

Traitor Titan Legions (TTL) (Version 2.31b)

Special Rules

1. Eternal Animosity

Each non-Chaos Navy formation in a Traitor Titan Legion army owes allegiance to either one of the Gods of Chaos or to Chaos Undivided. Some formations can choose from all factions, while others have less choice or no choice at all. The player must decide which faction each formation belongs to when selecting their list. With the exception of Chaos Undivided, the different factions harbour eternal animosity against each other. This state of affairs is represented by the following rules:

A Traitor Titan Legion army with formations belonging to the faction of Khorne may not include formations from the faction of Slaanesh and vice-versa.

A Traitor Titan Legion army with formations belonging to the faction of Nurgle may not include formations from the faction of Tzeentch and vice-versa.

2. Summoned Units

All Traitor Titan Legion formations allow the player to summon daemons to the battlefield. They do not need any upgrade to do this, but the daemons they can summon depend on the faction they belong to.

To summon daemons the player must also purchase a Daemonic Pool from which to summon. This pool is not faction specific. The size of the Daemon Pool must be visible to all players at all times and it is suggested that either tokens or dice are used to indicate the size of the pool. As daemons are summoned the pool must be changed to reflect its current size.

To summon daemons the formation declares its intention to summon before any action roll is made (but after the choice of action). The player then rolls 2D3 to generate the number of summoning points available for this formation. The formation may then summon daemons up to the number of summoning points generated, with any points not used lost, up to the number of points left in the daemonic pool. Note that while the number of summoning points required to summon each type of daemonic unit varies, the daemon pool cost is always one.

Khorne: Bloodletters (1), Fleshhounds (2)

Nurgle: Plaguebearers (1), Daemonic Beasts (2)

Slaanesh: Daemonettes (1), Daemonettes on Steeds (2)

Tzeentch: Flamers of Tzeentch (1), Screamers of Tzeentch (2)

Chaos Undivided: Bloodletters (2), Plaguebearers (2), Daemonettes (2), Flamers of Tzeentch (2), Daemonic Beasts (2)

Summoned units must be setup with their base completely within 5 cm of any non-summoned unit in the summoning formation (i.e. You cannot place a chain of summoned units). If the summoning formation has the Transport ability, newly summoned units can be set up inside if there is space left. They cannot be placed in enemy zones of control or impassable terrain. Summoned units become part of the summoning formation for all rules purposes as long as they remain on the battlefield.

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. Summoned units are Expendable, but they are otherwise counted as normal units, and are included when working out if a formation outnumbered an opponent in an assault or is broken by Blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers for assault resolution.

Summoned units that are destroyed are removed from play and the summoning cost of each unit is lost from the players daemonic pool. Summoned units remain in play until the end phase of the turn in which they were summoned. After all formations have attempted to rally any summoned units are removed from play and the total of their summoning points returned to the relevant daemonic pool. Note – this may cause the formation to now have more blast markers than its number of units and will therefore become broken. When a formation becomes broken all summoned units are destroyed.

3. Augment Summoning

Some units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see 1.1.3 Summoning Units). For example, a unit noted as having Augment Summoning (+2) would allow a formation with a Daemonic Pact to roll 2D3+2 for summoning points as opposed to the usual 2D3.

4. Daemonic Focus

Certain units may have Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken. Multiples of Daemonic Focus has no additional effect.

5. Fickle Masters

In the strategy phase of each turn if the Traitor Titan Legion rolls a 6, it's rewarded with 1D3 summoning points to add to the Daemon Pool. However, if a 1 is rolled 1D3 summoning points is lost from the Daemon Pool. In the latter case, if no lesser daemon pool has been purchased or if it is empty, then there is no effect.

6. Unity of Command

If all non-Chaos Navy formations in the army belong to the same faction and contains at least one Supreme Commander, the army gains a faction specific bonus (These bonuses are not lost if all Supreme Commanders are destroyed.):

Heretek of Chaos Undivided: Formations ignore the -1 modifier for enemy formations within 30 cm when attempting to rally.

Juggernauts of Khorne: Formations gain +1 when attempting to Engage.

Carnival of Nurgle: Formations gain +1 when attempting to Marshal.

Cacophony of Slaanesh: Formations gain +1 when attempting to Double.

Schemes of Tzeentch: Formations gain +1 when attempting to Advance.

7. Hell-forged Weaponry

Battle titans may select an appropriate number of Battle weapons and/or Scout weapons, with the following limitations and additions.

All titans have access to weapons of Chaos Undivided, as well as the weapons of their own faction.

Chaos Warlord and Chaos Reaver titans must take at least one Scout weapon or a non-tail close combat weapon.

Chaos Warlord titans may exchange one non-close combat Battle weapons for a single Support weapon.

Chaos Emperor titans may exchange up to three Battle weapons for an equal number of Support weapons.

Chaos Warhounds may choose two Scout weapons.

Access to Heads and Tails depends on the type of Titan and the faction it belongs to (see data sheet).

8. Heretek Tech

Shield Piercer Weapon ignores Power Fields, Knight Shields, Ion Shields, Void Shields and Shadowfields (Shadowfields still provides cover from shooting).

9. Towering Incarnations of Chaos (Experimental Playtest Version)

Whenever a Traitor Titan Chaos Warlord is destroyed, all friendly formations suffer D3+1 Blast Markers. Whenever a Traitor Titan Chaos Imperator is destroyed, all friendly formations suffer D6+1 Blast Markers.

10. Split Fire (Experimental Playtest Version)

War Engines with a starting Damage Capacity of 8 or more may try to Split Fire when attempting to perform a Sustain Fire action. Split Fire gives an additional -1 on the activation roll. If successful, the WE may fire at up to two enemy formations.

May not target more than one formation per individual weapon. No +1 to-hit modifier from performing a Sustain Fire.

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The Traitor Titan Legion has a Strategy Rating of 3.

Battle Titans and Chaos Warhounds have an initiative of 1+. All other formations have an initiative of 2+

Battle Titans			
Formation	Units	Notes and Upgrades	Cost
0-1 Carrion Lord Class	1 Chaos Emperor Titan, 1 Greater Daemon Possession	Faction [All]	1000 points
Forgelord Class	1 Chaos Warlord Titan	Faction [All] Greater Daemon Possession	750 points
Herald Class	1 Chaos Reaver Titan	Faction [All] Eye of the Gods	550 points
Greater Daemon Engines			
One choice may be made for each Battle Titan or Greater Daemon Possession . These do not have to belong to the same faction.			
Forgehound Class	1-2 Chaos Warhound Titans	Faction [Chaos Undivided, Khorne, Nurgle, Tzeentch] Feral Warhounds of Khorne may only be taken in pairs	300 points for 1, 500 points for 2
Death Wheel	1-2 Retlaxi Death Wheels	Faction [Chaos Undivided]	275 points for 1, 500 points for 2
Lord of Battles	1-2 Lord of Battles	Faction [Khorne]	375 points for 1, 700 points for 2
Greater Brass Scorpion	1-2 Greater Brass Scorpions	Faction [Khorne]	225 points for 1, 400 points for 2
Subjugator	1-2 Subjugators	Faction [Slaanesh]	225 points for 1, 400 points for 2
Questor	1-2 Questors	Faction [Slaanesh]	275 points for 1, 500 points for 2
Lesser Daemon Engines			
One choice may be made for each Battle Titan , Greater Daemon Engine <u>mode!</u> or Greater Daemon Possession . These do not have to belong to the same faction.			
Daemon Knights of Slaanesh	2 Hell-Scourges or 3 Hell-Knights or 6 Hell-Striders	Faction [Slaanesh] Add up to two Daemon Knights of the selected type for 75 points Hell-Scourges: 75 points each Hell-Knights: 60 points each	225 points
Chaos Knights	2 Renegade Knights or 2 Mauler Knights or 2 Decay Knights or 2 Change Knights	Faction [Chaos Undivided, Khorne, Nurgle, Tzeentch] Add up to two Chaos Knights of the selected faction for 75 points each	225 points
Daemonic Assault Engine	4 Daemonic Assault Engines	Faction [Khorne] Add up to two Daemonic Assault Engines for 55 points each	225 points
Defiler	4 Retlaxi Pattern Defilers	Faction [Chaos Undivided, Nurgle, Tzeentch] Add up to two Defilers of the selected faction for 45 points each	200 points
Daemonic Artillery	4 Cannons of Khorne	Faction [Khorne] Add up to two Cannons of Khorne for 45 points each	200 points
Daemon Pool			
Lesser Daemons	Any number of Lesser Daemons		15 points each
Chaos Navy (1/4 of total army points may be spent here)			
Hell Blade Squadron	3 Hell Blade Fighters		200 points
Hell Talon Squadron	2 Hell Talon Fighter-Bombers		225 points
Harbringer	1 Harbringer Bomber		350 points
0-1 Chaos Battleship	1 Despoiler Class Battleship		200 points
Upgrades			
0-1 Greater Daemon Possession	Character: Supreme Commander, Inspiring, Daemonic Focus, Augment Summoning (+2). On a Chaos Undivided formation, may ignore all factional restrictions for a single weapon. Formations of other factions may ignore the "Chaos Undivided only" restriction for a single weapon.		50 points
0-1 Eye of the Gods	Character: Leader. May replace a single non-close combat Battle weapon with a Support weapon.		25 points

Hell-forged Weaponry

Battle titans may select an appropriate number of Battle weapons **and/or** Scout weapons, with the following limitations and additions: **All titans** have access to weapons of Chaos Undivided, as well as the weapons of their own faction. **Chaos Warlord and Chaos Reaver titans** must take at least one Scout weapon **or** a non-tail close combat weapon. **Chaos Warlord titans** may exchange one non-close combat Battle weapon for one Support weapon. **Chaos Emperor titans** may exchange up to three Battle weapons for an equal number of Support weapons. **Chaos Warhounds** may choose two Scout weapons. **Access to Heads and Tails** depends on the type of titan and the faction it belongs to (see data sheets).

Support weapons

		Range	Firepower	Notes	Mount Options
Chaos Undivided	Retlaxi Cyclone	75cm	5 x AP4+/AT4+	-	Arm & Carapace
Chaos Undivided	Beam Blaster	60 cm	5 x AP5+/AT3+	-	Arm & Carapace
Chaos Undivided	Cannons of Chaos	90 cm	4 BP	Macro Weapon, Slow Fire	Arm
Chaos Undivided	Havoc Vortex Missiles	60 cm	3 x 1 BP	Titan Killer, Ignore Cover, Indirect, Single Shot	Carapace
Chaos Undivided	Havoc Warp Missiles	60 cm	3 x MW4+	TK (D3), Single Shot, <i>Shield Piercer: Ignores Fields and Shields</i>	Carapace
Chaos Undivided	Chaos Plasma Incinerator	75 cm	5 x MW3+	Slow Fire. <u>Chaos Undivided only</u>	Arm
Khorne	Hellstrike Cannon	60 cm	3 BP	Macro Weapon, Ignore Cover	Arm & Carapace
Tzeentch	Beam of Change	60 cm	3 x MW3+	Titan Killer (1)	Carapace
Nurgle	Heavy Plague Mortar	60 cm	6 BP	Disrupt	Carapace
Slaanesh	Beam of Ecstasy	75 cm	MW2+	Titan Killer (D3+1)	Arm

Battle weapons

		Range	Firepower	Notes	Mount Options
Chaos Undivided	Retlaxi Trident	(15cm)	Small Arms	Extra Attack (+1), Titan Killer (D3+1), <i>Shield Piercer: Ignores Fields and Shields</i> , <u>Chaos Undivided only</u>	Carapace
Chaos Undivided	Heretek Shrine	45 cm	2 x AT4+/AA5+	Transport (2), Augment Summoning (+2), Daemonic Focus. (360° Arc)	Carapace
Chaos Undivided	Battle Titan CC Weapon	(base contact)	Assault Weapon	Titan Killer (D3+1), Extra Attacks (+2)	Arm
Chaos Undivided	Havoc Barrage Missiles	60 cm	3 x 2 BP	Indirect Fire, Single Shot	Carapace
Chaos Undivided	Chaos Plasma Cremator	45 cm	5 x MW3+	Slow Fire. <u>Chaos Undivided only</u>	Arm
Khorne	Doom Burner	45 cm	MW2+	Titan Killer (D3), Ignore Cover	Arm & Carapace
Khorne	Doom Fist (and)	30 cm (base contact)	4 x AP4+/AT4+ Assault Weapon	Titan Killer (D3), Extra Attacks (+2)	Arm
Khorne	Mangler	(base contact)	Assault Weapon	Titan Killer (D3), Extra Attacks (+3)	Carapace
Tzeentch	Tzeentch Cannon	60 cm	3 x AP3+/AT4+	-	Arm
Tzeentch	Coruscant Hail	60 cm	3 BP	Ignore Cover	Arm & Carapace
Nurgle	Corruption Cannon	60 cm	4 x MW4+	-	Carapace
Nurgle	Plague Flail	(base contact)	Assault Weapon	Titan Killer (1), Extra Attacks (+3)	Arm
Nurgle	Rot Cannon	45 cm	4 x AP3+/AT5+	Disrupt	Arm & Carapace
Slaanesh	Sonic Devastator	45 cm	4 x AP3+/AT4+	Disrupt	Arm & Carapace
Slaanesh	Musk Flail	(base contact)	Assault Weapon	Macro Weapon, First Strike, Extra Attacks (+3)	Arm

Scout weapons

		Range	Firepower	Notes	Mount Options
Chaos Undivided	Chaos Reaper Mega Bolter	45 cm	4 x AP3+/AT5+	-	Arm & Carapace
Chaos Undivided	Hellmouth	30 cm	3 BP	Ignore Cover	Arm & Carapace
Chaos Undivided	Chaos Plasma Furnace	30 cm	4 x MW3+	Slow Fire. <u>Chaos Undivided only</u>	Arm & Carapace
Khorne	Death Storm	45 cm	4 x AP4+/AT4+	-	Arm & Carapace
Khorne	Ursus Claw	(15cm)	Small Arms	Extra Attack (+1), Titan Killer (D3), <i>Shield Piercer: Ignores Fields and Shields</i> Feral Warhounds of Khorne only.	Arm
Tzeentch	Gaze of Tzeentch	30 cm	3 x MW4+	-	Arm & Carapace
Tzeentch	Arcane Cannons	45 cm	3 x AP4+/AT4+	-	Arm & Carapace
Nurgle	Pus Cannon	30 cm	3 BP	Disrupt, Ignore Cover	Arm & Carapace
Nurgle	Boil Cannon	30 cm	4 x AP3+/AT6+	Disrupt	Arm & Carapace

Heads (All Heads have the arc (Fixed Forward))

Tails (All Tails have the arc (360°))

		Range	Firepower	Notes		Range	Firepower	Notes
Chaos Undivided	Command Head	-	-	Commander, Leader. <u>Chaos Undivided only</u>	Chaos Undivided	Gun Tail (and)	75 cm (15 cm)	AP4+/AT4+ Small Arms Extra Attack (+1)
Chaos Undivided	Battle Head	(15 cm)	Small Arms	Extra Attacks (+2)	Chaos Undivided	Razor Tail (and)	75 cm (base contact)	AP4+/AT4+ Assault Weapon Extra Attacks (+2)
Chaos Undivided	Void Head	-	-	Add 1 Void Shield	Chaos Undivided	Barrage Tail	15 cm	2 BP <u>Chaos Undivided only</u>
Tzeentch	Daemon Maw	(15 cm)	Small Arms	Extra Attacks (+2), Ignore Cover	Khorne	Mace Tail	(base contact)	Assault Weapon MW, Extra Attacks (+2)
Nurgle	Plague Maw	(15 cm)	Small Arms	Extra Attacks (+2), Disrupt, Ignore Cover	Slaanesh	Lust Lash	(base contact)	Assault Weapon First Strike, Extra Attacks (+2)

Chaos Emperor Titan	Type	Speed	Armour	Close Combat	Fire Fight
	War Engine	15 cm	4+	3+	4+
	Weapon	Range	Fire Power	Notes	
	Heretek Temple	45 cm	3 x AT4+/AA5+	Augment Summoning (+3), Daemonic Focus. (360° Arc)	
	2 x Battle Cannon	75 cm	AT4+/AP4+	(360° Arc)	
	2 x Carapace weapon	Varies	Varies	(Fixed Forward Arc)	
	2 x Arm Weapon	Varies	Varies	(Forward Arc)	
	Damage Capacity: 12 Void Shields: 8 Critical Hit Effect: The Chaos Emperor takes one additional point of damage. In addition, roll a D6 for the Chaos Emperor in the end phase: On a roll of 1 the reactor explodes destroying the Chaos Emperor. On a roll of 2-3 the Chaos Emperor suffers one more point of damage, and a new roll is made next turn. On a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any unit within 5 cm of the Chaos Emperor will be hit on a D6 roll of 4+.				
	Notes Fearless, Reinforced Armour, Walker, Transport (6). May step over units and impassable or dangerous terrain that is lower than the titan's knees and up to 2cm wide.				
	Carrion Lord of Chaos Undivided May select one Head weapon and three Tail weapons.				
	Skullhoarder of Khorne Close Combat 2+. May select one Head weapon and one Tail weapon. Critical hit effect: Rampage. The Skullhoarder takes an additional point of damage and immediately rampages a full 3D6cm in a random direction (move as 'barge' see 3.3.1, ignore ZOC, all units count as part of target formation). If this move takes the Skullhoarder into impassable terrain or another unit it can't move over then it stops immediately and takes a further point of damage. Any units moved over or contacted take a hit on a D6 roll of 4+.				
	Vicekeeper of Slaanesh May select one Head weapon and three Tail weapons.				
	Blightspreader of Nurgle Damage Capacity 14, May not March. May select one Head weapon.				
	Giftgranter of Tzeentch Close Combat 5+, Fire Fight 3+. May select two Head weapons.				
Chaos Warlord Titan	Type	Speed	Armour	Close Combat	Fire Fight
	War Engine	15 cm	4+	2+	3+
	Weapon	Range	Fire Power	Notes	
	2 x Carapace weapon	Varies	Varies	(Fixed Forward Arc)	
	2 x Arm Weapon	Varies	Varies	(Forward Arc)	
	Damage Capacity: 8 Void Shields: 6 Critical Hit Effect: The Chaos Warlord takes one additional point of damage. In addition, roll a D6 for the Chaos Warlord in the end phase: On a roll of 1 the reactor explodes destroying the Chaos Warlord. On a roll of 2-3 the Chaos Warlord suffers one more point of damage and a new roll is made next turn. On a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any unit within 5 cm of the Chaos Reaver will be hit on a D6 roll of 4+.				
	Notes Fearless, Reinforced Armour, Walker, Thick Rear Armour. May step over units and impassable or dangerous terrain that is lower than the titan's knees and up to 2cm wide.				
	Forge Lord of Chaos Undivided May select one Head weapon and one Tail weapon.				
	Banelord of Khorne May select one Head weapon and one Tail weapon. Critical hit effect: Rampage. The Banelord immediately rampages a full 3D6cm in a random direction (move as 'barge' see 3.3.1, ignore ZOC, all units count as part of target formation) and takes an additional point of damage. If this move takes the Banelord into impassable terrain or another unit it can't move over then it stops immediately and takes a further point of damage. Any units moved over or contacted take a hit on a D6 roll of 4+.				
	Painlord of Slaanesh May select one Head weapon and one Tail weapon.				
	Plaguelord of Nurgle Damage Capacity 9. May not March. May select one Head weapon.				
	Warplord of Tzeentch Close Combat 3+. May select one Head weapon.				
Chaos Reaver Titan	Type	Speed	Armour	Close Combat	Fire Fight
	War Engine	20 cm	4+	3+	3+
	Weapon	Range	Fire Power	Notes	
	Carapace weapon	Varies	Varies	(Fixed Forward Arc)	
	2 x Arm Weapon	Varies	Varies	(Forward Arc)	
	Damage Capacity: 6 Void Shields: 4 Critical Hit Effect: The Chaos Reaver takes one additional point of damage. In addition roll a D6 for the Chaos Reaver in the end phase: On a roll of 1 the reactor explodes destroying the Chaos Reaver. On a roll of 2-3 the Chaos Reaver suffers one more point of damage and a new roll is made next turn. On a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any unit within 5 cm of the Chaos Reaver will be hit on a D6 roll of 4+.				
	Notes Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the titan's knees and up to 2cm wide.				
	Herald of Chaos Undivided May select one Head weapon and one Tail weapon.				
	Ravager of Khorne May select one Head weapon and one Tail weapon.				
	Reviler of Slaanesh May select one Head weapon and one Tail weapon.				
	Repugnant of Nurgle Damage Capacity 7. May not March. May select one Head weapon.				
	Mutator of Tzeentch Close Combat 4+. May select one Head weapon.				

Chaos Warhound Titan	Type	War Engine	Speed	30 cm	Armour	5+	Close Combat	4+	Fire Fight	5+	
	Weapon	2 x Arm Weapon	Range	Varies	Fire Power	Varies	Notes (Forward Arc)				
	Damage Capacity: 3 Void Shields: 2 Critical Hit Effect: Staggering blow. The Chaos Warhound immediately staggers a full D6 cm in a random direction (move as "barge", see 3.3.1. ignore ZOC, all units count as part of target formation.) and takes an additional point of damage. If this move takes the Chaos Warhound into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. Any units moved over or contacted take a hit on a D6 roll of 6.										
	Notes Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the titan's knees and up to 2cm wide.										
	Forgehound of Chaos Undivided May select one Head weapon and one Tail weapon										
	Feral Warhound of Khorne May select one Head weapon. May not be equipped with two Scout weapons of the same type.										
	Plaguehound of Nurgle Damage Capacity 4. Speed 25 cm. May not March.										
Warhound of Tzeentch Close combat 6+. Fire Fight 4+. May select one Head weapon											
Retlaxi Pattern Death Wheel	Type	War Engine	Speed	35 cm	Armour	4+	Close Combat	5+	Fire Fight		3+
	Weapon	2 x Reaper Autocannon	Range	30 cm	Fire Power	AP4+/AT6+	Notes (Left Arc)				
		Battle Cannon		75 cm		AP4+/AT4+	(Left Arc)				
		2 x Reaper Autocannon		30 cm		AP4+/AT6+	(Right Arc)				
		Battle Cannon		75 cm		AP4+/AT4+	(Right Arc)				
	Damage Capacity: 4 Void Shields: 2 Critical Hit Effect: Fatal wobble. The Death Wheel immediately rolls a full 3D6cm in a random direction (move as "barge", see 3.3.1. ignore ZOC, all units count as part of target formation.) and is then destroyed. If this move takes the Death Wheel into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. Any units moved over or contacted take a hit on a D6 roll of 4+.										
	Notes Fearless, Reinforced Armour. Faction: Chaos Undivided										
Lord of Battles	Type	War Engine	Speed	25 cm	Armour	4+	Close Combat	2+	Fire Fight		5+
	Weapon	2 x Battle Cannon	Range	75 cm	Fire Power	AP4+/AT4+	Notes (360° Arc)				
		Death Storm		45 cm		4 x AP4+/AT4+	(360° Arc)				
		Chainfist		(base contact)		Assault Weapon	Macro Weapon, Extra Attacks (+3)				
	Damage Capacity: 6 Critical Hit Effect: Enraging blow. The Lord of Battles takes an additional point of damage and immediately rampages a full 3D6 cm in a random direction (move as "barge", see 3.3.1. ignore ZOC, all units count as part of target formation). If this move takes the Lord of Battles into impassable terrain or another unit it can't move over then it stops immediately and takes an additional point of damage. Any units moved over or contacted take a hit on a D6 roll of 4+.										
	Notes Fearless, Reinforced Armour, Thick Rear Armour. Faction: Khorne										
	Greater Brass Scorpion	Type	War Engine	Speed	20 cm	Armour	4+	Close Combat	3+	Fire Fight	
Weapon		Greater Scorpion Cannon	Range	45 cm	Fire Power	2 x AP3+/AT5+	Notes (360° Arc)				
		Demolisher Cannon		30 cm		AP3+/AT4+	Ignore Cover (Fixed Forward Arc)				
		Hellmaw Cannon		15 cm		2 x AP4+	Ignore Cover (Fixed Forward Arc)				
		Battle Claws		(base contact)		Assault Weapon	Macro Weapon, Extra Attacks (+2)				
Damage Capacity: 3 Critical Hit Effect: The Greater Brass Scorpion is destroyed.											
Notes Fearless, Infiltrator, Reinforced Armour, Invulnerable Save, Walker. Faction: Khorne											
Subjugator Titan	Type	War Engine	Speed	35 cm	Armour	5+	Close Combat	3+	Fire Fight		5+
	Weapon	2 x Battle Cannon	Range	75 cm	Fire Power	AP4+/AT4+	Notes (360° Arc)				
		2 x Hellclaw		(base contact)		Assault Weapon	Titan Killer (D3), Extra Attack (+1).				
	Damage Capacity: 3 Void Shields: 2 Critical Hit Effect: Staggering blow. The Subjugator immediately staggers a full D6 cm in a random direction (move as "barge", see 3.3.1. ignore ZOC, all units count as part of target formation.) and takes an additional point of damage. If this move takes the Subjugator into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. Any units moved over or contacted take a hit on a D6 roll of 6.										
	Notes Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the titan's knees and up to 2 cm wide. Faction: Slaanesh										

Questor Titan	Type	Speed	Armour	Close Combat	Fire Fight	
	War Engine	35 cm	5+	5+	3+	
	Weapon	Range	Fire Power	Notes		
	2 x Battle Cannon	75 cm	AP4+/AT4+	(360° Arc)		
	2 x Castigator Cannon	45 cm	3 x AP3+/AT5+	(360° Arc)		
<p>Damage Capacity: 3 Void Shields: 2 Critical Hit Effect: Staggering blow. The Questor immediately staggers a full D6 cm in a random direction (move as "barge", see 3.3.1. ignore ZOC, all units count as part of target formation.) and takes an additional point of damage. If this move takes the Questor into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. Any units moved over or contacted take a hit on a D6 roll of 6.</p> <p>Notes Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the titan's knees and up to 2 cm wide. Faction: Slaanesh</p>						
Hell-Scourge	Type	Speed	Armour	Close Combat	Fire Fight	
	War Engine	30 cm	5+	6+	3+	
	Weapon	Range	Fire Power	Notes		
	Castigator Cannon	45 cm	3 x AP3+/AT5+	-		
	<p>Damage Capacity: 2 Critical Hit Effect: The Hell-Scourge is destroyed.</p> <p>Notes Fearless, Invulnerable Save, Reinforced Armour, Walker. Faction: Slaanesh</p>					
Hell-Knight	Type	Speed	Armour	Close Combat	Fire Fight	
	War Engine	30 cm	5+	6+	5+	
	Weapon	Range	Fire Power	Notes		
	Thermal Lance (and)	30 cm (15 cm)	MW4+ Small Arms	Macro Weapon		
	<p>Damage Capacity: 2 Critical Hit Effect: The Hell-Knight is destroyed.</p> <p>Notes Fearless, Invulnerable Save, Reinforced Armour, Walker. Faction: Slaanesh</p>					
Hell-Strider	Type	Speed	Armour	Close Combat	Fire Fight	
	Armoured Vehicle	30 cm	5+	6+	5+	
	Weapon	Range	Fire Power	Notes		
	Lascannon	45 cm	AT5+	-		
	Multi-melta (and)	15 cm (15 cm)	MW5+ Small Arms	Macro Weapon		
<p>Notes Fearless, Invulnerable Save, Scout, Walker. Faction: Slaanesh</p>						
Chaos Knights	Type	Speed	Armour	Close Combat	Fire Fight	
	War Engine	Varies	Varies	Varies	Varies	
	Name and Weapon	Range	Fire Power	Stats and Notes		
	Renegade Knight of Chaos Undivided			Speed 25 cm Armour 5+ Close combat 4+ Fire Fight 5+. Faction: Chaos Undivided		
	Battle Cannon	75 cm	AP4+/AT4+	(Forward Arc)		
	Renegade Chainsword	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)		
	Heretek Anyon Ray	30 cm	2 x AP6+/AT6+/AA6+	(360° Arc)		
	Mauler Knight of Khorne			Speed 30 cm Armour 5+ Close combat 3+ Fire Fight 5+. Faction: Khorne		
	Twin Melta Guns	(15cm)	Small Arms	Macro Weapon, Extra Attack (+1)		
	Renegade Chainsword	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)		
	Doom Gauntlet (and)	(base contact) (15 cm)	Assault Weapon Small Arms	Titan Killer (1), Extra Attack (+1) Extra Attack (+1)		
	Decay Knight of Nurgle			Speed 20 cm Armour 4+ Close combat 4+ Fire Fight 5+. May not March. Faction: Nurgle		
	Heretek Anyon Cannon	30 cm	4 x AP5+/AT5+	(Forward Arc)		
	Renegade Chainsword	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)		
	Pus Launcher Pod	30 cm	1 BP	Disrupt. (Fixed Forward Arc)		
	Change Knight of Tzeentch			Speed 25 cm Armour 5+ Close combat 5+ Fire Fight 4+. Faction: Tzeentch		
	Battle Cannon	75 cm	AP4+/AT4+	(Forward Arc)		
	Heretek Anyon Cannon	30 cm	4 x AP5+/AT5+	(Forward Arc)		
	Warp Blast Pod	30 cm	1 BP	Ignore Cover. (Fixed Forward Arc)		
	<p>Damage Capacity: 2 Critical Hit Effect: The Chaos Knight is destroyed.</p> <p>Notes Fearless, Invulnerable Save, Reinforced Armour, Walker</p>					

Daemonic Assault Engine	Type		Speed		Armour		Close Combat		Fire Fight
	Armoured Vehicle		25 cm		4+		3+		5+
	Weapon		Range		Fire Power		Notes		
	Blood Cannon		30 cm		2 x AP4+/AT5+		-		
	Daemonic Blades		(base contact)		Assault Weapon		Extra Attacks (+D3)		
	Notes Fearless, Reinforced Armour. Faction: Khorne								
Retlaxi Pattern Defiler	Type		Speed		Armour		Close Combat		Fire Fight
	Armoured Vehicle		15 cm		4+		3+		4+
	Weapon		Range		Fire Power		Notes		
	Heavy Cannon		45 cm		AP4+/AT4+		-		
	Reaper Autocannon		30 cm		AP4+/AT6+		-		
	Twin Heavy Flamers		15 cm		AP3+		Ignore Cover		
	and		(15cm)		Small Arms		Ignore Cover		
	Battle Claws		(base contact)		Assault Weapon		Macro Weapon, Extra Attack (+1)		
Notes Fearless, Invulnerable Save, Infiltrator, Walker.									
Mark of Chaos Undivided: - Faction: Chaos Undivided									
Trappings of Nurgle: Armour 3+. Close Combat 4+. Faction: Nurgle. May not March.									
Gifts of Tzeentch: Close Combat 5+ and Fire Fight 3+. Faction: Tzeentch									
Cannon of Khorne	Type		Speed		Armour		Close Combat		Fire Fight
	Armoured Vehicle		15 cm		4+		6+		4+
	Weapon		Range		Fire Power		Notes		
	Hellfire Cannon		75 cm		MW4+		-		
Notes Fearless, Invulnerable Save. Faction: Khorne									

Greater Daemon Possession	Type		Speed		Armour		Close Combat		Fire Fight
	Character		-		-		-		-
Notes Supreme Commander, Inspiring, Daemonic Focus, Augment Summoning (+2) On a Chaos Undivided formation, may ignore all factional restrictions for a single weapon. Formations of other factions may ignore the "Chaos Undivided only" restriction for a single weapon.									
Eye of the Gods	Type		Speed		Armour		Close Combat		Fire Fight
	Character		-		-		-		-
Notes Leader. May replace a single non-close combat Battle weapon with a Support weapon.									
Bloodletters of Khorne	Type		Speed		Armour		Close Combat		Fire Fight
	Infantry		15 cm		4+		4+		-
	Weapon		Range		Fire Power		Notes		
	Hellblades		(base contact)		Assault Weapons		Extra Attack (+1)		
Notes Invulnerable Save, Expendable. Summoning Cost (1) for Khorne formations. Summoning Cost (2) for Chaos Undivided.									
Daemonettes of Slaanesh	Type		Speed		Armour		Close Combat		Fire Fight
	Infantry		20 cm		4+		3+		-
	Weapon		Range		Fire Power		Notes		
	Daemonic Claws		(base contact)		Assault Weapons		-		
Notes First Strike, Invulnerable Save, Expendable. Summoning Cost (1) for Slaanesh formations. Summoning Cost (2) for Chaos Undivided.									
Flamers of Tzeentch	Type		Speed		Armour		Close Combat		Fire Fight
	Infantry		15 cm		5+		5+		3+
	Weapon		Range		Fire Power		Notes		
	Flames of Tzeentch		(base contact)		Assault Weapons		-		
	or		(15 cm)		Small Arms		-		
Notes Invulnerable Save, Expendable. Summoning Cost (1) for Tzeentch formations. Summoning Cost (2) for Chaos Undivided.									
Plaguebearers of Nurgle	Type		Speed		Armour		Close Combat		Fire Fight
	Infantry		15 cm		3+		4+		6+
	Weapon		Range		Fire Power		Notes		
	Plague Swords		(base contact)		Assault Weapons		-		
	Cloud of Flies		(15 cm)		Small Arms		-		
Notes Invulnerable Save, Expendable. Summoning Cost (1) for Nurgle formations. Summoning Cost (2) for Chaos Undivided.									

Daemonic Beasts of Chaos Undivided	Type	Infantry	Speed	20 cm	Armour	4+	Close Combat	3+	Fire Fight	-	
	Weapon	Claws and Fangs	Range	(base contact)	Fire Power	Assault Weapons	Notes				
	Notes Infiltrators, Invulnerable Save, Expendable. Summoning Cost (2) for Nurgle formations. Summoning Cost (2) for Chaos Undivided.										
Screamers of Tzeentch	Type	Infantry	Speed	30 cm	Armour	4+	Close Combat	3+	Fire Fight	-	
	Weapon	Claws	Range	(base contact)	Fire Power	Assault Weapons	Notes				
	Notes Jump Pack, Invulnerable Save, Expendable. Summoning Cost (2) for Tzeentch formations.										
Flesh Hounds of Khorne	Type	Infantry	Speed	20cm	Armour	4+	Close Combat	2+	Fire Fight	-	
	Weapon	Claws and Fangs	Range	(base contact)	Fire Power	Assault Weapons	Notes				
	Notes Infiltrators, Invulnerable Save, Expendable. Summoning Cost (2) for Khorne formations.										
Daemonettes on Steeds	Type	Infantry	Speed	20 cm	Armour	4+	Close Combat	3+	Fire Fight	-	
	Weapon	Daemonic Claws	Range	(base contact)	Fire Power	Assault Weapons	Notes				
	Notes First Strike, Infiltrators, Invulnerable Save, Expendable. Summoning Cost (2) for Slaanesh formations.										
Hell Blade	Type	Aircraft	Speed	Fighter	Armour	6+	Close Combat	-	Fire Fight	-	
	Weapon	2 x Reaper Autocannon	Range	15 cm	Fire Power	AP4+/AT6+/AA5+	Notes				
	Notes -										
Hell Talon	Type	Aircraft	Speed	Fighter-Bomber	Armour	5+	Close Combat	-	Fire Fight	-	
	Weapon	Twin Lascannon	Range	30 cm	Fire Power	AT4+/AA4+	Notes				
	Incendiary Bombs		15 cm	2 BP	Ignore Cover (Fixed Forward Arc)						
	Havoc Launcher		45 cm	AP5+/AT6+	(Fixed Forward Arc)						
	Notes -										
Harbringer Bomber	Type	War Engine, Aircraft	Speed	Bomber	Armour	5+	Close Combat	-	Fire Fight	-	
	Weapon	Incendiary Bombs	Range	15 cm	Fire Power	6 BP	Notes				
	Reaper Autocannon		30 cm	AP4+/AT6+/AA6+	(Fixed Forward Arc)						
	Reaper Autocannon		15 cm	AP4+/AT6+/AA6+	(Right Arc)						
	Reaper Autocannon		15 cm	AP4+/AT6+/AA6+	(Left Arc)						
	Damage Capacity: 4 Critical Hit: The Harbringer is destroyed. Notes: Reinforced Armour										
Despoiler Class Battleship	Type	Spacecraft	Speed	-	Armour	-	Close Combat	-	Fire Fight	-	
	Weapon	Orbital Bombardment	Range	-	Fire Power	3 BP	Notes				
	3 x Pin-Point Attack		-	MW2+	Titan Killer (D3)						
	Notes Slow and Steady										