

# Angron

**POINTS: 750**

Angron was one of the super-human Space Marine Primarchs created by the Emperor of mankind in an effort to battle against the tide of Chaos. From Angron's genetic material the Emperor created the World Eaters Space Marines. Angron fought innumerable campaigns alongside Horus and deeply respected his ability as a great military tactician and his sense of honor and pride as a warrior.

Angron was the first Primarch to join Horus in revolt against the Emperor, for Angron knew Horus as a brother and supported the Warmaster in demanding a new order of discipline and martial virtue as the only way to save mankind from destruction. Once the rebellion turned into full-scale civil war Angron and the World Eaters were drawn into bloodier and bloodier conflicts. He realized too late that instead of saving the Imperium they were destroying it, but his pride prevented him withdrawing from the war and his good intentions became his downfall as he was drawn into the embrace of Chaos.

The World Eaters has always been the most savage and warlike Space Marines and Angron led them in the worship of Khorne, god of war and bloodshed. Though Angron's loyalty to the Imperium was once exemplary, Khorne appealed to his honor and martial pride more than the Emperor ever could. As a Champion of Khorne Angron led the World Eaters through some of the greatest and bloodiest battles of the Horus Heresy, including the assault on the Imperial palace. When the heresy failed and Horus was slain, Angron and his World Eaters battled halfway across the galaxy to reach the Eye of Terror and the Daemon World Khorne had prepared for them.

Khorne has wrought many changes in Angron during the Primarch's service. Angron is now a hulking, muscular giant with skin the color of spilt blood. His face is a bestial and fang filled, his eyes milky white without iris or pupil. Angron fights with a mighty Chaos blade of black glowing iron etched with runes of doom and destruction. His voice is a mighty storm and mortals quail at his approach.

ANGRON, DAEMON PRIMARCH OF THE WORLD EATERS											
	Points	WS	BS	S	T	W	I	A	Ld	Save	
Angron	750	9	0	10	8	7	6	6	10	2+/4+	

**Unit Type:** Angron is a Monstrous Creature.

**Number/Squad:** Unique

**Daemonic Gifts:** Angron has been highly rewarded by his patron, Khorne. He comes to the battle wielding *Angron's Sword*. He has

## SPECIAL RULES

**Daemon, Monstrous Creature, Offensive & Defensive Grenades, Fearless, Hit & Run.**

**Angron's Chosen:** As a Daemon Primarch, Angron is entitled to a retinue of Khorne's finest warriors. He may be accompanied into combat by a unit of Bloodthirsters, chosen as normal from *Codex: Chaos Daemons*. The entire retinue may enter the battlefield via *Deep Strike*. The retinue forms a single unit, and therefore none of the models may be singled out by enemy shooting.

**Angron's Sword:** Khorne has gifted his champion with a massive black rune sword, with a blade nearly 8 meters long! It is a *Daemon Weapon*, providing him with +D6 additional attacks. Any to-hit rolls of a 6 are resolved as *Destroyer* hits including the modifier to the vehicle damage table.

**Barbed Tail:** Angron has a large, broad, spiny tail. It functions as an additional close combat weapon. Alternately, he can use it to clear the area around him when things are getting too tight. Instead of attacking with his sword he swings his tail around generating a single attack on every enemy model engaged in close

combat with him as if he were a Gargantuan Creature performing a Stomp attack. **Angron's Roar:** During the shooting phase instead of shooting a weapon, the Daemon Primarch may single-out a single enemy unit, model, or even Independent Character anywhere on the battlefield. Angron then bellows, a deafening roar filling the ears and minds of the target with the terror of Khorne's wrath. The target must immediately test to avoid being *Pinned*. If failed, the target may choose to *Fall Back* instead. If passed, Angron's intimidation still throws his foe off balance, allowing him to hit the opponent on a 2+ in close combat. Once per game Angron may use the *Bloodthirst of Khorne* strategic asset, centered on him.

**Primarch:** The presence of a Daemon Primarch on the battlefield is an inspiring sight to all of Khorne's warriors. He is a Chaos Icon for the daemons of the chaos god Khorne and makes all friendly models with the Mark of Khorne within 24" *Fearless*. If killed, the Primarch's corpse is always a *Trophy Kill* (counts as an objective).

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# Mortarion

**POINTS: 650**

During the Horus Heresy the Death Guard Space Marines joined the rebel Warmaster Horus and took part in many battles against forces loyal to the Emperor. Mortarion, Primarch of the Death Guard, turned to the worship of Nurgle, Lord of Decay, after the entire Legion became trapped in the warp and was ravaged by plague. Mortarion's fevered ravings were answered by Nurgle who saved the Death Guard and made Mortarion his Champion. Subsequently Mortarion led his Space Marines on a merry dance of destruction over a score of planets. Following the death of Horus and the effective end of the Heresy, Mortarion fled with the rotting remnants of his Space Marines into the Eye of Terror. There he received Nurgle's ultimate reward and ruled the Plague Planet as the Daemon Prince Mortarion.

Mortarion is a cowed, skeletal figure wrapped in tattered robes which flap in an ethereal, pestilent breeze. He bears a daemon-etched scythe to reap the souls of the living.

The Daemon Primarch of the Death Guard, Mortarion, is a massive figure, fighting on with exposed bone, decaying daemon-tail, large skinless wings, and a ragged, torn cloak pulled low over his empty eye sockets. He continues to wear portions of his once-immaculate artificer armour; the fact that pieces of it have disintegrated or fallen away is either unnoticed or unimportant to the plans of Nurgle's chosen.

MORTARION, DAEMON PRIMARCH OF THE DEATH GUARD										
	Points	WS	BS	S	T	W	I	A	Ld	Save
<b>Mortarion</b>	650	6	6	7	8	6	5	5	10	2+/4+
<b>Nurgling Swarm</b>	12	2	0	3	3	3	2	3	10	-/5+

**Unit Type:** Mortarion is a Monstrous Creature.

**Number/Squad:** Unique

**Daemonic Gifts:** Nurgle favors Mortarion as his champion. He wields the *Death Scythe* and is infested with a *Nurgling Swarm* and the *Plague Rot*. He has *Daemonic Flight*, *Chaos Armor* (providing a 2+ armour save), and a gigantic *Skeletal Frame*.

## SPECIAL RULES

**Daemon, Monstrous Creature, Offensive & Defensive Grenades, Fearless, Hit & Run.**

**Death Scythe:** The gigantic rusted and decaying scythe carried by Mortarion functions as a *Plaguebringer* (see Codex: Chaos Space Marines) although it is more intensely poisoned. It wounds all enemy models on a 3+ at worst. The Death Scythe is a Chaos Icon.

**Nurgling Swarm:** Mortarion is infested with a veritable horde of Nurglings, with 3 to 10 swarm bases forming a unit with him (at the normal cost). They crawl all over his skeletal body and underneath his cloak. The Nurglings follow along with their master, and may move as he does (*Daemonic Flight* or *Slow and Purposeful*). Although the Nurglings may be targeted as normal, any shot directed at Mortarion is just as likely to hit a tiny daemon. Any successful hit targeted at the Primarch hits one of the Nurgling bases instead on a D6 roll of 4 or more. This rule only applies while there are any Nurgling bases alive and to shooting attacks, as the Nurglings will fight as normal in close combat. Mortarion and his Nurgling Swarm may enter the field using the *Deep Strike* rules if they are in effect. Both Mortarion and his Nurglings may make *Hit and Run* attacks, as a Primarch may pick-and-choose his opponents in close combat.

**Plague Rot:** The *Aura of Decay* exuded by Mortarion and the clouds of disease that he leaves in his wake has a range of 12", and has a strength of 5.

**Plague Wind:** This psychic power is used in the shooting phase instead of shooting another weapon. Place one Hellstorm Template so that any part of it is touching Mortarion's base, and

**Sorcerer:** Mortarion is an expert of the application of death and decay, and uses sorcery to further that end. He has the psychic powers *Plague Wind* and *The Touch of Death* (see below). He automatically passes all psychic tests.

then place a second Hellstorm Template such that any part of it is touching the first template. Any model touched by either template suffers a wound on a 4+ as if affected by *Breath of Chaos*.

**The Touch of Death:** Instead of making normal close combat attacks, Mortarion may apply The Touch of Death. He slowly reaches out and places his skeletal hand on his victim. Upon contact, the sum total of Papa Nurgle's maladies flow into the victim's body, turning it into a rotted carcass in a matter of seconds. Mortarion may use this psychic power in the assault phase as a single close combat attack at Initiative 1. If the hit is successful, the victim suffers a *Destroyer* hit with no saves allowed (including Invulnerable Saves).

**Skeletal Frame:** Mortarion is a huge walking skeleton, any flesh long ago having rotted away, and he covers himself with a filthy and diseased hooded cloak. The bones of his skeleton have hardened to a supernatural firmness, however, granting him the *Feel No Pain* special rule. As Mortarion has a special affinity with the diseases and corruptions designed by his patron god, he may not be wounded by any daemon of Nurgle or any model with the Mark of Nurgle. When not moving by his wings (i.e. in the Assault Phase) Mortarion is *Slow and Purposeful*.

**Primarch:** The presence of a Daemon Primarch on the battlefield is an inspiring sight to all of Nurgle's warriors. He makes all friendly models with the Mark of Nurgle within 24" Fearless. Plague Marines and Plaguebearers within this 24" range have their initiatives increased to 5. If killed, the Primarch's corpse is always a *Trophy Kill* (counts as an objective).

# Fulgrim

## POINTS: 725

The Emperor's Children Space Marine Legion was dispatched to pacify the rebel Warmaster Horus at the start of the Heresy, before the Emperor knew the full scale of Horus' abomination. At first Fulgrim, Primarch of the Emperor's Children, tried to negotiate with the Warmaster and dissuade him from his rebellion. While they parleyed Fulgrim was corrupted by the Warmaster. A tendril of power from the Chaos God Slaanesh insinuated itself in to Fulgrim's mind and began to slowly bend him to the will of the Lord of Pleasure. Fulgrim resisted staunchly at first but little by little his fortitude was eroded away as his enhanced senses were stimulated beyond endurance and whispered promises awoke unspoken desires. Eventually Fulgrim's mighty will was broken and he joined Horus, surrendering to the hedonistic pleasures of Slaanesh. As Fulgrim delved deeper into depravity the Emperor's Children followed him into heresy.

In the was against the Imperium Fulgrim led the Emperor's Children in an orgy of destruction against the undefended civilian populations of a dozen systems, slaughtering and enslaving millions in pursuit of their pleasures. When the Warmaster was slain by the Emperor Fulgrim fled to the Eye of Terror with the remaining Emperor's Children.

Centuries of worship have changed Fulgrim beyond all recognition. Serpent bodied and many armed, Fulgrim has been twisted into a monstrous daemonic creature. Despite his monstrous appearance, Fulgrim radiates a strange beauty and physical attraction, captivating and colored soporific musk billow around Fulgrim wherever he goes, weakening the will and awakening disturbing desires in those who breathe the heady musk.

FULGRIM, DAEMON PRIMARCH OF THE EMPEROR'S CHILDREN										
	Points	WS	BS	S	T	W	I	A	Ld	Save
<b>Fulgrim</b>	725	10	5	8	8	5	6	5+3	10	2+/4+

**Unit Type:** Fulgrim is a Monstrous Creature.

**Number/Squad:** Unique

**Daemonic Gifts:** His patron, Slaanesh, has deliciously rewarded Fulgrim. He brandishes a *Lash of Agony* and the *Many Swords of Fulgrim*, and injects himself with *Combat Drugs*. He exudes *Soporific Musk* and the *Allure of Fulgrim*. He has a *Serpentine*

### SPECIAL RULES

**Daemon, Monstrous Creature, Offensive & Defensive Grenades, Fearless, Hit & Run.**

**Fulgrim's Chosen:** As a Daemon Primarch, Fulgrim is entitled to a retinue of Slaanesh's finest warriors. He may be accompanied into combat by a unit of Chosen or Terminator Chaos Space Marines (equipped as in the *Emperor's Children Warband Legendary Formation*), Noise Marines, or a unit of any Slaaneshi daemon. One model in Fulgrim's retinue of Chaos Space Marines may be a Chaos Lord and one model may be upgraded to a Chaos Sorcerer (all at normal point costs with normal equipment limitations). Due to his duplicitous nature, Fulgrim and his Chaos Space Marine retinue may *Infiltrate*, while the daemons *Deep Strike* as normal.

**Lash of Agony:** A long barbed lash seeped in the blood of six hundred and sixty six of Slaanesh's faithful; Fulgrim's whip reduces the number of attacks of all enemy models locked in combat with him by 1, to a minimum of 1. Alternately, he may choose one model in base contact with him and lower its attacks by D6 to a minimum of 0.

**Many Swords of Fulgrim:** Slaanesh has gifted Fulgrim with several additional arms, each of which carries a beautiful and deadly sword. He attacks with all of these weapons in an intricate martial display, as dazzling as it is potent. The Many Swords are poisoned (never requiring worse than a 4+ to wound) and count as three additional close combat weapons (bonuses included in profile). Any to-hit roll of 6 generates another attack for the Primarch, resolved immediately. Any to-wound roll of 6 ignores Invulnerable Saves.

**Combat Drugs:** The Emperor's Children Chaos Space Marine Legion, since their fall, have been free experimenters with any process or drug that they may use to improve their battlefield

*Body, Daemonic Wings, and Chaos Armour* (providing a 2+ armour save).

**Sorcerer:** Fulgrim is a master sorcerer with a direct connection to the Warp. He has the daemonic powers Boon of Mutation, Daemonic Gaze, and Lash of Submission. He automatically passes all psychic tests.

experience or capabilities. The Daemon Primarch Fulgrim has distilled the warp essence of a hundred Eldar warriors into a potent cocktail that enables him to push his reaction time to the limit of his being. At the start of any assault phase, Fulgrim may activate his Combat Drug injector and take a Leadership test. If he passes his test, Fulgrim may double his base number of attacks. If he fails, he takes a wound with no saves allowed.

**Allure of Fulgrim:** Fulgrim uses the daemonic power *Lash of Submission* with a range of 36".

**Soporific Musk:** At the start of his movement phase, if Fulgrim is not locked in close combat he may activate his Soporific Musk. While this power is active, all enemy models are overwhelmed by feelings of great affection toward the Daemon Primarch. No enemy model may launch an assault with Fulgrim as the target unit. The power lasts until the start of Fulgrim's next movement phase and is canceled if Fulgrim elects to shoot or assault an enemy model.

**Serpentine Body:** The lower portion of Fulgrim's body has been transformed into that of a large serpent of Slaanesh, granting him the ability to move as *Cavalry*. He has also been gifted with huge, silken *Daemonic Wings* as well. As such he may move as Jump Infantry 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.

**Primarch:** The presence of a Daemon Primarch on the battlefield is an inspiring sight to all of Slaanesh's warriors. He is a Living Icon for the chaos god Slaanesh and makes all friendly models with the Mark of Slaanesh within 24" *Fearless*. If killed, the Primarch's corpse is always a *Trophy Kill* (counts as an objective).

# Magnus the Red

**POINTS: 720**

*Even before the Horus Heresy the Thousand Sons became involved with the arcane lore and the practice of sorcery. Despite warnings from the Emperor their Primarch, known as Magnus the Red or Cyclopean Magnus for his flaming red hair and single eye, continued to delve deeper into the mysteries of the warp. Magnus remained loyal, however, even attempting to warn the Emperor about Horus through his arcane powers. But the Emperor, mistrustful of anything tinged by the warp and Chaos, sent Leman Russ and the Space Wolves to destroy the Thousand Sons' homeworld. Once driven into war, Magnus had little choice but to ally himself with Tzeentch, the greatest magician of the Chaos Gods, to avoid total destruction. Magnus escaped the aftermath of the Horus Heresy by using his sorcerous powers to open a Warp interface through which the ships of the Thousand Sons could flee to the Eye of Terror. There, Tzeentch granted Magnus the Planet of Sorcerers to rule as his own.*

*Over the centuries Cyclopean Magnus has become a sorcerer of the most consummate power. His single eye blazes with mystic energy and his limbs constantly burn with blue-white witchfire*

MAGNUS THE RED, DAEMON PRIMARCH OF THE THOUSAND SONS										
	Points	WS	BS	S	T	W	I	A	Ld	Save
<b>Magnus the Red</b>	720	8	6	9	8	6	6	5	10	2+/4+

**Unit Type:** Magnus is a Monstrous Creature.

**Number/Squad:** Unique

**Daemonic Gifts:** Magnus has been embraced by the master of magic, and rewarded to the level of one befitting his status as Daemon Primarch. He carries the *Red Scepter*. He sees with the *All Seeing Eye* and is a *Warp Conduit*. He has *Chaos Armour* (providing a 2+ armour save) and *Daemonic Wings*.

## SPECIAL RULES

**Daemon, Monstrous Creature, Offensive & Defensive Grenades, Fearless, Hit & Run.**

**Chosen of the Red:** Magnus felt betrayed by the cabal of Ahriman and the Rubic that cost him his mortal followers. He therefore isolates himself from the less faithful of his disciples. When in battle, Magnus brings a retinue of the most powerful sorcerers of Tzeentch: the Greater Daemons. He may be accompanied into combat by a unit of Lords of Change chosen as normal from *Codex: Chaos Daemons*. The entire retinue may enter play via *Deep Strike*. The retinue forms a single unit, and therefore none of the models may be singled out by enemy shooting.

**The Red Scepter:** The rod that Magnus carries is capped off with a brilliant red gem, the exact color as the hair on the Primarch's head. The scepter functions as a *Deathscreeamer* and a *Force Weapon*. It allows Magnus to use more than one psychic power per turn. He may use the first one as normal. On a 4+, he may use a second one. After that, he may continue to attempt to use additional psychic powers, succeeding on a D6 roll of 4+. If he ever fails this roll, the Primarch may cast no other psychic abilities for the rest of the turn. Magnus may use the same power more than once per turn.

**All Seeing Eye:** The key to Magnus' power is his one, cyclopean eye. By glancing across the battlefield, he may cause an enemy model within line of sight to re-roll one successful die roll (armour save, to-hit, or to-wound roll) of Magnus' choosing per turn. The results of the second roll must be accepted in every case.

**Power Storm:** This psychic power is used in the shooting phase instead of shooting a weapon. Magnus the Red calls down a rain of pure warp energy upon his foes, melting armour and mutating flesh. The Power Storm has the following profile: Range: 24" S8 AP1 Apocalypse Barrage (3).

**Primarch:** The presence of a Daemon Primarch on the battlefield is an inspiring sight to all of Tzeentch's warriors. He is a Chaos Icon for daemons of the chaos god Tzeentch and makes all friendly models with the Mark of Tzeentch within 24" *Fearless*. If killed, the Primarch's corpse is always a *Trophy Kill* (counts as an objective).

**Sorcerer:** Magnus is the ultimate sorcerer. Even before his godhood, the universe knew no parallel. He possesses the psychic powers *Bolt of Change*, *Warptime*, *Doom Bolt*, *Gift of Chaos*, *Wind of Chaos*, and *Power Storm*. He automatically passes all psychic tests.

**Warp Conduit:** One of Tzeentch's gifts to the sorcerer Magnus was an intimate connection to the power of the Warp. As such, it is easy for the Primarch to redirect any hostile Warp energy harmlessly into the infinite power well from whence it came.

- Magnus's Warp Conduit acts as if he has a Psychic Hood. Additionally, if a Psychic power is directed at Magnus or any unit that he has joined, the Primarch is more likely to defeat it. After it is determined that the power was successfully cast, roll a D6. On a roll of 2 or more the power has no effect.
- Once per turn, at the start of Magnus' movement phase, Magnus may choose to terminate any one Psychic power within 24" that is currently active.
- Once per game, at the start of Magnus' movement phase, the Daemon Primarch may choose to cause a *Warp Drain*, removing all Warp or Psychic energy from the surrounding area. All Psychic powers within 24" are automatically removed from play, and no other Psychic or Psychic-like powers may be activated within 24" until the start of Magnus' next movement phase. Any model with the Soulless special rule takes an automatic S6 hit. Wraithguard, all models with the Slow and Purposeful special rule, and every vehicle with the Daemonic Possession upgrade trapped within range of the Warp Drain may not move or fight back in close combat. Any model with psychic abilities must take a psychic test or suffer the Perils of the Warp.
- At the beginning of Magnus' movement phase in the turn following a Warp Drain, the Cyclopean Magnus and any friendly models within the 24" range may be removed from play. They count as destroyed, but opponents only receive half victory points. If any friendly models are removed, Magnus must accompany them, but not all friendly models must be removed or, indeed, any.

# Perturabo

## POINTS: 740

*Perturabo was a mighty warrior with a keen tactical mind when the Emperor discovered him on Olympia and gave him charge of the Iron Warriors Space Marine legion. He led his troops on many successful campaigns; finding victory with strategy and tactics if possible or with ruthless ferocity when deemed necessary. After squelching a rebellion on his home planet through the use of excessive force and brutal bloodshed, the Iron Warriors knew they could never return to the Emperor's light. They rebelled alongside the Alpha Legion and Night Lords at Istaan V.*

*It was Perturabo that organized the siege of the Emperor's palace on Terra. Only Horus' impatience at the rate of progress caused the Warmaster to challenge the Emperor, as Perturabo insisted that the siege was well in-hand. Denied of his victory, Perturabo took his Iron Warriors to Sebastus IV where they designed the perfect trap to foil their pursuers, Rogal Dorn's Imperial Fists. Although unable to engineer the death of the loyal Primarch at the Eternal Fortress, Perturabo was elevated to Daemonhood through the sacrifice of the gene seed from over four hundred murdered Space Marines.*

*Perturabo has taken the fortress-world Medregard within the Eye of Terror and rules over it absolutely, paying attention to the slightest detail, ever watchful for Imperial spies or traitors within his ranks. He sits on a massive throne, as much machine as he is daemon, and pours over tactical displays. His red eyes burn from deep within his archetypical helmet as billions of Obliterator nanites skitter over his armour, hardening it and preparing his body for the next inevitable campaign.*

PERTURABO, DAEMON PRIMARCH OF THE IRON WARRIORS										
	Points	WS	BS	S	T	W	I	A	Ld	Save
<b>Perturabo</b>	740	7	6	6/10	6	7	5	5	10	2+/4+

**Unit Type:** Perturabo is a Monstrous Creature.

**Number/Squad:** Unique

**Daemonic Gifts/Equipment:** Perturabo has been rewarded by a host of chaos powers for his many nefarious deeds over the centuries. He carries *Forgebreaker*, and *The Iron Cannon*. His

### SPECIAL RULES

**Daemon, Monstrous Creature, Offensive & Defensive Grenades, Fearless, Hit & Run, Tank Hunter, Night Vision**

**Forgebreaker:** Presented to the Primarch by the Warmaster Horus, Perturabo's hammer is a master-crafted Thunderhammer. At the start of any round of close combat, if the Primarch rolls less than his initiative on a D6, he may attack with Forgebreaker at his normal initiative. After his elevation to Daemon Prince, Forgebreaker became a symbol of Perturabo's resolve, and makes all friendly models within 24" and Line of Sight of the Daemon Primarch *Fearless*.

**Obliteration:** The Primarch of the Iron Warriors has allowed himself to become infected with the Obliterator Virus in an effort to control the mutation of the disease. His entire torso and a large portion of his left arm have been taken over by the warp-powered nanites, enabling him to manifest a vast variety of weapons and instruments. He has the *Obliterator Weapons* special rule from *Codex: Chaos Space Marines* and is *Slow and Purposeful*. Perturabo's Obliteration also grants him a form of regeneration, allowing him to recover a lost wound at the end of his turn (provided he is still alive) on a D6 roll of 5+. Roll once per lost wound. As a carrier, Perturabo can spread an air born version of the virus at nearby friendly units. Instead of shooting a weapon, the Daemon Primarch can cast a cloud of the virus on any friendly infantry unit within 18". On a D6 roll of 6, the mutation is ineffective. On any other roll, the unit gains +1 Toughness and the *Feel No Pain* special rule until the start of Perturabo's next turn.

**The Iron Cannon:** The great siegemaster lost his left hand during a prolonged battle with an Eldar daemon-Avatar during the assault of the Crystal Towers of Daestreon. He returned to the battle lines a few short hours later having replaced his hand with a massive barreled weapon of his own forging and proceeded to bombard the beautiful alien city until it was dust beneath his feet. The Iron Cannon is a Hellhammer Cannon with an integrated master-crafted Servo Arm. The Iron Cannon cannot be fired in any turn in which Perturabo or his unit moves.

**Chosen of Perturabo:** Originally members of the Iron Warriors First Company, the Daemon Primarch's retinue is made up of any number of *Obliterators*. He and his retinue form a single unit, and no model may be singled-out for shooting purposes.

**Like a Steel Trap:** A master of strategy, Perturabo knows how to organize supply lines and reinforcements better than anyone. A

body bears the *Obliteration* and he brings the *Warsmith's Teleporter*. He *Chaos Armour* (providing a 2+ armour save). He uses the *Like a Steel Trap*, *Prolonged Slaughter*, and *Legendary Paranoia* special rules.

detachment containing Perturabo may use the *Ambush*, *Careful Planning*, and *Flank March* strategic assets. The detachment may also use one *Battlefield Asset*, chosen as normal.

**Prolonged Slaughter:** Perturabo has conditioned his marines to harden themselves against any long combat, growing more resolute the longer the melee continues. In any round of combat, a single friendly infantry unit within Perturabo's line of sight may make a leadership test before the Morale test at the end of the assault phase. For every point they beat the leadership test by, they may add one to the total number of wounds inflicted by their side for the computation of assault results. If the leadership test is failed, there is no effect.

**Warsmith's Teleporter:** The Warsmith has removed a teleportation mechanism from his battle barge and had it fastened to his demonically modified tactical dreadnought armour. On the battlefield, it allows him unsurpassed flexibility in movement. It enables him and his squad of Obliterators to *Deep Strike*.

The Siegemaster can trigger a short ranged teleportation to increase his normal movement rate. When rolling for Slow and Purposeful movement, declare that he is using the teleporter and add both dice together instead of taking the highest. The total is the maximum number of inches that the Warsmith and his retinue may move in that phase. It may be used for regular movement and for assault moves (roll for each phase). As it is short-ranged teleportation, the movement ignores Difficult Terrain but instead causes Dangerous Terrain tests when necessary. The device is malevolent, however, and the daemonic engines that power it exact a toll. If the result of the movement dice or Deep Strike scatter distance roll was a double, one Obliterator is removed as a casualty. This will never injure the Daemon Primarch. The Warsmith's Teleporter functions as a teleport homer. If not with his retinue, Perturabo may *Hit and Run* in close combat.

**Legendary Paranoia:** Famously distrustful and full of resentment, the Daemon Primarch does not lend his advice or assistance easily. In any game with multiple detachments, the term "friendly model" only applies to models in Perturabo's own detachment, as any others (even if they are Iron Warriors) can't be completely trusted. If killed, the Primarch's corpse is always a *Trophy Kill* (counts as an objective).

# Lorgar

**POINTS: 725**

*Found on Colchis by the Emperor and the Primarch Magnus the Red, Lorgar had already become the spiritual and political leader of the planet as much through his powerful oratory as through force of arms. He recognized the Emperor from his prophetic visions and immediately swore loyalty to the Imperium.*

*Under his command the Word Bearers Space Marine Legion became a force throughout the galaxy, instructing all conquered worlds in the worshipping of the Emperor through the building of temples and tributes. Lorgar was criticized by the Emperor and his fellow Primarchs for taking too long in the pacification of conquered planets, so he and his lieutenants turned instead to the chaos powers, beings grateful to have such worshippers. After the traitor Horus revealed his allegiance to the dark powers as well, the Word Bearers quickly joined the Warmaster's side.*

*The Primarch Lorgar has been transformed into a hulking daemonic beast; a grey-skinned satyr, clad in an aura of everlasting fire and whose black armour hangs off of his body like dragon scales. Horns protrude from his bald head and pointed jaw, and his bent wings are kept folded near his body like a hooded cloak. The only human aspects that remain in the body of the Primarch are his piercing blue eyes and his masterful voice.*

LORGAR, DAEMON PRIMARCH OF THE WORD BEARERS										
	Points	WS	BS	S	T	W	I	A	Ld	Save
<b>Lorgar</b>	725	6	6	7	7	5	6	5	10	2+/3+

**Unit Type:** Lorgar is a Monstrous Creature.

**Number/Squad:** Unique

**Daemonic Gifts /Equipment:** The gifts bestowed upon the Primarch at his ascension to Daemonhood are many and powerful. He is encircled with a *Burning Aura*, wields the *Flaming Sword* in

## SPECIAL RULES

**Daemon, Monstrous Creature, Offensive & Defensive Grenades, Fearless, Hit & Run.**

**Chosen of Lorgar:** Lorgar may be accompanied into battle by a retinue consisting of any number of Chaos Lords, Chaos Sorcerers, or Daemon Princes chosen from *Codex: Chaos Space Marines*. He and his retinue form a single unit, and no model may be singled-out for shooting purposes, even if they are not all Monstrous Creatures. If all members of the retinue have Wings or Jump Packs, they may *Deep Strike*. All members of the retinue have the *Counter Attack* ability.

**Bound Daemons:** The Daemon Primarch counts as a Chaos Icon with a special unit of daemons bound to him. This unit is a Troop choice and is made up of 5 to 30 of any combination of lesser daemon types (chosen from the Troops section of *Codex: Chaos Daemons* or *Codex: Chaos Space Marines*), mixing the various powers together as Lorgar sees fit.

**Burning Aura:** Lorgar is perpetually surrounded by a raging inferno, an aura of flames constantly burning his skin and warping his armour. While the Primarch can vary the intensity to some degree, it never goes away completely, and he often uses it as an allegory to the tradition of burning heretics. Either reward or punishment, the burning aura provides some significant benefits. It increases his *Daemonic Aura* invulnerable save to a 3+ and makes him only wounded by Melta weapons on a 6+ at best. Flamers, Heavy Flamers, and Inferno Cannons cannot wound him at all. Any weapon with the "Get Hot!" special rule used within 18" of the Daemon Primarch automatically gets hot without regard to the to-hit die rolls.

**The Grimoire Divine:** This massive tome contains the "proper" rites of worship of all major and minor chaos powers, taken directly from the beasts' wills and transcribed by Lorgar himself. The paper is a combination of reclaimed Inquisitional proclamations, Imperial scriptures, and pages from any document consecrated by the worshippers of the Emperor. The binding is made from Lorgar's own flesh. It probably would not exist outside of the burning aura, as it is as much of a warp entity as any daemon. All friendly non-daemonic units within 24" of Lorgar are able to use the Iron Will special rule (including Lorgar himself). Once per game Lorgar may direct a single friendly unit to fail a

one hand while holding the *Grimoire Divine* in the other. He has *Bound Daemons* tied to his material presence and may unleash *Cleansing Fire* or a *Stirring Oratory* upon his enemies. Lorgar has the *Counter Attack* special ability and *Daemonic Wings*.

close combat morale test and then to automatically be caught and destroyed in a Sweeping Advance even if the enemy would otherwise be unable to destroy the unit. This does not count as a Massacre result, and the victory points for destroying the unit are awarded to Lorgar's side, as the Primarch casts the destroyed unit as martyrs amongst his followers.

**The Flaming Sword:** The Primarch's gleaming adamantium sword was encased in righteous flame even before his embrace of the chaos gods, and now the flames serve as punctuation during his speeches. It is a Master-Crafted Force Weapon and uses the Rending special rule.

**Cleansing Fire:** The Daemon Primarch can send out a burst of flame which he uses to cleanse the unfaithful. Place the Hellstorm template such that at least part of it is within range and so it covers as many models in the target unit as possible. Roll to hit using Lorgar's ballistic skill. If a hit is scored, all models at least partially under the template are automatically hit. If it misses, all models are hit on a 4+. Half range, for use with the Melta rule, is measured from the Daemon Primarch's base, which may include only part of the template. All hits ignore both cover and Invulnerable Saves. The Cleansing Fire is a psychic power, and uses the following profile: Range: 24", S9, AP3, Assault 1 Hellstorm, Melta, Pinning.

**Stirring Oratory:** Although a physically intimidating monster, Lorgar's true power lies in his voice and charisma and in his ability to sow doubt in some while bolstering others. During any turn in which Lorgar does not move in the Movement Phase he may launch into a sermon during the Shooting Phase, booming his voice across the battlefield. All enemy units on the battlefield must make a leadership test or fight with an Initiative of 1 and be affected by the *Night Fight* special rule until the start of Lorgar's next Shooting Phase. Fearless units test at -2 to their leadership, as the very basis of their beliefs are challenged. The Stirring Oratory is not a psychic power, and may be used in the same turn as the Cleansing Fire and/or Lorgar launching an assault.

**Primarch:** If killed, the Primarch's corpse is always a *Trophy Kill* (counts as an objective).