

## Traitor Titan Legions (TTL) (Version 2.2)

### 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), Screammers 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 outnumbers 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 an 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:

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.

These bonuses are not lost if all Supreme Commanders are destroyed.

#### 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. Crippling Damage

War Engines with 6 or more starting Damage Capacity that has less than half of its starting Damage Capacity left suffers the following penalties:

1. Counts as having half its starting Damage Capacity for determining the number of blast markers it can have before it becomes broken.
2. Counts as having half its starting Damage Capacity for determining how many Close Combat and/or Fire Fight dice it gets.
3. The War Engine (and any formation it is part of) suffer an additional -1 modifier to all initiative rolls.

Round fractions up. Crippling Damage takes effect after the activation that caused it has been resolved.

#### 9. Heretek Tech

**Shield Piercer** The Havoc Warp Missiles, Retlaxi Trident and Ursus Claw ignores Power Fields, Knight Shields, Void Shields and Shadowfields (Shadowfields still provides cover from shooting).

## Hell-forged Weaponry

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### Support weapons

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

### Battle weapons

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

### Scout weapons

		Range	Firepower	Notes	Mount Options
<b>Chaos Undivided</b>	Chaos Reaper Mega Bolter	30 cm	4 x AP3+/AT5+	-	Arm & Carapace
<b>Chaos Undivided</b>	Hellmouth	30 cm	3 BP	Ignore Cover	Arm & Carapace
<b>Chaos Undivided</b>	Chaos Plasma Furnace	30 cm	4 x MW3+	Slow Fire. <u>Chaos Undivided only</u>	Arm & Carapace
<b>Khorne</b>	Death Storm	45 cm	4 x AP4+/AT4+	-	Arm & Carapace
<b>Khorne</b>	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
<b>Tzeentch</b>	Gaze of Tzeentch	30 cm	3 x MW4+	-	Arm & Carapace
<b>Tzeentch</b>	Arcane Cannons	45 cm	3 x AP4+/AT4+	-	Arm & Carapace
<b>Nurgle</b>	Pus Cannon	30 cm	3 BP	Disrupt, Ignore Cover	Arm & Carapace
<b>Nurgle</b>	Boil Cannon	30 cm	4 x AP3+/AT6+	Disrupt	Arm & Carapace
<b>Slaanesh</b>	Castigator Cannon	45 cm	3 x AP3+/AT5+	-	Arm & Carapace

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

**Tails** (All Tails have the arc (360°))

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

Traitor Titan Legions v2.2 Quick Reference Sheet

Strategy Rating 3. Chaos Emperor Titans, Chaos Warlord Titans, Chaos Reaver Titans, Chaos Warhounds have 1+ initiative. All other formations 2+ initiative.

Non-Chaos Navy formations' initiative are modified by the Unity of Command special rule.

<b>Chaos Emperor Titan Weapons and Critical</b>	<b>2 x Arm Weapons:</b> Varies, Front Arc <b>2 x Carapace Weapons:</b> Varies, FxH <b>Head:</b> Varies, FxH <b>Tail:</b> Varies, 360° Arc <b>2 x Battle Cannon:</b> AP4+/AT4+ 75cm. 360° Arc. <b>Heretek Temple:</b> 3 x AT4+/AA5+, 45cm. 360° Arc. <b>Augment Summoning (+3).</b> <b>Daemonic Focus Critical: Reactor Damage</b> Take 1 damage & roll at end of turn (1: Destroyed, units within 5cm hit on 4+/2-3: 1 damage, roll again next turn/4-6: Repaired)		
<b>Carrion Lord</b>	Speed 15cm Armour 4+ CC 3+ FF 4+ DC 12 Void Shields 8 Notes: <b>Fearless, Reinforced Armour, Walker, Transport (6)</b> Faction: <b>Chaos Undivided</b> Head: 1 Tails: 3		
<b>Skullhoarder</b>	Speed 15cm Armour 4+ CC 2+ FF 4+ DC 12 Void Shields 8 Notes: <b>Fearless, Reinforced Armour, Walker, Transport (6)</b> Faction: <b>Khorne</b> Head: 1 Tails: 1 Critical: <b>Rampage</b> Move 3D6 random direction. 1 extra damage. If into impassable unit or feature: take 1 extra damage. Units moved over/contacted take hit on 4+		
<b>Vicekeeper</b>	Speed 15cm Armour 4+ CC 3+ FF 4+ DC 12 Void Shields 8 Notes: <b>Fearless, Reinforced Armour, Walker, Transport (6)</b> Faction: <b>Slaanesh</b> Head: 1 Tails: 3		
<b>Blightspreader</b>	Speed 15cm Armour 4+ CC 3+ FF 4+ DC 14 Void Shields 8 Notes: <b>Fearless, Reinforced Armour, Walker, Transport (6), May not March</b> Faction: <b>Nurgle</b> Head: 1 Tails: 0		
<b>Giftgrantor</b>	Speed 15cm Armour 4+ CC 5+ FF 3+ DC 12 Void Shields 8 Notes: <b>Fearless, Reinforced Armour, Walker, Transport (6)</b> Faction: <b>Tzeentch</b> Heads: 2 Tails: 0		
<b>Chaos Warlord Weapons and Critical</b>	<b>2 x Arm Weapons:</b> Varies, Front Arc <b>2 x Carapace Weapons:</b> Varies, Fixed Forward <b>Head:</b> Varies, Fixed Forward <b>Tail:</b> Varies, 360° Arc. <b>Critical: Reactor Damage</b> Take 1 damage & roll at end of turn (1: Destroyed, 5cm hit on 4+/2-3: 1 damage, roll again next turn/4-6: Repaired)		
<b>Forgelord</b>	Speed 15cm Armour 4+ CC 2+ FF 3+ DC 8 Void Shields 6 Notes: <b>Fearless, Reinforced Armour, Thick Rear Armour, Walker</b> Faction: <b>Chaos Undivided</b> Head: 1 Tails: 1		
<b>Banelord</b>	Speed 15cm Armour 4+ CC 2+ FF 3+ DC 8 Void Shields 6 Notes: <b>Fearless, Reinforced Armour, Thick Rear Armour, Walker</b> Faction: <b>Khorne</b> Head: 1 Tails: 1 Critical: <b>Rampage</b> Move 3D6 random direction. 1 extra damage. If into impassable unit or feature: take 1 extra damage. Units moved over/contacted take hit on 4+		
<b>Painlord</b>	Speed 15cm Armour 4+ CC 2+ FF 3+ DC 8 Void Shields 6 Notes: <b>Fearless, Reinforced Armour, Thick Rear Armour, Walker</b> Faction: <b>Slaanesh</b> Head: 1 Tails: 1		
<b>Plaguelord</b>	Speed 15cm Armour 4+ CC 2+ FF 3+ DC 9 Void Shields 6 Notes: <b>Fearless, Reinforced Armour, Thick Rear Armour, Walker, May not March</b> Faction: <b>Nurgle</b> Head: 1 Tails: 0		
<b>Warplord</b>	Speed 15cm Armour 4+ CC 3+ FF 3+ DC 8 Void Shields 6 Notes: <b>Fearless, Reinforced Armour, Thick Rear Armour, Walker</b> Faction: <b>Tzeentch</b> Head: 1 Tails: 0		
<b>Chaos Reaver Weapons and Critical</b>	<b>2 x Arm Weapons:</b> Varies, Front Arc <b>1 x Carapace Weapon:</b> Varies, Fixed Forward <b>Head:</b> Varies, Fixed Forward <b>Tail:</b> Varies, 360° Arc <b>Critical: Reactor Damage</b> Take 1 damage & roll at end of turn (1: Destroyed, 5cm hit on 4+/2-3: 1 damage, roll again next turn/4-6: Repaired)		
<b>Herald</b>	Speed 20cm Armour 4+ CC 3+ FF 5+ DC 6 Void Shields 4 Notes: <b>Fearless, Reinforced Armour, Walker</b> Faction: <b>Chaos Undivided</b> Head: 1 Tails: 1		
<b>Ravager</b>	Speed 20cm Armour 4+ CC 3+ FF 5+ DC 6 Void Shields 4 Notes: <b>Fearless, Reinforced Armour, Walker</b> Faction: <b>Khorne</b> Head: 1 Tails: 1		
<b>Reviler</b>	Speed 20cm Armour 4+ CC 3+ FF 5+ DC 6 Void Shields 4 Notes: <b>Fearless, Reinforced Armour, Walker</b> Faction: <b>Slaanesh</b> Head: 1 Tails: 1		
<b>Repugnant</b>	Speed 20cm Armour 4+ CC 3+ FF 5+ DC 7 Void Shields 4 Notes: <b>Fearless, Reinforced Armour, Walker, May not March</b> Faction: <b>Nurgle</b> Head: 1 Tails: 0		
<b>Mutator</b>	Speed 20cm Armour 4+ CC 4+ FF 5+ DC 6 Void Shields 4 Notes: <b>Fearless, Reinforced Armour, Walker</b> Faction: <b>Tzeentch</b> Head: 1 Tails: 0		
<b>Chaos Warhound Weapons and Critical</b>	<b>2 x Arm Weapons:</b> Varies, Front Arc <b>Head:</b> Varies, Fixed Forward <b>Tail:</b> Varies, 360° Arc <b>Critical: Staggering Blow</b> Move 1D6 random direction. 1 extra damage. If into impassable unit or feature: destroyed. Units moved over/contacted take hit on 6+.		
<b>Forgehound</b>	Speed 30cm Armour 5+ CC 4+ FF 5+ DC 3 Void Shields 2 Notes: <b>Fearless, Reinforced Armour, Walker</b> Faction: <b>Chaos Undivided</b> Head: 1 Tails: 1		
<b>Feral Warhound</b>	Speed 30cm Armour 5+ CC 4+ FF 5+ DC 3 Void Shields 2 Notes: <b>Fearless, Reinforced Armour, Walker. May not be equipped with two Scout weapons of the same type.</b> Faction: <b>Khorne.</b> Head: 1 Tails: 0		
<b>Plaguehound</b>	Speed 25cm Armour 5+ CC 4+ FF 5+ DC 4 Void Shields 2 Notes: <b>Fearless, Reinforced Armour, Walker, May not March</b> Faction: <b>Nurgle</b> Head: 0 Tails: 0		
<b>Warphound</b>	Speed 30cm Armour 5+ CC 6+ FF 4+ DC 3 Void Shields 2 Notes: <b>Fearless, Reinforced Armour, Walker</b> Faction: <b>Tzeentch</b> Head: 1 Tails: 0		
<b>Retlaxi Pattern Death Wheel</b>	Speed 35cm Armour 4+ CC 5+ FF 3+ DC 4 Void Shields 2 Notes: <b>Fearless, Reinforced Armour</b> Faction: <b>Chaos Undivided</b> Critical: <b>Fatal Wobble</b> Move 3D6 random direction, then destroyed. Rolled over or contacted units hit on 4+ <b>2 x Reaper Autocannon</b> AP4+/AT6+, 30cm, Left Arc <b>Battle Cannon</b> AP4+/AT4+, 75cm, Left Arc <b>2 x Reaper Autocannon</b> AP4+/AT6+, 30cm, Right Arc <b>Battle Cannon</b> AP4+/AT4+, 75cm, Right Arc		
<b>Lord of Battles</b>	Speed 25cm Armour 4+ CC 2+ FF 5+ DC 6 Notes: <b>Fearless, Reinforced Armour, Thick Rear Armour</b> Faction: <b>Khorne</b> Critical: <b>Enraging Blow</b> Take 1 damage and move 3D6 random direction. If into impassable: take 1 extra damage. Units moved over/contacted take hit on 4+ <b>2 x Battle C</b> AP4+/AT4+, 75cm, 360° Arc <b>Death Storm</b> 4 x AP4+/AT4+, 45cm, 360° Arc <b>Chainfist</b> Macro Weapon, Extra Attacks (+3). Base Contact.		
<b>Greater Brass Scorpion</b>	Speed 20cm Armour 5+ CC 3+ FF 3+ DC 3 Notes: <b>Fearless, Reinforced Armour, Infiltrator, Invulnerable Save</b> Faction: <b>Khorne</b> Critical: <b>Destroyed Greater Scorpion Cannon</b> 2 x AP3+/AT5+, 45cm, 360° Arc <b>Demolisher Cannon</b> AP3+/AT4+, 30cm, Ignore cover. Fixed Forward <b>2 x Hellmaw Cannon</b> AP4+, 15cm, Ignore cover. Fixed Forward <b>Battle Claws</b> MW, Extra Attacks (+2). Base Contact.		
<b>Subjugator Titan</b>	Speed 35cm Armour 5+ CC 3+ FF 5+ DC 3 Void Shields 2 Notes: <b>Fearless, Reinforced Armour, Walker</b> Faction: <b>Slaanesh</b> Critical: <b>Staggering Blow</b> Move 3D6 random direction. 1 extra damage. If into impassable unit or feature: Destroyed. Units moved over/contacted take hit on 6+. <b>2 x Hell Claw</b> TK(D3), Extra Attack (+1). Base Contact. <b>2 x Battle Cannon</b> AP4+/AT4+, 75cm, 360° Arc.		
<b>Questor Titan</b>	Speed 35cm Armour 5+ CC 5+ FF 3+ DC 3 Void Shields 2 Notes: <b>Fearless, Reinforced Armour, Walker</b> Faction: <b>Slaanesh</b> Critical: <b>Staggering Blow</b> Immediately move D6 in random direction. Take 1 extra damage. If into impassable unit or feature, then destroyed. Units moved over or contacted take hit on 6+. <b>2 x Castigator Cannon</b> 3 x AP3+/AT5+, 45cm, 360° Arc <b>2 x Battle Cannon</b> AP4+/AT4+, 75cm, 360° Arc		
<b>Hell-Scurge</b>	Speed 30cm Armour 5+ CC 6+ FF 3+ DC 2 Notes: <b>Fearless, Reinforced Armour, Invulnerable Save, Walker</b> Faction: <b>Slaanesh</b> Critical: <b>Destroyed Castigator Cannon</b> 3 x AP3+/AT5+, 45cm		
<b>Hell-Knight</b>	Speed 30cm Armour 5+ CC 6+ FF 5+ DC 2 Notes: <b>Fearless, Reinforced Armour, Invulnerable Save, Walker</b> Faction: <b>Slaanesh</b> Critical: <b>Destroyed Thermal Lance</b> MW4+, 30cm and Small Arms, Macro Weapon		
<b>Hell-Strider</b>	Speed 30cm Armour 5+ CC 6+ FF 5+ Notes: <b>Fearless, Invulnerable Save, Scout, Walker</b> Faction: <b>Slaanesh.</b> Type: Armoured Vehicle <b>Lascannon</b> AT5+, 45cm <b>Multi-Melta</b> MW5+, 15cm and Small Arms, MW		
<b>Renegade Knight</b>	Speed 25cm Armour 5+ CC 4+ FF 5+ DC 2 Notes: <b>Fearless, Invulnerable Save, Reinforced Armour, Walker</b> Faction: <b>Chaos Undivided</b> Critical: <b>Destroyed Battle Cannon</b> AP4+/AT4+, 75cm, <b>Forward Arc Heretek Anyon Ray</b> 2 x AP6+/AT6+/AA6+, 30cm, 360° Arc <b>Renegade Chainsword</b> MW, EA(+1). Base Contact.		
<b>Mauler Knight</b>	Speed 30cm Armour 5+ CC 3+ FF 4+ DC 2 Notes: <b>Fearless, Invulnerable Save, Reinforced Armour, Walker</b> Faction: <b>Khorne</b> Critical: <b>Destroyed Twin Meltaguns</b> MW, EA(+1), Small Arms <b>Doom Gauntlet</b> TK(1), EA(+1). Base Contact and Small Arms, Extra Attack (+1) <b>Renegade Chainsword</b> MW, EA(+1). Base Contact		
<b>Decay Knight</b>	Speed 20cm Armour 4+ CC 4+ FF 5+ DC 2 Notes: <b>Fearless, Invulnerable Save, Reinforced Armour, Walker, May not March</b> Faction: <b>Nurgle</b> Critical: <b>Destroyed Heretek Anyon Cannon</b> 4 x AP5+/AT5+, 30cm, <b>Forward Arc Pus Launcher</b> Pod BP1, 30cm, Disrupt. Fixed Forward <b>Renegade Chainsword</b> MW, EA(+1). Base Contact.		
<b>Change Knight</b>	Speed 25cm Armour 5+ CC 5+ FF 4+ DC 2 Notes: <b>Fearless, Invulnerable Save, Reinforced Armour, Walker</b> Faction: <b>Tzeentch</b> Critical: <b>Destroyed Battle Cannon</b> AP4+/AT4+, 75cm, <b>Forward Arc Heretek Anyon Cannon</b> 4 x AP5+/AT5+, 30cm, <b>Forward Arc Warp Blast</b> Pod BP1, 30cm, Ignore cover, Fixed Forward		
<b>Daemonic A. Engine</b>	Speed 25cm Armour 4+ CC 3+ FF 5+ Notes: <b>Fearless, Reinforced Armour</b> Faction: <b>Khorne</b> Type: Armoured Vehicle <b>Blood Cannon</b> 2 x AP4+/AT5+, 30cm <b>Daemonic Blades</b> Extra Attacks (+D3), Base Contact		
<b>Defiler with Mark of Chaos Undivided</b>	Speed 15cm Armour 4+ CC 3+ FF 4+ Notes: <b>Fearless, Invulnerable Save, Infiltrator, Walker</b> Faction: <b>Chaos Undivided</b> Type: Armoured Vehicle <b>Heavy Cannon</b> AP4+/AT4+, 45cm <b>Reaper Autocannon</b> AP4+/AT6+, 30cm <b>Twin Heavy Flamers</b> AP5+, 15cm, Ignore cover and Small Arms, Ignore cover <b>Battle Claws</b> MW, Extra Attack (+1), Base Contact		
<b>Defiler with Trappings of Nurgle</b>	Speed 15cm Armour 3+ CC 4+ FF 4+ Notes: <b>Fearless, Invulnerable Save, Infiltrator, Walker, May not March</b> Faction: <b>Nurgle</b> Type: Armoured Vehicle <b>Heavy Cannon</b> AP4+/AT4+, 45cm <b>Reaper Autocannon</b> AP4+/AT6+, 30cm <b>Twin Heavy Flamers</b> AP5+, 15cm, Ignore cover and Small Arms, Ignore cover <b>Battle Claws</b> MW, Extra Attack (+1), Base Contact		
<b>Defiler with Gifts of Tzeentch</b>	Speed 15cm Armour 4+ CC 5+ FF 3+ Notes: <b>Fearless, Invulnerable Save, Infiltrator, Walker</b> Faction: <b>Tzeentch</b> Type: Armoured Vehicle <b>Heavy Cannon</b> AP4+/AT4+, 45cm <b>Reaper Autocannon</b> AP4+/AT6+, 30cm <b>Twin Heavy Flamers</b> AP5+, 15cm, Ignore cover and Small Arms, Ignore cover <b>Battle Claws</b> MW, Extra Attack (+1), Base Contact		
<b>Cannon of Khorne</b>	Speed 15cm Armour 4+ CC 6+ FF 4+ Notes: <b>Fearless, Invulnerable Save</b> Faction: <b>Khorne</b> Type: Armoured Vehicle <b>Hellcannon</b> MW4+, 75cm		
<b>Hell Blade Fighter</b>	Fighter Armour 6+ <b>2 x Reaper Autocannon</b> AP4+/AT6+/AA5+, 15cm, Fixed Forward	<b>Chaos Despoiler Battleship</b>	<b>Spacecraft</b> Notes: <b>Slow and Steady Orbital Bombardment</b> 3BP, MW <b>3 x Pin-Point Attack</b> MW2+, TK(D3)
<b>Hell Talon Fighter Bomber</b>	<b>Fighter-bomber</b> Armour: 5+ <b>Twin Lascannon</b> AT4+/AA4+, 30cm, Fixed Forward <b>Incendiary Bombs</b> BP2, 15cm, Ignore cover, Fixed Forward <b>Havoc Launcher</b> AP5+/AT6+, 45cm, Fixed Forward	<b>Harbringer Bomber</b>	<b>Bomber</b> Armour 5+ DC 4 Notes: <b>Reinforced A.</b> Critical: <b>Destroyed Incendiary Bombs</b> 6BP, 15cm, Ignore cover. Fixed Forward <b>Reaper Autocannon</b> AP4+/AT6+/AA6+, 30cm, Fixed Forward <b>Reaper Autocannon</b> AP4+/AT6+/AA6+, 15cm, Left Arc <b>Reaper Autocannon</b> AP4+/AT6+/AA6+, 15cm, Right Arc
<b>Greater Daemon Possession</b>	Upgrade: <b>Supreme Commander, Inspiring, Augment Summoning (+2), Daemonic Focus.</b>	<b>Eye of the Gods</b>	Upgrade: <b>Leader</b>
<b>Bloodletters Daemones Plaguebearers Flamers of Tzeentch</b>	Speed 15cm Armour 4+ CC 4+ FF - Notes: <b>Invulnerable Save Hellblades</b> EA(+1), Base Contact Speed 20cm Armour 4+ CC 3+ FF - Notes: <b>Invulnerable Save, First Strike</b> Speed 15cm Armour 3+ CC 4+ FF 6+ Notes: <b>Invulnerable Save</b> Speed 15cm Armour 5+ CC 5+ FF 3+ Notes: <b>Invulnerable Save</b>	<b>Fleshounds Daemones on Steeds Daemonic Beasts Screamer of Tzeentch</b>	Speed 20cm Armour 4+ CC 2+ FF - Notes: <b>Invulnerable Save, Infiltrators</b> Speed 20cm Armour 4+ CC 3+ FF - Notes: <b>Invulnerable Save, Infiltrators, First Strike</b> Speed 20cm Armour 4+ CC 3+ FF - Notes: <b>Invulnerable Save, Infiltrators</b> Speed 30cm Armour 4+ CC 3+ FF - Notes: <b>Invulnerable Save, Jump Pack</b>