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## Astra militarum codex vk

KEYWORDS Throughout this section you will come across keywords that are within angular brackets, specifically and . These are shorthand for a keyword of your own choosing, as described below. Chaos Space Marines belong to a Legion or Renegade Chapter. For simplicity we will refer to all of these as Legions, even though in truth Renegade Chapters have a different genesis. Some datasheets specify what Legion the unit is from (e.g. Abaddon the Despoiler has the BLACK LEGION keyword, so is from the Black Legion). If a Heretic Astartes datasheet does not specify which Legion it is from, it will have the keyword. When you include such a unit in your army, you must nominate which keywords it comes from. You then simply place the keyword in next with the name of your chosen Legion. This is for all units, but you may not believe it. Fight us by all means, for we relish every striking bullet, every slash of our sword, just as you might relish a delicious feast. But know this truth, and remember it as the night skies curdle above you - we have already won.
- Hyperulcus Phaevra, Lord Sensorium of the Silken Death
For example, if you were to include a Chaos Lord in your army, and you decided he was from the Alpha Legion, his Faction keyword is changed to ALPHA LEGION and his Lord of Chaos ability would then read:
>You can re-roll hit rolls of 1 made for friendly ALPHA LEGION units within 6" of this model.
The Death Guard, Thousand Sons and Fallen deviate significantly in terms of organisation and fighting styles. As a result, you cannot choose one of these keywords when determining which Legion a unit in this codex is from. The rules and abilities for the Death Guard and Thousand Sons Legions are detailed in their own codexes, and both of the datasheets that describe the forces of the Fallen can be found later in this book. Many Heretic Astartes units dedicate themselves to a single Chaos God, whilst others worship the entire pantheon in all its dark glory. The Chaos God a unit is dedicated to is denoted by the Mark of Chaos that it bears. Some datasheets specify the Mark of Chaos for a unit (e.g. Khârn the Betrayer has the KHORNE keyword). If a Heretic Astartes datasheet does not specify which Mark of Chaos a unit has, it will have the keyword. When you include such a unit in your army, you must nominate which Mark of Chaos that unit has. You then simply replace the keyword in every instance on that unit's datasheet with one of the following: KHORNE, TZEENTCH, NURGLE or SLAANESH. Note that PSYKERS cannot have the KHORNE keyword. You do not have to choose a Mark of Chaos for a unit if you do not want to; if you do not, it is assumed that the unit has not dedicated itself to a specific Dark God. The exceptions are units from the World Eaters Emperor's Children Legions: all WORLD EATERS units must have the KHORNE keyword if they are able to do so, and all EMPEROR'S CHILDREN units must have the SLAANESH keyword if they are able to do so. If a unit has the TZEENTCH, NURGLE or SLAANESH keyword, it cannot be used in the same army as a unit with the KHORNE keyword. The following ability is common to all Chaos Space Marine units: DEATH TO THE FALLEN EMPEROR
The seething hatred that Chaos Space Marines harbour for the Corpse Emperor and his wicked Imperium is a weapon unto itself. Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit with the same weapon. These extra attacks cannot themselves generate any further attacks. Chaos Space Marines Wargear Lists CHAOS SPACE MARINES WARGEAR LISTS Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Special Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in the Forbidden Armoury section (pg 156-159).
CHAMPION EQUIPMENT HEAVY WEAPONS The champion can take up to two weapons chosen from the following list.
• Autocannon
• Heavy boltgun
• Lascannon
• Missile launcher
• Reaper chaincannon
• Bolt pistol
• Chainaxe
• Chainsword
• Lightning claw
• Plasma pistol
• Power axe
• Power fist
• Power maul
• Power sword
One of the champion's weapons can be chosen from the following list.
• Boltgun
• Combi-bolter
• Combi-flamer
• Combi-melta
• Combi-plasma
COMBI-WEAPONS
• Combi-bolter
• Combi-flamer
• Combi-melta
• Combi-plasma
PISTOLS
• Bolt pistol
• Plasma pistol
\*Cannot be taken by Fallen.
SPECIAL WEAPONS
• Flamer
• Meltagun
• Plasma gun
MELEE WEAPONS
• Chainaxe
• Chainsword
• Lightning claw
• Power axe
• Power fist
• Power maul
• Power sword
DAEMONIC RITUAL Through dark pacts and blasphemous rituals, a champion of the lesser weakens the fabric of reality, opening a gateway to the warp. Through this gateway, he can pour forth his might with daemonic aids, can pour forth his might with daemonic aids, and can use the power of the Dark Gods. Instead of moving in their movement phase, and CHAIN CHARACTER can, at the end of its movement phase, attempt to summon, with this ability, by permission of the Chaos God to whom they have arrived, reinforcements to the battlefield this turn. If they do so, first choose one of the four Chaos Gods - KHORNE, TZEENTCH, NURGLE or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron - for example, a KHORNE CHARACTER could only attempt to summon a KHORNE unit. You roll to three D6 - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability, as well as using the Daemonic Ritual ability to make a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned. If your summoning roll includes any doubles, your character then suffers 1 mortal wound. If it contained any triples, it instead suffers D3 mortal wounds. Abaddon the Despoiler 12
ABADDON THE DESPOILER NAME M WS BS S T W A Ld Sv
Abaddon the Despoiler 6" 2+ 2+ 5 8 6 10 2+
Abaddon the Despoiler is a single model armed with Drach'nyen and the Talon of Horus. Only one of this model may be included in your army.
WEAPON RANGE Talon of Horus (shooting) 24" TYPE S AP D
Abaddon the Despoiler 4+ 1-3 D3 Melee 4+ -1 3-3 4 D3 Drach'nyen Melee Talon of Horus (melee) Melee Melee x2 Death to the False Emperor (pg 118)
ABILITIES The Warmaster: If your army is Battle-forged and Abaddon the Despoiler is your Warlord, you receive 2 additional Command Points.
Dark Destiny: Abaddon the Despoiler has a 4+ invulnerable save. In addition, all damage suffered by Abaddon the Despoiler is halved (rounding up).
Lord of the Black Legion: You can re-roll hit rolls for friendly BLACK LEGION units while they are within 6" of Abaddon the Despoiler.
Death to the False Emperor: You can re-roll hit rolls for friendly BLACK LEGION units while they are within 6" of Abaddon the Despoiler.
Teleport Strike: During deployment, you can set up Abaddon in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use the Teleport Strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models.
Haarken Worldclaimer
FACTION KEYWORDS CHAOS, KHORNE, NURGLE, SLAANESH, TZEENTCH, HERETIC ASTARTES, BLACK LEGION
KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, TERMINATOR, ABADDON THE DESPOILER 6
HAARKEN WORLDCLAIMER NAME M WS BS S T W A Ld Sv
Haarken Worldclaimer 12" 2+ 2+ 4 4 5 9 3+
Haarken Worldclaimer is a single model armed with the Helspear and a lightning claw. Only one of this model may be included in your army.
WEAPON RANGE Helspear 12"
Lightning claw ABILITIES TYPE S AP D
Assault 1 4-1 -3 D3
ABILITIES You can re-roll failed wound rolls for this weapon. If a Melee Melee User - 2 1 model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Death to the False Emperor (pg 118)
Raptor Strike: During deployment, you can set up this model in lob orbit instead of placing it on the battlefield. Lord of the Raptors: You can re-roll hit rolls for attacks At the end of any of your Movement phases, this model made with melee weapons used by friendly RAPTOR can use a Raptor strike to arrive on the battlefield - set it units within 6" of this model, up anywhere on the battlefield that is more than 9" from any enemy models.
Sigil of Corruption: This model has a 4+ invulnerable save.
Head-claimer: Each time an enemy CHARACTER is slain by an attack made by this model, add 1 to this Herald of the Apocalypse: Enemy units within model's Attacks characteristic.
18" of this model must subtract 1 from their Leadership characteristic.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, BLACK LEGION
KEYWORDS CHARACTER, INFANTRY, RAPTOR, JUMP PACK, FLY, HAARKEN WORLDCLAIMER 8
HURON BLACKHEART
CHAOS Lord CHAOS LORD NAME M WS BS S T W A Ld Sv
Huron Blackheart 6" 2+ 2+ 4 4 5 9 3+
Huron Blackheart is a single model armed with a chainsword, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.
WEAPON RANGE Chainsword 24"
Bolt pistol 12"
Chainword 24"
Frag grenade 6"
Krak grenade 6"
WARGEAR OPTIONS ABILITIES TYPE S AP D
Pistol 1 4 0 1
ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User - 2 1 model is armed with this model. When attacking with this weapon, you must subtract 1 Melee Melee +1 -3 from the hit roll.
Melee Melee User - 2 3 Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets Melee Melee User - 2 of malfic talons can make 3 additional attacks with them instead.
\* This model may replace its helforged sword with a daemonic axe or second set of malfic talons.
\* This model may take a warp bolter.
\* If it does, its Move characteristic is increased to 12" and it gains the FLY keyword.
Death to the False Emperor (pg 118)
Prince of Chaos: You can re-roll hit rolls of 1 made for friendly units within 6" of this model. This Daemonic: This model has a 5+ invulnerable save. ability also affects friendly DAEMON units within 6", but only if they owe their allegiance to the same Chaos Daemonic Allegiance. When you include a Daemon God e.g. KHORNE DAEMON units are only affected by Prince in your army, you must choose which of the KHORNE Daemon Princes. four Chaos Gods it owes its allegiance to: KHORNE, TZEENTCH, NURGLE or SLAANESH. It then gains the Might over Magic: A Daemon Prince of KHORNE appropriate keyword, increases its Attacks characteristic by 1. A Daemon Prince of TZEENTCH, NURGLE or SLAANESH gains the PSYKER keyword. It can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite psychic power and one psychic power from the Dark Hereticus discipline (pg 168).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, MONSTER, DAEMON, DAEMON PRINCE
A mighty Daemon Prince stands tall over the battlefield, spurring the Heretic Astartes on with his blood-curdling bellows. Khârn 8
THE BETRAYER KHÂRN THE BETRAYER NAME M WS BS S T W A Ld Sv
Khârn the Betrayer 6" 2+ 2+ 5 4 5 6 9 3+
Khârn the Betrayer is a single model armed with Gorechill, a unique plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.
WEAPON RANGE Gorechill 12"
Plasma pistol 12"
Frag grenade 6"
Krak grenade 6"
WARGEAR OPTIONS ABILITIES TYPE S AP D
Pistol 1 4 0 1
ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User - 1 1 model is armed with this model. When attacking with this weapon, the bearer suffers 1 mortal wound. This weapon always hits on a roll of 2+, regardless of any modifiers.
Sigil of Corruption: Khârn the Betrayer has a 4+ invulnerable save.
Blood for the Blood God: Khârn the Betrayer can fight twice in each Fight phase, instead of only once.
Kill! Maim! Burn!: You can re-roll failed hit rolls made for friendly WORLD EATERS units within 1" of Khârn the Betrayer.
FACTION KEYWORDS CHAOS, KHORNE, HERETIC ASTARTES, WORLD EATERS
KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, KHÂRN
THE BETRAYER Khârn the Betrayer charges forwards to be first into the fray, his chainaxe Gorechill roaring in anticipation of the slaughter to come.
Fabius 5
BILE FABIIUS BILE NAME M WS BS S T W A Ld Sv
Fabius Bile 6" 2+ 3+ 4 4 5 6 9 3+
Fabius Bile is a single model armed with the Xyclos Needler, the Rod of Torment, frag grenades and krak grenades. Only one of this model may be included in your army.
WEAPON RANGE TYPE S Xyclos Needler 18"
Pistol 3 Rod of Torment Melee Melee Frag grenade Krak grenade 6"
Grenade D6 6"
Grenade 1
Death to the False Emperor (pg 118)
ABILITIES AP D
ABILITIES This weapon wounds on a 2+, unless it is targeting a VEHICLE, in which case it wounds on a 6+. When attacking a VEHICLE, this weapon has a Damage User - 1 D3 of 1. 3 0 1 6 -1 D3
Enhanced Warriors: Fabius Bile can enhance one unit of HERETIC ASTARTES INFANTRY (but not CHARACTERS - they refuse the dubious honour of Bile's gifts) that is within 1" of him at the end of any Movement phase. Roll a D6 for each model in the unit; the unit suffers 1 mortal wound for each roll of 6 (only the strong survive Bile's experimental cocktails). Then roll a D3 and refer to the table below to see what the survivors must do.
The survivors must do both of the following:
• The character must be slain.
• The character must be slain.
At the start of your turn, Fabius Bile's rage is so intense that he can use the Power Rating of his own unit to enhance the unit's attacks.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, FABIIUS BILE
Lucius the Eternal 5
LUCIUS THE ETHERNAL NAME M WS BS S T W A Ld Sv
Lucius the Eternal 6" 2+ 2+ 4 4 5 9 3+
Lucius the Eternal is a single model armed with the Lash of Torment, a master-crafted power sword, a doom siren, frag grenades and krak grenades. Only one of this model may be included in your army.
WEAPON RANGE TYPE S AP D
5-2 1
ABILITIES This weapon automatically hits its target. Units do not receive the benefit of cover to their saving throws for attacks made with this weapon. This weapon can be fired within 1" of an enemy unit, and can target enemy units within 1" of friendly units.
Doorn siren 8"
Assault D6
Lash of Torment 6"
Assault 2
User - 1 2
Melee User - 3 2
6"
Grenade D6 3 6"
Grenade 1
6
Death to the False Emperor (pg 118)
0 1 1
D3
Master-crafted power sword Frag grenade Krak grenade ABILITIES Melee Armour of Shrieking Souls: Lucius the Eternal has a 5+ invulnerable save. Whenever you make a successful saving throw for Lucius in the Fight phase, roll a D6. On a roll of 4+, the unit that made the attack suffers 1 mortal wound after all of its attacks have been made.
- Duellist's Pride: If Lucius the Eternal directs all of his attacks against a single enemy CHARACTER, roll an extra 2 attacks. These extra attacks must also be directed at that character.
Lord of Slaanesh: You can re-roll all hit rolls of 1 made for friendly EMPEROR'S CHILDREN units within 6" of Lucius the Eternal.
FACTION KEYWORDS CHAOS, SLAANESH, HERETIC ASTARTES, EMPEROR'S CHILDREN
KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, LUCIUS THE ETHERNAL
CYPHER NAME M WS BS S T W A Ld Sv
Cypher 7" 2+ 2+ 4 4 5 4 9 3+
Cypher is a single model armed with his unique pistols - a bolt pistol and a plasma pistol - frag grenades and krak grenades. Only one of this model may be included in your army.
WEAPON RANGE Cypher 12"
Bolt pistol Cypher's plasma pistol Frag grenade Krak grenade 16"
Pistol 3 4 1 12"
Pistol 2 8 3 2 6"
Grenade D6 3 6"
Grenade 1 6 1 3
D3
Mystic's rotation: Cypher has a 4+ invulnerable save. In addition, roll a D6 if Cypher is slain. On a roll of 2+, Cypher model is still removed from play, but his model is still considered to have been slain for the purposes of his own unit's attacks.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, FABIIUS BILE
Lucius the Eternal 5
LUCIUS THE ETHERNAL NAME M WS BS S T W A Ld Sv
Lucius the Eternal 6" 2+ 2+ 4 4 5 9 3+
Lucius the Eternal is a single model armed with the Lash of Torment, a master-crafted power sword, a doom siren, frag grenades and krak grenades. Only one of this model may be included in your army.
WEAPON RANGE TYPE S AP D
ABILITIES Tyrant's Claw (shooting) Power axe 9"
Melee Assault D6 Melee 5 +1 -1 2 1 1
Tyrant's Claw (melee) Melee Melee x2 3-D3
Frag grenade Krak grenade 6"
Grenade D6 3 6"
Grenade 1
6
Death to the False Emperor (pg 118)
0 1 1
D3
This weapon automatically hits its target. When attacking with this weapon, you must subtract 1 from the hit roll.
Hamadrya: After Huron Blackheart has manifested a psychic power, his Hamadrya can lend him additional power if it is still alive. When it does so, Huron Blackheart can immediately attempt to manifest an additional psychic power.
ABILITIES The Tyrant of Badah: If your army is Battle-forged and Huron Blackheart is your Warlord, you receive 1 additional Command Point.
Sigil of Corruption: Huron Blackheart has a 4+ invulnerable save.
PSYKER Lord of the Red Corsairs: You can re-roll hit rolls of 1 for friendly RED CORSAIRS units within 6" of Huron Blackheart.
Huron Blackheart can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the Smite psychic power and one psychic power from the Dark Hereticus discipline (pg 168).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, RED CORSAIRS
KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, PSYKER, SORCERER EXALTED
WARGEAR OPTIONS ABILITIES TYPE S AP D
Pistol 1 4 0 1
ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon.
6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its chainsword with one item from the Pistols or Melee Weapons list.
\* This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.
Death to the False Emperor (pg 118)
Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Lord of Chaos: You can re-roll hit rolls of 1 made for instead of placing it on the battlefield. At the end of any friendly units within 6" of this model, of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more Sigil of Corruption: This model has a 4+ than 9" away from any enemy models. invulnerable save.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, CHAOS LORD
Chaos Lord in Terminator Armour
CHAOS LORD 6 IN TERMINATOR ARMOUR NAME M WS BS S T W A Ld Sv
Chaos Lord in Terminator Armour 5" 2+ 2+ 4 4 4 6 9 2+
A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.
WEAPON RANGE Combi-bolter Power sword ABILITIES 24"
Rapid Fire 2 4 0 1
Melee Melee User - 3 1
\* This model may replace its combi-bolter with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its power sword with one item from the Terminator Melee Weapons list.
Death to the False Emperor (pg 118)
During deployment, you can set up a Chaos Lord in Terminator Armour in a teleportarium chamber instead of placing it on the battlefield.
At the end of any of your Movement phases, you can use the Teleport Strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, CHAOS LORD
Chaos Lord in Terminator Armour 5" 2+ 2+ 4 4 4 6 9 2+
A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.
WEAPON RANGE Combi-bolter Power sword ABILITIES TYPE S AP D
Pistol 1 4 0 1
ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon.
6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its chainsword with one item from the Pistols or Melee Weapons list.
\* This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.
Death to the False Emperor (pg 118)
Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Lord of Chaos: You can re-roll hit rolls of 1 made for instead of placing it on the battlefield. At the end of any friendly units within 6" of this model, of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more Sigil of Corruption: This model has a 4+ than 9" away from any enemy models. invulnerable save.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, CHAOS LORD
Chaos Lord in Terminator Armour 5" 2+ 2+ 4 4 4 6 9 2+
A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.
WEAPON RANGE Combi-bolter Power sword ABILITIES 24"
Rapid Fire 2 4 0 1
Melee Melee User - 3 1
\* This model may replace its combi-bolter with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its power sword with one item from the Terminator Melee Weapons list.
Death to the False Emperor (pg 118)
During deployment, you can set up a Sorcerer in Terminator Emperor (pg 118) armour in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use the Teleport Strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models. invulnerable save. This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite psychic power and two psychic powers from the Malfic discipline (pg 169).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION 6
SORCERER SORCERER NAME M WS BS S T W A Ld Sv
Sorcerer 6" 3+ 3+ 4 4 4 3 9 3+
A Sorcerer is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades.
WEAPON RANGE Bolt pistol Force axe Force sword Frag grenade Krak grenade 12"
Pistol 1 4 0 1
Melee Melee +1 -2 D3
Melee Melee User - 3 2 3 6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its force sword with a force stave or force axe.
\* This model may replace its chainsword with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its force stave with a force axe or force sword.
Death to the False Emperor (pg 118)
0 1 1
D3
This weapon automatically hits its target. When attacking with this weapon, you must subtract 1 from the hit roll.
Hamadrya: After Huron Blackheart has manifested a psychic power, his Hamadrya can lend him additional power if it is still alive. When it does so, Huron Blackheart can immediately attempt to manifest an additional psychic power.
ABILITIES The Tyrant of Badah: If your army is Battle-forged and Huron Blackheart is your Warlord, you receive 1 additional Command Point.
Sigil of Corruption: Huron Blackheart has a 4+ invulnerable save.
PSYKER Lord of the Red Corsairs: You can re-roll hit rolls of 1 for friendly RED CORSAIRS units within 6" of Huron Blackheart.
Huron Blackheart can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the Smite psychic power and one psychic power from the Dark Hereticus discipline (pg 168).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, RED CORSAIRS
KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, PSYKER, SORCERER EXALTED
WARGEAR OPTIONS ABILITIES TYPE S AP D
Pistol 1 4 0 1
ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon.
6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its chainsword with one item from the Pistols or Melee Weapons list.
\* This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.
Death to the False Emperor (pg 118)
Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Lord of Chaos: You can re-roll hit rolls of 1 made for instead of placing it on the battlefield. At the end of any friendly units within 6" of this model, of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more Sigil of Corruption: This model has a 4+ than 9" away from any enemy models. invulnerable save.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, CHAOS LORD
Chaos Lord in Terminator Armour 5" 2+ 2+ 4 4 4 6 9 2+
A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.
WEAPON RANGE Combi-bolter Power sword ABILITIES 24"
Rapid Fire 2 4 0 1
Melee Melee User - 3 1
\* This model may replace its combi-bolter with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its power sword with one item from the Terminator Melee Weapons list.
Death to the False Emperor (pg 118)
During deployment, you can set up a Sorcerer in Terminator Emperor (pg 118) armour in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use the Teleport Strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models. invulnerable save. This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite psychic power and two psychic powers from the Malfic discipline (pg 169).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION 6
SORCERER SORCERER NAME M WS BS S T W A Ld Sv
Sorcerer 6" 3+ 3+ 4 4 4 3 9 3+
A Sorcerer is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades.
WEAPON RANGE Bolt pistol Force axe Force sword Frag grenade Krak grenade 12"
Pistol 1 4 0 1
Melee Melee +1 -2 D3
Melee Melee User - 3 2 3 6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its force sword with a force stave or force axe.
\* This model may replace its chainsword with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its force stave with a force axe or force sword.
Death to the False Emperor (pg 118)
0 1 1
D3
This weapon automatically hits its target. When attacking with this weapon, you must subtract 1 from the hit roll.
Hamadrya: After Huron Blackheart has manifested a psychic power, his Hamadrya can lend him additional power if it is still alive. When it does so, Huron Blackheart can immediately attempt to manifest an additional psychic power.
ABILITIES The Tyrant of Badah: If your army is Battle-forged and Huron Blackheart is your Warlord, you receive 1 additional Command Point.
Sigil of Corruption: Huron Blackheart has a 4+ invulnerable save.
PSYKER Lord of the Red Corsairs: You can re-roll hit rolls of 1 for friendly RED CORSAIRS units within 6" of Huron Blackheart.
Huron Blackheart can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the Smite psychic power and one psychic power from the Dark Hereticus discipline (pg 168).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, RED CORSAIRS
KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, PSYKER, SORCERER EXALTED
WARGEAR OPTIONS ABILITIES TYPE S AP D
Pistol 1 4 0 1
ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon.
6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its chainsword with one item from the Pistols or Melee Weapons list.
\* This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.
Death to the False Emperor (pg 118)
Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Lord of Chaos: You can re-roll hit rolls of 1 made for instead of placing it on the battlefield. At the end of any friendly units within 6" of this model, of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more Sigil of Corruption: This model has a 4+ than 9" away from any enemy models. invulnerable save.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, CHAOS LORD
Chaos Lord in Terminator Armour 5" 2+ 2+ 4 4 4 6 9 2+
A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.
WEAPON RANGE Combi-bolter Power sword ABILITIES 24"
Rapid Fire 2 4 0 1
Melee Melee User - 3 1
\* This model may replace its combi-bolter with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its power sword with one item from the Terminator Melee Weapons list.
Death to the False Emperor (pg 118)
During deployment, you can set up a Sorcerer in Terminator Emperor (pg 118) armour in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use the Teleport Strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models. invulnerable save. This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite psychic power and two psychic powers from the Malfic discipline (pg 169).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION 6
SORCERER SORCERER NAME M WS BS S T W A Ld Sv
Sorcerer 6" 3+ 3+ 4 4 4 3 9 3+
A Sorcerer is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades.
WEAPON RANGE Bolt pistol Force axe Force sword Frag grenade Krak grenade 12"
Pistol 1 4 0 1
Melee Melee +1 -2 D3
Melee Melee User - 3 2 3 6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its force sword with a force stave or force axe.
\* This model may replace its chainsword with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its force stave with a force axe or force sword.
Death to the False Emperor (pg 118)
0 1 1
D3
This weapon automatically hits its target. When attacking with this weapon, you must subtract 1 from the hit roll.
Hamadrya: After Huron Blackheart has manifested a psychic power, his Hamadrya can lend him additional power if it is still alive. When it does so, Huron Blackheart can immediately attempt to manifest an additional psychic power.
ABILITIES The Tyrant of Badah: If your army is Battle-forged and Huron Blackheart is your Warlord, you receive 1 additional Command Point.
Sigil of Corruption: Huron Blackheart has a 4+ invulnerable save.
PSYKER Lord of the Red Corsairs: You can re-roll hit rolls of 1 for friendly RED CORSAIRS units within 6" of Huron Blackheart.
Huron Blackheart can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the Smite psychic power and one psychic power from the Dark Hereticus discipline (pg 168).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, RED CORSAIRS
KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, PSYKER, SORCERER EXALTED
WARGEAR OPTIONS ABILITIES TYPE S AP D
Pistol 1 4 0 1
ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon.
6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its chainsword with one item from the Pistols or Melee Weapons list.
\* This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.
Death to the False Emperor (pg 118)
Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Lord of Chaos: You can re-roll hit rolls of 1 made for instead of placing it on the battlefield. At the end of any friendly units within 6" of this model, of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more Sigil of Corruption: This model has a 4+ than 9" away from any enemy models. invulnerable save.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, CHAOS LORD
Chaos Lord in Terminator Armour 5" 2+ 2+ 4 4 4 6 9 2+
A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.
WEAPON RANGE Combi-bolter Power sword ABILITIES 24"
Rapid Fire 2 4 0 1
Melee Melee User - 3 1
\* This model may replace its combi-bolter with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its power sword with one item from the Terminator Melee Weapons list.
Death to the False Emperor (pg 118)
During deployment, you can set up a Sorcerer in Terminator Emperor (pg 118) armour in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use the Teleport Strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models. invulnerable save. This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite psychic power and two psychic powers from the Malfic discipline (pg 169).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION 6
SORCERER SORCERER NAME M WS BS S T W A Ld Sv
Sorcerer 6" 3+ 3+ 4 4 4 3 9 3+
A Sorcerer is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades.
WEAPON RANGE Bolt pistol Force axe Force sword Frag grenade Krak grenade 12"
Pistol 1 4 0 1
Melee Melee +1 -2 D3
Melee Melee User - 3 2 3 6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its force sword with a force stave or force axe.
\* This model may replace its chainsword with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its force stave with a force axe or force sword.
Death to the False Emperor (pg 118)
0 1 1
D3
This weapon automatically hits its target. When attacking with this weapon, you must subtract 1 from the hit roll.
Hamadrya: After Huron Blackheart has manifested a psychic power, his Hamadrya can lend him additional power if it is still alive. When it does so, Huron Blackheart can immediately attempt to manifest an additional psychic power.
ABILITIES The Tyrant of Badah: If your army is Battle-forged and Huron Blackheart is your Warlord, you receive 1 additional Command Point.
Sigil of Corruption: Huron Blackheart has a 4+ invulnerable save.
PSYKER Lord of the Red Corsairs: You can re-roll hit rolls of 1 for friendly RED CORSAIRS units within 6" of Huron Blackheart.
Huron Blackheart can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the Smite psychic power and one psychic power from the Dark Hereticus discipline (pg 168).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, RED CORSAIRS
KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, PSYKER, SORCERER EXALTED
WARGEAR OPTIONS ABILITIES TYPE S AP D
Pistol 1 4 0 1
ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon.
6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its chainsword with one item from the Pistols or Melee Weapons list.
\* This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.
Death to the False Emperor (pg 118)
Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Lord of Chaos: You can re-roll hit rolls of 1 made for instead of placing it on the battlefield. At the end of any friendly units within 6" of this model, of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more Sigil of Corruption: This model has a 4+ than 9" away from any enemy models. invulnerable save.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, CHAOS LORD
Chaos Lord in Terminator Armour 5" 2+ 2+ 4 4 4 6 9 2+
A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.
WEAPON RANGE Combi-bolter Power sword ABILITIES 24"
Rapid Fire 2 4 0 1
Melee Melee User - 3 1
\* This model may replace its combi-bolter with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its power sword with one item from the Terminator Melee Weapons list.
Death to the False Emperor (pg 118)
During deployment, you can set up a Sorcerer in Terminator Emperor (pg 118) armour in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases he can use the Teleport Strike to arrive on the battlefield - set him up anywhere on the battlefield that is more than 9" away from any enemy models. invulnerable save. This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite psychic power and two psychic powers from the Malfic discipline (pg 169).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION 6
SORCERER SORCERER NAME M WS BS S T W A Ld Sv
Sorcerer 6" 3+ 3+ 4 4 4 3 9 3+
A Sorcerer is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades.
WEAPON RANGE Bolt pistol Force axe Force sword Frag grenade Krak grenade 12"
Pistol 1 4 0 1
Melee Melee +1 -2 D3
Melee Melee User - 3 2 3 6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its force sword with a force stave or force axe.
\* This model may replace its chainsword with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its force stave with a force axe or force sword.
Death to the False Emperor (pg 118)
0 1 1
D3
This weapon automatically hits its target. When attacking with this weapon, you must subtract 1 from the hit roll.
Hamadrya: After Huron Blackheart has manifested a psychic power, his Hamadrya can lend him additional power if it is still alive. When it does so, Huron Blackheart can immediately attempt to manifest an additional psychic power.
ABILITIES The Tyrant of Badah: If your army is Battle-forged and Huron Blackheart is your Warlord, you receive 1 additional Command Point.
Sigil of Corruption: Huron Blackheart has a 4+ invulnerable save.
PSYKER Lord of the Red Corsairs: You can re-roll hit rolls of 1 for friendly RED CORSAIRS units within 6" of Huron Blackheart.
Huron Blackheart can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the Smite psychic power and one psychic power from the Dark Hereticus discipline (pg 168).
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, RED CORSAIRS
KEYWORDS CHARACTER, INFANTRY, CHAOS LORD, PSYKER, SORCERER EXALTED
WARGEAR OPTIONS ABILITIES TYPE S AP D
Pistol 1 4 0 1
ABILITIES Each time the bearer fights, it can make 1 additional Melee Melee User 0 1 attack with this weapon.
6"
Grenade D6 3 0 1 1
Grenade 1 6 1 3
D3
This model may replace its bolt pistol with one item from the Pistols, Combi-weapons or Melee Weapons list.
\* This model may replace its chainsword with one item from the Pistols or Melee Weapons list.
\* This model may take a jump pack (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the JUMP PACK and FLY keywords.
Death to the False Emperor (pg 118)
Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies Lord of Chaos: You can re-roll hit rolls of 1 made for instead of placing it on the battlefield. At the end of any friendly units within 6" of this model, of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more Sigil of Corruption: This model has a 4+ than 9" away from any enemy models. invulnerable save.
FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, CHAOS LORD
Chaos Lord in Terminator Armour 5" 2+ 2+ 4 4 4 6 9 2+
A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.
WEAPON RANGE Combi-bolter Power sword ABILITIES 24"
Rapid Fire 2 4 0 1
Melee Melee User - 3 1
\* This model may replace its combi-bolter with one item from the Combi-weapons or Terminator Melee Weapons list.
\* This model may replace its power sword with one item from the Terminator Melee Weapons list.
Death to the False Emperor (pg 118)
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FACTION KEYWORDS CHAOS, HERETIC ASTARTES, KEYWORDS CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION 6
SORCERER SORCERER NAME M WS BS S T W A Ld Sv
Sorcerer 6" 3+ 3+ 4 4 4 3 9 3+
A Sorcerer is a single model armed with a force sword, a bolt pistol, frag grenades and krak grenades.
WEAPON RANGE Bolt pistol Force axe Force sword Frag grenade Krak grenade 12"
Pistol 1 4 0 1
Melee Melee +1 -2 D3
Melee Melee User - 3 2 3 6"









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