

GELLERPOX INFECTED

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
5"	5	6+	4	7+	1
5"	5	6+	1	7+	1

NIGHTMARE HULK

GELLERPOX MUTANTS

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Belly-flamer (IGNORES COVER, TORRENT)	12"	D6	N/A	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Brutal weapons	Melee	2	4+	4	0	1
Hideous mutations	Melee	4	4+	6	-1	2

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Dark Pacts**

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

KEYWORDS: INFANTRY, CHAOS, DAMNED, NURGLE, GELLERPOX INFECTED



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- None
-

UNIT COMPOSITION

- 4 Nightmare Hulks
- 3 Gellerpox Mutants

Every Gellerpox Mutant is equipped with: brutal weapons.

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

Every other Nightmare Hulk is equipped with: hideous mutations.

KEYWORDS: INFANTRY, CHAOS, DAMNED, NURGLE, GELLERPOX INFECTED



FACTION KEYWORDS:
HERETIC ASTARTES

RENEGADE ENFORCER

WARHAMMER LEGENDS

M

6"

T

3

SV

5+

W

3

LD


6+

OC

1

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autogun [RAPID FIRE 1]	24"	1	3+	3	0	1
Enforcer pistol [PISTOL]	12"	1	3+	4	0	1
Lasgun [RAPID FIRE 1]	24"	1	3+	3	0	1
Shotgun [ASSAULT]	12"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Enforcer melee weapon	Melee	4	3+	4	0	1
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	3	3+	4	-2	1

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

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

Enforcer: This model's unit is eligible to declare a charge in a turn in which it Fell Back.

KEYWORDS: INFANTRY, CHAOS, DAMNED, GRENADES, CHARACTER, RENEGADE ENFORCER



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Renegade Enforcer**

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

LEADER

This model can be attached to the following unit:

- **TRAITOR GUARDSMEN SQUAD**
 - **RENEGADE HEAVY WEAPONS SQUAD**
-

KEYWORDS: **INFANTRY, CHAOS, DAMNED, GRENADES, CHARACTER, RENEGADE ENFORCER**





FACTION KEYWORDS: **HERETIC ASTARTES**

RENEGADE HEAVY WEAPONS SQUAD

WARHAMMER LEGENDS


M	T	SV	W	LD	OC
6"	3	5+	2	7+	2

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autocannon [HEAVY]	48"	2	5+	9	-1	3
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	5+	5	-1	2
Heavy stubber [HEAVY, RAPID FIRE 3]	36"	4	5+	4	0	1
Lascannon [HEAVY]	48"	1	5+	12	-3	D6+1
 Missile launcher – frag [BLAST, HEAVY]	48"	D6	5+	4	0	1
 Missile launcher – krak [HEAVY]	48"	1	5+	9	2	D6
Mortar [BLAST, HEAVY, INDIRECT FIRE]	48"	D6	5+	5	0	1
Renegade firearm [RAPID FIRE 1]	24"	1	4+	3	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	4+	3	0	1

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

KEYWORDS: INFANTRY, CHAOS, DAMNED, GRENADES,
RENEGADE HEAVY WEAPONS SQUAD

ABILITIES

FACTION: Dark Pacts

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



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 3 Renegade Heavy Weapons Teams

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

HEAVY WEAPONS TEAM

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

KEYWORDS: INFANTRY, CHAOS, DAMNED, GRENADES,
RENEGADE HEAVY WEAPONS SQUAD



FACTION KEYWORDS:
HERETIC ASTARTES

RENEGADE PLAGUE OGRYNS

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

5"

7

5+

3

7+

1



MELEE WEAPONS

Ogryn plague claws [LETHAL HITS]

RANGE

Melee

A

3

WS

3+

S

6

AP

-1

D

2

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Dark Pacts**

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

KEYWORDS: INFANTRY, CHAOS, DAMNED, NURGLE, RENEGADE PLAGUE OGRYNS



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3 Renegade Plague Ogryns

Every model is equipped with: Ogryn plague claws.

OGRYNS

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

KEYWORDS: INFANTRY, CHAOS, DAMNED, NURGLE, RENEGADE PLAGUE OGRYNS



FACTION KEYWORDS:
HERETIC ASTARTES

HELL BLADE

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	8	3+	10	6+	0

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-3	3
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

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

KEYWORDS: **VEHICLE, CHAOS, AIRCRAFT, FLY, HELL BLADE**



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Hell Blade

This model is equipped with: 2 twin autocannons; armoured hull.

KEYWORDS: **VEHICLE, CHAOS, AIRCRAFT, FLY, HELL BLADE**





FACTION KEYWORDS:
HERETIC ASTARTES

HELL TALON

WARHAMMER LEGENDS

M T SV W LD OC
20+" 9 3+ 14 6+ 0
5+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pacts

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

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, CHAOS, AIRCRAFT, FLY, HELL TALON



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- This model's autocannon can be replaced with 1 havoc launcher.

UNIT COMPOSITION

- 1 Hell Talon

This model is equipped with: autocannon; twin lascannon; armoured hull.

KEYWORDS: **VEHICLE, CHAOS, AIRCRAFT, FLY, HELL TALON**




FACTION KEYWORDS:
HERETIC ASTARTES


SORCERER ON STEED OF SLAANESH

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Lashing tongue [EXTRA ATTACKS, LETHAL HITS]	Melee	2	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, SLAANESH, SORCERER, STEED OF SLAANESH

ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

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



FACTION KEYWORDS: HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Sorcerer on Steed of Slaanesh**

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

LEADER

This model can be attached to the following unit:

- **CHAOS BIKERS**

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, SLAANESH, SORCERER, STEED OF SLAANESH







FACTION KEYWORDS:
HERETIC ASTARTES

MUTILATORS

WARHAMMER LEGENDS

M T SV W LD OC
4" 7 2+ 4 6+ 2
5+ INVULNERABLE SAVE

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Fleshmetal weapons – strike	Melee	4	3+	6	-2	2
 Fleshmetal weapons – sweep	Melee	8	3+	5	-1	1

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

KEYWORDS: INFANTRY, CHAOS, DAEMON, MUTILATORS

ABILITIES

CORE: **Deep Strike**

FACTION: **Dark Pacts**

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



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3 Mutilators

Every model is equipped with: fleshmetal weapons.

CULT OF DESTRUCTION

For the purposes of embarking within **TRANSPORTS**, each **MUTILATOR** model counts as one **OBLITERATOR** model.

KEYWORDS: INFANTRY, CHAOS, DAEMON, MUTILATORS



FACTION KEYWORDS:
HERETIC ASTARTES

RENEGADE OGRYN BRUTES

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

6

5+

3

7+

1



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Ogryn power drill	Melee	3	3+	10	-2	2
Ogryn weapon	Melee	3	3+	6	-1	2

ABILITIES

FACTION: **Dark Pacts**

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

KEYWORDS: INFANTRY, CHAOS, DAMNED, RENEGADE OGRYN BRUTES



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 3 Renegade Ogryn Brutes

Every model is equipped with: Ogryn weapon.

OGRYNS

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

KEYWORDS: INFANTRY, CHAOS, DAMNED, RENEGADE OGRYN BRUTES








FACTION KEYWORDS:
HERETIC ASTARTES

ROGUE PSYKER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Las pistol [PISTOL]	12"	1	4+	3	0	1
 Psychic Strike – focused witchfire [BLAST, DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	12"	D6+3	3+	6	-2	2
 Psychic Strike – witchfire [BLAST, DEVASTATING WOUNDS, PSYCHIC]	12"	D6	3+	6	-2	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chaos stave [PSYCHIC]	Melee	1	4+	6	-1	D3

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

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, DAMNED, ROGUE PSYKER

ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

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



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Rogue Psyker

This model is equipped with: laspistol; Psychic Strike; Chaos stave.

LEADER

This model can be attached to the following units:

- ACCURSED CULTISTS
- CULTIST MOB
- NEGAVOLT CULTISTS

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, DAMNED, ROGUE PSYKER



FACTION KEYWORDS:
HERETIC ASTARTES

NEGAVOLT CULTISTS

WARHAMMER LEGENDS

M

6"

T

3

SV

7+

W

1

LD

7+

OC

1

5+

INVULNERABLE SAVE



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Electro-goads [SUSTAINED HITS 2]

Melee

3

3+

4

0

1

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Dark Pacts**

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

KEYWORDS: INFANTRY, CHAOS, DAMNED, NEGAVOLT CULTISTS



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 4 Negavolt Cultists

Every model is equipped with: electro-goats.

SERVANTS OF THE ABYSS

If a unit from your army with the Leader ability can be attached to a **CULTIST MOB**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, CHAOS, DAMNED, NEGAVOLT CULTISTS



FACTION KEYWORDS:
HERETIC ASTARTES

MUTOID VERMIN

WARHAMMER LEGENDS

M

8"

T

2

SV

7+

W

1

LD

8+

OC

0



MELEE WEAPONS

Diseased claws and fangs [LETHAL HITS]

RANGE

Melee

A

2

WS

4+

S

2

AP

0

D

1

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Dark Pacts**

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

KEYWORDS: SWARM, CHAOS, DAMNED, NURGLE, MUTOID VERMIN



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 16 Mutoid Vermin

Every model is equipped with: diseased claws and fangs.

KEYWORDS: SWARM, CHAOS, DAMNED, NURGLE, MUTOID VERMIN




FACTION KEYWORDS:
HERETIC ASTARTES


SORCERER ON PALANQUIN OF NURGLE

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
5"	5	3+	7	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Nurpling's claws and teeth [EXTRA ATTACKS, LETHAL HITS]	Melee	4	5+	2	0	1
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, PSYKER, NURGLE, SORCERER, PALANQUIN OF NURGLE

ABILITIES

CORE: Leader

FACTION: Dark Pacts

Gift of Poxes [Psychic]: While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

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



FACTION KEYWORDS: HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Sorcerer on Palanquin of Nurgle**

This model is equipped with: bolt pistol; Infernal Gaze; force weapon; Nurgling's claws and teeth.

LEADER

This model can be attached to the following units:

- **CHOSEN**
- **LEGIONARIES**
- **PLAGUE MARINES**

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, PSYKER, NURGLE,
SORCERER, PALANQUIN OF NURGLE




FACTION KEYWORDS:
HERETIC ASTARTES


SORCERER ON DISC OF TZEENTCH

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, PSYKER, TZEENTCH, FLY, SORCERER, DISC OF TZEENTCH

ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

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



FACTION KEYWORDS: HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Sorcerer on Disc of Tzeentch**

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

LEADER

This model can be attached to the following units:

- **CHOSEN**
- **LEGIONARIES**
- **RUBRIC MARINES**

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, PSYKER, TZEENTCH, FLY, SORCERER, DISC OF TZEENTCH




FACTION KEYWORDS: HERETIC ASTARTES


SORCERER ON BIKE

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Infernal Gaze – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Infernal Gaze – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3
Power fist	Melee	3	3+	8	-2	2

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, PSYKER, SORCERER ON BIKE



FACTION KEYWORDS:
HERETIC ASTARTES

ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Sorcerer on Bike**

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

LEADER

This model can be attached to the following unit:

- **CHAOS BIKERS**

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, PSYKER, SORCERER ON BIKE







FACTION KEYWORDS:
HERETIC ASTARTES


CHAOS LORD ON STEED OF SLAANESH

WARHAMMER LEGENDS

M T SV W LD OC
14" 5 3+ 6 6+ 2
4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Lashing tongue [EXTRA ATTACKS, LETHAL HITS]	Melee	2	4+	4	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, SLAANESH, CHAOS LORD, STEED OF SLAANESH

ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

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



FACTION KEYWORDS: HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Chaos Lord on Steed of Slaanesh**

This model is equipped with: bolt pistol; Astartes chainsword; close combat weapon; lashing tongue.

LEADER

This model can be attached to the following unit:

- **CHAOS BIKERS**

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, SLAANESH, CHAOS LORD, STEED OF SLAANESH



FACTION KEYWORDS: HERETIC ASTARTES


CHAOS LORD ON PALANQUIN OF NURGLE


WARHAMMER LEGENDS


M T SV W LD OC

5" 5 3+ 8 6+ 2

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Nurgling's claws and teeth [EXTRA ATTACKS, LETHAL HITS]	Melee	4	5+	2	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, NURGLE, CHAOS LORD, PALANQUIN OF NURGLE

ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

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



FACTION KEYWORDS: HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Chaos Lord on Palanquin of Nurgle**

This model is equipped with: bolt pistol; Astartes chainsword; close combat weapon; Nurgling's claws and teeth.

LEADER

This model can be attached to the following units:

- **CHOSEN**
- **LEGIONARIES**
- **PLAGUE MARINES**

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, NURGLE, CHAOS LORD, PALANQUIN OF NURGLE





FACTION KEYWORDS: HERETIC ASTARTES


CHAOS LORD ON DISC OF TZEENTCH


WARHAMMER LEGENDS

M **12"** T **4** SV **3+** W **6** LD **6+** OC **1**

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, TZEENTCH, FLY, CHAOS LORD, DISC OF TZEENTCH



FACTION KEYWORDS: HERETIC ASTARTES

ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Chaos Lord on Disc of Tzeentch**

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

LEADER

This model can be attached to the following units:

- **CHOSEN**
- **LEGIONARIES**
- **RUBRIC MARINES**

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, TZEENTCH, FLY, CHAOS LORD, DISC OF TZEENTCH





FACTION KEYWORDS: HERETIC ASTARTES


CHAOS LORD ON JUGGERNAUT

WARHAMMER LEGENDS

M T SV W LD OC
10" 6 2+ 7 6+ 2
4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Bladed horn [EXTRA ATTACKS, LANCE]	Melee	4	4+	6	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, KHORNE, CHAOS LORD, JUGGERNAUT

ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

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



FACTION KEYWORDS: HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Chaos Lord on Juggernaut

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

LEADER

This model can be attached to the following units:

- CHAOS BIKERS
- KHORNE BERZERKERS

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, KHORNE, CHAOS LORD, JUGGERNAUT




FACTION KEYWORDS:
HERETIC ASTARTES

RENEGADE OGRYN BEAST HANDLER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC	
6"	6	5+	4	7+	1	OGRYN PACK MASTER
6"	4	6+	1	7+	1	CHAOS MAULER HOUND

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Befouled claws and fangs	Melee	2	3+	5	0	1
Mauler goad and ripper claw	Melee	4	3+	6	-1	2

ABILITIES

FACTION: **Dark Pacts**

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

KEYWORDS: BEASTS, CHAOS, DAMNED, RENEGADE OGRYN BEAST HANDLER



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ogryn Pack Master
- 3 Chaos Mauler Hounds

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

Every Chaos Mauler Hound is equipped with: befouled claws and fangs.

KEYWORDS: BEASTS, CHAOS, DAMNED, RENEGADE OGRYN BEAST HANDLER






FACTION KEYWORDS:
HERETIC ASTARTES


CHAOS LORD ON BIKE

WARHAMMER LEGENDS

M T SV W LD OC
12" 5 3+ 6 6+ 2
4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
 Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, CHAOS LORD ON BIKE

ABILITIES

CORE: Leader

FACTION: Dark Pacts

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

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



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Chaos Lord on Bike**

This model is equipped with: bolt pistol; combi-bolter; Astartes chainsword; close combat weapon.

LEADER

This model can be attached to the following unit:

- **CHAOS BIKERS**
-

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, CHAOS LORD ON BIKE



FACTION KEYWORDS:
HERETIC ASTARTES

CHAOS DEIMOS PREDATOR

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Conversion beam cannon [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	7	-1	3
Conversion: Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Infernus cannon [TORRENT, IGNORES COVER]	12"	2D6	N/A	6	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Magna-melta cannon [MELTA 4]	18"	2	3+	12	-4	D6
▶ Plasma destroyer – standard [BLAST]	36"	D3	3+	8	-2	2
▶ Plasma destroyer – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	9	-3	3



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, SMOKE, CHAOS, DEIMOS PREDATOR

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Dark Pacts**

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



DAMAGED: 1-4 WOUNDS REMAINING

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



FACTION KEYWORDS:
HERETIC ASTARTES

WARGEAR OPTIONS

- This model's plasma destroyer can be replaced with one of the following:
 - 1 conversion beam cannon
 - 1 infernus cannon
 - 1 magna-melta cannon
 - This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 heavy flamers
 - 2 lascannons
 - This model can be equipped with 1 combi-bolter.
 - This model can be equipped with 1 hunter-killer missile.
-

UNIT COMPOSITION

- 1 Chaos Deimos Predator

This model is equipped with: plasma destroyer; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, CHAOS, DEIMOS PREDATOR



FACTION KEYWORDS:
HERETIC ASTARTES

EXALTED CHAMPION

WARHAMMER LEGENDS

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Exalted weapon	Melee	5	2+	5	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Dark Pacts**

Dark Champion: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Aspire to Glory: Each time this model's unit makes a Dark Pact, until the end of the phase, add D3 to the Strength characteristic of weapons equipped by this model.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, EXALTED CHAMPION



FACTION KEYWORDS:
HERETIC ASTARTES

EXALTED CHAMPION

WARHAMMER LEGENDS

These murderous champions of the Dark Gods exhort their fellow traitors by example. The fell deeds they commit and the violent bloodbaths they unleash – ostensibly supporting their overlord's strategies – are often wrought solely to further the Exalted Champion's own goals as they aspire to even greater glory.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Exalted Champion

This model is equipped with: bolt pistol; combi-weapon; exalted weapon.

LEADER

This model can be attached to the following units:

- CHOSEN
- LEGIONARIES

*You can attach this model to one of the above units even if one other **CHARACTER** model has already been attached to it (a unit cannot have two **EXALTED CHAMPIONS** attached to it). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CHAOS, EXALTED CHAMPION






FACTION KEYWORDS:
HERETIC ASTARTES


CULTIST MOB WITH FIREARMS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	3	6+	1	7+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autogun [RAPID FIRE 1]	24"	1	4+	3	0	1
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
 Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
 Grenade launcher – krak	24"	1	4+	9	-2	D3
Heavy stubber [HEAVY, RAPID FIRE 3]	36"	4	5+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1

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

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, CHAOS, DAMNED, CULTIST MOB WITH FIREARMS

ABILITIES

FACTION: Dark Pacts

For the Dark Gods: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



FACTION KEYWORDS: HERETIC ASTARTES

CULTIST MOB

WARHAMMER LEGENDS

Chaos Cultists are the mortal devotees of the Dark Gods, ordinary men and women fallen to promises of temporal power who take to battle in huge numbers. Bearing a motley collection of improvised, stolen and makeshift weapons, they can overwhelm even determined enemies with sheer weight of numbers.

WARGEAR OPTIONS

- The Cultist Champion's autopistol can be replaced with 1 bolt pistol.
- Any number of models can each have their autogun and close combat weapon replaced with 1 autopistol and 1 brutal assault weapon.
- For every 10 models in this unit, 1 Chaos Cultist's autogun can be replaced with 1 flamer.
- For every 10 models in this unit, 1 Chaos Cultist's autogun can be replaced with 1 heavy stubber.
- For every 10 models in this unit, 1 Chaos Cultist's autogun can be replaced with 1 grenade launcher.

UNIT COMPOSITION

- 1 Cultist Champion
- 9-19 Chaos Cultists

The Cultist Champion is equipped with: autopistol; brutal assault weapon.

Every Chaos Cultist is equipped with: autopistol; brutal assault weapon.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **CULTIST MOB**, it can be attached to this unit instead.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, CHAOS, DAMNED, CULTIST MOB WITH FIREARMS



FACTION KEYWORDS: HERETIC ASTARTES