

**Special Rules:**

**Unholy Fervour:** The Word Bearers have such zealous faith in the ruinous powers that only a foolish warlord would question their loyalty. Their belief is such to the point where they constantly push themselves beyond their limits in the name of the Dark Gods. No matter what happens the Word Bearers know that their faith will always be rewarded and will push against all odds in order to spread their dark litanies and corruption. All units in the Word Bearers army count as Stubborn and are Fearless on the first turn of any assault.

**Armoury:**

**The following pages contain the rules for equipment used by the Word Bearers along with the Rules for using them in your games of Warhammer 40,000. Any Wargear that is unique to a particular unit is included in the Forces section.**

**Wargear:****Icons of Chaos**

The Word Bearers sometimes carry into battle an Icon of Chaos. These holy effigies are charged with coruscating energies of raw Chaos and act as psychic beacons, allowing Sorcerers in the Chaos fleet to easily locate them from orbit and direct them any warriors that are teleporting to the battlefield. In the same way Daemons that are answering the compelling call of a summoning use these Icons as guides through the Warp.

**Icon and Deep Strike**

If models in Terminator armour or Obliterators are deployed onto the battlefield via Deep Strike and choose to do so within 6" of a model carrying an Icon, then they won't scatter. If the Icon bearer is inside a transport vehicle, then the range of the Icon is 6" from the hull of the transport vehicle itself. Lesser Daemons must enter the game by being summoned within 6" of an Icon. Icons only work for models in Terminator armour, Obliterators and Lesser Daemons, not for units entering play using jump packs or other means of transport. An Icon must already be on the table at the start of the turn for it to be used.

**Icons of Chaos Glory**

Apart from guiding teleporting Terminators, Obliterators and summoned Lesser Daemons. A unit that contains an Icon of Chaos Glory may choose to re-roll any failed or passed Morale checks and Leadership tests. In addition a unit that contains an Icon of Chaos Glory can always attempt to regroup even under half strength.

**Personal Icons**

These Icons simply guide teleporting Terminators, Obliterators and summoned Lesser Daemons.

**Weapons:****Autocannon**

Autocannons are automatic, self-loading weapons that fire large calibre, high velocity explosive shells. A masterful unification of rate of fire and destructive power, Autocannon rounds are most effectively used against light vehicles or particularly tough infantry.

**Range:** 48" **Strength:** 7 **AP:** 4 **Type:** Heavy 2

**Blight Grenade**

Also known as a Death-Head of Nurgle, Blight Grenades are explosive devices bloated and swollen with pathogens used by Plague Marines. When they explode the shrapnel injures with deadly toxins and contagions that can penetrate cracks in armour, cause flesh to boil and slough away, and fill the air with blinding spores, all the while keeping the victim alive until the very end. Blight Grenades follow the rules for Defensive Grenades in the Warhammer 40,000 rulebook.

### **Boltgun**

The boltgun, or bolter, fires small missiles or 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target, blowing it apart from the inside.

**Range:** 24" **Strength:** 4 **AP:** 5 **Type:** Rapid Fire

### **Bolt Pistol**

Bolt pistols are smaller versions of bolters. They are perfect side arms for Chaos Space Marines and are typically wielded alongside the chainsword.

**Range:** 12" **Strength:** 4 **AP:** 5 **Type:** Pistol

### **Chainfist**

A chainfist is a power fist fitted with a chainblade attachment designed to carve its way through armoured bulkheads or armour plating. A chainfist is treated exactly as a power fist, but rolls an additional D6 for its armour penetration value.

### **Close Combat Weapons**

Word Bearer Chaos Space Marines utilise an array of close combat weapons, from the chainsword to the mighty chainaxe. All are equally deadly in the hands of an expert warrior. Chainswords, chainaxes and combat blades are close combat weapons as described in the Warhammer 40,000 rulebook.

### **Combi-Weapons**

Combi-weapons are bolters that have been specially modified by the Chapter's most skilled artisans. Each has been expertly converted to house another weapon, either a meltagun, plasma gun or flamer. This extra weapon carries only a limited charge, allowing the bearer a single shot, perfect for emergencies and shots of opportunity. A Chaos Space Marine armed with a combi-weapon (combi-meltagun, combi-plasma gun or combi-flamer) can choose to fire either the bolter, or the secondary weapon, each with the profile listed elsewhere in this section.

The bolter can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, Rapid Fire).

### **Daemon Weapons:**

Daemon weapons usually contain the power of a Greater Daemon, gifted only to the most powerful warriors of Chaos. They are a symbol of greatness as much as a weapon of war. The powers of a Daemon weapon vary with the nature of the god who gifted it.

A Daemon weapon is a two handed power weapon. If a model with a Daemon weapon assaults it gets D3 extra Attacks from the weapon itself. A Daemon weapon as additional ability that varies depending on the God who gave it to the wielder, as described below.

### **Daemon Weapon Of Undivided**

The blade may take the form of a wicked scimitar, great broadsword, or simply an axe or mace. The wielder gains +2 Strength in close combat.

### **Bloodfeeder Daemon Weapon Of Khorne**

Usually taking the form of an axe, a Bloodfeeder is infused with the essence of a raging Bloodthirster. A model with a Bloodfeeder gains D3 extra Attacks every time the model is about to make a close combat attack.

### **Plaguebringer Daemon Weapon Of Nurgle**

Encrusted with filth, a Plaguebringer carries a deadly contagion that can fell even the toughest foe. A model with a Plaguebringer has Poisoned Attacks that wound on a 3+.

### **Deathscreeamer Daemon Weapon Of Tzeentch**

Appearing as a blade of fire, or a twisted gun, the Deathscreeamer hurls magical. The Deathscreeamer can be fired in the Shooting Phase, with the following profile.

**Range:** 24" **Strength:** 5 **AP:** 3 **Type:** Assault 4

### **Blissgiver Daemon Weapon Of Slaanesh**

A slender blade or writhing whip, those wounded by a Blissgiver are pitched into an ecstatic coma from which there is no recovery. Any wounds caused suffered by a Blissgiver inflict Instant Death, regardless of the target's toughness.

### **Flamer**

Flamers spew a highly volatile cloud of liquid chemicals that ignites on contact with air. Flamers are primarily used to scour the enemy from defended positions, their belches of superheated vapour slaughtering the foe in a fiery conflagration.

**Range:** Template **Strength:** 4 **AP:** 5 **Type:** Assault 1

### **Force Weapons**

A Force weapon is usually a sword or axe, though is sometimes a staff or rod. It channels the psychic energy of the wielder to rip the life force from those enemies it strikes. Force weapons follow the rules in the Warhammer 40,000 rulebook for Force weapons.

### **Frag Grenade**

Frag grenades are explosive devices that are hurled at the enemy prior to an assault. The storm of shrapnel from the exploding frag grenades drives opponents further into cover for precious moments while the attackers close in. Frag grenades are assault grenades, as described in the Warhammer 40,000 rulebook.

### **Heavy Bolter**

An enormous version of the boltgun, the heavy bolter fires fist-sized bolts at the enemy. With a staggering rate of fire and shells even more lethal than the standard boltgun, heavy bolters put the fear of the Dark Gods into the enemy.

**Range:** 36" **Strength:** 5 **AP:** 4 **Type:** Heavy 3

### **Heavy Flamer**

A larger version of the flamer, a heavy flamer is the ultimate weapon for sweeping fortifications clear and destroying the ranks of the enemy at close quarters. Used by Terminator squads, Defilers and Dreadnoughts, only the best armoured and most resilient foes can withstand the fiery blasts of the heavy flamer.

**Range:** Template **Strength:** 5 **AP:** 4 **Type:** Assault 1

### **Inferno Bolts**

The shells fired by the bolters of the Thousand Sons Marines and the Aspiring Sorcerer's pistol are charged with baleful sorcerous energies, against which most mundane armour is of no defence. The AP value of their bolt weapons is 3 instead of the normal 5.

### **Krak Grenade**

Krak grenades are armour piercing bombs, designed to crack open the armoured hulls of enemy vehicles. Though they lack the explosive force of melta bombs or other specialised demolition charges, they are small and easy to carry, making them ideal weapons of opportunity. See the Warhammer 40,000 rulebook for details of using krak grenades.

### **Lascannon**

Lascannons are enormous heavy weapons, deployed specifically to destroy heavily armoured targets. At long range there are few finer weapons for tank hunting than the lascannon. Within the weapon itself is a laser chamber that charges an explosive energy blast capable of piecing the armour of enemy vehicles.

**Range:** 48" **Strength:** 9 **AP:** 2 **Type:** Heavy 1

### **Lightning Claw**

Lightning claws are heavily armoured gauntlets with long, slashing talons sheathed in a rippling power field. Used most effectively when equipped in matched pairs, lightning claws are able to slice through armour, flesh and bone with terrifying effectiveness. See the Warhammer 40,000 rulebook for details of using lightning claws.

### **Meltabomb**

Meltabombs are subatomic charge-powered demolition munitions, capable of melting through even the most heavily armoured targets. Meltabombs are much bulkier than krak grenades, with a more sophisticated detonation mechanism. Chaos Space Marines carry melta bombs to destroy enemy tanks and bunkers. See the Warhammer 40,000 rule book for details of using meltabombs.

### **Meltagun**

Meltaguns are lethal anti-armour weapons, used by Space Marines when undertaking assaults against heavily fortified defence lines and bastions. Most effective at very short range, the meltagun is capable of reducing rock, metal and living material to molten slag or ash.

**Range:** 12" **Strength:** 8 **AP:** 1 **Type:** Assault 1, Melta

### **Missile Launchers**

Chaos Space Marine missile launcher can fire either super-krak or frag missiles. Frag missiles are designed to wreak havoc in lightly armoured infantry formations, while super-krak missiles can break open all but the most heavily armoured targets. With an ample supply of both types of ammunition, a missile launcher is the most versatile weapon available. Each time a missile launcher fires, the controlling player may choose the type of missile being fired.

**Frag:** **Range:** 48" **Strength:** 4 **AP:** 6 **Type:** Heavy 1, Blast

**Krak:** **Range:** 48" **Strength:** 8 **AP:** 3 **Type:** Heavy 1

### **Multi-melta**

A larger, more destructive version of the meltagun, a multi-melta has a greater range than its smaller cousin. Multi-meltas are perfect for destroying bunkers and enemy tanks.

**Range:** 24" **Strength:** 8 **AP:** 1 **Type:** Heavy 1, Melta

### **Plasma Cannon**

Plasma cannons fire a plasma 'bolt' that explodes on impact, generating the destructive heat of a small sun. Plasma cannons are prone to overheating, and can prove as deadly to the wielder as the target.

**Range:** 36" **Strength:** 7 **AP:** 2 **Type:** Heavy 1, Blast, Gets Hot!

### **Plasma Gun**

Smaller than the plasma cannon, a plasma gun fires several compact 'pulses' of searing plasma energy that are extremely effective against all manner of heavy infantry and light vehicles. Chaos Space Marines often select plasma guns from the armoury, willing to take the risk in exchange for their devastating power.

**Range:** 24" **Strength:** 7 **AP:** 2 **Type:** Rapid Fire, Gets Hot!

### **Plasma Pistol**

Plasma pistols are the smallest variant in the plasma weapon family. Each shot from a plasma pistol contains all the destructive fury of a larger plasma gun, although with a reduced range and rate of fire. A plasma pistol can be used as a close combat weapon, though it confers no Strength bonus or particular armour penetration advantages.

**Range:** 12" **Strength:** 7 **AP:** 2 **Type:** Pistol, Gets Hot!

### **Power Fist**

A power fist is an armoured gauntlet surrounded by a disruptive energy field. It is used to deliver crushing blows, capable of smashing the thickest armour asunder. Typically attached to suits of Terminator armour although warriors in Power armour often choose to use them too. See the Warhammer 40,000 rulebook for details of using power fists.

### **Power Weapon**

A power weapon (typically a sword or axe, but sometimes a glaive, halberd or mace) is sheathed in the lethal haze of a disruptive energy field, capable of tearing through armour, flesh and bone with ease. See the Warhammer 40,000 rulebook for details of using power weapons.

### **Reaper Autocannon**

There is a particular type of double-barrelled autocannon called the Reaper, no longer employed by the forces of the Emperor. It is mostly used by Chaos Terminators although can be fitted to Dreadnoughts and Defilers, to allow them to lay down a hail of shots, giving them a much greater chance of hitting their target.

**Range:** 36" **Strength:** 7 **AP:** 4 **Type:** Heavy 2, Twin-linked

### **Vehicle Armoury:**

#### **Battlecannon**

The battlecannon is a larger and heavier version of autocannon, its size restricting its use to vehicles only. Its explosive shells can decimate both infantry and other armour.

**Range:** 72" **Strength:** 8 **AP:** 3 **Type:** Ordnance 1, Large Blast

### **Daemonic Possession**

The vehicle's crew has been replaced by a Daemon, bound within the warped, rune-carved hull. The vehicle ignores Shaken and Crew Stunned results altogether, although any passengers are affected normally. A vehicle with daemonic possession has its BS reduced by 1.

### **Demolisher Cannon**

The Demolisher cannon is a short-range, large-bore direct fire cannon mounted on various vehicles, but most commonly found on Chaos Space Marines Vindicators. Primarily designed with siege, urban, and bunker busting warfare in mind, the cannon has also been known to be of great use against enemy vehicles and infantry, destroying both with equal ease.

**Range:** 24" **Strength:** 10 **AP:** 2 **Type:** Ordnance 1, Large Blast

### **Dirge Caster**

This device emits terrifying screams and wails to demoralise the enemy. When the vehicle Tank Shocks, the enemy suffer a -1 modifier to their Ld.

### **Dozer Blade**

Dozer blades are heavy ploughs, blades or rams, used to clear obstacles from the vehicle's path. Vehicles equipped with dozer blades can re-roll failed Difficult Terrain tests.

### **Extra Armour**

Some Chaos Space Marine crews add additional armour plating to their vehicles to provide extra protection. Vehicles equipped with extra armour count "Crew Stunned" results on the Vehicle Damage tables as a "Crew Shaken" result instead.

### **Havoc Launcher**

The havoc launcher fires a cluster of high explosive missiles. Havoc Launchers have the following weapon profile.

**Range:** 48" **Strength:** 5 **AP:** 5 **Type:** Heavy 1, Blast, Twin-linked

### **Pintle-Mounted Combi-Weapons**

Pintle-mounted combi-weapons are used by Chaos Space Marines to provide additional close range firepower to their vehicles. Pintle-mounted weapons are treated as an additional weapon, with the profile of a normal combi-weapon, which can always be fired in addition to other weapons if the vehicle did not move more than 6". See the Combi-Weapon Wargear entry for details.

### **Pintle-Mounted twin-Linked Bolter**

Pintle-mounted twin-linked bolters are fitted to Chaos Space Marine vehicles to provide additional firepower. Pintle-mounted twin-linked bolters are treated as an additional weapon, with the profile of a normal twin-linked bolter, which can always be fired in addition to other weapons if the vehicle did not move more than 6".

### **Searchlight**

Searchlights are often fitted to Chaos Space Marine vehicles, so that the foe may not use darkness as an ally. Searchlights are used where the night fighting rule is in effect. If a vehicle has a searchlight it must still use the night fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the night fighting special rule. However, a vehicle that uses a searchlight can be targeted during the following enemy turn, as if the night fighting rules were not in effect, as the enemy can see the searchlight.

### **Siege Shield**

Many Vindicators are equipped with one of these enormous bulldozer blades. A Vindicator with a siege shield automatically passes dangerous terrain tests.

### **Smoke Launchers**

Smoke launchers are used to temporarily obscure the vehicle behind concealing clouds of smoke. See the Warhammer 40,000 rulebook for details.

**Armour:****Power Armour**

Power armour is the standard protection for Chaos Space Marines and its distinctive outline casts fear into the enemies of the Ruinous Powers. Made from thick ceramite plates and electrically motivated fibre bundles that replicate and enhance the movements of the wearer, Power armour offers some of the best protection armour can provide. Models equipped with Power armour receive a 3+ Armour Save.

**Terminator Armour**

Terminator armour is the best protection a Chaos Space Marine can be equipped with. Due to the powerful exoskeleton and power sources built into their armour, models in Terminator armour have the Relentless Universal Special Rule. However, this armour is somewhat cumbersome, so Terminators cannot perform a Sweeping Advance. A model wearing Terminator armour has a 2+ armour save and a 5+ invulnerable save. Any model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played. Terminators count as two models for the purposes of transport capacity, and cannot embark Rhinos.

**Equipment:****Chaos Space Marine Bike**

Chaos Space Marine bikes are fitted with powerful engines and bulletproof tyres. Each bike is a versatile fighting platform capable of firing its armament on the move and launching devastating charges into combat. Models equipped with Chaos Space Marine Bikes follow all of the rules for bikes as described in the Warhammer 40,000 rulebook. Chaos Space Marine Bikes are fitted with a twin-linked bolter.

**Daemonic Steeds**

Daemonic Mounts are a symbol of a Champion's status. Each Ruinous Power has its own favoured steed. A Daemonic Steed may change the unit type of the model.

**Juggernaut Of Khorne**

Juggernauts are the Daemonic Steeds of Khorne. These dim-witted monstrosities combine the most gruelling aspects of the Blood God with the skills of his armorers and weapon-smiths. The Juggernaut's heavily armoured, partially mechanical bodies are made of living metal and burning blood. They are said to embody the rawest moments of battle, where overwhelming force is prevalent and only the mightiest and toughest can survive. This Daemonic Steed additionally confers to the rider +1 Strength, +1 Wound, +1 Toughness and +1 Attack.

**Disc Of Tzeentch**

Screamers that are chosen to serve as mounts for a Champion of Tzeentch are bound in magnificent bands and blades and turned into Discs of Tzeentch. These flying Daemonic Steeds are tied to the will of their masters, combining great mobility and calculated thinking. This Daemonic Steed additionally confers to the rider the ability to fire up two psychic shooting attacks, as if he were a monstrous creature, +1 Attack, +1 to their Invulnerable Save and changes the unit type of the model from Infantry to Jump Infantry.

**Palanquin Of Nurgle**

A Palanquin of Nurgle is a mobile throne carried by numerous nurglings, which is sometimes gifted to a mortal or daemonic champion of the Chaos God Nurgle. This Daemonic Steed additionally confers to the rider +1 Attack, +2 Wound, +1 Toughness and the Fell No Pain Universal Special Rule.

### **Mount Of Slaanesh**

Steeds of Slaanesh are swift and powerful Daemonic creatures of Slaanesh, capable of running for eternity without ever tiring, they are often used as mounts for mortal or daemonic champions of Slaanesh. A Steed has a serpentine body propelled on two long, muscular legs. Its head is extremely narrow, little more than a slender snout with eyes, from which a tongue several meters long flicks and darts and can taste the desire of mortals. This Daemonic Steed additionally confers to the rider +1 Initiative, +1 Attack and changes the unit type of the model from Infantry to Cavalry.

### **Familiar**

A familiar may be a small creature made of psychic energy, or a living being invested with the power of the Warp. They can take any form, but are often small mutants. A Sorcerer with a Familiar may be given and use one psychic power more than normal. The Familiar is always assumed to be on the same base as its master, although it is permissible to represent it separately for modelling purposes. It does not count as an extra model and is only removed if its master is killed.

### **Jump Pack**

A jump pack enables the wearer to make great bounding leaps across the battlefield or even to fly short distances. Models equipped with jump packs are jump infantry, as described in the Warhammer 40,000 rulebook. Chaos Space Marines wearing jump packs can be dropped from low-flying Thunderhawk Gunships, using their jump packs to swoop down on to the battlefield. To represent this they can be kept in reserve and arrive using the deep strike rules.

### **Wings**

Wings enable the wearer to sweep effortlessly across the battlefield and glide over short distances. Wings allow the flyer to travel incredible quickly, passing over obstructions and swiftly racing into close combat. Models equipped with wings move in the same manner as Jump Infantry, as described in the Warhammer 40,000 rulebook. In addition, models that have wings can be dropped from low-flying Thunderhawk Gunships. To represent this they can be kept in reserve and arrive using the deep strike rules.

### **Psychic Powers:**

A psyker may only attempt to use one psychic power per turn with the exceptions of a Familiar and/or the Gift of Tzeentch. If a model can use more than one psychic power per turn then only one may be a psychic shooting attack, as models can only fire one weapon per Shooting Phase. The only exception to this is Monstrous Creatures who can use up to two weapons in the Shooting phase. They must, of course, fire both at the same target.

### **Bolt Of Change**

The Sorcerer hurls a ball of roiling energy, formed of raw magic, which causes rapid mutation, tearing the target apart. Bolt of Change is a psychic shooting attack that has the following profile:

**Range:** 24" **Strength:** 8 **AP:** 1 **Type:** Assault 1

### **Doombolt**

The psyker blasts the enemy with a succession of bolts made of raw Chaos energy. Doombolt is a psychic shooting attack with the following profile:

**Range:** 18" **Strength:** 5 **AP:** 4 **Type:** Assault 3



### **Gift Of Chaos**

The psyker unleashes a whirling flash of Chaos energy, which envelops the target and rapidly mutates them. As the powers of Chaos flows through the target, the unfortunate victim's bones writhe, its' flesh distorts and agonising mutations tear the enemy apart. A psyker may use this power at the beginning of the Shooting Phase. He may be in close combat at the time as may be the target. Pick an enemy model within 12", if successful the targeted model must take a Leadership test if the victim fails, the victim is ripped apart by the psyker's mind and is removed as a casualty.

When the psyker is taking the Psychic test, if he passes and rolls under or equal to half of his Ld value, the victim suffers a -1 modifier to their Ld for the purposes of that test. Use the target model's Ld value not the highest in the unit. During the use of this power, a Daemon has a chance to possession the weakened body of the victim. If the player using the power has a Bloodletter model available, they may replace the victim with a Bloodletter. The Bloodletter is immediately under the control of the player. If the target model was in base contact with friendly models (only if the target model was actually touching bases with another friendly model does the Bloodletter count as being engaged in close combat. If they target model is not touching another models base then simply make enough room for the Bloodletter to fit, ensuring it stays out of 1" on enemy models.), they now are engaged in close combat with the Bloodletter. Count it as though the Bloodletter charged. Note that if a Bloodletter is created, it may act normal and may Assault if it wishes.

**Lash Of Submission** A glowing whip of immaterial energy snakes out from the Sorcerer's hand and lashes across the battlefield. Those caught within its ethereal bards are thrown about, defenceless to the psyker's power. Lash of Submission is a psychic shooting attack with a Range of 24" that can move the target 2D6" by the Chaos player. Note that you still need to roll to hit!

The move created by this power is executed exactly like a normal move, except that it's not slowed by difficult terrain. The 2D6" distance rolled is the unit's maximum move as normal, and models in the unit can move up to that distance or less. Models cannot be moved out of coherency. Units cannot be moved out of combat. Dangerous terrain tests must be taken as normal. Jump infantry may choose to move either with their packs or on foot (moving player's choice). Units cannot enter impassable terrain, leave the table or be moved closer than 1" to enemy models. Models affected by Lash Of Submission must take a Pinning test.

### **Warp Fire**

The psyker focuses his psychic energy and unleashes a series of fiery eruptions of raw Chaos energy, damaging all in its path. Warp Fire is a psychic shooting attack with the following profile:

**Range:** Template **Strength:** X\* **AP:** 2 **Type:** Assault 1\*

Always Wounds on a roll of 4+.

### **Warp Rift**

The psyker focuses and generates an interdimensional tear between the Warp and real space. Warp Rift is a psychic shooting attack with the following profile:

**Range:** 12" **Strength:** 6 **AP:** 1 **Type:** Assault 1, Blast

### **Warptime**

The psyker surrounds himself with a dimensional instability which warps the passage of time and grants the target the opportunity to place his attacks with supernatural precision. The psyker may use this power at the beginning of any player's Shooting Phase. If successful, the psyker may re-roll any failed to hit rolls or to wound rolls for the rest of that player turn.

### **Winds Of Chaos**

The psyker surrounds himself in a devastating firestorm of Warp energy to burn the enemy to cinders. Winds of Chaos is a psychic shooting attack that cause an automatic hit on all enemies within 6" and it has the following profile:

**Range:** 6" **Strength:** 3 **AP:** - **Type:** Assault

# HQ

## Daemon Prince Lorgar, Bearer Of The Word

Cost: 275 Points

Primarch	WS	BS	S	T	W	I	A	Ld	Sv
Lorgar	7	5	6	5	4	6	5	10	2+

### Composition

- 1 (Unique)

### Unit Type

- Monstrous Creature

### Wargear

- Armour Of The Primarchs
- Illuminarum
- Wings

### Special Rules

- Fearless
- Unholy Fervour
- Embodiment Of The Ruinous Powers
- Primordial Being

**Illuminarum:** The Crozius Arcanum wielded by Lorgar himself is the height of an Astartes warrior with a shaft the colour of ivory, bound by black iron and topped with an adamantium orb blackened by the forgemaster Ferrus Manus. The Illuminarum grants Lorgar a 4+ Invulnerable Save and counts as being equipped with a Personal Icon.

**Armour Of The Primarchs:** Even now that he has ascended to Daemon hood, Lorgar still wears his Artificer armour from before the Horus Heresy. Armour Of The Primarchs grants Lorgar a 2+ armour save.

**Embodiment Of The Ruinous Powers:** Lorgar is an embodiment of Chaos and has achieved Daemon hood. Lorgar has the Monstrous Creature universal special rule and may choose to count as a psyker and therefore may select up to two powers listed in the Psychic Powers section of the Armoury. Lorgar can use both powers per turn.

**Primordial Being:** Lorgar has existed since before the Great Crusade, and by the powers of Chaos is an immortal entity in the Warp. Lorgar has the Eternal Warrior universal special rule.

# HQ

## Dark Apostle

**Cost: 100 Points**

Dark Apostle	WS 5	BS 5	S 4	T 4	W 3	I 5	A 3	Ld 10	Sv 3+
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### Composition

- 1 Dark Apostle

### Options:

- May replace power armour, bolt pistol, bolter, frag and krak grenades with Terminator armour and:
  - Twin-linked bolter ..... 20 points
  - Combi-weapon ..... 30 points

### Unit Type

- Infantry

### Wargear

- Power Armour
- Bolt Pistol
- Bolter
- Accursed Crozius
- Frag And Krak Grenades

If Terminator armour is not chosen:

- May replace bolter with:
  - Twin-linked bolter ..... 5 points
  - Combi-weapon ..... 10 points
- May replace bolt pistol with:
  - Plasma pistol ..... 10 points
- May take melta bombs ..... 5 points
- May take one of the following:
  - Jump pack or wings ..... 20 points
  - Bike ..... 20 points
- If did not choose Jump Pack, Wings or Bike, may take a Daemonic steed:
  - Juggernaut of Khorne ..... 30 points
  - Disc of Tzeentch ..... 25 points
  - Palanquin of Nurgle ..... 20 points
  - Mount of Slaanesh ..... 15 points

### Special Rules

- Fearless
- Unholy Fervour
- Independent Character
- Liturgies Of The Arcane Powers
- Glory Of The Dark Pantheon

**Accursed Crozius:** The Dark Apostles carry a ritually defiled Crozius. These artefacts are from the time of the Great Crusade and acts as a weapon, shield and rallying point for the warp. The tainted Crozius is surrounded by arcane energies that tear through armour, protect the user and act as a beacon for teleporting troop and summoning daemons.

A Dark Apostle wielding an Accursed Crozius counts as being armed with a Power Weapon, Personal Icon and is granted with a 4+ Invulnerable Save.

**Liturgies of the Arcane Powers:** On a player turn in which he assaults, a Dark Apostle and all members of any squad he has joined can re-roll failed To Hit rolls.

**Glory To The Dark Pantheon:** A Dark Apostle is a servant of the Dark Pantheon and with unrelenting faith will do their bidding. He, and all members of the unit he has joined are fearless, as described in the Warhammer 40,000 rulebook.

# HQ

## Coryphaus

**Cost: 90 Points**

Coryphaus	WS	BS	S	T	W	I	A	Ld	Sv
	6	5	4	4	3	5	3	10	3+

### Composition

- 1 Coryphaus

### Unit Type

- Infantry

### Wargear

- Power Armour
- Bolt Pistol
- Bolter
- Close Combat Weapon
- Frag And Krak Grenades

### Special Rules

- Fearless
- Unholy Fervour
- Independent Character
- 5+ Invulnerable Save

### Options:

- May replace power armour, bolt pistol, bolter, frag and krak grenades with Terminator armour, Power Weapon and:
  - Twin-linked bolter . . . . . 30 points
  - Combi-weapon . . . . . 35 points
- May replace Power Weapon with:
  - Power Fist . . . . . 10 points
  - Chainfist . . . . . 15 points
  - Lightning Claw . . . . . 5 points
  - Pair Of Lightning Claws . . . . . 10 points

#### Daemon Weapon:

- Daemon Weapon Of Undivided . . . . . 20 points
- Daemon Weapon Of Khorne . . . . . 20 points
- Daemon Weapon Of Tzeentch . . . . . 15 points
- Daemon Weapon Of Nurgle . . . . . 10 points
- Daemon Weapon Of Slaanesh . . . . . 15 points

If Terminator armour is not chosen:

- May replace Close Combat Weapon with:
  - Power Weapon . . . . . 10 points
  - Power Fist . . . . . 20 points
  - Lightning Claw . . . . . 10 points
  - Pair Of Lightning Claws . . . . . 20 points
- May replace bolter with:
  - Twin-linked bolter . . . . . 5 points
  - Combi-weapon . . . . . 10 points
- May replace bolt pistol with:
  - Plasma pistol . . . . . 10 points
- May take melta bombs . . . . . 5 points
- May take one of the following:
  - Jump pack or wings . . . . . 20 points
  - Bike . . . . . 20 points

#### Daemonic steed:

- Juggernaut of Khorne . . . . . 30 points
- Disc of Tzeentch . . . . . 25 points
- Palanquin of Nurgle . . . . . 20 points
- Mount of Slaanesh . . . . . 15 points

# HQ

## First Acolyte

**Cost: 80 Points**

First Acolyte	WS	BS	S	T	W	I	A	Ld	Sv
	5	4	4	4	2	5	2	10	3+

### Composition

- 1 First Acolyte

### Unit Type

- Infantry

### Wargear

- Power Armour
- Bolt Pistol
- Bolter
- Close Combat Weapon
- Frag And Krak Grenades

### Special Rules

- Fearless
- Unholy Fervour
- Independent Character
- 5+ Invulnerable Save

### Options:

- May replace Close Combat Weapon with:
  - Power Weapon . . . . . 10 points
  - Power Fist . . . . . 20 points
  - Lightning Claw . . . . . 10 points
  - Pair Of Lightning Claws . . . . . 20 points
- Daemon Weapon:
  - Daemon Weapon Of Undivided . . . . . 25 points
  - Daemon Weapon Of Khorne . . . . . 25 points
  - Daemon Weapon Of Tzeentch . . . . . 20 points
  - Daemon Weapon Of Nurgle . . . . . 15 points
  - Daemon Weapon Of Slaanesh . . . . . 20 points
- May replace bolter with:
  - Twin-linked bolter . . . . . 5 points
  - Combi-weapon . . . . . 10 points
- May replace bolt pistol with:
  - Plasma pistol . . . . . 10 points
- May take melta bombs . . . . . 5 points
- May take one of the following:
  - Jump pack or wings . . . . . 20 points
  - Bike . . . . . 20 points

# HQ

## Chaos Sorcerer

**Cost: 100 Points**

Chaos Sorcerer	WS 5	BS 5	S 4	T 4	W 3	I 5	A 3	Ld 10	Sv 3+
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### Composition

- 1 Chaos Sorcerer

### Unit Type

- Infantry

### Wargear

- Power Armour
- Bolt Pistol
- Bolter
- Force Weapon
- Frag And Krak Grenades

### Special Rules

- Fearless
- Unholy Fervour
- Independent Character
- 5+ Invulnerable Save

### Options:

- May replace power armour, bolt pistol, bolter, frag and krak grenades with Terminator armour, Force Weapon and:
  - Twin-linked bolter . . . . . 15 points
  - Combi-weapon . . . . . 20 points

- May take any of the following:
  - Personal Icon . . . . . 5 points
  - Familiar . . . . . 10 points

If Terminator armour is not chosen:

- May replace bolt pistol with:
  - Plasma pistol . . . . . 10 points
- May take any of the following:
  - Melta Bombs . . . . . 5 points
  - Personal Icon . . . . . 5 points
  - Familiar . . . . . 10 points

- May take one of the following:
  - Jump pack or wings . . . . . 20 points
  - Bike . . . . . 20 points
- Daemonic steed:
  - Disc of Tzeentch . . . . . 25 points
  - Palanquin of Nurgle . . . . . 20 points
  - Mount of Slaanesh . . . . . 15 points

- A Sorcerer is a Psyker and must choose one of the following psychic powers. Model with a familiar may choose one additional power:
  - Bolt Of Change
  - Doombolt
  - Gift Of Chaos
  - Lash Of Submission
  - Warp Fire
  - Warp Rift
  - Warptime
  - Winds Of Chaos

# Elites

## Chosen Chaos Space Marines

**Cost: 100 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Chosen	4	4	4	4	1	4	1	10	3+
Aspiring Champion	4	4	4	4	1	4	2	10	3+

### Composition

- 4 Chosen
- 1 Aspiring Champion

### Unit Type

- Infantry

### Wargear

- Power Armour
- Bolt Pistol
- Bolter
- Close Combat Weapon
- Frag And Krak Grenades

### Special Rules

- Unholy Fervour
- Infiltrate

### Dedicated Transport

- The squad can select a Chaos Rhino as a dedicated transport.

### Options

- One model may be given one of the following:
  - Icon Of Chaos Glory . . . . .10 points
- Add up to five Chosen . . . . . 18 points per model
- The Aspiring Champion can replace his Close Combat Weapon with:
  - Power Weapon . . . . . 10 points
  - Power Fist . . . . . 15 points
- Any models may take Melta Bombs for 5 points per model

Up to four models may choose one of the following options:

- May replace Bolt Pistol with a Plasma Pistol for 15 points per model.
- May replace Close Combat Weapon with one of the following:
  - Power Weapon . . . . .15 points per model
  - Lightning Claw . . . . .20 points per model
  - Power Fist . . . . . 25 points per model
- May replace Bolt Pistol, Close Combat Weapon and Bolter with:
  - Pair Of Lightning Claws . . .15 points per model
- May replace Bolter with one of the following:
  - Flamer . . . . . 5 point per model
  - Twin-linked . . . . . 5 points per model
  - Combi-Weapon . . . . .10 points per model
  - Meltagun . . . . .10 points per model
  - Plasma Gun . . . . . 15 points per model



# Elites

## The Anointed

**Cost: 160 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Anointed	4	4	4	4	1	4	2	10	2+
Anointed Champion	4	4	4	4	1	4	3	10	2+

### Composition

- 4 Anointed Terminators
- 1 Anointed Champion

### Unit Type

- Infantry

### Wargear

- Terminator Armour
- Twin-Linked Bolter
- Power Weapon

### Special Rules

- Unholy Fervour

### Dedicated Transport

- The squad can select a Chaos Land Raider as a dedicated transport.

### Options

- One model may be given:
  - Icon Of Chaos Glory . . . . .10 points
- Add up to five Anointed . . . . 30 points per model
- The Anointed Champion can replace his Power Weapon with:
  - Power Fist . . . . .5 points
  - Chainfist . . . . .10 points
  - Lightning Claw . . . . .5 points
  - Pair Of Lightning Claws . . . . .10 points
- Any model may replace their Power Weapon with one of the following:
  - Lightning Claw . . . . .5 points per model
  - Power Fist . . . . .10 points per model
  - Chainfist . . . . .15 points per model
- Any model may replace their Power Weapon and Twin-Linked Bolter with a Pair Of Lightning Claws for 10 points per model.
- Any model may replace their Twin-Linked Bolter with a Combi-Weapon for 5 points per model.
- For every five models in the squad, one model may:
  - Replace his Twin-Linked Bolter with a Heavy Flamer . . . . .5 points
  - Replace his Twin-Linked Bolter with a Reaper Autocannon . . . . .20 points

# Elites

## Possessed Chaos Space Marines

**Cost: 140 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Possessed	4	4	5	4	1	4	2	10	3+
Possessed Champion	4	4	5	4	1	4	3	10	3+

### Composition

- 4 Possessed Terminators
- 1 Possessed Champion

### Unit Type

- Infantry

### Wargear

- Power Armour
- Close Combat Weapon

### Special Rules

- Unholy Fervour
- Fearless
- 5+ Invulnerable Save
- Daemonkin

### Dedicated Transport

- The squad can select a Chaos Rhino as a dedicated transport.

### Options

- One model may be given:
  - Icon Of Chaos Glory . . . . .5 points
- Add up to five Possessed . . . . 26 points per model
- The Anointed Champion can replace his Close Combat Weapon with:
  - Power Fist . . . . .20 points

**Daemonkin:** At the beginning of the controlling players turn, roll a D6 on the table below. The Possessed unit will have the special rule or extra equipment indicate in table until the next controlling player's turn.

D6	Result	
1	<b>Hit And Run</b>	Filled with bloodlust, the Possessed are indecisive about their prey.
2	<b>Furious Charge</b>	The Possessed can gouge and gore their enemies with their horns and spines.
3	<b>Fleet</b>	With powerful legs, or demonic wings, the Possessed advance swiftly.
4	<b>Rending</b>	The fangs and claws of the Possessed are razor-sharp and cut through thick armour.
5	<b>Feel No Pain</b>	The Daemons within the Possessed care little for mortal pain and injury.
6	<b>Power Weapons</b>	A shimmering daemonic aura surrounds the weapons of the Possessed.

# Elites

## Chaos Dreadnought

**Cost: 90 Points**

	WS	BS	S	F	S	R	I	A
Dreadnought	4	4	6	12	12	10	4	3

### Composition

- 1 Dreadnought

### Unit Type

- Vehicle (Walker)

### Wargear

- Smoke Launchers
- Searchlight
- Dreadnought Close Combat Weapon with built-in Twin-Linked Bolter

### Special Rules

- Crazy

### Options

- The other arm must be armed with one of the following:
  - Twin-Linked Autocannon . . . . . 20 points
  - Twin-Linked Lascannon . . . . . 35 points
  - Multi-Melta . . . . . 10 points
  - Plasma Cannon . . . . . 15 points
  - Dreadnought Close Combat Weapon with built-in Twin-Linked Bolter . . . . 10 points
- May have extra armour . . . . . 15 points
- May replace a Twin-Linked Bolter with a Heavy Flamer . . . . . 5 points
- One Dreadnought Close Combat Weapon and in-built Twin-Linked Bolter may be replaced with a Missile Launcher . . . . . Free

**Crazy:** At the start of the Chaos Movement Phase, roll a D6 on the table below for each unengaged dreadnought.

### D6

1

### Result

#### Blood Rage

In the Movement Phase, the Chaos Dreadnought must move as far possible towards the nearest enemy. In the Shooting Phase it may not shoot, but gains the Fleet universal special rule, and must run towards the nearest enemy, ending its move facing towards this target. The Chaos Dreadnought must then assault this enemy in the Assault Phase, if able. If the Chaos Dreadnought is immobilised, treat this as a 'Sane' result instead.

2-5

#### Sane

The player controls the model normally.

6

#### Fire Frenzy

The Chaos Dreadnought may not move or assault this turn. At the beginning of the Shooting Phase it must pivot on the spot towards the closest visible unit friend or foe! And fire all of its weapons against it twice! If the Chaos Dreadnought cannot fire any ranged weapons, treat this as a 'Sane' result instead.

# Troops

## Chaos Space Marines

**Cost: 85 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Anointed	4	4	4	4	1	4	1	10	3+
Anointed Champion	4	4	4	4	1	4	2	10	3+

### Composition

- 4 Chaos Space Marines
- 1 Aspiring Champion

### Unit Type

- Infantry

### Wargear

- Power Armour
- Bolt Pistol
- Bolter
- Close Combat Weapon
- Frag And Krak Grenades

### Special Rules

- Unholy Fervour

### Dedicated Transport

- The squad can select a Chaos Rhino as a dedicated transport.

### Options

- One model may be given:
  - Icon Of Chaos Glory .....10 points
- Add up to fifteen Chaos Space Marines ..... 30 points per model
- The Aspiring Champion can replace his Close Combat Weapon with:
  - Power Weapon .....15 points
  - Lightning Claw ..... 20 points
  - Power Fist .....25 points
- He may replace his Bolt Pistol with:
  - Plasma Pistol ..... 15 points
- He may take Meltabombs for .....5 points
- One Chaos Space Marine may replace his:
  - Replace his Bolt Pistol with a Plasma Pistol for ..... 15 points
  - Replace his Bolter with a Flamer for ..... 5 points
  - Replace his Bolter with a Meltagun for ... 10 points
  - Replace his Bolter with a Plasma Gun for . 15 points
- If the squad numbers ten or more models, a second Chaos Space Marine may replace his Bolter with one of the following:
  - Flamer .....5 points
  - Meltagun ..... 10 points
  - Missile Launcher ..... 10 points
  - Autocannon ..... 10 points
  - Heavy Bolter .....10 points
  - Plasma Gun .....15 points
  - Lascannon .....20 points