

ANTIQUATED BANEBLADE SUPER HEAVY TANK

BS	Armor			Structure	Save	Points
	Front	Side	Rear			
3	14	13	12	3	-	659

Type: Super Heavy Tank

Movement: May move up to 6" and fire all weapons.

Weapons:

- Two (2)** Sponson Turret-mounted Lascannons

Name	Range	S	AP	Mode
Lascannon	48"	9	2	Heavy 1

- Coaxial Turret-mounted Battlecannon/Lascannon (can fire one or the other, not both)

Name	Range	S	AP	Mode
Mega Long Battlecannon	72"	9	2	Ordinance 1 Blast Coaxial
Lascannon	48"	9	2	Heavy 1 Coaxial

- Hull-mounted Heavy Bolter

Name	Range	S	AP	Mode
Heavy Bolter	36"	5	4	Heavy 3

- Hull-mounted Demolisher Cannon

Name	Range	S	AP	Mode
Demolisher Cannon	24"	10	2	Ordinance 1 Blast

- Seven (7)** Hull-mounted Autoguns

Name	Range	S	AP	Mode
Autoguns	24"	3	-	Rapid Fire

Special Rules:

- Smoke Launchers: Once per game turn all Penetrating Hits into Glancing.
- Models *Tank Shocked* have a -1 to their Leadership value.
- Super Heavy vehicles may target different units with each weapon.

Super Heavy Glancing Hits

#	Result
1	Gun Crew Shaken. One weapon system may not be used next turn.
2	Gun Crew Shaken. One weapon system may not be used next turn.
3	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. Lose 1" of movement next turn only.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the rest of the game.
4	Secondary System Damaged. One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized. The skimmer slowly lands.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight. The skimmer slowly lands.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

SLAANESH QUESTOR TITAN

WS	BS	S	Armor			I	A	Struct	Save	Points
			F	S	R					
3	4	10	14	13	12	3	2+2	3	2 Void	900

Type: Super Heavy Scout Titan

Movement: May move up to 12" and fire all weapons. May move up to 24" and fire one weapon. May assault 6" into close combat and fight against vehicles, Monstrous Creatures, or buildings.

Weapons:

- Two (2) turret-mounted Tormentor Cannons

Name	Range	S	AP	Mode
Tormentor Cannon (Focused)	60"	9	3	Heavy 3, Large Blast (as Barrage)
Tormentor Cannon (Dispersed)	60"	6	3	Heavy 6, Blast (as Barrage), Pinning

- Under-slung Lascannons

Name	Range	S	AP	Mode
Twin-linked Lascannon	48"	9	2	Heavy 1, Linked

- Two (2) Sponson mounted Blastmasters

Name	Range	S	AP	Mode
Blastmaster (Focused)	48"	8	4	Heavy 1, Blast
Blastmaster (Dispersed)	48"	5	4	Assault 2, Pinning

Special Rules:

- Warp Amp: Enemy within 12" at -1 Ld, within 6" -2 Ld, -3 Ld in contact.
- Chaos Icon: The vehicle is an icon for the Chaos god Slaanesh, and can be used as a source for daemon summoning.
- Void Shields: AV12 field on all sides, destroyed on any Penetrating or Glancing hit, recovered at end of turn on a 6.
- Super Heavy vehicles may target different units with each weapon.
- Titan*: Non-monstrous infantry in close combat can only inflict *Glancing Hits*. Each weapon adds +1 attack and is reduced when the weapon is damaged. May leave combat with non-monstrous infantry. *Tank Shock* causes a WS1 S6 Init10 power weapon hit on every model in base contact in the next assault phase in addition to normal close combat attacks, if applicable. Titans may shoot at different targets than they Tank Shock or assault.
- Scout Titan: May ignore enemy models while moving in an *Open Ground Sprint* (4x movement rate without firing any weapons or assaulting).

Super Heavy Glancing Hits

#	Result
1	<i>Gun Crew Shaken.</i> One weapon system may not be used next turn.
2	<i>Gun Crew Shaken.</i> One weapon system may not be used next turn.
3	<i>Gyros Off-Balance.</i> May not ignore low terrain next turn.
4	<i>Driver Stunned.</i> Lose 1" of movement next turn only.
5	<i>Power Plant Damaged.</i> Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	<i>Vehicle Damaged.</i> Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	<i>Driver Injured.</i> Lose D3" of movement next turn only.
2	<i>Targeting System Damaged.</i> Only one ranged weapon may shoot next turn.
3	<i>Power Plant Critical.</i> Lose D3" of movement for the rest of the game.
4	<i>Secondary System Damaged.</i> One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	<i>Primary System Damaged.</i> One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	<i>Control Systems Damaged.</i> Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	<i>Repair Systems Engaged!</i> Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	<i>Power Plant Beyond Repair.</i> The vehicle cannot move for the rest of the game. It is immobilized.
3	<i>Targeting System Destroyed.</i> No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	<i>Total Systems Failure.</i> The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight.
5	<i>Cascading Chain Reaction.</i> The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	<i>Power Core Meltdown.</i> The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

CHAOS WARHOUND TITAN

WS	BS	S	Armor			I	A	Struct	Save	Points
			F	S	R					
3	4	10	14	13	12	3	2+2	3	2 Void	760

Type: Super Heavy Scout Titan

Movement: May move up to 12" and fire all weapons. May move up to 24" and fire one weapon. May assault 6" into close combat and fight against vehicles, Monstrous Creatures, or buildings.

Weapons:

- May choose two turret-mounted weapons

Name	Range	S	AP	Mode
Plasma Blastgun	54"	8	2	Ordinance 1 Blast, Titan Killer (D3)
Turbo Laser	72"	9	2	Heavy 2 Blast (as Barrage)
Vulcan Mega Bolter	36"	6	4	Heavy 12, Rending
Inferno Gun	36"	6	3	Heavy 3 Blast, Wounded test for fallback

Special Rules:

- Warp Amp: Enemy within 12" at -1 Ld, within 6" -2 Ld, -3 Ld in contact.
- Void Shields: AV12 field on all sides, destroyed on any Penetrating or Glancing hit, recovered at end of turn on a 6.
- Super Heavy vehicles may target different units with each weapon.
- Titan:* Non-monstrous infantry in close combat can only inflict *Glancing Hits*. Each weapon adds +1 attack and is reduced when the weapon is damaged. May leave combat with non-monstrous infantry. *Tank Shock* causes a WS1 S6 Init10 power weapon hit on every model in base contact in the next assault phase in addition to normal close combat attacks, if applicable. Titans may shoot at different targets than they Tank Shock or assault.
- Scout Titan: May ignore enemy models while moving in an *Open Ground Sprint* (4x movement rate without firing any weapons or assaulting).

Super Heavy Glancing Hits

#	Result
1	Gun Crew Shaken. One weapon system may not be used next turn.
2	Gun Crew Shaken. One weapon system may not be used next turn.
3	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. Lose 1" of movement next turn only.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the rest of the game.
4	Secondary System Damaged. One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

CHAOS REAVER TITAN

WS	BS	S	Armor			I	A	Struct	Save	Points
			F	S	R					
4	4	10	14	13	12	4	2+2	5	4 Void	1460

Type: Super Heavy Titan Walker

Movement: May move up to 12" and fire all weapons. May assault 6" into close combat and fight against vehicles, Monstrous Creatures, or buildings.

Weapons:

- May choose two arm turret-mounted weapons and one top turret weapon.

Name	Range	S	AP	Mode
Plasma Blastgun	54"	8	2	Ordinance 1 Blast, Titan Killer (D3)
Turbo Laser	72"	9	2	Heavy 2 Blast (as Barrage)
Vulcan Mega Bolter	36"	6	4	Heavy 12, Rendering
Inferno Gun	36"	6	3	Heavy 3 Blast, Wounded test for fallback
Multi Missile Launcher (Krak)	48"	8	3	Heavy 3, Linked
Multi Missile Launcher (Frag)	48"	4	6	Heavy 3, Blast, Linked
Power Fist	-	10	-	Titan CCW, adds +D3 attacks instead of +1.
Chain Fist	-	10	-	Titan CCW, Titan Killer (D3).
Lash	-	10	-	Titan CCW, re-roll failed wounds, roll 2D6 on damage tables.

Special Rules:

- Warp Amp: Enemy within 12" at -1 Ld, within 6" -2 Ld, -3 Ld in contact.
- Void Shields: AV12 field on all sides, destroyed on any Penetrating or Glancing hit, recovered at end of turn on a 6.
- Super Heavy vehicles may target different units with each weapon.
- *Titan*: Non-monstrous infantry in close combat can only inflict *Glancing Hits*. Each arm turret weapon adds +1 attack and is reduced when the weapon is damaged. May leave combat with non-monstrous infantry. *Tank Shock* causes a WS1 S6 Init10 power weapon hit on every model in base contact in the next assault phase in addition to normal close combat attacks, if applicable. Titans may shoot at different targets than they Tank Shock or assault.
- Titan CCW: Dreadnought CCW. Arm turret mount only. Allows assaulting and close combat against non-Monstrous models. If CCW is destroyed, it may only assault or fight against vehicles, Monstrous Creatures, or buildings.

Super Heavy Glancing Hits

#	Result
1	Gun Crew Shaken. One weapon system may not be used next turn.
2	Gun Crew Shaken. One weapon system may not be used next turn.
3	Gyros Off-Balance. May not ignore low terrain next turn.
4	Driver Stunned. Lose 1" of movement next turn only.
5	Power Plant Damaged. Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	Vehicle Damaged. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

Super Heavy Penetrating Hits

#	Result
1	Driver Injured. Lose D3" of movement next turn only.
2	Targeting System Damaged. Only one ranged weapon may shoot next turn.
3	Power Plant Critical. Lose D3" of movement for the rest of the game.
4	Secondary System Damaged. One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	Primary System Damaged. One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	Control Systems Damaged. Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

Super Heavy Catastrophic Damage

#	Result
1	Repair Systems Engaged! Make a Leadership test for the vehicle using Leadership 10. If passed, one structure point is repaired. If failed, roll again on this table.
2	Power Plant Beyond Repair. The vehicle cannot move for the rest of the game. It is immobilized.
3	Targeting System Destroyed. No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock).
4	Total Systems Failure. The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight.
5	Cascading Chain Reaction. The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	Power Core Meltdown. The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.

FULGRIM

DAEMON PRIMARCH

	Points	WS	BS	S	T	W	I	A	Ld	Save
Fulgrim	725	10	5	8	8	5	6	6+3	10	2+/4+

Rules Summary: Independent Character, Monstrous Creature, Psyker, Feel No Pain (S6 or less), Daemonic Visage, Frag Grenades, Combat Drugs, Rapturous Standard, Daemonic Mastery (move terrain), Lash of Agony (5" Kill Zone), Many Swords (+3 attacks, wound on 3+, 6 to-hit ignores Inv Saves), Soporific Musk (take over enemy character), Allure of Fulgrim (36" range), Infiltrate, Deep Strike, Hit & Run, Daemonic Speed, Daemonic Flight.

Special Rules:

Independent Character:

Monstrous: He ignores armour saves in close combat and roll 2D6 + their strength versus vehicle armour values for any close combat attacks they make.

Feel No Pain: As long as the attack has strength of 6 or less.

Sorcerer: *Gift of Chaos* (6" range, greater than Toughness to become a spawn), *Fuelled by Pain* (successful save in CC gives extra attack), and *Siren* (Cannot be assaulted or shot at). He automatically passes all psychic tests.

Psychology: Daemon Primarchs have *Daemonic Visage*, instilling on their opponents a -2 modifier to Leadership. *Fearless*.

Movement: *Daemonic Flight* as Greater Daemon. *Deep Strike* or *Infiltrate* and, if unattended by a retinue, may make *Hit and Run* attacks. *Daemonic Speed*. He may move as if he has a Jump Pack in the movement phase, and may assault 12" in the assault phase. If he chooses to move more than 6" in both the movement and assault phases, roll a D6. On a result of a 1, Fulgrim will take a wound as if passing through Dangerous Terrain. In any turn in which he moves more than 6" during the movement phase, he may not *Fleet* with his Daemonic Speed.

Equipment: *Rapturous Standard* (Feel No Pain within 6" once), *Frag Grenades*, *Combat Drugs* (Move Through Cover, +1 WS, +1 S, +1 A, ignore first failed save)

Allure of Fulgrim: Fulgrim uses the Daemonic Gift *Allure of Slaanesh* with a range of 36" instead of 12".

Lash of Agony: A long barbed lash seeped in the blood of six hundred and sixty six of Slaanesh's faithful; Fulgrim's whip enables him to fight with full attacks against any model within 5", even if he is not in base contact with any models. Therefore Fulgrim may initiate an assault against an enemy unit even if there are no models in base contact with him, and if he is not within any other model's Kill Zone. Fulgrim's Kill Zone is essentially extended to 5" from his base. If he uses this ability (i.e. fight when he isn't in base contact with any models), he may not use the bonus attacks or poison ability from the Many Swords.

Many Swords of Fulgrim: Poisoned (never requiring worse than a 3+ to wound) and count as three additional close combat weapons (bonuses included in profile). Up to one to-wound roll of 6 per turn ignores Invulnerable Saves.

Soporific Musk: Fulgrim counts as having an *Aura of Acquiescence*, which he may decide whether or not to use during any close combat phase. Also, at the beginning of his turn, Fulgrim may target any enemy unit or Independent Character within 12". The enemy player rolls a D6 and adds his leadership to the score. Fulgrim does the same. If Fulgrim's total exceeds the enemy's total, that unit or Independent Character falls fully under the Daemon Primarch's control for the remainder of that turn. They may be moved, they may shoot, and they may assault as normal, but they cannot be caused to damage themselves in impassable terrain or be made to move off of the board. Attacks may be directed against the victim by either side, and Fulgrim may decide whether to attack back or not. All targeting rules apply as normal, and all saves must be attempted. (He cannot choose to fail an Invulnerable save, for example.) Such is Fulgrim's persuasiveness that models normally immune to Leadership tests are susceptible, including Tyranids and swarms. Any model with a Leadership characteristic is fair game, including other Primarchs. This ability may be used if the Primarch is in close combat, and only lasts for the Daemon World player's turn.

Daemonic Mastery: A Daemon Primarch rules over the world on which the battle is taking place, and is able to re-make it on a whim. If on a foreign planet outside of the Eye of Terror, the master has obviously managed to achieve some sort of intimate connection with the landscape, perhaps through the erection of a towering icon praising the daemon god he worships or through the ritual sacrifice of innocent souls. At the start of the Chaos player's turn, before movement or Reserve rolls, the Daemonic Master may move one terrain feature completely within 48" of himself D6" in any direction. The feature retains its orientation and will not damage or move any models, friendly or otherwise, due to its movement; although, they may be forced to take a Difficult and/or Dangerous Terrain test in their next turn. The terrain feature is moved out from under the models, even if it is a building or would otherwise seem impossible! If this movement causes a change in elevation, simply place the models directly below (or above, owning player's choice) their original position. On a distance roll of 6", the terrain feature may be removed from the table completely. This is not a psychic power, but more of an innate connection to the landscape, and may not be nullified in any way. Daemonic Mastery grants the army a Strategy Rating of 3.