detachment, it must also include a Technomancer purchased as a HQ choice. This character must be Abaddon the Despoiler, a Warpsmith, or a Sorcerer with the Malific Daemonology psychic discipline.
- Allied Detachments may also take Infernal Relics, within the usual army list provisions. In this case the Technomancer must be the Allied Detachment's compulsory HQ choice. This HQ character must be one of the types mentioned above.
- If a Technomancer and/or their unit embarks on a vehicle that has the Daemonic Possession special rule, the controlling player need not roll to determine if the vehicle consumes a member of the unit, unless the player wishes to do so. If they do, the controlling player may choose which is consumed rather than rolling to determine

Daemonic Resilience

A vehicle with this special rule ignores Crew Shaken and Crew Stunned results on a 2+.

Daemonic Transport

A model with this special rule gains the Daemon special rule. In addition, roll a D6 each time a unit embarks or disembarks from a vehicle with this special rule. On the roll of a 1, the Daemon devours D3 models from the unit – randomly determine which models are removed. They are removed as casualties and may make no saves of any kind. The vehicle then restores a number of Hull Points equal to the number of models removed.

Heat Blast

Certain boarding Assault Claws and Drop Pods are fitted with cyclic thermal jets and melt cutters to burn their way into the armoured hulls of ships. Chaos warbands also use these as a local form of offensive weaponry, dispersing their blasts to incinerate anything nearby on landing, or in more extreme cases, even to scorch a swathe across the battlefield using dangerous low-level flying attacks.

When a model with this rule arrives via Deep Strike, or later when operating as a skimmer in Hover mode, it may if its controlling player wishes inflict a Heat Blast attack. If it does so, then models it is transporting may not disembark or embark on the turn this attack is used.

Heat Blast (Deep Strike): Immediately after the model deploys using the Deep Strike rule, measure a radius of 3" + D3" horizontally outwards from its main hull (do not count any landing struts, etc.). All models caught in the blast suffer a Str 6 AP 5 hit with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack.

Heat Blast (Fire Sweep): If the controlling player wishes, any unit the model passes directly over (i.e., falls directly under its hull during its Movement phase) suffers D6 Str 5 AP 5 hits with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack. Hits from this attack are distributed across a unit as the player suffering the attack wishes. Roll a D6 each time this attack is inflicted. On a result of a 1, the Drop Pod itself suffers a Penetrating hit.

Hellfire Reactor

The Chaos Contemptor Dreadnought gains a 4+ Invulnerable save against any Glancing hit, and a 6+ Invulnerable save against Penetrating hits. In close combat, any model with the Psyker special rule receives an automatic Str 2 AP 2 hit if it is in combat with a Chaos Contemptor Dreadnought in Initiative step 10 of the Fight sub-phase. If a Chaos Contemptor Dreadnought suffers an Explosion! result on the Vehicle Damage table, add +D3 to the explosion radius and treat the explosion as though it had the Soul Blaze special rule.

Frenzied Charge

When rolling for Charge distance, roll 3D6 and add the results together to find the total Charge distance.

Runes of the Blood God

Any Psyker who targets the Greater Brass Scorpion with a psychic power automatically suffers a Penils of the Warp attack, regardless of whether or not they pass their psychic power.

Doomsday Reactor

The Greater Brass Scorpion suffers a +2 modifier when rolling on the Catastrophic Damage table.

Multi-legged Terror

When making a Stomp attack, a Greater Brass Scorpion makes D3+2 Stomps.

Fury of Khorne

Consumed by battle lust, a Blood Slaughterer is a whirling frenzy of death, smashing into enemy lines. When charging into an assault, it gains an additional +D3 attacks instead of the usual +1.

Blind Fury

The Blood Slaughterer's hunger for lives is insatiable. In its Movement phase it must always move as fast as possible towards the closest visible enemy, and must consolidate towards the closest visible enemy after an assault. In the Shooting phase, it is free to either Run or not, but if it does, it must be towards the closest visible enemy. If there is no enemy visible to it, this rule does not apply.

Hellish Demise

When the Chaos Rapier loses its last wound, roll a D6. If the result is a 1 then place a Large Blast (5") template onto the table, centred on the model. All models, friendly and enemy, under this template take a single Str 3 AP+ hit with the Soulblaze special rule. Once these hits are resolved, remove the Chaos Rapier as a casualty as normal. On a roll of 2-5, the Chaos Rapier is removed as normal. On a roll of 6, the Chaos Rapier explodes as if a 1 had been rolled and, in addition, a marker is placed where it was destroyed. Any unit with the Daemon special rule deep striking onto the table within 6" of this marker does not roll for scatter.

Frag Assault Launchers

Any unit charging into close combat on the same turn as it disembarks from this vehicle counts as having frag grenades.

Malefic Ammunition

By entering into unspeakable pacts with the masters of the Hell-Forges of the Dark Mechanicus, the warlords of the fallen Astartes gain the use of special ammunition forged in the soul-fires of blasphemy and sin by the hands of the most senior of the fallen artificer-magi. These shells pass through both the material realm and the Immaterium when fired, allowing them to strike their target without even penetrating its armour.

Weapons with the Malefic Ammunition upgrade gain the Rending special rule.

Unholy Vigour

Whenever the Decimator suffers a Weapon Destroyed or Immobilised result, this can be ignored on a D6 roll of 5+. In addition, if the Decimator is Wrecked (but does not suffer an Explodes! result on the Vehicle Damage table when destroyed), place it on its back or side or leave a marker on the table to represent its position. At the start of the controlling player's subsequent turns, before models are moved, roll a D6. On a 6, the Decimator returns to play (place it as close to its original position as possible, but more than 1" away from any enemy models) just as if it had successfully arrived via Deep Strike, with its weapons and mobility restored and D3 Hull Points. On a 1, the marker is removed and the Decimator is permanently Wrecked. On a 2-5, the Decimator remains Wrecked, but the controlling player may attempt to roll again for Unholy Vigour on their next turn.

Reactor Melt-down

If a model with this special rule suffers a Titanic Explosion! result on the Catastrophic Damage table, its plasma reactor goes critical! All hits from this Titanic Explosion! are resolved as being from a Destroyer weapon.

HERETICS AND RENEGADES SPECIAL RULES

Obsolete Power Plant

When moving at Combat Speed, a vehicle with this special rule rolls two D6 and selects the highest result – this is the maximum distance in inches the vehicle may move. When moving at Cruising Speed, add +6 to the final result in order to determine the maximum distance that may be moved. Super-heavy vehicles are always treated as if moving at Cruising Speed.

Blasphemous Icon

All Renegade units with the Uncertain Worth special rule within 12" of the Baneblade when making their first Leadership test have the Fanatic special rule if they do not have it already. In addition, all Renegade units within 12" have the Zealot special rule.

Explosive Demise

When the Rapier loses its last wound, roll a D6. On a 2-6, remove the Rapier as a casualty as normal. On a 1, place a Large Blast (5") template onto the table, centred on the Rapier – all models, friendly and enemy, under this template take a single Str 3 AP+ hit. Once these hits are resolved, remove the Rapier as a casualty as normal.

Gun Carriage

This unit may be moved if attached to a vehicle capable of towing it. This is possible even if this unit has the Immobile or Automated Artillery rules.

Immobile Artillery

An Immobile Artillery piece cannot be moved after it has been deployed, and ignores any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules. When called upon to Fall Back, the crew must leave their guns behind and Fall Back, the platforms are then removed as casualties.

VEHICLES SUMMARY

Vehicle Types: F = Fast, Fl = Flyer, H = Hover, O = Open-topped, Tk = Tank, T = Transport, W = Walker, Sh = Super-heavy.
 SH1 = Super-heavy Flyer, ShW = Super-heavy walker, Hv = Heavy
 Unit Types: Ar = Artillery

CHAOS SPACE MARINES VEHICLES SUMMARY

	Armour					
	BS	Front	Side	Rear	HP	Type
Internal Relic Predator	4	13	11	10	3	Tk
Chaos Relic Sicaran	4	13	12	12	3	Tk, F
Chaos Land Raider Proteus	4	14	14	14	4	Tk, T
Internal Relic Achilles	4	14	14	14	4	Tk, T
Chaos Fellblade	4	14	13	12	12	Sh
Chaos Typhon*	4	14	14	14	6	Sh
Chaos Spartan	4	14	14	14	5	Tk, T
Chaos Storm Eagle	4	12	12	12	4	Fl, H, T
Chaos Fire Raptor	4	12	12	12	4	Fl, H
Chaos						
Thunderhawk Gunship	4	12	12	10	9	ShFl, H
Hell Blade	3	10	10	10	2	Fl
Hell Talon	3	10	10	10	4	Fl
Chaos Dreadclaw	-	12	12	12	3	H, Fl
Kharydis Assault Claw	4	12	12	12	5	Fl, T, H
Blight Drone	2	12	11	10	2	H, Fl

	Armour									
	WS	BS	S	Front	Side	Rear	I	A	HP	Type
Ferrus Infernus	5	5	6	12	12	10	4	3	3	W
Sonic Dreadnought	5	5	6	12	12	10	4	2	3	W
Chaos Contemtor	5	4	7	13	12	10	4	3	3	W
Greater Brass Scorpion	3	3	10	14	13	10	3	6	9	ShW
Blood Slaughterer	5	1	6	13	12	10	4	3	3	W
Chaos Decimator	3	3	8	13	12	11	3	4	3	W
Plague Hulk	3	2	6	13	13	11	2	4	4	W
Chaos Reaver	2	4	10	14	14	13	1	2	18	ShW
Chaos Warhound	2	4	10	14	13	12	1	1	9	ShW

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Chaos Rapier Carrier	-	-	-	7	2	-	-	-	3+	Ar

RENEGADES AND HERETICS VEHICLE SUMMARY

	Armour					
	BS	Front	Side	Rear	HP	Type
Renegade Chimera	2	12	10	10	3	T, Tk
Renegade Hellhound	2	12	12	10	3	Tk, F
Renegade Devil Dog	2	12	12	10	3	Tk, F
Renegade Bane Wolf	2	12	12	10	3	Tk, F
Renegade Salamander	3	12	10	10	3	Fl, O, F
Renegade Arvus Lighter	2	10	10	10	3	Fl, T, H
Renegade Valkyrie	2	12	12	10	3	Fl, H, T
Leman Russ Battle Tank	2	14	13	10	3	Tk, Hv
Leman Russ Annihilator	2	14	13	10	3	Tk, Hv
Leman Russ Conqueror	2	14	13	10	3	Tk, F
Leman Russ Exterminator	2	14	13	10	3	Tk, Hv
Leman Russ Vanguisher	2	14	13	10	3	Tk, Hv
Leman Russ Eradicator	2	14	13	10	3	Tk, Hv
Leman Russ Demolisher	2	14	13	11	3	Tk, Hv
Leman Russ Punisher	2	14	13	11	3	Tk, Hv
Leman Russ Executioner	2	14	13	11	3	Tk, Hv
Renegade Basilisk	2	12	10	10	3	Tk, O
Renegade Medusa	2	12	10	10	3	Tk, O
Renegade Griffon	2	12	10	10	3	Tk, O
Renegade Wyvern	2	12	10	10	3	Tk, O
Renegade Hydra	2	12	10	10	3	Tk, O
Renegade Colossus	2	12	10	10	3	Tk, O
Renegade Malcador	2	13	12	11	6	Sh
Renegade Minotaur	2	13	12	14	6	Sh, O
Renegade						
Malcador Defender	2	13	12	11	6	Sh
Renegade Baneblade	2	14	13	12	9	Sh

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Artillery Carriage	-	-	-	7	4	-	-	-	3+	Ar
Renegade Rapier	-	-	-	7	2	-	-	-	3+	Ar
Heavy Quad Launcher	-	-	-	7	2	-	-	-	3+	Ar
Heavy Mortar	-	-	-	7	2	-	-	-	3+	Ar

	Armour									
	WS	BS	S	F	S	R	I	A	HP	Type
Renegade Sentinel	2	2	5	10	10	10	3	1	2	W, O

*Crushing Weight: The Chaos Typhon is densely constructed and heavily reinforced to withstand the recoil of its own main weapon. This has the side effect of enabling it to pulverise just about anything smaller than itself that crosses its path. The Typhon adds +1 to all rolls on the Thunderbolt table when making a Ram or Tank Shock.

WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Accelerator autocannon	48"	7	4	Heavy 6, Bending, Rapid Tracking ¹
Quad mortar	12"-60"	5	5	Heavy 4, Barrage, Pinning, Blast (3"), Shell Shock ¹ , Fuelled by Hate ¹
Fellblade accelerator cannon (HE shell)	100"	8	3	Ordnance 1, Massive Blast (7")
(AP shell)	100"	9	2	Heavy 1, Armourbane, Blast (3")
Dreadhammer	24"/48"	10	1	Primary Weapon 1, Massive Blast (7"), Ignores Cover
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")
Balefire incendiary missile	36"	5	6	Heavy 1, Ignore Cover, Large Blast (5"), One Use
Hellstrike missiles	72"	8	3	Ordnance 1
Avenger bolt cannon	36"	6	3	Heavy 7
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Reaper autocannon battery	36"	7	4	Heavy 4, Twin-linked
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast (5")
Thunderhawk cluster bomb	Bomb	6	4	Heavy 1, Bomb, Apocalyptic Barrage (6), One Use
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast (7")
Reaper autocannon	48"	7	4	Heavy 2, Twin-linked
Lascannon	48"	9	2	Heavy 1
Havoc launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked
Tactical bomb	Bomb	6	4	Heavy 1, Blast (3"), Bomb, One Use
Heavy bomb	Bomb	6	4	Apocalyptic Barrage (1), Bomb, One Shot
Heavy bolter	24"	6	5	Heavy 2, Pinning, Twin-linked

Weapon	Range	Str	AP	Type
Assault drill ¹	-	x2	2	Melee, Armourbane
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration ¹
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration ¹
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration ¹
Soulburner	24"	4	4	Assault 1, Blast (3"), Bending
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Butcher cannon	36"	8	4	Heavy 4
Scorpion cannon	36"	6	3	Heavy 10
Soulburner cannon	24"	10	2	Primary Weapon 1, Large Blast (5"), Ignores Cover Saves
Hellmaw cannon	Template	6	3	Assault 1
Impaler	12"	8	3	Assault 1, Impaler ¹
Hades autocannon	36"	8	4	Heavy 4, Pinning
Ectoplasma cannon	24"	8	2	Heavy 1, Blast (3"), Gets Hot
Cyclotrate pattern conversion beamer	Up to 12"	6	-	Heavy 1, Large Blast (5")
	12"-24"	8	4	Heavy 1, Large Blast (5")
	24"-48"	10	1	Heavy 1, Large Blast (5")
Decimator siege claws	-	User	2	Melee, Shred, Smash ¹
Butcher cannon	36"	8	4	Heavy 4
Storm laser	36"	6	3	Heavy D3+2
Soulburner petard	24"	5	5	Ordnance 1, Bending, Large Blast (5")
Mawcannon (Vomit)	Template	6	4	Assault 1
(Phlegm)	36"	8	3	Assault 1, Large Blast (5")

Weapon	Range	Str	AP	Type
Rapid vomit	Terminator	5	3	Assault 1 Poisoned (3+)
Rot cannon	36"	6	3	Ordnance 1, Rending, Large Blast (5")
Iron claw	-	x2	2	Melee, Unwieldy, Specialist Weapon
Warpsword	-	User	3	Melee, Master-crafted, Specialist Weapon
Kyrie bomb	Bomb	5	4	Heavy 1, Blast (3"), Ignores Cover, One Use
Baleaton shatter charge	Bomb	8	4	Heavy 3, Unguided, One Use
Alchem cluster bomb	Bomb	-	5	Heavy 3, Barrage, Blast (3"), Poisoned (4+), One Use
Warp-pulse bombs	Bomb	2	2	Heavy 1, Large Blast (5"), Blind, Haywire, One Use
Hekstorn autocannon	36"	7	4	Heavy 3, Twin-linked, Rending

Rapid Tracking: Targets may not take Link saves against damage from this weapon.

Shell Shock: Due to the repeated impact of the quad launcher's shells, Pinning tests taken because of its attacks are made at a -1 Leadership penalty.

Fuelled by Hate: For every Hull Point the Infernal Relic Achilles has lost, the Strength and AP values of the quad mortar improve by +1 and the Shell Shock penalty described above suffers a further -1. For example, if the vehicle has lost two Hull Points, the quad mortar's Strength is 7 and its AP is 3, and Pinning tests are taken at -3.

Assault Drill: This incorporates a heavy flamer which, in addition to being used as normal, if the Dreadnought close combat weapon inflicts a penetrating hit against a building or vehicle that is occupied but the target is not destroyed outright, then all models inside suffer a single heavy flamer hit automatically after the Dreadnought's other attacks have been resolved. Note that this flamer hit only occurs once per Assault phase, not once per hit.

Firing Calibration: This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless rule or if the carrying model is a vehicle, etc.

Impaler: This is a massive daemonically possessed barbed harpoon and chain designed to spear a large enemy and drag it into the Blood Slaughterer's reach. Using the Impaler counts as a shooting attack which hits on a 4+.

If the harpoon strikes a successful Penetrating hit against a vehicle, or an unsaved wounding hit against a Monstrous Creature which survives its attack, then the daemonically empowered chain snaps back and the victim is abruptly dragged toward the Blood Slaughterer. Measure a straight line between the Blood Slaughterer and its target, and move the target model 2D6" towards the Blood Slaughterer. If the target model moves into base contact with the Blood Slaughterer, the Blood Slaughterer then counts as having charged it.

RENEGADES AND HERETICS WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Breacher shells	48"	10	1	Heavy 1, Blast (5"), Armourbane
Double Earthshaker	24"-240"	9	3	Primary Weapon 1 Massive Blast (7"), Pinning, Twin-linked
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast (10")
Colossus siege bombard	24"-240"	8	3	Ordnance 1, Barrage, Large Blast (5"), Pinning, Ignores Cover
Heavy quad launcher	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Pinning, Shell Shock
Heavy mortar	12"-48"	6	4	Ordnance 1, Barrage, Large Blast (5"), Pinning
Hot-shot lasgun	18"	3	3	Rapid Fire
Hot-shot laspistol	6"	3	3	Pistol
Hot-shot volley gun	24"	4	3	Salvo 2/4

A note on dragging models: Models may not be dragged though impassable terrain, Monstrous Creatures, vehicles or gaps they cannot fit through – in these cases the dragged target stops 1" away from the obstruction. Other terrain factors and infantry models in the way are ignored.

Infantry models can be repositioned if needs be once the dragged target comes to rest by their controlling player to allow room for the Slaughterer, with the proviso that units which are already locked in combat must stay locked in combat.

Buildings, Super-heavy vehicles or Gargantuan Creatures cannot be dragged about by the Impaler!

Smash: When a building or transport takes a Penetrating hit from a Decimator's Smash attack, any units inside suffer D6 heavy flamer hits for each heavy flamer the Decimator has, in addition to any other damage inflicted. The Decimator can only benefit from the Smash rule as long as it has at least a single siege claw.

Unguided: This weapon is always treated as if it was fired as a Snap Shot.

Indirect Fire: The Double Earthshakers cannot be levelled for direct fire, and may only engage targets using the Barrage rules with a minimum range of 24".

Baneblade Cannon with Co-axial Autocannon: The autocannon must be fired at the same target as the baneblade cannon and any damage result that affects the main weapon affects it as well. If the co-axial weapon is fired before the main weapon and scores at least one hit on the target unit, the main weapon's To Hit roll may be re-rolled.

Colossus siege bombard: Must be fired using the Barrage rules, with a minimum range of 24" – this weapon can not be fired directly.

APPENDIX III: LORDS OF THE ABYSS

This section contains rules and background for some of the most fearsome daemoniac foes ever encountered by the Imperium or the other species of the galaxy. Such entities take to the field of battle only rarely, for they must be summoned by way of blasphemous ritual and there is always a terrible price to pay for their aid. Indeed, many who call upon such beings are judged unworthy and slain at the hands of those they would bind to their will.

Daemon Lords of War

The following Daemons are so powerful, they are only encountered in battle once a generation, for where they tread, entire worlds burn. These Daemon Lords – Scabthrax the Bloated, An'ggrath the Unbound, Aetaos'rau'keres the Slayer of Souls and Zarakynel the Bringer of Torments are counted as

Lords of War, usable in armies where the Primary Detachment is drawn from *Codex: Chaos Daemons*. In addition to the normal restrictions on the use of Lords of War, these models may never account for more than 25% of the points cost of the army, unless using the rules provided in the *Warhammer 40,000: Apocalypse* expansion.

Malefic Daemonology

Summoning and binding any of the Daemons presented in this section is a grand and terrible endeavour, and beyond the scope of what is possible during the raging anarchy of a battle. None of these models may therefore be summoned or brought into play by way of the Malefic Daemonology Psychic Discipline described in the *Warhammer 40,000* rulebook.

MAMON, DAEMON PRINCE OF NURGLE220 Points

A recent addition to the ranks of Papa Nurgle's favoured children, Mamon was a false priest of the Imperial Creed whose treachery and betrayal led to the bloody siege of the apostate world of Vraks and the deaths of many millions. Since his elevation to daemonhood, his tainted soul has fused with the dark essence of a Great Unclean One, and this former master spy and intriguer has become a reeking corpulent mass of flesh. Implanted with corrupt technology, he is now a living conduit for toxic filth and the foulest contaminations of the Warp. Mamon exists now only to destroy and pollute any living creature he comes across, leaving nothing but slime-drenched ruin and tainted earth in his wake. Since the final desperate battles for control of Vraks, during which the freshly transfigured Mamon fought alongside the Nurgle-worshipping warband known as the Tainted, the foul rites to summon him have spread to several other Nurgle worshipping cults and warbands.

	WS	BS	S	T	W	I	A	Ld	Sw
Mamon	7	5	6	7	5	4	4	9	5+

Unit Composition

- 1 (Unique)

Unit Type

- Monstrous Creature (Character)

Wargear

- Contagion Spray

Special Rules

- Daemon of Nurgle*
- Daemonic Instability*
- Deep Strike
- Feel No Pain (5+)
- Poisoned (2+)

*See *Codex: Chaos Daemons*

Contagion Spray

A daemonic weapon fused to Mamon, the Contagion Spray spews forth a tide of foulness and decay utterly lethal to all life it touches.

This weapon uses the following profile:

Weapon	Range	Str	AP	Type
Contagion spray	Template	1	3	Heavy 1, Poisoned (2+)



DAEMON LORD – SCABEATHRAX THE BLOATED 777 Points

Papa G'aap, Lord Of The Blighted Pit, Maggotspore, the Wind Of Nurgle

Amongst the most favoured of Nurgle's Daemons is the ancient and terrible Great Unclean One named Scabeathrax, a great bloated sack of contagion and disease of horrifying size and form. When manifest in the corporeal universe, Scabeathrax is a terrifying sight, lumbering along, chuckling darkly and accompanied by a baleful drone from the thick cloud of oversized black flies that darkens the skies all about. Wherever he treads, vegetation turns black and rots away to slime, ferrocrete cracks and crumbles into dust, and pools of toxic sludge form in his wake. Scabeathrax carries a crude, rusted cleaver and those struck by it find their body instantly overrun by rampant infection, their bodies rotting to nothing as Nurgle's many foul diseases are bestowed upon them.

	WS	BS	S	T	W	I	A	Ld	Sv
Scabeathrax	9	3	8	9	6	3	5	10	-

Unit Composition

- 1 Daemon Lord (Unique)

Unit Type

- Gargantuan Creature

Wargear

- Blade Of Decay
- Icon Of Chaos*

Special Rules

- Toxic Discharge
- Hulking Monster
- Nurgling Infestation
- Daemon Lord
- Daemon of Nurgle*
- Maggotspore
- Deep Strike
- Daemonic Instability*



*See Codex: Chaos Daemons for details.

Nurgling Infestation

Scabeathrax is infested with Nurglings, in fact they grow within him and burst through pores in his skin to feast upon his rotten flesh and oozing pus. Whilst in close combat, the Nurglings swarm over Scabeathrax's enemies, granting him an extra D6+3 attacks at Initiative step 3 with the following profile:

Weapon	Range	Str	AP	Type
Nurgling infestation	-	3	-	Melee, Unwieldy

Daemon Lord

This model has the Invaluable save granted by the Daemon rule increased to 3+.

Blade of Decay

This foul weapon was forged in the Blighted Pit using Nurgle's most potent diseases.

Weapon	Range	Str	AP	Type
Blade of Decay	-	User	1	Melee, Contagion ¹ , Specialist Weapon

¹A model which suffers an unsaved wound from this weapon must immediately pass a Toughness test or suffer an additional wound with no armour saves or cover saves allowed.

Toxic Discharge

Scabeathrax may spew forth a stream of stinking filth over his enemies. He may attack in the Shooting phase just as with a normal shooting attack.

Weapon	Range	Str	AP	Type
Toxic discharge	Hellstorm	5	4	Assault 1

Hulking Monster

Although a Gargantuan Creature, Scabeathrax can only move 6" in the Movement phase (rather than the usual 12").

Maggotspore

Scabeathrax is a noisome, seething monster formed of rotting flesh and putrescence. He has the Feel No Pain (4+) special rule and counts as being equipped with both defensive grenades and assault grenades. In addition, when charging into an assault, he gains +D3 attacks rather than the usual +1.

Furthermore, all models within 6" at the start of each of Scabeathrax's controlling player's turns, except Daemons and models carrying the Mark of Nurgle, must take a Toughness test or suffer a wound with no armour save or cover save allowed. Models without a Toughness value are unaffected.

DAEMON LORD – AN'GGRATH THE UNBOUND888 Points

Guardian of the Throne of Skulls, Most favoured of Khorne, Lord of Bloodthirsters, the Deathbringer

Even amongst the Inquisitors of the Ordo Malleus and within the ranks of the Grey Knights there are names that are only ever whispered, names which invoke dread amongst even the Emperor's mightiest servants. One such name is An'ggrath, the mightiest Bloodthirster yet summoned from the Warp, and the most favoured of Khorne's servants. Amongst the ranks of Khorne's Daemon-followers, An'ggrath is one of the greatest and most revered. Created by the Blood God to be the ultimate expression of Khorne's bloody creed, none can stand before him and hope to live.

In the past ten thousand years, An'ggrath has been summoned forth from the Warp on but a handful of occasions, and those who attempt to summon him must first prove themselves worthy with their devotion and slaughter. Few would ever dare attempt it, for to summon An'ggrath is to court Khorne's displeasure and terrifying wrath. The few successful summonings have brought terrible destruction upon the Imperium, countless worlds falling beneath An'ggrath's cloven hooves before the Grey Knights are able to intervene, albeit at terrible cost to these ultimate champions of Mankind.

	WS	BS	S	T	W	I	A	Ld	Sv
An'ggrath	10	4	10	8	8	5	7	10	2+

Unit Composition

- 1 Daemon Lord (Unique)

Unit Type

- Flying Gargantuan Creature

Wargear

- Axe of Khorne*
- Bloodlash of Khorne
- Daemonic Armour
- Icon of Chaos*

Special Rules

- Blood Frenzy
- Daemon Lord
- Daemon of Khorne*
- Daemonic Instability*
- Deep Strike
- The Deathbringer

*See Codex: Chaos Daemons for details.

Daemonic Armour

An'ggrath is clad in daemonic brass armour, forged by Khorne himself. He receives a 2+ Armour save.

Blood Frenzy

An'ggrath must charge if there is an enemy in range at the start of the Assault phase.

The Deathbringer

An'ggrath is a nightmarishly powerful creature born of an eternity of bloodshed and violence, and steeped in the favour of his bloody god. An'ggrath counts as being equipped with assault grenades when charging and when charging into an assault receives +D6 extra attacks rather than the usual +1. In addition, An'ggrath passes all Deny the Witch tests on 2+.

Bloodlash of Khorne

An'ggrath's great barbed whip may be wielded as an attack in the Shooting phase using the following profile:

Weapon	Range	Str	AP	Type
Bloodlash of Khorne	12"	7	3	Assault 2

Daemon Lord

This model has the Invulnerable save granted by the Daemon rule increased to 3+.



URAKA 'THE WARFIEND', DAEMON PRINCE OF KHORNE200 Points

Once a barbarian warlord on an ancient and forgotten world, as a mortal man Uraka's excess of bloodshed and plunder drew the attention of his people's dark god of war. Khorne looked on pleased at this favoured son's lifetime of pitiless massacres and savage martial victories, such that when he finally fell in battle, his forfeited soul was taken to the Citadel of Brass in Khorne's warp-realm where he fought for the right to do slaughter for all eternity. Now a Daemon Prince with a bloodlust unfettered by mortal constraints or sanity and with his own legion of hellspawn at his command, Uraka 'The Warfiend' serves now as Khorne's headsmen, slaughtering his god's foes and delivering his dark master's judgement on traitors and enemies alike.

	WS	BS	S	T	W	I	A	Ld	Sv
Uraka	7	5	7	5	4	6	5	9	3+

Unit Composition

- 1 (Unique)

Unit Type

- Monstrous Creature (Character)

Wargear

- The Executioner's Axe

Daemonic Gifts

- Collar of Khorne*
- Warp Forged Armour*

Daemonic Rewards

- Unholy Frenzy*

Special Rules

- Daemon of Khorne*
- Daemonic Instability*
- Deep Strike

The Executioner's Axe

Uraka's ornate and massive axe has taken many skulls for the Throne of Skulls in its time, and sees particular service in beheading traitors to Khorne.

Weapon	Range	Str	AP	Type
The Executioner's Axe	-	User	2	Melee, Two-handed, Fleshbane, Decapitating Blow ¹

¹Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.

*See Codex: Chaos Daemons.



DAEMON LORD – ZARAKYNEL666 Points

Bringer of Torments, the Souleater, Unholy One, Angel of Despair

Of all of Slaanesh's unholy servants, the name of Zarakynel is revered above that of any other Keeper of Secrets. She/he/it is Slaanesh's perfect creation, summoned from the darkest recesses of the human psyche, the physical representation of Man's repressed emotions of jealousy, sadistic pleasure and carnal desires. The mix is potent and has created the Pleasure God's most feared killer yet. Zarakynel is also well known to the Farseers of the Eldar race. In the past, the Souleater (as they have named this Keeper of Secrets) has preyed upon their race, several times ravaging isolated Exodite worlds, feasting on spirit stones and condemning all it kills to eternal torment at the whims of Slaanesh.

	WS	BS	S	T	W	I	A	Ld	SV
Zarakynel	10	3	7	7	6	10	5	10	-

Unit Composition

- 1 Daemon Lord (Unique)

Unit Type

- Gargantuan Creature

Wargear

- The Souleater Sword
- Icon of Chaos*

Special Rules

- Daemon Lord
- Daemon of Slaanesh*
- Daemonic Instability*
- Deep Strike
- Deathly Rapture
- Angel of Despair

*See Codex: Chaos Daemons



The Souleater Sword

Wounds from the Souleater sword inflict Instant Death, regardless of the target's Toughness value.

Weapon	Range	Str	AP	Type
The Souleater Sword	-	User	1	Melee, Souleater*, Specialist Weapon

'At the end of any Fight sub-phase in which this weapon has inflicted an unsaved wound, roll a D6. On the roll of a 2+, the bearer gains an additional wound, up to a maximum of 10. This may take the bearer above their starting maximum number of wounds.'

Deathly Rapture

This may be used as a shooting attack by Zarakynel in the Shooting phase using the following profile:

Weapon	Range	Str	AP	Type
Deathly Rapture	36*	6	3	Assault D6, Pinning

Angel of Despair

Zarakynel is a languid horror from beyond, contemptuous of natural law and the sane cosmos. It re-rolls all failed To Hit and To Wound rolls in combat and counts as being equipped with assault grenades when charging. In addition, when charging into an assault, it gains +D3 attacks rather than the usual +1. Any non-Fearless unit in close combat with Zarakynel must pass a Leadership test at the start of each Fight sub-phase or be unable to strike blows that turn. In the case of units, roll once for the entire unit, but always roll for independent characters separately.

Daemon Lord

This model has the Invulnerable save granted by the Daemon rule increased to 3+.

SPINED CHAOS BEAST 140 Points

Many horrors too foul to name spill from the Daemon worlds of the Eye of Terror. They are foul abominations of Chaos, creatures taken by the dark gods and corrupted or possessed by ravenous Daemons for their entertainment. Tormented and driven insane by its new hideous form, its soul governed by the base desires of the Daemon within, the Chaos Beast seeks only to kill before being slain in its turn. Chaos beasts come in many forms, but each is a creature of muscle, sinew, fangs and claws with only one thought driving it – to charge headlong into the enemy, tearing and goring a bloody path across the battlefield.

	WS	BS	S	T	W	I	A	Ld	Sv
Spined Chaos Beast	5	1	7	6	4	4	3	5	-

Unit Composition

- 1 Spined Chaos Beast

Unit Type

- Monstrous Creature

Special Rules

- Fearless
- It Will Not Die
- Daemonic Instability*
- Deep Strike

Options

- The Spined Chaos Beast must be given one of the following:
 - Daemon of Khorne* Free
 - Daemon of Nurgle* +15 Points
 - Daemon of Tzeentch* +5 Points
 - Daemon of Slaanesh* +15 Points

*See Codex: Chaos Daemons.



GIANT CHAOS SPAWN 80 Points

Those who seek the aid of the Chaos gods strike a dangerous bargain. One path leads to power, glory and ultimately to the immortality of daemonhood. The other path leads to corruption and abomination, and the mindless sub-human horror of becoming a Chaos Spawn. Giant Chaos Spawn are those creatures that have endured for centuries in this loathsome state, their mutations bloating and growing until the creature reaches monstrous proportions. Unfortunately for the cursed individual who survives long enough as a Spawn to reach this size, a Giant Chaos Spawn is all but impossible to kill, condemning it to an eternity of torment as a squealing mound of mutated limbs and churning fangs.

	WS	BS	S	T	W	I	A	Ld	Sv
Giant Chaos Spawn	4	0	6	6	4	3	D6+2	10	4+

Unit Composition

- 1 Giant Chaos Spawn

Unit Type

- Monstrous Creature

Special Rules

- Fear
- Fearless
- Rage
- Random Attacks
- Mutated Beyond Sanity



Random Attacks

Giant Chaos Spawn flail wildly with their twisted appendages in combat, lashing out in all directions. To represent this they have a random number of attacks, determined by rolling D6+2 at the start of each Fight sub-phase when they are in combat.

Mutated Beyond Sanity

At the beginning of each Fight sub-phase, before rolling for their random attacks value, roll a D3 on the table opposite. The resulting mutation affects the Giant Chaos Spawn for the rest of that turn.

D3 Mutation

- Sword-spines:** All models in base contact with the Giant Chaos Spawn in Initiative step 10 of the Fight sub-phase take an automatic Str 6 AP hit.
- Gibbering Jaws:** All models locked in combat with the Giant Chaos Spawn suffer a -2 modifier to their Initiative. Models with the Fearless special rule ignore this penalty.
- Frenzied Regeneration:** The Giant Chaos Spawn gains the Feel No Pain (2+) special rule.

DAEMON LORD – AETAOS'RAU'KERES999 Points

Slayer of Souls, Lord of Hosts, Distorter of Worlds, the Shadow of All Colours and None, Ashenwing, Render of Veils, Tzeentch's Mad Satrap, etc

Spoken of in hushed tones and shrouded ambiguities even by those who worship the Great Conspirator, Aetaos'rau'keres is a dreaded and feared figure among Daemon-kind, an entity of extreme power whose gaze pierces time and whose mastery of the Warp allows him to turn the power of other psykers against themselves. This Daemon, risen from the ranks of the Lords of Change, is an un-sane demigod doomed to serve for all eternity as Tzeentch's waster of worlds. He is a harbinger who heralds the end of sanity and life on any planet to which he is summoned, and is a living gateway for the ever-shifting host of horrors that follow in his wake.

Though known by many names and falsehoods, the true history of this being has been lost even to the scholars of the arcane who prize their secrets from the mouths of bound Daemons. The Blue Scribes, however, chatter that the Arch-Daemon in his madness has hunted down and extinguished every mortal soul or warp entity who knows the truth of his nature, save for his overlord Tzeentch. What is certain is that Aetaos'rau'keres is not wholly the master of his own fate, for while his god has granted the Daemon Lord great power, Tzeentch has also fettered him in layer upon layer of ward-pacts and riddling incantations, shattering his reason. So it is that when summoned with the correct rituals, the Daemon is forced to appear and vent his wrath on the mortal plane. Spite-filled and hateful, Aetaos'rau'keres is venerated only by the most apocalyptic of Tzeentchan cults, and they who seek to bring forth this Daemon Lord do so only to murder worlds.

Aetaos'rau'keres	WS	BS	S	T	W	I	A	Ld	Sv
	9	6	8	8	9	9	5	10	-

Unit Composition

- 1 Daemon Lord (Unique)

Unit Type

- Flying Gargantuan Creature

Wargear

- The Staff of Cataclysm
- Icon of Chaos*

Daemonic Rewards*

- Riftbringer
- Soul Eater
- Wind of Chaos

Special Rules

- Chosen of Tzeentch
- Mantle of Twisted Fates
- Dark Jealousy
- Daemon Lord
- Psyker (Mastery Level 4)
- Daemonic Instability*
- Deep Strike
- Daemon of Tzeentch*



*See Codex: Chaos Daemons

Chosen of Tzeentch

Aetaos'rau'keres must generate a total of four powers, and must roll for at least two powers on the Discipline of Change table in *Codex: Chaos Daemons*, ignoring the usual maximum for generating powers from his patron's discipline. Other powers may be generated from any one discipline chosen from the Pyromancy, Telepathy, Telekinesis, Divination or Biomancy disciplines from the *Warhammer 40,000* rulebook. Aetaos'rau'keres may not use the Daemonology Discipline.

Mantle of Twisted Fates

All hostile psychic powers that are successfully nullified by a Deny the Witch test by Aetaos'rau'keres are reflected back on their user on a roll of 4+ on a D6. Make this Reflection roll after the power is successfully nullified. Reflected powers which are counted as shooting attacks hit their victim automatically and, in the case of blast markers, centre them back on the originator without rolling to scatter. Where both the user and the subject have to take a test, Aetaos'rau'keres counts as being the user.

Dark Jealousy

Aetaos'rau'keres is a bitter and twisted entity, fearful and paranoid that others of his kind would usurp his power. As a result, if another Greater Daemon (including Lords of Change, etc), Daemon Prince or Daemon Lord is within 18" at the beginning of the controlling player's Shooting phase, Aetaos'rau'keres must direct all of his ranged attacks against them (or if more than one is present, at the closest one) regardless of whether they are friend or foe.

Daemon Lord

This model has the invulnerable save granted by the Daemon rule increased to 3+.

The Staff of Cataclysm

A potent artefact whose possession took endless tangled millennia of scheming and manipulation to acquire, the Staff of Cataclysm can unleash the seething channelled power of a warp storm to its user's will, although its incessant howling and gibbering can drive even a Daemon mad.

In order to use the staff, Aetaos'rau'keres must remain stationary in the Movement phase and not use other Rewards in order to summon the staff's power, and cannot use the staff if he is engaged in an assault.

The staff's power manifests as a shooting attack. The attack uses the following weapon profile:

Weapon	Range	Str	AP	Type
Staff of Cataclysm	Unlimited	-	3	Apocalyptic Barrage (6+D3), Haywire, Poison 4+

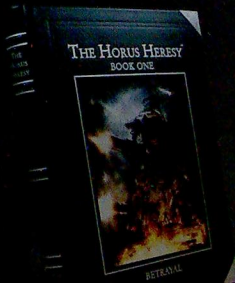
The gods of Chaos are fickle and not even an Arch-Daemon of Aetaos'rau'keres' stature can be certain of his mastery over the power held within the staff. Aetaos'rau'keres must pass a Leadership test each time the staff is used, if this is passed, target the barrage normally. If it is failed, their opponent gets to target the attack.

If Aetaos'rau'keres passes the Leadership test and the attack entirely destroys one or more enemy Infantry units, a cackling Pink Horror of Tzeentch tears itself out of each victim's ruined body. Place a Large Blast (5") marker centered where the attack's Apocalyptic Barrage marker was centered. Place a new unit consisting of a number of Pink Horrors equal to the number of models from entirely destroyed units removed as casualties under the marker. These Pink Horrors act exactly as if they have been deployed using the Deep Strike rules that turn, but may not fire in this Shooting phase.

Pink Horror units created in this way may only be placed if the controlling player has the correct models spare, and are destroyed if there is no space for them where the marker lands, as are any not able to fit under the marker. Pink Horror units created by this power do not count towards the army's points cost, and are worth no Victory points or Kill points should these rules be used in the game. Nor can they be added to 'bolster' an existing unit. In essence, these Pink Horrors are 'free' daemonic reinforcements whose costs have been figured into their controlling player's points total already.

THE HORUS HERESY

BOOK ONE - BETRAYAL



The Horus Heresy Book One - Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery.

This book, lavishly illustrated in full colour, contains extensive background information on the Imperium as it stood at the end of the Great Crusade, the foundations of the Space Marines of the Legiones Astartes and the dark deeds of the Battle of Istvan III. Also detailed are the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard, and an extensive campaign system that allows you to play out the conflict on Istvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book One - Betrayal is a complete expansion for the Warhammer 40,000 game and requires only the Warhammer 40,000 rulebook to use its contents.



BOOK TWO - MASSACRE

The Horus Heresy Book Two - Massacre is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This bonded leather bound hardback book, lavishly illustrated in full colour, contains extensive background information on the dark deeds leading up to the terrible slaughter that unfolded during the Istvan V Dropsite Massacre.

Also detailed are the histories of four of the Legions who took part: the Iron Hands, Salamanders, Night Lords and Word Bearers, and an extensive campaign system that allows you to play out the conflict on Istvan V in your own exciting tabletop battles.

This book also contains additional entries for the Space Marine Legion Crusade Army list presented in *The Horus Heresy Book One - Betrayal*, as well as game rules for the Primarchs of the four newly described Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book Two - Massacre is an expansion for the Warhammer 40,000 game and requires the Warhammer 40,000 rulebook as well as *The Horus Heresy Book One - Betrayal* to use its contents.



BOOK THREE - EXTERMINATION

The Horus Heresy Book Three - Extermination is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy. Detailed are the histories of four Legions: the Raven Guard, Iron Warriors, Alpha Legion and Imperial Fists. It completes the story of the Dropsite Massacre as well as two other battles erupting at the start of the war: the Invasion of Paramar and the Battle of Phall, and also features an extensive campaign system that allows you to play out a number of the conflicts described in your own exciting tabletop battles.

This book presents a complete army list for the Mechanicum, the Taghmata Omnissiah, including rules for a range of their fearsome new Battle-automata and mighty and arcane war machines. It also features additional entries for the Space Marine Legion Crusade Army list presented in *The Horus Heresy Book One - Betrayal*, from game rules for the Primarchs of the four newly described Legions to super-heavy vehicles and special characters featured in the book's stories.

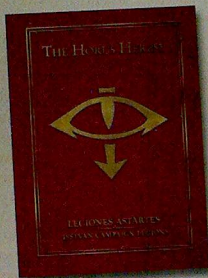
The Horus Heresy Book Three - Extermination is an expansion for the Warhammer 40,000 game which requires the Warhammer 40,000 rulebook and *The Horus Heresy Book One - Betrayal* to use its contents.



THE HORUS HERESY[®]

LEGIONES ASTARTES

ISSTVAN CAMPAIGN LEGIONS



This book provides you with updated and revised rules to field units, characters and even the mighty Primarchs of the Legiones Astartes in your Space Marine Crusade army in games of Warhammer 40,000 set during the galaxy-wide civil war that was the Horus Heresy.

Compiled within are rules for the Primarchs of twelve of the Legiones Astartes, allowing you to field these demigod-like warrior-leaders in your Space Marine Crusade army, whether it is a Loyalist or Traitor Legion, as well as numerous special characters who fought on the side of the Emperor or the arch-traitor Warmaster Horus, and special units and vehicles unique to individual Legions.

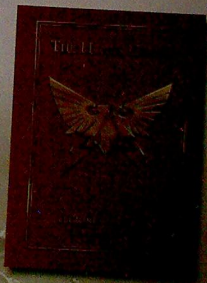
Also included are Legion-specific special rules that allow you to represent the special tactics and demeanour of each, as well as individual Rites of War that enable you to modify the organisation of your army in order to represent specialised forces such as an unstoppable World Eaters Berserker Assault or a sudden and lethal Raven Guard Decapitation Strike.

CRUSADE ARMY LIST

This book provides you with updated and revised rules to field the armies of the Legiones Astartes – whether Loyalist or Traitor – in games of Warhammer 40,000 set during the tumultuous Horus Heresy.

Compiled within are rules for the Space Marine Legions as they fought at the close of the Great Crusade and throughout the opening confrontations of the Horus Heresy. Included are unit entries for such mighty leaders as Praetors and Consuls, elite warriors such as Terminators and Destroyers, and line units such as Legion Tactical, Support and Assault Squads. Furthermore, numerous specialist units are included, such as Breacher Squads, Seekers, Techmarine Covenants and Apothecari Detachments.

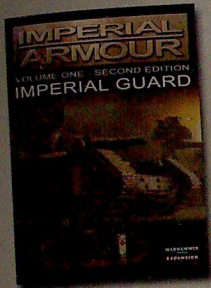
The army list also contains some of the most destructive and ingenious engines of war used by the Legiones Astartes as they prosecuted the Emperor's Great Crusade – vehicles such as the Glaive Super-heavy Tank, the Javelin Attack Speeder, the Scaran Venator Tank Destroyer and numerous other vehicles, weapons and units for your Space Marine Crusade army.



IMPERIAL ARMOUR

IMPERIAL ARMOUR – VOLUME ONE

IMPERIAL GUARD – SECOND EDITION



Imperial Armour Volume One – Second Edition: Imperial Guard is a book dedicated to the fighting vehicles of the Imperial Guard, the steel-clad behemoths that rumble and clank their way across the battlefields of the far future, unleashing fire and shell at the enemies of Mankind. Inside this 294 page book, the full panoply of Imperial Guard armoured vehicles are displayed in exhaustive detail, including profiles and rules for over fifty tanks, support vehicles, artillery pieces and super-heavy vehicles, alongside extensive background material on these war machines, their munitions and manufacture.

In addition to this wealth of information, *Imperial Armour Volume One – Second Edition* also includes a full army list that allows you to field the sledgehammer of Imperial military might: the Armoured Battle Groups of the Imperial Guard. Alongside this are a selection of appendices presenting detailed information on a variety of topics, from the technical specifications of the ammunition used by the forces of the Imperial Guard, to rules for a number of famous Imperial Guard tank commanders and heroes of the Imperium.

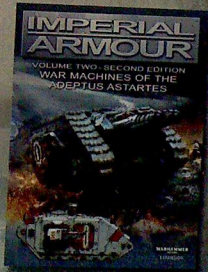
IMPERIAL ARMOUR – VOLUME TWO

WAR MACHINES OF THE ADEPTUS ASTARTES – SECOND EDITION

This book provides you with rules to use the large range of Forge World Space Marine armoured vehicles and artillery in your games of Warhammer 40,000.

Included within are profiles and rules for over 30 vehicles, from specialised variants of the mighty Land Raider to the heavily armed Thunderhawk gunship, alongside extensive background material on the war machines of the Space Marines, their tactics and manufacture. It also describes vehicles used by the zealous Battle Sisters of the Adepta Sororitas, as well as those seconded to the service of the agents of the dreaded Inquisition.

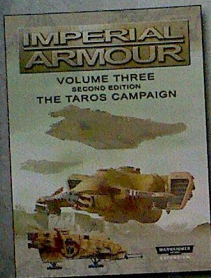
In addition to this wealth of information, *Imperial Armour Volume Two – Second Edition* presents extensive details on the livery and markings used by the Space Marines of the Adeptus Astartes.



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IMPERIAL ARMOUR

IMPERIAL ARMOUR – VOLUME THREE THE TAROS CAMPAIGN - SECOND EDITION



When the planet Taros secretly falls under the sway of the rising Tau Empire, its mineral resources are diverted from the Imperium's hungry Forge Worlds to feed the factories of the Tau. The Imperium's response is brutal and direct: the full force of the Emperor's armies is unleashed against the Tau Cadres on Taros. The bitter war that followed was to involve two Chapters of Space Marines, and Imperial Guard from the famed Elysian and Tallarn regiments before its end. This record chronicles that war – from its inception to its dire conclusion.

Imperial Armour Volume Three – Second Edition: The Taros Campaign is the definitive reference for using Forge World's extensive range of Tau Empire armoured vehicles and battlesuits in your games of Warhammer 40,000. Included within are the profiles for every one of Forge World's Tau Empire units and characters, from the humble Heavy Gun Drone to the vast and imposing Manta, including those units that were deployed after the bloody conflict on Taros.

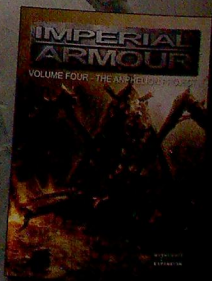
This book also includes a full campaign, with twelve scenarios detailing the war for the desert world of Taros. Alongside this is a complete army list allowing you to field Imperial Guard Elysian Drop Troop armies, as well as rules for representing Tallarn regiments in games of Warhammer 40,000 6th Edition.

IMPERIAL ARMOUR – VOLUME FOUR THE ANPHELION PROJECT - SECOND EDITION

When Inquisitor Solomoni Lok receives orders to investigate the loss of astropathic contact with a colony from a moon in the Anpheleon system, he begins a journey into darkness, horror and war. Supported by Space Marines of the Red Scorpions Chapter, Elysian Drop Troops of the 266th Regiment and Cadian Guardsmen of the 266th Regiment, Lok is soon fighting for survival in the fog-enveloped eerie landscape.

Imperial Armour Volume 4 – Second Edition: The Anpheleon Project contains full details for the extensive range of Forge World's Tyranid models, allowing you to use them in games of Warhammer 40,000. The book also includes extensive background information on the gruesome and monstrous spawnings by the Hive Mind in its war to consume the Imperium, making it an essential resource for players seeking to unleash the true horror of the Tyranid menace upon their foes.

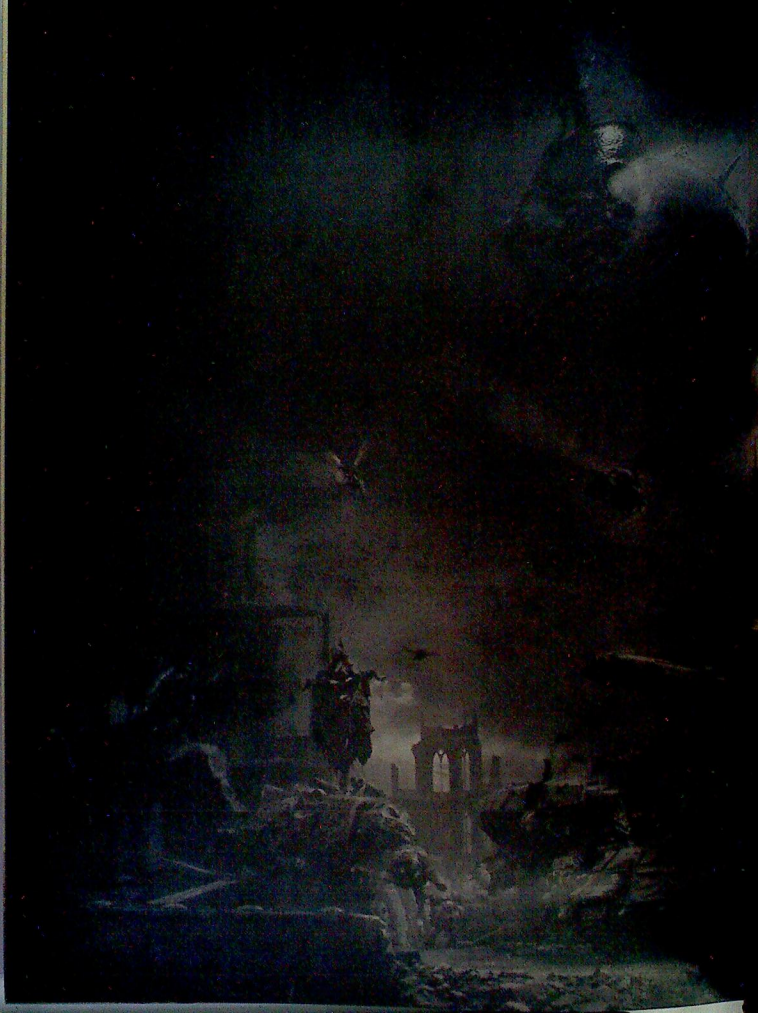
Also included is a full record of the Anpheleon incident, from Inquisitor Lok's discovery of the true nature of the research being carried out on Beta Anpheleon IV, to the actions of his treacherous allies conspiring to bring about his untimely end. Alongside this is a campaign which allows players to make their own attempt to survive the dangers found within the Inquisitorial research facility, as well as a full army list for the special Inquisitorial detachment D-99 and additional rules for the Red Scorpions Chapter, enabling players to field these veteran warriors in the defence of Beta Anpheleon IV.

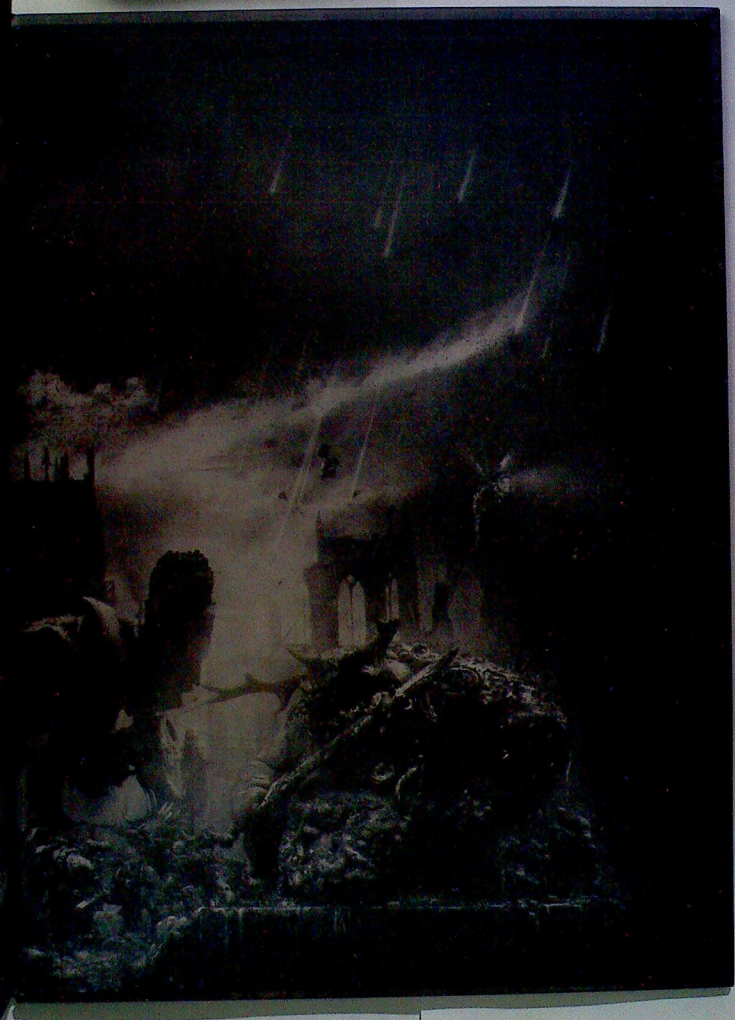


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IMPERIAL ARMOUR

VOLUME THIRTEEN

WAR MACHINES OF THE LOST AND THE DAMNED

This book provides you with rules to use the large range of Forge World Chaos Space Marine armoured vehicles in your games of Warhammer 40,000.

Included within are profiles and rules for more than twenty Chaos Space Marine vehicles, as well as Chaos Titans and the armoured vehicles of the Heretics and Renegades – the mortal followers of the dark gods. These range from specialised variants of the mighty Land Raider to the heavily armed Chaos Thunderhawk Gunship, as well as extensive background material describing the war machines of the Chaos Space Marines and their mortal allies. It also provides a complete army list for Renegades and Heretics – the hosts of cultists, mutants and turncoat warriors, and their own range of armoured vehicles dedicated to the Ruinous Powers – which can be fielded as an army in its own right or used as a source of allies for the Chaos Space Marines.

In addition to this wealth of information, *Imperial Armour Volume Thirteen – War Machines of the Lost and the Damned* presents extensive details on the dark heraldry and blasphemous iconography used by the Chaos Space Marines.

In order to use this book, you will need the *Warhammer 40,000* rulebook and the relevant Codex for your army. In addition to extensive background on such iconic armoured vehicles as the Chaos Land Raider, Chaos Rhino, Chaos Fellblade, Helbrute and Defiler, this book provides rules for the following Warhammer 40,000: Apocalypse and Warhammer 40,000 units:

CHAOS SPACE MARINE BATTLE TANKS

Chaos Infernal Relic Predator
Chaos Relic Sicaran Battle Tank

CHAOS SPACE MARINE ASSAULT VEHICLES

Chaos Land Raider Proteus
Chaos Infernal Relic Achilles

CHAOS SPACE MARINE HEAVY TANKS

Chaos Fellblade Super-heavy Tank
Chaos Typhoon Heavy Siege Tank
Chaos Spartan Assault Tank

CHAOS SPACE MARINE ATTACK CRAFT

Chaos Storm Eagle Assault Gunship
Chaos Fire Raptor Gunship
Chaos Thunderhawk Gunship
Chaos Hell Blade
Chaos Hell Talon
Chaos Dreadclaw Drop Pod
Chaos Kharybdis Assault Claw

CHAOS DREADNOUGHTS AND HELBRUTES

Ferrum Infernus Chaos Dreadnought
Emperor's Children Sonic Dreadnought
Chaos Contemptor Dreadnought

DAEMON ENGINES

Greater Brass Scorpion of Khorne
Blood Slaughterers of Khorne
Chaos Rapier Weapons Carrier
Chaos Decimator
Blight Drones
Plague Hulk of Nurgle

CHAOS TITANS

Chaos Reaper Battle Titan
Chaos Warhound Scout Titan

RENEGADES AND HERETICS ARMoured VEHICLES

Renegade Chimera
Renegade Hellhound Squadron
Renegade Sentinel Squadron
Renegade Salamander Squadron
Renegade Arvus Lighter Squadron
Renegade Valkyrie Squadron
Renegade Tank Squadron
Renegade Artillery Battery
Renegade Strike Battery
Renegade Hydra Battery
Renegade Bombard Battery
Renegade Heavy Ordnance Battery
Renegade Rapier Laser Destroyer Battery
Renegade Field Artillery Battery
Renegade Minotaur Artillery Tank
Renegade Maledor Heavy Tank
Renegade Maledor Defender
Renegade Baneblade Super-heavy Tank

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