

## CHAOS TRAITOR REGIMENTS

Chaos Traitors are an Imperial Guard Regiment whose members have turned to the patronage of Chaos.

### SPECIAL RULE: *PURGED OFFICER CLASS*

*Often during a Chaos rising, the loyal Officers and Commissars of the Imperial Guard are among the first victims of the revolution. This secures control of military resources for the rebels, at the cost of damaging command and control structures.*

When a Chaos Traitors army attempts to retain the initiative, if the formation attempting to retain the initiative does not have a unit with the *Commander* special rule present, then the initiative test is taken with a modifier to the dice roll of -2 instead of the usual -1.

### SPECIAL RULE: *ROGUE PSYKERS*

*Normally imprisoned or killed under Imperial rule, Chaos armies are more friendly to human Psykers.*

Chaos Traitors armies are allowed one Rogue Psyker for each 750 points available to the army list.

**The first Rogue Psyker must be attached to the Supreme commander's Company (If there is one present).**

Subsequent Rogue Psykers may be attached to any formation in any order. No formation may have more than one Rogue Psyker. Aircraft may not carry Rogue Psykers.

### SPECIAL RULE: DAEMONS

Units with the Daemonic Pact ability allow the player to summon daemons to the battlefield. To summon Daemons the player must also purchase a Daemonic pool from which to summon. The size of such pools 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 available.

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. The player then rolls 2D3 to generate the number of summoning points available for this formation. The number of points required to summon a daemons unit will be noted on its data sheet. 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.

Summoned units must be setup with their base within 5cms of any non-summoned unit in the summoning formation (i.e. You cannot place a chain of summoned units). 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 do not cause blast markers to be placed on the formation when they are destroyed, however daemonic units killed in an assault to count towards the number of units killed when calculating the 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.

# Chaos Traitors Army List

Chaos Traitors armies have a Strategy Rating of 2.

All formations have an initiative rating of 2+, except Alpha Legion and Titan formations which have an initiative rating of 1+.

## Core Formations

FORMATION	UNITS	COST
Infantry Company	One Imperial Guard Commander unit and twelve Imperial Guard Infantry units.	250 points
Leman Russ Tank Company	Nine Leman Russ tanks and One Vanquisher Leman Russ Tank.	650 points
Malcador Tank Company	Ten Malcador, Malcador Annihilator or Malcador Defender tanks in any combination.	650 points
Artillery Company	Nine Basilisks or Manticores in any combination.	550 points

## Support Formations

Two Support Formations may be selected for each Core Formation in your army list.

FORMATION	UNITS	COST
Artillery Squadron	Three Basilisks or Manticores or Three Bombards	250 points 200 points
Sentinel Squadron	Four Sentinels	100 points
Flak Squadron	Three Hydras	150 points
Storm Troopers	Eight Storm Trooper units plus four Chimeras.	300 points
Heavy Artillery Squadron	Three Minotaur Artillery Tanks	350 points
Tank Hunter Squadron	Three Leman Russ Destroyer Tank Hunters	200 points
Armoured Fist Company	Twelve Imperial Guard Infantry units, one Imperial Guard Commander unit, and seven Chimeras	400 points
0-1 Deathstrike Squadron	Two Deathstrike Missile Launchers	200 points
Hellhound Squadron	Three Hellhounds	150 points

## Formation Upgrades

Each Core Formation in your army list may select 0-3 Upgrades.

UPGRADE	UNITS	COST
Fire Support Squad	Four Fire Support units	100 points
Infantry Reinforcements	Six infantry units	100 points
Griffon Squadron	Three Griffons	50 points
Ogryns	Two Ogryn units	50 points
Flak	One Hydra	50 points

## Allies

Up to one third of your army list may be Allies.

FORMATION	UNITS	COST
Trenchworks	Up to 100cm of trenches	75 points
Daemon Pool	Lesser Daemon (Chaos Beasts Only)	20 points each
Alpha Legion Retinue	Eight Chaos Space Marine units, one Chaos Space Marine Lord, and four Rhinos. The Lord may be replaced with a Chaos Space Marine Warlord	300 points +50 points
Hellblade Squadron	Three Hellblade Fighters	200 points
Hell Talon Squadron	Two Hell Talon Fighter-Bombers	225 points
Warhound Titan	One Warhound Titan	275 points
Warhound Pack	Two Warhound Titans	500 points
Reaver Titan	One Reaver Titan	650 points
Warlord Titan	One Warlord Titan	850 points



### CHAOS TRAITORS ROGUE PSYKER

Type	Speed	Armour Save	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Smite	(15cm)	Small Arms	Macro-Weapon, Extra Attacks (+1)	

**Notes:** Invulnerable Save, Daemonic Pact, Inspiring.

### MALCADOR TANK

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Battlecannon	75cm	AP4+ / AT4+		
2x Lascannon	45cm	AT5+		
Heavy Bolter	30cm	AP5+		



**Notes:** Reinforced Armour

### MALCADOR DEFENDER TANK

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
3x Twin Heavy Bolter	30cm	AP4+		
Demolisher Cannon	30cm	AP3+ / AT4+	Ignores Cover	



**Notes:** Reinforced Armour

### MALCADOR ANNIHILATOR TANK

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+		
2x Lascannon	45cm	AT5+		
Demolisher Cannon	30cm	AP3+ / AT4+	Ignores Cover	



**Notes:** Reinforced Armour

### MINOTAUR ARTILLERY TANK

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Minotaur Earthshakers	120cm	2BP	Indirect Fire	

**Notes:** Reinforced Armour, Thick Rear Armour.