OHMMY Army 2000 (Warhammer 40,000 8th Edition) [124 PL, 2,000pts]

Battalion Detachment +5CP (Chaos - Death Guard) [64 PL, 1,066pts]

Rules: Bolter Discipline, Daemonic Ritual, Inexorable Advance, Plague Host, Plague Weapon

HQ [15 PL, 250pts]

Malignant Plaguecaster [6 PL, 95pts]

Selections: 1. Miasma of Pestilence, 6. Curse of the Leper, Blight Grenades, Bolt pistol, Corrupted staff, Krak grenades, Smite

Categories: Character, Faction: Death Guard, HQ, Infantry, Faction: Heretic Astartes, Faction: Nurgle, Psyker, Faction: Chaos, Malignant Plaguecaster

Rules: Hateful Assault

Abilities: Death to the False Emperor, Disgustingly Resilient, Pestilential Fallout, **Psychic Power:** Curse of the Leper, Miasma of Pestilence, Smite, **Psyker:** Malignant Plaguecaster, **Unit:** Malignant Plaguecaster, **Weapon:** Blight Grenade, Bolt pistol, Corrupted staff, Krak grenade

Abilities	Desc	riptio	n												Re
Death to the False Emperor	phase extra	e, it ca attacl	an, i k ag	f it wa ainst	as ta the	rge san	ting ne	g ai uni	n IM t usi	PEF ng t	RIUM un	it, im e wea	media pon.	in the Fight ately make an These extra	
Disgustingly Resilient	Each not lo					ses	a v	vou	ınd,	roll	a D6; or	n a 5+	, the i	model does	
Pestilential Fallout	Psych	nic tes	st of	7 or	more	e, th	le I	nea	arest	ene		withi	n 7" s	er with a uffers a en resolved.	
	Narp Charge	Ran	ige	Deta	ails										Re
Curse of the Leper	7	14"		14" (of the	e ps	yk	ers	suffe	ers a		woun		unit within each roll that	
Miasma of Pestilence	6	18"		with Psyc	in 18	" of oha	th se,	e p yo	syke our o	er. U ppo	ntil the	start o	of you	l GUARD unit r next 1 from all hit	
Smite 5	ō	18"		clos D3 r test	est v norta	isib al w moi	le e oui re t	ene nds tha	emy s (pg	unit 181	within 1	8" of resul	the pe t of th	ested, the syker suffers e Psychic mortal	
Psyker		С	ast	Den	iy P	ow	ers								
Malianset						~ …			now	'n				Other	Re
Malignant Plaguecaste	r	2		1	S		e a	nd			rs from t	he Co	ontagi		Re
	r	2			S	mite iscip	e a olir	nd ie	2 po	ower	rs from t Save		ontagi		Re
Plaguecaste			М	WS	S	mite iscip S	e a olir T	nd ie W	2 pc	bwer			ontagi		Re
Plaguecaste Unit	agueca		M 5"	WS 3+	S di BS	mite iscip S	e a olir T 5	nd ie W	2 pc A 3	Ld	Save		ontagi Ref	on	Re
Plaguecaste Unit Malignant Pl	agueca Ra	aster	М 5" Тур	WS 3+	S di BS 3+	mite iscip S 4	e a olir T 5	nd ie W 4	2 pc A 3	Ld 8 Ab	Save 3+	Ref	Ref	on	Re
Plaguecaste Unit Malignant Pl Weapon	agueca Ra	aster	M 5" Typ Gre	WS 3+	S di BS 3+	mite iscip S 4	e a olir T 5	nd ie W 4	2 pc A 3 D	Ld 8 Ab	Save 3+ ilities	Ref	Ref	on	^r Re
Plaguecaste Unit Malignant Pl Weapon Blight Grena	agueca Ra Ide 6" 12	aster inge	M 5" Typ Gre	WS 3+ enade	S di BS 3+	mite iscip 4 3	e a olir T 5 0 0	nd ie W 4	2 pc A 3 D	Ld 8 Ab Pla -	Save 3+ ilities	Ref	Ref	on	^r Re

Selections: 4. Blades of Putrefaction, 5. Putrescent Vitality, Blight Grenades, Master-crafted manreaper, Smite, The Destroyer Hive

Categories: HQ, Character, Infantry, Psyker, Terminator, Faction: Death Guard, Faction: Nurgle, Faction: Heretic Astartes, Faction: Chaos, Lord of Contagion, Typhus

Rules: Hateful Assault

Abilities: Cataphractii Armour, Death to the False Emperor, Disgustingly Resilient, Host of the Destroyer Hive, Nurgle's Gift, Teleport Strike, **Psychic Power:** Blades of Putrefaction, Putrescent Vitality, Smite, **Psyker:** Typhus, **Unit:** Typhus, **Weapon:** Blight Grenade, Master-crafted manreaper, The Destroyer Hive

Abilities	Descrip	tion		Ref
Cataphractii Armour			it have a 4+ invulnerable save, but you must halve the rolled when determining how far this unit Advances.	
Death to the False Emperor	phase, it extra att	t can, if i ack agai	oll a hit roll of 6+ for a model with this ability in the Fight t was targeting an IMPERIUM unit, immediately make an nst the same unit using the same weapon. These extra memselves generate any further attacks.	
Disgustingly Resilient	Each tim not lose		odel loses a wound, roll a D6; on a 5+, the model does und.	
Host of the Destroyer Hive			Poxwalkers increase their Strength and Toughness by 1 ithin 7" of Typhus.	
Nurgle's Gift	are surro each en	ounded k emy unit	RD units within 7" of a friendly LORD OF CONTAGION by a deadly aura of plague and disease. Roll a dice for that is within 1" of any affected friendly units at the start a 4+ that enemy unit suffers a mortal wound.	
Teleport Strike	instead of phases t	of placing the mode where o	ent, you can set up this model in a teleportarium chamber g it on the battlefield. At the end of any of your Movement el can use a teleport strike to arrive on the battlefield - set n the battlefield that is more than 9" away from any	
Psychic Power	Warp	Range	Deteile	-
	Charge	itango	Details	Ke
Blades of Putrefaction	5	18"	If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, any wound rolls of 7+ made for that unit in the Fight phase with a melee plague weapon (i.e. a plaguesword or any weapon with the Plague Weapon ability) inflict a mortal wound on the target in addition to any other damage.	Re
Blades of			If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, any wound rolls of 7+ made for that unit in the Fight phase with a melee plague weapon (i.e. a plaguesword or any weapon with the Plague Weapon ability) inflict a mortal wound on the	
Blades of Putrefaction Putrescent	5	18"	If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, any wound rolls of 7+ made for that unit in the Fight phase with a melee plague weapon (i.e. a plaguesword or any weapon with the Plague Weapon ability) inflict a mortal wound on the target in addition to any other damage. If manifested, select a visible firendly DEATH GUARD INFANTRY unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to that unit's Strength	
Blades of Putrefaction Putrescent Vitality Smite	5	18"	If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, any wound rolls of 7+ made for that unit in the Fight phase with a melee plague weapon (i.e. a plaguesword or any weapon with the Plague Weapon ability) inflict a mortal wound on the target in addition to any other damage. If manifested, select a visible firendly DEATH GUARD INFANTRY unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to that unit's Strength and Toughness characteristics. Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	Re

Unit I	Μ	WS	BS	S	Т	W	Α	Ld	Sav	е	əf	
Typhus 4	4"	2+	2+	4	5	6	4	9	2+			
Weapon			Ranç	je	Ту	ре		S	AP	D	bilities	Ref
Blight Grenade			6"		Gro D6	ena	de	3	0	1	lague Weapon	
Master- crafted manreape			Mele	е	Me	elee		+3	-3	3	lague Weapon	
The Dest Hive	roy	/er	6"		Pis 2D			4	-3	1	his weapon hits on hit r hen firing Overwatch), ny modifiers.	(

Troops [9 PL, 120pts]

Catego Nurgle	Cultists [3 Pl ories: Troops E, Faction: Ch Chaos Cultist	, Fа	CTION	: Неі			staf	RTE	s, Inf	ANTR	αy, F	ACT	ION: DEATH GUARD, FACTION:
Sel	aos Cultist ections: 9x A apon: Autogu	utog		gun	[3	6pt	s]						
Sel	t Champion ections: Auto t: Cultist Cha	gun	-	/eap	on	: Au	tog	un					
Unit		М	ws	BS	S	Т	W	Α	Ld	Sav	/e	Ref	
Chao	s Cultist	6"	4+	4+	3	3	1	1	5	6+			
Cultis	st Champion	6"	4+	4+	3	3	1	2	6	6+			-
Weap	on Range	Тур	e		S	AP	D	A	bilit	ies	Re	F	
Autog	2/1"	Dor	id Fi	- 1	2	0	4						

Chaos Cultists [3 PL, 40pts]

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: DEATH GUARD, FACTION: NURGLE, FACTION: CHAOS, CHAOS CULTISTS

Unit: Chaos Cultist

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun Weapon: Autogun

Cultist Champion [4pts]

Selections: Autogun Unit: Cultist Champion, Weapon: Autogun

Unit		М	ws	BS	S	т	W	Α	Ld	Save	Ref
Chaos Cu	ultist	6"	4+	4+	3	3	1	1	5	6+	
Cultist Cl	nampion	6"	4+	4+	3	3	1	2	6	6+	
Weapon	Range	Тур	e		S	AF	P D	Α	bilit	ies R	əf
Autogun	24"	Rap	oid Fii	re 1	3	0	1	-			

Chaos Cultists [3 PL, 40pts]

Categories: Troops, Faction: Heretic Astartes, Infantry, Faction: Death Guard, Faction: Nurgle, Faction: Chaos, Chaos Cultists

Unit: Chaos Cultist

9x Chaos Cultist w/ Autogun [36pts] Selections: 9x Autogun

Weapon: Autogun

Cultist Champion [4pts]

Selections: Autogun Unit: Cultist Champion, Weapon: Autogun

Unit		Μ	WS	BS	S	Т	W	Α	Ld	Save	Ref
Chaos Cu	ltist	6"	4+	4+	3	3	1	1	5	6+	
Cultist Ch	ampion	6"	4+	4+	3	3	1	2	6	6+	
Weapon	Range	Тур	е		S	AF	D	Α	bilit	ies Re	əf
Autogun	24"	Rap	oid Fi	те 1	3	0	1	-			

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Fast Attack [16 PL, 276pts]
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Foetid Bloat-drone [8 PL, 138pts]

Selections: 2x Plaguespitters [34pts], Plague probe [5pts]

Categories: Fast Attack, Faction: Nurgle, Faction: Heretic Astartes, Faction: Death Guard, Vehicle, Daemon Engine, Daemon, Fly, Faction: Chaos, Foetid Bloat-drone

Rules: Hateful Assault

Abilities: Daemonic, Disgustingly Resilient, Putrid Explosion, Unit: Foetid Bloat-drone, Weapon: Plague probe, Plaguespitter, Wound Track: Foetid Bloat-drone, Foetid Bloat-drone1, Foetid Bloat-drone2, Foetid Bloat-drone3

Abilities	Descr	rint	ion											Ref
		·												INCI
Daemonic	This n	nod	lel ha	sat	5+ i	nvı	ulnei	abl	e sa	ive.				
Disgustingly Resilient	Each i not los					los	es a	WO	und	, roll a	D6; o	n a 5+, t	he model does	
Putrid Explosion		field											noving it from the ffers 1 mortal	
Unit		Μ	WS	BS	S	т	w	Α	Ld	Save	Ref			
Foetid Bloat-o	lrone	*	4+	4+	*	7	10	*	8	3+				
Weapon	Rang	je	Туре		S		AP	D	Α	bilities				Ref
Plague probe	Mele	е	Mele	е	Us	er	-2	D3	B PI	lague V	Veapo	on		
Plaguespitter	9"		Assa D6	ult	Us	er	-1	1				on.This v hits its ta		
Wound Track		Re W	emair	ning		Ch 1	nara	cte	risti	c Ch 2	aract	eristic	Characteristic 3	Ref
Foetid Bloat-o	drone	-				Μ				S			А	
Foetid Bloat- drone1		6-	10+			10	"			6			3	
Foetid Bloat- drone2		3-	5			8"				5			2	
Foetid Bloat- drone3		1-:	2			6"				4			1	

Vehicle, Daemon Rules: Hateful									CTION: DEATH GUAR	D,
		Daemon, F	LY,	FACTION	I: CH	IAOS,	FOETID BLO	AT-DRONE		
				e ili e vet	D4.	id Ev	n/nninn II.		id Bloat-drone,	
	le probe	, Plagues	oitte	r, Wou					e, Foetid Bloat-dr	one
Abilities	Descrip	otion								Re
Daemonic	This mo	del has a	5+	invulne	rable	e sav	e.			
Disgustingly Resilient		ne this mo that wour		loses a	wo	und, I	roll a D6; o	n a 5+, 1	he model does	
Putrid Explosion									noving it from the uffers 1 mortal	
Unit	Ν	I WS BS	s s	тw	Α	Ld \$	Save Ref			
Foetid Bloat-	drone *	4+ 4+	*	7 10	*	8 3	3+			
Weapon	Range	Туре	S	AP	D	Abi	lities			Re
Plague probe	Melee	Melee	Us	ser -2	D3	Pla	gue Weapo	on		
Plaguespitter	9"	Assault D6	Us	ser -1	1		gue Weapo omatically			
Wound Track		Remaining V	3	Chara 1	cter	istic	Charact 2	eristic	Characteristic 3	Re
Foetid Bloat-	drone -			Μ			S		А	
Foetid Bloat- drone1	6	6-10+		10"			6		3	
Foetid Bloat- drone2	3	8-5		8"			5		2	
Foetid Bloat-		-2		6"			4		1	

Heavy Support [24 PL, 420pts]

Plagueburst Crawler [8 PL, 140pts]

Selections: 2x Plaguespitter [34pts], Heavy slugger [6pts], Plagueburst Mortar

Categories: Faction: Chaos, Daemon, Faction: Death Guard, Heavy Support, Faction: Heretic Astartes, Faction: Nurgle, Vehicle, Daemon Engine, Plagueburst Crawler

Rules: Hateful Assault

Abilities: Daemonic, Disgustingly Resilient, Explodes, Plagueburst Crawler Wound Track: Plagueburst Crawler1, Plagueburst Crawler2, Plagueburst Crawler3, Unit: Plagueburst Crawler, Weapon: Heavy slugger, Plagueburst Mortar, Plaguespitter

Abilities	Descript	tion												Ref
Daemonic	This mod	del has a	a 5+ i	nv	uln	era	ble	save) .					
Disgustingly Resilient	Each tim not lose			los	ses	a w	VOL	und, r	oll a	a D6	; on	a 5+	, the model does	
Explodes													emoving it from the suffers D3 mortal	
Plagueburst C	Crawler V	Vound 1	Frack	F	Rer	nai	nir	ng W	М	BS	S	Ref]	
Plagueburst C	crawler1			6	5-12	<u>2</u> +			9"	4+	7			
Plagueburst C	crawler2			3	3-5				6"	5+	6			
Plagueburst C	crawler3			1	1-2				4"	5+	5			
Unit		M WS	BS	S	т	W	Α	Ld	Sa	ve	Ref]		
Plagueburst C	crawler	* 6+	*	*	8	12	3	8	3+					
Weapon	Range	Туре	S		AF	, C)	Abil	itie	S				Ref
Heavy slugger	36"	Heavy 4	5		-1	1		-						
Plagueburst Mortar	12"-48"	Heavy D6	8		-2	C	03		et u				s weapon can not visible to the	
Plaguespitter	9"	Assaul D6	t Us	er	-1	1							weapon target.	

Plagueburst Crawler [8 PL, 140pts]

Selections: 2x Plaguespitter [34pts], Heavy slugger [6pts], Plagueburst Mortar

Categories: Faction: Chaos, Daemon, Faction: Death Guard, Heavy Support, Faction: Heretic Astartes, Faction: Nurgle, Vehicle, Daemon Engine, Plagueburst Crawler

Rules: Hateful Assault

Abilities: Daemonic, Disgustingly Resilient, Explodes, Plagueburst Crawler Wound Track: Plagueburst Crawler1, Plagueburst Crawler2, Plagueburst Crawler3, Unit: Plagueburst Crawler, Weapon: Heavy slugger, Plagueburst Mortar, Plaguespitter

Abilities	Descript	tion												Ref
Daemonic	This mod	del has a	a 5+ i	nv	uln	era	ble	save) .					
Disgustingly Resilient	Each tim not lose			los	ses	a w	VOL	und, r	oll a	a D6	; on	a 5+	, the model does	
Explodes													emoving it from the suffers D3 mortal	
Plagueburst C	Crawler V	Vound 1	Frack	F	Rer	nai	nir	ng W	М	BS	S	Ref]	
Plagueburst C	crawler1			6	5-12	<u>2</u> +			9"	4+	7			
Plagueburst C	crawler2			3	3-5				6"	5+	6			
Plagueburst C	crawler3			1	1-2				4"	5+	5			
Unit		M WS	BS	S	т	W	Α	Ld	Sa	ve	Ref]		
Plagueburst C	crawler	* 6+	*	*	8	12	3	8	3+					
Weapon	Range	Туре	S		AF	, C)	Abil	itie	S				Ref
Heavy slugger	36"	Heavy 4	5		-1	1		-						
Plagueburst Mortar	12"-48"	Heavy D6	8		-2	C	03		et u				s weapon can not visible to the	
Plaguespitter	9"	Assaul D6	t Us	er	-1	1							weapon target.	

Rules: Hateful / Abilities: Daem Plagueburst Cra Weapon: Heav	nonic, Dis	gustingly								
Plagueburst Cra		gustingly								
										Wound Track:
								amo	70, 01111 . 7 A	
A - 11/4'	Descript									
	Descript									Re
Daemonic	This mod	del has a	5+ inv	ulne	rable	save.				
Disgustingly Resilient	Each tim not lose			ses a	a wol	Ind, roll	a D	6; on	a 5+, the m	nodel does
										ng it from the s D3 mortal
Plagueburst C		Vound T				-			Ref	
Plagueburst C				6-12-	+	ĝ)" 4+	- 7		
Plagueburst C	crawler2			3-5		6	5" 5-	- 6		
Plagueburst C	crawler3			1-2		4	." 5-	- 5		
Unit		MWS	BS S	тν	N A	Ld S	ave	Ref		
Plagueburst C	crawler	* 6+	* *	8 1	12 3	8 3	+			
Weapon	Range	Туре	S	AP	D	Abiliti	es			Re
Heavy slugger	36"	Heavy 4	5	-1	1	-				
	12"-48"	Heavy	8	-2	D3				n. This weap are not visi	
Plagueburst Mortar	12 40	D6				bearer				

Battalion Detachment +5CP (Chaos - Chaos Space Marines) [60 PL, 934pts]

Rules: Daemonic Ritual, Despoilers of the Galaxy (Alpha Legion)

Configuration

Selection	s: Alpha Legion	
Categorie	s: Configuration	
\bilities:	Hidden In Plain Sight	
Abilities	Description	Ref
Hidden In Plain Sight	If your army is Battle-forged, all CHARACTER, INFANTRY, BIKERS and HELBRUTE units in an ALPHA LEGION Detachment gain the following ability: Your opponent must subtract 1 from hit rolls that target units with this trait if they are more than 12" away.	Codex: Heretic Astartes - Chaos Space Marines p157

HQ [13 PL, 253pts]

Chaos Lord with Jump Pack [6 PL, 135pts]

Selections: 3. Headhunter, Combi-bolter [2pts], Frag & Krak grenades, Mark of Slaanesh, Thunder hammer [40pts], Viper's Bite, Warlord

Categories: HQ, Faction: Chaos, Chaos Lord, Character, Fly, Infantry, Jump Pack, Faction: <Legion>, Faction: <Mark of Chaos>, Faction: Slaanesh, Warlord

Rules: Hateful Assault, Hateful Volleys

Abilities: Death to the False Emperor, Headhunter, Jump Pack Assault, Lord of Chaos, Sigil of Corruption, **Unit:** Chaos Lord with Jump Pack, **Weapon:** Combi-bolter, Frag grenade, Krak grenade, Thunder hammer, Viper's Bite

Abilities	Descrip	otion														Ref
Death to the False Emperor	phase, i extra at	t can, if it	was ist th	targe le sai	eting me ι	an Init	IM usi	PEI ng 1	RIU the	M u sam	nit, 1e \	imr vea	neo por	dia	in the Fight tely make an These extra	
Headhunter	enemy u Warlord	unit. Wher	n res odifie	olvin d hit	g an roll (att	ack	ma	ade	with	۱a	ran	geo	d w	not the closes eapon by this the target in	t
Jump Pack Assault	placing this unit	it on the b	attle ult fr	field. om a	At t bove	he e e - s	end set	l of it u	any p ai	/ of y	γοι	ır M	ove	em	instead of ent phases pattlefield that	
Lord of Chaos	You car this mod		rolls	s of 1	ma	de f	or	frier	ndly	/ <l[< th=""><th>EG</th><th>ION</th><th>>ι</th><th>unit</th><th>s within 6" of</th><th></th></l[<>	EG	ION	>ι	unit	s within 6" of	
Sigil of Corruption	This mo	del has a	4+ i	nvuln	erat	le	sav	e.								
Unit			Μ	WS	BS	S	Т	W	Α	Ld	S	ave	R	ef		
Chaos Lord	with Jun	np Pack	12"	2+	2+	4	4	5	4	9	3	ł				
Weapon	Range	Туре	S	AP	D	Ak	oilit	ies								Ref
Combi- bolter	24"	Rapid Fire 2	4	0	1	-										
Frag grenade	6"	Grenade D6	3	0	1	-										
Krak grenade	6"	Grenade 1	6	-1	D3	-										
Thunder	Melee	Melee	x2	-3	3										apon, you	
hammer	Melee	MCICC			÷	mι	JSt	sub	tra	ct 1	fro	m th	ie ł	nit I		

Sorcerer with Jump Pack [7 PL, 118pts]

Selections: Combi-bolter [2pts], Force stave [8pts], Frag & Krak grenades, Mark of Slaanesh, Prescience, Smite, Warptime

Categories: HQ, Faction: Chaos, Character, FLY, Faction: Heretic Astartes, Infantry, Psyker, Faction: <Legion>, Faction: <Mark of Chaos>, Jump Pack, Sorcerer, Faction: Slaanesh

Rules: Hateful Assault, Hateful Volleys

Abilities: Death to the False Emperor, Jump Pack Assault, **Psychic Power:** Prescience, Smite, Warptime, **Psyker:** Sorcerer, **Unit:** Sorcerer with Jump Pack, **Weapon:** Combi-bolter, Force stave, Frag grenade, Krak grenade

Des	criptio	n												Re			
phas extra	se, it ca a attack	in, if it agai	: was nst th	as targeting an IMPERIUM unit, immediately make an the same unit using the same weapon. These extra													
it on assa	the bar ault fron	ttlefiel n abo	ld. Át ve - s	the e set it	end o up ai	of ar	ny (of y	/our	· Mov	/eme	nt phas	ses this unit can				
	-	Ranç	ge D	etail	s									Re			
:e 7		18"	1	8" of	the p	bsýk	er.	Yo.	ou c	an a	dd 1	to all h	it rolls made for				
5		18"	cl D te	loses 3 mc est wa	t visi ortal v as m	ble wou ore	en nd: tha	em s (j	y ur og 1	nit wi 81).	thin ´ If the	8" of t result	he psyker suffers of the Psychic				
6		3"	w a: W	′ithin s if it ∕arpti	3" of were me c	the tts	e ps Mo	syk ove	er. ⁻ eme	That nt ph	unit o nase.	an imr You ca	mediately move annot use				
Cas	t Deny	/ Po\	vers	Kno	wn								Other R	ef			
2	1	Sm	ite ar	nd 2 p	oowe	ers f	ron	n tł	ne D)ark l	Here	icus di	scipline				
			М	WS	BS	S	т	W	Α	Ld	Sav	e Ref]				
with	Jump I	Pack	12"	3+	3+	4	4	4	3	9	3+						
	Range	e Tvr	De		S	AP	D)	Abi	lities	s Re	f	a				
ltor				iro 2	1	0	1		_			-					
			lee		+2			3				-					
ve	Melee	IVIE	iee					-									
ve ade	Melee		enade	• D6		0		-				-					
	Eacl phas extra attac Duri it on assa awa C c c c c c c c c c c c c c c c c c c	Each time y phase, it ca extra attack attacks can During deplit on the ba assault from away from a Warp Charge carge 6 Cast Deny 2 1	phase, it can, if it extra attack again attacks cannot the During deployment it on the battlefiel assault from about away from any end with Jump Pack Range Type	Each time you roll a h phase, it can, if it was extra attack against th attacks cannot themse During deployment yo it on the battlefield. At assault from above - s away from any enemy Warp Charge Range D Se 7 18" 16 5 18" 0 5 18" 0 5 18" 0 6 3" a 6 3" a 16 9 7 6 3" 0 16 9 7 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8	Each time you roll a hit roll phase, it can, if it was targe extra attack against the sar attacks cannot themselves During deployment you car it on the battlefield. At the e assault from above - set it away from any enemy mod Warp Charge Range Details away from any enemy mod Warp Charge Range Details away from any enemy mod Smite closes 5 18" Details 5 18" Da mo test wa wound 6 3" as if it Warpti phase Cast Deny Powers Knop 2 1 Smite and 2 p M WS with Jump Pack 12" 3+	Each time you roll a hit roll of 6 phase, it can, if it was targeting extra attack against the same u attacks cannot themselves gen During deployment you can set it on the battlefield. At the end of assault from above - set it up at away from any enemy models. Warp Charge Range Details E 7 18" Details 5 18" Details 5 18" D3 mortal v test was m wounds ins 6 3" as if it were Warptime of phase. Cast Deny Powers Known 2 1 Smite and 2 powers M WS BS with Jump Pack 12" 3+ 3+	Each time you roll a hit roll of 6+ fo phase, it can, if it was targeting an extra attack against the same unit of attacks cannot themselves generated. During deployment you can set this it on the battlefield. At the end of ar assault from above - set it up anywa away from any enemy models. Warp Charge Range Details is on the battlefield. At the end of ar assault from above - set it up anywa away from any enemy models. If manifested, and any enemy models. is of the payle 18" Details is of the payle 18" If manifested, and any enemy models. 5 18" Difference 5 18" Date the payle that unit until the payle that un	Each time you roll a hit roll of 6+ for a phase, it can, if it was targeting an IM extra attack against the same unit usi attacks cannot themselves generate a During deployment you can set this unit on the battlefield. At the end of any assault from above - set it up anywhe away from any enemy models. Warp Charge Range Details Warp Charge Range Details 8 7 18" If manifested, sel 18" of the psyker, that unit until the 5 5 18" D3 mortal wound test was more that wounds instead. 6 3" as if it were its Moven as if it	Each time you roll a hit roll of 6+ for a mer phase, it can, if it was targeting an IMPE extra attack against the same unit using attacks cannot themselves generate anyDuring deployment you can set this unit it on the battlefield. At the end of any of y assault from above - set it up anywhere a away from any enemy models.Warp ChargeRangeDetailsWarp ChargeRangeDetails***********************************	Each time you roll a hit roll of 6+ for a model phase, it can, if it was targeting an IMPERIU extra attack against the same unit using the attacks cannot themselves generate any furf During deployment you can set this unit up f it on the battlefield. At the end of any of your assault from above - set it up anywhere on t away from any enemy models. Warp Charge Range Details E 7 18" If manifested, select a F 18" of the psyker. You of that unit until the start of 5 18" D3 mortal wounds (pg 1 test was more than 10 t wounds instead. 6 3" as if it were its Moveme Warptime on a unit more phase. Cast Deny Powers Known 2 1 Smite and 2 powers from the D M WS BS S T W A with Jump Pack 12" 3+ 3+ 4 4 4 3 Range Type S AP D Abi	Each time you roll a hit roll of 6+ for a model with phase, it can, if it was targeting an IMPERIUM ur extra attack against the same unit using the sam attacks cannot themselves generate any further attacks cannot the battlefield. At the end of any of your Movassault from above - set it up anywhere on the battlefield. Warp Charge Range Details If manifested, select a HERE 18" of the psyker. You can attact unit until the start of you cosest visible enemy unit within 3" of the psyker. That as if it were its Movement provers that as if it were its Movement provers wounds instead. 6 3" If manifested, pick a friendly within 3" of the psyker. That as if it were its Movement provers that as if it were its Movement provers. 2 1 Smite and 2 powers from the Dark M WS BS S T W A Ld	Each time you roll a hit roll of 6+ for a model with this is phase, it can, if it was targeting an IMPERIUM unit, im extra attack against the same unit using the same weat attacks cannot themselves generate any further attack. During deployment you can set this unit up high in the it on the battlefield. At the end of any of your Movement assault from above - set it up anywhere on the battlefie away from any enemy models. Warp Charge Range Details Warp Charge Range Details Warp Charge Range Details is of the psyker. You can add 1 18" of the psyker. You can add 1 5 18" D3 mortal wounds (pg 181). If the test was more than 10 the target swounds instead. 6 3" as if it were its Movement phase. 6 3" as if it were its Movement phase. 8 Warp The and 2 powers from the Dark Heret 9 M WS BS S T W A Ld Save 9 3+ 4 4 4 3 9 3+ 9 3+ 3+ 4 4 4 3 9 3+	Each time you roll a hit roll of 6+ for a model with this ability phase, it can, if it was targeting an IMPERIUM unit, immedia extra attack against the same unit using the same weapon. attacks cannot themselves generate any further attacks. During deployment you can set this unit up high in the skies it on the battlefield. At the end of any of your Movement phase assault from above - set it up anywhere on the battlefield that away from any enemy models. Warp Charge Range Details Warp Charge Range Details Fe 7 18" If manifested, select a HERETIC ASTAF 18" of the psyker. You can add 1 to all h that unit until the start of your next Psych 5 18" D3 mortal wounds (pg 181). If the result test was more than 10 the target suffers wounds instead.	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks. During deployment you can set this unit up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this unit can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models. Warp Charge Range Details Warp Charge Range Details If manifested, select a HERETIC ASTARTES unit within 18" of the psyker. You can add 1 to all hit rolls made for that unit until the start of your next Psychic phase. 5 18" Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead. 6 3" If manifested, pick a friendly HERETIC ASTARTES unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use Warptime on a unit more than once in each Psychic phase. 6 3" If manifested, pick a friendly HERETIC ASTARTES unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use Warptime on a unit more than once in each Psychic phase. 6 3" If manifested, pick a friendly HERETIC ASTARTES unit within 3" of the psyker. That unit can immediately move as			

Troops [9 PL, 120pts]

Chaos Cultists [3 PL, 40pts]

Selections: No Chaos Mark

Categories: Troops, Faction: Heretic Astartes, Infantry, Faction: Chaos, Faction: <Mark of Chaos>, Faction: <Legion>

Abilities: Mere Mortals, Unit: Chaos Cultist

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun Weapon: Autogun

Cultist Champion [4pts]

Selections: Autogun Unit: Cultist Champion, Weapon: Autogun

Abilities	Description	Ref
More Mortals	CHAOS CUILTIST units do not gain a Legion Trait	

CHAOS COLTIST	units do not gain a Legion mait.	

Unit	Μ	WS	BS	S	Т	W	Α	Ld	Save	Ref
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	

 Chaos Cultist
 6"
 4+
 4+
 3
 1
 1
 5
 6+

 Cultist Champion
 6"
 4+
 4+
 3
 3
 1
 2
 6
 6+

Weapon Range	Туре	S AP	D	Abilities	Ref

Autogun 24" Rapid Fire 1 3 0 1 -

Chaos Cultists [3 PL, 40pts] Selections: No Chaos Mark Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: </ CHAOS>, FACTION: <LEGION> Abilities: Mere Mortals, Unit: Chaos Cultist 9x Chaos Cultist w/ Autogun [36pts] Selections: 9x Autogun Weapon: Autogun Cultist Champion [4pts] Selections: Autogun Unit: Cultist Champion, Weapon: Autogun Abilities Ref Description Mere Mortals CHAOS CULTIST units do not gain a Legion Trait. Unit M WS BS S T W A Ld Save Ref **Chaos Cultist** 6" 4+ 4+ 3 3 1 1 5 6+ Cultist Champion 6" 4+ 4+ 3 3 1 2 6 6+ Weapon Range Type S AP D Abilities Ref Autogun 24" Rapid Fire 1 3 0 1 -

	aos Cultists [Selections: No Categories: Tre Chaos>, Faction Abilities: <i>Mere</i>	Chao DOPS, Cops,	s Mar Facтic ыом>	k n: He					s, Inf	ANTRY,	Fасті	on: Chac	os, F≠	ACTION	1: <m <="" th=""><th>ARK OI</th><th>=</th></m>	ARK OI	=
ç	Ox Chaos Cult Selections: Weapon: Au	9x Au	togun	ogun	[3	6pt	s]										
C	Cultist Champ Selections: . Unit: Cultist	Autog	un		on	: Aı	ıtog	jun									
	Abilities	Desc	riptio	n								Re	f				
	Mere Mortals	CHA	SS CI	JLTIS	Τu	inits	do	no	t gai	n a Leç	gion T	rait.					
	Unit		M W	S BS	S	т	W	Α	Ld	Save	Ref]					
	Chaos Cultist	(6" 4+	4+	3	3	1	1	5	6+							
	Cultist Champ	oion (6" 4+	4+	3	3	1	2	6	6+							
	Weapon Ran	ge T	уре		S	AP	D	Α	bilit	ies Re	əf						
	Autogun 24"	R	apid I	Fire 1	3	0	1	-									

Elites [20 PL, 276pts]

Hellforged Contemptor Dreadnought [10 PL, 138pts]

Selections: 2x Butcher cannon [50pts], Mark of Slaanesh

Categories: Faction: Chaos, Faction: Heretic Astartes, Vehicle, Elites, Hellforged, Dreadnought, Helbrute, Faction: <Legion>, Faction: Slaanesh

Rules: Explodes, Hateful Assault, Hateful Volleys

Abilities: Containment Breach, Hellfire Reactor, Machina Malifica, **Unit:** Hellforged Contemptor Dreadnought, **Weapon:** Butcher cannon, **Wound Track:** Hellforged Contemptor Dreadnought, Hellforged Contemptor Dreadnought1, Hellforged Contemptor Dreadnought2, Hellforged Contemptor Dreadnought3

Abilities	Descriptio	on														Ref
Containment Breach	lf this mod battlefield. are unleas PSYKER,	On a ro hed. Ea	oll of a ich ur	ı 6 it it wi	explo thin 6	odes " suf	anc fers	d th s D	ie he 3 m	ellis orta	sh er al wo	nerg ound	ies Is u	at its	core	
Hellfire Reactor	A unit with Overwatch the Fight p	n attacks														
Machina Malifica	At the end to the num dice that s cannot reg	ber of n cores a	nodel: 5+, th	s tha nis m	nt wer nodel	e sla rega	in b ins	oy i on	t du e lo:	ring) this	s pha	ase	; for	each	
Unit				М	WS	BS	S	Т	W	Α	Ld	Sa	ve	Ref		
Hellforged Co	ontemptor	Dreadn	ough	t *	*	*	7	7	10	4	8	3+				
Weapon Ran	ge Type	S AP	DA	bilit	ies											Ref
Butcher cannon ^{36"}	Heavy 4	8 -1	2 S L	hoot eade	ting p	hase for t	, th	e u	ınit r	nus	st su	btra	ct 2	2 fron	in the n its fier is	
Wound Track		Rema W	aining	I Cł 1	narac	teris	tic	C 2	hara	acte	erist		Cha 3	aract	eristic	Ref
Hellforged Co Dreadnought	ontemptor	-		Μ				W	'S				BS			
Hellforged Co Dreadnought		6-10+		9"				2-	ŀ			4	2+			
Hellforged Co Dreadnought		3-5		6"				3-	ŀ				3+			
Hellforged Co Dreadnought		1-2		4"				4-	ŀ			4	4+			

Hellforged Contemptor Dreadnought [10 PL, 138pts]

Selections: 2x Butcher cannon [50pts], Mark of Slaanesh

Categories: Faction: Chaos, Faction: Heretic Astartes, Vehicle, Elites, Hellforged, Dreadnought, Helbrute, Faction: <Legion>, Faction: Slaanesh

Rules: Explodes, Hateful Assault, Hateful Volleys

Abilities: Containment Breach, Hellfire Reactor, Machina Malifica, **Unit:** Hellforged Contemptor Dreadnought, **Weapon:** Butcher cannon, **Wound Track:** Hellforged Contemptor Dreadnought, Hellforged Contemptor Dreadnought1, Hellforged Contemptor Dreadnought2, Hellforged Contemptor Dreadnought3

Abilities	Descriptio	on														Ref
Containment Breach	lf this mod battlefield. are unleas PSYKER,	On a ro hed. Ea	oll of a	a 6 it nit wi	explo thin 6	odes " suf	and fers	d th S D	ie h 3 m	ellis orta	sh er al wo	nerę oun	gies ds ι	at its	s core	
Hellfire Reactor	A unit with Overwatch the Fight p	n attacks														
Machina Malifica	At the end to the num dice that s cannot reg	ber of n cores a	node 5+, t	ls tha his m	nt wer nodel	e sla rega	in k ins	oy i on	t du e lo:	ring) this	s pł	nase	; for	each	
Unit				Μ	WS	BS	S	т	W	A	Ld	Sa	ave	Ref	1	
Hellforged Co	ntemptor	Dreadno	ough	t *	*	*	7	7	10	4	8	3-	-			
Weapon Ran	ge Type	S AP	D	Abilit	ies											Ref
Butcher cannon ^{36"}	Heavy 4	8 -1	2 L	Shoot eade	ting p	hase for t	, th	e u	ınit ı	ทนร	st su	btra	act 2	2 fror	n in the n its fier is	
Wound Track		Rema W	ainin	g Cł 1	narac	teris	tic	C 2	hara	act	eris	tic	Ch 3	arac	teristic	Ref
Hellforged Co Dreadnought	ntemptor	-		Μ				W	/S				BS			
Hellforged Co Dreadnought		6-10+		9"				2-	ŀ				2+			
Hellforged Co Dreadnought2		3-5		6"				3-	ŀ				3+			
Hellforged Co Dreadnought3		1-2		4"				4-	ŀ				4+			

Heavy Support [18 PL, 285pts]

Oblitera	ators [18 PL, 285pts]
Selec	tions: Mark of Slaanesh
-	JORIES: HEAVY SUPPORT, FACTION: HERETIC ASTARTES, DAEMON, INFANTRY, FACTION: CHAOS, DN: <legion>, FACTION: <mark chaos="" of="">, CULT OF DESTRUCTION, FACTION: SLAANESH</mark></legion>
Rules	s: Hateful Assault, Hateful Volleys
Abilit	ies: Daemonic, Death to the False Emperor, Fleshmetal Guns, Teleport Strike
3x Ol	bliterator [18 PL, 285pts]
Se	lections: 3x Crushing fists, 3x Fleshmetal guns
Un	it: Obliterator, Weapon: Crushing fists, Fleshmetal guns

Abilities	De	scr	ipt	ior	ı											Ref
Daemonic	Th	is m	100	lel	ha	s a	5+	invı	ulne	rab	le sa	ive.				
Death to the False Emperor	ph ex	ase tra a	, it atta	ca ack	n, ag	if it gain	was ist tl	s tai he s	rgeti sam	ing e u	an II nit u	MPEI sing 1	RIUM unit, ir	nmed apon	y in the Fight iately make an . These extra	
Fleshmetal Guns	on gu the ex	e af ns v e Sti amp	ter who rer	the en ngth , if i	e c res n, t the	othe solv he e ro	er, to ing seco Ils w	o de tho ond /ere	etern se a l roll e a 1	nin itta is , fo	e the cks. the A pllow	char The f P, ar ed by	acteristics o irst roll is ad nd the third r / a 3, followe	f the to ded to oll is ed by	s, roll three D3, unit's fleshmetal o 6 to determine the Damage. For a 2, then the a Damage of 2.	
Teleport Strike	ins ph up	tea ase	d c s t /wl	of p he	lac mo	cing ode	it o I cai	n th n us	ne ba se a	attl tel	efielo epor	d. At t strik	the end of an te to arrive o	ny of y on the	arium chamber /our Movement battlefield - set it om any enemy	
Unit	М	WS	5	BS	S	; т	W	Α	Ld	S	ave	Ref]			
Obliterator	4"	3+	4	3+	5	5	4	3	8	2	+					
Weapon			Ra	ng	е	Туј	pe		S		AP	D	Abilities	Ref		
Crushing fi	sts		Me	elee	9	Me	lee		+1		-1	D3	-			
Fleshmetal	gur	าร	24			Ass	saul	t 6	6+[D3	-D3	D3	See above			

Force Rules

Bolter Discipline: All ADEPTUS ASTARTES, HERETIC ASTARTES and FALLEN models gain this ability. Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

• The firing model's target is within half the weapon's maximum range.

• The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase.

• The firing model is a TERMINATOR, BIKER, CENTURION, DREADNOUGHT or HELBRUTE. For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire type whose profile includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.). This also applies when firing the boltgun profile of combi-weapons (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a Rapid Fire weapon (e.g. Primarch's Wrath and Fury of Deimos). The Gauntlets of Ultramar and the Talon of Horus are also Rapid Fire bolt weapons, as is the guardian spear used by Deathwatch Watch Masters. ()

Daemonic Ritual: Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do, first choose one of the four Chaos Gods - KHORNE, TZEENTCH, NURGLE, or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron - for example, a KHORNE CHARACTER could only attempt to summon KHORNE DAEMONS.

Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds. ()

Despoilers of the Galaxy (Alpha Legion): If your army is Battle-forged, all Troops units in Chaos Space Marine Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal. ()

Inexorable Advance: If your Army is Battle-forged, all INFANTRY and HELBRUTE units in DEATH GUARD Detachments gain this ability. Such units do not suffer a penalty for moving and firing Heavy Weapons, or for Advancing and firing Assault weapons. In addition, a unit with this ability can fire twice with Rapid Fire weapons at a range of 18", instead of only being able to fire twice with them up to half the weapon's maximum range. ()

Plague Host: If your army is Battle-forged, all Troops units in DEATH GUARD Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal. ()

Plague Weapon: You can re-roll wound rolls of 1 for a weapon with this ability. ()

Selection Rules

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. ()

Hateful Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn. ()

Hateful Volleys: Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

• The firing model's target is within half the weapon's maximum range.

• The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase.

• The firing model is a TERMINATOR, BIKER or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type. A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, bolt pistol, combibolter, Inferno boltgun). Rules that apply to bolt weapons also apply when firing the boltgun profile of combi-weapons and when firing Artefacts of Chaos that replaced a bolt weapon, (e.g. Spitespitter). The Talon of Horus is also a Rapid Fire bolt weapon. ()

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