

MACROMUNDA

CHAOS SPACE MARINES

WORD BEARERS

HOUSE BOOK

LEGAL NOTICE & INTELLECTUAL PROPERTY ACKNOWLEDGEMENT

Unofficial. Macromunda is an unofficial, fan-made expansion for the tabletop game Necromunda. It is not affiliated with, endorsed by, sponsored by, licensed by, or approved by Games Workshop Limited in any way.

It requires the official products. Macromunda is an expansion — not a standalone game, and not a substitute for anything Games Workshop sells. To use it you must own the official Necromunda and Necromunda: Ash Wastes rulebooks. Wherever possible we omit the underlying Necromunda rules rather than restate them, giving only what is needed to use our own material; for the base game you must refer to the official rulebooks.

No Games Workshop content is reproduced. Macromunda contains no rules text, statistics, lore, fiction, artwork, imagery, or logos copied from any official Games Workshop material. Every rule, word, and image here has been created bespoke by the Macromunda team.

Non-commercial — permanently. Macromunda is free and strictly non-commercial. It is self-funded and run at a loss, purely as a passion project. No money is ever received or paid in connection with it: no sales, no donations, no Patreon or subscriptions, no advertising revenue, and no fundraising of any kind. It is, and always will be, distributed only as a free, no-charge download.

Trademark acknowledgement. Warhammer, Warhammer 40,000, Necromunda, Necromunda: Ash Wastes, the associated logos, names, races, characters, vehicles, locations and imagery, and all associated marks, are either ®, ™, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved. All other trademarks and copyrights are the property of their respective owners. Macromunda claims no ownership of Games Workshop's intellectual property and does not challenge or contest it.

Made in good faith. Macromunda is created by fans, out of respect and affection for the setting. It is not intended to harm the goodwill, reputation, or integrity of Games Workshop or its intellectual property, nor to compete with or substitute for any official product — on the contrary, it exists to send players toward the official books and miniatures they need in order to enjoy it.

Please support the official game. If you enjoy Macromunda, please support Games Workshop by buying the official Necromunda rulebooks and miniatures. Without them none of this is possible — and none of it is any fun.

CONTENTS

CHAOS SPACE MARINES 4

Faction Special Rules	5
Armoury	7
Weapon Traits	14
Skills	16

WORD BEARERS 18

Gang Composition	19
Gang Rules	20
Fighters	21
Vehicles	33
Psychic Disciplines	45
Gang Tactics	46
Alliances	49
Favours	50
Sub-plots	52
Legendary Names	53
Terrain	54
Scenarios	55



FACTION

CHAOS SPACE MARINES

The same transhuman body, ten thousand years corrupted

The Heretic Astartes are the Emperor's own transhuman warriors, ten thousand years soured in the fires of the Long War. The body is unchanged — the same superhuman frame, Toughness 5 and three Wounds, the same good ceramite plate — but the soul beneath it has hated without rest since the day it was cast down, and that hatred is what carries the warband, not the armour. A Heretic Legion fights as a few dear, near-unbreakable Marines welded to a screen of cheap mortal Cultists who die so the Marines need not. Two gang-wide currents shift the war: the standing grudge of the Long War, which sharpens every blade turned against the Imperium, and the Mark of Chaos, the devotion declared at founding that either keeps the warband flexible or binds it to a single god's terrible gifts. Where a loyalist earns purity, a Heretic courts mutation — and every Legion is this same corrupted spine leaned a god's-worth in its own direction.

☠ **FACTION SPECIAL RULES**

✂ **CHAOS BOONS / DARK PACTS**

GANG RULE

The Dark Gods reward those who please them, and they watch every kill. When a Heretic Astartes wins a notable kill or survives a hard battle, the controlling player may roll for that fighter on the Boon table after the fight. Most results are gifts — a permanent rise in a characteristic, an extra Attack, a daemonic weapon grown from the flesh, a knitting of wounds, a daemonic field save — the favour of the gods made manifest on the warrior's body. But the same table carries the Spawn result, and the more Boons a fighter has already taken, the nearer that ruin creeps: pile gift upon gift and one day the flesh forgets the man, and the fighter degenerates into a mindless Chaos Spawn, a Brute that obeys no order and charges the nearest living thing, friend or foe alike. The reward and the ruin are drawn from the same well. Knowing when to stop feeding a favoured son is the quiet art of the Long War.

✂ **LORD OF THE LONG WAR**

GANG RULE

Lord of the Long War is the moment a champion seizes the battle and drives the warband forward on the strength of his own hatred. Once per battle, when a Chaos Lord or Aspiring Champion activates, he gains +1 Attack, and until the start of the next round every friendly fighter within 6" re-rolls failed Wound rolls. For that round the warriors around him kill with a spite that seems to answer his, blades and bolts biting deeper than they have any right to. It is the surge a leader spends to break a stalemate or shatter a wavering enemy — a single stroke of command that the greatest heretics have learned to time for the instant it turns a fight.

✧ MARK OF CHAOS

GANG RULE

The Mark of Chaos is the oath a warband swears made into a rule — the brand its warriors carry on armour and soul, declared once when the gang is founded and shaping the whole war thereafter. A gang marked to Chaos Undivided keeps the open hand and gains the Black Crusade Stance: at the start of each round the controlling player declares a war-footing, shifting one step along the sequence each round — Onslaught grants +1 to ranged Hit rolls, Speartip grants +2" of Movement or a free objective interaction, and Butchery grants +1 Attack on the charge. A gang marked to Khorne, Nurgle, Tzeentch or Slaanesh instead binds itself to that god's single footing, gains that god's gifts, and may summon that god's daemons as an allied retinue — but it can never flex to another god's way of war, for the oath is the oath. The undecided keep their breadth; the devoted trade it for a sharper, narrower, deadlier war.

✧ THE LONG WAR

GANG RULE

The Long War is the standing hatred every Heretic carries — a grudge older than half the worlds in the sector, waiting ten thousand years for the Emperor's servants to come into view. When a friendly fighter shoots at or fights a target that is Imperium or loyalist Adeptus Astartes, it may re-roll a single failed Hit for that activation. The hatred is not a declared devotion and costs nothing to invoke; it is simply who these warriors are, and it works every round against every loyalist. Against xenos and the unaligned the old grudge sleeps — the warband will kill them readily enough, but the re-roll does not apply, and it fights them as merely superhuman rather than as the vengeance of ten millennia. It is the floor the whole force stands on, beneath the devotion of the Mark of Chaos and the mutation of Chaos Boons.

✧ HERETIC ASTARTES PHYSIOLOGY

SPECIAL RULE

Heretic Astartes Physiology: every line Heretic Astartes fighter has Toughness 5 and 3 Wounds — the transhuman frame of the gene-forged, unbroken by ten thousand years of corruption. This is the durability the warband is built around, carried by the flesh rather than the plate: a Power armour save is a good save, no more, and what actually keeps a Heretic standing through fire is the body wearing it. The mortal Cultist is the exception to the line — Toughness 3, a single Wound, and none of the transhuman resilience above it. It is the cheap screen beneath the Marines, and it dies like the mortal it is.

✧ SWORN TO THE LONG WAR

SPECIAL RULE

Sworn to the Long War: every Chaos Marine body has been past fear for ten thousand years, and it does not break. This fighter automatically passes Nerve tests and can never be Pinned or Broken, and once per round it may Stand Up for free if it has been knocked down. The steadiness lives in the warrior, not the war-plate — a Heretic in cracked ceramite is as unshakeable as one in pristine armour. It is the traitor's echo of the loyalist courage they kept when they spat on all the rest. The mortal Cultists have none of it: Toughness 3, single-Wound men who feel every scrap of the terror the Marines shrug off, and who break like the mortals they are.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
Autogun	8	18	+1	-	3	-	1	4+	Rapid Fire(1)
Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire(1)
Combi Bolter	12	24	+1	-	4	-1	2	6+	Rapid Fire(2)
Stub Gun	6	12	+1	-	3	-	1	4+	Plentiful
Autopistol	4	9	+1	-	3	-	1	4+	Pistol Rapid Fire(1)
Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire(1)
Hand Flamer	T	T	-	-	4	-1	1	5+	Blaze Pistol Template
Inferno Pistol	3	6	+1	-	8	-4	3	6+	Melta Pistol
Plasma Pistol	6	12	+1	-	5/7	-1/-2	2/3	5+	Overcharge Pistol Unstable
Warp Pistol	6	12	+1	-	6	-2	2	5+	Pistol Warp
Flamer	T	T	-	-	4	-1	1	5+	Blaze Template
Grenade Launcher	12	24	-	-	4/9	-/-2	1/D3	6+	Blast Knockback
Meltagun	6	12	+1	-	8	-4	3	6+	Melta Scarce
Operative Sniper Rifle	18	36	-	+1	4	-1	2	6+	Marksman Silent
Plasma Gun	12	24	-	-	5/7	-1/-2	2/3	5+	Overcharge Unstable
Baleflamer	T	T	-	-	6	-2	2	5+	Blaze Template Unwieldy
Demolisher Cannon	9	18	-	-	9	-3	D6	6+	Blast(5") Concussion Unwieldy
Fleshmetal Guns	18	36	-	-	7	-2	D3	5+	Unwieldy Versatile mutates its profile each shot
Hades Autocannon	18	36	-	-	7	-1	2	6+	Rapid Fire(3) Unwieldy
Havoc Launcher	18	36	-	-	5	-1	1	5+	Blast Rapid Fire(2)
Heavy Bolter	18	36	-	-	5	-2	2	6+	Rapid Fire(2) Unwieldy
Lascannon	24	48	-	-	10	-4	D6	6+	Unwieldy
Missile Launcher	24	48	-	-	4/8	-/-2	1/D3	6+	Blast Knockback Unwieldy
Plasma Cannon	18	36	-	-	6/8	-2/-3	D3	5+	Blast Overcharge Unwieldy
Predator Autocannon	24	48	-	-	8	-2	3	6+	Knockback Rapid Fire(1) Unwieldy
Reaper Autocannon	24	48	-	-	7	-2	2	6+	Rapid Fire(2) Unwieldy
Accursed Crozius	-	E	-	-	+1	-1	2	-	Melee Power
Accursed Crozius	-	E	-	-	+1	-1	2	-	Melee Power Sanctified-Bane (re-roll failed Wound rolls vs Imperium)
Brutal Ccw	-	E	+1	-	+1	-	1	-	Melee
Chainaxe	-	E	+1	-	+1	-2	1	-	Disarm Melee Rending
Chainfist	-	E	-1	-	+2	-4	2	-	Melee Power Unwieldy
Chainsword	-	E	+1	-	+1	-1	1	-	Melee Parry Rending
Combat Knife	-	E	+1	-	+0	-	1	-	Backstab Melee

✂ Daemon Weapon	-	E	-	-	+2	-3	2	-	Cursed	Melee	Power
✂ Flensing Claws	-	E	-	-	+0	-2	1	-	Melee	Rending	Terrifying
✂ Force Stave	-	E	-	-	+1	-1	2	-	Melee	Power	Psi
✂ Helderake Claws	-	E	-	-	+3	-2	3	-	Melee	Rending	Unwieldy
✂ Lightning Claws	-	E	+1	-	+0	-2	1	-	Melee	Paired(+1A)	Rending
✂ Possession Claws	-	E	-	-	+1	-2	1	-	Cursed	Melee	Rending
✂ Power Fist	-	E	-1	-	+2	-3	2	-	Melee	Power	Unwieldy
✂ Power Sword	-	E	-	-	+0	-2	1	-	Melee	Parry	Power
✂ Sacrificial Athame	-	E	-	-	+0	-	1	-	Melee	Sacrifice (kill a friendly Cultist in base contact to add 1 die to the next Dark Invocation summon roll)	
✂ Siege Drill	-	E	-	-	-1	+3	-4	2	Melee	Power	Unwieldy
✂ Venom Edge Knife	-	E	+1	-	+1	-	1	-	Backstab	Melee	Toxin
Blight Grenade	-	Sx2	-	-	4	-1	1	5+	Blast	Toxin	
Demolition Charge	-	Sx2	-	-	9	-3	D6	-	Blast	Sabotage	Scarce
Frag Grenade	-	Sx2	-	-	3	-	1	4+	Blast		
Krak Grenade	-	Sx2	-	-	6	-1	2	4+	Knockback		
Terror Grenades	-	Sx2	-	-	-	-	-	5+	Blast	forces a Nerve test	no damage

✂ APOTHECARION VIALS

MEDICAL

COST 30

FEEL NO PAIN 6+ TO THE BEARER ONLY

Apothecarion gene-vials and pain-balm are the Heretic's own medicine, carried on the body and used on no one else. They grant the bearer a 6+ Feel No Pain against wounds, the transhuman frame shrugging off a blow that would have felled it. There is no medic's aura here and no brother's healing hand — a Heretic trusts no one at his back, and mends himself or dies. It is a spare, grudging draught of survival for a warrior who expects to bleed alone, the loyalist's shared Narthecium curdled into a private, jealous thing.

✂ AUSPEX

ACCESSORY

COST 25

NEGATE AN ENEMY HIDDEN OR INFILTRATED SETUP

The auspex is a hand-held scanner that strips away an enemy's concealment. When a foe deploys hidden or Infiltrated, a single sweep of the auspex negates that setup, dragging the lurker into the open where the warband's guns can answer it. It is the counter to the ambush the Legion so loves to spring itself — a cold-eyed sensor-array in the hands of a watchful Heretic, turning a blind advance into a guided one. Against an enemy who relies on the unseen approach, it is often worth more than another gun.

✂ COMBAT SHIELD

FIELD ARMOUR

COST 40

5+ FIELD SAVE IN MELEE

The combat shield is a heretic's warplate buckler — a slab of reinforced ceramite braced on the forearm and read in the flurry of a melee. It grants a 5+ field save in close combat, a mundane but welcome edge that turns aside the blow the wearer's armour would otherwise have to take. It is the practical choice of a Heretic who fights up close and trusts steel over sorcery, buying a little more life in the press where blades come fast and every parry counts.

✂ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT COMBAT SURGE

Combat stimms are a one-shot surge of frenzon and battle-chems, injected in the heartbeat before the killing rush. Used once, they drive the fighter to a burst of speed and fury beyond its usual measure. The transhuman body rarely needs the crutch — a Heretic Astartes is already past the limits stimms push a mortal to — but a warrior who wants everything for a single decisive moment will burn a dose to have it. It is a spent card, gone once used, bought for the one charge that has to land.

✂ DAEMONIC AMMUNITION

ACCESSORY

COST 25

PICK ONE: DAEMONSHHELLS (RENDING), PLAGUE ROUNDS (POISON), OR WARP-FIRE (IGNORE COVER)

Daemonic ammunition is cursed shot blessed by the Dark Gods, loaded for the kill the plain round cannot make. The bearer chooses one pattern: Daemonshells, which tear and rend flesh with the Rending trait; Plague rounds, whose poison sickens what they strike; or Warp-fire, which burns through cover as though it were not there and lets the shot ignore it. Each is a small blasphemy fed into an ordinary gun, turning a disciplined weapon into something crueller. A Heretic picks the ammunition to suit the enemy it means to unmake.

✧ DAEMONIC IRON

BIONICS

COST 45

OFFSETS A LASTING INJURY

Daemonic iron is an augmetic graft grown into a maimed Heretic — a replacement of alien metal, and sometimes the metal is alive. It offsets a Lasting Injury, restoring a warrior the enemy had already broken back to the fight. A lost limb, a ruined eye, a shattered joint: the daemon-forged answers all of them in cold, whispering steel that serves as well as the flesh it replaced, or better. It is the Heretic's way of cheating the wounds of the Long War, at the price of carrying a little more of the warp inside his own body with every graft.

✧ FAMILIAR

STATUS/COMPANION

COST 35

A BOUND WARP-COMPANION CARRYING A MINOR BUFF

A familiar is a minor warp-thing bound to a character — a scuttling, whispering companion pulled from the immaterium and shackled to its master's will. It carries a small blessing wherever its keeper goes, a scrap of the warp's power made portable and obedient. Some are hamadrya-things curled at a Lord's shoulder, some are half-seen shadows that flit at a Sorcerer's heel; all serve the one they are bonded to and no other. It is a token of favour as much as a tool, the sort of gift the gods grant a Heretic they have begun to notice.

✧ ICON OF CHAOS

STATUS/COMPANION

COST 40

GANG TOTEM — RE-ROLL A NERVE TEST WITHIN 6 INCHES, MAX 1

The Icon of Chaos is the warband's totem — a Mark-branded standard hauled into battle, the god's sigil raised over the warriors who serve it. Once per round a friendly fighter within 6" of the icon may re-roll a failed Nerve test, steadied by the sight of the mark it swore itself to; only one such icon may be carried by the warband. It matters most where the mortal Cultists falter, an anchor of devotion planted amid the chaff to keep them from breaking. It is a rallying-point and a declaration both, naming the power the warband fights for to every enemy that sees it.

✂ LEGION RELIC

STATUS/COMPANION

COST inherent

NAMED SIGNATURE RELIC; UNIQUE TO EACH LEGION

A Legion Relic is the signature treasure of a single Legion — a named artefact carried out of the Long War, unique to the warriors who bear it and unlike anything another Legion fields. What it is and what it does belongs to each Legion's own dossier: the Black Legion's spoils, the Iron Warriors' cursed engines of siege, the Night Lords' instruments of terror, each its own bespoke thing. Here it is only the slot such a relic fills — the place in a warband's armoury reserved for the one heirloom that no rival can match, waiting to be named by the Legion that owns it.

✂ MARK CARAPACE

ARMOUR

COST inherent

4+ SAVE (CULTIST DEFAULT)

Carapace and flak is the cheap plate of the mortal Cultists — scavenged, ill-fitted, and a world away from the ceramite the Marines wear. It grants a 4+ save, enough to turn a stray round but no proof against a bolt or a blade, and it is the best a mortal traitor can expect. It is the armour of men sent forward to soak fire so the warriors behind them close, and it fails as often as it holds. The Cultists in their flak die in droves, and that is what they are for.

✂ MARK GRAVIS

ARMOUR

COST 35

3+ SAVE, +1 W, -1 IN MOVE; RARE(11) RELIC PATTERN

Gravis relic-plate is heavier war-plate, a rare survival of patterns mostly lost to the long isolation of the Eye — few Heretic forges can still make it, and fewer warbands can field it. It keeps the 3+ save but adds a Wound to the wearer at the cost of a step of Movement, trading speed for the mass to carry the heaviest guns and stand where lighter armour would fall. It is a relic in Chaos hands, taken only by the most favoured, and it turns a Chaos Marine or Lord into a slow, immovable anvil.

✂ MARK POWER

ARMOUR

COST inherent

3+ SAVE (ASTARTES DEFAULT; A GOOD SAVE, NOT A SUPER-SAVE)

Power armour is the ceramite war-plate of the Heretic Astartes — the same bolt-scarred, daemon-etched suit their loyal cousins wear, and the default protection of every Chaos Marine, Champion, Sorcerer and Lord. It grants a 3+ save: a good save, but never a miracle, for what truly keeps a Heretic alive is the transhuman body inside the plate, not the steel. A Damage-heavy blow will punch clean through it as through any armour. It is the standard of the Long War, worn as a matter of course and asking no upgrade — the baseline every heavier mark is measured against.

✂ MARK TERMINATOR

ARMOUR

COST 130

2+ SAVE, +1 W, -1 IN MOVE, DEEP STRIKE, 5+ FIELD SAVE; UNLOCKS TERMINATOR WEAPONS

Terminator plate is the elite anvil of the Legion — the heaviest war-plate a Heretic can wear, and the only armour in the warband that reaches a 2+ save, never bettered. It adds a Wound and costs a step of Movement, grants a 5+ field save against blows that pierce the plate, and lets the wearer Deep Strike onto the battlefield through the warp. It also unlocks the terminator arsenal — the combi-bolter, the power fist, the chainfist, the lightning claws. Reserved for Chaos Marines, Champions, Sorcerers and Lords, it makes its bearer a slow, near-unstoppable killer, dropped from nowhere into the enemy's heart with a god's weight of ceramite around it.

✂ MUTATING GIFT

ACCESSORY

COST inherent

ONE-SHOT: GRANT A CHAOS BOON ROLL

A mutating gift is a one-shot offering to the Dark Gods — a phial of daemon-ichor, a shard of warp-stone, some blasphemy pressed into a favoured warrior's flesh to invite the powers to reshape it. Used once, it grants that fighter a roll on the Chaos Boons table, courting the same gift-and-ruin every Heretic gambles on: a swelling of the body and the gods' favour, or the slow slide toward mindless Spawndom. It is a deliberate reach for mutation rather than a wait for it, spent on the champion its bearer means to push toward apotheosis — and the gods answer as they will.

✂ RAPTOR JUMP PACK

MOBILITY

COST 45

GAIN FLY AND A JUMP MOVE

The Raptor jump pack is the assault-leap of the Legion's screaming hunters — a roaring engine of turbines and bound flame strapped across the back. It grants the wearer Fly and a jump move, letting the fighter vault terrain and drop shrieking into the enemy from above. It is the tool of the Raptors and Warp Talons, warriors who fight from the air and take a savage joy in the terror of it, falling on their prey where no wall or ledge can shield them. In the hands of a fast killer it turns the whole battlefield into open ground.

✂ SIGIL OF CORRUPTION

FIELD ARMOUR

COST 65

4+ INVULNERABLE FIELD SAVE (IGNORES AP)

The Sigil of Corruption is a character's daemon-ward — a blasphemous device wrought of bound warp-stuff that throws a shimmering field around its bearer. It grants a 4+ invulnerable field save that ignores AP entirely, turning aside the killing blow that armour alone could never stop. Where the plate is a good save and no more, the sigil is the last defence of a Lord or champion the gods still favour, catching the melta and the power blade a heartbeat before they land. It is a rare and coveted device, and the daemon caged within it exacts its own quiet price for the protection it gives.

✂ TROPHY RACK

STATUS/COMPANION

COST 30

TERROR TOTEM — THE SPOILS OF THE LONG WAR

A trophy rack is a terror totem — a frame of flayed spoils and broken war-plate raised over a Heretic's shoulders, the harvested proof of ten thousand years of killing. The skulls and severed banners are hung where the enemy will see them and understand: they name every foe the bearer has unmade, and they promise the same to whoever looks upon them next. In the press of battle it works on the nerve of the foe, a wordless boast of the Long War that makes a wavering enemy waver further. The horror is the point; the rack carries no other purpose.

✂ WARP STRIDE

MOBILITY

COST

35

A SHORT TELEPORT REPOSITION (SORCERER)

Warp-stride is a Sorcerer's short teleport — a half-second step through the immaterium that closes distance no ordinary move could. It lets the caster reposition across the battlefield in a reeking flicker of displaced air, slipping a threat, seizing an angle, or vanishing from a fight it has no wish to finish. It is the sorcerer's escape and ambush both, the warp bent to a single practised trick, and it makes a psyker maddeningly hard to pin down — here one moment, gone the next, reappearing where the enemy least wants it.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ DISARM

WEAPON TRAIT

On a hit (often a specific result), the target **loses/drops a weapon** or cannot use it for the activation. Whips, entangling blades.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's Damage is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a **matched pair**; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂️ **PARRY**

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂️ **PLENTIFUL**

WEAPON TRAIT

Ammo is cheap and abundant. The weapon **automatically passes any reload / never needs to track running dry the same way**, and out-of-ammo is trivially recovered (lasguns, autoguns with cheap ammo). This reliability is a major reason cheap basic weapons stay cheap.

✂️ **POWER**

WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂️ **RAPID FIRE**

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂️ **RENDING**

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂️ **SCARCE**

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it **cannot be reloaded** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂️ **SILENT**

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂️ **TEMPLATE**

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂️ **TOXIN**

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target **fails a Toughness check** (roll D6, fail if under T-related target). Toxin **ignores Toughness scaling** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

✂️ **UNSTABLE**

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

✂ VERSATILE

WEAPON TRAIT

The melee weapon has ****reach****: the wielder can fight in close combat from slightly further away (e.g. up to 1–2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.

SKILLS

✂ BOLTER DISCIPLINE

HERETIC ASTARTES
SET

Bolter Discipline is the drilled trigger-craft the Legion kept from its loyalist days — the measured rhythm of fire that no ten thousand years in the warp could unlearn. When this fighter makes a Shoot (Basic) action with a bolt weapon against a target at half range or less, it makes one extra shot with that weapon. Up close the disciplined Heretic does not spray; it pours a steady double cadence of mass-reactive shells into the enemy, each round placed where the last one struck. It rewards the warrior who holds the line and lets the foe close, turning the boltgun's short range into its deadliest band.

✂ DARK INVOCATION

HERETIC ASTARTES
SET

Dark Invocation is the moment a Heretic speaks the words that tear a hole in the world. Once per battle this fighter may attempt to summon a daemon retinue from reserve or call down a blessing of its patron power. The summoned Neverborn arrive as a daemonic incursion, fighting under their own rules as an allied retinue — a cult Legion may only ever call its own god's daemons, while a Word Bearer may call the daemons of any single god, declared at the moment of summoning. It is the trump card the loyalists can never match, held for the instant the enemy has committed and then loosed into his rear. Yet against a foe who can banish what is called, the blood is spilled, the words are spoken, and sometimes nothing answers.

✧ INFILTRATING TRAITORS HERETIC ASTARTES SET

Infiltrating Traitors are the killers already inside the wire before the battle begins. When the warband deploys, this fighter may instead be set up anywhere on the battlefield more than 6" from any enemy and out of their line of sight, or make a free Move before the first round. Whichever way it comes, the fighter may not charge in the round it deploys — the trap is sprung a heartbeat early, the blade drawn before the foe knows a traitor stands at his shoulder. It is the patient treachery of Legions that have spent millennia turning loyalty inside out, walking a warrior into position where no sane defender expects one.

✧ MALICE HERETIC ASTARTES SET

Malice is hatred made manifest — the killing hunger that does not stop when the first foe falls. Once per battle, when this fighter takes an enemy Out of Action, it may immediately make a free Move or a single free close-combat attack. The Heretic rides the moment of the kill straight into the next one, wrenching its blade free and turning on whatever still stands rather than pausing over the body. It is the spite of a warrior who has waited ten thousand years to do this and means to spend every heartbeat of the battle at it, the murder of one enemy carrying it forward into the murder of the next.

✧ TELEPORT ASSAULT HERETIC ASTARTES SET

Teleport Assault is the anvil dropped from nowhere — the terminator-clad Heretic torn through the warp and slammed down amid the enemy. A fighter wearing the Terminator mark may begin the battle in reserve, and from the second round onward it deep-strikes onto the battlefield more than 6" from any enemy, and may charge in the round it arrives. There is no approach to see coming; the air splits, the reek of the warp rolls out, and an armoured killer is suddenly among the foe's back lines with its war-gear already swinging. Only the heaviest war-plate can survive the crossing, so this is the elite's stroke alone — a hammer aimed at the one place the enemy left unguarded.

✧ VETERANS OF THE LONG WAR HERETIC ASTARTES SET

Veterans of the Long War have fought the Emperor's servants for ten thousand years, and the practice shows in every shot and stroke. When this fighter shoots at or fights a target that is Imperium or loyalist Adeptus Astartes, it may re-roll a single failed Hit roll and re-roll any To Wound rolls of a natural 1 against that target. It is the deepened form of the hatred every Heretic carries — where the raw grudge steadies the aim, the veteran's discipline turns a wounding blow into a killing one. Against the loyalist there is no wasted stroke; the warrior has rehearsed this kill across a hundred battlefields and simply finishes it.



CHAOS SPACE MARINES • HOUSE DOSSIER

WORD BEARERS

Faith made into an army

The Word Bearers are faith made into an army — the truest believers in the galaxy, and the most damned for it. Where other traitor legions serve the Dark Gods for power or spite, the sons of Lorgar serve out of pure conviction, and it makes them terrible. A Word Bearers warband fights off the shared Heretic Astartes spine, but three things set it apart. The first is the Dark Apostle, whose Sermon makes the mortal horde around him Fearless and whose Benediction can turn a battle at a word. The second is the summoning: alone among the legions, the Word Bearers kept faith with every god, and so a Word Bearers summoner may call daemons of all four Powers, taking whatever the battle needs. The third is the horde itself — a fanatic mass of Cultists whipped to fearlessness, cheap and plentiful and spent like coin to feed the rites. At the table this is a faith-army: keep the Apostle preaching, keep the Neverborn answering, and drown the enemy under a tide of the damned. Silence the priest and deny the summons, and the faith — and the warband with it — begins to break.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (the Word Bearers Lord / Crimson Apostle)
- ♦ 0-2 Champions (Dark Disciple Champion / Possessed)
- ♦ 0-1 Dark Apostle (the zealot heart, the Sermon aura carrier)
- ♦ Cultists cheap and plentiful: the fanatic mortal horde fields at a raised cap
- ♦ Backbone: Word Bearers plus Cultists must be at least Leaders plus Champions
- ♦ The Word of Lorgar: the Dark Apostle radiates zealotry — friendlies within 6 inches are Fearless
- ♦ Summon of All Gods: the gang alone may summon a daemon retinue from any one of the four daemon Houses
- ♦ The Possessed are daemon-flesh Champions bearing the Mark of Possession; the daemon-engines (Defiler / Helbrute / Venomcrawler) are 0-1 §5c Vehicles — the altar-engines, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the old Brute grid

A Word Bearers warband musters on 1500 credits. It is led by a single Leader — the Word Bearers Lord, the Crimson Apostle — and supported by up to two Champions drawn from the Dark Disciples and the Possessed. At its heart stands the Dark Apostle, whose Sermon makes every friendly fighter within six inches Fearless; a warband may field one. Around them swells the horde: mortal Cultists, cheap and fanatic, fielded at a raised cap to screen the legionaries and feed the rites. The Word Bearers and their Cultists together must at least equal the Leader and Champions, so the warband is never all officers and no flock. The controlling player builds around two things above all — the Apostle to hold the horde fearless, and a summoner to call the daemons of any of the four Powers.

GANG RULES

✂ THE DARK APOSTLE'S SERMON

GANG RULE

The Dark Apostle's Sermon

The Sermon is the iron in the faith-host's spine — the reason a warband of one-Wound mortals fights like veterans. While the Dark Apostle is on the board and not Broken, friendly fighters within six inches of it are Fearless and re-roll failed Cool tests, the horde around the priest made proof against terror by the anti-creed poured into their ears. Once per battle the Apostle may deliver a Benediction: every friendly fighter within six inches gains either +1 to Hit or a 6+ field until the start of the next round, the god-words turned for a moment into open miracle. The counterplay is the priest himself — take the Dark Apostle Out of Action and the Sermon falls silent, the flock left to remember all at once that they are only mortal. While he preaches, they do not break, and the whole House is built on keeping him talking.

✂ FAITH OVER STEEL

GANG RULE

Faith Over Steel

The strength of a Word Bearers warband is not in its ceramite but in its creed, and a creed can be silenced. Everything that lifts the host above a common traitor band runs through two things: the Dark Apostle, whose Sermon makes the mortal horde Fearless, and the summoner, whose Dark Invocation calls the daemons that turn a battle. Cut down the Apostle and the flock remembers its terror; deny the summoning and the daemons never come. With both gone, what remains is a thin line of legionaries propped up by cheap Cultists — dangerous still, but no longer the terror it was. The faithful fight hardest when their prophet yet lives and the Neverborn still answer; break those two things, and the faith breaks with them.

✂ SUMMON OF ALL GODS

GANG RULE

Summon of All Gods

Alone among the legions, the Word Bearers kept faith with every god, and so every god answers them. Through the Dark Invocation, a summoner may call an allied daemon retinue drawn from any one of the four daemon Houses — Khorne, Nurgle, Tzeentch or Slaanesh — the House chosen at the moment the veil is torn. Where a Khorne warband can summon only Blood and a Slaanesh cult only Excess, the sons of Lorgar reach into all four and take what the battle needs: a tide of Bloodletters to break a line, Plaguebearers to hold one, Horrors or Daemonettes to turn a flank. The retinue fights for the warband until the battle ends or it is banished back to the warp. It is the broadest summoning any legion commands, an Undivided surface no rival can match.

FIGHTERS

CHAOS LORD

LEADER

✖ 315 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	3+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Lord of the Long War

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Savant

Signature

SECONDARY

Brawn

Cunning

Shooting

STARTING GEAR Mark Power

FREE SKILL Veterans Of The Long War

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Power Sword 45 credits

Accursed Crozius 50 credits

Power Fist 60 credits

Daemon Weapon 90 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR	ACCESSORY
Mark Terminator 130 credits	Auspex 25 credits
Mark Power	STATUS
<i>included</i>	Sacrificial Trophies 30 credits
	Trophy Rack 30 credits
	Icon Of Chaos 40 credits

The Word Bearers Lord — the Crimson Apostle — is the warband's high priest of slaughter, ten thousand years sworn to the undoing of the Imperium he once bled to build.

Everything about him is honed: Weapon and Ballistic Skill 2+, four Wounds, three Attacks, a Leadership that holds the whole host together. Sworn to the Long War, he cannot be Pinned and never fails to steady his nerve, and through him the gang-wide hatred of the Imperium runs deepest of all — every fighter re-rolls a blow against the Emperor's servants. His command carries the Lord of the Long War aura, the killing word that turns faith into murder. He bears the accursed crozius and a bolt pistol, and his study of Veterans of the Long War marks him as a warrior who has fought this war since before the enemy's grandsires drew breath.

ASPIRING CHAMPION

CHAMPION

✖ 255 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	3+	3	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Lord of the Long War (*Core champion aura*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Brawn

Cunning

Savant

Shooting

STARTING GEAR Mark Power

FREE SKILL Mark Of Possession

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Possession Claws 45 credits

Power Fist 60 credits

Daemon Weapon 90 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

ACCESSORY

Auspex 25 credits

STATUS

Icon Of Chaos 40 credits

The Aspiring Champion is a Dark Disciple raised to lead — a chosen of the faith who carries the Lord's killing word into the thickest of the fighting.

At Weapon Skill 2+ with three Attacks he is the warband's edge in close quarters, Toughness 5 and three Wounds behind a full plate save. Sworn to the Long War, he cannot be Pinned and steadies his own nerve without fail, and he shares the gang-wide hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants. As a bearer of Lord of the Long War he carries that command aura at the Champion tier — the killing word spoken a rank below the Lord himself. His free study of Mark of Possession marks him for the daemon within, the first step on the road to Possessed flesh. He goes to war with bolt pistol and chainsword, and the promise of apotheosis if he lives long enough to earn it.

DARK APOSTLE

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	3+	3+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

The Dark Apostle's Sermon (*the Sermon: friendlies within 6 inches are Fearless and re-roll Cool; once per battle a Benediction grants plus 1 to Hit or a 6+ field*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit
- grant-immunity Fear
- re-roll Cool

PRIMARY

Ferocity

Leadership

Savant

Signature

SECONDARY

Brawn

Combat

Cunning

Shooting

STARTING GEAR Mark Power

FREE SKILL Unholy Oratory

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Accursed Crozius 50 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

STATUS

Sacrificial Trophies 30 credits

Icon Of Chaos 40 credits

The Dark Apostle is the beating heart of the warband — the priest whose sermon makes mortals fearless and whose benediction can turn a battle at a word.

His statline is a Champion's, Weapon and Ballistic Skill 3+ with three Wounds, but his true weapon is his voice. Friendly fighters within six inches of him are Fearless and re-roll failed Cool, the horde around him made proof against terror; and once per battle he delivers a Benediction, granting every friendly fighter within six inches +1 to

Hit or a 6+ field until the next round. Sworn to the Long War, he cannot be Pinned and shares the gang-wide hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants. He carries the accursed crozius and a bolt pistol, and his free command of Unholy Oratory sharpens the sermon still further. Cut him down and the faith falters; while he preaches, the faithful do not break.

DARK COMMUNE

CHAMPION

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	1	4+	1	6+	4+	6+	6+

SAVE 4+

SPECIAL RULES **The Long War** (*shares the gang-wide hatred re-roll vs Imperium*)

The Dark Apostle's Sermon (*the Demagogue's zealot command beneath the Dark Apostle - whips the fanatic Cultist horde toward the fearless sermon*)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- grant-immunity Fear
- re-roll Cool

PRIMARY

Cunning

Ferocity

Leadership

SECONDARY

Brawn

Combat

Savant

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Autopistol 10 credits

Bolt Pistol 45 credits

CLOSE-COMBAT

Sacrificial Athame 10 credits

Brutal Ccw 15 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

STATUS

Sacrificial Trophies 30 credits

Icon Of Chaos 40 credits

The Dark Commune is the mortal demagogue beneath the Apostle — a cult-leader who whips the fanatic horde toward the sermon and the summoning.

A mortal Champion of only one Wound, he leads not by strength but by zeal, herding the Cultist mass into the Apostle's aura and holding them there. He shares the warband's hatred of the Imperium, re-rolling a blow against the False Emperor's servants, and stands within the Sermon's reach to keep the flock Fearless and steady. Armed only with an autopistol and a brutal blade, he is no duellist; his purpose is the crowd, and the crowd is the weapon. Where the Commune stands, the horde does not scatter.

SORCERER

CHAMPION

✖ 235 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	3+	3+	5+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

Summon of All Gods (*the summoner: Dark Invocation All Gods - once per battle summon a daemon retinue from any one of the four daemon Houses*)

SEE SPECIAL RULES

PSYKER (*manifests the Dark Hereticus discipline via the N18 Wyrd Power rules*)

A fighter with the Psyker keyword may manifest the Wyrd Powers of the Dark Hereticus discipline it has access to, along with the universal witch-blast of Smite. The Chaos Sorcerer is the Heretic Astartes' lone witch — where a rival warband might field none, the Long War's sorcerer-specialist bends the warp to the same end as every bolter in the host. Its powers are drawn free at creation, the gift baked into the Sorcerer's own cost rather than bought a working at a time; each manifests through the standard N18 Wyrd Power rules, and each courts the warp's own price when it is called.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Dark Hereticus

Smite

STARTING GEAR Mark Power

FREE SKILL Dark Invocation All Gods

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Warp Pistol 75 credits

CLOSE-COMBAT

Force Stave 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Warp Stride 35 credits

Sigil Of Corruption 75 credits

ACCESSORY

Familiar 35 credits

STATUS

✧ *Grand Grimoire*

50 credits

Kitbashed from a chained book, parchment reams and skull-icon bitz into a bound tome-reliquary; no stock CSM kit builds it. Priced above the Core familiar buff-carrier band.

The Word Bearers Sorcerer is the warband's summoner — the one who tears the veil and calls the Neverborn of any god through it.

A Champion in ceramite, Weapon and Ballistic Skill 3+ with three Wounds, he carries the force stave and bolt pistol into the fighting, but his true office is the summoning. Through Dark Invocation: All Gods he may, once per battle, call a daemon retinue from any one of the four daemon Houses — the deepest summoning surface any legion fields, bound by no single Power. Sworn to the Long War, he cannot be Pinned and shares the gang-wide hatred of the Imperium. Keep him alive and the warp answers; lose him, and half the warband's terror goes with him.

- **Psyker:** this fighter carries the Psyker keyword and may manifest the Wyrd Powers of the Dark Hereticus discipline it has access to, plus the universal Smite, using the N18 Wyrd Power rules.

CHAOS CULTIST

GANGER

× 50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	3+	1	7+	5+	7+	7+

SAVE 4+

SPECIAL RULES **The Long War** (*mortal terror-screen shares the hatred re-roll vs Imperium*)

The Dark Apostle's Sermon (*the fanatic horde made Fearless within 6 inches of the Dark Apostle; martyr-fuel for the summon via the sacrificial athame*)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- grant-immunity Fear
- re-roll Cool

PRIMARY

Combat

Cunning

Ferocity

SECONDARY

Agility

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Stub Gun 5 credits

Autogun 15 credits

PISTOL

Autopistol 10 credits

CLOSE-COMBAT

Sacrificial Athame 10 credits

Brutal Ccw 15 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Chaos Cultist is a mortal zealot of Lorgar's creed — cheap, fervent, and utterly expendable, the martyr-fuel of the faith-host.

One Wound and a flak save make him nothing on his own, but he does not fight on his own. Within six inches of the Dark Apostle he is made Fearless by the Sermon, and he shares the warband's hatred of the Imperium even as a mortal, re-rolling a blow against the servants of the False Emperor. He carries an autogun and a sacrificial athame — the latter not for killing the enemy but for killing the man beside him, feeding a brother's blood into the next summoning. The Cultist's worth is measured in the tide he makes and the souls his death banks; the faithful are spent like coin, and there are always more.

CHAOS MARINE

GANGER

✖ 200 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	4+	5+	6+

SAVE 3+

SPECIAL RULES **Sworn to the Long War** (*cannot be Pinned; auto-steady Nerve*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- grant-action Stand-Up free
- re-roll Hit

PRIMARY

Ferocity

Shooting

Signature

SECONDARY

Brawn

Combat

Cunning

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Havoc Launcher 130 credits

Heavy Bolter 160 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Possession Claws 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

STATUS

Icon Of Chaos 40 credits

The Chaos Marine is the transhuman line of the faith-host — the elite backbone every Word Bearers warband is built around.

A full traitor-legionary body carries Toughness 5, three Wounds and Weapon and Ballistic Skill 3+, and Sworn to the Long War means he cannot be Pinned and steadies his own nerve without fail. He shares the gang-wide hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants, and where other legions send the line

Marine only to kill, the Word Bearers send him to bear witness — every death a verse in a sermon ten thousand years long. He marches to battle with boltgun, bolt pistol and chainsword, a zealot in ceramite who has never once doubted the cause.

FELLGOR BEASTMAN

GANGER

✖ 45 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	3	3	1	3+	2	7+	5+	7+	7+

SAVE 6+

SPECIAL RULES

The Long War (the horned chaff shares the hatred re-roll vs Imperium)

The Dark Apostle's Sermon (folds into the fearless horde within 6 inches of the Dark Apostle)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- grant-immunity Fear
- re-roll Cool

PRIMARY

Combat

Cunning

Ferocity

SECONDARY

Agility

Shooting

STARTING GEAR Brutal Ccw

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Autogun15 credits	Combat Knife10 credits
PISTOL	Brutal Ccw15 credits
Autopistol10 credits	GRENADE
	Frag Grenade30 credits

The Fellgor Beastman is horned chaff drawn to the faith — a bestial melee martyr that fills out the horde and hurls itself at the enemy line.

Fast at six inches with two Attacks but only one Wound and a poor save, it is built to charge and to die charging. It shares the warband's hatred of the Imperium as a mortal thing, re-rolling a blow against the Emperor's servants, and within six inches of the Dark Apostle it folds into the Fearless horde and cannot be driven back. It carries a brutal close-combat weapon and little else. The Beastman's faith is simple and total: run, gore, and be spent for the Gods.

VEHICLES

CHAOS PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Predator Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Predator is the Legion's main battle tank — the Rhino hull up-armoured and up-gunned until it is a different beast, a dedicated armour-killer that anchors a traitor battle-line rather than flanking it. Its heavy front facing shrugs off fire that would gut a transport, bought at the cost of the Rhino's speed. In its Destructor pattern the turret mounts a predator autocannon to crack light armour and heavy infantry; the Annihilator instead twin-links lascannons to burn the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so it engages across three arcs at once. Slow, front-heavy and dear, it sits deliberately below the Defiler and Land Raider superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Chaos Rhino is the corrupted workhorse of the Legions — the same fast, boxy Tracked transport the loyalists ride, ten thousand years weathered and daubed with the marks of the Long War. It exists to carry a squad of Heretic Astartes across open ground and spill them into the fight, trading protection for speed: its armour turns small-arms but is thin against war-engines, so it lives on Movement and its six Hull Points rather than on trading blows. A pintle-mounted combi-bolter lets the crew hose down infantry as the hull closes. Every Legion fields one in some ancient pattern, one per gang, and it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling coffin the Traitor Legions have ridden to war since the galaxy burned.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS VINDICATOR

VEHICLE

✖ 195 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Demolisher Cannon — Turret arc (Crew)
- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Vindicator is the siege bombard built on the Rhino hull — one monstrous demolisher cannon set in a low hull mounting, made to flatten cover and crack armour at knife-range. It keeps the transport's durable body, its facing armour and its seven Hull Points, and gives the cargo bay over to a single devastating gun. Where the rest of the roster reaches out, the Vindicator wants to close: its cannon is blind past its short range but annihilating within it, erupting the ground beneath a fireteam and bringing down walls that thought themselves proof. A pindle combi-bolter answers infantry that stray too near. It is the Iron Warriors' natural artillery, though any Legion that means to break a defended position covets one. Slow and short-armed but Rhino-tough, one per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 400 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Demolisher Cannon — Front arc (Crew)
- ♦ Reaper Autocannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Defiler is the daemon-engine centrepiece that crowns the Word Bearers vehicle roster — the Dark Apostle's altar-engine, a spider-limbed \$5c war-engine of bound Neverborn and blasphemous iron, no fighter but a Walker resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and it is fast: Movement 7" carries it ahead of the fanatic line rather than with it. It hammers the board from three fixed Front hardpoints — a demolisher/battle cannon that flattens cover and cracks armour, a reaper autocannon that saws through lighter targets, and a great scourge-claw power fist that tears apart anything that closes. Facing matters: all three arms fire forward, so the Defiler must front its prey. The top of the Word Bearers vehicle track and still under the 450 gatekeeper, its price is provisional — re-derived from durability, offence and mobility per \$5c, not ported from the Brute chassis it left behind; a bad Loss of Control roll can still wreck the whole altar-engine.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	9	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Battle Cannon — Turret arc (Crew)
- ♦ Reaper Autocannon — Side arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Defiler is the superheavy daemon-engine of the Long War — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, and the single most punishing body a Heretic warband can field. A four-legged brass horror of front-weighted armour, Toughness 9 to the front and 8 to the flank and 7 to the rear, hauls nine Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7". Its hull turret lobs a battle cannon the length of the field, a sponson-mounted reaper autocannon rakes what survives the ordnance, and its great piston claws tear apart anything that closes to the daemon's reach. The bound thing strains against the metal that cages it: it is Crazy, and lurches at the nearest prey whether the host wills it or not. A fortune-gatekeeper reserved for the wealthiest warbands, a shared chassis every Legion may field, 0-1 per gang; its every Loss of Control is resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FORGEFIEND

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Hades Autocannon — Front arc (Crew)
- ♦ Ectoplasma Spitter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Forgefiend is the Defiler's ranged sibling — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a daemon-engine built as a gun-platform and little else. A slow four-legged weapons battery of Toughness 9 to the front and eight Hull Points, it lumbers at Movement 6" and pays for that sloth in firepower: twin daemon autocannon hammer the far line with a storm of shells, or a hull-set ectoplasma spitter vomits warp-fire at what strays too near. Where the Maulerfiend closes to rip, the Forgefiend plants itself and pours out death from range, the heavy-shooting apex of the armoury. Its legs are thin and its stride is short, and a fast enemy that reaches it can worry it down; but caught in its arc of fire, little survives. The engine hates the metal that holds it: it is Crazy, and lurches at the nearest prey when the daemon's temper slips its leash. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	8	7	6	6	6+	3+	3+	6+	4+	5+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Helbrute is the faith-host's daemon-flesh mad walker — a dying champion entombed alive in a possessed sarcophagus and driven to slaughter by the thing that shares its flesh, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at Plodding Movement 4" as the zealot-line's flank-anchor rather than its spearhead. Crazy, it cannot always be steered to the ideal target; its lascannon cracks armour at range while the great power fist tears apart anything that closes. Both are fixed Front hard-points, so the Helbrute must face its prey. A durable heavy that shrugs off fire which would fell a lesser hull, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Meltagun — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Helbrute is the lesser walker of the host — a fallen champion sealed screaming into a Dreadnought's sarcophagus, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull, Toughness 8 to the front and thinning to 6 at the rear, and it advances at Movement 6" as the tormented bulwark of the line. It goes to war with a fixed multi-melta that cracks armour at range and a great Helbrute fist that tears apart what closes; both are Front hardpoints, so the walker must turn its face to its prey. The centuries in the dark have driven it mad: it is Crazy, and lurches at the nearest enemy whether the host wills it or not, obeying little command. A captive daemon-fed engine pointed at whatever the Legion most wants dead, a shared chassis every Legion may field, 0-1 per gang; its damage, its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELDRAKE

GUNSHIP

✖ 235 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Baleflamer — Front arc (Crew)
- ♦ Heldrake Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Heldrake is a Crazy daemon-engine flyer, a mechanical dragon with a bound warp-thing screaming inside its hull — the apex of the Ash-Wastes airspace and the Legions' sole master of the sky. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its fixed front maw torches massed infantry with a baleflamer — a torrent of warp-fire — or strafes with a hades autocannon, and its barbed claws rake fighters and hulls as it stoops on the swoop. Eight Hull Points and quick handling let it shrug the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to own the sky and hunt what moves below. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LORD DISCORDANT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Helstalker Maw — Mount arc (Crew)
- ♦ Autopistol — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazyed

The Lord Discordant on Helstalker is the mounted character among the daemon-engines — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules, a Warpsmith-axis lord fused to the fast Helstalker mount beneath him. A walker of Toughness 8 to the front and eight Hull Points, it races the field at Movement 9", and it fights as rider and mount together: an impaler chainglaive that hooks and rends the armour of the enemy, the Helstalker's own maw and mechatendrils that savage what the glaive drags down, and a pintle autopistol for anything that slips close. The lord's command of the daemon-engines and his mid-battle rites of repair and disruption are carried as the intent of the crew, not restated as vehicle rules. Rider and steed hate their forging as one: the whole engine is Crazyed, and lurches at the nearest prey with a shared and heedless fury. A shared chassis every Legion may field, the superheavy fortune-gatekeeper of the character hulls, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MAULERFIEND

VEHICLE

✖ 430 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	9	8	7	8	6+	3+	5+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Meltagun — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Maulerfiend is the hunter-killer of the daemon-engines — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, built for one thing and honed to nothing else. A fast four-legged assault walker of Toughness 9 to the front and eight Hull Points, it bounds forward at Movement 9", the swiftest of the heavy hulls, and it barely shoots at all: its BS 5+ marks it a thing of the charge, not the firing line. What it carries are its arms — lashing tendrils that catch and crush at the walker's apex of strength, or magma cutters that burn through armour where they land — and it wants only to close the distance and rip. Its hull is proof against fire that would gut a lighter engine, but its whole purpose is the reach of those arms. The bound daemon hates its cage as much as the foe: it is Crazy, and throws itself at the nearest enemy with every activation. A shared chassis every Legion may field, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOMCRAWLER

VEHICLE

✖ 330 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	5+	4+	4+	7+	5+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Reaper Autocannon — Front arc (Crew)
- ♦ Possession Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Soul-Harvest: whenever this vehicle takes an enemy Out of Action, add 1 to the gang's next Dark Invocation summon roll

The Venomcrawler is the fast summoning daemon-engine of the faith-host — a scuttling spider-horror bred for the harvest that drinks the souls of the slain and feeds them to the summoner, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. It is the quick hunter of the roster: Movement 8" and a nimble Hnd 5+ run it down on prey the heavier walkers could never catch, and its front-weighted hull (Toughness 8 front, 7 flank, 6 rear over 7 Hull Points, Sv 4+) is glassier than the Helbrute or Defiler — it trades armour for speed. Two fixed Front hardpoints arm it: a reaper autocannon standing in for the twin excruciator cannons, and soulflayer possession-claws to tear apart what it catches. Its purpose survives the reclassification: the **Soul-Harvest** — whenever it takes an enemy Out of Action, add 1 to the gang's next Dark Invocation summon roll, every kill fuel for the next daemon called. Where it feeds, the veil thins. Its damage, handling and every Loss of Control are reckoned through the Ash-Wastes vehicle rules; its re-derived price is provisional, priced from the profile — mobility, moderate durability and its two arms — not ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VENOMCRAWLER

VEHICLE

✖ 420 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Excruciator Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Venomcrawler is the Soul-Harvest engine — no fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules, a scuttling daemon-thing bred to gather souls for the ritual. A fast walker of Toughness 8 to the front and seven Hull Points, it skitters forward at Movement 9" to run down the fleeing and the flanking, and it fights with an excruciator cannon that spits warp-blasts and long soulflayer tendrils that catch and rend. Its true value is not the kill but what the kill feeds: every soul it reaps fuels the warband's Dark Invocation, the summoning dice sharpened by its slaughter — that hook lives in the gang's signature ritual, not in the engine's own rules. Maulerfiend-swift and daemon-hungry, it is Crazy, and lurches at the nearest prey with a will of its own. A shared chassis every Legion may field and the summoning cults covet most, prohibitive and rare, 0-1 per gang; its handling and its every Loss of Control are reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ DARK HERETICUS

PSYCHIC DISCIPLINE

Dark Hereticus is the whole of the generic Heretic Astartes sorcery — malediction, warp-flame, and the gifts of the gods, the devotional witchery of ten thousand years of damnation. Where a cult legion keeps a cabal, the Undivided host fields one witch, and that Sorcerer draws on the same six workings: the warp-flame of Infernal Gaze, the unwriting of Death Hex, the quickened step of Warptime, the swelling muscle of Diabolic Strength, the foresight of Prescience, and the gambled mutation of Gift of Chaos. Each is a Wyrd power, manifest through the N18 rules and paying the warp's price; at creation a Sorcerer with access picks or D6-rolls its power, and adds to it the universal Smite.

ROLL

POWER

1	Infernal Gaze. Warp-flame streams from the Sorcerer's eyes and engulfs a chosen enemy fighter within 12" and line of sight, which suffers D3 automatic Strength 5, AP -1 hits. It is the discipline's direct-damage lever — a witch-fire bolt that asks for no Hit roll, burning down a target the gang's guns cannot reach or crack.
2	Death Hex. The Sorcerer speaks a word of unwriting at an enemy fighter within 12", and until the end of the round that target can make no invulnerable or field save and suffers -1 to all its other saves — its every protection stripped from reality. The discipline's anti-save malediction, the answer to an armoured or warded foe no ordinary wound seems to fell.
3	Warptime. While this power is sustained, a chosen friendly fighter within 6" — or the Sorcerer itself — moves warp-quicken, adding +2" to its Movement and re-rolling a failed Charge distance. The caster-mobility lever, closing the ground the Long War is fought across.
4	Diabolic Strength. While sustained, a chosen friendly fighter within 6" — or the caster — swells with daemonic power, gaining +1 Strength and +1 Attack in melee. The melee buff: a line body turned into a killer for as long as the Sorcerer holds the working.
5	Prescience. While sustained, a chosen friendly fighter within 6" — or the caster — reads the threads of the immediate future, re-rolling failed Hit rolls of 1 in shooting and melee alike. The accuracy buff, distinct from the Long War's anti-Imperium hatred: it sharpens every attack, not only those aimed at the Corpse-Emperor's servants.
6	Gift of Chaos. The Sorcerer calls on the Ruinous Powers for a chosen friendly Heretic Astartes within 6", which immediately rolls once on the Chaos Boons table as the gods answer mid-battle. It carries the same Spawndom risk as any boon — the campaign reward layer touched by the warp, never a currency — a mutation gambled for at the moment of need.

GANG TACTICS D66

ROLL	TACTIC	TIMING
11	Sermon Of The Faithful. Play this if your Dark Apostle is on the board. Until the start of your next turn, its Sermon aura reaches 12" instead of 6", the priest's voice rising above the din of battle to reach the whole warband.	ANY ROUND
12	Diabolic Strength. Play this on a friendly fighter during its activation. Until the end of the round, add +1 to its Strength in close combat as unnatural power floods its limbs.	ANY ROUND
13	Tide Of Traitors. Play this in your turn. Return one friendly Cultist that has been taken Out of Action to the board at your own table edge, a fresh convert stepping into the fallen one's place. The tide of the faithful never runs dry.	ANY ROUND
14	Sacrifice For The Gods. Play this before you make a Dark Invocation. Take one friendly Cultist within 6" of the summoner Out of Action to add +2 to the summoning roll. The Gods reward those who pay in the blood of the faithful.	BEFORE A SUMMON
15	Unholy Fervour. Play this on a friendly fighter during its activation. It makes +1 Attack in close combat this round, seized by unholy fervour and heedless of its own safety.	ANY ROUND

16	The Word Made Flesh. Play this at the start of the battle, before the first round begins. Make a single Dark Invocation immediately — the word made flesh before a shot is fired, the daemons already on the field when the enemy expects an empty line.	START OF BATTLE
21	Martyrs Blood. Play this when a friendly Cultist is taken Out of Action. Every friendly fighter within 6" of it gains +1 to Hit until the start of your next turn, driven to fury by the martyr's fall.	ANY ROUND
22	Benediction. If your Dark Apostle is on the board, play this to deliver a Benediction that does not count against its once-per-battle limit. The priest finds the words for a second miracle exactly when the faithful need it most.	ANY ROUND
23	Zealot Charge. Play this on a friendly fighter that declares a charge. Add 2" to its charge Move, the zealot closing the last of the distance faster than the enemy is ready for.	ANY ROUND
24	Summon The Tide. Play this if you have already summoned this battle. You may make one additional Dark Invocation this round, the tide of the Neverborn rising faster than the enemy can stem it.	ANY ROUND
25	The Crimson Path. Play this on a friendly fighter that charges this round. Add +1 to its Attacks and it re-rolls failed Hits in the ensuing combat, walking the crimson path of Lorgar's endless war.	ANY ROUND
26	Daemon Flesh. Play this on a friendly fighter with the Mark of Possession. Until the end of the round it gains a 5+ field as its skin hardens into daemon-flesh, wounds closing almost as fast as they are opened.	ANY ROUND
31	No Mercy For The False. Play this on a friendly fighter fighting an Imperial enemy. It re-rolls all failed Wound rolls against that enemy this round. Against the servants of the False Emperor, the Word Bearers show nothing.	ANY ROUND
32	The Faithful Endure. Play this on a friendly fighter. Until the start of your next turn it counts its Toughness as 1 higher, the faith in it hardening flesh against the enemy's blows.	ANY ROUND
33	Possessing Rage. Play this on a friendly fighter with the Mark of Possession. Until the end of the round it re-rolls failed Hits in close combat and may not Fall Back from a fight, the daemon straining against its leash and dragging the flesh after it.	ANY ROUND
34	Offering Of Skulls. Play this before a friendly fighter makes its close-combat attacks. For every enemy it takes Out of Action this round, add +1 to your next Dark Invocation roll this battle. Every skull is an offering laid before the Gods.	BEFORE COMBAT
35	Chorus Of The Damned. Play this at any point in the round. Until the start of your next turn, all friendly Cultists count as being within the Dark Apostle's Sermon wherever they stand, the anti-hymn taken up across the whole warband at once.	ANY ROUND
36	Warp Touched. Play this on a friendly fighter. Until the start of your next turn it gains a 5+ field against ranged attacks, the warp bending shots away from the god-touched.	ANY ROUND
41	Relentless Devotion. Play this on a friendly fighter. Until the start of your next turn it ignores all penalties from Flesh Wounds, its devotion carrying it past pain that would cripple a lesser soul.	ANY ROUND
42	Call Of The Neverborn. Play this immediately before you make a Dark Invocation. Add +1 to the summoning roll as the Neverborn press against the veil, eager to answer the call of the one legion that keeps faith with them all.	BEFORE A SUMMON
43	The Apostles Shield. Play this when your Dark Apostle would be taken Out of Action. A friendly fighter within 3" of it is taken Out of Action in its place, throwing itself into the blow. The faithful will not let their prophet fall while one of them still stands.	ANY ROUND

44	Diabolic Endurance. Play this when a friendly fighter would be taken Out of Action. Roll a D6: on a 4 or higher it is instead only Seriously Injured, the daemon in its blood refusing to let it fall while the enemy still stands.	ANY ROUND
45	Fervent Advance. Play this on a friendly fighter during its activation. It may make one additional standard Move, so long as that Move ends closer to the nearest enemy — the faithful surging forward to close the distance and be tested.	ANY ROUND
46	Mark Of The Gods. Play this on a friendly fighter during its activation. Until the end of the round it re-rolls all failed Hit rolls, singled out by one of the Dark Gods as its chosen instrument for the fight.	ANY ROUND
51	Screaming Faith. Play this when an enemy declares a charge against a friendly fighter within 6" of your Dark Apostle. The charging fighter must pass a Nerve test or its charge fails, unnerved by the screaming faith of the flock.	ENEMY CHARGE
52	Blood For The Summoning. Play this in your turn. Choose one friendly fighter within 3" of a friendly Cultist: it may take that Cultist Out of Action as an offering, adding +1 to your next Dark Invocation roll this battle. The faithful die gladly when their blood buys a god's attention.	ANY ROUND
53	The Long Wars Hate. Play this on a friendly fighter fighting an Imperial enemy. Add +1 to Hit and +1 to Wound against that enemy this round, ten thousand years of hatred distilled into a single moment.	ANY ROUND
54	Daemonic Vigour. Play this on a friendly Possessed fighter or daemon-engine. It immediately recovers a single lost Wound as the daemon within knits the torn flesh back together.	ANY ROUND
55	Rise Up Faithful. Play this on a friendly fighter that is Pinned or Prone. It immediately stands and may act as normal this round, the words of the Apostle hauling it back onto its feet.	ANY ROUND
56	The Ninth Verse. Play this on a friendly fighter during its activation. Until the end of the round it adds +1 to every characteristic test it makes, carried through the fight by the reciting of the ninth verse of the anti-creed.	ANY ROUND
61	Unbreakable Tide. Play this at any point in the round. Until the start of your next turn, all friendly Cultists automatically pass Nerve and Cool tests, the horde surging on unbroken no matter how it bleeds.	ANY ROUND
62	Possessed Onslaught. Play this on a friendly Possessed fighter or daemon-engine during its activation. It makes +1 Attack in close combat this round as the daemon within throws the body into a frenzy of killing.	ANY ROUND
63	Summoners Focus. Play this before you make a Dark Invocation. Re-roll the summoning roll, the summoner bending his whole will to the tearing of the veil.	BEFORE A SUMMON
64	The Gods Are Watching. Play this on a friendly fighter. It may re-roll a single failed roll of any kind this round, for the Gods are watching and will not suffer their chosen to fail.	ANY ROUND
65	Faith Over Fear. Play this on a friendly fighter. It immediately passes any Nerve or Cool test it is required to make this round, and cannot be Pinned until the start of your next turn. Faith leaves no room for fear.	ANY ROUND
66	Apotheosis. Play this on a friendly Champion during its activation. Until the end of the round it fights as though half-possessed — add +1 to its Strength and it re-rolls a single failed Hit in close combat, the daemon within surging briefly to the surface. For one round, the flesh remembers what it is becoming.	ANY ROUND

ALLIANCES

THE DAEMONHUNTERS CRUSADE

ALLIANCE

WHO	the Word Bearers' sworn enemy - the daemon-hunters (the Grey Knights' Aegis, the Ordo Malleus, any null-field or anti-psyker force) that exists to unmake the summon and silence the sermon; NOT an ally but a standing vendetta, the named counter made a campaign fixture that hunts the summoner across the map
TERMS	campaign-level feud: the daemon-hunters mark the Word Bearers as a summoning gang to be purged; while the feud stands, either side may declare a grudge battle against the other, and in it the hunters' banishment and null-fields suppress the Word Bearers' summons (the summon roll suffers a penalty, and a summoned daemon may be banished on manifestation); the feud deepens each time the Word Bearers complete a summon in the hunters' sight

This is not an alliance but a hatred — the one force that hunts a Word Bearers warband across the whole map. The daemon-hunters exist to unmake the summon and silence the sermon: the Grey Knights and their Aegis, the Ordo Malleus, any null-field or anti-psyker host that cannot abide the Neverborn walking. Once the feud stands, they mark the warband as a summoning gang to be purged, and either side may declare a grudge battle against the other. In that battle their banishment and null-fields press against the veil: the Word Bearers' summon roll suffers a penalty, and a summoned daemon may be banished the moment it manifests. The feud deepens every time the warband completes a summon in the hunters' sight — the more the faithful call, the harder the hunters come.

THE SUMMONERS WEB

ALLIANCE

WHO	any Chaos force in the sector - a cult-legion warband, a renegade Chaos gang, or one of the daemon Houses (khorne/nurgle/tzeentch/slaanesh) - that seeks the Word Bearers as the summoner-hub, the only legion able to broker the Neverborn of ANY god (the broadest alliance web in the family, a faith-brokered pact rather than a fixed friendship)
TERMS	campaign-level alliance: while the pact holds, the Word Bearers open the way to the partner's patron daemons and the partner lends warriors or worship in return - in a joint battle the Word Bearers may summon from the partner's daemon House at +1, and the partner's fighters gain +1 to Hit while within 6 inches of a summoned daemon; phase-gated, faith-brokered, and dissolved the moment the worship or the plunder stops flowing

The Word Bearers sit at the centre of the broadest alliance web in the family, bound to no fixed partner. Any Chaos force in the sector may seek them out as the summoner-hub — a cult-legion warband, a renegade host, or one of the four daemon Houses — for the sons of Lorgar alone can broker the Neverborn of any god. While the pact holds, the Word Bearers open the way to the partner's patron daemons and the partner lends warriors or worship in return: in a joint battle the Word Bearers may summon from the partner's daemon House at +1, and the partner's fighters gain +1 to Hit while within 6 inches of a summoned daemon. The pact is phase-gated and faith-brokered, and it dissolves the moment the worship or the plunder stops flowing.

ROLL	FAVOUR	PATRON
2	A Daemons Price. The daemon patrons answer, but nothing they give is freely given. For your next battle, you may summon one daemon retinue without a Dark Invocation roll — it simply arrives — but immediately afterward one friendly fighter of the arbitrator's choice takes a Flesh Wound as the warp exacts its due. A god's gift always carries a price, and the Word Bearers pay it gladly.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
4	The Summoners Boon. The pact strengthens the summoner's hand. For your next battle, add +1 to the first Dark Invocation roll you make. The Neverborn lean close, eager to be called by the only legion that ever kept faith with them all.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
5	A Gift Of Flesh. The daemon patrons send a gift of tainted flesh. For your next battle, choose one friendly Champion: it gains the Mark of Possession and a 6+ field, the daemon within stirring at the beginning of its ascent toward daemonhood.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL

6	Blessing Of The Word. The Word settles on the host like fire. For your next battle, your Dark Apostle's Sermon aura reaches 9" instead of 6", the blessing of Lorgar's creed carried further than any mortal voice could reach.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
7	The Faithful Flock. Word of the crusade spreads, and the faithful come. For your next battle, add one free Chaos Cultist to your gang, a fresh zealot drawn to the banner by the promise of a god's regard.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
8	Warp Blessed Rounds. The daemon patrons bless the warband's munitions. For your next battle, choose one friendly fighter: its ranged weapons re-roll a single failed Wound roll each round, their shots quickened by unnatural malice as they leave the barrel.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL

10	An Icon Consecrated. The daemon Houses consecrate one of the warband's standards. For your next battle, choose one friendly icon: while it is carried, the gang adds +1 to its Dark Invocation summoning rolls, blessed by the eight-pointed star made briefly manifest upon it.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL
12	The Neverborns Favour. The Neverborn themselves take an interest in your host. For your next battle, you may make one additional Dark Invocation, and the first daemon retinue you summon arrives already within 6" of an enemy rather than at your board edge. Few mortals earn the favour of the Neverborn; fewer still survive the earning of it.	THE FAITH-BROKERED PACT OF THE WORD BEARERS - THE DARK GODS AND THE DAEMON HOUSES THAT ANSWER THE ONLY LEGION TO SUMMON THEM ALL, PAID IN WORSHIP, SACRIFICE, AND THE SOULS OF THE FAITHFUL

SUB-PLOTS

THE DEEPENING WORD

SUB-PLOT

Reward: The faith becomes self-sustaining: the Dark Apostle's Sermon aura widens permanently by 3 inches, its Benediction may be delivered twice per battle, and once per campaign the gang may summon from any two daemon Houses at once with a single Dark Invocation. Claimed only once.

Trigger. Across the campaign, your gang banks eight or more successful daemon summons, tracked cumulatively across battles, and wins at least three battles in which the Dark Apostle was never taken Out of Action.

Reward. The faith becomes self-sustaining. Your Dark Apostle's Sermon aura widens permanently by 3 inches, its Benediction may be delivered twice per battle, and once per campaign your gang may summon from any two daemon Houses at once with a single Dark Invocation. This sub-plot may be claimed only once.

✧ THE GODS TAKE NOTICE

SUB-PLOT

Reward: One friendly Champion ascends toward daemonhood: it gains the Possessed profile permanently and one chosen Chaos Boon. But the ascension draws attention - the gang immediately gains the Daemonhunters' Crusade feud (if it does not already have it), and the daemon-hunters mark the ascendant Champion first. Claimed only once.

Trigger. Across the campaign, your gang earns six or more Chaos Boons, tracked cumulatively, on its fighters.

Reward. One friendly Champion ascends toward daemonhood: it gains the Possessed profile permanently and one chosen Chaos Boon. But the ascension draws attention — your gang immediately gains the Daemonhunters' Crusade feud if it does not already have it, and the daemon-hunters mark the ascendant Champion first. This sub-plot may be claimed only once.

☠ LEGENDARY NAMES

✧ THE CRIMSON PROPHET

DARK APOSTLE

XP cost (random): 6

XP cost (chosen): 12

The Crimson Prophet is a named Dark Apostle whose word alone has damned whole worlds to the Gods — a preacher whose faith burns too hot to keep to safety.

The prophet's Sermon aura reaches 12 inches instead of 6, and its Benediction may be delivered twice in a single battle, the anti-creed spilling from it in a flood. But such faith cannot hold still: while any enemy fighter is visible, the Crimson Prophet must move toward the largest visible group of enemies each round, and may not take cover behind a wall or Fall Back from combat while an enemy remains in sight. It preaches to the doomed, and it means to be heard even as it dies.

✧ THE MARTYR MAKER

WORD BEARERS LORD OR DARK APOSTLE

XP cost (random): 6

XP cost (chosen): 12

The Martyr-Maker is a named Word Bearers Lord or Dark Apostle who spends the faithful like coin — every dead Cultist an offering that buys a god's attention.

Whenever a friendly Cultist is taken Out of Action within 6 inches of this fighter, add +1 to the gang's next Dark Invocation roll and one friendly fighter within 6 inches recovers a Flesh Wound, the martyr's death feeding both the summoning and the survivors. But the Martyr-Maker demands a full congregation: the gang must always field the maximum number of Cultists it can afford, and this fighter may never voluntarily leave the board — no retreat, no bottling out — while it still lives. There is always another believer to spend.

✧ THE SUMMONER WHO CALLED EVERY GOD SORCERER OR DARK APOSTLE

XP cost (random): 6

XP cost (chosen): 12

The Summoner Who Called Every God is a named Sorcerer or Dark Apostle who has torn the veil for the Neverborn of all four Powers, and been marked by each in turn.

Once per battle, this fighter may summon a daemon retinue from two different daemon Houses at once with a single Dark Invocation, calling on more of the warp than any other mortal dares. But every Dark Invocation it makes exacts a sacrifice: either a friendly Cultist within 6 inches is removed, or this fighter takes a Flesh Wound as the warp burns through it. The gods that answer all at once do not answer cheaply.

☠ TERRAIN

✧ THE DARK CATHEDRAL

TERRAIN

The Dark Cathedral is the Word Bearers' shrine-fortress and claimed Territory — a desecrated basilica of black iron and profane iconography from which the whole campaign's faith is administered and the Neverborn are welcomed.

As a claimed Territory, the Dark Cathedral grants the gang one free re-roll on any Dark Invocation summon roll each battle, and one free re-roll on any Chaos Boons table in the post-battle sequence. It is the beating heart of the warband's creed made stone, and everything the host summons passes first through its consecrated halls.

✧ THE PROFANE ALTAR

TERRAIN

The Profane Altar is a consecrated slab of black stone and skull-strung iron the Word Bearers raise wherever they mean to summon — the focus of the rite and the place the faithful are fed to the warp.

While a friendly fighter is within 3 inches of the Profane Altar, the gang adds +1 to its Dark Invocation summon rolls. A friendly Cultist sacrificed in base contact with the altar, whether by a Sacrifice weapon or a gang tactic, adds +2 to the next summon roll instead of the usual +1. Blood spilled on this stone carries further than blood spilled anywhere else on the field.

SCENARIOS

THE MARTYRS FIELD

SCENARIO

ATTACKER	the Word Bearers (fielding a deep fanatic horde and driving it forward as a fearless screen, spending the faithful to bank summons and overwhelm the enemy line)
DEFENDER	the opposing gang (holding a defensive line and trying to break the horde's morale-proof advance by attrition before the summons overwhelm it)
DEPLOY	the Word Bearers deploy across the whole of one half, Cultists forward and the Dark Apostle central within the horde; the defender holds the far half in a line of its choosing
OBJECTIVE	the Word Bearers must push the fearless horde into the enemy line, banking a summon each time a set number of friendly Cultists are taken Out of Action, and win by overwhelming the enemy; the defender must survive the tide and the summoned daemons and hold its line
VICTORY	the Word Bearers win by taking more enemy fighters Out of Action than they have fighters remaining on the board at the end of the sixth round, OR by completing two full summons; the defender wins by denying both
REWARDS	the winner gains reputation; a Word Bearers win banks a Chaos Boon roll and a free Cultist; a defender win thins the horde and denies the summons
CONTROL TRACK	a Word Bearers win advances their Control-Track claim by one step; a defender win holds the ground and forces the horde to regather

ATTACKER & DEFENDER

The Word Bearers are the attacker, fielding a deep fanatic horde and driving it forward as a fearless screen, spending the faithful to bank summons and overwhelm the enemy line. The defender is the opposing gang, holding a defensive line and trying to break the morale-proof advance by attrition before the summons overwhelm it.

BATTLEFIELD

An open killing ground with the defender's line anchored on cover of its choosing — the field across which the faithful will be spent.

CREWS

Both sides field their full gangs. The Word Bearers are encouraged to bring their deepest Cultist horde.

DEPLOYMENT

The Word Bearers deploy across the whole of one half, Cultists forward and the Dark Apostle central within the horde. The defender sets up across the far half in a line of its own choosing.

BANKING THE MARTYRS

Each time a set number of friendly Cultists are taken Out of Action, the Word Bearers bank one summon, which may be spent on a Dark Invocation as normal. The horde is fuel; every death carries the rite one step closer.

ENDING THE BATTLE

The battle ends at the close of the sixth round, or when one gang bottles out.

VICTORY

The Word Bearers win by taking more enemy fighters Out of Action than they have fighters remaining on the board at the end of the sixth round, or by completing two full summons. The defender wins by denying both.

REWARDS

The winner gains reputation. A Word Bearers win banks a Chaos Boon roll and a free Cultist. A defender win thins the horde and denies the summons.

CONTROL TRACK

A Word Bearers win advances their Control-Track claim by one step. A defender win holds the ground and forces the horde to regather.

TACTICS

The horde does not need to survive — only to be spent. Push the Cultists into the enemy line to bank summons fast, keep the Dark Apostle alive at the centre so the flock never breaks, and let the daemons finish what the martyrs began.

ATTACKER	the Word Bearers (performing a dark rite at a central altar - holding it and sacrificing the faithful to summon a daemon tide while the horde screens the Dark Apostle)
DEFENDER	the opposing gang (which must break the rite before the tide manifests, by cutting down the Apostle or seizing the altar)
DEPLOY	the altar is placed at the centre; the Word Bearers deploy around it within 6 inches, the Dark Apostle among them; the defender deploys along one board edge, at least 12 inches from the altar
OBJECTIVE	the Word Bearers must keep a fighter within 3 inches of the altar for a number of rounds, banking summon-progress each round a fighter (or a sacrificed Cultist) feeds the rite; the defender must stop the rite by taking the Dark Apostle Out of Action or by holding the altar itself for a full round
VICTORY	the Word Bearers win if the rite completes (the summon-progress threshold is reached) before the end of the sixth round; the defender wins by breaking the rite - Apostle down or altar held - before then
REWARDS	the winner gains reputation; a Word Bearers win banks a permanent free daemon summon (usable once next battle) and grows the fanatic horde by one free Cultist; a defender win denies the summon and marks the altar desecrated
CONTROL TRACK	a Word Bearers win advances their Control-Track claim on this world by one step and consecrates the altar (their next battle here begins with a free +1 to the first summon roll); a defender win holds the ground and denies the consecration

ATTACKER & DEFENDER

The Word Bearers are the attacker, performing a dark rite at a central altar — holding it and sacrificing the faithful to summon a daemon tide while the horde screens the Dark Apostle. The defender is the opposing gang, which must break the rite before the tide manifests, either by cutting down the Apostle or by seizing the altar.

BATTLEFIELD

A ritual ground with a profane altar at its centre, open enough that the defender must fight through the horde to reach it.

CREWS

Both sides field their full gangs.

DEPLOYMENT

The altar is placed at the centre of the battlefield. The Word Bearers deploy around it within 6 inches, the Dark Apostle among them. The defender deploys along one board edge, at least 12 inches from the altar.

FEEDING THE RITE

Each round a friendly fighter is kept within 3 inches of the altar, the Word Bearers bank summon-progress; a Cultist sacrificed at the altar feeds it faster. The rite is a countdown the enemy must interrupt.

ENDING THE BATTLE

The battle ends when the rite completes, when the rite is broken, or at the close of the sixth round.

VICTORY

The Word Bearers win if the rite completes — the summon-progress threshold reached — before the end of the sixth round. The defender wins by breaking the rite before then, either by taking the Dark Apostle Out of Action

or by holding the altar itself for a full round.

REWARDS

The winner gains reputation. A Word Bearers win banks a permanent free daemon summon, usable once in the next battle, and grows the fanatic horde by one free Cultist. A defender win denies the summon and marks the altar desecrated.

CONTROL TRACK

A Word Bearers win advances their Control-Track claim on this world by one step and consecrates the altar — their next battle here begins with a free +1 to the first summon roll. A defender win holds the ground and denies the consecration.

TACTICS

The rite wins the battle, not the killing. Ring the altar with Cultists, keep the Dark Apostle fed and shielded at the centre, and make the enemy bleed for every inch toward the stone. Break their charge with a summoned tide before it ever reaches the priest.