

MACROMUNDA

CHAOS SPACE MARINES

HOUSE BOOK

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FACTION

CHAOS SPACE MARINES

The same transhuman body, ten thousand years corrupted

The Heretic Astartes are the Emperor's own transhuman warriors, ten thousand years soured in the fires of the Long War. The body is unchanged — the same superhuman frame, Toughness 5 and three Wounds, the same good ceramite plate — but the soul beneath it has hated without rest since the day it was cast down, and that hatred is what carries the warband, not the armour. A Heretic Legion fights as a few dear, near-unbreakable Marines welded to a screen of cheap mortal Cultists who die so the Marines need not. Two gang-wide currents shift the war: the standing grudge of the Long War, which sharpens every blade turned against the Imperium, and the Mark of Chaos, the devotion declared at founding that either keeps the warband flexible or binds it to a single god's terrible gifts. Where a loyalist earns purity, a Heretic courts mutation — and every Legion is this same corrupted spine leaned a god's-worth in its own direction.

☠ **FACTION SPECIAL RULES**

✂ **CHAOS BOONS / DARK PACTS**

GANG RULE

The Dark Gods reward those who please them, and they watch every kill. When a Heretic Astartes wins a notable kill or survives a hard battle, the controlling player may roll for that fighter on the Boon table after the fight. Most results are gifts — a permanent rise in a characteristic, an extra Attack, a daemonic weapon grown from the flesh, a knitting of wounds, a daemonic field save — the favour of the gods made manifest on the warrior's body. But the same table carries the Spawn result, and the more Boons a fighter has already taken, the nearer that ruin creeps: pile gift upon gift and one day the flesh forgets the man, and the fighter degenerates into a mindless Chaos Spawn, a Brute that obeys no order and charges the nearest living thing, friend or foe alike. The reward and the ruin are drawn from the same well. Knowing when to stop feeding a favoured son is the quiet art of the Long War.

✂ **LORD OF THE LONG WAR**

GANG RULE

Lord of the Long War is the moment a champion seizes the battle and drives the warband forward on the strength of his own hatred. Once per battle, when a Chaos Lord or Aspiring Champion activates, he gains +1 Attack, and until the start of the next round every friendly fighter within 6" re-rolls failed Wound rolls. For that round the warriors around him kill with a spite that seems to answer his, blades and bolts biting deeper than they have any right to. It is the surge a leader spends to break a stalemate or shatter a wavering enemy — a single stroke of command that the greatest heretics have learned to time for the instant it turns a fight.

✧ MARK OF CHAOS

GANG RULE

The Mark of Chaos is the oath a warband swears made into a rule — the brand its warriors carry on armour and soul, declared once when the gang is founded and shaping the whole war thereafter. A gang marked to Chaos Undivided keeps the open hand and gains the Black Crusade Stance: at the start of each round the controlling player declares a war-footing, shifting one step along the sequence each round — Onslaught grants +1 to ranged Hit rolls, Speartip grants +2" of Movement or a free objective interaction, and Butchery grants +1 Attack on the charge. A gang marked to Khorne, Nurgle, Tzeentch or Slaanesh instead binds itself to that god's single footing, gains that god's gifts, and may summon that god's daemons as an allied retinue — but it can never flex to another god's way of war, for the oath is the oath. The undecided keep their breadth; the devoted trade it for a sharper, narrower, deadlier war.

✧ THE LONG WAR

GANG RULE

The Long War is the standing hatred every Heretic carries — a grudge older than half the worlds in the sector, waiting ten thousand years for the Emperor's servants to come into view. When a friendly fighter shoots at or fights a target that is Imperium or loyalist Adeptus Astartes, it may re-roll a single failed Hit for that activation. The hatred is not a declared devotion and costs nothing to invoke; it is simply who these warriors are, and it works every round against every loyalist. Against xenos and the unaligned the old grudge sleeps — the warband will kill them readily enough, but the re-roll does not apply, and it fights them as merely superhuman rather than as the vengeance of ten millennia. It is the floor the whole force stands on, beneath the devotion of the Mark of Chaos and the mutation of Chaos Boons.

✧ HERETIC ASTARTES PHYSIOLOGY

SPECIAL RULE

Heretic Astartes Physiology: every line Heretic Astartes fighter has Toughness 5 and 3 Wounds — the transhuman frame of the gene-forged, unbroken by ten thousand years of corruption. This is the durability the warband is built around, carried by the flesh rather than the plate: a Power armour save is a good save, no more, and what actually keeps a Heretic standing through fire is the body wearing it. The mortal Cultist is the exception to the line — Toughness 3, a single Wound, and none of the transhuman resilience above it. It is the cheap screen beneath the Marines, and it dies like the mortal it is.

✧ SWORN TO THE LONG WAR

SPECIAL RULE

Sworn to the Long War: every Chaos Marine body has been past fear for ten thousand years, and it does not break. This fighter automatically passes Nerve tests and can never be Pinned or Broken, and once per round it may Stand Up for free if it has been knocked down. The steadiness lives in the warrior, not the war-plate — a Heretic in cracked ceramite is as unshakeable as one in pristine armour. It is the traitor's echo of the loyalist courage they kept when they spat on all the rest. The mortal Cultists have none of it: Toughness 3, single-Wound men who feel every scrap of the terror the Marines shrug off, and who break like the mortals they are.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
Autogun	8	18	+1	-	3	-	1	4+	Rapid Fire(1)
Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire(1)
Combi Bolter	12	24	+1	-	4	-1	2	6+	Rapid Fire(2)
Stub Gun	6	12	+1	-	3	-	1	4+	Plentiful
Autopistol	4	9	+1	-	3	-	1	4+	Pistol Rapid Fire(1)
Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire(1)
Hand Flamer	T	T	-	-	4	-1	1	5+	Blaze Pistol Template
Inferno Pistol	3	6	+1	-	8	-4	3	6+	Melta Pistol
Plasma Pistol	6	12	+1	-	5/7	-1/-2	2/3	5+	Overcharge Pistol Unstable
Warp Pistol	6	12	+1	-	6	-2	2	5+	Pistol Warp
Flamer	T	T	-	-	4	-1	1	5+	Blaze Template
Grenade Launcher	12	24	-	-	4/9	-/-2	1/D3	6+	Blast Knockback
Meltagun	6	12	+1	-	8	-4	3	6+	Melta Scarce
Operative Sniper Rifle	18	36	-	+1	4	-1	2	6+	Marksman Silent
Plasma Gun	12	24	-	-	5/7	-1/-2	2/3	5+	Overcharge Unstable
Baleflamer	T	T	-	-	6	-2	2	5+	Blaze Template Unwieldy
Demolisher Cannon	9	18	-	-	9	-3	D6	6+	Blast(5") Concussion Unwieldy
Fleshmetal Guns	18	36	-	-	7	-2	D3	5+	Unwieldy Versatile mutates its profile each shot
Hades Autocannon	18	36	-	-	7	-1	2	6+	Rapid Fire(3) Unwieldy
Havoc Launcher	18	36	-	-	5	-1	1	5+	Blast Rapid Fire(2)
Heavy Bolter	18	36	-	-	5	-2	2	6+	Rapid Fire(2) Unwieldy
Lascannon	24	48	-	-	10	-4	D6	6+	Unwieldy
Missile Launcher	24	48	-	-	4/8	-/-2	1/D3	6+	Blast Knockback Unwieldy
Plasma Cannon	18	36	-	-	6/8	-2/-3	D3	5+	Blast Overcharge Unwieldy
Predator Autocannon	24	48	-	-	8	-2	3	6+	Knockback Rapid Fire(1) Unwieldy
Reaper Autocannon	24	48	-	-	7	-2	2	6+	Rapid Fire(2) Unwieldy
Accursed Crozius	-	E	-	-	+1	-1	2	-	Melee Power
Accursed Crozius	-	E	-	-	+1	-1	2	-	Melee Power Sanctified-Bane (re-roll failed Wound rolls vs Imperium)
Brutal Ccw	-	E	+1	-	+1	-	1	-	Melee
Chainaxe	-	E	+1	-	+1	-2	1	-	Disarm Melee Rending
Chainfist	-	E	-1	-	+2	-4	2	-	Melee Power Unwieldy
Chainsword	-	E	+1	-	+1	-1	1	-	Melee Parry Rending
Combat Knife	-	E	+1	-	+0	-	1	-	Backstab Melee

✂ Daemon Weapon	-	E	-	-	+2	-3	2	-	Cursed	Melee	Power
✂ Flensing Claws	-	E	-	-	+0	-2	1	-	Melee	Rending	Terrifying
✂ Force Stave	-	E	-	-	+1	-1	2	-	Melee	Power	Psi
✂ Helderake Claws	-	E	-	-	+3	-2	3	-	Melee	Rending	Unwieldy
✂ Lightning Claws	-	E	+1	-	+0	-2	1	-	Melee	Paired(+1A)	Rending
✂ Possession Claws	-	E	-	-	+1	-2	1	-	Cursed	Melee	Rending
✂ Power Fist	-	E	-1	-	+2	-3	2	-	Melee	Power	Unwieldy
✂ Power Sword	-	E	-	-	+0	-2	1	-	Melee	Parry	Power
✂ Sacrificial Athame	-	E	-	-	+0	-	1	-	Melee	Sacrifice (kill a friendly Cultist in base contact to add 1 die to the next Dark Invocation summon roll)	
✂ Siege Drill	-	E	-	-	-1	+3	-4	2	Melee	Power	Unwieldy
✂ Venom Edge Knife	-	E	+1	-	+1	-	1	-	Backstab	Melee	Toxin
Blight Grenade	-	Sx2	-	-	4	-1	1	5+	Blast	Toxin	
Demolition Charge	-	Sx2	-	-	9	-3	D6	-	Blast	Sabotage	Scarce
Frag Grenade	-	Sx2	-	-	3	-	1	4+	Blast		
Krak Grenade	-	Sx2	-	-	6	-1	2	4+	Knockback		
Terror Grenades	-	Sx2	-	-	-	-	-	5+	Blast	forces a Nerve test	no damage

✂ APOTHECARION VIALS

MEDICAL

COST 30

FEEL NO PAIN 6+ TO THE BEARER ONLY

Apothecarion gene-vials and pain-balm are the Heretic's own medicine, carried on the body and used on no one else. They grant the bearer a 6+ Feel No Pain against wounds, the transhuman frame shrugging off a blow that would have felled it. There is no medic's aura here and no brother's healing hand — a Heretic trusts no one at his back, and mends himself or dies. It is a spare, grudging draught of survival for a warrior who expects to bleed alone, the loyalist's shared Narthecium curdled into a private, jealous thing.

✂ AUSPEX

ACCESSORY

COST 25

NEGATE AN ENEMY HIDDEN OR INFILTRATED SETUP

The auspex is a hand-held scanner that strips away an enemy's concealment. When a foe deploys hidden or Infiltrated, a single sweep of the auspex negates that setup, dragging the lurker into the open where the warband's guns can answer it. It is the counter to the ambush the Legion so loves to spring itself — a cold-eyed sensor-array in the hands of a watchful Heretic, turning a blind advance into a guided one. Against an enemy who relies on the unseen approach, it is often worth more than another gun.

✂ COMBAT SHIELD

FIELD ARMOUR

COST 40

5+ FIELD SAVE IN MELEE

The combat shield is a heretic's warplate buckler — a slab of reinforced ceramite braced on the forearm and read in the flurry of a melee. It grants a 5+ field save in close combat, a mundane but welcome edge that turns aside the blow the wearer's armour would otherwise have to take. It is the practical choice of a Heretic who fights up close and trusts steel over sorcery, buying a little more life in the press where blades come fast and every parry counts.

✂ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT COMBAT SURGE

Combat stimms are a one-shot surge of frenzon and battle-chems, injected in the heartbeat before the killing rush. Used once, they drive the fighter to a burst of speed and fury beyond its usual measure. The transhuman body rarely needs the crutch — a Heretic Astartes is already past the limits stimms push a mortal to — but a warrior who wants everything for a single decisive moment will burn a dose to have it. It is a spent card, gone once used, bought for the one charge that has to land.

✂ DAEMONIC AMMUNITION

ACCESSORY

COST 25

PICK ONE: DAEMONHELLS (RENDING), PLAGUE ROUNDS (POISON), OR WARP-FIRE (IGNORE COVER)

Daemonic ammunition is cursed shot blessed by the Dark Gods, loaded for the kill the plain round cannot make. The bearer chooses one pattern: Daemonshells, which tear and rend flesh with the Rending trait; Plague rounds, whose poison sickens what they strike; or Warp-fire, which burns through cover as though it were not there and lets the shot ignore it. Each is a small blasphemy fed into an ordinary gun, turning a disciplined weapon into something crueller. A Heretic picks the ammunition to suit the enemy it means to unmake.

⌘ DAEMONIC IRON

BIONICS

COST 45

OFFSETS A LASTING INJURY

Daemonic iron is an augmetic graft grown into a maimed Heretic — a replacement of alien metal, and sometimes the metal is alive. It offsets a Lasting Injury, restoring a warrior the enemy had already broken back to the fight. A lost limb, a ruined eye, a shattered joint: the daemon-forged answers all of them in cold, whispering steel that serves as well as the flesh it replaced, or better. It is the Heretic's way of cheating the wounds of the Long War, at the price of carrying a little more of the warp inside his own body with every graft.

⌘ FAMILIAR

STATUS/COMPANION

COST 35

A BOUND WARP-COMPANION CARRYING A MINOR BUFF

A familiar is a minor warp-thing bound to a character — a scuttling, whispering companion pulled from the immaterium and shackled to its master's will. It carries a small blessing wherever its keeper goes, a scrap of the warp's power made portable and obedient. Some are hamadrya-things curled at a Lord's shoulder, some are half-seen shadows that flit at a Sorcerer's heel; all serve the one they are bonded to and no other. It is a token of favour as much as a tool, the sort of gift the gods grant a Heretic they have begun to notice.

⌘ ICON OF CHAOS

STATUS/COMPANION

COST 40

GANG TOTEM — RE-ROLL A NERVE TEST WITHIN 6 INCHES, MAX 1

The Icon of Chaos is the warband's totem — a Mark-branded standard hauled into battle, the god's sigil raised over the warriors who serve it. Once per round a friendly fighter within 6" of the icon may re-roll a failed Nerve test, steadied by the sight of the mark it swore itself to; only one such icon may be carried by the warband. It matters most where the mortal Cultists falter, an anchor of devotion planted amid the chaff to keep them from breaking. It is a rallying-point and a declaration both, naming the power the warband fights for to every enemy that sees it.

✂ LEGION RELIC

STATUS/COMPANION

COST inherent

NAMED SIGNATURE RELIC; UNIQUE TO EACH LEGION

A Legion Relic is the signature treasure of a single Legion — a named artefact carried out of the Long War, unique to the warriors who bear it and unlike anything another Legion fields. What it is and what it does belongs to each Legion's own dossier: the Black Legion's spoils, the Iron Warriors' cursed engines of siege, the Night Lords' instruments of terror, each its own bespoke thing. Here it is only the slot such a relic fills — the place in a warband's armoury reserved for the one heirloom that no rival can match, waiting to be named by the Legion that owns it.

✂ MARK CARAPACE

ARMOUR

COST inherent

4+ SAVE (CULTIST DEFAULT)

Carapace and flak is the cheap plate of the mortal Cultists — scavenged, ill-fitted, and a world away from the ceramite the Marines wear. It grants a 4+ save, enough to turn a stray round but no proof against a bolt or a blade, and it is the best a mortal traitor can expect. It is the armour of men sent forward to soak fire so the warriors behind them close, and it fails as often as it holds. The Cultists in their flak die in droves, and that is what they are for.

✂ MARK GRAVIS

ARMOUR

COST 35

3+ SAVE, +1 W, -1 IN MOVE; RARE(11) RELIC PATTERN

Gravis relic-plate is heavier war-plate, a rare survival of patterns mostly lost to the long isolation of the Eye — few Heretic forges can still make it, and fewer warbands can field it. It keeps the 3+ save but adds a Wound to the wearer at the cost of a step of Movement, trading speed for the mass to carry the heaviest guns and stand where lighter armour would fall. It is a relic in Chaos hands, taken only by the most favoured, and it turns a Chaos Marine or Lord into a slow, immovable anvil.

✂ MARK POWER

ARMOUR

COST inherent

3+ SAVE (ASTARTES DEFAULT; A GOOD SAVE, NOT A SUPER-SAVE)

Power armour is the ceramite war-plate of the Heretic Astartes — the same bolt-scarred, daemon-etched suit their loyal cousins wear, and the default protection of every Chaos Marine, Champion, Sorcerer and Lord. It grants a 3+ save: a good save, but never a miracle, for what truly keeps a Heretic alive is the transhuman body inside the plate, not the steel. A Damage-heavy blow will punch clean through it as through any armour. It is the standard of the Long War, worn as a matter of course and asking no upgrade — the baseline every heavier mark is measured against.

✂ MARK TERMINATOR

ARMOUR

COST 130

2+ SAVE, +1 W, -1 IN MOVE, DEEP STRIKE, 5+ FIELD SAVE; UNLOCKS TERMINATOR WEAPONS

Terminator plate is the elite anvil of the Legion — the heaviest war-plate a Heretic can wear, and the only armour in the warband that reaches a 2+ save, never bettered. It adds a Wound and costs a step of Movement, grants a 5+ field save against blows that pierce the plate, and lets the wearer Deep Strike onto the battlefield through the warp. It also unlocks the terminator arsenal — the combi-bolter, the power fist, the chainfist, the lightning claws. Reserved for Chaos Marines, Champions, Sorcerers and Lords, it makes its bearer a slow, near-unstoppable killer, dropped from nowhere into the enemy's heart with a god's weight of ceramite around it.

✂ MUTATING GIFT

ACCESSORY

COST inherent

ONE-SHOT: GRANT A CHAOS BOON ROLL

A mutating gift is a one-shot offering to the Dark Gods — a phial of daemon-ichor, a shard of warp-stone, some blasphemy pressed into a favoured warrior's flesh to invite the powers to reshape it. Used once, it grants that fighter a roll on the Chaos Boons table, courting the same gift-and-ruin every Heretic gambles on: a swelling of the body and the gods' favour, or the slow slide toward mindless Spawndom. It is a deliberate reach for mutation rather than a wait for it, spent on the champion its bearer means to push toward apotheosis — and the gods answer as they will.

✂ RAPTOR JUMP PACK

MOBILITY

COST 45

GAIN FLY AND A JUMP MOVE

The Raptor jump pack is the assault-leap of the Legion's screaming hunters — a roaring engine of turbines and bound flame strapped across the back. It grants the wearer Fly and a jump move, letting the fighter vault terrain and drop shrieking into the enemy from above. It is the tool of the Raptors and Warp Talons, warriors who fight from the air and take a savage joy in the terror of it, falling on their prey where no wall or ledge can shield them. In the hands of a fast killer it turns the whole battlefield into open ground.

✂ SIGIL OF CORRUPTION

FIELD ARMOUR

COST 65

4+ INVULNERABLE FIELD SAVE (IGNORES AP)

The Sigil of Corruption is a character's daemon-ward — a blasphemous device wrought of bound warp-stuff that throws a shimmering field around its bearer. It grants a 4+ invulnerable field save that ignores AP entirely, turning aside the killing blow that armour alone could never stop. Where the plate is a good save and no more, the sigil is the last defence of a Lord or champion the gods still favour, catching the melta and the power blade a heartbeat before they land. It is a rare and coveted device, and the daemon caged within it exacts its own quiet price for the protection it gives.

✂ TROPHY RACK

STATUS/COMPANION

COST 30

TERROR TOTEM — THE SPOILS OF THE LONG WAR

A trophy rack is a terror totem — a frame of flayed spoils and broken war-plate raised over a Heretic's shoulders, the harvested proof of ten thousand years of killing. The skulls and severed banners are hung where the enemy will see them and understand: they name every foe the bearer has unmade, and they promise the same to whoever looks upon them next. In the press of battle it works on the nerve of the foe, a wordless boast of the Long War that makes a wavering enemy waver further. The horror is the point; the rack carries no other purpose.

✂ WARP STRIDE

MOBILITY

COST

35

A SHORT TELEPORT REPOSITION (SORCERER)

Warp-stride is a Sorcerer's short teleport — a half-second step through the immaterium that closes distance no ordinary move could. It lets the caster reposition across the battlefield in a reeking flicker of displaced air, slipping a threat, seizing an angle, or vanishing from a fight it has no wish to finish. It is the sorcerer's escape and ambush both, the warp bent to a single practised trick, and it makes a psyker maddeningly hard to pin down — here one moment, gone the next, reappearing where the enemy least wants it.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ DISARM

WEAPON TRAIT

On a hit (often a specific result), the target **loses/drops a weapon** or cannot use it for the activation. Whips, entangling blades.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's Damage is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a **matched pair**; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂️ **PARRY**

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can ****force the attacker to re-roll one successful hit dice**** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂️ **PLENTIFUL**

WEAPON TRAIT

Ammo is cheap and abundant. The weapon ****automatically passes any reload / never needs to track running dry the same way****, and out-of-ammo is trivially recovered (lasguns, autoguns with cheap ammo). This reliability is a major reason cheap basic weapons stay cheap.

✂️ **POWER**

WEAPON TRAIT

A power-field melee weapon. ****Ignores the target's armour save entirely**** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂️ **RAPID FIRE**

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂️ **RENDING**

WEAPON TRAIT

On a ****natural 6 to wound****, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂️ **SCARCE**

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂️ **SILENT**

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂️ **TEMPLATE**

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂️ **TOXIN**

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target ****fails a Toughness check**** (roll D6, fail if under T-related target). Toxin ****ignores Toughness scaling**** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

✂️ **UNSTABLE**

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

✂ VERSATILE

WEAPON TRAIT

The melee weapon has ****reach****: the wielder can fight in close combat from slightly further away (e.g. up to 1–2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.

SKILLS

✂ BOLTER DISCIPLINE

HERETIC ASTARTES SET

Bolter Discipline is the drilled trigger-craft the Legion kept from its loyalist days — the measured rhythm of fire that no ten thousand years in the warp could unlearn. When this fighter makes a Shoot (Basic) action with a bolt weapon against a target at half range or less, it makes one extra shot with that weapon. Up close the disciplined Heretic does not spray; it pours a steady double cadence of mass-reactive shells into the enemy, each round placed where the last one struck. It rewards the warrior who holds the line and lets the foe close, turning the boltgun's short range into its deadliest band.

✂ DARK INVOCATION

HERETIC ASTARTES SET

Dark Invocation is the moment a Heretic speaks the words that tear a hole in the world. Once per battle this fighter may attempt to summon a daemon retinue from reserve or call down a blessing of its patron power. The summoned Neverborn arrive as a daemonic incursion, fighting under their own rules as an allied retinue — a cult Legion may only ever call its own god's daemons, while a Word Bearer may call the daemons of any single god, declared at the moment of summoning. It is the trump card the loyalists can never match, held for the instant the enemy has committed and then loosed into his rear. Yet against a foe who can banish what is called, the blood is spilled, the words are spoken, and sometimes nothing answers.

✧ INFILTRATING TRAITORS HERETIC ASTARTES SET

Infiltrating Traitors are the killers already inside the wire before the battle begins. When the warband deploys, this fighter may instead be set up anywhere on the battlefield more than 6" from any enemy and out of their line of sight, or make a free Move before the first round. Whichever way it comes, the fighter may not charge in the round it deploys — the trap is sprung a heartbeat early, the blade drawn before the foe knows a traitor stands at his shoulder. It is the patient treachery of Legions that have spent millennia turning loyalty inside out, walking a warrior into position where no sane defender expects one.

✧ MALICE HERETIC ASTARTES SET

Malice is hatred made manifest — the killing hunger that does not stop when the first foe falls. Once per battle, when this fighter takes an enemy Out of Action, it may immediately make a free Move or a single free close-combat attack. The Heretic rides the moment of the kill straight into the next one, wrenching its blade free and turning on whatever still stands rather than pausing over the body. It is the spite of a warrior who has waited ten thousand years to do this and means to spend every heartbeat of the battle at it, the murder of one enemy carrying it forward into the murder of the next.

✧ TELEPORT ASSAULT HERETIC ASTARTES SET

Teleport Assault is the anvil dropped from nowhere — the terminator-clad Heretic torn through the warp and slammed down amid the enemy. A fighter wearing the Terminator mark may begin the battle in reserve, and from the second round onward it deep-strikes onto the battlefield more than 6" from any enemy, and may charge in the round it arrives. There is no approach to see coming; the air splits, the reek of the warp rolls out, and an armoured killer is suddenly among the foe's back lines with its war-gear already swinging. Only the heaviest war-plate can survive the crossing, so this is the elite's stroke alone — a hammer aimed at the one place the enemy left unguarded.

✧ VETERANS OF THE LONG WAR HERETIC ASTARTES SET

Veterans of the Long War have fought the Emperor's servants for ten thousand years, and the practice shows in every shot and stroke. When this fighter shoots at or fights a target that is Imperium or loyalist Adeptus Astartes, it may re-roll a single failed Hit roll and re-roll any To Wound rolls of a natural 1 against that target. It is the deepened form of the hatred every Heretic carries — where the raw grudge steadies the aim, the veteran's discipline turns a wounding blow into a killing one. Against the loyalist there is no wasted stroke; the warrior has rehearsed this kill across a hundred battlefields and simply finishes it.



CHAOS SPACE MARINES • HOUSE DOSSIER

ALPHA LEGION

The battle decided before deployment

The Alpha Legion is the battle decided before deployment. Where other Heretic Astartes hosts arrive to fight, this one is already present — operatives in position, charges planted, objectives quietly moved, an ambush set in the ground the enemy believes is empty. Its primary weapon is not the bolter but information and position: it fights the war before the war, and by the time the foe thinks the fighting has started, half of it is already lost.

It is a cell-structured warband with no single head to cut off. Command passes hand to hand among warriors who all answer to the name Alpharius, so no assassination folds the line and no decapitation wins the day. Its Legionnaires set up inside the enemy's own formation wearing his colours; its mortal operative-cells screen and sabotage ahead of them; its saboteurs ruin the field before the first shot. The edge is setup, not staying power — sprung and forced into a stand-up fight with no trap left, it is only an average Marine host. But seen coming is the one thing the plan is built never to be.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Every fighter shares the Long War spine — the gang-wide hatred re-roll versus the Imperium
- ♦ Exactly 1 nominal Leader (Alpha Legion Lord) — but see I am Alpharius: no single-Leader dependency
- ♦ 0-2 Champions (Operative Champion / Sorcerer / Warpsmith-Saboteur)
- ♦ Alpha Legionnaires the bulk; operative Cultists cheap and plentiful with a raised cap (the operative cells)
- ♦ 0-1 \$5c Vehicle (Helbrute or Defiler — resolved through the Ash-Wastes vehicle rules, \$Vehicles, rather than the old Brute grid)
- ♦ Backbone: Legionnaires + Cultists $\geq$ Leaders + Champions
- ♦ Hydra Dominatus: the whole gang may deploy Hidden (sig.hidden-in-plain-sight), performs pre-battle sabotage, and runs leader-redundancy (sig.i-am-alpharius)
- ♦ No daemon-summoning (Mark of Chaos Undivided — the plan needs no daemons)

An Alpha Legion warband musters on 1500 credits. It fields exactly one nominal Leader — the Alpha Legion Lord — though I Am Alpharius means the gang never truly depends on him. Alongside stand up to two Champions, drawn from the Operative Champion, the Sorcerer, and the Warpsmith-Saboteur.

The Legionnaires are the bulk of the host, but the operative Cultists are the character of it: cheap, plentiful, and permitted at a raised cap, the sleeper-agent cells that make the infiltration real. A single \$5c war-engine — a Helbrute or a Defiler, reckoned through the Ash-Wastes vehicle rules (\$Vehicles) rather than the old Brute grid — may anchor the force. Whatever its shape, the backbone rule holds: Legionnaires and Cultists together must number at least as many as the Leaders and Champions combined.

The whole gang fights under Hydra Dominatus. It may deploy Hidden, performs pre-battle sabotage, and runs the leader-redundancy of I Am Alpharius, so no first strike can behead it. It summons no daemons — the plan has never needed them.

GANG RULES

✧ HIDDEN IN PLAIN SIGHT

GANG RULE

Hidden in Plain Sight is the rule that puts the Alpha Legion's infiltration on the table. The gang sets the battle before deployment: it may set up more of its fighters Hidden or Infiltrated than any other House — up to half the gang placed as hidden markers, out of line of sight, revealed only when they act or an enemy strays within Initiative inches. When a hidden fighter reveals in order to attack, it strikes that round with +1 to Hit — the ambush bonus.

The board is never what it appears. The safe flank holds operatives; the open ground is trapped; the position the enemy trusts was prepared by the Legion before he arrived. A foe that has already lost objectives and cover, and a fighter to a buried charge, fights on the Legion's terms from the first round.

The counterplay is detection. An enemy who carries an Auspex on every fighter, or a screen that strips hidden markers, negates the setup and forces the stand-up fight the Legion is only average at. Seen coming, the plan was the whole weapon — and there is nothing behind it.

✧ I AM ALPHARIUS

GANG RULE

I Am Alpharius is the rule that puts headless resilience on the table. The Alpha Legion has no single throat to cut. Should the nominated Leader be taken Out of Action, a Champion — or any fighter holding a Reputation slot — immediately becomes the Leader, with full Leadership range and abilities, and the gang suffers no Bottle test, Nerve penalty, or coherence loss for the death. Command is a role passed hand to hand among warriors who are, in the ways that matter, interchangeable.

The gang fights like a thing with no centre of gravity. Kill the warrior giving the orders and another gives them in the same breath, with the same cold competence; there was never truly a head, only the Legion. The Mark of the Hydra Icon sharpens the gambit further — any one fighter may claim to be the icon-bearer, so the enemy can never be sure which warrior matters, because none of them does.

The catch is quiet: this buys steadiness, not power. It keeps an average host fighting where a decapitated rival would fold, but adds nothing to the fighting itself. Against a foe who simply grinds the whole gang down rather than hunting its head, it saves no one — it ensures only that the Legion falls together, in order.

FIGHTERS

CHAOS LORD

LEADER

✖ 315 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	4+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Hidden in Plain Sight (*may deploy Hidden; +1 to Hit on the round it reveals to attack*)

I am Alpharius (*no single-Leader dependency; another fighter becomes Leader with no Bottle penalty*)

Lord of the Long War (*once/battle command surge aura*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- +1
- re-roll Wound

PRIMARY

Agility

Cunning

Leadership

SECONDARY

Combat

Ferocity

Savant

Shooting

Signature

STARTING GEAR Mark Power

FREE SKILL Hidden In Plain Sight

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Venom Edge Knife 30 credits

Power Sword 45 credits

Lightning Claws 55 credits

Power Fist 60 credits

GRENADE		PERSONAL	
Frag Grenade	30 credits	Apothecarion Vials	30 credits
Krak Grenade	45 credits	ACCESSORY	
Demolition Charge	75 credits	Auspex	25 credits
ARMOUR		STATUS	
Mark Terminator	130 credits	Hydra Icon	40 credits
Mark Power		Icon Of Chaos	40 credits
<i>included</i>			

The Alpha Legion Lord is the nominal head of a force built to have none. A transhuman killer in power armour who is as apt to be found inside the enemy's own lines as at the head of his warband, he answers to the name Alpharius, as does every warrior beside him — and the death of any one of them changes nothing at all. He fights where the plan places him, strikes when the trap is already sprung, and leaves the foe certain he has killed the wrong man.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.
- **Hidden in Plain Sight:** this fighter may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.
- **I Am Alpharius:** should this fighter go Out of Action, another fighter becomes the Leader instantly, with no Bottle test or Nerve penalty for the loss.
- **Lord of the Long War:** once per battle this fighter issues a command surge to friendly fighters within its aura.

ASPIRING CHAMPION

CHAMPION

✖ 260 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Hidden in Plain Sight (*may deploy Hidden; +1 to Hit on the round it reveals to attack*)

I am Alpharius (*any Champion may step up as Leader instantly*) **Lord of the Long War** SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- +1
- re-roll Wound

PRIMARY

Agility

Cunning

Leadership

SECONDARY

Combat

Ferocity

Savant

Shooting

Signature

STARTING GEAR Mark Power

FREE SKILL Hidden In Plain Sight

EQUIPMENT LIST

BASIC		GRENADE	
Boltgun	55 credits	Frag Grenade	30 credits
Combi Bolter	65 credits	Demolition Charge	75 credits
PISTOL		ARMOUR	
Bolt Pistol	45 credits	Mark Terminator	130 credits
Plasma Pistol	70 credits	Mark Power	
SPECIAL		<i>included</i>	
Plasma Gun	100 credits	ACCESSORY	
Meltagun	135 credits	Auspex	25 credits
CLOSE-COMBAT		STATUS	
Chainsword	25 credits	False Colours Kit	20 credits
Venom Edge Knife	30 credits	Hydra Icon	40 credits
Power Sword	45 credits		

The Operative Champion is the scheming middle of the command web — the warrior who, at the chosen moment, reveals himself as Alpharius and takes the reins as though he always held them. Fast, precise and armoured in power plate, he leads from concealment as readily as from the front, and any of his kind can step into the Leader's place without a beat lost.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.
- **Hidden in Plain Sight:** this fighter may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.
- **I Am Alpharius:** should the Leader go Out of Action, this Champion may step up as Leader instantly, with no Bottle test or Nerve penalty for the loss.
- **Lord of the Long War:** this fighter carries the command aura of the one who reveals himself as Alpharius.

DARK COMMUNE

CHAMPION

✖ 51 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	1	3+	1	6+	5+	6+	6+

SAVE 4+

SPECIAL RULES **The Long War** (*shares the gang-wide hatred re-roll vs Imperium*)

I am Alpharius (*an operative-cell leader who can be the head; feeds the leader-redundancy*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Cunning

Leadership

SECONDARY

Agility

Combat

Ferocity

Savant

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Stub Gun 5 credits

Autopistol 10 credits

CLOSE-COMBAT

Brutal Ccw 15 credits

Venom Edge Knife 30 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

STATUS

False Colours Kit 20 credits

Hydra Icon 40 credits

The Dark Commune is the mortal command cadre of the operative cells — a traitor-enforcer and demagogue who runs the sleeper-agents the Legionnaires never lower themselves to marshal. A frail thing beside a transhuman, T3 and a single Wound, but it holds the deepest mortal-cult tier in the host together, and it feeds the redundancy: any operative can be the head, and this one often is.

Special Rules

- The Long War:** this fighter shares the gang-wide hatred re-roll against a target of the Imperium, though as a mortal it is not Sworn to the Long War.
- I Am Alpharius:** this operative-cell leader can be nominated as the head, and its presence feeds the gang's leader-redundancy.

SORCERER

CHAMPION

✖ 235 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Hidden in Plain Sight (*the psychic operative may deploy Hidden*)

SEE SPECIAL RULES

PSYKER (*manifests the Dark Hereticus discipline via the N18 Wyrld Power rules*)

A fighter with the Psyker keyword may manifest the Wyrld Powers of the Dark Hereticus discipline it has access to, along with the universal witch-blast of Smite. The Chaos Sorcerer is the Heretic Astartes' lone witch — where a rival warband might field none, the Long War's sorcerer-specialist bends the warp to the same end as every bolter in the host. Its powers are drawn free at creation, the gift baked into the Sorcerer's own cost rather than bought a working at a time; each manifests through the standard N18 Wyrld Power rules, and each courts the warp's own price when it is called.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Smite

Dark Hereticus

STARTING GEAR Mark Power

FREE SKILL Malice

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Stave 45 credits

ARMOUR

Sigil Of Corruption 75 credits

Mark Power

included

WARGEAR

Warp Stride 35 credits

ACCESSORY

Auspex 25 credits

STATUS

Familiar 35 credits

The Sorcerer is the psychic operative — a Heretic Astartes who reads the field before the field is set, turning foresight and warpcraft to the same end as every other cell: the enemy undone before he understands the game. He walks with a force stave and a bolt pistol, moving unseen with the rest of the operatives until the moment his power decides a fight already half-lost.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.
- **Hidden in Plain Sight:** this fighter may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.
- **Malice:** once per battle, after this fighter takes an enemy Out of Action, it may immediately make a free Move or a free additional attack.
- **Psyker:** this fighter carries the Psyker keyword and may manifest the Wyrd Powers of the Dark Hereticus discipline it has access to, plus the universal Smite, using the N18 Wyrd Power rules.

WARPSMITH

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Hidden in Plain Sight (*the saboteur may deploy Hidden*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1

PRIMARY

Brawn

Cunning

Shooting

SECONDARY

Agility

Savant

Signature

STARTING GEAR Mark Power

FREE SKILL Sabotage

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Venom Edge Knife 30 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Demolition Charge 75 credits

ARMOUR

Mark Power

included

PERSONAL

Daemonic Iron 45 credits

ACCESSORY

Auspex 25 credits

The Warpsmith-Saboteur is the hand that ruins the ground before the fight. Where other legions field him as a mender of machines, the Alpha Legion turns him loose on the enemy's — cutting emplacements, planting charges, and moving the very objectives before a shot is fired. He carries a power fist and a bolt pistol, and the demolition suite that lets him decide a battle in the dark, hours before it begins.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.

- **Hidden in Plain Sight:** this fighter may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.
- **Sabotage:** once before the battle this fighter may disable an enemy emplacement, re-position an objective, or plant a trap at a chosen point.

CHAOS CULTIST

GANGER

✖ 53 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	3+	1	7+	6+	7+	6+

SAVE 4+

SPECIAL RULES **The Long War** (*shares the gang-wide hatred re-roll vs Imperium*)

Hidden in Plain Sight (*the sleeper-agent operative may deploy Hidden*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- +1

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Combat

Ferocity

Savant

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Stub Gun 5 credits

Autopistol 10 credits

SPECIAL

Operative Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Brutal Ccw 15 credits

Venom Edge Knife 30 credits

GRENADE

Frag Grenade 30 credits

Demolition Charge 75 credits

ARMOUR

Mark Carapace

included

ACCESSORY

Auspex 25 credits

STATUS

False Colours Kit 20 credits

The Alpha Legion Cultist is a sleeper-agent — a mortal operative who has lived in the enemy's shadow long enough to be part of it, cheap and plentiful and utterly expendable. It is the screen that sets the ambush, the informant that moves the objective, the body that walks into the enemy line and is not questioned. Autogun and a brutal blade, and the patience to be exactly where it is needed before the fight begins.

Special Rules

- **The Long War:** this fighter shares the gang-wide hatred re-roll against a target of the Imperium, though as a mortal operative it is not Sworn to the Long War.
- **Hidden in Plain Sight:** this sleeper-agent may deploy as a Hidden marker.

CHAOS MARINE

GANGER

✖ 202 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Hidden in Plain Sight (*sets up already inside the enemy line; may deploy Hidden*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Combat

Ferocity

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Grenade Launcher 65 credits

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

Venom Edge Knife 30 credits

Chainaxe 35 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Demolition Charge 75 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Apothecarion Vials 30 credits

ACCESSORY		STATUS	
Auspex	25 credits	Icon Of Chaos	40 credits
Daemonic Ammunition	25 credits		
♣ <i>Hydra Scrambler</i>	30 credits		
<i>Built from a looted Imperial auspex and a vox-scrambler array; the operatives wire the enemy's own detection gear into a jammer. A non-datasheet operative tool — no stock CSM kit builds it — priced above the Core auspex accessory band.</i>			

The Alpha Legionnaire is the line heretic who is already inside the enemy's position when the enemy thinks the battle is beginning. A full transhuman in power armour, boltgun in hand, he is the infiltration premium made flesh — set up in the ground the foe believed empty, wearing colours not his own, waiting for the word. Not the equal of a stand-up Astartes brawler, but placed where no brawler ever gets to stand.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.
- **Hidden in Plain Sight:** this fighter sets up already inside the enemy line and may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.

VEHICLES

CHAOS PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Predator Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Predator is the Legion's main battle tank — the Rhino hull up-armoured and up-gunned until it is a different beast, a dedicated armour-killer that anchors a traitor battle-line rather than flanking it. Its heavy front facing shrugs off fire that would gut a transport, bought at the cost of the Rhino's speed. In its Destructor pattern the turret mounts a predator autocannon to crack light armour and heavy infantry; the Annihilator instead twin-links lascannons to burn the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so it engages across three arcs at once. Slow, front-heavy and dear, it sits deliberately below the Defiler and Land Raider superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Chaos Rhino is the corrupted workhorse of the Legions — the same fast, boxy Tracked transport the loyalists ride, ten thousand years weathered and daubed with the marks of the Long War. It exists to carry a squad of Heretic Astartes across open ground and spill them into the fight, trading protection for speed: its armour turns small-arms but is thin against war-engines, so it lives on Movement and its six Hull Points rather than on trading blows. A pintle-mounted combi-bolter lets the crew hose down infantry as the hull closes. Every Legion fields one in some ancient pattern, one per gang, and it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling coffin the Traitor Legions have ridden to war since the galaxy burned.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS VINDICATOR

VEHICLE

✖ 195 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Demolisher Cannon — Turret arc (Crew)
- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Vindicator is the siege bombard built on the Rhino hull — one monstrous demolisher cannon set in a low hull mounting, made to flatten cover and crack armour at knife-range. It keeps the transport's durable body, its facing armour and its seven Hull Points, and gives the cargo bay over to a single devastating gun. Where the rest of the roster reaches out, the Vindicator wants to close: its cannon is blind past its short range but annihilating within it, erupting the ground beneath a fireteam and bringing down walls that thought themselves proof. A pinte combi-bolter answers infantry that stray too near. It is the Iron Warriors' natural artillery, though any Legion that means to break a defended position covets one. Slow and short-armed but Rhino-tough, one per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	9	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Reaper Autocannon — Sponson arc (Crew)
- ♦ Power Fist — Arm arc (Crew)

SPECIAL RULES

- ♦ Crazy (daemon-engine — may lurch at the nearest target)
- ♦ 0-1 per gang

The daemon-engine the Legion keeps in reserve for the day position alone will not win — and, with the Core-wide reckoning, a \$5c superheavy war-engine rather than a fighter-line super-Brute. The Defiler is a Walker of Sv 3+ over nine Hull Points behind the thickest front armour the warband fields (Toughness 9 to the fore, 8 flank, 7 rear), a four-legged brass horror that lobs a battle cannon downrange then tears in with piston claws. A hull-mounted battle cannon throws long-range daemon ordnance, a sponson reaper autocannon (or a heavy-flamer-pattern spewer) rakes what closes, and a fixed Defiler claw-and-scourge crushes anything in reach. It is the super-engine the cells call up only when the hidden hand must become an open one — a fortune-gatekeeper of a machine at the ~450 superheavy ceiling, one per gang and prohibitively dear. Crazy, it may lurch at the nearest target; its durability, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	9	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Reaper Autocannon — Side arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Defiler is the superheavy daemon-engine of the Long War — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, and the single most punishing body a Heretic warband can field. A four-legged brass horror of front-weighted armour, Toughness 9 to the front and 8 to the flank and 7 to the rear, hauls nine Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7". Its hull turret lobs a battle cannon the length of the field, a sponson-mounted reaper autocannon rakes what survives the ordnance, and its great piston claws tear apart anything that closes to the daemon's reach. The bound thing strains against the metal that cages it: it is Crazy, and lurches at the nearest prey whether the host wills it or not. A fortune-gatekeeper reserved for the wealthiest warbands, a shared chassis every Legion may field, 0-1 per gang; its every Loss of Control is resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FORGEFIEND

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Ectoplasma Spitter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Forgefiend is the Defiler's ranged sibling — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a daemon-engine built as a gun-platform and little else. A slow four-legged weapons battery of Toughness 9 to the front and eight Hull Points, it lumbers at Movement 6" and pays for that sloth in firepower: twin daemon autocannon hammer the far line with a storm of shells, or a hull-set ectoplasma spitter vomits warp-fire at what strays too near. Where the Maulerfiend closes to rip, the Forgefiend plants itself and pours out death from range, the heavy-shooting apex of the armoury. Its legs are thin and its stride is short, and a fast enemy that reaches it can worry it down; but caught in its arc of fire, little survives. The engine hates the metal that holds it: it is Crazy, and lurches at the nearest prey when the daemon's temper slips its leash. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Meltagun — Arm arc (Crew)
- ♦ Power Fist — Arm arc (Crew)

SPECIAL RULES

- ♦ Crazy (daemon-engine — may lurch at the nearest target)
- ♦ 0-1 per gang

The operative host's heavy fist — and, with the Core-wide reckoning, no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A captured warrior chained screaming into a Dreadnought sarcophagus, the Helbrute is a Walker of Sv 3+ plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear) and grinding forward at a plodding six inches — the Chaos Dreadnought, inheriting the loyalist Walker profile. One arm cracks armour at range (a multi-melta by default, or a reaper autocannon for the cell that wants volume of fire), the other is a crushing Helbrute fist with a built-in scourge or combi-bolter; both are fixed Arm mounts, so the machine must face its quarry. When the Alpha Legion trap is sprung and subtlety is spent, it is loosed to break whatever the cells have already surrounded — Crazy, it may lurch at the nearest target, and its damage, its handling and every Loss of Control are resolved through the Ash-Wastes vehicle rules. Its price is provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Meltagun — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Helbrute is the lesser walker of the host — a fallen champion sealed screaming into a Dreadnought's sarcophagus, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull, Toughness 8 to the front and thinning to 6 at the rear, and it advances at Movement 6" as the tormented bulwark of the line. It goes to war with a fixed multi-melta that cracks armour at range and a great Helbrute fist that tears apart what closes; both are Front hardpoints, so the walker must turn its face to its prey. The centuries in the dark have driven it mad: it is Crazy, and lurches at the nearest enemy whether the host wills it or not, obeying little command. A captive daemon-fed engine pointed at whatever the Legion most wants dead, a shared chassis every Legion may field, 0-1 per gang; its damage, its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELDRAKE

GUNSHIP

✖ 235 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Baleflamer — Front arc (Crew)
- ♦ Heldrake Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Heldrake is a Crazy daemon-engine flyer, a mechanical dragon with a bound warp-thing screaming inside its hull — the apex of the Ash-Wastes airspace and the Legions' sole master of the sky. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its fixed front maw torches massed infantry with a baleflamer — a torrent of warp-fire — or strafes with a hades autocannon, and its barbed claws rake fighters and hulls as it stoops on the swoop. Eight Hull Points and quick handling let it shrug the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to own the sky and hunt what moves below. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LORD DISCORDANT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Helstalker Maw — Mount arc (Crew)
- ♦ Autopistol — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazyed

The Lord Discordant on Helstalker is the mounted character among the daemon-engines — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a Warpsmith-axis lord fused to the fast Helstalker mount beneath him. A walker of Toughness 8 to the front and eight Hull Points, it races the field at Movement 9", and it fights as rider and mount together: an impaler chainglaive that hooks and rends the armour of the enemy, the Helstalker's own maw and mechatendrils that savage what the glaive drags down, and a pintle autopistol for anything that slips close. The lord's command of the daemon-engines and his mid-battle rites of repair and disruption are carried as the intent of the crew, not restated as vehicle rules. Rider and steed hate their forging as one: the whole engine is Crazyed, and lurches at the nearest prey with a shared and heedless fury. A shared chassis every Legion may field, the superheavy fortune-gatekeeper of the character hulls, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MAULERFIEND

VEHICLE

✖ 430 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	9	8	7	8	6+	3+	5+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Meltagun — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Maulerfiend is the hunter-killer of the daemon-engines — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, built for one thing and honed to nothing else. A fast four-legged assault walker of Toughness 9 to the front and eight Hull Points, it bounds forward at Movement 9", the swiftest of the heavy hulls, and it barely shoots at all: its BS 5+ marks it a thing of the charge, not the firing line. What it carries are its arms — lashing tendrils that catch and crush at the walker's apex of strength, or magma cutters that burn through armour where they land — and it wants only to close the distance and rip. Its hull is proof against fire that would gut a lighter engine, but its whole purpose is the reach of those arms. The bound daemon hates its cage as much as the foe: it is Crazy, and throws itself at the nearest enemy with every activation. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOMCRAWLER

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Excruciator Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Venomcrawler is the Soul-Harvest engine — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, a scuttling daemon-thing bred to gather souls for the ritual. A fast walker of Toughness 8 to the front and seven Hull Points, it skitters forward at Movement 9" to run down the fleeing and the flanking, and it fights with an excruciator cannon that spits warp-blasts and long soulflayer tendrils that catch and rend. Its true value is not the kill but what the kill feeds: every soul it reaps fuels the warband's Dark Invocation, the summoning dice sharpened by its slaughter — that hook lives in the gang's signature ritual, not in the engine's own rules. Maulerfiend-swift and daemon-hungry, it is Crazy, and lurches at the nearest prey with a will of its own. A shared chassis every Legion may field and the summoning cults covet most, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ DARK HERETICUS

PSYCHIC DISCIPLINE

Dark Hereticus is the whole of the generic Heretic Astartes sorcery — malediction, warp-flame, and the gifts of the gods, the devotional witchery of ten thousand years of damnation. Where a cult legion keeps a cabal, the Undivided host fields one witch, and that Sorcerer draws on the same six workings: the warp-flame of Infernal Gaze, the unwriting of Death Hex, the quickened step of Warptime, the swelling muscle of Diabolic Strength, the foresight of Prescience, and the gambled mutation of Gift of Chaos. Each is a Wyrd power, manifest through the N18 rules and paying the warp's price; at creation a Sorcerer with access picks or D6-rolls its power, and adds to it the universal Smite.

ROLL

POWER

1	Infernal Gaze. Warp-flame streams from the Sorcerer's eyes and engulfs a chosen enemy fighter within 12" and line of sight, which suffers D3 automatic Strength 5, AP -1 hits. It is the discipline's direct-damage lever — a witch-fire bolt that asks for no Hit roll, burning down a target the gang's guns cannot reach or crack.
2	Death Hex. The Sorcerer speaks a word of unwriting at an enemy fighter within 12", and until the end of the round that target can make no invulnerable or field save and suffers -1 to all its other saves — its every protection stripped from reality. The discipline's anti-save malediction, the answer to an armoured or warded foe no ordinary wound seems to fell.
3	Warptime. While this power is sustained, a chosen friendly fighter within 6" — or the Sorcerer itself — moves warp-quicken, adding +2" to its Movement and re-rolling a failed Charge distance. The caster-mobility lever, closing the ground the Long War is fought across.
4	Diabolic Strength. While sustained, a chosen friendly fighter within 6" — or the caster — swells with daemonic power, gaining +1 Strength and +1 Attack in melee. The melee buff: a line body turned into a killer for as long as the Sorcerer holds the working.
5	Prescience. While sustained, a chosen friendly fighter within 6" — or the caster — reads the threads of the immediate future, re-rolling failed Hit rolls of 1 in shooting and melee alike. The accuracy buff, distinct from the Long War's anti-Imperium hatred: it sharpens every attack, not only those aimed at the Corpse-Emperor's servants.
6	Gift of Chaos. The Sorcerer calls on the Ruinous Powers for a chosen friendly Heretic Astartes within 6", which immediately rolls once on the Chaos Boons table as the gods answer mid-battle. It carries the same Spawndom risk as any boon — the campaign reward layer touched by the warp, never a currency — a mutation gambled for at the moment of need.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Forward Operatives. Play before the battle. Choose up to two friendly fighters; they may be set up Hidden regardless of whether they would normally be eligible, placed as markers anywhere more than 6" from an enemy fighter. Your operatives were forward long before the line was ever drawn.	PRE-BATTLE
12	Hydra Dominatus. Play at the start of any round. Until the end of the round, friendly fighters that reveal from Hidden to attack add a further +1 to their Hit rolls beyond the usual ambush bonus, and automatically pass any Cool test they are called to make. Hydra Dominatus — the many move as one.	ANY ROUND
13	Conceal And Strike. Play when a friendly Hidden fighter reveals to attack this round. Resolve its attacks before the enemy may react to the reveal, and until the end of the round it counts as being in partial cover. It strikes from the dark, and is halfway back into it before the foe turns.	ANY ROUND
14	We Are Everywhere. Play at the start of the battle. Place one additional Hidden marker on the board as a decoy, more than 6" from any enemy. It hides no fighter at all — but the enemy cannot know that, and must treat it as though a warrior waited there, and spend his caution accordingly.	START OF BATTLE

15	False Orders. Play at the start of any round. Choose one enemy fighter; forged orders reach it in a hand it trusts. Its controlling player must activate that fighter before any other fighter this round, whether or not the timing serves him. The Legion's voice is already inside the enemy's command.	ANY ROUND
16	The Many Heads. Play when a friendly fighter that has issued a Leadership-based order this battle is taken Out of Action. Another friendly fighter within 6" immediately assumes its role and command range for the rest of the battle, and your gang takes no Nerve penalty for the loss. Cut one head, and another speaks in the same breath.	ANY ROUND
21	Sleeper Cell. Play at the start of any round. Choose one friendly Hidden fighter that has not yet revealed; the sleeper wakes with killing intent. This round, when it reveals to attack, its first attack gains +1 Strength as well as the usual ambush bonus. It has been waiting a long time for exactly this.	ANY ROUND
22	Cut The Wire. Play before the battle. Choose one enemy emplacement, sentry weapon, or piece of interactive terrain; it is sabotaged and counts as inert for the game, doing nothing for its owner. The wire was cut before the enemy knew there was a wire to cut.	PRE-BATTLE
23	Planted Charge. Play before the battle. Secretly note one point on the board. The first enemy fighter to move within 2" of it triggers a buried charge and suffers a Strength 5 hit. Reveal the note the moment it is sprung — the ground itself was against him from the start.	PRE-BATTLE
24	Shifting Objective. Play at the start of any round in a mission that uses objective markers. Move one objective marker up to 3" toward a friendly fighter. What the enemy bled to hold was never quite where he believed it to be.	ANY ROUND
25	Misdirection. Play when an enemy declares a shot or charge against a friendly fighter that has another friendly fighter within 2". Before the attack resolves, the two friendly fighters may swap positions on the board. The target the enemy chose was a feint, and the blow lands on empty ground.	ANY ROUND
26	Counter Intelligence. Play at the start of any round. Choose one enemy fighter that is Hidden or held in reserve; your operatives have already read the ground. That fighter is revealed immediately, or, if in reserve, may not arrive this round. The enemy's own surprises are known to the Legion before he springs them.	ANY ROUND
31	Vanish. Play at the end of a friendly fighter's activation, if it is out of the enemy's line of sight and more than 3" from any enemy fighter. It immediately goes Hidden, set up as a marker where it stands. One moment there, the next simply gone.	END OF ACTIVATION
32	The Long Game. Play at the end of the battle. If a friendly fighter sabotaged an objective, or revealed from Hidden to take an enemy Out of Action this game, your gang banks one extra point of campaign progress. Every battle is only a single move in a far longer game.	END OF BATTLE
33	Operative Network. Play before the battle. A cell you had waiting nearby answers the call: add one operative Cultist to your crew for this game only, deployed Hidden. It is removed from your roster when the battle ends, having melted back into the world it came from.	PRE-BATTLE
34	Wear Their Colours. Play before the battle. Choose one friendly fighter; it may be set up wearing the enemy's colours, placed anywhere more than 3" from an enemy fighter, including within the foe's own deployment zone. It is not treated as a threat until the moment it acts against them — and by then it is far too close.	PRE-BATTLE

35	No Head To Cut. Play the first time a friendly fighter that has issued a Leadership-based order this battle is taken Out of Action. Your gang takes no Bottle test or Nerve penalty this round for the loss, and another fighter assumes command at once. There was never really a head to cut off.	ANY ROUND
36	Read The Ground. Play before the battle, after terrain is set but before deployment. You may reposition one piece of scatter terrain up to 3". The operatives walked this field days before either force arrived, and know exactly where cover ought to stand.	PRE-BATTLE
41	Poisoned Blade. Play when a friendly fighter makes a melee attack. That attack gains the Toxin trait for the round — a smear of venom on an already-drawn edge, turning a shallow cut into a killing one.	ANY ROUND
42	Silent Kill. Play when a friendly Hidden fighter takes an enemy Out of Action with a melee or Silent-trait attack while no other enemy fighter is within 6". The killer does not reveal — it remains Hidden where it stands. No one heard it; no one saw it; the enemy is simply one fewer.	ANY ROUND
43	Pre Battle Sabotage. Play before the battle. Perform one additional pre-battle sabotage — disable an emplacement, move an objective up to 3", or lay a trap at a chosen point — as though a saboteur had worked the field. The enemy takes his positions on ground already quietly ruined.	PRE-BATTLE
44	The Plan Unfolds. Play at the start of the battle. You may swap the board positions of any two of your Hidden markers before the first round begins. What the enemy will take for the chance of the fight was arranged before a shot was fired.	START OF BATTLE
45	Disappearing Act. Play when a friendly fighter is Standing and out of the enemy's line of sight at the start of its activation. It goes Hidden immediately and may still make a single Move this activation. Gone — and then, before anyone can be sure, gone again.	ANY ROUND
46	Encirclement. Play at the start of any round. Choose one enemy fighter that has two or more friendly fighters within 6" of it; until the end of the round it may not fire Overwatch and suffers -1 to its Hit rolls, hemmed in and turning at shadows on every side.	ANY ROUND
51	Hydra Icon Gambit. Play at the start of the battle if a friendly fighter carries the Mark of the Hydra Icon. Until an enemy fighter ends an activation within 3" of the true bearer, no enemy may single out the icon-bearer as a target. Every warrior in the gang might be the one that matters — so the enemy can be sure of none.	START OF BATTLE
52	Seize From Within. Play at the start of a round. One friendly Hidden fighter within 1" of an objective may claim or sabotage it immediately, without revealing. The prize changes hands before the enemy has even begun the fight he thinks is coming for it.	START OF ROUND
53	Ghost In The Line. Play when a friendly Hidden fighter is within the enemy's deployment zone. This round, enemy fighters may not fire Overwatch that would target it — they cannot bring themselves to shoot at one of their own line until it is far too late to matter.	ANY ROUND
54	Demolition Run. Play when a friendly fighter carrying a demolition charge activates. It may make a full Move and then place or throw its charge in the same activation, spending the whole run to reach the one position that must be brought down.	ANY ROUND
55	They Were Never There. Play when a friendly Hidden fighter that has not yet revealed is forced to reveal, or removed, without ever having acted against the enemy. Remove its marker with no ill effect to your gang's Nerve. As far as the foe is ever able to prove, that operative was never there at all.	ANY ROUND

56	Redundant Command. Play when a friendly fighter fails a test that a Leader's or Champion's aura would have let it re-roll, and no such fighter is in range. Another operative relays the order anyway; re-roll the test as though a commander stood at its shoulder. In this gang, command is never truly absent.	ANY ROUND
61	Total Infiltration. Play before the battle. You may set up one more fighter Hidden than your cap would otherwise permit. The board the enemy chose was already full of your operatives before he set a single model of his own upon it.	PRE-BATTLE
62	The Certainty. Play at the start of any round. Choose one friendly fighter; until the end of the round it automatically passes the first Cool or Nerve test it is called upon to make. It fights with the calm of a warrior who already knows exactly how this battle ends.	ANY ROUND
63	Sabotaged Approach. Play before the battle. Secretly note one path or chokepoint on the board. The first enemy fighter to move through it must halt at once and may make no further movement that activation — the approach was mined, wired and ruined long in advance.	PRE-BATTLE
64	Shell Game. Play at the start of the battle. Secretly reassign which fighter each of your Hidden markers represents; any notes the enemy has kept on which marker is which are discarded, and he must guess again from nothing. The pea was never under the shell he watched.	START OF BATTLE
65	Everywhere At Once. Play at the start of any round in which two or more friendly fighters are Hidden. This round, each of those fighters that reveals to attack adds +1 to its Hit rolls beyond the usual ambush bonus. The blow comes from every quarter at once, and the enemy can face only one.	ANY ROUND
66	The War Was Won At Dawn. Play at the start of the battle, before the first round. Perform one pre-battle sabotage now, even if you have already sabotaged this game — disable an emplacement, move an objective up to 3", or lay a trap. The decisive blow was struck before the sun rose, and the enemy has already lost without yet knowing there was a battle.	START OF BATTLE

ALLIANCES

✧ A DUPLICITOUS PACT

ALLIANCE

WHO	any other Chaos force — a cult-legion warband or a renegade Chaos gang — that the Alpha Legion embeds a cell with (or against) while serving its own hidden plan (never a fixed, trusted pairing)
TERMS	campaign-level alliance: while the pact stands, the Alpha Legion feeds the partner intelligence and pre-battle sabotage against a shared foe and observes map-level non-aggression; phase-gated, and the Alpha Legion may secretly be working the partner's ruin — the pact dissolves the moment the plan no longer needs it

The Alpha Legion allies the way it does everything: by manipulation, and only for as long as the plan requires it. A cell is embedded with — or against — another Chaos force, a cult-legion warband or a renegade band, offering intelligence and sabotage in service of a shared foe while quietly working toward an end its partner never sees. This is never a fixed, trusted pairing.

While the pact holds, the two forces observe map-level non-aggression and the Alpha Legion feeds the partner one pre-battle sabotage against their common enemy each campaign cycle. But the alliance is phase-gated and conditional: the Alpha Legion may secretly be working the partner's ruin, and the pact dissolves the moment the operation no longer needs it — often to the partner's cost. No warrior of the Legion ever crosses into an ally's battle line; the arrangement lives on the campaign map alone.

✧ THE HUNTERS FEUD

ALLIANCE

WHO	a detection-heavy enemy — an Auspex-laden gang, an Inquisitorial kill-team, or a rival that has learned to read the Alpha Legion's markers (the force built to strip its hidden setup away)
TERMS	a standing feud: when the Alpha Legion fights this enemy, the enemy negates the first Hidden setup bonus each battle and the Alpha Legion may not take the map-level non-aggression option with it; a war of counter-intelligence that only ends when one side is driven off the world

There is one kind of enemy the Alpha Legion cannot simply outthink: the one that has learned to read its markers. A detection-heavy foe — an Auspex-laden gang, an Inquisitorial war-party, or a rival that has studied the Legion's methods — is the force built to strip its hidden setup away, and against such a hunter the war becomes personal and permanent.

While this feud stands, whenever the two forces meet in battle the enemy negates the first Hidden-setup bonus the Alpha Legion would gain that game, and the Alpha Legion may not take the map-level non-aggression option with that foe. It is a war of counter-intelligence with no truce in it — each side certain it has read the other — and it ends only when one of them is driven off the contested world entirely.

ROLL	FAVOUR	PATRON
2	The Hidden Price. The hidden masters answer, but their ledger is never one-sided — the network gives nothing without taking its due. This battle you may re-roll one failed roll connected to setting a fighter up Hidden. In return, the masters call in a debt: after the battle, choose one of your fighters at random; it is seconded to the wider operation and takes no part in your next game. The plan is served whether or not it serves you.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
4	A Sleeper Awakes. An operative who has waited a long time in the enemy's shadow receives the word. For this battle, one friendly Cultist may begin already Hidden, set up as a marker anywhere more than 6" from an enemy fighter, including within the foe's own half of the board. He has been there all along; the enemy simply never counted him among his own.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
5	Forged Credentials. The network provides papers, ciphers and countersigns good enough to open a door that should be barred. For this battle, one Hidden fighter of your choice may be set up wearing the enemy's colours — placed anywhere more than 3" from an enemy fighter, including inside the foe's deployment zone. By the time the credentials are questioned, the operative is already where he needs to be.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
6	The Network Provides. Somewhere in the enemy's own supply lines, a quiet hand has been at work. Before this battle you may re-arm from a hidden cache: one friendly fighter may swap a single carried weapon for another it is legally allowed to take, drawn from the network's stores. The Legion is never short of what it needs, because it stole what it needs long before it was needed.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS

7	A Word From Alpharius. The word comes down from one of the many who wear the name: strike now. Once during this battle, when a friendly fighter reveals from Hidden in order to attack, you may add a further +1 to that fighter's Hit rolls for the round, on top of the usual ambush bonus. The trap does not merely spring — it springs on the exact heartbeat the masters chose.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
8	Pre Positioned Cache. Weeks ago, unseen, the operatives buried what this battle would require. Before deployment, place one cache marker on a terrain piece in or beyond the centre of the board. The first friendly fighter to reach it may take up a single demolition charge for free, or re-arm one carried weapon for another it is legally allowed. The ground was prepared long before either side arrived to fight over it.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
10	The Cabals Favour. The cabal that runs the operation moves a piece for you. This battle you may perform one extra pre-battle sabotage before deployment — a second emplacement disabled, objective moved, or trap laid — as though a saboteur worked the field twice over. The enemy will fight on ground that was quietly ruined by hands he never saw, and wonder why nothing holds.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
12	Everything As Planned. Everything, from the first quiet word to this exact moment, was as planned. For this battle you may set up your entire crew Hidden, regardless of what the scenario would otherwise allow, each fighter placed as a marker more than 6" from an enemy. Every one of them reveals with the ambush bonus when it strikes. The enemy did not walk into a battle; he walked into the closing of a trap set before he knew there was a war.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS

☠ SUB-PLOTS

✂ THE DEEPENING OPERATION

SUB-PLOT

Reward: The operation deepens: the gang permanently raises its Hidden-setup cap by one fighter for the rest of the campaign, and once per campaign may set up an entire battle's crew Hidden regardless of scenario. Claimed only once.

The operation is not a battle but a slow tightening of the noose across a whole campaign. This sub-plot triggers once friendly Hidden fighters have revealed to seize an objective in three separate battles, and the gang has recruited at least two operative Cultists to its roster — the cell network visibly spreading from one world into the next.

When it does, the operation deepens for good. The gang permanently raises its Hidden-setup cap by one fighter for the remainder of the campaign, and once more before the campaign ends it may set up an entire battle's crew Hidden regardless of scenario. This reward is claimed only once; the network, once grown, does not shrink again.

✂ THE WORLDS THAT FELL UNSEEN

SUB-PLOT

Reward: A world falls to the plan rather than the gun: once per campaign, the gang may advance its Control-Track claim on a contested world by an extra step without fighting a battle there, representing a holding taken by sabotage and subversion alone. Claimed only once.

Some worlds are not stormed; they are quietly subverted until they belong to the Legion before anyone notices they have changed hands. This sub-plot triggers when the gang sabotages an objective — through the Sabotage skill or the Operation Hydra mission — in three separate battles, without the enemy ever taking its true Leader Out of Action in those games. The head was never found, and so the work was never stopped.

When it does, a world falls to the plan rather than the gun. Once before the campaign ends, the gang may advance its Control-Track claim on a contested world by an extra step without fighting a battle there — a holding taken by sabotage and subversion alone. This reward is claimed only once.

LEGENDARY NAMES

✧ ALPHARIUS OMEGON

CHAOS LORD

XP cost (random): 6

XP cost (chosen): 12

The one who is, and is not, the Primarch — the many wearing a single name, present in every warband and provably in none. A Chaos Lord who bears this title carries the whole legion's myth on his shoulders, and the confusion of it into every battle.

While this fighter fights, the whole gang may deploy one additional fighter Hidden each battle, above its normal cap; and when this fighter reveals from Hidden, every friendly fighter within 6" counts as also revealing and gains the +1-Hit ambush bonus that round. The many strike as one.

But the myth is a cage as much as a crown. This fighter can never commit to a single plan: it may not seize or hold the same objective for two consecutive rounds, and it may never make a charge in the first round of any battle. The many keep their options; they do not spend them.

✧ THE FACELESS ONE

CHAOS LORD OR OPERATIVE CHAMPION

XP cost (random): 6

XP cost (chosen): 12

A named operative who is any of them and none — a warrior so thoroughly unmade into the Legion that no one, friend or foe, can say for certain which body he wears. A Chaos Lord or Operative Champion may bear this title.

While this fighter is on the board, the leader-redundancy of I Am Alpharius extends to any friendly Champion or Legionnaire, not only Champions; and once per battle, when an enemy declares a shot at this fighter, it may be redirected to any friendly fighter within 2" that is willing to stand as the decoy.

The cost is that no one may be reliably told which model he is — not even his own commander. He must be deployed as a Hidden marker whenever the scenario allows Hidden setup, and if ever he cannot, he fights with -1 to his own Cool, exposed and hating every moment of it.

✧ THE MASTER SABOTEUR

WARPSMITH-SABOTEUR OR ANY FIGHTER WITH THE SABOTAGE SKILL

XP cost (random): 6

XP cost (chosen): 12

A warrior who has made ruin into an art — a Warpsmith-Saboteur, or any fighter carrying the Sabotage skill, who works the dark before a battle the way others work a blade during one.

This fighter performs its pre-battle Sabotage twice each battle instead of once, and its planted-charge traps deal +1 Damage. Once per campaign it may sabotage an enemy gang's territory between battles, denying them its income for a single cycle. Whole holdings fail before he ever shows his face.

But he is consumed by the work in the dark. He may never be the first friendly fighter to reveal from Hidden, and he will not fight a battle where he was given no chance to sabotage beforehand — offered none, he sits it out entirely, contributing nothing, a craftsman who will not lift a tool he has not first prepared.

💀 TERRAIN

✧ THE FALSE BARRICADE

TERRAIN

The False Barricade is a piece of cover that is really a trap — a wall, revetment or blockhouse that looks like a position worth taking, and has been rigged by the Alpha Legion to kill whoever takes it.

During setup, the Alpha Legion player secretly notes one terrain piece that provides cover as the False Barricade. The first enemy fighter to end an activation in cover behind it triggers the charge: that fighter suffers a Strength 6 hit at AP -2, and the terrain provides it no cover save for the rest of the battle — the position was never really theirs. Once triggered, the note is revealed for all to see.

✧ THE SAFE HOUSE NETWORK

TERRAIN

The Safe-House Network is a scatter of unremarkable structures, cellars and cache-points the Alpha Legion has quietly prepared across a contested board. Nothing among them looks like a fortification; every one is a prepared position.

During setup, the Alpha Legion player places up to two Safe-House markers on terrain pieces in or beyond the centre of the board. A friendly fighter that begins its activation in base contact with a Safe-House marker may immediately go Hidden if it is out of the enemy's line of sight, and may re-arm from the cache — swapping one carried weapon for another it is legally allowed, once per battle per fighter. Enemy fighters gain no benefit from the markers; to them the buildings are only buildings.

SCENARIOS

✂ OPERATION HYDRA

SCENARIO

ATTACKER	the Alpha Legion (planting charges across multiple objectives while hiding which operative is truly in command)
DEFENDER	the opposing gang (trying to identify and kill the real Leader before the sabotage completes)
DEPLOY	three objective markers are placed across the board; the Alpha Legion deploys with its Leader identity noted secretly (any Hidden marker may be the Leader), the defender deploys normally
OBJECTIVE	the Alpha Legion sabotages objectives by ending a friendly activation in base contact with an un-sabotaged marker; the defender scores by taking the true Leader Out of Action
VICTORY	the Alpha Legion wins by sabotaging two of the three objectives; the defender wins by killing the true Leader before the second objective is sabotaged
REWARDS	the winner gains reputation; the Alpha Legion additionally recruits a free operative Cultist to its roster if it sabotaged all three objectives
CONTROL TRACK	an Alpha Legion win advances its Control-Track claim by one step; a defender win additionally denies the Alpha Legion the next Hidden-setup bonus on this world (the network was exposed)

Charges laid across a dozen points, a command that is everywhere and nowhere, and a foe hunting a head that does not exist — this is the Alpha Legion's war in miniature.

ATTACKER & DEFENDER The Alpha Legion is the attacker, planting charges across several objectives while concealing which operative is truly in command. The opposing gang is the defender, racing to identify and kill the real Leader before the sabotage is complete.

BATTLEFIELD & CREWS Set up terrain as normal, then place three objective markers spread across the board. Both players use their full crews.

DEPLOYMENT The Alpha Legion deploys with its true Leader's identity noted in secret — any of its Hidden markers may be the Leader. The defender then deploys normally.

THE HEAD THAT ISN'T THERE The defender does not know which fighter is the true Leader until that fighter acts openly or is forced to reveal. The Alpha Legion sabotages an objective by ending a friendly activation in base contact with an un-sabotaged marker. The defender scores only by taking the true Leader Out of Action.

ENDING THE BATTLE The battle ends the moment one side achieves its victory condition.

VICTORY The Alpha Legion wins by sabotaging two of the three objectives. The defender wins by killing the true Leader before the second objective is sabotaged.

REWARDS The winner gains reputation. If the Alpha Legion sabotaged all three objectives, it additionally recruits a free operative Cultist to its roster — a new sleeper drawn from a world that has learned to fear the dark.

CONTROL TRACK An Alpha Legion win advances its Control-Track claim by one step. A defender win additionally denies the Alpha Legion the next Hidden-setup bonus on this world; the network there has been exposed.

ATTACKER	the Alpha Legion (setting up Hidden inside the enemy's own lines to sabotage or seize the prize, then reveal for the ambush)
DEFENDER	the opposing gang (holding an objective it does not know is already surrounded)
DEPLOY	the defender deploys normally around a single central objective; the Alpha Legion sets up half its crew (rounding down) as Hidden markers anywhere more than 6 inches from an enemy fighter, including within the defender's own deployment zone
OBJECTIVE	seize or sabotage the central objective and get a fighter clear — a Hidden fighter that reaches the objective may claim it, and revealing to attack that round strikes with the +1-Hit ambush bonus
VICTORY	the Alpha Legion wins by controlling the objective at the end of any round after revealing at least three Hidden fighters; the defender wins by holding the objective to the end of round four with the Alpha Legion having revealed fewer than three
REWARDS	the winner gains reputation; the Alpha Legion additionally banks a Chaos Boons roll if it seized the objective before revealing a single fighter (the prize taken before the fight)
CONTROL TRACK	an Alpha Legion win advances its Control-Track claim on the contested world by one step; a defender win holds the marker where it stands

The Alpha Legion does not besiege a prize; it is already standing around it when the enemy realises there is a fight. This mission is the hidden blade drawn from inside the defender's own lines.

ATTACKER & DEFENDER The Alpha Legion is the attacker, setting up Hidden inside the enemy's own position to sabotage or seize the prize and then reveal for the ambush. The opposing gang is the defender, holding an objective it does not yet know is already surrounded.

BATTLEFIELD & CREWS Set up terrain as normal, with a single objective marker at the centre of the board. Both players use their full crews.

DEPLOYMENT The defender deploys first, in the normal way, arrayed around the central objective. The Alpha Legion then sets up half its crew, rounding down, as Hidden markers placed anywhere more than 6" from an enemy fighter — including within the defender's own deployment zone. Any remaining Alpha Legion fighters deploy normally at a board edge.

THE PRIZE A Hidden fighter that reaches the central objective may claim it. A fighter that reveals in order to attack that round strikes with the +1-Hit ambush bonus.

ENDING THE BATTLE The battle ends when one side achieves its victory condition or at the end of round four, whichever comes first.

VICTORY The Alpha Legion wins by controlling the objective at the end of any round after it has revealed at least three Hidden fighters. The defender wins by holding the objective to the end of round four with the Alpha Legion having revealed fewer than three.

REWARDS The winner gains reputation. The Alpha Legion additionally banks a Chaos Boons roll if it seized the objective before revealing a single fighter — the prize taken before the fight ever began.

CONTROL TRACK An Alpha Legion win advances its Control-Track claim on the contested world by one step. A defender win holds the marker where it stands.



CHAOS SPACE MARINES • HOUSE DOSSIER

BLACK LEGION

Abaddon's all-comers host

The Black Legion is Abaddon's host, the warband that made a virtue of serving no single master. Where every rival Legion is welded to one god's way of war, the Sons of the Long War read the battle in front of them and shift to meet it, chaining one war-footing into the next until the enemy is broken by whichever face of violence they were least ready for. Their spine is the Heretic Astartes unbroken — Toughness 5, three Wounds, the transhuman body ten thousand years past fear — but their soul is the Black Crusade Stance: the cold discipline to change the war mid-fight where lesser hosts can only charge. They field the whole traitor arsenal without ban or god-lock, mastering the choice of footing rather than the strength of one.

This is not flexibility born of weakness. It is the certainty of a Legion that has waited ten thousand years and knows, at last, that the Long War is turning.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (Chaos Lord)
- ♦ 0-2 Champions (Aspiring Champion / Sorcerer / Dark Apostle / Warpsmith)
- ♦ Chaos Marines the bulk; Cultists cheap and plentiful
- ♦ 0-1 \$5c Vehicle (Helbrute or Defiler) — Ash-Wastes vehicle track (\$Vehicles), not the Brute grid
- ♦ Backbone: Chaos Marines + Cultists $\geq$ Leaders + Champions
- ♦ The Hosts of Abaddon: field the full roster with no chassis restrictions, no god-lock, no bans
- ♦ Champion / specialist slots unlock with Reputation

A Black Legion host musters on 1500 credits. It is led by a single Chaos Lord and no other — Abaddon's authority does not divide — supported by up to two Champions drawn from the Aspiring Champions and the specialist Sorcerers, Dark Apostles and Warpsmiths. Chaos Marines form the bulk of the line; mortal Cultists screen them, cheap and plentiful; and a single Helbrute or Defiler may anchor the host as a \$5c war-engine, reckoned through the Ash-Wastes vehicle rules (\$Vehicles) rather than the old Brute grid. The Chaos Marines and Cultists together must at least equal the Leader and Champions, so the warband is never all officers and no line.

The defining permission is the Hosts of Abaddon: the roster is fielded whole, with no chassis restrictions, no god-lock and no bans — every Legion's strength is available, mastered by none. Further Champion and specialist slots open as the host's reputation grows.

👤 GANG RULES

⌘ BLACK CRUSADE STANCE

GANG RULE

The Black Crusade Stance is the beating heart of the Black Legion — the toolkit that lets Abaddon's host read the battle and shift the way it fights to meet it. At the start of each round, the controlling player declares one of three footings for the whole gang. Onslaught sharpens its guns, granting +1 to Hit with ranged attacks. Speartip quickens the advance, adding 2" of Movement and pressing every push toward the objective. Butchery feeds the charge, granting +1 Attack to a fighter that charges this round.

The footing may shift one step each round, walking the cycle from Onslaught to Speartip to Butchery as the war turns — and a fighter schooled in Black Crusade Mastery shifts faster still, an extra step at a time. No rival Legion, welded to a single god's way of war, can answer a host that changes its face round by round.

⌘ THE DESPOILER'S COMMAND — ABADDON'S ALL-COMERS COMMAND WEB

GANG RULE

The Despoiler's Command is the web of authority that binds Abaddon's host together on the field. Its anchor is the Eye of Abaddon, the Legion icon carried into the heart of the warband: while a friendly Heretic is within 6" of it, that fighter may re-roll a failed Nerve or Cool test, steadied by the Warmaster's own sigil.

Over this sits the Lord of the Long War. Once per battle, a Chaos Lord or Aspiring Champion draws +1 Attack and lets friendly fighters within 6" re-roll failed Wound rolls until the next round — a surge of killing certainty poured through the command. Where the icon plants and the Lord stands, the host forms up and does not break; the aura falls wherever Abaddon's chosen choose to make their stand.

FIGHTERS

CHAOS LORD

LEADER

✖ 310 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Black Crusade Stance (*declares and shifts the war-footing each round*)

Lord of the Long War (*once/battle command surge aura*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- +2"
- +1
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Brawn

Cunning

Savant

Shooting

STARTING GEAR Mark Power

FREE SKILL Black Crusade Mastery

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Power Sword 45 credits

Lightning Claws 55 credits

Power Fist 60 credits

Daemon Weapon 90 credits

GRENADE		ACCESSORY	
Frag Grenade	30 credits	Daemonic Ammunition	25 credits
Krak Grenade	45 credits	STATUS	
ARMOUR		Eye Of Abaddon	40 credits
Mark Gravis	35 credits	Icon Of Chaos	40 credits
Mark Terminator	130 credits	☠ Warmasters Standard	55 credits
Mark Power		<i>Kitbashed from multiple legion icon-standards and a Chaos banner pole into a grand two-icon reliquary banner; no single stock kit builds it. Priced above the Core icon-of-chaos status band.</i>	
<i>included</i>		Talon Of Horus	
WARGEAR		<i>in kit</i>	
Combat Shield	40 credits		
Sigil Of Corruption	75 credits		

The Chaos Lord is Abaddon's word made flesh at the head of the host — a master of war who has survived every turning of the Long War and learned from all of them.

Weapon and Ballistic Skill of 2+, four Wounds and a Strength-4, Toughness-5 transhuman body make the Lord the deadliest single model the warband fields, and Sworn to the Long War means he cannot be Pinned and steadies his own nerve without fail. He carries the gang-wide hatred of the Imperium, and through the Black Crusade Stance he sets and shifts the war-footing the whole host fights under. His command reaches further still: once per battle, Lord of the Long War lends his chosen a surge of murderous certainty. He founds the host already schooled in Black Crusade Mastery, free to chain the footings faster than any rival Legion can answer. A bolt pistol and chainsword arm him by default; Abaddon's own relics are his to claim.

ASPIRING CHAMPION

CHAMPION

× 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Black Crusade Stance (*declares and shifts the war-footing each round*)

Lord of the Long War (*once/battle command surge aura*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- +2"
- +1
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Agility

Brawn

Cunning

Savant

Shooting

STARTING GEAR Mark Power

FREE SKILL Veterans Of The Long War

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 130 credits

Mark Power

included

WARGEAR

Combat Shield 40 credits

Sigil Of Corruption 75 credits

ACCESSORY		STATUS	
Daemonic Ammunition	25 credits	Icon Of Chaos	40 credits

The Aspiring Champion is the ambition of the Long War given a rank — a warrior clawing toward the Lord's place, and deadly enough to deserve it.

He matches the Lord's 2+ Weapon Skill and three Attacks on a full transhuman body, and like every son of the Legion he cannot be Pinned and shares the standing hatred of the Imperium. He fights under whatever Black Crusade footing the host declares, and can carry the Lord of the Long War surge himself when the command falls to him — once per battle, +1 Attack and a wound-roll re-roll for the fighters around him. He begins already versed in Veterans of the Long War, re-rolling his blows against the Corpse-Emperor's servants. A bolt pistol and chainsword arm him as he schemes for something better.

DARK APOSTLE

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Black Crusade Stance (*declares and shifts the war-footing each round*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- +2"
- +1

PRIMARY

Ferocity

Leadership

SECONDARY

Brawn

Combat

Cunning

Shooting

Signature

STARTING GEAR Mark Power

FREE SKILL Dark Invocation

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Accursed Crozius 50 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

STATUS

Trophy Rack 30 credits

Icon Of Chaos 40 credits

The Dark Apostle preaches the Long War as gospel, a Champion whose voice steels the host as surely as his crozius breaks the enemy.

He carries the specialist Champion's line — Weapon and Ballistic Skill 3+, two Attacks, the transhuman body that cannot be Pinned — and fights within the gang-wide hatred of the Imperium under whatever Black Crusade footing is declared. Through Dark Invocation he calls the Undivided blessing down once per battle, hardening a brother against harm with a re-rolled save. He goes to war with the accursed crozius, a power maul sanctified to the Dark Gods, and a bolt pistol at his hip. Where he stands and speaks, the faithful do not break.

SORCERER

CHAMPION

× 235 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*) **Black Crusade Stance** (*declares and shifts the war-footing each round*)

SEE SPECIAL RULES

PSYKER (*manifests the Dark Hereticus discipline via the N18 Wyrld Power rules*)

A fighter with the Psyker keyword may manifest the Wyrld Powers of the Dark Hereticus discipline it has access to, along with the universal witch-blast of Smite. The Chaos Sorcerer is the Heretic Astartes' lone witch — where a rival warband might field none, the Long War's sorcerer-specialist bends the warp to the same end as every bolter in the host. Its powers are drawn free at creation, the gift baked into the Sorcerer's own cost rather than bought a working at a time; each manifests through the standard N18 Wyrld Power rules, and each courts the warp's own price when it is called.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- +2"
- +1

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Smite

Dark Hereticus

STARTING GEAR Mark Power

FREE SKILL Dark Invocation

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Warp Pistol 75 credits

CLOSE-COMBAT

Force Stave 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

WARGEAR

Sigil Of Corruption 75 credits

PERSONAL

Warp Stride 35 credits

ACCESSORY	STATUS	
Mutating Gift	Familiar	35 credits
<i>in kit</i>		

The Sorcerer bends the warp to the Long War, a Champion who kills as readily with the mind as the blade.

On the transhuman body he carries Weapon and Ballistic Skill 3+ and two Attacks, cannot be Pinned, and shares the host's hatred of the Imperium while fighting under its declared Black Crusade footing. His gift is Dark Invocation: once per battle he calls the lesser blessing of the Undivided gods down on a brother, twisting fate to let that fighter re-roll a save. He wields a force stave and bolt pistol, and his true armoury is the Wyrd — Smite and a single learned power beyond any skill a mundane fighter could train. The Black Legion summons no god's daemons; its Sorcerers deal in the colder, Undivided craft of the Long War.

- **Psyker:** this fighter carries the Psyker keyword and may manifest the Wyrd Powers of the Dark Hereticus discipline it has access to, plus the universal Smite, using the N18 Wyrd Power rules.

WARPSMITH

CHAMPION

× 215 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Black Crusade Stance (*declares and shifts the war-footing each round*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- +2"
- +1

PRIMARY

Brawn

Savant

SECONDARY

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Daemonic Iron 45 credits

ACCESSORY

Auspex 25 credits

The Warpsmith is the host's dark artificer, a Champion who keeps its war-engines fed and its plate whole.

On the specialist body — Weapon and Ballistic Skill 3+, two Attacks, unable to be Pinned — he wades into melee with a power fist that cracks armour and bulkhead alike, a bolt pistol backing it. He shares the Legion's standing hatred of the Imperium and fights under the declared Black Crusade footing like any brother. He founds the host

with no free discipline of his own; his craft is in the machines and the metal, some of it alive, that he binds to Abaddon's service.

CHAOS CULTIST

GANGER

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	5+	3	3	1	4+	1	8+	7+	8+	8+

SAVE 4+

SPECIAL RULES

The Long War (shares the gang-wide hatred re-roll vs Imperium)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Cunning

SECONDARY

Agility

Ferocity

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST	
BASIC	GRENADE
Stub Gun5 credits	Frag Grenade30 credits
Autogun15 credits	ARMOUR
PISTOL	Mark Carapace
Autopistol10 credits	included
CLOSE-COMBAT	
Combat Knife10 credits	
Brutal Ccw15 credits	

The Chaos Cultist is the mortal chaff of the Long War — cheap, plentiful, and spent freely to screen the precious Marines.

A Toughness-3, single-Wound body with 5+ Weapon and Ballistic Skill, he is no transhuman and does not share the Marines' Sworn certainty; the mortal breaks where the Astartes does not. What he does share is the host's hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants as fervently as any Legionary. He carries an autogun and a brutal close-combat weapon, and his purpose is simple: to stand between the enemy's guns and Abaddon's chosen, and to die there if the Long War demands it.

CHAOS MARINE

GANGER

✖ 202 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Black Crusade Stance (*declares and shifts the war-footing each round*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- +2"
- +1

PRIMARY

Shooting

Signature

SECONDARY

Brawn

Combat

Cunning

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Grenade Launcher 65 credits

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Havoc Launcher 130 credits

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

Reaper Autocannon 175 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Power Sword 45 credits

Lightning Claws 55 credits

GRENADE		PERSONAL	
Frag Grenade	30 credits	Apothecarion Vials	30 credits
Blight Grenade	45 credits	ACCESSORY	
Krak Grenade	45 credits	Daemonic Ammunition	25 credits
ARMOUR		STATUS	
Mark Gravis	35 credits	Icon Of Chaos	40 credits
Mark Terminator	130 credits		
Mark Power			
<i>included</i>			

The Chaos Marine is the line of the Long War — the elite backbone every Black Legion host is built around.

A full transhuman body carries Toughness 5, three Wounds and Weapon and Ballistic Skill 3+, and Sworn to the Long War means he cannot be Pinned and steadies his own nerve without fail. He shares the gang-wide hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants, and fights under the Black Crusade Stance the host declares — and in the Black Legion the line Marine is schooled in that stance above all else, the readiest hand at reading the war and shifting to meet it. He marches to battle with boltgun, bolt pistol and chainsword, a soldier ten thousand years in the making.

CULTIST NEOPHYTE

JUVE

× 30 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	5+	3	3	1	4+	1	9+	8+	9+	8+

SAVE —

SPECIAL RULES **The Long War** (*shares the gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

STARTING GEAR Stub Gun · Brutal Ccw

EQUIPMENT LIST	
BASIC	GRENADE
Stub Gun 5 credits	Frag Grenade 30 credits
PISTOL	ARMOUR
Autopistol 10 credits	Mark Carapace
CLOSE-COMBAT	<i>in kit</i>
Combat Knife 10 credits	
Brutal Ccw 15 credits	

The Cultist Neophyte is the lowest rung of the host — a mortal newly sworn to the Long War, thrown forward to prove worth the gods may never grant.

Toughness 3, a single Wound and the weakest nerve in the warband, unarmoured and unproven, he shares only the standing hatred of the Imperium that binds every fighter under Abaddon's banner. He carries a stub gun and whatever crude blade came to hand. Most will fall before they earn a place in the line; the few who live long enough become Cultists, and the rarest of those, something more.

VEHICLES

CHAOS PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Predator Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Predator is the Legion's main battle tank — the Rhino hull up-armoured and up-gunned until it is a different beast, a dedicated armour-killer that anchors a traitor battle-line rather than flanking it. Its heavy front facing shrugs off fire that would gut a transport, bought at the cost of the Rhino's speed. In its Destructor pattern the turret mounts a predator autocannon to crack light armour and heavy infantry; the Annihilator instead twin-links lascannons to burn the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so it engages across three arcs at once. Slow, front-heavy and dear, it sits deliberately below the Defiler and Land Raider superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Chaos Rhino is the corrupted workhorse of the Legions — the same fast, boxy Tracked transport the loyalists ride, ten thousand years weathered and daubed with the marks of the Long War. It exists to carry a squad of Heretic Astartes across open ground and spill them into the fight, trading protection for speed: its armour turns small-arms but is thin against war-engines, so it lives on Movement and its six Hull Points rather than on trading blows. A pintle-mounted combi-bolter lets the crew hose down infantry as the hull closes. Every Legion fields one in some ancient pattern, one per gang, and it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling coffin the Traitor Legions have ridden to war since the galaxy burned.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS VINDICATOR

VEHICLE

✖ 195 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Demolisher Cannon — Turret arc (Crew)
- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Vindicator is the siege bombard built on the Rhino hull — one monstrous demolisher cannon set in a low hull mounting, made to flatten cover and crack armour at knife-range. It keeps the transport’s durable body, its facing armour and its seven Hull Points, and gives the cargo bay over to a single devastating gun. Where the rest of the roster reaches out, the Vindicator wants to close: its cannon is blind past its short range but annihilating within it, erupting the ground beneath a fireteam and bringing down walls that thought themselves proof. A pinte combi-bolter answers infantry that stray too near. It is the Iron Warriors’ natural artillery, though any Legion that means to break a defended position covets one. Slow and short-armed but Rhino-tough, one per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	9	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Reaper Autocannon — Side arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Defiler is the superheavy daemon-engine of the Long War — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A four-legged brass horror of front-weighted armour (Toughness 9 to the front, 8 flank, 7 rear) hauls nine Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7" as the single most punishing body the Black Legion can field. Its hull turret lobbs a battle cannon downrange, a sponson-mounted reaper autocannon rakes what survives, and its great piston claws tear apart anything that closes. The bound daemon strains against the metal that cages it: it is **Crazy**, and lurches at the nearest prey whether the host wills it or not. It is a fortune-gatekeeper reserved for the wealthiest warbands, 0-1 per gang, its every Loss of Control resolved through the Ash-Wastes vehicle rules; its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	9	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Reaper Autocannon — Side arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Defiler is the superheavy daemon-engine of the Long War — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, and the single most punishing body a Heretic warband can field. A four-legged brass horror of front-weighted armour, Toughness 9 to the front and 8 to the flank and 7 to the rear, hauls nine Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7". Its hull turret lobs a battle cannon the length of the field, a sponson-mounted reaper autocannon rakes what survives the ordnance, and its great piston claws tear apart anything that closes to the daemon's reach. The bound thing strains against the metal that cages it: it is Crazy, and lurches at the nearest prey whether the host wills it or not. A fortune-gatekeeper reserved for the wealthiest warbands, a shared chassis every Legion may field, 0-1 per gang; its every Loss of Control is resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FORGEFIEND

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Ectoplasma Spitter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Forgefiend is the Defiler's ranged sibling — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a daemon-engine built as a gun-platform and little else. A slow four-legged weapons battery of Toughness 9 to the front and eight Hull Points, it lumbers at Movement 6" and pays for that sloth in firepower: twin daemon autocannon hammer the far line with a storm of shells, or a hull-set ectoplasma spitter vomits warp-fire at what strays too near. Where the Maulerfiend closes to rip, the Forgefiend plants itself and pours out death from range, the heavy-shooting apex of the armoury. Its legs are thin and its stride is short, and a fast enemy that reaches it can worry it down; but caught in its arc of fire, little survives. The engine hates the metal that holds it: it is Crazy, and lurches at the nearest prey when the daemon's temper slips its leash. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Meltagun — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Helbrute is the lesser walker of the host — a fallen champion entombed in a Dreadnought's sarcophagus, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it advances at Movement 6" as the line's tormented bulwark. It goes to war with a fixed multi-melta that cracks armour at range and a great Helbrute fist that tears apart what closes; both are Front hardpoints, so the walker must face its prey. The centuries in the dark have driven it mad: it is **Crazy**, and must throw itself at the nearest enemy with every activation, obeying no caution and little command. A captive daemon-fed engine pointed at whatever Abaddon's host most wants dead, 0-1 per gang, its damage and handling and every Loss of Control reckoned through the Ash-Wastes vehicle rules; its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Meltagun — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Helbrute is the lesser walker of the host — a fallen champion sealed screaming into a Dreadnought's sarcophagus, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull, Toughness 8 to the front and thinning to 6 at the rear, and it advances at Movement 6" as the tormented bulwark of the line. It goes to war with a fixed multi-melta that cracks armour at range and a great Helbrute fist that tears apart what closes; both are Front hardpoints, so the walker must turn its face to its prey. The centuries in the dark have driven it mad: it is Crazy, and lurches at the nearest enemy whether the host wills it or not, obeying little command. A captive daemon-fed engine pointed at whatever the Legion most wants dead, a shared chassis every Legion may field, 0-1 per gang; its damage, its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELDRAKE

GUNSHIP

✖ 235 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Baleflamer — Front arc (Crew)
- ♦ Heldrake Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Heldrake is a Crazy daemon-engine flyer, a mechanical dragon with a bound warp-thing screaming inside its hull — the apex of the Ash-Wastes airspace and the Legions' sole master of the sky. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its fixed front maw torches massed infantry with a baleflamer — a torrent of warp-fire — or strafes with a hades autocannon, and its barbed claws rake fighters and hulls as it stoops on the swoop. Eight Hull Points and quick handling let it shrug the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to own the sky and hunt what moves below. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LORD DISCORDANT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Helstalker Maw — Mount arc (Crew)
- ♦ Autopistol — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazyed

The Lord Discordant on Helstalker is the mounted character among the daemon-engines — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a Warpsmith-axis lord fused to the fast Helstalker mount beneath him. A walker of Toughness 8 to the front and eight Hull Points, it races the field at Movement 9", and it fights as rider and mount together: an impaler chainglaive that hooks and rends the armour of the enemy, the Helstalker's own maw and mechatendrils that savage what the glaive drags down, and a pintle autopistol for anything that slips close. The lord's command of the daemon-engines and his mid-battle rites of repair and disruption are carried as the intent of the crew, not restated as vehicle rules. Rider and steed hate their forging as one: the whole engine is Crazyed, and lurches at the nearest prey with a shared and heedless fury. A shared chassis every Legion may field, the superheavy fortune-gatekeeper of the character hulls, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MAULERFIEND

VEHICLE

✖ 430 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	9	8	7	8	6+	3+	5+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Meltagun — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Maulerfiend is the hunter-killer of the daemon-engines — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, built for one thing and honed to nothing else. A fast four-legged assault walker of Toughness 9 to the front and eight Hull Points, it bounds forward at Movement 9", the swiftest of the heavy hulls, and it barely shoots at all: its BS 5+ marks it a thing of the charge, not the firing line. What it carries are its arms — lashing tendrils that catch and crush at the walker's apex of strength, or magma cutters that burn through armour where they land — and it wants only to close the distance and rip. Its hull is proof against fire that would gut a lighter engine, but its whole purpose is the reach of those arms. The bound daemon hates its cage as much as the foe: it is Crazy, and throws itself at the nearest enemy with every activation. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOMCRAWLER

VEHICLE

✂ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ✦ Excruciator Cannon — Front arc (Crew)
- ✦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ✦ 0-1 per gang
- ✦ Crazy

The Venomcrawler is the Soul-Harvest engine — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, a scuttling daemon-thing bred to gather souls for the ritual. A fast walker of Toughness 8 to the front and seven Hull Points, it skitters forward at Movement 9" to run down the fleeing and the flanking, and it fights with an excruciator cannon that spits warp-blasts and long soulflayer tendrils that catch and rend. Its true value is not the kill but what the kill feeds: every soul it reaps fuels the warband's Dark Invocation, the summoning dice sharpened by its slaughter — that hook lives in the gang's signature ritual, not in the engine's own rules. Maulerfiend-swift and daemon-hungry, it is Crazy, and lurches at the nearest prey with a will of its own. A shared chassis every Legion may field and the summoning cults covet most, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✂ DARK HERETICUS

PSYCHIC DISCIPLINE

Dark Hereticus is the whole of the generic Heretic Astartes sorcery — malediction, warp-flame, and the gifts of the gods, the devotional witchery of ten thousand years of damnation. Where a cult legion keeps a cabal, the Undivided host fields one witch, and that Sorcerer draws on the same six workings: the warp-flame of Infernal Gaze, the unwriting of Death Hex, the quickened step of Warptime, the swelling muscle of Diabolic Strength, the foresight of Prescience, and the gambled mutation of Gift of Chaos. Each is a Wyrd power, manifest through the N18 rules and paying the warp's price; at creation a Sorcerer with access picks or D6-rolls its power, and adds to it the universal Smite.

ROLL

POWER

1	Infernal Gaze. Warp-flame streams from the Sorcerer's eyes and engulfs a chosen enemy fighter within 12" and line of sight, which suffers D3 automatic Strength 5, AP -1 hits. It is the discipline's direct-damage lever — a witch-fire bolt that asks for no Hit roll, burning down a target the gang's guns cannot reach or crack.
2	Death Hex. The Sorcerer speaks a word of unwriting at an enemy fighter within 12", and until the end of the round that target can make no invulnerable or field save and suffers -1 to all its other saves — its every protection stripped from reality. The discipline's anti-save malediction, the answer to an armoured or warded foe no ordinary wound seems to fell.
3	Warptime. While this power is sustained, a chosen friendly fighter within 6" — or the Sorcerer itself — moves warp-quicken, adding +2" to its Movement and re-rolling a failed Charge distance. The caster-mobility lever, closing the ground the Long War is fought across.
4	Diabolic Strength. While sustained, a chosen friendly fighter within 6" — or the caster — swells with daemonic power, gaining +1 Strength and +1 Attack in melee. The melee buff: a line body turned into a killer for as long as the Sorcerer holds the working.
5	Prescience. While sustained, a chosen friendly fighter within 6" — or the caster — reads the threads of the immediate future, re-rolling failed Hit rolls of 1 in shooting and melee alike. The accuracy buff, distinct from the Long War's anti-Imperium hatred: it sharpens every attack, not only those aimed at the Corpse-Emperor's servants.
6	Gift of Chaos. The Sorcerer calls on the Ruinous Powers for a chosen friendly Heretic Astartes within 6", which immediately rolls once on the Chaos Boons table as the gods answer mid-battle. It carries the same Spawndom risk as any boon — the campaign reward layer touched by the warp, never a currency — a mutation gambled for at the moment of need.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Tip Of The Spear. Before the battle, choose one fighter to lead the assault: it may deploy up to 3" forward of your normal deployment zone. The Black Legion strikes where it means to break through.	PRE-BATTLE
12	Veterans Of The Long War. Play this on one of your fighters during its activation: it re-rolls a single failed Hit against any Imperium or loyalist-Astartes target this activation. Ten thousand years of hatred, focused into a single blow.	ANY ROUND
13	Bloody Handed Reaver. When one of your fighters takes an enemy Out of Action in close combat, play this: that fighter may immediately make a free Move of up to 2". The reaver does not pause over the fallen — it is already looking for the next throat.	REACTION
14	Despoilers Gambit. At the start of the round, you may shift the Black Crusade footing an extra step beyond the normal one-step limit. The gambit of the all-comers host is to reach the war it needs before the enemy is ready for it.	START OF ROUND

15	Onslaught Fusillade. At the start of the round, while your host is in the Onslaught footing, your fighters' ranged attacks gain a further +1 to Hit until the end of the round. The guns of the Crusade open with everything at once.	START OF ROUND
16	Speartip Surge. At the start of the round, while your host is in the Speartip footing, one fighter may add a further 2" to its Movement toward an objective this round. The tip of the spear finds the throat first.	START OF ROUND
21	Butchers Charge. At the start of the round, name one fighter. Until the end of the round, its charges gain +1 to Hit, the Butchery footing sharpened to a single murderous point. The Black Legion fights every way of war, but it began with this one.	START OF ROUND
22	Stance Master. At the start of the round, if a Chaos Lord or Aspiring Champion is on the board, you may shift the Black Crusade footing an extra step. The master reads the war a beat ahead of the field.	START OF ROUND
23	Teleport Strike. Before the battle, one fighter in Terminator plate may be held in reserve to arrive by Teleport Assault from the second round, dropping in more than 6" from any enemy and free to charge.	PRE-BATTLE
24	Cultist Tide. Before the battle, if your gang includes three or more Cultists, you may deploy them as a forward screen up to 3" ahead of your normal deployment zone. The mortal chaff is spent first, and spent freely.	PRE-BATTLE
25	Hateful Volley. When an enemy Imperium or loyalist fighter moves into the open within range of one of your fighters, play this: that fighter may make an immediate free ranged attack against it, the host's old hatred loosed on sight.	REACTION
26	The Long Patience. At the end of the battle, if your gang did not bottle out, gain a bonus to your reputation for enduring. Ten thousand years have taught the Legion the worth of simply lasting.	END OF BATTLE
31	Despoilers Command. Play this when a friendly Leader or Champion activates: one other friendly fighter within 6" may immediately make a free Reload, Aim or Stand Up action. The Warmaster's word moves the host without wasting it.	ANY ROUND
32	Warp Blessing. Once per battle, play this on a friendly fighter: until the next round it may re-roll a single failed save, the warp briefly wrapped around it like a shield. The gods give when it amuses them to.	ANY ROUND
33	Eye Of The Warmaster. Before the battle, one fighter carrying a gang icon extends its steadying presence: this battle, friendly Heretics re-roll failed Nerve tests within 9" of it rather than the usual 6". Abaddon's eye is on the host.	PRE-BATTLE
34	Combined Hosts. Play this when one of your fighters is within 6" of a friendly Leader or Champion: that fighter may use the officer's Cool in place of its own for any test this round. Abaddon's host fights as one instrument, not a mob.	ANY ROUND
35	Despoil The Fallen. When one of your fighters takes an enemy Out of Action, play this: after the battle, gain a small store of looted credits stripped from the fallen. The host always takes its due from the dead.	REACTION
36	Relentless Advance. At the start of the round, your fighters ignore the first inch of difficult terrain when moving this round, the advance grinding forward regardless of the ground.	START OF ROUND
41	No Retreat. Play this when your gang would take a Bottle test: it automatically passes this round. Abaddon's host does not run — the Long War has nowhere left to retreat to.	ANY ROUND

42	Havoc Barrage. At the start of the round, name one fighter carrying a Heavy weapon: if it does not move this round, it may shoot twice. The gunline speaks, and then speaks again.	START OF ROUND
43	Infiltrating Traitors. Before the battle, choose up to two fighters to set up using Infiltrate, deployed out of sight more than 6" from any enemy. The Black Legion is already inside the walls before the first shot.	PRE-BATTLE
44	Murder Made Manifest. When one of your fighters takes an enemy Out of Action, play this: it immediately gains a single bonus Attack or a free Move, hatred made manifest in the same breath as the kill.	REACTION
45	Shifting War. At the start of the round, you may change your active Black Crusade footing to any of the three, ignoring the one-step limit for this shift. The all-comers host reads the war and remakes itself to fit it.	START OF ROUND
46	The Warmasters Due. At the end of the battle, if one of your fighters took an enemy Leader or Champion Out of Action, gain a bonus store of looted credits — the Warmaster's due, taken from the worthy dead.	END OF BATTLE
51	Daemonic Ammunition. Before the battle, choose one fighter's ranged weapon: for this battle it is loaded with daemonic rounds and gains the Rending trait. The gods are hungry, and so are the shells.	PRE-BATTLE
52	Dark Invocation. Play this on a friendly fighter within 6" of one of your Sorcerers: it may re-roll a single failed save this round, warded by the lesser blessing of the Undivided gods.	ANY ROUND
53	Spearhead Breakthrough. At the start of the round, one fighter that ends its Move in the enemy's half of the board gains +1 to Hit in close combat this round. Drive the spear through, and do not slow.	START OF ROUND
54	Cold Fury. Play this on one of your fighters during its activation: it re-rolls failed Hits in close combat this activation, its rage held in an iron grip rather than spent all at once. The Long War teaches patience even in slaughter.	ANY ROUND
55	Flanking Reavers. Before the battle, choose up to two fighters to deploy along a flank board edge instead of your normal zone, arriving from the side to catch the enemy's line unready.	PRE-BATTLE
56	Mark Of The Warmaster. Once per battle, play this to switch your active Black Crusade footing for free, out of the normal shift sequence — the whole host turning as one to the war the moment demands.	ANY ROUND
61	Grinding Attrition. At the end of the battle, if your gang held or claimed an objective, one Seriously Injured fighter recovers without making a Lasting Injury roll. The Long War is won by those still standing when it stops.	END OF BATTLE
62	Terror Of The Eye. When an enemy fighter must take a Nerve or Cool test within 6" of one of your Heretics, play this: it suffers -1 to that test. The mark of the Eye is an old and dreaded thing.	REACTION
63	Seize The Moment. At the start of the round, one fighter within 3" of an objective may activate first, out of the normal order, snatching the ground before the enemy stirs.	START OF ROUND
64	Unbroken Line. Play this on one of your fighters during its activation: while it is within 6" of another friendly Heretic, it automatically passes any Nerve test this round. Abaddon's line does not break where brothers stand together.	ANY ROUND

65	Reckless Onslaught. At the start of the round, name one fighter: it gains +1 Attack when it charges this round, but suffers -1 to its own saves until the next round. The host trades caution for slaughter.	START OF ROUND
66	The Long War Turns. At the end of a battle your gang won, you may re-roll one Chaos Boons result in the post-battle sequence. Each victory turns the Long War a fraction further toward its end.	END OF BATTLE

ALLIANCES

THE GREY KNIGHTS FEUD

ALLIANCE

WHO	the Grey Knights (Ordo Malleus daemon-hunters) or any dedicated anti-Chaos gang — the specialist built to smother the warp (the named counter, hunting the host wherever it goes)
TERMS	campaign-level feud: while the feud stands, the Black Legion gains bonus reputation for a win against the quarry but its warp-trumps (Sorcerer blessings, Dark Invocation, daemonic gifts) are suppressed within 12 inches of the quarry's Aegis-bearer until one side is driven from the contested world

The Black Legion's deadliest enemy on any world is the specialist built to smother the warp. The Grey Knights — Ordo Malleus daemon-hunters — or any force dedicated to the destruction of Chaos will hunt the host wherever it goes. While the feud stands, the Black Legion gains bonus reputation for a win against the quarry, but its warp-trumps — Sorcerer blessings, Dark Invocation, daemonic gifts — are suppressed within 12" of the quarry's Aegis-bearer, until one side is driven from the contested world. Stripped of the warp, the host must win as a warband of mere transhuman killers — which, against this foe, is the hardest test it faces.

THE HOSTS OF ABADDON

ALLIANCE

WHO	any Chaos force fighting under Abaddon's banner — a cult-legion warband or a renegade Chaos gang (the Black Legion is the hub, never a fixed pairing)
TERMS	campaign-level alliance: while the pact stands, the two gangs observe map-level non-aggression and may declare a shared objective against a common Imperial foe; phase-gated, dissolved if either gang claims a world the other contested

The Black Legion stands at the hub of every Chaos alliance, never bound to a fixed partner. It may ally with any force fighting under Abaddon's banner — a cult-legion warband, a renegade Chaos host — paying only in the shared cause of the Long War. While the pact holds, the two forces observe map-level non-aggression and may declare a shared objective against a common Imperial foe. The alliance is phase-gated, and dissolves the moment either force claims a world the other contested; ambition, in the end, serves only itself.

ROLL	FAVOUR	PATRON
2	The Warmasters Scorn. The Dark Gods that back the Black Crusade find your host wanting, and Abaddon's regard turns cold. For your next battle, one fighter of your opponent's choice fights under the Warmaster's displeasure: it may not benefit from the Black Crusade Stance until it has taken an enemy Out of Action and redeemed itself in blood. Serve the Long War better, and the scorn will pass.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
3	A Loaned Blade. The Warmaster loans one of his host a weapon from the spoils of the Long War. For your next battle, choose one fighter: it gains a single Legion close-combat weapon of your choice at no cost, borne into the fight and returned to the warp when the battle ends. A small favour — and a reminder of who holds the giving of it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
4	Daemonic Munitions. The gods send ammunition that hungers. For your next battle, choose one fighter's ranged weapon: its shots are loaded with daemonic rounds and gain the Rending trait for that battle. The shells whisper as they fly, and the fighter who carries them sleeps the worse for it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
6	The Despoilers Notice. Abaddon's eye falls on your host, and he is not yet certain what he sees. Gain a modest bonus to your reputation as the Warmaster marks your progress — but he will expect that progress to continue. Nothing more is given to a host that stalls.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR

8	A Shard Of The Relic. A fragment of a Legion relic finds its way to your warband — a splinter of blackstone, a shard of a fallen champion's blade. Bind it to one fighter: once in your next battle, that fighter may re-roll a single failed save as the relic-shard turns the blow aside. Then its borrowed power is spent.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
10	The Black Crusades Tithe. The Black Crusade shares out its plunder, and your host takes its cut. Gain a capped credit prize of looted materiel to spend as you will — the spoils of worlds already claimed. The Warmaster gives freely to those who feed the war; he remembers just as clearly those who only take from it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
11	Abaddons Blessing. The Warmaster's favour settles on your host like a cold wind. For your next battle, once each round you may shift the Black Crusade footing an extra step, the gods themselves quickening your read of the war. Few hosts are shown Abaddon's regard; fewer still keep it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
12	Chosen Of The Warmaster. The highest favour the Black Crusade can bestow: your host is named among Abaddon's Chosen. Choose one fighter — it immediately gains a Chaos Boon without rolling for Spawndom, a clean gift of the gods — and your host gains a lasting bonus to its reputation. The Long War has noticed you. See that you prove worthy of it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR

☠ SUB-PLOTS

✂ THE BLACK CRUSADE ESCALATING

SUB-PLOT

Reward: The host is recognised as a rising spearhead of the Black Crusade: permanently unlock a second Champion slot beyond the normal cap, and once per post-battle sequence for the rest of the campaign the gang may re-roll a single Chaos Boons result. Claimed only once per campaign.

Trigger. Your gang wins three separate campaign battles while controlling or claiming an objective in the final round — the Black Crusade gathering momentum, world by world.

Reward. Your host is recognised as a rising spearhead of the Black Crusade. Permanently unlock a second Champion slot beyond the normal cap, and once per post-battle sequence for the rest of the campaign you may re-roll a single Chaos Boons result. This sub-plot may be claimed only once per campaign.

✂ THE FLESH REMEMBERS

SUB-PLOT

Reward: The host is marked by the gods that back the Crusade: once per campaign, the gang may take a Chaos Boon on a chosen fighter without rolling for Spawndom — a single guaranteed gift of the gods. Claimed only once per campaign.

Trigger. Three of your fighters each survive a battle in which they took an enemy Out of Action, and your gang banks at least three Chaos Boons across the campaign — the host courting mutation as the war turns.

Reward. Your host is marked by the gods that back the Crusade. Once per campaign, you may take a Chaos Boon on a chosen fighter without rolling for Spawndom — a single guaranteed gift of the gods. This sub-plot may be claimed only once per campaign.

☠ LEGENDARY NAMES

✂ THE STANCE MASTER

CHAOS LORD OR ASPIRING CHAMPION

XP cost (random): 6

XP cost (chosen): 12

The Stance-Master is a named Chaos Lord or Aspiring Champion who has made the reading of war into an art — living proof of the Black Legion's creed.

Even without Black Crusade Mastery, this fighter may shift the Black Crusade Stance an extra step each round, and once per battle its whole gang re-rolls a single failed Hit in the round it changes footing. But the gift is also a compulsion: so wedded is it to reading the war that it can never sit still, and may never spend two consecutive rounds in the same footing — even when holding the line would serve the host better.

✧ THE WARMASTERS CHOSEN

CHAOS MARINE OR CHAMPION IN TERMINATOR PLATE

XP cost (random): 6

XP cost (chosen): 12

The Warmaster's Chosen is a named Terminator-armoured veteran of Abaddon's inner host — an anvil dropped from the warp into the heart of the enemy.

In Terminator plate, this fighter may Teleport Assault without spending its skill and re-rolls a failed Deep Strike scatter; on the round it arrives, friendly Heretics within 6" gain +1 to Hit against the nearest enemy. Its renown is a burden as much as a boast: the enemy gang gains bonus reputation for taking it Out of Action, and it must always begin in reserve to Deep Strike, never on the board at the start of the battle.

✧ THE WORLD CLAIMER

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The World-Claimer is a named reaver who has taken more Imperial ground for the Black Crusade than any other in the host — a herald of conquest who fights always forward.

Whenever this fighter takes an enemy Out of Action in the enemy's own deployment zone or on an objective, the gang gains bonus reputation, and once per battle it may make a free Move toward the nearest objective or enemy edge. Its hunger for ground is also its ruin: if it can move toward an objective or the enemy's edge, it must, even into danger — it can never hold back to defend the host's own line.

☠ TERRAIN

✧ THE DROPSITE RUIN

TERRAIN

The Dropsite Ruin is the shattered remains of a landing zone or fortified strongpoint — the kind of contested ground a Black Crusade fights across on a hundred claimed worlds.

Any fighter that begins its activation inside the Dropsite Ruin may treat one Black Crusade footing benefit as active for itself this activation, regardless of the gang's current footing — the ruin's cover and elevation let a fighter fight its own war for a moment. A fighter with a Heavy weapon inside the Ruin gains +1 to Hit when shooting from it. The Ruin provides cover to fighters within or behind it as normal.

The Noctilith Crown is a jagged spire of blackstone and warp-resonant rock, raised by the Black Legion to thin the veil between the material world and the Empyrean over ground it has claimed.

The Black Legion player places one Noctilith Crown marker in or adjacent to their deployment zone during setup. While a friendly Heretic is within 6" of the Crown, its Dark Invocation attempts and Sorcerer powers succeed on a roll one lower than normal — the warp runs close here. While an enemy psyker is within 6" of the Crown, it suffers -1 to its own psychic attempts. The Crown is impassable terrain and cannot be destroyed by small-arms.

SCENARIOS

✂ DESPOILERS ASSAULT

SCENARIO

ATTACKER	the Black Legion (assaulting an Imperial holding to claim it for the Black Crusade)
DEFENDER	the Imperial or loyalist gang (dug in to defend the holding)
DEPLOY	the defender deploys around a central objective (the holding's command node) with a fortified edge; the Black Legion deploys along one board edge, with the option to hold Terminators in reserve for a Teleport Assault
OBJECTIVE	the Black Legion must break in and hold the command node; the defender must keep it or deny it long enough to survive
VICTORY	the Black Legion wins by controlling the command node at the end of the battle or by breaking the defender's nerve; the defender wins by holding the node to the final round or forcing the host to bottle out
REWARDS	a Black Legion win claims the holding: bonus reputation and a capped credit prize of looted materiel; a costly win still counts
CONTROL TRACK	a Black Legion win advances the Control-Track two steps (a claimed Imperial world is a hard blow to the enemy); a defender win holds the marker

ATTACKER & DEFENDER

The Black Legion is the attacker, assaulting an Imperial holding to claim it for the Black Crusade. The defender is the Imperial or loyalist force dug in to hold it.

BATTLEFIELD

A fortified strongpoint built around a central command node, with one edge given over to the defender's prepared ground.

CREWS

Both sides field their full gangs.

DEPLOYMENT

The defender sets up first, arrayed around the command node at the centre with its fortified edge at its back. The Black Legion deploys along the opposite board edge. Any Black Legion fighter in Terminator plate may instead be held in reserve to arrive by Teleport Assault.

THE DESPOILER'S BREACH

From the second round, reserved Terminators may make a Teleport Assault, arriving by Deep Strike more than 6" from any enemy and free to charge that round.

ENDING THE BATTLE

The battle ends when one gang bottles out or the agreed round limit is reached.

VICTORY

The Black Legion wins by controlling the command node at the end of the battle, or by breaking the defender's nerve. The defender wins by holding the node to the final round, or by forcing the host to bottle out.

REWARDS

A Black Legion win claims the holding, granting bonus reputation and a capped credit prize of looted materiel. A costly win still counts.

CONTROL TRACK

A Black Legion win advances the Control-Track two steps — a claimed Imperial world is a hard blow to the enemy. A defender win holds the marker where it stands.

TACTICS

The Onslaught footing cracks the fortified line at range; a Terminator breach dropped in behind it can seize the node before the defender turns to face it.

ATTACKER	the Black Legion (reading the battle and changing stance to seize whichever objective is live)
DEFENDER	the opposing gang (holding a line the Black Legion means to break)
DEPLOY	both gangs deploy on opposite board edges; three objective markers are placed along the centre line and one is declared 'live' each round, rotating
OBJECTIVE	control the live objective when the round ends; the live marker moves each round, so the force that reads the shift and repositions holds more of them over the game
VICTORY	the Black Legion wins by controlling the live objective at the end of more rounds than the enemy across the battle; the defender wins by holding the majority
REWARDS	the winner gains reputation; the Black Legion additionally banks a Chaos Boons roll if it controlled the live objective while shifting its footing at least twice
CONTROL TRACK	a Black Legion win advances its Control-Track claim on the contested ground by one step; a defender win holds the marker where it stands

ATTACKER & DEFENDER

The Black Legion reads the battle and changes its footing to seize whichever objective is live. The defender holds a line the host means to break.

BATTLEFIELD

Open contested ground, three objective markers set along the centre line.

CREWS

Both sides field their full gangs.

DEPLOYMENT

The two gangs deploy on opposite board edges. Three objective markers are placed along the centre line.

THE LIVE OBJECTIVE

At the start of each round, one of the three markers is declared live, rotating to a new marker each round. Only the live marker scores that round, so the force that reads the shift and repositions holds more of them across the game.

ENDING THE BATTLE

The battle ends when one gang bottles out or the agreed round limit is reached.

VICTORY

The Black Legion wins by controlling the live objective at the end of more rounds than the enemy across the battle. The defender wins by holding the majority of live rounds.

REWARDS

The winner gains reputation. The Black Legion additionally banks a Chaos Boons roll if it controlled the live objective while shifting its footing at least twice during the battle.

CONTROL TRACK

A Black Legion win advances its Control-Track claim on the contested ground one step. A defender win holds the marker where it stands.

TACTICS

Speartip carries a fighter to the next live marker a round early; Black Crusade Mastery lets the host chase the rotation faster than the enemy can follow.



CHAOS SPACE MARINES • HOUSE DOSSIER

IRON WARRIORS

The gun-line that grinds you flat

The Iron Warriors are the cold engineer-host of the Long War — a siege legion that trusts iron over the warp and reduces its enemies the way it once cracked fortress worlds. Everything about the way this House fights bends to the emplaced gun-line. Its warriors do not charge and do not duel; they plant their guns, raise their walls, and grind a position flat with patient, overlapping fire. Through Siege Masters their ranged attacks ignore the enemy's cover entirely, the host fortifies its own ground with a free barricade or emplacement before a shot is fired, and any foe dug in behind cover is wounded twice over. The price of that discipline is Methodical: a fighter that fires a heavy weapon stays planted, unable to run-and-gun. On the table this House is a wall that shoots back and a line that cannot be flanked into — merciless across open ground, murderous down a long fire-lane, and vulnerable only to the speed it was built to deny. An enemy that reaches the gun-line before it grinds them down finds a foe that cannot run.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ The Long War binds every fighter — a gang-wide hatred re-roll against the Imperium
- ♦ Exactly 1 Leader (the Warsmith / Iron Lord)
- ♦ 0-2 Champions (Warsmith-Aspirant / Warpsmith / Sorcerer)
- ♦ Iron Warriors (Havoc-trained) the bulk; Iron Warrior Cultists the labour screen
- ♦ Brute cap raised to 0-2 (the legion of war-engines: Helbrute / Defiler / Lord Discordant)
- ♦ Backbone: Iron Warriors + Cultists $\geq$ Leaders + Champions
- ♦ Grind Them Down: every line Iron Warrior may take a heavy weapon (Havoc-trained, no Devastator gate); the legion crafts fortifications (sig.siege-masters)
- ♦ Methodical (sig.methodical): the emplaced gunline cannot Sprint on the round it fires a heavy weapon
- ♦ No daemon-summoning (Mark of Chaos Undivided — iron over the warp)

A starting warband musters on 1500 credits. It is led by exactly one Warsmith — the Iron Lord who masters the siege — and may field up to two Champions drawn from the Warsmith-Aspirants, the Warpsmith, or the Sorcerer. The bulk are Havoc-trained Iron Warriors, screened by mortal Iron Warrior Cultists pressed into labour and ammunition duty; the line of Iron Warriors and Cultists must always number at least the Leader and Champions combined. Because this is a legion of war-engines, the Brute allowance is raised to hold as many as two Helbrutes, Defilers, or a Lord Discordant. Every line Iron Warrior may carry a heavy weapon without a specialist gate — the Grind Them Down doctrine — and the whole warband raises fortifications. It summons no daemons; the Undivided host keeps its faith in iron, not the warp.

☠ GANG RULES

✂ METHODICAL

GANG RULE

Methodical is the discipline that anchors the gun-line — and the price it pays for its patience. An Iron Warriors fighter may not Sprint or Run on any round it fires a heavy weapon; the line plants, ranges, and fires, and does not manoeuvre while the big guns speak. This is the legion's strength and its trap in one rule. Across open ground and down a long fire-lane the emplaced host is merciless, wounding twice and ignoring every scrap of cover. But once the enemy crosses the gap, the planted line cannot pull back to reset its fire — the emplacements that anchored the barrage now anchor the men to the spot. A warband that leans on the heavy guns must choose its ground with care, because Methodical means it will be standing on that ground when the charge lands.

✂ SIEGE MASTERS

GANG RULE

Siege Masters is the whole footing of the legion — the gun-line that reduces rather than charges. The warband's ranged attacks ignore enemy cover entirely; barricades, ruins, and smoke that would shelter a foe from any other force mean nothing to Iron Warriors shells. Against fighters behind cover or fortifications the gang re-rolls its Wound rolls, for the dug-in enemy is the very target the legion was forged to crack. Before the first shot, the warband fortifies its own ground: it raises a free barricade or emplacement each battle — a second when a Warpsmith walks the line — granting a fighter a 4+ field save. The Black Crusade stance is open to this Undivided host, but the legion locks toward the gun footing: built to hold and reduce, not to chase. It is the coldest mathematics of the old siege-craft, turned now on whoever stands in front of the guns.

FIGHTERS

CHAOS LORD

LEADER

✖ 315 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Siege Masters (*ranged attacks ignore enemy cover; re-rolls Wounds vs dug-in enemies; free emplacement*)

Methodical (*may not Sprint on the round it fires a heavy weapon*)

Lord of the Long War (*once/battle command surge aura*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- re-roll Wound
- +1
- re-roll Wound

PRIMARY

Brawn

Leadership

Savant

SECONDARY

Combat

Cunning

Ferocity

Shooting

Signature

STARTING GEAR Mark Power

FREE SKILL Siege Masters

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Meltagun 135 credits

HEAVY

Lascannon 155 credits

Reaper Autocannon 175 credits

CLOSE-COMBAT

Power Sword 45 credits

Power Fist 60 credits

Siege Drill 70 credits

GRENADE		PERSONAL	
Frag Grenade	30 credits	Apothecarion Vials	30 credits
Krak Grenade	45 credits	ACCESSORY	
ARMOUR		Auspex	25 credits
Mark Terminator	130 credits	Bane Shells	25 credits
Mark Power		STATUS	
<i>included</i>		Icon Of Chaos	40 credits
		Iron Skull Icon	40 credits

The Warsmith is the Iron Lord — the master gunner and siege-engineer who commands the reduction. A statline hard across the board, with weapon and ballistic skill both on 2+, four Wounds and Toughness 5, makes him equally lethal directing fire and finishing what the guns began with the power fist he carries beside his bolt pistol. Sworn to the Long War, he cannot be Pinned and steadies automatically under fire; his presence carries the gang-wide hatred of the Imperium, and once a battle Lord of the Long War surges the warriors around him. He founds his warband already knowing Siege Masters, so his own fire ignores cover, his Wounds re-roll against dug-in foes, and he raises a free emplacement before the first shot. Methodical binds him as it binds the line — plant to fire the heavy guns, or move, never both. He is the anchor of the emplaced line, not its spear: keep him behind the walls he builds and let his command hold the gun-line steady.

ASPIRING CHAMPION

CHAMPION

✖ 255 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Siege Masters (*ranged attacks ignore enemy cover; re-rolls Wounds vs dug-in enemies*)

Methodical (*may not Sprint on the round it fires a heavy weapon*)

Lord of the Long War (*once/battle command surge aura*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- re-roll Wound
- +1
- re-roll Wound

PRIMARY

Brawn

Leadership

Shooting

Signature

SECONDARY

Combat

Cunning

Ferocity

Savant

STARTING GEAR Mark Power

FREE SKILL Siege Masters

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Meltagun 135 credits

HEAVY

Lascannon 155 credits

Heavy Bolter 160 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

ACCESSORY		STATUS	
Auspex	25 credits	Iron Skull Icon	40 credits
Bane Shells	25 credits		

The Warsmith-Aspirant is the siege-command tier — a Champion groomed to hold a section of the line and carry the Lord of the Long War aura when the Iron Lord cannot be everywhere. Weapon skill on 2+ and three Attacks make it a capable duellist with its chainsword, but its place is behind the guns, keeping the fire disciplined. Sworn to the Long War, it is unpinnable and steady; it shares the hatred re-roll against the Imperium and, once a battle, surges nearby warriors with its command aura. It founds with Siege Masters, so its shooting ignores cover and its Wounds re-roll against fighters behind barricades or fortifications. Methodical holds it too: no Sprint on a round it fires a heavy weapon. It is the second anchor of the gun-line — a place to grow another cover-blind shooter as the campaign runs on.

SORCERER

CHAMPION

× 235 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Siege Masters (*fights within the emplaced footing; ignore-cover witch-fire*)

Methodical (*may not Sprint on the round it fires a heavy weapon*) SEE SPECIAL RULES

PSYKER (*manifests the Dark Hereticus discipline via the N18 Wyrld Power rules*)

A fighter with the Psyker keyword may manifest the Wyrld Powers of the Dark Hereticus discipline it has access to, along with the universal witch-blast of Smite. The Chaos Sorcerer is the Heretic Astartes' lone witch — where a rival warband might field none, the Long War's sorcerer-specialist bends the warp to the same end as every bolter in the host. Its powers are drawn free at creation, the gift baked into the Sorcerer's own cost rather than bought a working at a time; each manifests through the standard N18 Wyrld Power rules, and each courts the warp's own price when it is called.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- re-roll Wound

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Smite

Dark Hereticus

STARTING GEAR Mark Power

FREE SKILL Malice

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Warp Pistol 75 credits

CLOSE-COMBAT

Force Stave 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Sigil Of Corruption 75 credits

PERSONAL	STATUS
Warp Stride 35 credits	Familiar 35 credits

The Sorcerer is the Iron Warriors' one concession to the warp — a psychic Champion the pragmatic legion tolerates for the edge it gives and never quite trusts. It founds knowing Malice, so once a battle, on taking an enemy Out of Action, it makes a free Move or an extra attack. Its force stave answers anything that closes; its witch-fire fights within the emplaced footing and, through Siege Masters, ignores the enemy's cover like every other gun in the line. Sworn to the Long War, it is unpinnable and steady and carries the hatred re-roll against the Imperium. Methodical binds it to the plant-and-fire discipline of the heavy line. It is a flexible second Champion — a mobile threat and a support piece both, in a warband otherwise built to stand still.

- Psyker:** this fighter carries the Psyker keyword and may manifest the Wyrd Powers of the Dark Hereticus discipline it has access to, plus the universal Smite, using the N18 Wyrd Power rules.

WARPSMITH

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Siege Masters (*raises a free emplacement*)

Methodical (*may not Sprint on the round it fires a heavy weapon*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- re-roll Wound

PRIMARY

Brawn

Savant

Shooting

SECONDARY

Combat

Leadership

Signature

STARTING GEAR Mark Power

FREE SKILL Tireless Crafter

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Meltagun 135 credits

HEAVY

Lascannon 155 credits

CLOSE-COMBAT

Power Fist 60 credits

Siege Drill 70 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Daemonic Iron 45 credits

STATUS

Iron Skull Icon 40 credits

The Warpsmith is the legion's fortification-craft engine — the tech-wright who repairs the war-engines and raises the walls. It founds knowing Tireless Crafter, so once a battle it can mend a Wound on a friendly walker or Brute, or raise a barricade granting a fighter a 4+ field save. Its own kit is close and brutal, a power fist over a bolt pistol for anything that reaches the emplacements. Sworn to the Long War, it cannot be Pinned and steadies under fire, shares the gang-wide hatred of the Imperium, and adds a second free emplacement to the Siege Masters footing.

Methodical plants it when it fires a heavy weapon. The Warpsmith is what a walker wall or a fortress hold is built around — the reason those lines keep standing when the enemy closes.

CHAOS CULTIST

GANGER

× 45 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	4+	3	3	1	4+	1	8+	6+	8+	7+

SAVE 4+

SPECIAL RULES

The Long War (shares the gang-wide hatred re-roll vs Imperium)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Brawn

Cunning

SECONDARY

Agility

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST	
BASIC	GRENADE
Autogun15 credits	Frag Grenade30 credits
PISTOL	ARMOUR
Stub Gun5 credits	Mark Carapace
Autopistol10 credits	included
CLOSE-COMBAT	
Combat Knife10 credits	
Brutal Ccw15 credits	

The Iron Warrior Cultist is the mortal labour-screen — a serf pressed into ammunition-hauling and wall-building who holds the ground the Astartes cannot spare. It is cheap and fragile at Toughness 3 and a single Wound, armed with an autogun and a brutal close-combat weapon, the kind of soldier the legion spends without hesitation. It is not Sworn to the Long War, but it shares the gang-wide hatred of the Imperium, dying in the same cause. Its role is bodies: to screen the emplaced Iron Warriors, to soak a charge the Methodical line cannot outrun, and to raise the barricades the warband fights behind. Field the Cultists in number — they are the cost of holding a position, and the reduction always needs more hands to feed it.

CHAOS MARINE

GANGER

✖ 200 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Siege Masters (*any line body may take a heavy weapon (no gate); ranged fire ignores cover*)

Methodical (*may not Sprint on the round it fires a heavy weapon*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- re-roll Wound

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Cunning

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

HEAVY

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

Reaper Autocannon 175 credits

Fleshmetal Guns 190 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

✦ Bulkhead Mantlet 55 credits

Kitbashed from Rhino/Land Raider bulkhead plate and siege-shield bitz into a portable armoured slab; no stock CSM infantry kit builds it. Priced above the Core combat-shield field band.

Mark Terminator 130 credits

Mark Power

included

ACCESSORY

Bane Shells 25 credits

The Havoc-trained Iron Warrior is the body of the gun-line — the deepest heavy-weapon access of any legion, a line trooper that any squad can arm with a reaper autocannon, lascannon, or missile launcher with no specialist gate at all. It starts with a boltgun, bolt pistol, and chainsword at Toughness 5 and three Wounds, tough enough to stand where it plants. Sworn to the Long War, it cannot be Pinned and shrugs off the terrors that break lesser soldiers; it shares the hatred re-roll against the Imperium. Through Siege Masters its fire ignores cover, and any line body may shoulder a heavy weapon. Methodical is the leash — no Sprint on a round it fires the big guns. This is the fighter the whole House is built around: many of them, dug in, ranging the open ground and reducing whatever crosses it.



VEHICLES

CHAOS PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Predator Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Predator is the Legion's main battle tank — the Rhino hull up-armoured and up-gunned until it is a different beast, a dedicated armour-killer that anchors a traitor battle-line rather than flanking it. Its heavy front facing shrugs off fire that would gut a transport, bought at the cost of the Rhino's speed. In its Destructor pattern the turret mounts a predator autocannon to crack light armour and heavy infantry; the Annihilator instead twin-links lascannons to burn the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so it engages across three arcs at once. Slow, front-heavy and dear, it sits deliberately below the Defiler and Land Raider superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (10 fighters)

The Chaos Rhino is the corrupted workhorse of the Legions — the same fast, boxy Tracked transport the loyalists ride, ten thousand years weathered and daubed with the marks of the Long War. It exists to carry a squad of Heretic Astartes across open ground and spill them into the fight, trading protection for speed: its armour turns small-arms but is thin against war-engines, so it lives on Movement and its six Hull Points rather than on trading blows. A pintle-mounted combi-bolter lets the crew hose down infantry as the hull closes. Every Legion fields one in some ancient pattern, one per gang, and it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling coffin the Traitor Legions have ridden to war since the galaxy burned.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS VINDICATOR

VEHICLE

✖ 195 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Demolisher Cannon — Turret arc (Crew)
- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Vindicator is the siege bombard built on the Rhino hull — one monstrous demolisher cannon set in a low hull mounting, made to flatten cover and crack armour at knife-range. It keeps the transport's durable body, its facing armour and its seven Hull Points, and gives the cargo bay over to a single devastating gun. Where the rest of the roster reaches out, the Vindicator wants to close: its cannon is blind past its short range but annihilating within it, erupting the ground beneath a fireteam and bringing down walls that thought themselves proof. A pindle combi-bolter answers infantry that stray too near. It is the Iron Warriors' natural artillery, though any Legion that means to break a defended position covets one. Slow and short-armed but Rhino-tough, one per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	9	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Reaper Autocannon — Sponson arc (Crew)
- ♦ Power Fist — Arm arc (Crew)

SPECIAL RULES

- ♦ Crazy (daemon-engine — may lurch at the nearest target)
- ♦ 0-1 per gang

The daemon-engine gun-platform the House leans on when it means to reduce a strongpoint by main force — and, with the Core-wide reckoning, a \$5c superheavy war-engine rather than a fighter-line super-Brute. The Defiler is a Walker of Sv 3+ over nine Hull Points behind the thickest front armour the warband fields (Toughness 9 fore, 8 flank, 7 rear), a four-legged brass horror that lobs a battle cannon downrange then tears in with piston claws. A hull-mounted battle cannon throws long-range daemon ordnance, a sponson reaper autocannon (or a heavy-flamer-pattern spewer) rakes what closes, and a fixed Defiler claw-and-scourge crushes anything in reach; a Warpsmith at its back keeps its Hull topped and its guns firing. It turns a gun-line into a fortress that walks — a fortune-gatekeeper of a machine at the ~450 superheavy ceiling, one per gang and prohibitive. Crazy, it may lurch at the nearest target; its durability, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	9	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Reaper Autocannon — Side arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Defiler is the superheavy daemon-engine of the Long War — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, and the single most punishing body a Heretic warband can field. A four-legged brass horror of front-weighted armour, Toughness 9 to the front and 8 to the flank and 7 to the rear, hauls nine Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7". Its hull turret lobs a battle cannon the length of the field, a sponson-mounted reaper autocannon rakes what survives the ordnance, and its great piston claws tear apart anything that closes to the daemon's reach. The bound thing strains against the metal that cages it: it is Crazy, and lurches at the nearest prey whether the host wills it or not. A fortune-gatekeeper reserved for the wealthiest warbands, a shared chassis every Legion may field, 0-1 per gang; its every Loss of Control is resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FORGEFIEND

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Ectoplasma Spitter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Forgefiend is the Defiler's ranged sibling — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a daemon-engine built as a gun-platform and little else. A slow four-legged weapons battery of Toughness 9 to the front and eight Hull Points, it lumbers at Movement 6" and pays for that sloth in firepower: twin daemon autocannon hammer the far line with a storm of shells, or a hull-set ectoplasma spitter vomits warp-fire at what strays too near. Where the Maulerfiend closes to rip, the Forgefiend plants itself and pours out death from range, the heavy-shooting apex of the armoury. Its legs are thin and its stride is short, and a fast enemy that reaches it can worry it down; but caught in its arc of fire, little survives. The engine hates the metal that holds it: it is Crazy, and lurches at the nearest prey when the daemon's temper slips its leash. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Meltagun — Arm arc (Crew)
- ♦ Power Fist — Arm arc (Crew)

SPECIAL RULES

- ♦ Crazy (daemon-engine — may lurch at the nearest target)
- ♦ 0-1 per gang

The House's walking siege-piece — and, with the Core-wide reckoning, no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A captured warrior chained into a Dreadnought sarcophagus, the Helbrute is a Walker of Sv 3+ plate over six Hull Points, front-weighted (Toughness 8 fore, 7 flank, 6 rear) and grinding forward at a plodding six inches — the Chaos Dreadnought, inheriting the loyalist Walker profile. One arm cracks armour at range (a multi-melta by default, or a reaper autocannon for the reduction that wants volume), the other a crushing Helbrute fist with a built-in scourge or combi-bolter; both fixed Arm mounts, so it must face what it means to break. The Iron Warriors field it as another gun in the wall — Crazy, it may lurch at the nearest target, and its damage, its handling and every Loss of Control are resolved through the Ash-Wastes vehicle rules. Its price is provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Meltagun — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Helbrute is the lesser walker of the host — a fallen champion sealed screaming into a Dreadnought's sarcophagus, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull, Toughness 8 to the front and thinning to 6 at the rear, and it advances at Movement 6" as the tormented bulwark of the line. It goes to war with a fixed multi-melta that cracks armour at range and a great Helbrute fist that tears apart what closes; both are Front hardpoints, so the walker must turn its face to its prey. The centuries in the dark have driven it mad: it is Crazy, and lurches at the nearest enemy whether the host wills it or not, obeying little command. A captive daemon-fed engine pointed at whatever the Legion most wants dead, a shared chassis every Legion may field, 0-1 per gang; its damage, its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELDRAKE

GUNSHIP

✖ 235 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Baleflamer — Front arc (Crew)
- ♦ Heldrake Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Heldrake is a Crazy daemon-engine flyer, a mechanical dragon with a bound warp-thing screaming inside its hull — the apex of the Ash-Wastes airspace and the Legions' sole master of the sky. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its fixed front maw torches massed infantry with a baleflamer — a torrent of warp-fire — or strafes with a hades autocannon, and its barbed claws rake fighters and hulls as it stoops on the swoop. Eight Hull Points and quick handling let it shrug the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to own the sky and hunt what moves below. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LORD DISCORDANT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Arm arc (Crew)
- ♦ Autopistol — Pintle arc (Crew)

SPECIAL RULES

- ♦ Crazy (daemon-engine — may lurch at the nearest target)
- ♦ 0-1 per gang

The Warpsmith-axis character fused to a fast Helstalker — and, with the Core-wide reckoning, a \$5c walker daemon-engine rather than a fighter-line super-Brute (its cost held at the ~450 superheavy ceiling, the \$5c track superseding the old ~500 Brute estimate). A mounted character on a scuttling engine, it is a Walker of Sv 3+ over eight Hull Points, front-weighted (Toughness 8 fore, 7 flank, 6 rear) and fast at nine inches. A fixed Arm swings an impaler chainglaive that rends what it strikes, the Helstalker's own maw and mechatendrils tear at anything the rider drives it over, and a pintle autopistol answers infantry that stray near. Its command presence and its daemon-engine repair-and-disrupt suite are carried in the crew as intent — not re-authored as vehicle rules — so the Iron Warriors gun-wall keeps its walkers mended and the enemy's fouled. Crazy, it may lurch at the nearest target; its handling, its facing Toughness and every Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LORD DISCORDANT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Helstalker Maw — Mount arc (Crew)
- ♦ Autopistol — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazyed

The Lord Discordant on Helstalker is the mounted character among the daemon-engines — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a Warpsmith-axis lord fused to the fast Helstalker mount beneath him. A walker of Toughness 8 to the front and eight Hull Points, it races the field at Movement 9", and it fights as rider and mount together: an impaler chainglaive that hooks and rends the armour of the enemy, the Helstalker's own maw and mechatendrils that savage what the glaive drags down, and a pintle autopistol for anything that slips close. The lord's command of the daemon-engines and his mid-battle rites of repair and disruption are carried as the intent of the crew, not restated as vehicle rules. Rider and steed hate their forging as one: the whole engine is Crazyed, and lurches at the nearest prey with a shared and heedless fury. A shared chassis every Legion may field, the superheavy fortune-gatekeeper of the character hulls, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MAULERFIEND

VEHICLE

✖ 430 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	9	8	7	8	6+	3+	5+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Meltagun — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Maulerfiend is the hunter-killer of the daemon-engines — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, built for one thing and honed to nothing else. A fast four-legged assault walker of Toughness 9 to the front and eight Hull Points, it bounds forward at Movement 9", the swiftest of the heavy hulls, and it barely shoots at all: its BS 5+ marks it a thing of the charge, not the firing line. What it carries are its arms — lashing tendrils that catch and crush at the walker's apex of strength, or magma cutters that burn through armour where they land — and it wants only to close the distance and rip. Its hull is proof against fire that would gut a lighter engine, but its whole purpose is the reach of those arms. The bound daemon hates its cage as much as the foe: it is Crazy, and throws itself at the nearest enemy with every activation. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOMCRAWLER

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Excruciator Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Venomcrawler is the Soul-Harvest engine — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, a scuttling daemon-thing bred to gather souls for the ritual. A fast walker of Toughness 8 to the front and seven Hull Points, it skitters forward at Movement 9" to run down the fleeing and the flanking, and it fights with an excruciator cannon that spits warp-blasts and long soulflayer tendrils that catch and rend. Its true value is not the kill but what the kill feeds: every soul it reaps fuels the warband's Dark Invocation, the summoning dice sharpened by its slaughter — that hook lives in the gang's signature ritual, not in the engine's own rules. Maulerfiend-swift and daemon-hungry, it is Crazy, and lurches at the nearest prey with a will of its own. A shared chassis every Legion may field and the summoning cults covet most, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ DARK HERETICUS

PSYCHIC DISCIPLINE

Dark Hereticus is the whole of the generic Heretic Astartes sorcery — malediction, warp-flame, and the gifts of the gods, the devotional witchery of ten thousand years of damnation. Where a cult legion keeps a cabal, the Undivided host fields one witch, and that Sorcerer draws on the same six workings: the warp-flame of Infernal Gaze, the unwriting of Death Hex, the quickened step of Warptime, the swelling muscle of Diabolic Strength, the foresight of Prescience, and the gambled mutation of Gift of Chaos. Each is a Wyrd power, manifest through the N18 rules and paying the warp's price; at creation a Sorcerer with access picks or D6-rolls its power, and adds to it the universal Smite.

ROLL	POWER
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1	Infernal Gaze. Warp-flame streams from the Sorcerer's eyes and engulfs a chosen enemy fighter within 12" and line of sight, which suffers D3 automatic Strength 5, AP -1 hits. It is the discipline's direct-damage lever — a witch-fire bolt that asks for no Hit roll, burning down a target the gang's guns cannot reach or crack.
2	Death Hex. The Sorcerer speaks a word of unwriting at an enemy fighter within 12", and until the end of the round that target can make no invulnerable or field save and suffers -1 to all its other saves — its every protection stripped from reality. The discipline's anti-save malediction, the answer to an armoured or warded foe no ordinary wound seems to fell.
3	Warptime. While this power is sustained, a chosen friendly fighter within 6" — or the Sorcerer itself — moves warp-quickened, adding +2" to its Movement and re-rolling a failed Charge distance. The caster-mobility lever, closing the ground the Long War is fought across.
4	Diabolic Strength. While sustained, a chosen friendly fighter within 6" — or the caster — swells with daemonic power, gaining +1 Strength and +1 Attack in melee. The melee buff: a line body turned into a killer for as long as the Sorcerer holds the working.
5	Prescience. While sustained, a chosen friendly fighter within 6" — or the caster — reads the threads of the immediate future, re-rolling failed Hit rolls of 1 in shooting and melee alike. The accuracy buff, distinct from the Long War's anti-Imperium hatred: it sharpens every attack, not only those aimed at the Corpse-Emperor's servants.
6	Gift of Chaos. The Sorcerer calls on the Ruinous Powers for a chosen friendly Heretic Astartes within 6", which immediately rolls once on the Chaos Boons table as the gods answer mid-battle. It carries the same Spawndom risk as any boon — the campaign reward layer touched by the warp, never a currency — a mutation gambled for at the moment of need.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Grind Them Down. Play this tactic in any round. Choose one friendly fighter armed with a heavy weapon. Until the end of the round, each time it fires that weapon and takes an enemy Out of Action, it may immediately make one additional ranged attack with the same weapon against another target within range. The grind does not pause to savour a kill — it simply moves to the next man in the line.	ANY ROUND
12	Storm Of Iron. Play this tactic in any round. Choose a friendly fighter that has not yet activated this round. When it Shoots, it may fire a basic or heavy weapon one additional time, over the usual limit. The whole line opens up at once and the enemy position vanishes under a storm of iron.	ANY ROUND
13	Methodical Destruction. Play this tactic in any round. Choose one enemy fighter, in the open or behind cover. Until the end of the round, friendly fighters re-roll failed Wound rolls against that target. The guns have ranged it, registered it, and set about taking it apart piece by piece.	ANY ROUND
14	Unflinching Line. Play this tactic at the start of a round. Until the end of the round, friendly Iron Warriors automatically pass Nerve tests and cannot be forced to Retreat by any enemy rule. The line has stood through worse than this, and it will not break now.	START OF ROUND

15	Ignore The Wall. Play this tactic in any round. Choose one friendly fighter. Until the end of the round, its ranged attacks ignore any field save the target draws from a barricade, emplacement, or fortification, on top of ignoring its cover. No wall the enemy hides behind is one the legion has not already broken.	ANY ROUND
16	Zero In. Play this tactic before the battle, after deployment. Choose one enemy fighter or one terrain feature. For the whole battle, friendly fighters add 1 to Hit rolls when shooting that fighter, or any enemy within 3" of that feature. The gunners have pre-sighted the ground and will not miss it.	PRE-BATTLE
21	Overlapping Fields. Play this tactic at the start of the battle. Choose two friendly fighters with ranged weapons. The first time each round that an enemy activates within the line of sight of both, one of them may make a single free reaction shot at it. The fire-lanes cross, and there is no safe way through them.	START OF BATTLE
22	No Ground Given. Play this tactic at the end of a friendly fighter's activation while it stands behind a barricade or emplacement. It may immediately make a free Aim action. It is not going anywhere, so it settles in and sights the next target.	END OF ACTIVATION
23	Pre Sighted Guns. Play this tactic before the battle. Nominate up to two points on the board. For the whole battle, friendly fighters shooting an enemy within 2" of a nominated point ignore the penalty for long range. The artillery was ranged onto those coordinates before the enemy ever set foot on them.	PRE-BATTLE
24	The Reduction. Play this tactic in any round. Choose one enemy fighter in cover or a fortification. Until the end of the round, friendly fighters re-roll both failed Hit and failed Wound rolls against it. The legion has decided this position comes down now, and it commits the whole line to reducing it.	ANY ROUND
25	Reload And Hold. Play this tactic at the end of a friendly fighter's activation. It may immediately make a free Reload action on one of its weapons. The gun-line keeps its ammunition fed, so the barrage never has to stop.	END OF ACTIVATION
26	Iron Discipline. Play this tactic in any round. Choose one friendly fighter that has been Pinned. It immediately stands up and removes its Pinned marker without a test. The discipline of the legion does not stay in the dirt while there is firing to be done.	ANY ROUND
31	Bring It Down. Play this tactic in any round when a friendly fighter shoots an enemy walker, Brute, or vehicle. That attack gains +1 Damage and re-rolls failed Wound rolls. The legion has cracked bigger things than this, and it knows exactly where to aim.	ANY ROUND
32	Forgework. Play this tactic in the post-battle sequence. One friendly walker or Brute that went Out of Action recovers as though it had rolled the best result on its Lasting Injury table. The foundry works through the night, and the war-engine is back on its feet by dawn.	POST-BATTLE
33	Crossfire. Play this tactic in any round when a friendly fighter shoots an enemy already within another friendly fighter's line of sight. That attack ignores the target's cover and gains +1 to Wound. Caught between two guns, the enemy has nowhere to turn that is not already ranged.	ANY ROUND
34	Dig In. Play this tactic at the start of the battle, after deployment. Raise one additional free emplacement or barricade anywhere in your deployment zone. The legion never stops digging, and it always finds time for one more wall.	START OF BATTLE

35	Measured Advance. Play this tactic in any round. One friendly fighter may make a Move action and then Shoot a heavy weapon, ignoring the Methodical restriction for that activation only. The line shifts one deliberate step and re-plants without losing the barrage.	ANY ROUND
36	Unbroken Wall. Play this tactic at the start of a round. Until the end of the round, friendly fighters behind a barricade or emplacement improve their field save by 1. The wall holds, and the men behind it hold with it.	START OF ROUND
41	Sappers Work. Play this tactic before the battle. Choose one enemy terrain feature or fortification within their deployment zone. For the first two rounds it counts as difficult ground and grants no cover. The sappers were at it all night, and the ground the enemy trusts is already undermined.	PRE-BATTLE
42	Counter Battery. Play this tactic in any round when an enemy fighter shoots a friendly fighter. Choose one friendly fighter with a heavy weapon that has not yet activated this round; it may make an immediate reaction shot against the shooter. Fire sent the legion's way is answered in kind, and heavier.	ANY ROUND
43	Relentless Fusillade. Play this tactic in any round. Choose one friendly fighter with a Rapid Fire weapon. Until the end of the round, it makes one additional shot each time it fires that weapon. The barrage does not slacken; it builds.	ANY ROUND
44	Hold At All Costs. Play this tactic in any round. Choose one objective or emplacement held by a friendly fighter. Until the end of the round, any friendly fighter within 3" of it automatically passes Nerve and Cool tests and cannot be moved by any enemy rule. This ground does not change hands.	ANY ROUND
45	The Long Patience. Play this tactic at the end of the battle if you controlled every emplacement you raised. Bank one Chaos Boons roll for use in the post-battle sequence. Patience kept the line whole, and the Dark Gods reward the ones who deliver.	END OF BATTLE
46	Obliterator Teleport. Play this tactic at the start of the battle. One friendly fighter in Gravis plate may be held in reserve and set up from round two anywhere more than 6" from an enemy, arriving as though it had already Aimed. The flesh-forged guns simply appear where the fire is needed.	START OF BATTLE
51	Shatter The Cover. Play this tactic in any round. Choose one piece of enemy-held cover or a barricade. Until the end of the round, it grants no cover or field save to any enemy behind it. The legion shells the wall itself until there is nothing left to hide behind.	ANY ROUND
52	Iron Within. Play this tactic in any round. Choose one friendly fighter that is Seriously Injured. Until the end of the round it ignores the effects of being Seriously Injured, acting as though Standing and Active. Iron within, iron without — the flesh fails long after the will does.	ANY ROUND
53	Walled Guns. Play this tactic at the start of the battle. Choose one friendly heavy weapon. For the whole battle, while its bearer stands behind an emplacement it gains +3" to both its ranges. The gun was built into the wall to command the whole field.	START OF BATTLE
54	Methodical Aim. Play this tactic in any round. Choose one friendly fighter that did not move this round. Until the end of the round, its ranged attacks gain +1 to Hit and ignore the target's cover. The planted gunner takes the time the enemy will not give itself.	ANY ROUND
55	Breaching Charge. Play this tactic in any round when a friendly fighter is in base contact with a barricade, wall, or fortification. It detonates a breaching charge, removing that terrain feature and making a Strength 6 hit on every fighter within 2" of it. The legion opens the wall on its own schedule.	ANY ROUND

56	War Engine Park. Play this tactic in the post-battle sequence. One Brute you add to the roster this cycle recruits for 15 percent less. The foundries are running hot, and there is always another war-engine near enough to finished to press into the line.	POST-BATTLE
61	Saturating Barrage. Play this tactic in any round. Choose a point on the board. Every friendly fighter with a heavy weapon and line of sight to that point may make a single free shot at any enemy within 3" of it. The whole gun-line drops its fire on one patch of ground at once.	ANY ROUND
62	Cold Contract. Play this tactic before the battle. For this battle you may treat one allied Chaos fighter as a friendly fighter for the purpose of your emplacements and fire support. The contract is signed, the price is settled, and the guns work for whoever holds the ledger.	PRE-BATTLE
63	No Retreat From The Guns. Play this tactic in any round. Until the end of the round, no friendly fighter may voluntarily Retreat and none can be forced to by an enemy rule. The guns do not abandon the line, and the line does not abandon the guns.	ANY ROUND
64	Fortress Mind. Play this tactic at the start of the battle. Choose one friendly Leader or Champion. For the whole battle, friendly fighters within 9" of it re-roll failed Nerve and Cool tests. The commander's cold certainty spreads down the line like poured ferrocrete.	START OF BATTLE
65	Grinding Halt. Play this tactic in any round when an enemy fighter declares a Charge against a friendly fighter behind an emplacement. The charger halts 1" short and counts as having charged into a defended barricade. The wall was there for exactly this moment.	ANY ROUND
66	The Walls That Never Fell. Play this tactic at the end of the battle if no emplacement you raised was destroyed. Every fighter that ended the battle behind one of your emplacements gains 1 additional XP. The line held perfectly, and the legion remembers who kept it whole.	END OF BATTLE

ALLIANCES

A COLD CONTRACT

ALLIANCE

WHO	any other Chaos force — a cult-legion warband or a renegade Chaos gang — that hires the Iron Warriors' siege-craft and heavy guns for a phase, in exchange for spoils, territory, or salvaged war-engines (never a fixed, trusted pairing; a mercenary-engineer contract)
TERMS	campaign-level alliance: while the contract holds, the Iron Warriors lend the partner ignore-cover fire support and one shared emplacement in joint battles and observe map-level non-aggression, and the partner pays a per-phase price in credits or a promised war-engine; phase-gated, and the contract dissolves the moment the price stops being paid — the Iron Warriors have no loyalty the ledger does not record

A Cold Contract is the only alliance the Iron Warriors truly keep — which is to say, none at all beyond the ledger. Any other Chaos force, a cult-legion warband or a renegade gang, may hire the legion's siege-craft and heavy guns for a phase, paying in spoils, territory, or salvaged war-engines. While the contract holds, the Iron Warriors lend the partner cover-ignoring fire support and one shared emplacement in joint battles, and both observe map-level non-aggression. The partner pays its price each phase; the moment it stops, the contract dissolves. This is never a fixed or trusted pairing — the Iron Warriors have no loyalty the ledger does not record.

WHO	any loyalist Astartes siege-force or a rival fortification-gang — above all the Imperial Fists and their successors, the masons the Iron Warriors were set against and never forgave (or any gang built to breach and hold walls)
TERMS	campaign-level feud: the Iron Warriors and the rival can never ally this campaign; whenever the two meet, both gangs re-roll failed Hits against each other and neither may voluntarily Retreat from the other — a grinding, personal siege that neither side will walk away from

The Masons' Feud is the oldest hatred the legion carries. Any loyalist Astartes siege-force or rival fortification-gang — above all the Imperial Fists and their successors, the masons the Iron Warriors were set against and never forgave — becomes a permanent enemy for the campaign. The two can never ally. Whenever they meet, both gangs re-roll failed Hit rolls against each other, and neither may voluntarily Retreat from the other. It is a grinding, personal siege that neither side will walk away from, ten thousand years old and no cooler for the passing of them.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Debt Called. The contract is called in against you. A debt you owe the Warsmith comes due, and the ledger is always settled: remove one weapon or wargear item of your opponent's choice from your Stash, loaned out and not returned. The cold contract cuts both ways, and this time it cuts at your expense.	THE COLD CONTRACT OF THE IRON WARRIORS — THE WARSMITH BROKERS AND THE WAR-ENGINE FOUNDRIES THAT ANSWER A PROVEN REDUCER, AND THE UNDIVIDED MASTERS WHO REWARD RESULTS, NOT DEVOTION

4	Salvaged Plate. The foundries send up scavenged armour. One fighter in your warband repairs a suit of battle-plate at no charge, ignoring one Lasting Injury that reduced its Toughness or its save. Cold salvage, cut down and re-riveted to fit — the reducers waste nothing that can still stop a round.	THE COLD CONTRACT OF THE IRON WARRIORS — THE WARSMITH BROKERS AND THE WAR- ENGINE FOUNDRIES THAT ANSWER A PROVEN REDUCER, AND THE UNDIVIDED MASTERS WHO REWARD RESULTS, NOT DEVOTION
5	Loaned Ordnance. A crate of heavy rounds arrives on loan. For your next battle, one fighter may load Bane Shells at no charge, its heavy weapon striking walkers and Brutes the harder — settled with the contract afterward, as the ledger always is.	THE COLD CONTRACT OF THE IRON WARRIORS — THE WARSMITH BROKERS AND THE WAR- ENGINE FOUNDRIES THAT ANSWER A PROVEN REDUCER, AND THE UNDIVIDED MASTERS WHO REWARD RESULTS, NOT DEVOTION
6	The Foundrys Favour. The war-engine foundry looks kindly on a proven reducer. Your next Brute recruits for 10 percent less — there is always half-built iron on the racks for a Warsmith who delivers.	THE COLD CONTRACT OF THE IRON WARRIORS — THE WARSMITH BROKERS AND THE WAR- ENGINE FOUNDRIES THAT ANSWER A PROVEN REDUCER, AND THE UNDIVIDED MASTERS WHO REWARD RESULTS, NOT DEVOTION

7	A Boon Of Iron. The Undivided masters send a small reward for work well done. Choose one: bank a Chaos Boons roll for a fighter of your choice, or raise one extra free emplacement in your next battle. A boon of iron, given to those who earn it.	THE COLD CONTRACT OF THE IRON WARRIORS – THE WARSMITH BROKERS AND THE WAR- ENGINE FOUNDRIES THAT ANSWER A PROVEN REDUCER, AND THE UNDIVIDED MASTERS WHO REWARD RESULTS, NOT DEVOTION
8	The Engineers Eye. A veteran siege-engineer joins your lines for a battle. In your next game, one fighter may raise a barricade or emplacement as a free action once during the battle, over and above your usual fortifications. The old engineer sees a wall in every pile of rubble.	THE COLD CONTRACT OF THE IRON WARRIORS – THE WARSMITH BROKERS AND THE WAR- ENGINE FOUNDRIES THAT ANSWER A PROVEN REDUCER, AND THE UNDIVIDED MASTERS WHO REWARD RESULTS, NOT DEVOTION
10	A War Engine Loaned. A war-engine is loaned to the contract. For your next battle you may field one additional Brute at no charge — a Helbrute or Defiler seconded to a promising siege — returned to its owners afterward, on the understanding that it comes back.	THE COLD CONTRACT OF THE IRON WARRIORS – THE WARSMITH BROKERS AND THE WAR- ENGINE FOUNDRIES THAT ANSWER A PROVEN REDUCER, AND THE UNDIVIDED MASTERS WHO REWARD RESULTS, NOT DEVOTION

The Warsmiths Blessing. The Warsmith himself acknowledges your craft. Choose one fighter: for the rest of the campaign its emplacements grant a 3+ field save instead of 4+, and it may raise one free emplacement in every battle. The master of the siege has judged you worthy of the walls he builds.

THE COLD
CONTRACT OF
THE IRON
WARRIORS —
THE WARSMITH
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☠ SUB-PLOTS

✂ THE ENDLESS SIEGE

SUB-PLOT

Reward: The siege becomes permanent: the gang may raise one extra free emplacement in every battle for the rest of the campaign, and once per campaign may declare a battle a Reduction, forcing the enemy to deploy inside a strongpoint and fight the Iron Warriors' own scenario. Claimed only once.

The Endless Siege is claimed by the warband that simply never breaks. Across the campaign, if the gang wins three battles in which it held every emplacement it raised to the very end — and in none of them voluntarily Retreated a single fighter from an emplacement — the siege becomes permanent. From then on the gang raises one extra free emplacement in every battle for the rest of the campaign, and once, on a battle of its choosing, it may declare a Reduction: the enemy must deploy inside a strongpoint and fight the Iron Warriors' own scenario. The line that never broke earns the right to make every field its own. This sub-plot is claimed only once.

✂ THE GROWING PARK

SUB-PLOT

Reward: The war-engine park is established: the gang permanently reduces the recruit cost of all Brutes by 15 percent, and once per campaign may repair a destroyed friendly war-engine back onto its roster for free after a battle. Claimed only once.

The Growing Park is the reward of a warband that builds an army of war-engines. Across the campaign, if the gang fields at least three different war-engines — any mix of Helbrute, Defiler, Forgefiend, or Lord Discordant — and takes an enemy walker, Brute, or vehicle Out of Action with a war-engine of its own in three separate battles, the park is established. From then on every Brute recruits for 15 percent less, and once in the campaign the gang may repair a destroyed friendly war-engine back onto its roster at no charge after a battle. The foundry never sleeps, and the park only grows. This sub-plot is claimed only once.

LEGENDARY NAMES

✧ THE MASTER OF THE REDUCTION

WARSMITH / IRON LORD

XP cost (random): 6

XP cost (chosen): 12

The Master of the Reduction is a Warsmith whose fortifications have never once been broken. While it stands on the board, all friendly emplacements and barricades grant a 3+ field save instead of 4+, and friendly fighters within 9" of it pass Nerve tests automatically; once a battle it may raise a free emplacement within 6" of itself. But the Master will not abandon a position: if it ever moves out of an emplacement or more than 3" from a friendly barricade, it may take no action for the rest of that round. The engineer does not leave the fortress he has built.

✧ THE OBLITERATOR LORD

CHAMPION OR LINE IRON WARRIOR IN GRAVIS PLATE

XP cost (random): 6

XP cost (chosen): 12

The Obliterator Lord is a Champion or line Iron Warrior whose Gravis plate has all but consumed the flesh within — a body that has become its own siege train. It counts as carrying fleshmetal guns at no charge and re-rolls the mutating-profile roll each shot; it may be set up in reserve and deploy from round two anywhere more than 6" from an enemy, arriving already having Aimed. But the transformation is nearly complete: it may never carry, gain, or benefit from any wargear but a weapon, may not use cover for a save, and moves at minus 2" to its Movement. The flesh is more metal than muscle now, and it wants only to fire.

✧ THE WALL BREAKER

WARSMITH

XP cost (random): 6

XP cost (chosen): 12

The Wall-Breaker is a Warsmith who has never yet met a wall that held. Its ranged attacks ignore all cover and every field save an enemy draws from terrain or fortifications, and once a battle a heavy weapon it fires gains +1 Damage against a target in cover or inside an emplacement. But it cannot leave a reduction unfinished: while any enemy fighter it can see is in cover or a fortification, it may not move toward a different target and may not voluntarily Retreat. The wall in front of it is the only thing that exists until it comes down.

TERRAIN

✧ THE BREACHED BASTION

TERRAIN

The Breached Bastion is a great fortress wall the Iron Warriors have already partly reduced — a monument of shattered ferrocrete and toppled gun-towers that is at once cover and proof of the legion's craft: whatever built this, the Iron Warriors unbuilt. Place one large Breached Bastion terrain piece near the centre of the board. It provides cover, but any Iron Warriors fighter firing at an enemy inside or behind it ignores that cover, for the legion knows every angle of a wall it broke. A friendly fighter that ends its activation inside the Bastion may make a free Aim action. The breach itself is difficult ground, crossed by all fighters at half speed.

✧ THE EMPLACEMENT LINE

TERRAIN

The Emplacement Line is a prepared belt of ferrocrete barricades, revetted gun-pits, and razor-wire the Iron Warriors dig in before a battle — not scenery the warband finds, but a fortress it brings and builds. During setup, the Iron Warriors player places up to three Emplacement markers on terrain in or ahead of its deployment zone. A friendly fighter behind an Emplacement gains a 4+ field save and ignores the penalty for firing a heavy weapon while stationary. An enemy fighter that ends an activation in base contact with an Emplacement may attempt to destroy it, removing it on a successful Strength test. Enemy fighters gain no benefit from the markers.

✂ HOLD THE LINE

SCENARIO

ATTACKER	the opposing gang (assaulting an emplaced Iron Warriors position, needing to close the ground before the guns grind them down)
DEFENDER	the Iron Warriors (holding a prepared line of emplacements against the assault)
DEPLOY	the Iron Warriors set up first within a prepared line, placing up to four free emplacements or barricades across their half of the board and deploying their heavy weapons behind them; the attacker deploys along the opposite edge
OBJECTIVE	the attacker must break the line by taking Iron Warriors emplacements (ending an activation in base contact with an emplacement removes it) and reaching the Iron Warriors' back edge; the Iron Warriors hold by keeping their emplacements intact
VICTORY	the Iron Warriors win by keeping two or more emplacements intact at the end of the sixth round; the attacker wins by destroying all but one emplacement or getting two fighters to the Iron Warriors' back edge
REWARDS	the winner gains reputation; the Iron Warriors additionally bank a free Chaos Boons roll if they lost no emplacement at all
CONTROL TRACK	an Iron Warriors defensive win holds their Control-Track claim and advances it by one step (the world learns the cost of assaulting them); an attacker win breaks the claim and forces the Iron Warriors to re-empower next battle without their free barricades

An assaulting gang must close the ground and break an emplaced Iron Warriors line before the guns grind it flat. The Iron Warriors have chosen this position, ranged it, and dug in; the attacker must reach them across a killing field.

ATTACKER The opposing gang, assaulting the emplaced Iron Warriors position and needing to close the ground before the guns grind it down.

DEFENDER The Iron Warriors, holding a prepared line of emplacements against the assault.

BATTLEFIELD & DEPLOYMENT The Iron Warriors set up first within a prepared line, placing up to four free emplacements or barricades across their half of the board and deploying their heavy weapons behind them. The attacker then deploys along the opposite board edge.

OBJECTIVE The attacker must break the line. Ending an activation in base contact with an Iron Warriors emplacement removes it, and the attacker seeks to reach the Iron Warriors' back edge. The Iron Warriors hold by keeping their emplacements intact.

ENDING THE BATTLE & VICTORY The battle runs to the end of the sixth round. The Iron Warriors win by keeping two or more emplacements intact at that point. The attacker wins by destroying all but one emplacement, or by getting two fighters to the Iron Warriors' back edge.

REWARDS The winner gains reputation. The Iron Warriors additionally bank a free Chaos Boons roll if they lost no emplacement at all.

CONTROL TRACK An Iron Warriors defensive win holds their claim on the world and advances it by one step, as the world learns the cost of assaulting them. An attacker win breaks the claim and forces the Iron Warriors to re-engage next battle without their free barricades.

ATTACKER	the Iron Warriors (emplacing a gun-line and grinding down a fortified enemy position across open ground)
DEFENDER	the opposing gang (holding a fortified strongpoint at the far board edge with a cover bonus in its own lines)
DEPLOY	the defender sets up first inside a marked strongpoint (three terrain pieces granting cover); the Iron Warriors deploy along the opposite edge and may place up to three free emplacements or barricades in or ahead of their deployment zone
OBJECTIVE	the Iron Warriors reduce the strongpoint by taking defenders Out of Action at range and ending friendly activations in base contact with the three strongpoint markers; the defender holds by keeping the Iron Warriors off the markers
VICTORY	the Iron Warriors win by controlling two of the three strongpoint markers at the end of any round; the defender wins by holding two markers through the eighth round
REWARDS	the winner gains reputation; the Iron Warriors additionally keep one emplacement they raised as a permanent territory improvement if they controlled all three markers
CONTROL TRACK	an Iron Warriors win advances their Control-Track claim on this world by one step; a defender win holds the marker and denies the Iron Warriors the next battle's free emplacement (the position was surveyed and countered)

The Iron Warriors do to another what was once done to them: they emplace a gun-line and grind a fortified position to rubble across open ground. This is the reduction the legion was forged for — patient, cover-blind, and inevitable.

ATTACKER The Iron Warriors, emplacing a gun-line and grinding down a fortified enemy position across open ground.

DEFENDER The opposing gang, holding a fortified strongpoint at the far board edge with a cover bonus in its own lines.

BATTLEFIELD & DEPLOYMENT The defender sets up first inside a marked strongpoint of three terrain pieces that grant cover. The Iron Warriors deploy along the opposite edge and may place up to three free emplacements or barricades in or ahead of their deployment zone.

OBJECTIVE The Iron Warriors reduce the strongpoint by taking defenders Out of Action at range and by ending friendly activations in base contact with the three strongpoint markers. The defender holds by keeping the Iron Warriors off the markers.

ENDING THE BATTLE & VICTORY The Iron Warriors win by controlling two of the three strongpoint markers at the end of any round. The defender wins by holding two markers through the eighth round.

REWARDS The winner gains reputation. The Iron Warriors additionally keep one emplacement they raised as a permanent territory improvement if they controlled all three markers.

CONTROL TRACK An Iron Warriors win advances their claim on this world by one step. A defender win holds the marker and denies the Iron Warriors the next battle's free emplacement — the position was surveyed and countered.



CHAOS SPACE MARINES • HOUSE DOSSIER

NIGHT LORDS

The enemy breaks before the killing starts

The Night Lords are the terror legion — a raid-host whose primary weapon is not the blade but the fear that runs ahead of it. Drawn off the shared Heretic Astartes spine, they fight the mind before the body: draped in flayed skin, wreathed in lightning and recorded screams, they force Nerve tests the way other gangs deal damage, and fall on the broken from a dark they vanish back into before the answer comes.

Every Night Lord causes Fear, and no enemy stands easy within reach of one. The gang deploys for the raid — hidden or held in reserve — then strikes from above on jump-pack wings, breaks the enemy's nerve at the point of contact, and Falls Back out of the fight before a blow can land in reply. Its Champions carry a Symphony of Dread that unmans a whole line at a stroke; its relics are cut from skin and screaming. Yet all of it runs on an enemy's nerve. Against a foe that cannot be made to run — the mindless, the fearless, the too-hardened to care — the terror does nothing, and the Night Lords are left to simply fight, which is not the art they were made for.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every Astartes fighter is Sworn to the Long War — the shared Heretic Astartes spine is inherent to the gang
- ♦ Exactly 1 Leader (the Talonmaster)
- ♦ 0-2 Champions (Raptor Champion / Sorcerer)
- ♦ Night Lords (Raptor-kin) the bulk; Night Lords Cultists the terror screen
- ♦ Night Haunters: every Night Lord projects Fear (sig.terror-tactics) and may take a Raptor jump pack line-wide (not a gate)
- ♦ From the Night (skill.from-the-night): the raid-line strikes from reserve or jump and Falls Back out of combat without reprisal
- ♦ The gang deploys for a raid: hidden or reserve insertion
- ♦ No daemon-summoning (Mark of Chaos Undivided — the terror is mortal, and worse for it)

A Night Lords gang forms around a single Leader — the Talonmaster — with up to two Champions beside him, drawn from the Raptor Champions and the Sorcerer-Flayers. The bulk of the force is Night Lords, the Raptor-kin who carry the raid, screened by cheap Night Lords Cultists who spike its dread; together the Night Lords and Cultists must number at least as many as the Leader and Champions combined. Every Night Lord projects Fear, and the Raptor jump pack is open to the whole line rather than gated to any one class. The gang starts each battle as a raid — its fighters hidden or held in reserve for a strike out of the dark. It summons no daemons: the terror is mortal, and worse for being so.

👁 GANG RULES

✂ CRUEL, NOT STEADFAST

GANG RULE

Cruel, not Steadfast is the flaw written into the Night Lords' whole way of war. The Night Lords are raiders, not stoics: their courage is a predator's, and it fails them where there is no prey to unman. The gang gains nothing from its terror against an enemy that cannot be made afraid — and against a truly Fearless foe, Terror Tactics, the Fear every Night Lord causes, and every terror weapon and relic besides produce nothing whatever. The mindless swarm feels no dread; the will-less automaton has no nerve to test; the frenzied and the rotting are deaf to a scream than to their own ruin. Against any of them the raid-host is a merely-good gang firing a primary weapon that does not fire, forced into the stand-up fight it was never built to win. The counter is brutally clean: field something that cannot be made to run, and the Haunters must actually fight.

✂ HERALDS OF TERROR

GANG RULE

Heralds of Terror is the Champion and Lord's aura — the Symphony of Dread, the recorded screams and butcher's theatre a night-haunter conducts as it fights. While an enemy is within 6" of a Night Lords Champion or Lord, it treats its Cool as one worse and must re-roll any Nerve test it passes, the dread reaching back in to unmake a moment of courage the instant it is found. Where Terror Tactics is the gang-wide chill every Night Lord carries, this is the concentrated horror the command tier projects: it does not merely lower the odds that a line holds, it strips away the successes that would have held it. Kept forward and central, a Champion so armed can break an enemy formation on its own, opening it for the raid to pour through. Its weakness is the legion's own — an enemy with no nerve to break stands untouched inside the aura, and the Symphony plays to no one.

✂ TERROR TACTICS

GANG RULE

Terror Tactics is the Night Lords' signature footing — the rule that makes fear the gang's primary weapon. Every Night Lord causes Fear, so any enemy that engages or is engaged by one must pass a Nerve test or recoil. While within 6" of any Night Lord, enemies treat their Cool and Nerve as one worse, and a Broken enemy that stays in range cannot rally — the dread keeps it running. There is nothing to spend and no ritual to invoke; the terror is simply what these warriors are. Among the open-handed Undivided war-footings the legion locks toward Speartip, the manoeuvre stance that suits the raid: speed and position over a stand-up gunline. So the gang fights the mind first — the enemy line wavers before the blades land, fighters who should hold break and flee, and the Night Lords descend on the routing to butcher at leisure what they have already unmanned. Against an enemy that cannot be made to fear, it produces nothing at all.

FIGHTERS

CHAOS LORD

LEADER

✖ 320 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	4+	4+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Terror Tactics (*causes Fear; enemies within 6 inches suffer minus 1 to Nerve and Cool*)

Heralds of Terror

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- -1
- -1
- -1

PRIMARY

Agility

Combat

Cunning

SECONDARY

Ferocity

Shooting

Leadership

Signature

STARTING GEAR Mark Power

FREE SKILL Terror Tactics

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Power Sword 45 credits

Lightning Claws 55 credits

Flensing Claws 60 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Terror Grenades 40 credits

Krak Grenade 45 credits

ARMOUR		STATUS	
Mark Terminator	130 credits	Trophy Rack	30 credits
Mark Power		Flayed Icon	40 credits
<i>included</i>		Icon Of Chaos	40 credits
WARGEAR		✂ <i>Flayed Banner</i>	45 credits
Raptor Jump Pack	40 credits	<i>Kitbashed from stacked flayed-skin trophies raised on a Nostroman standard pole into a grisly terror banner; no stock kit builds it. Priced above the Core trophy-rack terror-totem band.</i>	
ACCESSORY			
Auspex	25 credits		

The Talonmaster is the Night Lords' Leader — the night-haunter whose name alone has made garrisons lay down their arms. Behind a 2+ to hit in either range and the best Leadership in the gang, it fights as command and terror both: the Symphony of Dread pouring off it, the flayed relics of a hundred worlds hung from its plate.

It carries a bolt pistol and chainsword as standard and founds the gang already knowing Terror Tactics, so a charge or reserve arrival within 6" of an enemy forces that enemy an immediate Nerve test at –1. Its Heralds of Terror aura unmans the line around it — nearby enemies treat their Cool as one worse and re-roll their successful Nerve tests — while Sworn to the Long War keeps it from being Pinned and steadies its own nerve. Field it forward and central, where the aura bites deepest and the raid can form around it. The gang's whole reign of terror turns on it: break it, and much of that dread breaks with it.

ASPIRING CHAMPION

CHAMPION

✖ 260 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Terror Tactics (*causes Fear; enemies within 6 inches suffer minus 1 to Nerve and Cool*)

Heralds of Terror

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- -1
- -1
- -1

PRIMARY

Agility

Combat

Cunning

SECONDARY

Ferocity

Shooting

Leadership

Signature

STARTING GEAR Mark Power

FREE SKILL Terror Tactics

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Lightning Claws 55 credits

Flensing Claws 60 credits

GRENADE

Frag Grenade 30 credits

Terror Grenades 40 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

WARGEAR

Raptor Jump Pack 40 credits

ACCESSORY

Auspex 25 credits

STATUS

Trophy Rack	30 credits
Icon Of Chaos	40 credits

The Raptor Champion is the terror-command tier of the raid — an Exalted heretic on jump-pack wings who breaks the enemy line so the rest can feed on the routing. A 2+ Weapon Skill and three Attacks make it a killer in its own right, but its true weight is the dread it carries into contact.

It begins with a bolt pistol and chainsword and founds knowing Terror Tactics, so its charge or descent from reserve forces the nearest enemy to test Nerve at -1 or break outright. Around it hangs the Heralds of Terror aura — the Symphony of Dread that leaves nearby enemies treating their Cool as one worse and re-rolling any Nerve test they pass. Sworn to the Long War steadies it against Pinning and panic alike. Fit it with a Raptor jump pack and it becomes the tip of the descent: down out of the dark, into the heart of the line, breaking nerve before a blade is swung. It is the piece that turns a firefight into a rout.

SORCERER

CHAMPION

✖ 235 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*) **Terror Tactics** SEE SPECIAL RULES

PSYKER (*manifests the Dark Hereticus discipline via the N18 Wyrld Power rules*)

A fighter with the Psyker keyword may manifest the Wyrld Powers of the Dark Hereticus discipline it has access to, along with the universal witch-blast of Smite. The Chaos Sorcerer is the Heretic Astartes' lone witch — where a rival warband might field none, the Long War's sorcerer-specialist bends the warp to the same end as every bolter in the host. Its powers are drawn free at creation, the gift baked into the Sorcerer's own cost rather than bought a working at a time; each manifests through the standard N18 Wyrld Power rules, and each courts the warp's own price when it is called.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- -1
- -1

PRIMARY

Cunning Savant Shooting

Dark Hereticus

SECONDARY

Agility Leadership Smite

STARTING GEAR Mark Power

FREE SKILL Malice

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Warp Pistol 75 credits

CLOSE-COMBAT

Force Stave 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Warp Stride 35 credits

Raptor Jump Pack 40 credits

PERSONAL

Apothecarion Vials 30 credits

STATUS

Familiar

35 credits

The Sorcerer is the Night Lords' specialist Champion — a psychic operative wearing the skin of an Apothecary-Flayer, as much butcher as witch. It feeds the gang's dread rather than commanding it, a force stave in hand and the raid's terror pouring off it like the rest.

It begins with a force stave and bolt pistol and founds the gang knowing Malice, so once per battle a kill lets it make a free Move or an extra attack — the flayer following one death straight into the next. Like every Night Lord it causes Fear and is Sworn to the Long War, steady against Pinning and panic. Its Cool and Willpower are the best in the gang after the Talonmaster, and the Apothecary-Flayer's gene-vials keep it standing when it should fall. Field it close behind the raid-line, where its terror stacks with the Champions' and its blade can open the throat of whatever the descent has already broken. It is the operative that turns a breaking line into a slaughter.

- **Psyker:** this fighter carries the Psyker keyword and may manifest the Wyrd Powers of the Dark Hereticus discipline it has access to, plus the universal Smite, using the N18 Wyrd Power rules.

CHAOS BIKER

GANGER

✖ 255 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	3+	4	5	4	3+	2	6+	5+	6+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Terror Tactics (*causes Fear; the mounted raider shoots after moving, then Falls Back on From the Night*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- -1
- -1

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Combat

Ferocity

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

Chainaxe 35 credits

GRENADE

Frag Grenade 30 credits

Terror Grenades 40 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

ACCESSORY

Daemonic Ammunition 25 credits

The Night Lords Chaos Biker is the fast raider — a Night Lord astride a snarling war-bike, M8" and a fourth Wound, the second speed-axis beside the jump pack. It descends on the enemy's flank, guns hammering, and is gone across the board before the return fire finds it.

It carries a combi-bolter and chainsword as standard and, as Cavalry, shoots after it moves — driving fire into the line as it closes. Like every Night Lord it causes Fear, and once its blades have struck it can lean on From the Night to Fall Back a full move out of combat without the enemy reacting: descend, butcher the broken, be gone. Sworn

to the Long War keeps it steady against Pinning and panic. It has no discipline of its own, but its speed and its dread make it the perfect outrider for the raid — the piece that reaches the enemy's most fragile fighters first and unmans them before the rest of the host arrives.

CHAOS CULTIST

GANGER

✖ 45 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	3+	1	8+	6+	8+	7+

SAVE 4+

SPECIAL RULES **The Long War** (*shares the gang-wide hatred re-roll vs Imperium*)

Terror Tactics (*the Cult of Terror skin-takers spike the raid's dread; count toward the gang's Fear presence*)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- -1
- -1

PRIMARY Agility Cunning

SECONDARY Combat Ferocity Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST	
BASIC	GRENADE
Autogun 15 credits	Frag Grenade 30 credits
PISTOL	Terror Grenades 40 credits
Stub Gun 5 credits	ARMOUR
Autopistol 10 credits	Mark Carapace
CLOSE-COMBAT	<i>included</i>
Combat Knife 10 credits	
Brutal Ccw 15 credits	

The Night Lords Cultist is the terror-screen — a mortal skin-taker of the Cult of Terror, cheap flesh that spikes the raid's dread. Where the Night Lords are the blade, the Cultists are the noise before it: the screaming crowd of the flayed-faithful that makes a settlement believe the dark itself has come for it.

It arms with an autogun and a brutal close-combat weapon, and though it does not carry the Marine's Fear on its own, it counts toward the gang's terror presence — the more skin-takers in range, the deeper the dread. Unlike the Astartes it is not Sworn to the Long War: a single Wound takes it down and its nerve is its own. But it shares the gang's hatred of the Imperium, re-rolling as the host does against that foe. Field it in numbers as the screen and the spike — bodies to hold ground the raid does not want to, and dread to swell the terror the Night Lords deal in.

CHAOS MARINE

GANGER

✖ 200 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Terror Tactics (*causes Fear; a charge or reserve arrival within 6 inches forces an immediate Nerve test at minus 1*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- -1
- -1

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Combat

Ferocity

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

Chainaxe 35 credits

Lightning Claws 55 credits

Flensing Claws 60 credits

GRENADE

Frag Grenade 30 credits

Terror Grenades 40 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

WARGEAR

Raptor Jump Pack 40 credits

ACCESSORY

Daemonic Ammunition 25 credits

The Night Lord is the raid-line heretic — the Raptor-kin who carries the gang, a Chaos Marine reborn as a thing that drops out of the dark. Behind a 3+ save and T5 it is a hardened line-fighter, but its first work is never the kill; it is the breaking.

It arms with boltgun, bolt pistol and chainsword as standard, and like every Night Lord it causes Fear — an enemy engaging it must test Nerve or recoil. When it charges or arrives from reserve within 6" of a foe, that foe makes an immediate Nerve test at –1 and breaks on a fail. Sworn to the Long War, it cannot be Pinned and steadies its own nerve where mortals would rout. Fit it with a Raptor jump pack and it becomes the descending raider the gang is built around: down from above, nerve shattered at contact, then gone. Run it in numbers — the Night Lords are the backbone, and their Fear is cumulative across the line.



VEHICLES

CHAOS PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Predator Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Predator is the Legion's main battle tank — the Rhino hull up-armoured and up-gunned until it is a different beast, a dedicated armour-killer that anchors a traitor battle-line rather than flanking it. Its heavy front facing shrugs off fire that would gut a transport, bought at the cost of the Rhino's speed. In its Destructor pattern the turret mounts a predator autocannon to crack light armour and heavy infantry; the Annihilator instead twin-links lascannons to burn the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so it engages across three arcs at once. Slow, front-heavy and dear, it sits deliberately below the Defiler and Land Raider superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Chaos Rhino is the corrupted workhorse of the Legions — the same fast, boxy Tracked transport the loyalists ride, ten thousand years weathered and daubed with the marks of the Long War. It exists to carry a squad of Heretic Astartes across open ground and spill them into the fight, trading protection for speed: its armour turns small-arms but is thin against war-engines, so it lives on Movement and its six Hull Points rather than on trading blows. A pintle-mounted combi-bolter lets the crew hose down infantry as the hull closes. Every Legion fields one in some ancient pattern, one per gang, and it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling coffin the Traitor Legions have ridden to war since the galaxy burned.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS VINDICATOR

VEHICLE

✖ 195 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Demolisher Cannon — Turret arc (Crew)
- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Vindicator is the siege bombard built on the Rhino hull — one monstrous demolisher cannon set in a low hull mounting, made to flatten cover and crack armour at knife-range. It keeps the transport's durable body, its facing armour and its seven Hull Points, and gives the cargo bay over to a single devastating gun. Where the rest of the roster reaches out, the Vindicator wants to close: its cannon is blind past its short range but annihilating within it, erupting the ground beneath a fireteam and bringing down walls that thought themselves proof. A pindle combi-bolter answers infantry that stray too near. It is the Iron Warriors' natural artillery, though any Legion that means to break a defended position covets one. Slow and short-armed but Rhino-tough, one per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 400 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Demolisher Cannon — Front arc (Crew)
- ♦ Reaper Autocannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Defiler is the daemon-engine centrepiece that crowns the Night Lords vehicle roster — a spider-limbed \$5c war-engine of bound Neverborn and blasphemous iron, no fighter but a Walker resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and unusually for the raid-host it is fast: Movement 7" carries it ahead of the terror-line rather than with it. Terrifying on a scale no single fighter can match, it hammers the board from three fixed Front hardpoints — a demolisher/battle cannon that flattens cover and cracks armour, a reaper autocannon that saws through lighter targets, and a great scourge-claw power fist that tears apart anything that closes. Facing matters: all three arms fire forward, so the Defiler must front its prey. The top of the Night Lords vehicle track and still under the 450 gate-keeper, its price is provisional — re-derived from durability, offence and mobility per \$5c, not ported from the Brute chassis it left behind; a bad Loss of Control roll can still wreck the whole spider-limbed horror.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	9	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Reaper Autocannon — Side arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Defiler is the superheavy daemon-engine of the Long War — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, and the single most punishing body a Heretic warband can field. A four-legged brass horror of front-weighted armour, Toughness 9 to the front and 8 to the flank and 7 to the rear, hauls nine Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7". Its hull turret lobs a battle cannon the length of the field, a sponson-mounted reaper autocannon rakes what survives the ordnance, and its great piston claws tear apart anything that closes to the daemon's reach. The bound thing strains against the metal that cages it: it is Crazy, and lurches at the nearest prey whether the host wills it or not. A fortune-gatekeeper reserved for the wealthiest warbands, a shared chassis every Legion may field, 0-1 per gang; its every Loss of Control is resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FORGEFIEND

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Ectoplasma Spitter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Forgefiend is the Defiler's ranged sibling — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a daemon-engine built as a gun-platform and little else. A slow four-legged weapons battery of Toughness 9 to the front and eight Hull Points, it lumbers at Movement 6" and pays for that sloth in firepower: twin daemon autocannon hammer the far line with a storm of shells, or a hull-set ectoplasma spitter vomits warp-fire at what strays too near. Where the Maulerfiend closes to rip, the Forgefiend plants itself and pours out death from range, the heavy-shooting apex of the armoury. Its legs are thin and its stride is short, and a fast enemy that reaches it can worry it down; but caught in its arc of fire, little survives. The engine hates the metal that holds it: it is Crazy, and lurches at the nearest prey when the daemon's temper slips its leash. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	8	7	6	6	6+	3+	3+	6+	4+	5+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Helbrute is the raid-host's mad walker — a Chaos Marine entombed alive in a war-machine's hull and driven past reason, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ dreadnought plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at the same Plodding Movement 4" as the terror-line it towers over — a Walker that anchors the fear in the enemy's centre rather than leads the descent. Crazed and Terrifying, it cannot always be steered to the ideal target; the machine goes where its madness drives it, its lascannon cracking armour at range while the great power fist tears apart anything that closes. Both are fixed Front hardpoints, so the Helbrute must face its prey. A durable heavy that shrugs off fire which would fell a lesser hull, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Meltagun — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Helbrute is the lesser walker of the host — a fallen champion sealed screaming into a Dreadnought's sarcophagus, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull, Toughness 8 to the front and thinning to 6 at the rear, and it advances at Movement 6" as the tormented bulwark of the line. It goes to war with a fixed multi-melta that cracks armour at range and a great Helbrute fist that tears apart what closes; both are Front hardpoints, so the walker must turn its face to its prey. The centuries in the dark have driven it mad: it is Crazy, and lurches at the nearest enemy whether the host wills it or not, obeying little command. A captive daemon-fed engine pointed at whatever the Legion most wants dead, a shared chassis every Legion may field, 0-1 per gang; its damage, its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELDRAKE

GUNSHIP

✖ 235 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Baleflamer — Front arc (Crew)
- ♦ Heldrake Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Heldrake is a Crazy daemon-engine flyer, a mechanical dragon with a bound warp-thing screaming inside its hull — the apex of the Ash-Wastes airspace and the Legions' sole master of the sky. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its fixed front maw torches massed infantry with a baleflamer — a torrent of warp-fire — or strafes with a hades autocannon, and its barbed claws rake fighters and hulls as it stoops on the swoop. Eight Hull Points and quick handling let it shrug the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to own the sky and hunt what moves below. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LORD DISCORDANT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Helstalker Maw — Mount arc (Crew)
- ♦ Autopistol — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazyed

The Lord Discordant on Helstalker is the mounted character among the daemon-engines — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a Warpsmith-axis lord fused to the fast Helstalker mount beneath him. A walker of Toughness 8 to the front and eight Hull Points, it races the field at Movement 9", and it fights as rider and mount together: an impaler chainglaive that hooks and rends the armour of the enemy, the Helstalker's own maw and mechatendrils that savage what the glaive drags down, and a pintle autopistol for anything that slips close. The lord's command of the daemon-engines and his mid-battle rites of repair and disruption are carried as the intent of the crew, not restated as vehicle rules. Rider and steed hate their forging as one: the whole engine is Crazyed, and lurches at the nearest prey with a shared and heedless fury. A shared chassis every Legion may field, the superheavy fortune-gatekeeper of the character hulls, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MAULERFIEND

VEHICLE

✖ 430 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	9	8	7	8	6+	3+	5+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Meltagun — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Maulerfiend is the hunter-killer of the daemon-engines — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, built for one thing and honed to nothing else. A fast four-legged assault walker of Toughness 9 to the front and eight Hull Points, it bounds forward at Movement 9", the swiftest of the heavy hulls, and it barely shoots at all: its BS 5+ marks it a thing of the charge, not the firing line. What it carries are its arms — lashing tendrils that catch and crush at the walker's apex of strength, or magma cutters that burn through armour where they land — and it wants only to close the distance and rip. Its hull is proof against fire that would gut a lighter engine, but its whole purpose is the reach of those arms. The bound daemon hates its cage as much as the foe: it is Crazy, and throws itself at the nearest enemy with every activation. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOMCRAWLER

VEHICLE

✂ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ✦ Excruciator Cannon — Front arc (Crew)
- ✦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ✦ 0-1 per gang
- ✦ Crazy

The Venomcrawler is the Soul-Harvest engine — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, a scuttling daemon-thing bred to gather souls for the ritual. A fast walker of Toughness 8 to the front and seven Hull Points, it skitters forward at Movement 9" to run down the fleeing and the flanking, and it fights with an excruciator cannon that spits warp-blasts and long soulflayer tendrils that catch and rend. Its true value is not the kill but what the kill feeds: every soul it reaps fuels the warband's Dark Invocation, the summoning dice sharpened by its slaughter — that hook lives in the gang's signature ritual, not in the engine's own rules. Maulerfiend-swift and daemon-hungry, it is Crazy, and lurches at the nearest prey with a will of its own. A shared chassis every Legion may field and the summoning cults covet most, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✂ DARK HERETICUS

PSYCHIC DISCIPLINE

Dark Hereticus is the whole of the generic Heretic Astartes sorcery — malediction, warp-flame, and the gifts of the gods, the devotional witchery of ten thousand years of damnation. Where a cult legion keeps a cabal, the Undivided host fields one witch, and that Sorcerer draws on the same six workings: the warp-flame of Infernal Gaze, the unwriting of Death Hex, the quickened step of Warptime, the swelling muscle of Diabolic Strength, the foresight of Prescience, and the gambled mutation of Gift of Chaos. Each is a Wyrd power, manifest through the N18 rules and paying the warp's price; at creation a Sorcerer with access picks or D6-rolls its power, and adds to it the universal Smite.

ROLL	POWER
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1	Infernal Gaze. Warp-flame streams from the Sorcerer's eyes and engulfs a chosen enemy fighter within 12" and line of sight, which suffers D3 automatic Strength 5, AP -1 hits. It is the discipline's direct-damage lever — a witch-fire bolt that asks for no Hit roll, burning down a target the gang's guns cannot reach or crack.
2	Death Hex. The Sorcerer speaks a word of unwriting at an enemy fighter within 12", and until the end of the round that target can make no invulnerable or field save and suffers -1 to all its other saves — its every protection stripped from reality. The discipline's anti-save malediction, the answer to an armoured or warded foe no ordinary wound seems to fell.
3	Warptime. While this power is sustained, a chosen friendly fighter within 6" — or the Sorcerer itself — moves warp-quicken, adding +2" to its Movement and re-rolling a failed Charge distance. The caster-mobility lever, closing the ground the Long War is fought across.
4	Diabolic Strength. While sustained, a chosen friendly fighter within 6" — or the caster — swells with daemonic power, gaining +1 Strength and +1 Attack in melee. The melee buff: a line body turned into a killer for as long as the Sorcerer holds the working.
5	Prescience. While sustained, a chosen friendly fighter within 6" — or the caster — reads the threads of the immediate future, re-rolling failed Hit rolls of 1 in shooting and melee alike. The accuracy buff, distinct from the Long War's anti-Imperium hatred: it sharpens every attack, not only those aimed at the Corpse-Emperor's servants.
6	Gift of Chaos. The Sorcerer calls on the Ruinous Powers for a chosen friendly Heretic Astartes within 6", which immediately rolls once on the Chaos Boons table as the gods answer mid-battle. It carries the same Spawndom risk as any boon — the campaign reward layer touched by the warp, never a currency — a mutation gambled for at the moment of need.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Prey On The Weak. Play when an enemy fighter is Broken or Pinned within one of your fighters' reach. That fighter may immediately make a free Move toward the Broken or Pinned enemy, and re-rolls failed Hit rolls against it for the rest of the round. The Night Lords take the weak first.	ANY ROUND
12	From A Sky Of Lightning. Play when one of your jump-pack fighters declares a charge out of a jump move. Add +3" to the charge move, and the target must make a Nerve test at -1 before any blow is struck. The raid falls out of the dark on wings of lightning.	CHARGE
13	Murder Made Manifest. Play after one of your fighters takes an enemy Out of Action in melee. Every enemy within 6" of the kill must immediately make a Nerve test — the butchery seen up close. Your fighter may then make a free Move.	ANY ROUND
14	Leave None To Tell. Play when one of your fighters takes an enemy fighter Out of Action while no other enemy is within 3" to see it fall. Your fighter may immediately make a free Move, and cannot be targeted by Overwatch until the end of the round — the reaver is gone before anyone knows the deed was done.	ANY ROUND

15	The Vanishing. Play at the start of a round. Choose one of your fighters that is not within 1" of an enemy; remove it from the board and set it back down at the end of the round, anywhere more than 6" from an enemy. For that round it is simply gone — a shadow the foe cannot find.	START OF ROUND
16	Terror In The Dark. Play in the first round, before any fighter has activated. Every enemy fighter must make a Nerve test — the raid announces itself out of the dark. Any enemy that fails begins the battle rattled, at –1 to its next Cool test.	FIRST ROUND
21	Descent. Play when one of your fighters in Reserve arrives. It may arrive by descent anywhere on the board more than 6" from an enemy, ignoring the scenario's normal arrival edge, and every enemy within 6" of its landing must make a Nerve test.	ANY ROUND
22	Flay The Fallen. Play after one of your fighters takes an enemy Out of Action in melee. The fighter takes a grisly trophy: for the rest of the battle it causes Fear, if it did not already — the flayed proof of what it does hung fresh from its plate.	ANY ROUND
23	Screams On The Wind. Play at the start of your turn. Choose one enemy fighter; recorded screams roll across the field toward it, and it must make a Nerve test at –1. If it is already Broken, it cannot rally this round.	ANY ROUND
24	Night Attack. Play before deployment. The battle is fought in darkness: visibility is limited to 2D6" for all fighters, re-rolled at the start of each round. Your Night Lords ignore this limit entirely — they hunt in a dark that is theirs.	PRE-BATTLE
25	Cut The Sentries. Play before the first round. Choose one enemy fighter on sentry or overwatch duty; it begins the battle Pinned, its throat found in the dark before the fighting starts. If the scenario has no sentries, choose any one deployed enemy to begin Pinned instead.	PRE-BATTLE
26	The Raptors Fall. Play at the start of a round on one of your jump-pack fighters. It may make a jump move immediately, before the round's activations, repositioning above the battle. Any enemy it ends that move within 6" of must make a Nerve test.	START OF ROUND
31	Strike And Fade. Play after one of your fighters resolves its melee attacks. It may immediately Fall Back a full Move out of combat, and the enemy does not react to the withdrawal — the hit-and-run of the raid, lent to a fighter that lacks the skill.	ANY ROUND
32	No Mercy. Play when one of your fighters attacks a Broken or Pinned enemy in melee. It gains +1 Attack for those attacks and re-rolls failed Wound rolls against that enemy. The Night Lords show the broken nothing.	ANY ROUND
33	Shatter The Nerve. Play at the start of your turn. Until the end of the round, every enemy within 6" of one of your fighters treats its Cool and Nerve as one further worse — the terror deepening as the raid presses in.	ANY ROUND
34	Hunt The Broken. Play when an enemy fighter Breaks and runs. One of your fighters within its line of sight may immediately make a free Move toward it, and if it reaches the fleeing enemy it may make a single attack. The raid runs down what it has unmanned.	ANY ROUND
35	Dread Presence. Play at the start of your turn. Choose one of your fighters; until your next turn, every enemy that begins its activation within 6" of it must make a Nerve test. Some horrors are simply felt.	ANY ROUND
36	The Long Fall. Play when one of your jump-pack fighters charges a target on a lower level or across a drop. The charge gains +2", and the target is struck before it can react, taking a Nerve test at –1 as death drops on it from above.	CHARGE

41	Skin Takers. Play on one of your Cultists. Until the end of the round, it counts as causing Fear — the skin-taker's screaming and flayed trophies enough to rattle a wavering foe. If the enemy it engages is already Broken, that enemy cannot rally this round.	ANY ROUND
42	Ghosts. Play at the start of your turn. Choose up to two of your fighters not within 1" of an enemy; until your next turn they cannot be targeted by ranged attacks from more than 6" away. The raiders are there and not there, gone the moment a gun swings toward them.	ANY ROUND
43	Overwhelm The Watch. Play when two or more of your fighters charge the same enemy in one round. That enemy must make a Nerve test at -2 before blows land, the watch overrun from every side at once.	ANY ROUND
44	Terror Bombardment. Play at the start of your turn. Choose a point on the board; every enemy within 6" of it must make a Nerve test as a storm of screaming ordnance and static falls. It deals no damage — only dread.	ANY ROUND
45	Fear The Reaper. Play on one of your fighters this round. Until the end of the round, every enemy it takes Out of Action forces every other enemy within 6" to make an immediate Nerve test. The reaper is watched, and the watching breaks them.	ANY ROUND
46	Nowhere Is Safe. Play at the start of your turn. Until your next turn, any enemy that goes Prone or takes cover within 6" of one of your fighters must still make a Nerve test — there is no hiding from the dark.	ANY ROUND
51	The Culling. Play when one of your fighters charges a Broken or Pinned enemy. It makes its attacks with +1 Attack and re-rolls failed Hit rolls — the raid falls on the helpless and does the killing at leisure.	CHARGE
52	Break Them First. Play before the first round. Choose one enemy fighter; it begins the battle at -1 to its first two Nerve or Cool tests, singled out by the raid to be broken before anyone else. The rout starts with it.	PRE-BATTLE
53	Butchers Work. Play after one of your fighters takes an enemy Out of Action. It may immediately make a free Move and one additional attack against another enemy in reach — one death following straight into the next.	ANY ROUND
54	Fall Back To The Dark. Play on one of your fighters engaged in melee. It may immediately Fall Back a full Move, and then become hidden if it ends the move more than 6" from any enemy and in cover. It strikes, and is swallowed by the dark.	ANY ROUND
55	The Haunting. Play at the start of your turn. Choose one enemy fighter that has already failed a Nerve test this battle; it is haunted, and makes all its Nerve and Cool tests at -1 for the rest of the battle — the dread having found a way in.	ANY ROUND
56	Reap The Panic. Play when an enemy fighter Breaks. Every other enemy within 6" of it must immediately make a Nerve test as the panic spreads. The Night Lords harvest a rout the moment it begins.	ANY ROUND
61	Lightning Raid. Play at the start of your turn. Up to three of your fighters may each make a free Move this round, provided the move ends closer to an enemy. The raid surges in as one, out of the dark and onto the line.	ANY ROUND
62	Wear Their Faces. Play on one of your fighters wearing a flayed enemy face. Until the end of the round, one enemy fighter of your choice may not shoot at it — uncertain, for a heartbeat too long, whether it is friend or foe.	ANY ROUND

63	The Reaving. Play at the end of a battle you have won. Take an extra share of plunder from the field: gain D6x10 additional credits, or a single captured enemy fighter as a Hanger-on. The raid strips what it has broken.	END OF BATTLE
64	Silent Approach. Play at the start of your turn. Until your next turn, your fighters may move without drawing Overwatch or reactions from enemies more than 6" away — the raid crosses the ground unheard.	ANY ROUND
65	Blood In The Walls. Play at the start of your turn. Choose one piece of terrain one of your fighters holds; until your next turn, any enemy that begins its activation within 6" of it must make a Nerve test — the raiders having strung it with the flayed dead.	ANY ROUND
66	Gone Before The Answer. Play at the end of a round. Any of your fighters not within 1" of an enemy may immediately be removed and set back down anywhere more than 9" from an enemy, vanishing before the foe can bring its strength to bear. Come the next round, the raid is somewhere else entirely.	END OF ROUND

ALLIANCES

A RAID PACT

ALLIANCE

WHO	any other Chaos force — a cult-legion warband or a renegade Chaos gang — that hires the Night Lords' terror and speed for a phase, in exchange for captives, plunder, or a share of the sacked ground (never a fixed, trusted pairing; a cruel raiders-for-hire pact)
TERMS	campaign-level alliance: while the pact holds, the Night Lords open an assault by breaking the enemy's nerve — in a joint battle the partner's fighters gain +1 to Hit against any enemy Broken by a Night Lord, and the Night Lords take map-level non-aggression and a cut of the captives; phase-gated, and the pact dissolves the moment the payment stops or the plunder runs thin

The Night Lords keep no true allies, only clients — other Chaos forces that buy their terror and their speed for a season and pay in captives, plunder, and a share of the sacked ground.

While the pact holds, the Night Lords open a joint assault by breaking the enemy's nerve for their partner to exploit: in any battle fought alongside the allied force, the partner's fighters gain +1 to Hit against any enemy that has been Broken by a Night Lord. In return the Night Lords take map-level non-aggression from the ally and a cut of the captives taken. The pact is phase-gated and never trusted — it dissolves the moment the payment stops or the plunder runs thin.

WHO	a gang that has survived a Night Lords raid and come back to end them — a loyalist Astartes hunter-cadre, a decimated garrison rebuilt around its hardest survivors, or any force that fields the Fearless and the unbreakable specifically to deny the Night Lords their terror
TERMS	campaign-level feud, not an alliance: whenever the Night Lords and the hunters are drawn against each other, the stakes are raised — both sides wager extra reputation and plunder — and the hunters field their morale-immune fighters against the terror; the feud persists until one gang breaks the other across a full campaign phase

Sooner or later a raid leaves a survivor who should not have lived, and that survivor comes back for the Night Lords — a loyalist hunter-cadre, a rebuilt garrison, any force that fields the fearless on purpose to kill the terror.

This is a feud, not an alliance. Whenever the Night Lords and the hunters are drawn against one another, the stakes rise: both sides wager extra reputation and plunder on the outcome, and the hunters bring their morale-immune fighters specifically to stand untouched inside the dread. The feud persists until one gang breaks the other across a full campaign phase — the terror legion's counter, sharpened into a vendetta.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Captive Delivered. <i>A client of the raid-pact delivers a prisoner into your hands — leverage, or a sacrifice.</i> Gain a captured enemy fighter as a temporary Hanger-on for the coming battle, or hand the captive over for a bounty of D6x10 credits' worth of plunder. If you keep and field the captive and it survives the battle, you may hold it into your next one.	THE CRUEL RAID-PACT OF THE NIGHT LORDS — THE CHAOS FORCES THAT HIRE THEIR TERROR AND SPEED AND PAY IN CAPTIVES AND PLUNDER, AND THE DARK GODS WHO REWARD CRUELTY MADE LAW WITH NO GOD'S LEASH ATTACHED

4	Whispers In The Dark. <i>The dark carries word of what you are before you arrive.</i> Choose one enemy fighter before the battle begins; it starts the battle Broken, its nerve already gone to rumour and the screaming dark. If the scenario does not allow a fighter to begin Broken, that enemy instead takes a –1 to its first Nerve or Cool test of the battle.	THE CRUEL RAID-PACT OF THE NIGHT LORDS – THE CHAOS FORCES THAT HIRE THEIR TERROR AND SPEED AND PAY IN CAPTIVES AND PLUNDER, AND THE DARK GODS WHO REWARD CRUELTY MADE LAW WITH NO GOD'S LEASH ATTACHED
5	A Raptors Wings. <i>The pact makes good on speed.</i> For the coming battle, one of your fighters that does not already carry a jump pack gains the ability to Fly and a jump move, borrowed from the raid-host's stores. If that fighter goes Out of Action, the wings are lost with it and do not carry into the campaign.	THE CRUEL RAID-PACT OF THE NIGHT LORDS – THE CHAOS FORCES THAT HIRE THEIR TERROR AND SPEED AND PAY IN CAPTIVES AND PLUNDER, AND THE DARK GODS WHO REWARD CRUELTY MADE LAW WITH NO GOD'S LEASH ATTACHED
6	The Flayers Gift. <i>The flayer-cults send a gift of skins.</i> Choose one fighter; for the coming battle it gains the Terrifying trait, wrapped in freshly-flayed trophies. If it already causes Fear, it instead forces the Nerve tests it causes at –1 for that battle.	THE CRUEL RAID-PACT OF THE NIGHT LORDS – THE CHAOS FORCES THAT HIRE THEIR TERROR AND SPEED AND PAY IN CAPTIVES AND PLUNDER, AND THE DARK GODS WHO REWARD CRUELTY MADE LAW WITH NO GOD'S LEASH ATTACHED

7	Spread The Dread. <i>The dread you have sown pays back.</i> For the coming battle, your gang's Terror Tactics aura reaches 1" further than usual — 7" from every Night Lord instead of 6". The effect lasts the single battle; the terror has simply spread a little wider this time.	THE CRUEL RAID-PACT OF THE NIGHT LORDS — THE CHAOS FORCES THAT HIRE THEIR TERROR AND SPEED AND PAY IN CAPTIVES AND PLUNDER, AND THE DARK GODS WHO REWARD CRUELTY MADE LAW WITH NO GOD'S LEASH ATTACHED
8	A Stolen Face. <i>One of your raiders wears an enemy's face into their lines.</i> Choose one fighter; it may deploy using Infiltrate, set up hidden anywhere on the board more than 6" from an enemy, regardless of the scenario's normal deployment. It may not charge in the first round — the mask must hold a moment longer.	THE CRUEL RAID-PACT OF THE NIGHT LORDS — THE CHAOS FORCES THAT HIRE THEIR TERROR AND SPEED AND PAY IN CAPTIVES AND PLUNDER, AND THE DARK GODS WHO REWARD CRUELTY MADE LAW WITH NO GOD'S LEASH ATTACHED
10	The Reavers Boon. <i>Cruelty made law is rewarded.</i> After the coming battle, make one additional Chaos Boons roll for a fighter of your choice, and you may re-roll the result once. The Dark Gods favour the raid-host that breaks the most, with no god's leash attached.	THE CRUEL RAID-PACT OF THE NIGHT LORDS — THE CHAOS FORCES THAT HIRE THEIR TERROR AND SPEED AND PAY IN CAPTIVES AND PLUNDER, AND THE DARK GODS WHO REWARD CRUELTY MADE LAW WITH NO GOD'S LEASH ATTACHED

12

The Skin Cloaks Blessing. *For one battle, the whole host wears the dread of the Skin Cloak.*

Your gang's Terror Tactics aura reaches 9" instead of 6" for the coming battle, and the first enemy fighter to be Broken each round cannot be rallied for the rest of that round. The rarest of nights; it does not carry beyond the single battle.

THE CRUEL
RAID-PACT OF
THE NIGHT
LORDS – THE
CHAOS FORCES
THAT HIRE
THEIR TERROR
AND SPEED AND
PAY IN
CAPTIVES AND
PLUNDER, AND
THE DARK GODS
WHO REWARD
CRUELTY MADE
LAW WITH NO
GOD'S LEASH
ATTACHED

☠ SUB-PLOTS

✂ THE SPREADING DREAD

SUB-PLOT

Reward: The dread becomes self-sustaining: the gang's Terror Tactics aura widens permanently by 2 inches, its Chaos Boon rolls may be re-rolled once each, and once per campaign it may declare a battle A City of Screams, forcing the enemy onto the Night Lords' own morale scenario. Claimed only once.

The raid feeds itself. Every enemy that breaks and runs makes the next one likelier to, until the dread the Night Lords carry becomes a thing the galaxy tells itself in the dark.

Over the course of the campaign, track every enemy fighter your gang causes to become Broken. This sub-plot resolves once you have driven twelve or more enemies Broken across all your battles, and have won at least three battles in which an enemy gang failed a rout or bottle test.

When it resolves, the dread becomes self-sustaining. Your gang's Terror Tactics aura widens permanently by 2", each of your Chaos Boon rolls may be re-rolled once, and once per campaign you may declare a battle to be A City of Screams, forcing the enemy onto the Night Lords' own morale scenario. This sub-plot may be claimed only once.

✧ THE WORLD THAT SURRENDERED

SUB-PLOT

Reward: The world surrenders by dread alone: the gang claims the world outright on the Control Track without a further battle, every rival gang that contests it there fights the first battle with all Cool tests at minus 1, and the gang gains a permanent Hanger-on (a captured population cowed into service). Claimed only once.

Some worlds the Night Lords never have to take. They simply make the cost of resistance unthinkable, and wait for the surrender.

This sub-plot resolves when your gang wins two consecutive battles on the same Control-Track world by conditions of terror rather than attrition — a Night Raid extraction or a City of Screams morale collapse — without a single friendly fighter going Out of Action in either.

When it does, the world gives in to dread alone. Your gang claims the world outright on the Control Track with no further battle fought, every rival gang that contests it there fights its first battle with all Cool tests at -1, and you gain a permanent Hanger-on — a captured population cowed into your service. This sub-plot may be claimed only once.

👁️ LEGENDARY NAMES

✧ THE FLAYER LORD

TALONMASTER

XP cost (random): 6

XP cost (chosen): 12

The Flayer-Lord is a Talonmaster whose name alone has emptied cities — the night-haunter who wears the faces of the worlds that would not fight him.

A Talonmaster may take this legendary name for 6 XP rolled at random or 12 XP chosen. Its dread reaches further than any other's: the fighter's Terror Tactics aura extends to 9" rather than 6", and once per battle it may force every enemy within that range to make a Nerve test at -2.

But the Flayer-Lord takes trophies before it takes ground. While any enemy fighter is Broken and visible to it, this fighter must move toward the nearest Broken enemy to finish it, and may not claim an objective while a Broken enemy remains in its sight.

✧ THE RAPTOR PRINCE

RAPTOR CHAMPION OR ANY JUMP-PACK FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Raptor-Prince is the master of the descending raid — a jump-pack reaver that lives in the air and only touches ground to kill.

A Raptor Champion or any jump-pack fighter may take this legendary name for 6 XP rolled at random or 12 XP chosen. This fighter always counts as arriving from a jump: its charges out of a jump move gain +3" and force the target's Nerve test at -2, and it may Fall Back a free full move after any of its melee attacks, stacking with From the Night.

But the Raptor-Prince will not be caged. It may not end two consecutive rounds without making a jump move; if it does, it suffers -1 to all its rolls until it takes to the air again. A reaver held to the ground is a reaver diminished.

✧ THE REAVER WHO LEFT NONE

ANY NIGHT LORD

XP cost (random): 6

XP cost (chosen): 12

The Reaver Who Left None is the raider whose raids have no survivors — the Night Lord who kills the witnesses so that only the legend walks away.

Any Night Lord may take this legendary name for 6 XP rolled at random or 12 XP chosen. This fighter re-rolls failed Wound rolls against Broken or Pinned enemies, and any enemy it takes Out of Action forces every enemy within 6" to make an immediate Nerve test — there is never anyone left near it to steady the rest.

But leaving none to tell is a compulsion. This fighter may not voluntarily end its activation while a Broken or vulnerable enemy is within its charge range, and must always strike the most wounded target it can reach.

☠ TERRAIN

✧ THE HANGING CORPSE GANTRY

TERRAIN

Not scenery the raiders find, but a horror they hang to be found — a stretch of walkway, chain and gibbet strung with the flayed dead before the fighting starts.

The Night Lords player marks up to two terrain pieces as Corpse Gantries during setup. Any enemy fighter that begins its activation within 6" of a Corpse Gantry must make a Nerve test. Friendly Night Lords ignore the Corpse Gantries entirely, and may treat them as cover.

The raid-host's lair — a warren of dark holdfasts, flensing-rooms and hidden approaches carved into a world the Night Lords mean to keep, and the place from which their terror is banked and their cruelty grows.

As a claimed Territory, the Murder-Cells grant the gang a free re-roll on any Chaos Boons table in the post-battle sequence. Any fighter that recovers from a Lasting Injury in the Murder-Cells returns with the Terrifying trait for its next battle — the flensing-rooms remake it worse than it was.

SCENARIOS

✂ A CITY OF SCREAMS

SCENARIO

ATTACKER	the Night Lords (spreading terror through a settlement to break the defenders' will rather than kill them all)
DEFENDER	the opposing gang (holding a settlement and trying to keep its fighters from breaking)
DEPLOY	both gangs deploy in dense terrain across the board; the Night Lords may place up to half their fighters in hidden or Reserve positions
OBJECTIVE	the Night Lords win by morale, not attrition: they must cause enemy fighters to become Broken (by Fear, Nerve tests, and terror weapons) and keep them Broken; the defender wins by rallying and holding its nerve
VICTORY	the Night Lords win the moment half or more of the standing enemy gang is Broken at the same time; the defender wins by ending any round with no fighters Broken after round three (the terror has failed to take hold)
REWARDS	the winner gains reputation; a Night Lords win permanently widens the gang's Terror Tactics aura by 1 inch (the settlement's dread lingers) and yields bonus plunder
CONTROL TRACK	a Night Lords win advances their Control-Track claim by one step and marks the world as haunted (the defender fights the next battle here with all Cool tests at minus 1); a defender win breaks the terror's hold and denies the claim

The Night Lords do not always come to kill a settlement. Sometimes they come only to break it — to fill its streets with screaming until the defenders' nerve gives out and the place is theirs by dread alone.

ATTACKER & DEFENDER The Night Lords are the attacker, spreading terror through a settlement to shatter the defenders' will rather than destroy them. The opposing gang is the defender, holding the settlement and struggling to keep its fighters from breaking.

BATTLEFIELD & DEPLOYMENT Both gangs deploy amid dense terrain across the board. The Night Lords may place up to half their fighters in hidden or Reserve positions, the better to strike from the dark.

OBJECTIVE Victory here is measured in nerve, not bodies. The Night Lords must drive enemy fighters into becoming Broken — by Fear, forced Nerve tests, and terror weapons — and keep them Broken. The defender must rally and hold.

ENDING THE BATTLE Resolve victory at the end of any round from the moment either condition below is met.

VICTORY The Night Lords win the instant half or more of the standing enemy gang is Broken at the same time. The defender wins by ending any round after the third with none of its fighters Broken — the terror has failed to take hold.

REWARDS The winner gains reputation. A Night Lords victory leaves the settlement's dread lingering: the gang's Terror Tactics aura widens permanently by 1", and it takes bonus plunder. A win also advances the Night Lords' claim on this world by one step on the Control Track and marks the world as haunted — the defender fights its next battle here with all Cool tests at -1. A defender victory breaks the terror's hold and denies the claim.

ATTACKER	the Night Lords (inserting from reserve or jump against a garrisoned position, to break and butcher it and extract before reinforcements rally)
DEFENDER	the opposing gang (holding a garrison across the board with its fighters spread among objective markers)
DEPLOY	the defender sets up first, spread across the board within 3 inches of four loot or objective markers; the Night Lords begin entirely in Reserve and arrive from any board edge or by jump/descent from the first round, more than 6 inches from an enemy
OBJECTIVE	the Night Lords must break the garrison — take fighters Out of Action and force Nerve tests — and carry off loot; the defender holds by keeping its nerve and its markers until reinforcements arrive
VICTORY	the Night Lords win by taking three enemy fighters Out of Action AND carrying at least two markers off their entry edge before the end of the sixth round; the defender wins by preventing either condition (reinforcements have rallied)
REWARDS	the winner gains reputation; a Night Lords win yields bonus plunder from the sacked garrison and banks one terror trophy (a campaign-turn Boon re-roll)
CONTROL TRACK	a Night Lords win advances their Control-Track claim on this world by one step and marks the garrison as broken (the defender's next battle here begins with one fighter starting Broken); a defender win holds the position and denies the Night Lords the raid bonus

A garrison holds a scatter of ground it believes secure. The Night Lords are already inside its walls, waiting for the dark — here to break it, strip it, and be gone before its reinforcements can rally.

ATTACKER & DEFENDER The Night Lords are the attacker. The opposing gang is the defender, holding a garrisoned position spread across the board.

DEPLOYMENT The defender sets up first, its fighters spread across the battlefield, each within 3" of one of four loot or objective markers. The Night Lords deploy nowhere at the start — the entire gang begins in Reserve, and its fighters arrive from any board edge, or by jump or descent, from the first round onward, each set up more than 6" from an enemy.

OBJECTIVE The Night Lords must break the garrison and carry off its plunder: taking enemy fighters Out of Action and forcing Nerve tests, while lifting loot from the markers. The defender must hold its nerve and its ground until relief arrives.

ENDING THE BATTLE The battle ends after the sixth round, or when one gang bottles out.

VICTORY The Night Lords win if they take three enemy fighters Out of Action and carry at least two markers off their entry edge before the end of the sixth round. If either count falls short, the defender wins — its reinforcements have rallied.

REWARDS The winner gains reputation. A Night Lords victory yields plunder from the sacked garrison and banks a terror trophy — a re-roll on a Chaos Boons table in the following campaign turn. A Night Lords win also advances their claim on this world by one step on the Control Track and marks the garrison as broken, so the defender's next battle here begins with one of its fighters already Broken. A defender win holds the position and denies the Night Lords the raid bonus.



CHAOS SPACE MARINES • HOUSE DOSSIER

WORD BEARERS

Faith made into an army

The Word Bearers are faith made into an army — the truest believers in the galaxy, and the most damned for it. Where other traitor legions serve the Dark Gods for power or spite, the sons of Lorgar serve out of pure conviction, and it makes them terrible. A Word Bearers warband fights off the shared Heretic Astartes spine, but three things set it apart. The first is the Dark Apostle, whose Sermon makes the mortal horde around him Fearless and whose Benediction can turn a battle at a word. The second is the summoning: alone among the legions, the Word Bearers kept faith with every god, and so a Word Bearers summoner may call daemons of all four Powers, taking whatever the battle needs. The third is the horde itself — a fanatic mass of Cultists whipped to fearlessness, cheap and plentiful and spent like coin to feed the rites. At the table this is a faith-army: keep the Apostle preaching, keep the Neverborn answering, and drown the enemy under a tide of the damned. Silence the priest and deny the summons, and the faith — and the warband with it — begins to break.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (the Word Bearers Lord / Crimson Apostle)
- ♦ 0-2 Champions (Dark Disciple Champion / Possessed)
- ♦ 0-1 Dark Apostle (the zealot heart, the Sermon aura carrier)
- ♦ Cultists cheap and plentiful: the fanatic mortal horde fields at a raised cap
- ♦ Backbone: Word Bearers plus Cultists must be at least Leaders plus Champions
- ♦ The Word of Lorgar: the Dark Apostle radiates zealotry — friendlies within 6 inches are Fearless
- ♦ Summon of All Gods: the gang alone may summon a daemon retinue from any one of the four daemon Houses
- ♦ The Possessed are daemon-flesh Champions bearing the Mark of Possession; the daemon-engines (Defiler / Helbrute / Venomcrawler) are 0-1 §5c Vehicles — the altar-engines, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the old Brute grid

A Word Bearers warband musters on 1500 credits. It is led by a single Leader — the Word Bearers Lord, the Crimson Apostle — and supported by up to two Champions drawn from the Dark Disciples and the Possessed. At its heart stands the Dark Apostle, whose Sermon makes every friendly fighter within six inches Fearless; a warband may field one. Around them swells the horde: mortal Cultists, cheap and fanatic, fielded at a raised cap to screen the legionaries and feed the rites. The Word Bearers and their Cultists together must at least equal the Leader and Champions, so the warband is never all officers and no flock. The controlling player builds around two things above all — the Apostle to hold the horde fearless, and a summoner to call the daemons of any of the four Powers.

GANG RULES

✂ THE DARK APOSTLE'S SERMON

GANG RULE

The Dark Apostle's Sermon

The Sermon is the iron in the faith-host's spine — the reason a warband of one-Wound mortals fights like veterans. While the Dark Apostle is on the board and not Broken, friendly fighters within six inches of it are Fearless and re-roll failed Cool tests, the horde around the priest made proof against terror by the anti-creed poured into their ears. Once per battle the Apostle may deliver a Benediction: every friendly fighter within six inches gains either +1 to Hit or a 6+ field until the start of the next round, the god-words turned for a moment into open miracle. The counterplay is the priest himself — take the Dark Apostle Out of Action and the Sermon falls silent, the flock left to remember all at once that they are only mortal. While he preaches, they do not break, and the whole House is built on keeping him talking.

✂ FAITH OVER STEEL

GANG RULE

Faith Over Steel

The strength of a Word Bearers warband is not in its ceramite but in its creed, and a creed can be silenced. Everything that lifts the host above a common traitor band runs through two things: the Dark Apostle, whose Sermon makes the mortal horde Fearless, and the summoner, whose Dark Invocation calls the daemons that turn a battle. Cut down the Apostle and the flock remembers its terror; deny the summoning and the daemons never come. With both gone, what remains is a thin line of legionaries propped up by cheap Cultists — dangerous still, but no longer the terror it was. The faithful fight hardest when their prophet yet lives and the Neverborn still answer; break those two things, and the faith breaks with them.

✂ SUMMON OF ALL GODS

GANG RULE

Summon of All Gods

Alone among the legions, the Word Bearers kept faith with every god, and so every god answers them. Through the Dark Invocation, a summoner may call an allied daemon retinue drawn from any one of the four daemon Houses — Khorne, Nurgle, Tzeentch or Slaanesh — the House chosen at the moment the veil is torn. Where a Khorne warband can summon only Blood and a Slaanesh cult only Excess, the sons of Lorgar reach into all four and take what the battle needs: a tide of Bloodletters to break a line, Plaguebearers to hold one, Horrors or Daemonettes to turn a flank. The retinue fights for the warband until the battle ends or it is banished back to the warp. It is the broadest summoning any legion commands, an Undivided surface no rival can match.

FIGHTERS

CHAOS LORD

LEADER

✖ 315 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	3+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Lord of the Long War

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Brawn

Cunning

Shooting

Savant

Signature

STARTING GEAR Mark Power

FREE SKILL Veterans Of The Long War

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Power Sword 45 credits

Accursed Crozius 50 credits

Power Fist 60 credits

Daemon Weapon 90 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR	ACCESSORY
Mark Terminator 130 credits	Auspex 25 credits
Mark Power	STATUS
<i>included</i>	Sacrificial Trophies 30 credits
	Trophy Rack 30 credits
	Icon Of Chaos 40 credits

The Word Bearers Lord — the Crimson Apostle — is the warband's high priest of slaughter, ten thousand years sworn to the undoing of the Imperium he once bled to build.

Everything about him is honed: Weapon and Ballistic Skill 2+, four Wounds, three Attacks, a Leadership that holds the whole host together. Sworn to the Long War, he cannot be Pinned and never fails to steady his nerve, and through him the gang-wide hatred of the Imperium runs deepest of all — every fighter re-rolls a blow against the Emperor's servants. His command carries the Lord of the Long War aura, the killing word that turns faith into murder. He bears the accursed crozius and a bolt pistol, and his study of Veterans of the Long War marks him as a warrior who has fought this war since before the enemy's grandsires drew breath.

ASPIRING CHAMPION

CHAMPION

✖ 255 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	3+	3	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Lord of the Long War (*Core champion aura*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Brawn

Cunning

Savant

Shooting

STARTING GEAR Mark Power

FREE SKILL Mark Of Possession

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Possession Claws 45 credits

Power Fist 60 credits

Daemon Weapon 90 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

ACCESSORY

Auspex 25 credits

STATUS

Icon Of Chaos 40 credits

The Aspiring Champion is a Dark Disciple raised to lead — a chosen of the faith who carries the Lord's killing word into the thickest of the fighting.

At Weapon Skill 2+ with three Attacks he is the warband's edge in close quarters, Toughness 5 and three Wounds behind a full plate save. Sworn to the Long War, he cannot be Pinned and steadies his own nerve without fail, and he shares the gang-wide hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants. As a bearer of Lord of the Long War he carries that command aura at the Champion tier — the killing word spoken a rank below the Lord himself. His free study of Mark of Possession marks him for the daemon within, the first step on the road to Possessed flesh. He goes to war with bolt pistol and chainsword, and the promise of apotheosis if he lives long enough to earn it.

DARK APOSTLE

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	3+	3+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

The Dark Apostle's Sermon (*the Sermon: friendlies within 6 inches are Fearless and re-roll Cool; once per battle a Benediction grants plus 1 to Hit or a 6+ field*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- grant-immunity Fear
- re-roll Cool

PRIMARY

Ferocity

Leadership

Savant

Signature

SECONDARY

Brawn

Combat

Cunning

Shooting

STARTING GEAR Mark Power

FREE SKILL Unholy Oratory

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Accursed Crozius 50 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

STATUS

Sacrificial Trophies 30 credits

Icon Of Chaos 40 credits

The Dark Apostle is the beating heart of the warband — the priest whose sermon makes mortals fearless and whose benediction can turn a battle at a word.

His statline is a Champion's, Weapon and Ballistic Skill 3+ with three Wounds, but his true weapon is his voice. Friendly fighters within six inches of him are Fearless and re-roll failed Cool, the horde around him made proof against terror; and once per battle he delivers a Benediction, granting every friendly fighter within six inches +1 to

Hit or a 6+ field until the next round. Sworn to the Long War, he cannot be Pinned and shares the gang-wide hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants. He carries the accursed crozius and a bolt pistol, and his free command of Unholy Oratory sharpens the sermon still further. Cut him down and the faith falters; while he preaches, the faithful do not break.

DARK COMMUNE

CHAMPION

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	1	4+	1	6+	4+	6+	6+

SAVE 4+

SPECIAL RULES **The Long War** (*shares the gang-wide hatred re-roll vs Imperium*)

The Dark Apostle's Sermon (*the Demagogue's zealot command beneath the Dark Apostle - whips the fanatic Cultist horde toward the fearless sermon*)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- grant-immunity Fear
- re-roll Cool

PRIMARY

Cunning

Ferocity

Leadership

SECONDARY

Brawn

Combat

Savant

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Autopistol 10 credits

Bolt Pistol 45 credits

CLOSE-COMBAT

Sacrificial Athame 10 credits

Brutal Ccw 15 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

STATUS

Sacrificial Trophies 30 credits

Icon Of Chaos 40 credits

The Dark Commune is the mortal demagogue beneath the Apostle — a cult-leader who whips the fanatic horde toward the sermon and the summoning.

A mortal Champion of only one Wound, he leads not by strength but by zeal, herding the Cultist mass into the Apostle's aura and holding them there. He shares the warband's hatred of the Imperium, re-rolling a blow against the False Emperor's servants, and stands within the Sermon's reach to keep the flock Fearless and steady. Armed only with an autopistol and a brutal blade, he is no duellist; his purpose is the crowd, and the crowd is the weapon. Where the Commune stands, the horde does not scatter.

SORCERER

CHAMPION

✖ 235 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	3+	3+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Summon of All Gods (*the summoner: Dark Invocation All Gods - once per battle summon a daemon retinue from any one of the four daemon Houses*)

SEE SPECIAL RULES

PSYKER (*manifests the Dark Hereticus discipline via the N18 Wyrd Power rules*)

A fighter with the Psyker keyword may manifest the Wyrd Powers of the Dark Hereticus discipline it has access to, along with the universal witch-blast of Smite. The Chaos Sorcerer is the Heretic Astartes' lone witch — where a rival warband might field none, the Long War's sorcerer-specialist bends the warp to the same end as every bolter in the host. Its powers are drawn free at creation, the gift baked into the Sorcerer's own cost rather than bought a working at a time; each manifests through the standard N18 Wyrd Power rules, and each courts the warp's own price when it is called.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Dark Hereticus

Smite

STARTING GEAR Mark Power

FREE SKILL Dark Invocation All Gods

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Warp Pistol 75 credits

CLOSE-COMBAT

Force Stave 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Warp Stride 35 credits

Sigil Of Corruption 75 credits

ACCESSORY

Familiar 35 credits

STATUS

✧ *Grand Grimoire*

50 credits

Kitbashed from a chained book, parchment reams and skull-icon bitz into a bound tome-reliquary; no stock CSM kit builds it. Priced above the Core familiar buff-carrier band.

The Word Bearers Sorcerer is the warband's summoner — the one who tears the veil and calls the Neverborn of any god through it.

A Champion in ceramite, Weapon and Ballistic Skill 3+ with three Wounds, he carries the force stave and bolt pistol into the fighting, but his true office is the summoning. Through Dark Invocation: All Gods he may, once per battle, call a daemon retinue from any one of the four daemon Houses — the deepest summoning surface any legion fields, bound by no single Power. Sworn to the Long War, he cannot be Pinned and shares the gang-wide hatred of the Imperium. Keep him alive and the warp answers; lose him, and half the warband's terror goes with him.

- **Psyker:** this fighter carries the Psyker keyword and may manifest the Wyrld Powers of the Dark Hereticus discipline it has access to, plus the universal Smite, using the N18 Wyrld Power rules.

CHAOS CULTIST

GANGER

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	3+	1	7+	5+	7+	7+

SAVE 4+

SPECIAL RULES **The Long War** (*mortal terror-screen shares the hatred re-roll vs Imperium*)

The Dark Apostle's Sermon (*the fanatic horde made Fearless within 6 inches of the Dark Apostle; martyr-fuel for the summon via the sacrificial athame*)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- grant-immunity Fear
- re-roll Cool

PRIMARY

Combat

Cunning

Ferocity

SECONDARY

Agility

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Stub Gun 5 credits

Autogun 15 credits

PISTOL

Autopistol 10 credits

CLOSE-COMBAT

Sacrificial Athame 10 credits

Brutal Ccw 15 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Chaos Cultist is a mortal zealot of Lorgar's creed — cheap, fervent, and utterly expendable, the martyr-fuel of the faith-host.

One Wound and a flak save make him nothing on his own, but he does not fight on his own. Within six inches of the Dark Apostle he is made Fearless by the Sermon, and he shares the warband's hatred of the Imperium even as a mortal, re-rolling a blow against the servants of the False Emperor. He carries an autogun and a sacrificial athame — the latter not for killing the enemy but for killing the man beside him, feeding a brother's blood into the next summoning. The Cultist's worth is measured in the tide he makes and the souls his death banks; the faithful are spent like coin, and there are always more.

CHAOS MARINE

GANGER

✖ 200 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	4+	5+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit

PRIMARY

Ferocity

Shooting

Signature

SECONDARY

Brawn

Combat

Cunning

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Havoc Launcher 130 credits

Heavy Bolter 160 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Possession Claws 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

STATUS

Icon Of Chaos 40 credits

The Chaos Marine is the transhuman line of the faith-host — the elite backbone every Word Bearers warband is built around.

A full traitor-legionary body carries Toughness 5, three Wounds and Weapon and Ballistic Skill 3+, and Sworn to the Long War means he cannot be Pinned and steadies his own nerve without fail. He shares the gang-wide hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants, and where other legions send the line

Marine only to kill, the Word Bearers send him to bear witness — every death a verse in a sermon ten thousand years long. He marches to battle with boltgun, bolt pistol and chainsword, a zealot in ceramite who has never once doubted the cause.

FELLGOR BEASTMAN

GANGER

✖ 45 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	3	3	1	3+	2	7+	5+	7+	7+

SAVE 6+

SPECIAL RULES

The Long War (the horned chaff shares the hatred re-roll vs Imperium)

The Dark Apostle's Sermon (folds into the fearless horde within 6 inches of the Dark Apostle)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- grant-immunity Fear
- re-roll Cool

PRIMARY

Combat

Cunning

Ferocity

SECONDARY

Agility

Shooting

STARTING GEAR

Brutal Ccw

EQUIPMENT LIST			
BASIC		CLOSE-COMBAT	
Autogun	15 credits	Combat Knife	10 credits
PISTOL		Brutal Ccw	15 credits
Autopistol	10 credits	GRENADE	
		Frag Grenade	30 credits

The Fellgor Beastman is horned chaff drawn to the faith — a bestial melee martyr that fills out the horde and hurls itself at the enemy line.

Fast at six inches with two Attacks but only one Wound and a poor save, it is built to charge and to die charging. It shares the warband's hatred of the Imperium as a mortal thing, re-rolling a blow against the Emperor's servants, and within six inches of the Dark Apostle it folds into the Fearless horde and cannot be driven back. It carries a brutal close-combat weapon and little else. The Beastman's faith is simple and total: run, gore, and be spent for the Gods.

VEHICLES

CHAOS PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Predator Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Predator is the Legion's main battle tank — the Rhino hull up-armoured and up-gunned until it is a different beast, a dedicated armour-killer that anchors a traitor battle-line rather than flanking it. Its heavy front facing shrugs off fire that would gut a transport, bought at the cost of the Rhino's speed. In its Destructor pattern the turret mounts a predator autocannon to crack light armour and heavy infantry; the Annihilator instead twin-links lascannons to burn the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so it engages across three arcs at once. Slow, front-heavy and dear, it sits deliberately below the Defiler and Land Raider superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Chaos Rhino is the corrupted workhorse of the Legions — the same fast, boxy Tracked transport the loyalists ride, ten thousand years weathered and daubed with the marks of the Long War. It exists to carry a squad of Heretic Astartes across open ground and spill them into the fight, trading protection for speed: its armour turns small-arms but is thin against war-engines, so it lives on Movement and its six Hull Points rather than on trading blows. A pintle-mounted combi-bolter lets the crew hose down infantry as the hull closes. Every Legion fields one in some ancient pattern, one per gang, and it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling coffin the Traitor Legions have ridden to war since the galaxy burned.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS VINDICATOR

VEHICLE

✖ 195 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Demolisher Cannon — Turret arc (Crew)
- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Vindicator is the siege bombard built on the Rhino hull — one monstrous demolisher cannon set in a low hull mounting, made to flatten cover and crack armour at knife-range. It keeps the transport’s durable body, its facing armour and its seven Hull Points, and gives the cargo bay over to a single devastating gun. Where the rest of the roster reaches out, the Vindicator wants to close: its cannon is blind past its short range but annihilating within it, erupting the ground beneath a fireteam and bringing down walls that thought themselves proof. A pindle combi-bolter answers infantry that stray too near. It is the Iron Warriors’ natural artillery, though any Legion that means to break a defended position covets one. Slow and short-armed but Rhino-tough, one per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 400 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Demolisher Cannon — Front arc (Crew)
- ♦ Reaper Autocannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Defiler is the daemon-engine centrepiece that crowns the Word Bearers vehicle roster — the Dark Apostle's altar-engine, a spider-limbed \$5c war-engine of bound Neverborn and blasphemous iron, no fighter but a Walker resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and it is fast: Movement 7" carries it ahead of the fanatic line rather than with it. It hammers the board from three fixed Front hardpoints — a demolisher/battle cannon that flattens cover and cracks armour, a reaper autocannon that saws through lighter targets, and a great scourge-claw power fist that tears apart anything that closes. Facing matters: all three arms fire forward, so the Defiler must front its prey. The top of the Word Bearers vehicle track and still under the 450 gatekeeper, its price is provisional — re-derived from durability, offence and mobility per \$5c, not ported from the Brute chassis it left behind; a bad Loss of Control roll can still wreck the whole altar-engine.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	9	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Reaper Autocannon — Side arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Defiler is the superheavy daemon-engine of the Long War — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, and the single most punishing body a Heretic warband can field. A four-legged brass horror of front-weighted armour, Toughness 9 to the front and 8 to the flank and 7 to the rear, hauls nine Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7". Its hull turret lobs a battle cannon the length of the field, a sponson-mounted reaper autocannon rakes what survives the ordnance, and its great piston claws tear apart anything that closes to the daemon's reach. The bound thing strains against the metal that cages it: it is Crazy, and lurches at the nearest prey whether the host wills it or not. A fortune-gatekeeper reserved for the wealthiest warbands, a shared chassis every Legion may field, 0-1 per gang; its every Loss of Control is resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FORGEFIEND

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Ectoplasma Spitter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Forgefiend is the Defiler's ranged sibling — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a daemon-engine built as a gun-platform and little else. A slow four-legged weapons battery of Toughness 9 to the front and eight Hull Points, it lumbers at Movement 6" and pays for that sloth in firepower: twin daemon autocannon hammer the far line with a storm of shells, or a hull-set ectoplasma spitter vomits warp-fire at what strays too near. Where the Maulerfiend closes to rip, the Forgefiend plants itself and pours out death from range, the heavy-shooting apex of the armoury. Its legs are thin and its stride is short, and a fast enemy that reaches it can worry it down; but caught in its arc of fire, little survives. The engine hates the metal that holds it: it is Crazy, and lurches at the nearest prey when the daemon's temper slips its leash. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	8	7	6	6	6+	3+	3+	6+	4+	5+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Helbrute is the faith-host's daemon-flesh mad walker — a dying champion entombed alive in a possessed sarcophagus and driven to slaughter by the thing that shares its flesh, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at Plodding Movement 4" as the zealot-line's flank-anchor rather than its spearhead. Crazy, it cannot always be steered to the ideal target; its lascannon cracks armour at range while the great power fist tears apart anything that closes. Both are fixed Front hard-points, so the Helbrute must face its prey. A durable heavy that shrugs off fire which would fell a lesser hull, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Meltagun — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Helbrute is the lesser walker of the host — a fallen champion sealed screaming into a Dreadnought's sarcophagus, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull, Toughness 8 to the front and thinning to 6 at the rear, and it advances at Movement 6" as the tormented bulwark of the line. It goes to war with a fixed multi-melta that cracks armour at range and a great Helbrute fist that tears apart what closes; both are Front hardpoints, so the walker must turn its face to its prey. The centuries in the dark have driven it mad: it is Crazy, and lurches at the nearest enemy whether the host wills it or not, obeying little command. A captive daemon-fed engine pointed at whatever the Legion most wants dead, a shared chassis every Legion may field, 0-1 per gang; its damage, its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELDRAKE

GUNSHIP

✖ 235 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Baleflamer — Front arc (Crew)
- ♦ Heldrake Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Heldrake is a Crazy daemon-engine flyer, a mechanical dragon with a bound warp-thing screaming inside its hull — the apex of the Ash-Wastes airspace and the Legions' sole master of the sky. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its fixed front maw torches massed infantry with a baleflamer — a torrent of warp-fire — or strafes with a hades autocannon, and its barbed claws rake fighters and hulls as it stoops on the swoop. Eight Hull Points and quick handling let it shrug the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to own the sky and hunt what moves below. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LORD DISCORDANT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Helstalker Maw — Mount arc (Crew)
- ♦ Autopistol — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazyed

The Lord Discordant on Helstalker is the mounted character among the daemon-engines — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a Warpsmith-axis lord fused to the fast Helstalker mount beneath him. A walker of Toughness 8 to the front and eight Hull Points, it races the field at Movement 9", and it fights as rider and mount together: an impaler chainglaive that hooks and rends the armour of the enemy, the Helstalker's own maw and mechatendrils that savage what the glaive drags down, and a pintle autopistol for anything that slips close. The lord's command of the daemon-engines and his mid-battle rites of repair and disruption are carried as the intent of the crew, not restated as vehicle rules. Rider and steed hate their forging as one: the whole engine is Crazyed, and lurches at the nearest prey with a shared and heedless fury. A shared chassis every Legion may field, the superheavy fortune-gatekeeper of the character hulls, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MAULERFIEND

VEHICLE

✖ 430 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	9	8	7	8	6+	3+	5+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Meltagun — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Maulerfiend is the hunter-killer of the daemon-engines — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, built for one thing and honed to nothing else. A fast four-legged assault walker of Toughness 9 to the front and eight Hull Points, it bounds forward at Movement 9", the swiftest of the heavy hulls, and it barely shoots at all: its BS 5+ marks it a thing of the charge, not the firing line. What it carries are its arms — lashing tendrils that catch and crush at the walker's apex of strength, or magma cutters that burn through armour where they land — and it wants only to close the distance and rip. Its hull is proof against fire that would gut a lighter engine, but its whole purpose is the reach of those arms. The bound daemon hates its cage as much as the foe: it is Crazy, and throws itself at the nearest enemy with every activation. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOMCRAWLER

VEHICLE

✖ 330 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	5+	4+	4+	7+	5+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Reaper Autocannon — Front arc (Crew)
- ♦ Possession Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Soul-Harvest: whenever this vehicle takes an enemy Out of Action, add 1 to the gang's next Dark Invocation summon roll

The Venomcrawler is the fast summoning daemon-engine of the faith-host — a scuttling spider-horror bred for the harvest that drinks the souls of the slain and feeds them to the summoner, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. It is the quick hunter of the roster: Movement 8" and a nimble Hnd 5+ run it down on prey the heavier walkers could never catch, and its front-weighted hull (Toughness 8 front, 7 flank, 6 rear over 7 Hull Points, Sv 4+) is glassier than the Helbrute or Defiler — it trades armour for speed. Two fixed Front hardpoints arm it: a reaper autocannon standing in for the twin excruciator cannons, and soulflayer possession-claws to tear apart what it catches. Its purpose survives the reclassification: the **Soul-Harvest** — whenever it takes an enemy Out of Action, add 1 to the gang's next Dark Invocation summon roll, every kill fuel for the next daemon called. Where it feeds, the veil thins. Its damage, handling and every Loss of Control are reckoned through the Ash-Wastes vehicle rules; its re-derived price is provisional, priced from the profile — mobility, moderate durability and its two arms — not ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOMCRAWLER

VEHICLE

✂ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ✦ Excruciator Cannon — Front arc (Crew)
- ✦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ✦ 0-1 per gang
- ✦ Crazy

The Venomcrawler is the Soul-Harvest engine — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, a scuttling daemon-thing bred to gather souls for the ritual. A fast walker of Toughness 8 to the front and seven Hull Points, it skitters forward at Movement 9" to run down the fleeing and the flanking, and it fights with an excruciator cannon that spits warp-blasts and long soulflayer tendrils that catch and rend. Its true value is not the kill but what the kill feeds: every soul it reaps fuels the warband's Dark Invocation, the summoning dice sharpened by its slaughter — that hook lives in the gang's signature ritual, not in the engine's own rules. Maulerfiend-swift and daemon-hungry, it is Crazy, and lurches at the nearest prey with a will of its own. A shared chassis every Legion may field and the summoning cults covet most, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✂ DARK HERETICUS

PSYCHIC DISCIPLINE

Dark Hereticus is the whole of the generic Heretic Astartes sorcery — malediction, warp-flame, and the gifts of the gods, the devotional witchery of ten thousand years of damnation. Where a cult legion keeps a cabal, the Undivided host fields one witch, and that Sorcerer draws on the same six workings: the warp-flame of Infernal Gaze, the unwriting of Death Hex, the quickened step of Warptime, the swelling muscle of Diabolic Strength, the foresight of Prescience, and the gambled mutation of Gift of Chaos. Each is a Wyrd power, manifest through the N18 rules and paying the warp's price; at creation a Sorcerer with access picks or D6-rolls its power, and adds to it the universal Smite.

ROLL	POWER
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1	Infernal Gaze. Warp-flame streams from the Sorcerer's eyes and engulfs a chosen enemy fighter within 12" and line of sight, which suffers D3 automatic Strength 5, AP -1 hits. It is the discipline's direct-damage lever — a witch-fire bolt that asks for no Hit roll, burning down a target the gang's guns cannot reach or crack.
2	Death Hex. The Sorcerer speaks a word of unwriting at an enemy fighter within 12", and until the end of the round that target can make no invulnerable or field save and suffers -1 to all its other saves — its every protection stripped from reality. The discipline's anti-save malediction, the answer to an armoured or warded foe no ordinary wound seems to fell.
3	Warptime. While this power is sustained, a chosen friendly fighter within 6" — or the Sorcerer itself — moves warp-quicken, adding +2" to its Movement and re-rolling a failed Charge distance. The caster-mobility lever, closing the ground the Long War is fought across.
4	Diabolic Strength. While sustained, a chosen friendly fighter within 6" — or the caster — swells with daemonic power, gaining +1 Strength and +1 Attack in melee. The melee buff: a line body turned into a killer for as long as the Sorcerer holds the working.
5	Prescience. While sustained, a chosen friendly fighter within 6" — or the caster — reads the threads of the immediate future, re-rolling failed Hit rolls of 1 in shooting and melee alike. The accuracy buff, distinct from the Long War's anti-Imperium hatred: it sharpens every attack, not only those aimed at the Corpse-Emperor's servants.
6	Gift of Chaos. The Sorcerer calls on the Ruinous Powers for a chosen friendly Heretic Astartes within 6", which immediately rolls once on the Chaos Boons table as the gods answer mid-battle. It carries the same Spawndom risk as any boon — the campaign reward layer touched by the warp, never a currency — a mutation gambled for at the moment of need.

GANG TACTICS D66

ROLL	TACTIC	TIMING
11	Sermon Of The Faithful. Play this if your Dark Apostle is on the board. Until the start of your next turn, its Sermon aura reaches 12" instead of 6", the priest's voice rising above the din of battle to reach the whole warband.	ANY ROUND
12	Diabolic Strength. Play this on a friendly fighter during its activation. Until the end of the round, add +1 to its Strength in close combat as unnatural power floods its limbs.	ANY ROUND
13	Tide Of Traitors. Play this in your turn. Return one friendly Cultist that has been taken Out of Action to the board at your own table edge, a fresh convert stepping into the fallen one's place. The tide of the faithful never runs dry.	ANY ROUND
14	Sacrifice For The Gods. Play this before you make a Dark Invocation. Take one friendly Cultist within 6" of the summoner Out of Action to add +2 to the summoning roll. The Gods reward those who pay in the blood of the faithful.	BEFORE A SUMMON
15	Unholy Fervour. Play this on a friendly fighter during its activation. It makes +1 Attack in close combat this round, seized by unholy fervour and heedless of its own safety.	ANY ROUND

16	The Word Made Flesh. Play this at the start of the battle, before the first round begins. Make a single Dark Invocation immediately — the word made flesh before a shot is fired, the daemons already on the field when the enemy expects an empty line.	START OF BATTLE
21	Martyrs Blood. Play this when a friendly Cultist is taken Out of Action. Every friendly fighter within 6" of it gains +1 to Hit until the start of your next turn, driven to fury by the martyr's fall.	ANY ROUND
22	Benediction. If your Dark Apostle is on the board, play this to deliver a Benediction that does not count against its once-per-battle limit. The priest finds the words for a second miracle exactly when the faithful need it most.	ANY ROUND
23	Zealot Charge. Play this on a friendly fighter that declares a charge. Add 2" to its charge Move, the zealot closing the last of the distance faster than the enemy is ready for.	ANY ROUND
24	Summon The Tide. Play this if you have already summoned this battle. You may make one additional Dark Invocation this round, the tide of the Neverborn rising faster than the enemy can stem it.	ANY ROUND
25	The Crimson Path. Play this on a friendly fighter that charges this round. Add +1 to its Attacks and it re-rolls failed Hits in the ensuing combat, walking the crimson path of Lorgar's endless war.	ANY ROUND
26	Daemon Flesh. Play this on a friendly fighter with the Mark of Possession. Until the end of the round it gains a 5+ field as its skin hardens into daemon-flesh, wounds closing almost as fast as they are opened.	ANY ROUND
31	No Mercy For The False. Play this on a friendly fighter fighting an Imperial enemy. It re-rolls all failed Wound rolls against that enemy this round. Against the servants of the False Emperor, the Word Bearers show nothing.	ANY ROUND
32	The Faithful Endure. Play this on a friendly fighter. Until the start of your next turn it counts its Toughness as 1 higher, the faith in it hardening flesh against the enemy's blows.	ANY ROUND
33	Possessing Rage. Play this on a friendly fighter with the Mark of Possession. Until the end of the round it re-rolls failed Hits in close combat and may not Fall Back from a fight, the daemon straining against its leash and dragging the flesh after it.	ANY ROUND
34	Offering Of Skulls. Play this before a friendly fighter makes its close-combat attacks. For every enemy it takes Out of Action this round, add +1 to your next Dark Invocation roll this battle. Every skull is an offering laid before the Gods.	BEFORE COMBAT
35	Chorus Of The Damned. Play this at any point in the round. Until the start of your next turn, all friendly Cultists count as being within the Dark Apostle's Sermon wherever they stand, the anti-hymn taken up across the whole warband at once.	ANY ROUND
36	Warp Touched. Play this on a friendly fighter. Until the start of your next turn it gains a 5+ field against ranged attacks, the warp bending shots away from the god-touched.	ANY ROUND
41	Relentless Devotion. Play this on a friendly fighter. Until the start of your next turn it ignores all penalties from Flesh Wounds, its devotion carrying it past pain that would cripple a lesser soul.	ANY ROUND
42	Call Of The Neverborn. Play this immediately before you make a Dark Invocation. Add +1 to the summoning roll as the Neverborn press against the veil, eager to answer the call of the one legion that keeps faith with them all.	BEFORE A SUMMON
43	The Apostles Shield. Play this when your Dark Apostle would be taken Out of Action. A friendly fighter within 3" of it is taken Out of Action in its place, throwing itself into the blow. The faithful will not let their prophet fall while one of them still stands.	ANY ROUND

44	Diabolic Endurance. Play this when a friendly fighter would be taken Out of Action. Roll a D6: on a 4 or higher it is instead only Seriously Injured, the daemon in its blood refusing to let it fall while the enemy still stands.	ANY ROUND
45	Fervent Advance. Play this on a friendly fighter during its activation. It may make one additional standard Move, so long as that Move ends closer to the nearest enemy — the faithful surging forward to close the distance and be tested.	ANY ROUND
46	Mark Of The Gods. Play this on a friendly fighter during its activation. Until the end of the round it re-rolls all failed Hit rolls, singled out by one of the Dark Gods as its chosen instrument for the fight.	ANY ROUND
51	Screaming Faith. Play this when an enemy declares a charge against a friendly fighter within 6" of your Dark Apostle. The charging fighter must pass a Nerve test or its charge fails, unnerved by the screaming faith of the flock.	ENEMY CHARGE
52	Blood For The Summoning. Play this in your turn. Choose one friendly fighter within 3" of a friendly Cultist: it may take that Cultist Out of Action as an offering, adding +1 to your next Dark Invocation roll this battle. The faithful die gladly when their blood buys a god's attention.	ANY ROUND
53	The Long Wars Hate. Play this on a friendly fighter fighting an Imperial enemy. Add +1 to Hit and +1 to Wound against that enemy this round, ten thousand years of hatred distilled into a single moment.	ANY ROUND
54	Daemonic Vigour. Play this on a friendly Possessed fighter or daemon-engine. It immediately recovers a single lost Wound as the daemon within knits the torn flesh back together.	ANY ROUND
55	Rise Up Faithful. Play this on a friendly fighter that is Pinned or Prone. It immediately stands and may act as normal this round, the words of the Apostle hauling it back onto its feet.	ANY ROUND
56	The Ninth Verse. Play this on a friendly fighter during its activation. Until the end of the round it adds +1 to every characteristic test it makes, carried through the fight by the reciting of the ninth verse of the anti-creed.	ANY ROUND
61	Unbreakable Tide. Play this at any point in the round. Until the start of your next turn, all friendly Cultists automatically pass Nerve and Cool tests, the horde surging on unbroken no matter how it bleeds.	ANY ROUND
62	Possessed Onslaught. Play this on a friendly Possessed fighter or daemon-engine during its activation. It makes +1 Attack in close combat this round as the daemon within throws the body into a frenzy of killing.	ANY ROUND
63	Summoners Focus. Play this before you make a Dark Invocation. Re-roll the summoning roll, the summoner bending his whole will to the tearing of the veil.	BEFORE A SUMMON
64	The Gods Are Watching. Play this on a friendly fighter. It may re-roll a single failed roll of any kind this round, for the Gods are watching and will not suffer their chosen to fail.	ANY ROUND
65	Faith Over Fear. Play this on a friendly fighter. It immediately passes any Nerve or Cool test it is required to make this round, and cannot be Pinned until the start of your next turn. Faith leaves no room for fear.	ANY ROUND
66	Apotheosis. Play this on a friendly Champion during its activation. Until the end of the round it fights as though half-possessed — add +1 to its Strength and it re-rolls a single failed Hit in close combat, the daemon within surging briefly to the surface. For one round, the flesh remembers what it is becoming.	ANY ROUND

ALLIANCES

THE DAEMONHUNTERS CRUSADE

ALLIANCE

WHO	the Word Bearers' sworn enemy - the daemon-hunters (the Grey Knights' Aegis, the Ordo Malleus, any null-field or anti-psyker force) that exists to unmake the summon and silence the sermon; NOT an ally but a standing vendetta, the named counter made a campaign fixture that hunts the summoner across the map
TERMS	campaign-level feud: the daemon-hunters mark the Word Bearers as a summoning gang to be purged; while the feud stands, either side may declare a grudge battle against the other, and in it the hunters' banishment and null-fields suppress the Word Bearers' summons (the summon roll suffers a penalty, and a summoned daemon may be banished on manifestation); the feud deepens each time the Word Bearers complete a summon in the hunters' sight

This is not an alliance but a hatred — the one force that hunts a Word Bearers warband across the whole map. The daemon-hunters exist to unmake the summon and silence the sermon: the Grey Knights and their Aegis, the Ordo Malleus, any null-field or anti-psyker host that cannot abide the Neverborn walking. Once the feud stands, they mark the warband as a summoning gang to be purged, and either side may declare a grudge battle against the other. In that battle their banishment and null-fields press against the veil: the Word Bearers' summon roll suffers a penalty, and a summoned daemon may be banished the moment it manifests. The feud deepens every time the warband completes a summon in the hunters' sight — the more the faithful call, the harder the hunters come.

THE SUMMONERS WEB

ALLIANCE

WHO	any Chaos force in the sector - a cult-legion warband, a renegade Chaos gang, or one of the daemon Houses (khorne/nurgle/tzeentch/slaanesh) - that seeks the Word Bearers as the summoner-hub, the only legion able to broker the Neverborn of ANY god (the broadest alliance web in the family, a faith-brokered pact rather than a fixed friendship)
TERMS	campaign-level alliance: while the pact holds, the Word Bearers open the way to the partner's patron daemons and the partner lends warriors or worship in return - in a joint battle the Word Bearers may summon from the partner's daemon House at +1, and the partner's fighters gain +1 to Hit while within 6 inches of a summoned daemon; phase-gated, faith-brokered, and dissolved the moment the worship or the plunder stops flowing

The Word Bearers sit at the centre of the broadest alliance web in the family, bound to no fixed partner. Any Chaos force in the sector may seek them out as the summoner-hub — a cult-legion warband, a renegade host, or one of the four daemon Houses — for the sons of Lorgar alone can broker the Neverborn of any god. While the pact holds, the Word Bearers open the way to the partner's patron daemons and the partner lends warriors or worship in return: in a joint battle the Word Bearers may summon from the partner's daemon House at +1, and the partner's fighters gain +1 to Hit while within 6 inches of a summoned daemon. The pact is phase-gated and faith-brokered, and it dissolves the moment the worship or the plunder stops flowing.

ROLL	FAVOUR	PATRON
2	A Daemons Price. The daemon patrons answer, but nothing they give is freely given. For your next battle, you may summon one daemon retinue without a Dark Invocation roll — it simply arrives — but immediately afterward one friendly fighter of the arbitrator's choice takes a Flesh Wound as the warp exacts its due. A god's gift always carries a price, and the Word Bearers pay it gladly.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
4	The Summoners Boon. The pact strengthens the summoner's hand. For your next battle, add +1 to the first Dark Invocation roll you make. The Neverborn lean close, eager to be called by the only legion that ever kept faith with them all.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
5	A Gift Of Flesh. The daemon patrons send a gift of tainted flesh. For your next battle, choose one friendly Champion: it gains the Mark of Possession and a 6+ field, the daemon within stirring at the beginning of its ascent toward daemonhood.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL

6	Blessing Of The Word. The Word settles on the host like fire. For your next battle, your Dark Apostle's Sermon aura reaches 9" instead of 6", the blessing of Lorgar's creed carried further than any mortal voice could reach.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
7	The Faithful Flock. Word of the crusade spreads, and the faithful come. For your next battle, add one free Chaos Cultist to your gang, a fresh zealot drawn to the banner by the promise of a god's regard.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
8	Warp Blessed Rounds. The daemon patrons bless the warband's munitions. For your next battle, choose one friendly fighter: its ranged weapons re-roll a single failed Wound roll each round, their shots quickened by unnatural malice as they leave the barrel.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL

10	An Icon Consecrated. The daemon Houses consecrate one of the warband's standards. For your next battle, choose one friendly icon: while it is carried, the gang adds +1 to its Dark Invocation summoning rolls, blessed by the eight-pointed star made briefly manifest upon it.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
12	The Neverborns Favour. The Neverborn themselves take an interest in your host. For your next battle, you may make one additional Dark Invocation, and the first daemon retinue you summon arrives already within 6" of an enemy rather than at your board edge. Few mortals earn the favour of the Neverborn; fewer still survive the earning of it.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL

SUB-PLOTS

THE DEEPENING WORD

SUB-PLOT

Reward: The faith becomes self-sustaining: the Dark Apostle's Sermon aura widens permanently by 3 inches, its Benediction may be delivered twice per battle, and once per campaign the gang may summon from any two daemon Houses at once with a single Dark Invocation. Claimed only once.

Trigger. Across the campaign, your gang banks eight or more successful daemon summons, tracked cumulatively across battles, and wins at least three battles in which the Dark Apostle was never taken Out of Action.

Reward. The faith becomes self-sustaining. Your Dark Apostle's Sermon aura widens permanently by 3 inches, its Benediction may be delivered twice per battle, and once per campaign your gang may summon from any two daemon Houses at once with a single Dark Invocation. This sub-plot may be claimed only once.

✧ THE GODS TAKE NOTICE

SUB-PLOT

Reward: One friendly Champion ascends toward daemonhood: it gains the Possessed profile permanently and one chosen Chaos Boon. But the ascension draws attention - the gang immediately gains the Daemonhunters' Crusade feud (if it does not already have it), and the daemon-hunters mark the ascendant Champion first. Claimed only once.

Trigger. Across the campaign, your gang earns six or more Chaos Boons, tracked cumulatively, on its fighters.

Reward. One friendly Champion ascends toward daemonhood: it gains the Possessed profile permanently and one chosen Chaos Boon. But the ascension draws attention — your gang immediately gains the Daemonhunters' Crusade feud if it does not already have it, and the daemon-hunters mark the ascendant Champion first. This sub-plot may be claimed only once.

👤 LEGENDARY NAMES

✧ THE CRIMSON PROPHET

DARK APOSTLE

XP cost (random): 6

XP cost (chosen): 12

The Crimson Prophet is a named Dark Apostle whose word alone has damned whole worlds to the Gods — a preacher whose faith burns too hot to keep to safety.

The prophet's Sermon aura reaches 12 inches instead of 6, and its Benediction may be delivered twice in a single battle, the anti-creed spilling from it in a flood. But such faith cannot hold still: while any enemy fighter is visible, the Crimson Prophet must move toward the largest visible group of enemies each round, and may not take cover behind a wall or Fall Back from combat while an enemy remains in sight. It preaches to the doomed, and it means to be heard even as it dies.

✧ THE MARTYR MAKER

WORD BEARERS LORD OR DARK APOSTLE

XP cost (random): 6

XP cost (chosen): 12

The Martyr-Maker is a named Word Bearers Lord or Dark Apostle who spends the faithful like coin — every dead Cultist an offering that buys a god's attention.

Whenever a friendly Cultist is taken Out of Action within 6 inches of this fighter, add +1 to the gang's next Dark Invocation roll and one friendly fighter within 6 inches recovers a Flesh Wound, the martyr's death feeding both the summoning and the survivors. But the Martyr-Maker demands a full congregation: the gang must always field the maximum number of Cultists it can afford, and this fighter may never voluntarily leave the board — no retreat, no bottling out — while it still lives. There is always another believer to spend.

✧ THE SUMMONER WHO CALLED EVERY GOD SORCERER OR DARK APOSTLE

XP cost (random): 6

XP cost (chosen): 12

The Summoner Who Called Every God is a named Sorcerer or Dark Apostle who has torn the veil for the Neverborn of all four Powers, and been marked by each in turn.

Once per battle, this fighter may summon a daemon retinue from two different daemon Houses at once with a single Dark Invocation, calling on more of the warp than any other mortal dares. But every Dark Invocation it makes exacts a sacrifice: either a friendly Cultist within 6 inches is removed, or this fighter takes a Flesh Wound as the warp burns through it. The gods that answer all at once do not answer cheaply.

☠ TERRAIN

✧ THE DARK CATHEDRAL

TERRAIN

The Dark Cathedral is the Word Bearers' shrine-fortress and claimed Territory — a desecrated basilica of black iron and profane iconography from which the whole campaign's faith is administered and the Neverborn are welcomed.

As a claimed Territory, the Dark Cathedral grants the gang one free re-roll on any Dark Invocation summon roll each battle, and one free re-roll on any Chaos Boons table in the post-battle sequence. It is the beating heart of the warband's creed made stone, and everything the host summons passes first through its consecrated halls.

✧ THE PROFANE ALTAR

TERRAIN

The Profane Altar is a consecrated slab of black stone and skull-strung iron the Word Bearers raise wherever they mean to summon — the focus of the rite and the place the faithful are fed to the warp.

While a friendly fighter is within 3 inches of the Profane Altar, the gang adds +1 to its Dark Invocation summon rolls. A friendly Cultist sacrificed in base contact with the altar, whether by a Sacrifice weapon or a gang tactic, adds +2 to the next summon roll instead of the usual +1. Blood spilled on this stone carries further than blood spilled anywhere else on the field.

THE MARTYRS FIELD

SCENARIO

ATTACKER	the Word Bearers (fielding a deep fanatic horde and driving it forward as a fearless screen, spending the faithful to bank summons and overwhelm the enemy line)
DEFENDER	the opposing gang (holding a defensive line and trying to break the horde's morale-proof advance by attrition before the summons overwhelm it)
DEPLOY	the Word Bearers deploy across the whole of one half, Cultists forward and the Dark Apostle central within the horde; the defender holds the far half in a line of its choosing
OBJECTIVE	the Word Bearers must push the fearless horde into the enemy line, banking a summon each time a set number of friendly Cultists are taken Out of Action, and win by overwhelming the enemy; the defender must survive the tide and the summoned daemons and hold its line
VICTORY	the Word Bearers win by taking more enemy fighters Out of Action than they have fighters remaining on the board at the end of the sixth round, OR by completing two full summons; the defender wins by denying both
REWARDS	the winner gains reputation; a Word Bearers win banks a Chaos Boon roll and a free Cultist; a defender win thins the horde and denies the summons
CONTROL TRACK	a Word Bearers win advances their Control-Track claim by one step; a defender win holds the ground and forces the horde to regather

ATTACKER & DEFENDER

The Word Bearers are the attacker, fielding a deep fanatic horde and driving it forward as a fearless screen, spending the faithful to bank summons and overwhelm the enemy line. The defender is the opposing gang, holding a defensive line and trying to break the morale-proof advance by attrition before the summons overwhelm it.

BATTLEFIELD

An open killing ground with the defender's line anchored on cover of its choosing — the field across which the faithful will be spent.

CREWS

Both sides field their full gangs. The Word Bearers are encouraged to bring their deepest Cultist horde.

DEPLOYMENT

The Word Bearers deploy across the whole of one half, Cultists forward and the Dark Apostle central within the horde. The defender sets up across the far half in a line of its own choosing.

BANKING THE MARTYRS

Each time a set number of friendly Cultists are taken Out of Action, the Word Bearers bank one summon, which may be spent on a Dark Invocation as normal. The horde is fuel; every death carries the rite one step closer.

ENDING THE BATTLE

The battle ends at the close of the sixth round, or when one gang bottles out.

VICTORY

The Word Bearers win by taking more enemy fighters Out of Action than they have fighters remaining on the board at the end of the sixth round, or by completing two full summons. The defender wins by denying both.

REWARDS

The winner gains reputation. A Word Bearers win banks a Chaos Boon roll and a free Cultist. A defender win thins the horde and denies the summons.

CONTROL TRACK

A Word Bearers win advances their Control-Track claim by one step. A defender win holds the ground and forces the horde to regather.

TACTICS

The horde does not need to survive — only to be spent. Push the Cultists into the enemy line to bank summons fast, keep the Dark Apostle alive at the centre so the flock never breaks, and let the daemons finish what the martyrs began.

ATTACKER	the Word Bearers (performing a dark rite at a central altar - holding it and sacrificing the faithful to summon a daemon tide while the horde screens the Dark Apostle)
DEFENDER	the opposing gang (which must break the rite before the tide manifests, by cutting down the Apostle or seizing the altar)
DEPLOY	the altar is placed at the centre; the Word Bearers deploy around it within 6 inches, the Dark Apostle among them; the defender deploys along one board edge, at least 12 inches from the altar
OBJECTIVE	the Word Bearers must keep a fighter within 3 inches of the altar for a number of rounds, banking summon-progress each round a fighter (or a sacrificed Cultist) feeds the rite; the defender must stop the rite by taking the Dark Apostle Out of Action or by holding the altar itself for a full round
VICTORY	the Word Bearers win if the rite completes (the summon-progress threshold is reached) before the end of the sixth round; the defender wins by breaking the rite - Apostle down or altar held - before then
REWARDS	the winner gains reputation; a Word Bearers win banks a permanent free daemon summon (usable once next battle) and grows the fanatic horde by one free Cultist; a defender win denies the summon and marks the altar desecrated
CONTROL TRACK	a Word Bearers win advances their Control-Track claim on this world by one step and consecrates the altar (their next battle here begins with a free +1 to the first summon roll); a defender win holds the ground and denies the consecration

ATTACKER & DEFENDER

The Word Bearers are the attacker, performing a dark rite at a central altar — holding it and sacrificing the faithful to summon a daemon tide while the horde screens the Dark Apostle. The defender is the opposing gang, which must break the rite before the tide manifests, either by cutting down the Apostle or by seizing the altar.

BATTLEFIELD

A ritual ground with a profane altar at its centre, open enough that the defender must fight through the horde to reach it.

CREWS

Both sides field their full gangs.

DEPLOYMENT

The altar is placed at the centre of the battlefield. The Word Bearers deploy around it within 6 inches, the Dark Apostle among them. The defender deploys along one board edge, at least 12 inches from the altar.

FEEDING THE RITE

Each round a friendly fighter is kept within 3 inches of the altar, the Word Bearers bank summon-progress; a Cultist sacrificed at the altar feeds it faster. The rite is a countdown the enemy must interrupt.

ENDING THE BATTLE

The battle ends when the rite completes, when the rite is broken, or at the close of the sixth round.

VICTORY

The Word Bearers win if the rite completes — the summon-progress threshold reached — before the end of the sixth round. The defender wins by breaking the rite before then, either by taking the Dark Apostle Out of Action

or by holding the altar itself for a full round.

REWARDS

The winner gains reputation. A Word Bearers win banks a permanent free daemon summon, usable once in the next battle, and grows the fanatic horde by one free Cultist. A defender win denies the summon and marks the altar desecrated.

CONTROL TRACK

A Word Bearers win advances their Control-Track claim on this world by one step and consecrates the altar — their next battle here begins with a free +1 to the first summon roll. A defender win holds the ground and denies the consecration.

TACTICS

The rite wins the battle, not the killing. Ring the altar with Cultists, keep the Dark Apostle fed and shielded at the centre, and make the enemy bleed for every inch toward the stone. Break their charge with a summoned tide before it ever reaches the priest.