

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), 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 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:

Hereteks 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
Chaos Undivided	Retlaxi Cyclone	75 cm	5 x AP4+/AT4+	-	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	60 cm	6 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	<i>Retlaxi Trident</i>	<i>(15cm)</i>	<i>Small Arms</i>	<i>Extra Attack (+1), Titan Killer (D3+1), Shield Piercer: Ignores Fields and Shields, Chaos Undivided only</i>	<i>Carapace</i>
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	<i>Titan Killer (D3+1), Extra Attacks (+2)</i>	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	45 cm	4 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	30 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
Slaanesh	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
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)

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