

MACROMUNDA

CHAOS SPACE MARINES

ALPHA LEGION

HOUSE BOOK

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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: DAEMONHELLS (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

ALPHA LEGION

The battle decided before deployment

The Alpha Legion is the battle decided before deployment. Where other Heretic Astartes hosts arrive to fight, this one is already present — operatives in position, charges planted, objectives quietly moved, an ambush set in the ground the enemy believes is empty. Its primary weapon is not the bolter but information and position: it fights the war before the war, and by the time the foe thinks the fighting has started, half of it is already lost.

It is a cell-structured warband with no single head to cut off. Command passes hand to hand among warriors who all answer to the name Alpharius, so no assassination folds the line and no decapitation wins the day. Its Legionnaires set up inside the enemy's own formation wearing his colours; its mortal operative-cells screen and sabotage ahead of them; its saboteurs ruin the field before the first shot. The edge is setup, not staying power — sprung and forced into a stand-up fight with no trap left, it is only an average Marine host. But seen coming is the one thing the plan is built never to be.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Every fighter shares the Long War spine — the gang-wide hatred re-roll versus the Imperium
- ♦ Exactly 1 nominal Leader (Alpha Legion Lord) — but see I am Alpharius: no single-Leader dependency
- ♦ 0-2 Champions (Operative Champion / Sorcerer / Warpsmith-Saboteur)
- ♦ Alpha Legionnaires the bulk; operative Cultists cheap and plentiful with a raised cap (the operative cells)
- ♦ 0-1 \$5c Vehicle (Helbrute or Defiler — resolved through the Ash-Wastes vehicle rules, \$Vehicles, rather than the old Brute grid)
- ♦ Backbone: Legionnaires + Cultists $\geq$ Leaders + Champions
- ♦ Hydra Dominatus: the whole gang may deploy Hidden (sig.hidden-in-plain-sight), performs pre-battle sabotage, and runs leader-redundancy (sig.i-am-alpharius)
- ♦ No daemon-summoning (Mark of Chaos Undivided — the plan needs no daemons)

An Alpha Legion warband musters on 1500 credits. It fields exactly one nominal Leader — the Alpha Legion Lord — though I Am Alpharius means the gang never truly depends on him. Alongside stand up to two Champions, drawn from the Operative Champion, the Sorcerer, and the Warpsmith-Saboteur.

The Legionnaires are the bulk of the host, but the operative Cultists are the character of it: cheap, plentiful, and permitted at a raised cap, the sleeper-agent cells that make the infiltration real. A single \$5c war-engine — a Helbrute or a Defiler, reckoned through the Ash-Wastes vehicle rules (\$Vehicles) rather than the old Brute grid — may anchor the force. Whatever its shape, the backbone rule holds: Legionnaires and Cultists together must number at least as many as the Leaders and Champions combined.

The whole gang fights under Hydra Dominatus. It may deploy Hidden, performs pre-battle sabotage, and runs the leader-redundancy of I Am Alpharius, so no first strike can behead it. It summons no daemons — the plan has never needed them.

GANG RULES

✂ HIDDEN IN PLAIN SIGHT

GANG RULE

Hidden in Plain Sight is the rule that puts the Alpha Legion's infiltration on the table. The gang sets the battle before deployment: it may set up more of its fighters Hidden or Infiltrated than any other House — up to half the gang placed as hidden markers, out of line of sight, revealed only when they act or an enemy strays within Initiative inches. When a hidden fighter reveals in order to attack, it strikes that round with +1 to Hit — the ambush bonus.

The board is never what it appears. The safe flank holds operatives; the open ground is trapped; the position the enemy trusts was prepared by the Legion before he arrived. A foe that has already lost objectives and cover, and a fighter to a buried charge, fights on the Legion's terms from the first round.

The counterplay is detection. An enemy who carries an Auspex on every fighter, or a screen that strips hidden markers, negates the setup and forces the stand-up fight the Legion is only average at. Seen coming, the plan was the whole weapon — and there is nothing behind it.

✂ I AM ALPHARIUS

GANG RULE

I Am Alpharius is the rule that puts headless resilience on the table. The Alpha Legion has no single throat to cut. Should the nominated Leader be taken Out of Action, a Champion — or any fighter holding a Reputation slot — immediately becomes the Leader, with full Leadership range and abilities, and the gang suffers no Bottle test, Nerve penalty, or coherence loss for the death. Command is a role passed hand to hand among warriors who are, in the ways that matter, interchangeable.

The gang fights like a thing with no centre of gravity. Kill the warrior giving the orders and another gives them in the same breath, with the same cold competence; there was never truly a head, only the Legion. The Mark of the Hydra Icon sharpens the gambit further — any one fighter may claim to be the icon-bearer, so the enemy can never be sure which warrior matters, because none of them does.

The catch is quiet: this buys steadiness, not power. It keeps an average host fighting where a decapitated rival would fold, but adds nothing to the fighting itself. Against a foe who simply grinds the whole gang down rather than hunting its head, it saves no one — it ensures only that the Legion falls together, in order.

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+	4+	4+

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*)

Hidden in Plain Sight (*may deploy Hidden; +1 to Hit on the round it reveals to attack*)

I am Alpharius (*no single-Leader dependency; another fighter becomes Leader with no Bottle penalty*)

Lord of the Long War (*once/battle command surge 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
- +1
- re-roll Wound

PRIMARY

Agility

Cunning

Leadership

SECONDARY

Combat

Ferocity

Savant

Shooting

Signature

STARTING GEAR Mark Power

FREE SKILL Hidden In Plain Sight

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

CLOSE-COMBAT

Chainsword 25 credits

Venom Edge Knife 30 credits

Power Sword 45 credits

Lightning Claws 55 credits

Power Fist 60 credits

GRENADE		PERSONAL	
Frag Grenade	30 credits	Apothecarion Vials	30 credits
Krak Grenade	45 credits	ACCESSORY	
Demolition Charge	75 credits	Auspex	25 credits
ARMOUR		STATUS	
Mark Terminator	130 credits	Hydra Icon	40 credits
Mark Power		Icon Of Chaos	40 credits
<i>included</i>			

The Alpha Legion Lord is the nominal head of a force built to have none. A transhuman killer in power armour who is as apt to be found inside the enemy's own lines as at the head of his warband, he answers to the name Alpharius, as does every warrior beside him — and the death of any one of them changes nothing at all. He fights where the plan places him, strikes when the trap is already sprung, and leaves the foe certain he has killed the wrong man.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.
- **Hidden in Plain Sight:** this fighter may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.
- **I Am Alpharius:** should this fighter go Out of Action, another fighter becomes the Leader instantly, with no Bottle test or Nerve penalty for the loss.
- **Lord of the Long War:** once per battle this fighter issues a command surge to friendly fighters within its aura.

ASPIRING CHAMPION

CHAMPION

✖ 260 CREDITS

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

Hidden in Plain Sight (may deploy Hidden; +1 to Hit on the round it reveals to attack)

I am Alpharius (any Champion may step up as Leader instantly) 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
- +1
- re-roll Wound

PRIMARY Agility Cunning Leadership Shooting Signature

SECONDARY Combat Ferocity Savant

STARTING GEAR Mark Power

FREE SKILL Hidden In Plain Sight

EQUIPMENT LIST

BASIC		GRENADE	
Boltgun	55 credits	Frag Grenade	30 credits
Combi Bolter	65 credits	Demolition Charge	75 credits
PISTOL		ARMOUR	
Bolt Pistol	45 credits	Mark Terminator	130 credits
Plasma Pistol	70 credits	Mark Power	
SPECIAL		<i>included</i>	
Plasma Gun	100 credits	ACCESSORY	
Meltagun	135 credits	Auspex	25 credits
CLOSE-COMBAT		STATUS	
Chainsword	25 credits	False Colours Kit	20 credits
Venom Edge Knife	30 credits	Hydra Icon	40 credits
Power Sword	45 credits		

The Operative Champion is the scheming middle of the command web — the warrior who, at the chosen moment, reveals himself as Alpharius and takes the reins as though he always held them. Fast, precise and armoured in power plate, he leads from concealment as readily as from the front, and any of his kind can step into the Leader's place without a beat lost.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.
- **Hidden in Plain Sight:** this fighter may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.
- **I Am Alpharius:** should the Leader go Out of Action, this Champion may step up as Leader instantly, with no Bottle test or Nerve penalty for the loss.
- **Lord of the Long War:** this fighter carries the command aura of the one who reveals himself as Alpharius.

DARK COMMUNE

CHAMPION

✖ 51 CREDITS

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

SAVE 4+

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

I am Alpharius (*an operative-cell leader who can be the head; feeds the leader-redundancy*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Cunning

Leadership

SECONDARY

Agility

Combat

Ferocity

Savant

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Stub Gun 5 credits

Autopistol 10 credits

CLOSE-COMBAT

Brutal Ccw 15 credits

Venom Edge Knife 30 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

STATUS

False Colours Kit 20 credits

Hydra Icon 40 credits

The Dark Commune is the mortal command cadre of the operative cells — a traitor-enforcer and demagogue who runs the sleeper-agents the Legionnaires never lower themselves to marshal. A frail thing beside a transhuman, T3 and a single Wound, but it holds the deepest mortal-cult tier in the host together, and it feeds the redundancy: any operative can be the head, and this one often is.

Special Rules

- The Long War:** this fighter shares the gang-wide hatred re-roll against a target of the Imperium, though as a mortal it is not Sworn to the Long War.
- I Am Alpharius:** this operative-cell leader can be nominated as the head, and its presence feeds the gang's leader-redundancy.

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+	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*)

Hidden in Plain Sight (*the psychic operative may deploy Hidden*)

SEE SPECIAL RULES

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

A fighter with the Psyker keyword may manifest the Wyrld 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 Wyrld 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
- +1

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Smite

Dark Hereticus

STARTING GEAR Mark Power

FREE SKILL Malice

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Stave 45 credits

ARMOUR

Sigil Of Corruption 75 credits

Mark Power

included

WARGEAR

Warp Stride 35 credits

ACCESSORY

Auspex 25 credits

STATUS

Familiar 35 credits

The Sorcerer is the psychic operative — a Heretic Astartes who reads the field before the field is set, turning foresight and warpcraft to the same end as every other cell: the enemy undone before he understands the game. He walks with a force stave and a bolt pistol, moving unseen with the rest of the operatives until the moment his power decides a fight already half-lost.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.
- **Hidden in Plain Sight:** this fighter may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.
- **Malice:** once per battle, after this fighter takes an enemy Out of Action, it may immediately make a free Move or a free additional attack.
- **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.

WARPSMITH

CHAMPION

✖ 220 CREDITS

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

Hidden in Plain Sight (*the saboteur may deploy Hidden*)

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

PRIMARY

Brawn

Cunning

Shooting

SECONDARY

Agility

Savant

Signature

STARTING GEAR Mark Power

FREE SKILL Sabotage

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Venom Edge Knife 30 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Demolition Charge 75 credits

ARMOUR

Mark Power

included

PERSONAL

Daemonic Iron 45 credits

ACCESSORY

Auspex 25 credits

The Warpsmith-Saboteur is the hand that ruins the ground before the fight. Where other legions field him as a mender of machines, the Alpha Legion turns him loose on the enemy's — cutting emplacements, planting charges, and moving the very objectives before a shot is fired. He carries a power fist and a bolt pistol, and the demolition suite that lets him decide a battle in the dark, hours before it begins.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.

- **Hidden in Plain Sight:** this fighter may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.
- **Sabotage:** once before the battle this fighter may disable an enemy emplacement, re-position an objective, or plant a trap at a chosen point.

CHAOS CULTIST

GANGER

✖ 53 CREDITS

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

SAVE 4+

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

Hidden in Plain Sight (*the sleeper-agent operative may deploy Hidden*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- +1

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Combat

Ferocity

Savant

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Stub Gun 5 credits

Autopistol 10 credits

SPECIAL

Operative Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Brutal Ccw 15 credits

Venom Edge Knife 30 credits

GRENADE

Frag Grenade 30 credits

Demolition Charge 75 credits

ARMOUR

Mark Carapace

included

ACCESSORY

Auspex 25 credits

STATUS

False Colours Kit 20 credits

The Alpha Legion Cultist is a sleeper-agent — a mortal operative who has lived in the enemy's shadow long enough to be part of it, cheap and plentiful and utterly expendable. It is the screen that sets the ambush, the informant that moves the objective, the body that walks into the enemy line and is not questioned. Autogun and a brutal blade, and the patience to be exactly where it is needed before the fight begins.

Special Rules

- **The Long War:** this fighter shares the gang-wide hatred re-roll against a target of the Imperium, though as a mortal operative it is not Sworn to the Long War.
- **Hidden in Plain Sight:** this sleeper-agent may deploy as a Hidden marker.

CHAOS MARINE

GANGER

✖ 202 CREDITS

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

Hidden in Plain Sight (*sets up already inside the enemy line; may deploy Hidden*) 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

PRIMARY

Agility

Cunning

Shooting

Signature

SECONDARY

Combat

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Grenade Launcher 65 credits

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

Venom Edge Knife 30 credits

Chainaxe 35 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Demolition Charge 75 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Apothecarion Vials 30 credits

ACCESSORY		STATUS	
Auspex	25 credits	Icon Of Chaos	40 credits
Daemonic Ammunition	25 credits		
♣ Hydra Scrambler	30 credits		
<i>Built from a looted Imperial auspex and a vox-scrambler array; the operatives wire the enemy's own detection gear into a jammer. A non-datasheet operative tool — no stock CSM kit builds it — priced above the Core auspex accessory band.</i>			

The Alpha Legionnaire is the line heretic who is already inside the enemy's position when the enemy thinks the battle is beginning. A full transhuman in power armour, boltgun in hand, he is the infiltration premium made flesh — set up in the ground the foe believed empty, wearing colours not his own, waiting for the word. Not the equal of a stand-up Astartes brawler, but placed where no brawler ever gets to stand.

Special Rules

- **Sworn to the Long War:** this fighter cannot be Pinned and steadies automatically on a failed Nerve test.
- **The Long War:** friendly fighters re-roll a failed Hit roll against a target of the Imperium.
- **Hidden in Plain Sight:** this fighter sets up already inside the enemy line and may deploy as a Hidden marker; on the round it reveals to attack, it gains +1 to Hit.

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

✖ 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

- ♦ Reaper Autocannon — Sponson arc (Crew)
- ♦ Power Fist — Arm arc (Crew)

SPECIAL RULES

- ♦ Crazy (daemon-engine — may lurch at the nearest target)
- ♦ 0-1 per gang

The daemon-engine the Legion keeps in reserve for the day position alone will not win — and, with the Core-wide reckoning, a \$5c superheavy war-engine rather than a fighter-line super-Brute. The Defiler is a Walker of Sv 3+ over nine Hull Points behind the thickest front armour the warband fields (Toughness 9 to the fore, 8 flank, 7 rear), a four-legged brass horror that lobs a battle cannon downrange then tears in with piston claws. A hull-mounted battle cannon throws long-range daemon ordnance, a sponson reaper autocannon (or a heavy-flamer-pattern spewer) rakes what closes, and a fixed Defiler claw-and-scourge crushes anything in reach. It is the super-engine the cells call up only when the hidden hand must become an open one — a fortune-gatekeeper of a machine at the ~450 superheavy ceiling, one per gang and prohibitively dear. Crazy, it may lurch at the nearest target; its durability, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

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

✖ 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 — Arm arc (Crew)
- ♦ Power Fist — Arm arc (Crew)

SPECIAL RULES

- ♦ Crazy (daemon-engine — may lurch at the nearest target)
- ♦ 0-1 per gang

The operative host's heavy fist — and, with the Core-wide reckoning, no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A captured warrior chained screaming into a Dreadnought sarcophagus, the Helbrute is a Walker of Sv 3+ plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear) and grinding forward at a plodding six inches — the Chaos Dreadnought, inheriting the loyalist Walker profile. One arm cracks armour at range (a multi-melta by default, or a reaper autocannon for the cell that wants volume of fire), the other is a crushing Helbrute fist with a built-in scourge or combi-bolter; both are fixed Arm mounts, so the machine must face its quarry. When the Alpha Legion trap is sprung and subtlety is spent, it is loosed to break whatever the cells have already surrounded — Crazy, it may lurch at the nearest target, and its damage, its handling and every Loss of Control are resolved through the Ash-Wastes vehicle rules. Its price is provisional, derived 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

✖ 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
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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-quickened, 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	Forward Operatives. Play before the battle. Choose up to two friendly fighters; they may be set up Hidden regardless of whether they would normally be eligible, placed as markers anywhere more than 6" from an enemy fighter. Your operatives were forward long before the line was ever drawn.	PRE-BATTLE
12	Hydra Dominatus. Play at the start of any round. Until the end of the round, friendly fighters that reveal from Hidden to attack add a further +1 to their Hit rolls beyond the usual ambush bonus, and automatically pass any Cool test they are called to make. Hydra Dominatus — the many move as one.	ANY ROUND
13	Conceal And Strike. Play when a friendly Hidden fighter reveals to attack this round. Resolve its attacks before the enemy may react to the reveal, and until the end of the round it counts as being in partial cover. It strikes from the dark, and is halfway back into it before the foe turns.	ANY ROUND
14	We Are Everywhere. Play at the start of the battle. Place one additional Hidden marker on the board as a decoy, more than 6" from any enemy. It hides no fighter at all — but the enemy cannot know that, and must treat it as though a warrior waited there, and spend his caution accordingly.	START OF BATTLE

15	False Orders. Play at the start of any round. Choose one enemy fighter; forged orders reach it in a hand it trusts. Its controlling player must activate that fighter before any other fighter this round, whether or not the timing serves him. The Legion's voice is already inside the enemy's command.	ANY ROUND
16	The Many Heads. Play when a friendly fighter that has issued a Leadership-based order this battle is taken Out of Action. Another friendly fighter within 6" immediately assumes its role and command range for the rest of the battle, and your gang takes no Nerve penalty for the loss. Cut one head, and another speaks in the same breath.	ANY ROUND
21	Sleeper Cell. Play at the start of any round. Choose one friendly Hidden fighter that has not yet revealed; the sleeper wakes with killing intent. This round, when it reveals to attack, its first attack gains +1 Strength as well as the usual ambush bonus. It has been waiting a long time for exactly this.	ANY ROUND
22	Cut The Wire. Play before the battle. Choose one enemy emplacement, sentry weapon, or piece of interactive terrain; it is sabotaged and counts as inert for the game, doing nothing for its owner. The wire was cut before the enemy knew there was a wire to cut.	PRE-BATTLE
23	Planted Charge. Play before the battle. Secretly note one point on the board. The first enemy fighter to move within 2" of it triggers a buried charge and suffers a Strength 5 hit. Reveal the note the moment it is sprung — the ground itself was against him from the start.	PRE-BATTLE
24	Shifting Objective. Play at the start of any round in a mission that uses objective markers. Move one objective marker up to 3" toward a friendly fighter. What the enemy bled to hold was never quite where he believed it to be.	ANY ROUND
25	Misdirection. Play when an enemy declares a shot or charge against a friendly fighter that has another friendly fighter within 2". Before the attack resolves, the two friendly fighters may swap positions on the board. The target the enemy chose was a feint, and the blow lands on empty ground.	ANY ROUND
26	Counter Intelligence. Play at the start of any round. Choose one enemy fighter that is Hidden or held in reserve; your operatives have already read the ground. That fighter is revealed immediately, or, if in reserve, may not arrive this round. The enemy's own surprises are known to the Legion before he springs them.	ANY ROUND
31	Vanish. Play at the end of a friendly fighter's activation, if it is out of the enemy's line of sight and more than 3" from any enemy fighter. It immediately goes Hidden, set up as a marker where it stands. One moment there, the next simply gone.	END OF ACTIVATION
32	The Long Game. Play at the end of the battle. If a friendly fighter sabotaged an objective, or revealed from Hidden to take an enemy Out of Action this game, your gang banks one extra point of campaign progress. Every battle is only a single move in a far longer game.	END OF BATTLE
33	Operative Network. Play before the battle. A cell you had waiting nearby answers the call: add one operative Cultist to your crew for this game only, deployed Hidden. It is removed from your roster when the battle ends, having melted back into the world it came from.	PRE-BATTLE
34	Wear Their Colours. Play before the battle. Choose one friendly fighter; it may be set up wearing the enemy's colours, placed anywhere more than 3" from an enemy fighter, including within the foe's own deployment zone. It is not treated as a threat until the moment it acts against them — and by then it is far too close.	PRE-BATTLE

35	No Head To Cut. Play the first time a friendly fighter that has issued a Leadership-based order this battle is taken Out of Action. Your gang takes no Bottle test or Nerve penalty this round for the loss, and another fighter assumes command at once. There was never really a head to cut off.	ANY ROUND
36	Read The Ground. Play before the battle, after terrain is set but before deployment. You may reposition one piece of scatter terrain up to 3". The operatives walked this field days before either force arrived, and know exactly where cover ought to stand.	PRE-BATTLE
41	Poisoned Blade. Play when a friendly fighter makes a melee attack. That attack gains the Toxin trait for the round — a smear of venom on an already-drawn edge, turning a shallow cut into a killing one.	ANY ROUND
42	Silent Kill. Play when a friendly Hidden fighter takes an enemy Out of Action with a melee or Silent-trait attack while no other enemy fighter is within 6". The killer does not reveal — it remains Hidden where it stands. No one heard it; no one saw it; the enemy is simply one fewer.	ANY ROUND
43	Pre Battle Sabotage. Play before the battle. Perform one additional pre-battle sabotage — disable an emplacement, move an objective up to 3", or lay a trap at a chosen point — as though a saboteur had worked the field. The enemy takes his positions on ground already quietly ruined.	PRE-BATTLE
44	The Plan Unfolds. Play at the start of the battle. You may swap the board positions of any two of your Hidden markers before the first round begins. What the enemy will take for the chance of the fight was arranged before a shot was fired.	START OF BATTLE
45	Disappearing Act. Play when a friendly fighter is Standing and out of the enemy's line of sight at the start of its activation. It goes Hidden immediately and may still make a single Move this activation. Gone — and then, before anyone can be sure, gone again.	ANY ROUND
46	Encirclement. Play at the start of any round. Choose one enemy fighter that has two or more friendly fighters within 6" of it; until the end of the round it may not fire Overwatch and suffers -1 to its Hit rolls, hemmed in and turning at shadows on every side.	ANY ROUND
51	Hydra Icon Gambit. Play at the start of the battle if a friendly fighter carries the Mark of the Hydra Icon. Until an enemy fighter ends an activation within 3" of the true bearer, no enemy may single out the icon-bearer as a target. Every warrior in the gang might be the one that matters — so the enemy can be sure of none.	START OF BATTLE
52	Seize From Within. Play at the start of a round. One friendly Hidden fighter within 1" of an objective may claim or sabotage it immediately, without revealing. The prize changes hands before the enemy has even begun the fight he thinks is coming for it.	START OF ROUND
53	Ghost In The Line. Play when a friendly Hidden fighter is within the enemy's deployment zone. This round, enemy fighters may not fire Overwatch that would target it — they cannot bring themselves to shoot at one of their own line until it is far too late to matter.	ANY ROUND
54	Demolition Run. Play when a friendly fighter carrying a demolition charge activates. It may make a full Move and then place or throw its charge in the same activation, spending the whole run to reach the one position that must be brought down.	ANY ROUND
55	They Were Never There. Play when a friendly Hidden fighter that has not yet revealed is forced to reveal, or removed, without ever having acted against the enemy. Remove its marker with no ill effect to your gang's Nerve. As far as the foe is ever able to prove, that operative was never there at all.	ANY ROUND

56	Redundant Command. Play when a friendly fighter fails a test that a Leader's or Champion's aura would have let it re-roll, and no such fighter is in range. Another operative relays the order anyway; re-roll the test as though a commander stood at its shoulder. In this gang, command is never truly absent.	ANY ROUND
61	Total Infiltration. Play before the battle. You may set up one more fighter Hidden than your cap would otherwise permit. The board the enemy chose was already full of your operatives before he set a single model of his own upon it.	PRE-BATTLE
62	The Certainty. Play at the start of any round. Choose one friendly fighter; until the end of the round it automatically passes the first Cool or Nerve test it is called upon to make. It fights with the calm of a warrior who already knows exactly how this battle ends.	ANY ROUND
63	Sabotaged Approach. Play before the battle. Secretly note one path or chokepoint on the board. The first enemy fighter to move through it must halt at once and may make no further movement that activation — the approach was mined, wired and ruined long in advance.	PRE-BATTLE
64	Shell Game. Play at the start of the battle. Secretly reassign which fighter each of your Hidden markers represents; any notes the enemy has kept on which marker is which are discarded, and he must guess again from nothing. The pea was never under the shell he watched.	START OF BATTLE
65	Everywhere At Once. Play at the start of any round in which two or more friendly fighters are Hidden. This round, each of those fighters that reveals to attack adds +1 to its Hit rolls beyond the usual ambush bonus. The blow comes from every quarter at once, and the enemy can face only one.	ANY ROUND
66	The War Was Won At Dawn. Play at the start of the battle, before the first round. Perform one pre-battle sabotage now, even if you have already sabotaged this game — disable an emplacement, move an objective up to 3", or lay a trap. The decisive blow was struck before the sun rose, and the enemy has already lost without yet knowing there was a battle.	START OF BATTLE

ALLIANCES

✂ A DUPLICITOUS PACT

ALLIANCE

WHO	any other Chaos force — a cult-legion warband or a renegade Chaos gang — that the Alpha Legion embeds a cell with (or against) while serving its own hidden plan (never a fixed, trusted pairing)
TERMS	campaign-level alliance: while the pact stands, the Alpha Legion feeds the partner intelligence and pre-battle sabotage against a shared foe and observes map-level non-aggression; phase-gated, and the Alpha Legion may secretly be working the partner's ruin — the pact dissolves the moment the plan no longer needs it

The Alpha Legion allies the way it does everything: by manipulation, and only for as long as the plan requires it. A cell is embedded with — or against — another Chaos force, a cult-legion warband or a renegade band, offering intelligence and sabotage in service of a shared foe while quietly working toward an end its partner never sees. This is never a fixed, trusted pairing.

While the pact holds, the two forces observe map-level non-aggression and the Alpha Legion feeds the partner one pre-battle sabotage against their common enemy each campaign cycle. But the alliance is phase-gated and conditional: the Alpha Legion may secretly be working the partner's ruin, and the pact dissolves the moment the operation no longer needs it — often to the partner's cost. No warrior of the Legion ever crosses into an ally's battle line; the arrangement lives on the campaign map alone.

✂ THE HUNTERS FEUD

ALLIANCE

WHO	a detection-heavy enemy — an Auspex-laden gang, an Inquisitorial kill-team, or a rival that has learned to read the Alpha Legion's markers (the force built to strip its hidden setup away)
TERMS	a standing feud: when the Alpha Legion fights this enemy, the enemy negates the first Hidden setup bonus each battle and the Alpha Legion may not take the map-level non-aggression option with it; a war of counter-intelligence that only ends when one side is driven off the world

There is one kind of enemy the Alpha Legion cannot simply outthink: the one that has learned to read its markers. A detection-heavy foe — an Auspex-laden gang, an Inquisitorial war-party, or a rival that has studied the Legion's methods — is the force built to strip its hidden setup away, and against such a hunter the war becomes personal and permanent.

While this feud stands, whenever the two forces meet in battle the enemy negates the first Hidden-setup bonus the Alpha Legion would gain that game, and the Alpha Legion may not take the map-level non-aggression option with that foe. It is a war of counter-intelligence with no truce in it — each side certain it has read the other — and it ends only when one of them is driven off the contested world entirely.

ROLL	FAVOUR	PATRON
2	The Hidden Price. The hidden masters answer, but their ledger is never one-sided — the network gives nothing without taking its due. This battle you may re-roll one failed roll connected to setting a fighter up Hidden. In return, the masters call in a debt: after the battle, choose one of your fighters at random; it is seconded to the wider operation and takes no part in your next game. The plan is served whether or not it serves you.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
4	A Sleeper Awakes. An operative who has waited a long time in the enemy's shadow receives the word. For this battle, one friendly Cultist may begin already Hidden, set up as a marker anywhere more than 6" from an enemy fighter, including within the foe's own half of the board. He has been there all along; the enemy simply never counted him among his own.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
5	Forged Credentials. The network provides papers, ciphers and countersigns good enough to open a door that should be barred. For this battle, one Hidden fighter of your choice may be set up wearing the enemy's colours — placed anywhere more than 3" from an enemy fighter, including inside the foe's deployment zone. By the time the credentials are questioned, the operative is already where he needs to be.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
6	The Network Provides. Somewhere in the enemy's own supply lines, a quiet hand has been at work. Before this battle you may re-arm from a hidden cache: one friendly fighter may swap a single carried weapon for another it is legally allowed to take, drawn from the network's stores. The Legion is never short of what it needs, because it stole what it needs long before it was needed.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS

7	A Word From Alpharius. The word comes down from one of the many who wear the name: strike now. Once during this battle, when a friendly fighter reveals from Hidden in order to attack, you may add a further +1 to that fighter's Hit rolls for the round, on top of the usual ambush bonus. The trap does not merely spring — it springs on the exact heartbeat the masters chose.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
8	Pre Positioned Cache. Weeks ago, unseen, the operatives buried what this battle would require. Before deployment, place one cache marker on a terrain piece in or beyond the centre of the board. The first friendly fighter to reach it may take up a single demolition charge for free, or re-arm one carried weapon for another it is legally allowed. The ground was prepared long before either side arrived to fight over it.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
10	The Cabals Favour. The cabal that runs the operation moves a piece for you. This battle you may perform one extra pre-battle sabotage before deployment — a second emplacement disabled, objective moved, or trap laid — as though a saboteur worked the field twice over. The enemy will fight on ground that was quietly ruined by hands he never saw, and wonder why nothing holds.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS
12	Everything As Planned. Everything, from the first quiet word to this exact moment, was as planned. For this battle you may set up your entire crew Hidden, regardless of what the scenario would otherwise allow, each fighter placed as a marker more than 6" from an enemy. Every one of them reveals with the ambush bonus when it strikes. The enemy did not walk into a battle; he walked into the closing of a trap set before he knew there was a war.	THE HIDDEN MASTERS OF THE ALPHA LEGION — THE OPERATIVE NETWORK THAT SERVES ONLY THE PLAN, AND THE MANY WHO ANSWER TO THE NAME ALPHARIUS

☠ SUB-PLOTS

✂ THE DEEPENING OPERATION

SUB-PLOT

Reward: The operation deepens: the gang permanently raises its Hidden-setup cap by one fighter for the rest of the campaign, and once per campaign may set up an entire battle's crew Hidden regardless of scenario. Claimed only once.

The operation is not a battle but a slow tightening of the noose across a whole campaign. This sub-plot triggers once friendly Hidden fighters have revealed to seize an objective in three separate battles, and the gang has recruited at least two operative Cultists to its roster — the cell network visibly spreading from one world into the next.

When it does, the operation deepens for good. The gang permanently raises its Hidden-setup cap by one fighter for the remainder of the campaign, and once more before the campaign ends it may set up an entire battle's crew Hidden regardless of scenario. This reward is claimed only once; the network, once grown, does not shrink again.

✂ THE WORLDS THAT FELL UNSEEN

SUB-PLOT

Reward: A world falls to the plan rather than the gun: once per campaign, the gang may advance its Control-Track claim on a contested world by an extra step without fighting a battle there, representing a holding taken by sabotage and subversion alone. Claimed only once.

Some worlds are not stormed; they are quietly subverted until they belong to the Legion before anyone notices they have changed hands. This sub-plot triggers when the gang sabotages an objective — through the Sabotage skill or the Operation Hydra mission — in three separate battles, without the enemy ever taking its true Leader Out of Action in those games. The head was never found, and so the work was never stopped.

When it does, a world falls to the plan rather than the gun. Once before the campaign ends, the gang may advance its Control-Track claim on a contested world by an extra step without fighting a battle there — a holding taken by sabotage and subversion alone. This reward is claimed only once.

LEGENDARY NAMES

✧ ALPHARIUS OMEGON

CHAOS LORD

XP cost (random): 6

XP cost (chosen): 12

The one who is, and is not, the Primarch — the many wearing a single name, present in every warband and provably in none. A Chaos Lord who bears this title carries the whole legion's myth on his shoulders, and the confusion of it into every battle.

While this fighter fights, the whole gang may deploy one additional fighter Hidden each battle, above its normal cap; and when this fighter reveals from Hidden, every friendly fighter within 6" counts as also revealing and gains the +1-Hit ambush bonus that round. The many strike as one.

But the myth is a cage as much as a crown. This fighter can never commit to a single plan: it may not seize or hold the same objective for two consecutive rounds, and it may never make a charge in the first round of any battle. The many keep their options; they do not spend them.

✧ THE FACELESS ONE

CHAOS LORD OR OPERATIVE CHAMPION

XP cost (random): 6

XP cost (chosen): 12

A named operative who is any of them and none — a warrior so thoroughly unmade into the Legion that no one, friend or foe, can say for certain which body he wears. A Chaos Lord or Operative Champion may bear this title.

While this fighter is on the board, the leader-redundancy of I Am Alpharius extends to any friendly Champion or Legionnaire, not only Champions; and once per battle, when an enemy declares a shot at this fighter, it may be redirected to any friendly fighter within 2" that is willing to stand as the decoy.

The cost is that no one may be reliably told which model he is — not even his own commander. He must be deployed as a Hidden marker whenever the scenario allows Hidden setup, and if ever he cannot, he fights with -1 to his own Cool, exposed and hating every moment of it.

✕ THE MASTER SABOTEUR

WARPSMITH-SABOTEUR OR ANY FIGHTER WITH THE SABOTAGE SKILL

XP cost (random): 6

XP cost (chosen): 12

A warrior who has made ruin into an art — a Warpsmith-Saboteur, or any fighter carrying the Sabotage skill, who works the dark before a battle the way others work a blade during one.

This fighter performs its pre-battle Sabotage twice each battle instead of once, and its planted-charge traps deal +1 Damage. Once per campaign it may sabotage an enemy gang's territory between battles, denying them its income for a single cycle. Whole holdings fail before he ever shows his face.

But he is consumed by the work in the dark. He may never be the first friendly fighter to reveal from Hidden, and he will not fight a battle where he was given no chance to sabotage beforehand — offered none, he sits it out entirely, contributing nothing, a craftsman who will not lift a tool he has not first prepared.

💀 TERRAIN

✕ THE FALSE BARRICADE

TERRAIN

The False Barricade is a piece of cover that is really a trap — a wall, revetment or blockhouse that looks like a position worth taking, and has been rigged by the Alpha Legion to kill whoever takes it.

During setup, the Alpha Legion player secretly notes one terrain piece that provides cover as the False Barricade. The first enemy fighter to end an activation in cover behind it triggers the charge: that fighter suffers a Strength 6 hit at AP -2, and the terrain provides it no cover save for the rest of the battle — the position was never really theirs. Once triggered, the note is revealed for all to see.

✕ THE SAFE HOUSE NETWORK

TERRAIN

The Safe-House Network is a scatter of unremarkable structures, cellars and cache-points the Alpha Legion has quietly prepared across a contested board. Nothing among them looks like a fortification; every one is a prepared position.

During setup, the Alpha Legion player places up to two Safe-House markers on terrain pieces in or beyond the centre of the board. A friendly fighter that begins its activation in base contact with a Safe-House marker may immediately go Hidden if it is out of the enemy's line of sight, and may re-arm from the cache — swapping one carried weapon for another it is legally allowed, once per battle per fighter. Enemy fighters gain no benefit from the markers; to them the buildings are only buildings.

✂ OPERATION HYDRA

SCENARIO

ATTACKER	the Alpha Legion (planting charges across multiple objectives while hiding which operative is truly in command)
DEFENDER	the opposing gang (trying to identify and kill the real Leader before the sabotage completes)
DEPLOY	three objective markers are placed across the board; the Alpha Legion deploys with its Leader identity noted secretly (any Hidden marker may be the Leader), the defender deploys normally
OBJECTIVE	the Alpha Legion sabotages objectives by ending a friendly activation in base contact with an un-sabotaged marker; the defender scores by taking the true Leader Out of Action
VICTORY	the Alpha Legion wins by sabotaging two of the three objectives; the defender wins by killing the true Leader before the second objective is sabotaged
REWARDS	the winner gains reputation; the Alpha Legion additionally recruits a free operative Cultist to its roster if it sabotaged all three objectives
CONTROL TRACK	an Alpha Legion win advances its Control-Track claim by one step; a defender win additionally denies the Alpha Legion the next Hidden-setup bonus on this world (the network was exposed)

Charges laid across a dozen points, a command that is everywhere and nowhere, and a foe hunting a head that does not exist — this is the Alpha Legion's war in miniature.

ATTACKER & DEFENDER The Alpha Legion is the attacker, planting charges across several objectives while concealing which operative is truly in command. The opposing gang is the defender, racing to identify and kill the real Leader before the sabotage is complete.

BATTLEFIELD & CREWS Set up terrain as normal, then place three objective markers spread across the board. Both players use their full crews.

DEPLOYMENT The Alpha Legion deploys with its true Leader's identity noted in secret — any of its Hidden markers may be the Leader. The defender then deploys normally.

THE HEAD THAT ISN'T THERE The defender does not know which fighter is the true Leader until that fighter acts openly or is forced to reveal. The Alpha Legion sabotages an objective by ending a friendly activation in base contact with an un-sabotaged marker. The defender scores only by taking the true Leader Out of Action.

ENDING THE BATTLE The battle ends the moment one side achieves its victory condition.

VICTORY The Alpha Legion wins by sabotaging two of the three objectives. The defender wins by killing the true Leader before the second objective is sabotaged.

REWARDS The winner gains reputation. If the Alpha Legion sabotaged all three objectives, it additionally recruits a free operative Cultist to its roster — a new sleeper drawn from a world that has learned to fear the dark.

CONTROL TRACK An Alpha Legion win advances its Control-Track claim by one step. A defender win additionally denies the Alpha Legion the next Hidden-setup bonus on this world; the network there has been exposed.

ATTACKER	the Alpha Legion (setting up Hidden inside the enemy's own lines to sabotage or seize the prize, then reveal for the ambush)
DEFENDER	the opposing gang (holding an objective it does not know is already surrounded)
DEPLOY	the defender deploys normally around a single central objective; the Alpha Legion sets up half its crew (rounding down) as Hidden markers anywhere more than 6 inches from an enemy fighter, including within the defender's own deployment zone
OBJECTIVE	seize or sabotage the central objective and get a fighter clear — a Hidden fighter that reaches the objective may claim it, and revealing to attack that round strikes with the +1-Hit ambush bonus
VICTORY	the Alpha Legion wins by controlling the objective at the end of any round after revealing at least three Hidden fighters; the defender wins by holding the objective to the end of round four with the Alpha Legion having revealed fewer than three
REWARDS	the winner gains reputation; the Alpha Legion additionally banks a Chaos Boons roll if it seized the objective before revealing a single fighter (the prize taken before the fight)
CONTROL TRACK	an Alpha Legion win advances its Control-Track claim on the contested world by one step; a defender win holds the marker where it stands

The Alpha Legion does not besiege a prize; it is already standing around it when the enemy realises there is a fight. This mission is the hidden blade drawn from inside the defender's own lines.

ATTACKER & DEFENDER The Alpha Legion is the attacker, setting up Hidden inside the enemy's own position to sabotage or seize the prize and then reveal for the ambush. The opposing gang is the defender, holding an objective it does not yet know is already surrounded.

BATTLEFIELD & CREWS Set up terrain as normal, with a single objective marker at the centre of the board. Both players use their full crews.

DEPLOYMENT The defender deploys first, in the normal way, arrayed around the central objective. The Alpha Legion then sets up half its crew, rounding down, as Hidden markers placed anywhere more than 6" from an enemy fighter — including within the defender's own deployment zone. Any remaining Alpha Legion fighters deploy normally at a board edge.

THE PRIZE A Hidden fighter that reaches the central objective may claim it. A fighter that reveals in order to attack that round strikes with the +1-Hit ambush bonus.

ENDING THE BATTLE The battle ends when one side achieves its victory condition or at the end of round four, whichever comes first.

VICTORY The Alpha Legion wins by controlling the objective at the end of any round after it has revealed at least three Hidden fighters. The defender wins by holding the objective to the end of round four with the Alpha Legion having revealed fewer than three.

REWARDS The winner gains reputation. The Alpha Legion additionally banks a Chaos Boons roll if it seized the objective before revealing a single fighter — the prize taken before the fight ever began.

CONTROL TRACK An Alpha Legion win advances its Control-Track claim on the contested world by one step. A defender win holds the marker where it stands.