

MACROMUNDA

CHAOS SPACE MARINES

BLACK LEGION

HOUSE BOOK

LEGAL NOTICE & INTELLECTUAL PROPERTY ACKNOWLEDGEMENT

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

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

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

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

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

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

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

CONTENTS

CHAOS SPACE MARINES 4

Faction Special Rules	5
Armoury	7
Weapon Traits	14
Skills	16

BLACK LEGION 18

Gang Composition	19
Gang Rules	20
Fighters	21
Vehicles	33
Psychic Disciplines	44
Gang Tactics	45
Alliances	48
Favours	49
Sub-plots	51
Legendary Names	51
Terrain	52
Scenarios	54



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

BLACK LEGION

Abaddon's all-comers host

The Black Legion is Abaddon's host, the warband that made a virtue of serving no single master. Where every rival Legion is welded to one god's way of war, the Sons of the Long War read the battle in front of them and shift to meet it, chaining one war-footing into the next until the enemy is broken by whichever face of violence they were least ready for. Their spine is the Heretic Astartes unbroken — Toughness 5, three Wounds, the transhuman body ten thousand years past fear — but their soul is the Black Crusade Stance: the cold discipline to change the war mid-fight where lesser hosts can only charge. They field the whole traitor arsenal without ban or god-lock, mastering the choice of footing rather than the strength of one.

This is not flexibility born of weakness. It is the certainty of a Legion that has waited ten thousand years and knows, at last, that the Long War is turning.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (Chaos Lord)
- ♦ 0-2 Champions (Aspiring Champion / Sorcerer / Dark Apostle / Warpsmith)
- ♦ Chaos Marines the bulk; Cultists cheap and plentiful
- ♦ 0-1 \$5c Vehicle (Helbrute or Defiler) — Ash-Wastes vehicle track (\$Vehicles), not the Brute grid
- ♦ Backbone: Chaos Marines + Cultists $\geq$ Leaders + Champions
- ♦ The Hosts of Abaddon: field the full roster with no chassis restrictions, no god-lock, no bans
- ♦ Champion / specialist slots unlock with Reputation

A Black Legion host musters on 1500 credits. It is led by a single Chaos Lord and no other — Abaddon's authority does not divide — supported by up to two Champions drawn from the Aspiring Champions and the specialist Sorcerers, Dark Apostles and Warpsmiths. Chaos Marines form the bulk of the line; mortal Cultists screen them, cheap and plentiful; and a single Helbrute or Defiler may anchor the host as a \$5c war-engine, reckoned through the Ash-Wastes vehicle rules (\$Vehicles) rather than the old Brute grid. The Chaos Marines and Cultists together must at least equal the Leader and Champions, so the warband is never all officers and no line.

The defining permission is the Hosts of Abaddon: the roster is fielded whole, with no chassis restrictions, no god-lock and no bans — every Legion's strength is available, mastered by none. Further Champion and specialist slots open as the host's reputation grows.

◡ GANG RULES

✂ BLACK CRUSADE STANCE

GANG RULE

The Black Crusade Stance is the beating heart of the Black Legion — the toolkit that lets Abaddon's host read the battle and shift the way it fights to meet it. At the start of each round, the controlling player declares one of three footings for the whole gang. Onslaught sharpens its guns, granting +1 to Hit with ranged attacks. Speartip quickens the advance, adding 2" of Movement and pressing every push toward the objective. Butchery feeds the charge, granting +1 Attack to a fighter that charges this round.

The footing may shift one step each round, walking the cycle from Onslaught to Speartip to Butchery as the war turns — and a fighter schooled in Black Crusade Mastery shifts faster still, an extra step at a time. No rival Legion, welded to a single god's way of war, can answer a host that changes its face round by round.

✂ THE DESPOILER'S COMMAND — ABADDON'S ALL-COMERS COMMAND WEB

GANG RULE

The Despoiler's Command is the web of authority that binds Abaddon's host together on the field. Its anchor is the Eye of Abaddon, the Legion icon carried into the heart of the warband: while a friendly Heretic is within 6" of it, that fighter may re-roll a failed Nerve or Cool test, steadied by the Warmaster's own sigil.

Over this sits the Lord of the Long War. Once per battle, a Chaos Lord or Aspiring Champion draws +1 Attack and lets friendly fighters within 6" re-roll failed Wound rolls until the next round — a surge of killing certainty poured through the command. Where the icon plants and the Lord stands, the host forms up and does not break; the aura falls wherever Abaddon's chosen choose to make their stand.

FIGHTERS

CHAOS LORD

LEADER

✖ 310 CREDITS

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

Black Crusade Stance (*declares and shifts the war-footing each round*)

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
- +2"
- +1
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Brawn

Cunning

Savant

Shooting

STARTING GEAR Mark Power

FREE SKILL Black Crusade Mastery

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Power Sword 45 credits

Lightning Claws 55 credits

Power Fist 60 credits

Daemon Weapon 90 credits

GRENADE		ACCESSORY	
Frag Grenade	30 credits	Daemonic Ammunition	25 credits
Krak Grenade	45 credits	STATUS	
ARMOUR		Eye Of Abaddon	40 credits
Mark Gravis	35 credits	Icon Of Chaos	40 credits
Mark Terminator	130 credits	☞ Warmasters Standard	55 credits
Mark Power		<i>Kitbashed from multiple legion icon-standards and a Chaos banner pole into a grand two-icon reliquary banner; no single stock kit builds it. Priced above the Core icon-of-chaos status band.</i>	
<i>included</i>		Talon Of Horus	
WARGEAR		<i>in kit</i>	
Combat Shield	40 credits		
Sigil Of Corruption	75 credits		

The Chaos Lord is Abaddon's word made flesh at the head of the host — a master of war who has survived every turning of the Long War and learned from all of them.

Weapon and Ballistic Skill of 2+, four Wounds and a Strength-4, Toughness-5 transhuman body make the Lord the deadliest single model the warband fields, and Sworn to the Long War means he cannot be Pinned and steadies his own nerve without fail. He carries the gang-wide hatred of the Imperium, and through the Black Crusade Stance he sets and shifts the war-footing the whole host fights under. His command reaches further still: once per battle, Lord of the Long War lends his chosen a surge of murderous certainty. He founds the host already schooled in Black Crusade Mastery, free to chain the footings faster than any rival Legion can answer. A bolt pistol and chainsword arm him by default; Abaddon's own relics are his to claim.

ASPIRING CHAMPION

CHAMPION

× 250 CREDITS

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

SAVE 3+

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

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

Black Crusade Stance (*declares and shifts the war-footing each round*)

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
- +2"
- +1
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Agility

Brawn

Cunning

Savant

Shooting

STARTING GEAR Mark Power

FREE SKILL Veterans Of The Long War

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 130 credits

Mark Power

included

WARGEAR

Combat Shield 40 credits

Sigil Of Corruption 75 credits

ACCESSORY		STATUS	
Daemonic Ammunition	25 credits	Icon Of Chaos	40 credits

The Aspiring Champion is the ambition of the Long War given a rank — a warrior clawing toward the Lord's place, and deadly enough to deserve it.

He matches the Lord's 2+ Weapon Skill and three Attacks on a full transhuman body, and like every son of the Legion he cannot be Pinned and shares the standing hatred of the Imperium. He fights under whatever Black Crusade footing the host declares, and can carry the Lord of the Long War surge himself when the command falls to him — once per battle, +1 Attack and a wound-roll re-roll for the fighters around him. He begins already versed in Veterans of the Long War, re-rolling his blows against the Corpse-Emperor's servants. A bolt pistol and chainsword arm him as he schemes for something better.

DARK APOSTLE

CHAMPION

✖ 220 CREDITS

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

Black Crusade Stance (*declares and shifts the war-footing each round*)

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
- +2"
- +1

PRIMARY

Ferocity

Leadership

SECONDARY

Brawn

Combat

Cunning

Shooting

Signature

STARTING GEAR Mark Power

FREE SKILL Dark Invocation

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Accursed Crozius 50 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

STATUS

Trophy Rack 30 credits

Icon Of Chaos 40 credits

The Dark Apostle preaches the Long War as gospel, a Champion whose voice steels the host as surely as his crozius breaks the enemy.

He carries the specialist Champion's line — Weapon and Ballistic Skill 3+, two Attacks, the transhuman body that cannot be Pinned — and fights within the gang-wide hatred of the Imperium under whatever Black Crusade footing is declared. Through Dark Invocation he calls the Undivided blessing down once per battle, hardening a brother against harm with a re-rolled save. He goes to war with the accursed crozius, a power maul sanctified to the Dark Gods, and a bolt pistol at his hip. Where he stands and speaks, the faithful do not break.

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*)

Black Crusade Stance (*declares and shifts the war-footing each round*)

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
- +2"
- +1

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Smite

Dark Hereticus

STARTING GEAR Mark Power

FREE SKILL Dark Invocation

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Warp Pistol 75 credits

CLOSE-COMBAT

Force Stave 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

WARGEAR

Sigil Of Corruption 75 credits

PERSONAL

Warp Stride 35 credits

ACCESSORY	STATUS	
Mutating Gift	Familiar	35 credits
<i>in kit</i>		

The Sorcerer bends the warp to the Long War, a Champion who kills as readily with the mind as the blade.

On the transhuman body he carries Weapon and Ballistic Skill 3+ and two Attacks, cannot be Pinned, and shares the host's hatred of the Imperium while fighting under its declared Black Crusade footing. His gift is Dark Invocation: once per battle he calls the lesser blessing of the Undivided gods down on a brother, twisting fate to let that fighter re-roll a save. He wields a force stave and bolt pistol, and his true armoury is the Wyrd — Smite and a single learned power beyond any skill a mundane fighter could train. The Black Legion summons no god's daemons; its Sorcerers deal in the colder, Undivided craft of the Long War.

- **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

✖ 215 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*)

Black Crusade Stance (*declares and shifts the war-footing each round*)

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
- +2"
- +1

PRIMARY

Brawn

Savant

SECONDARY

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Daemonic Iron 45 credits

ACCESSORY

Auspex 25 credits

The Warpsmith is the host's dark artificer, a Champion who keeps its war-engines fed and its plate whole.

On the specialist body — Weapon and Ballistic Skill 3+, two Attacks, unable to be Pinned — he wades into melee with a power fist that cracks armour and bulkhead alike, a bolt pistol backing it. He shares the Legion's standing hatred of the Imperium and fights under the declared Black Crusade footing like any brother. He founds the host

with no free discipline of his own; his craft is in the machines and the metal, some of it alive, that he binds to Abaddon's service.

CHAOS CULTIST

GANGER

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	5+	3	3	1	4+	1	8+	7+	8+	8+

SAVE 4+

SPECIAL RULES

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

SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Cunning

SECONDARY

Agility

Ferocity

Shooting

STARTING GEAR Mark Carapace

EQUIPMENT LIST	
BASIC	GRENADE
Stub Gun5 credits	Frag Grenade30 credits
Autogun15 credits	ARMOUR
PISTOL	Mark Carapace
Autopistol10 credits	included
CLOSE-COMBAT	
Combat Knife10 credits	
Brutal Ccw15 credits	

The Chaos Cultist is the mortal chaff of the Long War — cheap, plentiful, and spent freely to screen the precious Marines.

A Toughness-3, single-Wound body with 5+ Weapon and Ballistic Skill, he is no transhuman and does not share the Marines' Sworn certainty; the mortal breaks where the Astartes does not. What he does share is the host's hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants as fervently as any Legionary. He carries an autogun and a brutal close-combat weapon, and his purpose is simple: to stand between the enemy's guns and Abaddon's chosen, and to die there if the Long War demands it.

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+	7+

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*) **Black Crusade Stance** (*declares and shifts the war-footing each round*)

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
- +2"
- +1

PRIMARY

Shooting

Signature

SECONDARY

Brawn

Combat

Cunning

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

HEAVY

Havoc Launcher 130 credits

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

Reaper Autocannon 175 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

Power Sword 45 credits

Lightning Claws 55 credits

GRENADE		PERSONAL	
Frag Grenade	30 credits	Apothecarion Vials	30 credits
Blight Grenade	45 credits	ACCESSORY	
Krak Grenade	45 credits	Daemonic Ammunition	25 credits
ARMOUR		STATUS	
Mark Gravis	35 credits	Icon Of Chaos	40 credits
Mark Terminator	130 credits		
Mark Power			
<i>included</i>			

The Chaos Marine is the line of the Long War — the elite backbone every Black Legion host is built around.

A full transhuman body carries Toughness 5, three Wounds and Weapon and Ballistic Skill 3+, and Sworn to the Long War means he cannot be Pinned and steadies his own nerve without fail. He shares the gang-wide hatred of the Imperium, re-rolling a blow against the Corpse-Emperor's servants, and fights under the Black Crusade Stance the host declares — and in the Black Legion the line Marine is schooled in that stance above all else, the readiest hand at reading the war and shifting to meet it. He marches to battle with boltgun, bolt pistol and chainsword, a soldier ten thousand years in the making.

CULTIST NEOPHYTE

JUVE

× 30 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	5+	3	3	1	4+	1	9+	8+	9+	8+

SAVE —

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

Typed Effects

- re-roll Hit

STARTING GEAR Stub Gun · Brutal Ccw

EQUIPMENT LIST

BASIC

Stub Gun 5 credits

PISTOL

Autopistol 10 credits

CLOSE-COMBAT

Combat Knife 10 credits

Brutal Ccw 15 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

in kit

The Cultist Neophyte is the lowest rung of the host — a mortal newly sworn to the Long War, thrown forward to prove worth the gods may never grant.

Toughness 3, a single Wound and the weakest nerve in the warband, unarmoured and unproven, he shares only the standing hatred of the Imperium that binds every fighter under Abaddon's banner. He carries a stub gun and whatever crude blade came to hand. Most will fall before they earn a place in the line; the few who live long enough become Cultists, and the rarest of those, something more.

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

- ♦ 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. A four-legged brass horror of front-weighted armour (Toughness 9 to the front, 8 flank, 7 rear) hauls nine Hull Points behind a Sv 3+ hull, and it grinds forward at Movement 7" as the single most punishing body the Black Legion can field. Its hull turret lobs a battle cannon downrange, a sponson-mounted reaper autocannon rakes what survives, and its great piston claws tear apart anything that closes. The bound daemon strains against the metal that cages it: it is **Crazy**, and lurches at the nearest prey whether the host wills it or not. It is a fortune-gatekeeper reserved for the wealthiest warbands, 0-1 per gang, its every Loss of Control resolved through the Ash-Wastes vehicle rules; its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

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

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 — 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 entombed in 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, 7 flank, 6 rear), and it advances at Movement 6" as the line's tormented bulwark. 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 face its prey. The centuries in the dark have driven it mad: it is **Crazy**, and must throw itself at the nearest enemy with every activation, obeying no caution and little command. A captive daemon-fed engine pointed at whatever Abaddon's host most wants dead, 0-1 per gang, its damage and handling and every Loss of Control reckoned through the Ash-Wastes vehicle rules; its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

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

HELBRUTE

VEHICLE

✖ 280 CREDITS

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

LOCOMOTION Walker

HARDPOINTS

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

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

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

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

HELDRAKE

GUNSHIP

✖ 235 CREDITS

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

LOCOMOTION Flyer

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

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

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

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

HARDPOINTS

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

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

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

Uses the Macromunda Flight rules — see Flying Mechanics.

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

LORD DISCORDANT

VEHICLE

✖ 450 CREDITS

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

LOCOMOTION Walker

HARDPOINTS

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

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazyed

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

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

MAULERFIEND

VEHICLE

✖ 430 CREDITS

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

LOCOMOTION Walker

HARDPOINTS

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

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

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

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

VENOMCRAWLER

VEHICLE

✂ 420 CREDITS

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

LOCOMOTION Walker

HARDPOINTS

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

SPECIAL RULES

- ✦ 0-1 per gang
- ✦ Crazy

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

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

PSYCHIC DISCIPLINES

✂ DARK HERETICUS

PSYCHIC DISCIPLINE

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

ROLL

POWER

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

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Tip Of The Spear. Before the battle, choose one fighter to lead the assault: it may deploy up to 3" forward of your normal deployment zone. The Black Legion strikes where it means to break through.	PRE-BATTLE
12	Veterans Of The Long War. Play this on one of your fighters during its activation: it re-rolls a single failed Hit against any Imperium or loyalist-Astartes target this activation. Ten thousand years of hatred, focused into a single blow.	ANY ROUND
13	Bloody Handed Reaver. When one of your fighters takes an enemy Out of Action in close combat, play this: that fighter may immediately make a free Move of up to 2". The reaver does not pause over the fallen — it is already looking for the next throat.	REACTION
14	Despoilers Gambit. At the start of the round, you may shift the Black Crusade footing an extra step beyond the normal one-step limit. The gambit of the all-comers host is to reach the war it needs before the enemy is ready for it.	START OF ROUND

15	Onslaught Fusillade. At the start of the round, while your host is in the Onslaught footing, your fighters' ranged attacks gain a further +1 to Hit until the end of the round. The guns of the Crusade open with everything at once.	START OF ROUND
16	Speartip Surge. At the start of the round, while your host is in the Speartip footing, one fighter may add a further 2" to its Movement toward an objective this round. The tip of the spear finds the throat first.	START OF ROUND
21	Butchers Charge. At the start of the round, name one fighter. Until the end of the round, its charges gain +1 to Hit, the Butchery footing sharpened to a single murderous point. The Black Legion fights every way of war, but it began with this one.	START OF ROUND
22	Stance Master. At the start of the round, if a Chaos Lord or Aspiring Champion is on the board, you may shift the Black Crusade footing an extra step. The master reads the war a beat ahead of the field.	START OF ROUND
23	Teleport Strike. Before the battle, one fighter in Terminator plate may be held in reserve to arrive by Teleport Assault from the second round, dropping in more than 6" from any enemy and free to charge.	PRE-BATTLE
24	Cultist Tide. Before the battle, if your gang includes three or more Cultists, you may deploy them as a forward screen up to 3" ahead of your normal deployment zone. The mortal chaff is spent first, and spent freely.	PRE-BATTLE
25	Hateful Volley. When an enemy Imperium or loyalist fighter moves into the open within range of one of your fighters, play this: that fighter may make an immediate free ranged attack against it, the host's old hatred loosed on sight.	REACTION
26	The Long Patience. At the end of the battle, if your gang did not bottle out, gain a bonus to your reputation for enduring. Ten thousand years have taught the Legion the worth of simply lasting.	END OF BATTLE
31	Despoilers Command. Play this when a friendly Leader or Champion activates: one other friendly fighter within 6" may immediately make a free Reload, Aim or Stand Up action. The Warmaster's word moves the host without wasting it.	ANY ROUND
32	Warp Blessing. Once per battle, play this on a friendly fighter: until the next round it may re-roll a single failed save, the warp briefly wrapped around it like a shield. The gods give when it amuses them to.	ANY ROUND
33	Eye Of The Warmaster. Before the battle, one fighter carrying a gang icon extends its steadying presence: this battle, friendly Heretics re-roll failed Nerve tests within 9" of it rather than the usual 6". Abaddon's eye is on the host.	PRE-BATTLE
34	Combined Hosts. Play this when one of your fighters is within 6" of a friendly Leader or Champion: that fighter may use the officer's Cool in place of its own for any test this round. Abaddon's host fights as one instrument, not a mob.	ANY ROUND
35	Despoil The Fallen. When one of your fighters takes an enemy Out of Action, play this: after the battle, gain a small store of looted credits stripped from the fallen. The host always takes its due from the dead.	REACTION
36	Relentless Advance. At the start of the round, your fighters ignore the first inch of difficult terrain when moving this round, the advance grinding forward regardless of the ground.	START OF ROUND
41	No Retreat. Play this when your gang would take a Bottle test: it automatically passes this round. Abaddon's host does not run — the Long War has nowhere left to retreat to.	ANY ROUND

42	Havoc Barrage. At the start of the round, name one fighter carrying a Heavy weapon: if it does not move this round, it may shoot twice. The gunline speaks, and then speaks again.	START OF ROUND
43	Infiltrating Traitors. Before the battle, choose up to two fighters to set up using Infiltrate, deployed out of sight more than 6" from any enemy. The Black Legion is already inside the walls before the first shot.	PRE-BATTLE
44	Murder Made Manifest. When one of your fighters takes an enemy Out of Action, play this: it immediately gains a single bonus Attack or a free Move, hatred made manifest in the same breath as the kill.	REACTION
45	Shifting War. At the start of the round, you may change your active Black Crusade footing to any of the three, ignoring the one-step limit for this shift. The all-comers host reads the war and remakes itself to fit it.	START OF ROUND
46	The Warmasters Due. At the end of the battle, if one of your fighters took an enemy Leader or Champion Out of Action, gain a bonus store of looted credits — the Warmaster's due, taken from the worthy dead.	END OF BATTLE
51	Daemonic Ammunition. Before the battle, choose one fighter's ranged weapon: for this battle it is loaded with daemonic rounds and gains the Rending trait. The gods are hungry, and so are the shells.	PRE-BATTLE
52	Dark Invocation. Play this on a friendly fighter within 6" of one of your Sorcerers: it may re-roll a single failed save this round, warded by the lesser blessing of the Undivided gods.	ANY ROUND
53	Spearhead Breakthrough. At the start of the round, one fighter that ends its Move in the enemy's half of the board gains +1 to Hit in close combat this round. Drive the spear through, and do not slow.	START OF ROUND
54	Cold Fury. Play this on one of your fighters during its activation: it re-rolls failed Hits in close combat this activation, its rage held in an iron grip rather than spent all at once. The Long War teaches patience even in slaughter.	ANY ROUND
55	Flanking Reavers. Before the battle, choose up to two fighters to deploy along a flank board edge instead of your normal zone, arriving from the side to catch the enemy's line unready.	PRE-BATTLE
56	Mark Of The Warmaster. Once per battle, play this to switch your active Black Crusade footing for free, out of the normal shift sequence — the whole host turning as one to the war the moment demands.	ANY ROUND
61	Grinding Attrition. At the end of the battle, if your gang held or claimed an objective, one Seriously Injured fighter recovers without making a Lasting Injury roll. The Long War is won by those still standing when it stops.	END OF BATTLE
62	Terror Of The Eye. When an enemy fighter must take a Nerve or Cool test within 6" of one of your Heretics, play this: it suffers -1 to that test. The mark of the Eye is an old and dreaded thing.	REACTION
63	Seize The Moment. At the start of the round, one fighter within 3" of an objective may activate first, out of the normal order, snatching the ground before the enemy stirs.	START OF ROUND
64	Unbroken Line. Play this on one of your fighters during its activation: while it is within 6" of another friendly Heretic, it automatically passes any Nerve test this round. Abaddon's line does not break where brothers stand together.	ANY ROUND

65	Reckless Onslaught. At the start of the round, name one fighter: it gains +1 Attack when it charges this round, but suffers -1 to its own saves until the next round. The host trades caution for slaughter.	START OF ROUND
66	The Long War Turns. At the end of a battle your gang won, you may re-roll one Chaos Boons result in the post-battle sequence. Each victory turns the Long War a fraction further toward its end.	END OF BATTLE

ALLIANCES

THE GREY KNIGHTS FEUD

ALLIANCE

WHO	the Grey Knights (Ordo Malleus daemon-hunters) or any dedicated anti-Chaos gang — the specialist built to smother the warp (the named counter, hunting the host wherever it goes)
TERMS	campaign-level feud: while the feud stands, the Black Legion gains bonus reputation for a win against the quarry but its warp-trumps (Sorcerer blessings, Dark Invocation, daemonic gifts) are suppressed within 12 inches of the quarry's Aegis-bearer until one side is driven from the contested world

The Black Legion's deadliest enemy on any world is the specialist built to smother the warp. The Grey Knights — Ordo Malleus daemon-hunters — or any force dedicated to the destruction of Chaos will hunt the host wherever it goes. While the feud stands, the Black Legion gains bonus reputation for a win against the quarry, but its warp-trumps — Sorcerer blessings, Dark Invocation, daemonic gifts — are suppressed within 12" of the quarry's Aegis-bearer, until one side is driven from the contested world. Stripped of the warp, the host must win as a warband of mere transhuman killers — which, against this foe, is the hardest test it faces.

THE HOSTS OF ABADDON

ALLIANCE

WHO	any Chaos force fighting under Abaddon's banner — a cult-legion warband or a renegade Chaos gang (the Black Legion is the hub, never a fixed pairing)
TERMS	campaign-level alliance: while the pact stands, the two gangs observe map-level non-aggression and may declare a shared objective against a common Imperial foe; phase-gated, dissolved if either gang claims a world the other contested

The Black Legion stands at the hub of every Chaos alliance, never bound to a fixed partner. It may ally with any force fighting under Abaddon's banner — a cult-legion warband, a renegade Chaos host — paying only in the shared cause of the Long War. While the pact holds, the two forces observe map-level non-aggression and may declare a shared objective against a common Imperial foe. The alliance is phase-gated, and dissolves the moment either force claims a world the other contested; ambition, in the end, serves only itself.

ROLL	FAVOUR	PATRON
2	The Warmasters Scorn. The Dark Gods that back the Black Crusade find your host wanting, and Abaddon's regard turns cold. For your next battle, one fighter of your opponent's choice fights under the Warmaster's displeasure: it may not benefit from the Black Crusade Stance until it has taken an enemy Out of Action and redeemed itself in blood. Serve the Long War better, and the scorn will pass.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
3	A Loaned Blade. The Warmaster loans one of his host a weapon from the spoils of the Long War. For your next battle, choose one fighter: it gains a single Legion close-combat weapon of your choice at no cost, borne into the fight and returned to the warp when the battle ends. A small favour — and a reminder of who holds the giving of it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
4	Daemonic Munitions. The gods send ammunition that hungers. For your next battle, choose one fighter's ranged weapon: its shots are loaded with daemonic rounds and gain the Rending trait for that battle. The shells whisper as they fly, and the fighter who carries them sleeps the worse for it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
6	The Despoilers Notice. Abaddon's eye falls on your host, and he is not yet certain what he sees. Gain a modest bonus to your reputation as the Warmaster marks your progress — but he will expect that progress to continue. Nothing more is given to a host that stalls.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR

8	A Shard Of The Relic. A fragment of a Legion relic finds its way to your warband — a splinter of blackstone, a shard of a fallen champion's blade. Bind it to one fighter: once in your next battle, that fighter may re-roll a single failed save as the relic-shard turns the blow aside. Then its borrowed power is spent.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
10	The Black Crusades Tithe. The Black Crusade shares out its plunder, and your host takes its cut. Gain a capped credit prize of looted materiel to spend as you will — the spoils of worlds already claimed. The Warmaster gives freely to those who feed the war; he remembers just as clearly those who only take from it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
11	Abaddons Blessing. The Warmaster's favour settles on your host like a cold wind. For your next battle, once each round you may shift the Black Crusade footing an extra step, the gods themselves quickening your read of the war. Few hosts are shown Abaddon's regard; fewer still keep it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR
12	Chosen Of The Warmaster. The highest favour the Black Crusade can bestow: your host is named among Abaddon's Chosen. Choose one fighter — it immediately gains a Chaos Boon without rolling for Spawndom, a clean gift of the gods — and your host gains a lasting bonus to its reputation. The Long War has noticed you. See that you prove worthy of it.	ABADDON THE DESPOILER AND THE DARK GODS THAT BACK THE BLACK CRUSADE — THE WARMASTER'S FAVOUR, GRANTED TO THE HOST THAT SERVES THE TURNING OF THE LONG WAR

☠ SUB-PLOTS

✂ THE BLACK CRUSADE ESCALATING

SUB-PLOT

Reward: The host is recognised as a rising spearhead of the Black Crusade: permanently unlock a second Champion slot beyond the normal cap, and once per post-battle sequence for the rest of the campaign the gang may re-roll a single Chaos Boons result. Claimed only once per campaign.

Trigger. Your gang wins three separate campaign battles while controlling or claiming an objective in the final round — the Black Crusade gathering momentum, world by world.

Reward. Your host is recognised as a rising spearhead of the Black Crusade. Permanently unlock a second Champion slot beyond the normal cap, and once per post-battle sequence for the rest of the campaign you may re-roll a single Chaos Boons result. This sub-plot may be claimed only once per campaign.

✂ THE FLESH REMEMBERS

SUB-PLOT

Reward: The host is marked by the gods that back the Crusade: once per campaign, the gang may take a Chaos Boon on a chosen fighter without rolling for Spawndom — a single guaranteed gift of the gods. Claimed only once per campaign.

Trigger. Three of your fighters each survive a battle in which they took an enemy Out of Action, and your gang banks at least three Chaos Boons across the campaign — the host courting mutation as the war turns.

Reward. Your host is marked by the gods that back the Crusade. Once per campaign, you may take a Chaos Boon on a chosen fighter without rolling for Spawndom — a single guaranteed gift of the gods. This sub-plot may be claimed only once per campaign.

☠ LEGENDARY NAMES

✂ THE STANCE MASTER

CHAOS LORD OR ASPIRING CHAMPION

XP cost (random): 6

XP cost (chosen): 12

The Stance-Master is a named Chaos Lord or Aspiring Champion who has made the reading of war into an art — living proof of the Black Legion's creed.

Even without Black Crusade Mastery, this fighter may shift the Black Crusade Stance an extra step each round, and once per battle its whole gang re-rolls a single failed Hit in the round it changes footing. But the gift is also a compulsion: so wedded is it to reading the war that it can never sit still, and may never spend two consecutive rounds in the same footing — even when holding the line would serve the host better.

✧ THE WARMASTERS CHOSEN

CHAOS MARINE OR CHAMPION IN TERMINATOR PLATE

XP cost (random): 6

XP cost (chosen): 12

The Warmaster's Chosen is a named Terminator-armoured veteran of Abaddon's inner host — an anvil dropped from the warp into the heart of the enemy.

In Terminator plate, this fighter may Teleport Assault without spending its skill and re-rolls a failed Deep Strike scatter; on the round it arrives, friendly Heretics within 6" gain +1 to Hit against the nearest enemy. Its renown is a burden as much as a boast: the enemy gang gains bonus reputation for taking it Out of Action, and it must always begin in reserve to Deep Strike, never on the board at the start of the battle.

✧ THE WORLD CLAIMER

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The World-Claimer is a named reaver who has taken more Imperial ground for the Black Crusade than any other in the host — a herald of conquest who fights always forward.

Whenever this fighter takes an enemy Out of Action in the enemy's own deployment zone or on an objective, the gang gains bonus reputation, and once per battle it may make a free Move toward the nearest objective or enemy edge. Its hunger for ground is also its ruin: if it can move toward an objective or the enemy's edge, it must, even into danger — it can never hold back to defend the host's own line.

☠ TERRAIN

✧ THE DROPSITE RUIN

TERRAIN

The Dropsite Ruin is the shattered remains of a landing zone or fortified strongpoint — the kind of contested ground a Black Crusade fights across on a hundred claimed worlds.

Any fighter that begins its activation inside the Dropsite Ruin may treat one Black Crusade footing benefit as active for itself this activation, regardless of the gang's current footing — the ruin's cover and elevation let a fighter fight its own war for a moment. A fighter with a Heavy weapon inside the Ruin gains +1 to Hit when shooting from it. The Ruin provides cover to fighters within or behind it as normal.

The Noctilith Crown is a jagged spire of blackstone and warp-resonant rock, raised by the Black Legion to thin the veil between the material world and the Empyrean over ground it has claimed.

The Black Legion player places one Noctilith Crown marker in or adjacent to their deployment zone during setup. While a friendly Heretic is within 6" of the Crown, its Dark Invocation attempts and Sorcerer powers succeed on a roll one lower than normal — the warp runs close here. While an enemy psyker is within 6" of the Crown, it suffers -1 to its own psychic attempts. The Crown is impassable terrain and cannot be destroyed by small-arms.

SCENARIOS

✂ DESPOILERS ASSAULT

SCENARIO

ATTACKER	the Black Legion (assaulting an Imperial holding to claim it for the Black Crusade)
DEFENDER	the Imperial or loyalist gang (dug in to defend the holding)
DEPLOY	the defender deploys around a central objective (the holding's command node) with a fortified edge; the Black Legion deploys along one board edge, with the option to hold Terminators in reserve for a Teleport Assault
OBJECTIVE	the Black Legion must break in and hold the command node; the defender must keep it or deny it long enough to survive
VICTORY	the Black Legion wins by controlling the command node at the end of the battle or by breaking the defender's nerve; the defender wins by holding the node to the final round or forcing the host to bottle out
REWARDS	a Black Legion win claims the holding: bonus reputation and a capped credit prize of looted materiel; a costly win still counts
CONTROL TRACK	a Black Legion win advances the Control-Track two steps (a claimed Imperial world is a hard blow to the enemy); a defender win holds the marker

ATTACKER & DEFENDER

The Black Legion is the attacker, assaulting an Imperial holding to claim it for the Black Crusade. The defender is the Imperial or loyalist force dug in to hold it.

BATTLEFIELD

A fortified strongpoint built around a central command node, with one edge given over to the defender's prepared ground.

CREWS

Both sides field their full gangs.

DEPLOYMENT

The defender sets up first, arrayed around the command node at the centre with its fortified edge at its back. The Black Legion deploys along the opposite board edge. Any Black Legion fighter in Terminator plate may instead be held in reserve to arrive by Teleport Assault.

THE DESPOILER'S BREACH

From the second round, reserved Terminators may make a Teleport Assault, arriving by Deep Strike more than 6" from any enemy and free to charge that round.

ENDING THE BATTLE

The battle ends when one gang bottles out or the agreed round limit is reached.

VICTORY

The Black Legion wins by controlling the command node at the end of the battle, or by breaking the defender's nerve. The defender wins by holding the node to the final round, or by forcing the host to bottle out.

REWARDS

A Black Legion win claims the holding, granting bonus reputation and a capped credit prize of looted materiel. A costly win still counts.

CONTROL TRACK

A Black Legion win advances the Control-Track two steps — a claimed Imperial world is a hard blow to the enemy. A defender win holds the marker where it stands.

TACTICS

The Onslaught footing cracks the fortified line at range; a Terminator breach dropped in behind it can seize the node before the defender turns to face it.

ATTACKER	the Black Legion (reading the battle and changing stance to seize whichever objective is live)
DEFENDER	the opposing gang (holding a line the Black Legion means to break)
DEPLOY	both gangs deploy on opposite board edges; three objective markers are placed along the centre line and one is declared 'live' each round, rotating
OBJECTIVE	control the live objective when the round ends; the live marker moves each round, so the force that reads the shift and repositions holds more of them over the game
VICTORY	the Black Legion wins by controlling the live objective at the end of more rounds than the enemy across the battle; the defender wins by holding the majority
REWARDS	the winner gains reputation; the Black Legion additionally banks a Chaos Boons roll if it controlled the live objective while shifting its footing at least twice
CONTROL TRACK	a Black Legion win advances its Control-Track claim on the contested ground by one step; a defender win holds the marker where it stands

ATTACKER & DEFENDER

The Black Legion reads the battle and changes its footing to seize whichever objective is live. The defender holds a line the host means to break.

BATTLEFIELD

Open contested ground, three objective markers set along the centre line.

CREWS

Both sides field their full gangs.

DEPLOYMENT

The two gangs deploy on opposite board edges. Three objective markers are placed along the centre line.

THE LIVE OBJECTIVE

At the start of each round, one of the three markers is declared live, rotating to a new marker each round. Only the live marker scores that round, so the force that reads the shift and repositions holds more of them across the game.

ENDING THE BATTLE

The battle ends when one gang bottles out or the agreed round limit is reached.

VICTORY

The Black Legion wins by controlling the live objective at the end of more rounds than the enemy across the battle. The defender wins by holding the majority of live rounds.

REWARDS

The winner gains reputation. The Black Legion additionally banks a Chaos Boons roll if it controlled the live objective while shifting its footing at least twice during the battle.

CONTROL TRACK

A Black Legion win advances its Control-Track claim on the contested ground one step. A defender win holds the marker where it stands.

TACTICS

Speartip carries a fighter to the next live marker a round early; Black Crusade Mastery lets the host chase the rotation faster than the enemy can follow.