

THE STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

“Like the great storm of the Horus Heresy, the forces of the True Gods will descend upon the Emperor’s minions. The stars will tremble at their passage and the mighty armadas of the Warmaster Abaddon will bring annihilation to a hundred worlds. Know this, for these things will come to pass.”

Constanze the Prophetess

Forces

The The Stigmatus Covenant Chaos Cultist Army List uses the datasheets from the Chaos Cultist Forces section, the Imperial Navy Forces section.

Using The Army List

The following army list allows you to field a Chaos Cult army based on the Stigmatus Covenant Cult that arose in the Mackan system during Abaddon’s 13th Crusade. It can also be used as a “stand in” army list for other Cult armies.

Chaos Cultist formations come in two types: *covens* and *support covens*. Each coven you include in the army allows you to field any one support coven. Although you can only take a support coven is you first take a coven, they are treated as separate independent formations during the battle and do not have to move around together. Additionally, Chaos Daemon Engine support covens must belong to Chaos Undivided or the same faction as the Cultist coven associated with it. For example, if the army included two Khorne Stigmatus Cultist covens the army could include two Khorne daemon engines covens or one Khorne and one undivided daemon engine coven.

In addition, formations may be given upgrades. Each type of upgrade can only be taken once by a formation. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Finally, each Stigmatus Covenant Chaos Cultist army may field up to two Plague Zombie Infestations.

Special Rules

The *Fickle Masters* rule applies to the Stigmatus Covenant Chaos Cultist army (see *Fickle Masters*). The *Summoned Units* rule applies to formations with the Daemonic Pact upgrade (see *Summoned Units*). Certain units have special abilities described in *Augmented Summoning* (see *Augmented Summoning*) and *Daemonic Focus* (see *Daemonic Focus*).

SPECIAL RULE

Factions

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. With the exception of those formations that Worship Chaos Undivided, the different factions do not get along well and some factions hold millennia-old hatred of each other. Although the factions will often unite under a powerful Warlord to fight a common enemy, their enmity can cause problems during a battle. This is represented by the following rules:

Formations dedicated to a specific Chaos god hate formations dedicated to any other Chaos god. Formations dedicated to Chaos Undivided do not suffer from hatred and are not hated by other Factions.

A formation that has no units from a hated formation within 15cm of any of its units receives a +1 modifier to its Initiative test. If even one hated unit is within 15cm then this bonus is lost. This modifier only ever applies to units that are on the battlefield; aircraft, spacecraft and any other formations that are not in play never receive the modifier.

SPECIAL RULE

Stigmatus Covenant Epic Tournament Special Rules

Every Stigmatus Covenant Chaos Cultist army must include an Arch-Heretic character. The Arch-Heretic character is free, you don’t have to pay any points for it, and may be added to any Daemon Prince, Demagogue or Chaos Marine Aspiring Champion unit.

Plague Zombie Infestation formations must be deployed via *teleport*. After placing the first unit roll 2D6 to see how many units are in the formation. Plague Zombie Infestation formations may contest, but not control, objectives.

SPECIAL RULE

Fickle Masters

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemon to add to the Daemon Pool (see *Summoned Units*). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

SPECIAL RULE*Summoned Units¹*

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. Formations that purchase the Daemonic Pact upgrade are able to summon daemons to the battlefield.

Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit are listed below in parentheses after each unit). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a "chain" of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

| Faction | Daemons |
|----------------|--|
| Khorne | Bloodthirster (8), Bloodletters (1), Daemonic Beasts (1) |
| Nurgle | Great Unclean One (8), Plaguebearers (1), Daemonic Beasts (1) |
| Slaanesh | Keeper of Secrets (8), Daemonettes (1), Daemonic Beasts (1) |
| Tzeentch | Lord of Change (8), Flamers (1), Daemonic Beasts (1) |
| Chaos | Bloodthirster (8), Great Unclean One (8), Keeper of Secrets (8), Lord of Change (8), Bloodletters (2), |
| Undivided | Plaguebearers (2), Daemonettes (2), Flamers (2), Daemonic Beasts (1) |

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. If a formation loses an assault (see Loser Withdraws) remove extra hits from the formation before it is broken and all the remaining summoned units are then removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see Daemonic Focus). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

1. Summoned Units

Q: Does the action that a formation will carry out need to be declared before daemonic units are summoned?

A: Yes.

THE STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

Stigmatus Covenant Chaos Cultist armies have a strategy rating of 2. Tzeentch Doomwing, Tzeentch Firelord and Traitor Navy aircraft formations have an initiative rating of 2+, all other formations have an initiative rating of 3+ but receive a modifier depending on the proximity of other formations (see *Factions*).

| STIGMATUS COVENANT COVENS | | |
|---------------------------|--|------------|
| FORMATION | UNITS | COST |
| Stigmatus Covenant Coven | One Demagogue or Chaos Marine Aspiring Champion and any eleven of the following units: Cultists, Mutants | 200 points |

| STIGMATUS COVENANT UPGRADES | | |
|--|--|----------------------------------|
| <i>(Each upgrade may be taken once per coven.)</i> | | |
| UPGRADE | UNITS | COST |
| Big Mutants | Replace up to six Mutants with an equal number of Big Mutants | +20 points each |
| Chaos Altar | Add one Chaos Altar | +150 points |
| Chaos Hounds | Add up to three Chaos Hounds | +10 points each |
| Chaos Spawn | Add one Chaos Spawn unit | +25 points |
| Cultists or Mutants | Add up to eight of any of the following units: Cultists, Mutants | +15 points each |
| 0–1 Daemon Prince per faction | Replace a Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince | +50 points |
| Daemonic Pact | The formation may summon daemons from the Daemon Pool | +25 points |
| Icon Bearer | Add one Icon Bearer character | +25 points |
| Traitor Fire Support | Add up to four Support Squad units | +25 points each |
| Traitor Flak | Add up to two Hydras | +50 points each |
| Traitor Griffon Battery | Add up to three Griffons | +35 points each |
| Traitor Hellhound Squadron | Add up to three Hellhounds | +50 points each |
| Traitor Tank Squadron | Add up to any three of the following units: Leman Russ, Leman Russ Demolishers | +70 points each |
| Transports | Add just enough of any of the following units to transport the entire formation: | Land Transporter +10 points each |
| | | Chimera +25 points each |

| STIGMATUS COVENANT SUPPORT COVENS | | |
|---|--|--|
| <i>(Any one support coven may be fielded per each coven.)</i> | | |

| DAEMON ENGINE | | |
|---|---------------------------------------|----------------------------|
| <i>(Daemon Engine formations must belong to Chaos Undivided or the same faction as this coven.)</i> | | |
| FORMATION | UNITS | COST |
| Chaos Undivided Defilers | Four Defilers | 250 points |
| Chaos Undivided Hellfire Cannons | Four Hellfire Cannons | 200 points |
| Khorne Daemonic Assault Engines | Four Daemonic Assault Engines | 300 points |
| Khorne Lord of Battles | Up to two Lord of Battles | 400 points each |
| Nurgle Contagion Towers | Four Contagion Towers | 325 points |
| Nurgle Plague Towers | Up to three Plague Towers | 325 points each |
| Slaanesh Daemon Knights | Four Daemon Knights | 275 points |
| Slaanesh Daemon Scout Titans | Up to any two of the following units: | Questor 275 points each |
| | | Subjugator 225 points each |
| Tzeentch Doomwings | Three Doomwings | 150 points |
| Tzeentch Firelords | Up to three Firelords | 150 points each |
| Tzeentch Silver Towers | Four Silver Towers | 325 points |

| TRAITOR NAVY AIRCRAFT | | | TRAITOR SUPPORT | | |
|-----------------------|--------------------------|------------|---------------------|-----------------------|------------|
| FORMATION | UNITS | COST | FORMATION | UNITS | COST |
| Marauder Squadron | Two Marauder Bombers | 250 points | Armoured Company | Six Leman Russ | 400 points |
| Thunderbolt Squadron | Two Thunderbolt Fighters | 150 points | Artillery Battery | Four Basilisks | 325 points |
| | | | Rough Rider Platoon | Six Rough Rider units | 150 points |
| | | | Sentinel Squadron | Four Sentinels | 100 points |

| PLAGUE ZOMBIE INFESTATIONS | | | DAEMON POOL | |
|--------------------------------|----------------------|------------|----------------|-----------------|
| FORMATION | UNITS | COST | UNIT | COST |
| 0–2 Plague Zombie Infestations | 3+2D6 Plague Zombies | 175 points | Greater Daemon | +75 points each |
| | | | Lesser Daemon | +20 points each |

CHAOS CULTIST FORCES

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|--------------------------------|------|--------|--------|-----|-----|--------------------|----------|-----------------------------|---|
| Arch-Heretic | CH | n/a | n/a | n/a | n/a | - | | | <i>Supreme Commander.</i> |
| Icon Bearer | CH | n/a | n/a | n/a | n/a | - | | | <i>Daemonic Focus, Invulnerable Save, Leader.</i> |
| Big Mutants | INF | 15cm | 3+ | 4+ | 4+ | 2× Heavy Stubber | 30cm | AP6+ | <i>Counts as two units for the purposes of being transported.</i> |
| | | | | | | Big Weapons | (bc) | Assault Weapons, EA(+1), MW | |
| Bloodletters | INF | 15cm | 4+ | 4+ | - | Hellblades | (bc) | Assault Weapons, EA(+1) | <i>Expendable, Invulnerable Save.</i> |
| Chaos Hounds | INF | 30cm | 6+ | 4+ | - | - | | | |
| Chaos Marine Aspiring Champion | INF | 15cm | 4+ | 4+ | 4+ | Autocannon | 45cm | AP5+/AT6+ | <i>Commander, Invulnerable Save, Leader.</i> |
| | | | | | | Daemon Weapon | (bc) | Assault Weapons, EA(+1), MW | |
| Chaos Spawn | INF | 15cm | 3+ | 3+ | - | Horrific Mutations | (bc) | Assault Weapons, EA(+D3) | <i>Fearless, Invulnerable Save. Counts as two units for the purposes of being transported.</i> |
| Cultists | INF | 15cm | - | 5+ | 6+ | Heavy Weapons | 30cm | AP6+/AT6+ | |
| Daemon Prince | INF | 15cm | 3+ | 3+ | 3+ | Warp Blast | (15cm) | Small Arms, EA(+1), MW | <i>Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.</i> |
| | | (30cm) | (4+) | | | Possessed Weapon | (bc) | Assault Weapons, EA(+2), MW | |
| Daemonettes | INF | 20cm | 4+ | 3+ | - | - | | | <i>Expendable, First Strike, Invulnerable Save.</i> |
| Daemonic Beasts | INF | 20cm | 4+ | 3+ | - | - | | | <i>Expendable, Infiltrator, Invulnerable Save.</i> |
| Demagogue | INF | 15cm | 6+ | 5+ | 5+ | Heavy Weapons | 30cm | AP6+/AT6+ | <i>Augmented Summoning (+2D3), Invulnerable Save.</i> |
| | | | | | | Arcane Powers | 30cm | MW6+ | |
| | | | | | | Daemon Weapon | (bc) | Assault Weapons, EA(+1), MW | |
| Flamers | INF | 15cm | 5+ | 5+ | 3+ | Flames of Tzeentch | (15cm) | Small Arms | <i>Expendable, Invulnerable Save.</i> |
| Mutants | INF | 15cm | 6+ | 4+ | 6+ | Firearms | (15cm) | Small Arms | |
| Plague Zombies | INF | 10cm | 5+ | 6+ | - | - | | | <i>Fearless, Infiltrator, Teleport.</i> |
| Plaguebearers | INF | 15cm | 3+ | 4+ | 6+ | Plague of Flies | (15cm) | Small Arms | <i>Expendable, Invulnerable Save.</i> |
| Rough Riders | INF | 20cm | 6+ | 4+ | 6+ | Laspistols | (15cm) | Small Arms | <i>Infiltrator, Mounted, Scout.</i> |
| | | | | | | Power Lances | (bc) | Assault Weapons, EA(+1), FS | |
| Support Squad | INF | 15cm | - | 6+ | 4+ | 2× Autocannon | 45cm | AP5+/AT6+ | |
| Sentinel | LV | 20cm | 6+ | 6+ | 5+ | Multilaser | 30cm | AP5+/AT6+ | <i>Scout, Walker.</i> |
| Land Transporter | LV | 30cm | 5+ | 6+ | 6+ | Heavy Weapons | 30cm | AP6+/AT6+ | <i>Transport. May transport two infantry units without Jump Packs or Mounted.</i> |
| Basilisk | AV | 20cm | 5+ | 6+ | 5+ | Earthshaker | 120cm | AP4+/AT4+ | |
| | | | | | | | or 120cm | 1BP, Ind | |
| | | | | | | Heavy Bolter | 30cm | AP5+ | |
| Chimera | AV | 30cm | 5+ | 6+ | 5+ | Multilaser | 30cm | AP5+/AT6+ | <i>Transport. May transport two infantry units without Jump Packs or Mounted.</i> |
| | | | | | | Heavy Bolter | 30cm | AP5+ | |
| Contagion Tower | AV | 15cm | 5+ | 5+ | 5+ | Plague Catapult | 45cm | 1BP, D, Ind | <i>Fearless, Invulnerable Save.</i> |
| | | | | | | Vomit Cannon | 30cm | AP4+/AT6+, IC | |
| Daemon Assault Engine | AV | 25cm | 4+ | 3+ | 5+ | Blood Cannon | 30cm | 2× AP4+/AT5+ | <i>Fearless, Reinforced Armour.</i> |
| | | | | | | Daemon Blades | (bc) | Assault Weapons, EA(+D3) | |
| Daemon Knight | AV | 30cm | 4+ | 5+ | 4+ | Castigator Cannon | 45cm | 3× AP3+/AT5+ | <i>Fearless, Invulnerable Save, Scout, Walker.</i> |
| Defiler | AV | 20cm | 4+ | 4+ | 3+ | Battle Cannon | 75cm | AP4+/AT4+ | <i>Fearless, Infiltrator, Invulnerable Save, Walker.</i> |
| | | | | | | Reaper Autocannon | 30cm | AP4+/AT6+ | |
| | | | | | | Twin Heavy Flamer | 15cm | AP3+, IC | |
| | | | | | | Battle Claws | (bc) | Assault Weapons, EA(+1), MW | |

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|-----------------------|----|------|----|----|----|---|------------------------|--|--|
| Griffon | AV | 30cm | 6+ | 6+ | 5+ | Heavy Mortar Heavy Bolter | 30cm 30cm | 1BP, Ind AP5+ | |
| Hellfire Cannon | AV | 15cm | 4+ | 5+ | 4+ | Hellfire Cannon | 75cm | MW4+ | <i>Fearless, Invulnerable Save.</i> |
| Hellhound | AV | 30cm | 4+ | 6+ | 3+ | Inferno Cannon Heavy Bolter | 30cm 30cm | AP3+, IC AP5+ | |
| Hydra | AV | 30cm | 6+ | 6+ | 5+ | 2× Twin Hydra Autocannon Heavy Bolter | 45cm 30cm | AP4+/AT5+/AA5+ AP5+ | |
| Leman Russ | AV | 20cm | 4+ | 6+ | 4+ | Battle Cannon Lascannon 2× Heavy Bolter | 75cm 45cm 30cm | AP4+/AT4+ AT5+ AP5+ | <i>Reinforced Armour.</i> |
| Leman Russ Demolisher | AV | 20cm | 4+ | 6+ | 3+ | Demolisher Lascannon 2× Plasma Cannon | 30cm 45cm 30cm | AP3+/AT4+, IC AT5+ AP5+/AT5+ | <i>Reinforced Armour.</i> |
| Silver Tower | AV | 20cm | 4+ | 6+ | 4+ | Arcane Cannons Beam of Power | 45cm 60cm | 3× AP4+/AT4+ MW5+ | <i>Fearless, Invulnerable Save, Skimmer.</i> |
| Bloodthirster | WE | 30cm | 4+ | 3+ | - | Axe of Khorne | (bc) | Assault Weapons, EA(+3), TK | <i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i> |
| Chaos Altar | WE | 15cm | 4+ | 4+ | 4+ | Arcane Technology | 45cm | D3× AP4+/AT4+/AA4+ | <i>Augmented Summoning (+2), Daemonic Focus, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 6+.</i> |
| Great Unclean One | WE | 15cm | 4+ | 4+ | 4+ | Stream of Corruption and Nurgling Swarm | 15cm (15cm) (bc) | 3BP, IC Small Arms, EA(+1), IC Assault Weapons, EA(+1) | <i>Daemonic Focus, Damage Capacity 4, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i> |
| Keeper of Secrets | WE | 20cm | 4+ | 3+ | 4+ | Gaze of Slaanesh and Lash of Torment | 30cm (15cm) (bc) | 3× MW4+ Small Arms, EA(+1), FS, MW Assault Weapons, EA(+1), FS, MW | <i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i> |
| Lord of Battle | WE | 25cm | 4+ | 2+ | 4+ | Chain Fist Death Storm 2× Battle Cannon | (bc) 45cm 75cm | Assault Weapons, EA(+3), MW 4× AP4+/AT4+ AP4+/AT4+ | <i>Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 4+.</i> |
| Lord of Change | WE | 30cm | 4+ | 5+ | 3+ | Withering Gaze and Bedlam Staff | 45cm (15cm) (bc) | 2× MW3+ Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW | <i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i> |
| Plague Tower | WE | 15cm | 4+ | 4+ | 4+ | Plague Mortar 2× Battle Cannon Rot Cannon | 60cm 75cm 90cm | D3+3BP, FxF, D AP4+/AT4+ AP3+/AT5+, FxF, IC | <i>Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Transport. May transport sixteen Great Unclean Ones or infantry units without Jump Packs or Mounted; Great Unclean Ones count as two units each. Critical Hit Effect: The unit takes a point of damage and D3 units of the player's choice that are being transported are destroyed.</i> |

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|------------------|----|---------|----|-----|-----|---|----------------------|--|--|
| Questor Titan | WE | 35cm | 5+ | 5+ | 3+ | 2× Castigator Cannon 2× Battle Cannon | 45cm 75cm | 3× AP3+/AT5+ AP4+/AT4+ | <i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i> |
| Subjugator Titan | WE | 35cm | 5+ | 3+ | 5+ | 2× Battle Cannon 2× Hellblades | 75cm (bc) | AP4+/AT4+ Assault Weapons, EA(+1), TK(D3) | <i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i> |
| Doomwing | AC | Fighter | 6+ | n/a | n/a | Flame Cannon | 15cm | AP4+/AT5+/AA5+, FxF, IC | <i>Invulnerable Save.</i> |
| Firelord | AC | Bomber | 4+ | n/a | n/a | Flame Cannon Twin Lascannon Firestorm Bombs | 15cm 45cm 15cm | AP4+/AT5+/AA5+, FxF, IC AT4+/AA4+, FxF D3BP, FxF, IC | <i>Invulnerable Save.</i> |

SPECIAL RULE
Augmented Summoning

Some chaos units are noted as having *Augmented Summoning (+x)*. Units with this ability add a number of summoning points equal to “x” when the formation they are in summons daemons (see *Summoned Units*). For example, a unit noted as having *Augmented Summoning (+2D3)* would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3.

SPECIAL RULE
Daemonic Focus

Certain Chaos units are noted as having *_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.

IMPERIAL NAVY FORCES

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|--------------------------|------|--------------------|--------|-----|-----|----------------------|-------|---------------------|-------------------------|
| Marauder Bomber | AC | Bomber | 4+ | n/a | n/a | Twin Lascannon | 45cm | AT4+/AA4+, FxF | |
| | | | | | | Bomb Racks | 15cm | 3BP, FxF | |
| | | | | | | 2× Twin Heavy Bolter | 15cm | AA5+ | |
| Thunderbolt Fighter | AC | Fighter- Bomber | 6+ | n/a | n/a | Multilaser | 30cm | AP5+/AT6+/AA5+, FxF | |
| | | | | | | Underwing Rockets | 30cm | AT4+, FxF | |
| | | | | | | Storm Bolters | 15cm | AP4+/AA5+, FxF | |
| Emperor Class Battleship | SC | n/a | n/a | n/a | n/a | Orbital Bombardment | n/a | 8BP, MW | <i>Slow and Steady.</i> |
| Lunar Class Cruiser | SC | n/a | n/a | n/a | n/a | Orbital Bombardment | n/a | 3BP, MW | |
| | | | | | | Pin-Point Attack | n/a | MW2+, TK(D3) | |