Warhammer 40K: Chaos Space Marines Vehicles Supplement 0.1

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Introduction:

Here is a list of potential Vehicles a chaos space marine might want, and each section may give you some discounts depending on your specialization.

As an extension to the Warhammer 40K: Chaos Space Marines jump, additional points spent here must be draw from the base jump.

Mounts:

Here, you gain the opportunity to acquire a loyal steed or war engine born of the warp's twisted creativity. These mounts range from daemonic beasts to corrupted machines, each one tailored to the dark power you serve. You may only purchase mounts aligned to your chosen Chaos God—unless you are sworn to Chaos Undivided, in which case you may select from any god's stables of monstrosities.***Also here if you are Daemonkin Ritualists origin you receive a discount in this section. And + 400 CP in this section only***

You are also free to import mounts from other Jumps—be it a humble warhorse, a mighty elephant, or something far stranger—and have them infused and reshaped by the warp to match your mark's aesthetic and power.

Khorne

Flesh Hounds of Khorne [200 CP]

The Flesh Hounds are the predatory hunting beasts of Khorne, unleashed upon the battlefield to tear apart those who would dare stand against the Blood God's will. Where Juggernauts are brazen, unstoppable engines of destruction, Flesh Hounds are lean, savage killers—hunting dogs of brass, flesh, and fury bred only for the chase, the kill, and the endless offering of blood to their master.

These monstrous hounds are a grotesque fusion of flesh, sinew, and daemonic brass. Their bodies are corded with muscle, built for relentless pursuit, while patches of their skin are replaced with barbed plates of molten metal. Their fangs drip with daemonic ichor, capable of chewing through armor and bone alike, and their burning eyes glow with Khorne's unquenchable rage. Massive brass collars, often chained with hooks or etched with the Blood God's runes, restrain—but never truly control—their fury.

Unlike many daemonic beasts that exude a supernatural aura, the Flesh Hounds are living anathema to sorcery and witchcraft. Such is their hatred of the arcane that the very presence of these beasts disrupts spellcasting, their snarls tearing through the veil and choking magic at its source. To a sorcerer or warlock, the sound of baying Flesh Hounds on their trail is the sound of imminent death.

Juggernaut of Khorne [400 CP]
The Juggernaut of Khorne, also called the Brass Behemoth or the Soul Crusher, is not a mere steed—it is Khorne's fury given form, a living war machine forged of daemonflesh and brass. Each Juggernaut is a brutal fusion of beast and armor, its body a mountain of muscle clad in riveted plates of crimson metal that glow faintly from the infernal forge-fires burning within.

When unleashed, the Juggernaut thunders across the battlefield with unstoppable momentum. Every pounding hoof crushes bones and stone alike, its sheer bulk flattening enemy formations as easily as parchment beneath a hammer. A Juggernaut lowers its massive, blade-edged horn in the charge, goring and tossing opponents aside in bloody arcs before trampling them under its brass-shod hooves.

To strike at such a beast is almost laughable—bolts, blades, and even shells glance away from its armored hide. The more resistance it encounters, the more enraged it becomes, turning pain into an unrelenting drive to destroy everything before it. Even without a rider, a Juggernaut is an army-breaking force of nature, but when paired with a Champion or Herald of Khorne, the carnage multiplies tenfold.

Blood Throne of Khorne [600 CP]
The Blood Throne of Khorne is a Daemon Engine of war, a brutal echo of the dread dais upon which the Blood God himself resides. Forged of brass and iron in the forges of the warp, its every wheel-turn is a hymn to slaughter, and its presence alone drives mortals and daemons alike into a frenzy of bloodlust.

Typically pulled by twin Bloodletters, and often commanded by a Herald known as a Rendmaster, the Blood Throne roars across the battlefield with unstoppable momentum. Its brass-shod wheels crush bone and steel alike, while its hull belches choking clouds of black, soul-fed smoke. The very air vibrates with murderous intent in its wake, leaving lesser warriors enthralled and empowered, their killing fury amplified by its unholy aura.

Tzeentch

Disc of Tzeentch [200CP]

The Discs of Tzeentch are living fusions of Daemon, metal, and sorcery—gifts bestowed by the Changer of Ways upon those deemed worthy to ride upon their writhing forms. Once Screamers of Tzeentch, these Daemonic predators are reshaped into sleek, manta-like steeds whose every edge sprouts writhing tentacles, eyes, and barbs, forever shifting in unsettling patterns.

The Disc hovers effortlessly above the ground, gliding on unseen currents of the Warp. As it passes, it leaves trails of mutating flame that warp and corrode both flesh and stone alike. Agile, swift, and alive with malevolence, the Disc of Tzeentch serves as both a chariot of sorcery and a weapon in its own right—slashing with hooked spines, whipping foes with daemonic tendrils, and dragging them into streams of warpfire.

Burning Chariot of Tzeentch [400 CP]

The Burning Chariot of Tzeentch is a searing manifestation of the Architect of Fate's will, a flying Daemon Engine that blazes across the battlefield like a living comet. Pulled by Screamers of Tzeentch and propelled by the arcane geometries of Discs of Tzeentch, these fiery contraptions scream through the skies as if aflame with sorcerous truth.

Atop the chariot typically rides an Exalted Flamer, belching torrents of ever-shifting warpfire that twists, mutates, and unravels all it touches. Its burning trail scars both heaven and earth, leaving omens of change and ruin in its wake. To mortal eyes, the Burning Chariot appears as a star falling from the heavens, often heralding the rise of prophecy, calamity, or war.

To ride upon such a mount is to be swept up in the endless currents of Tzeentch's schemes—each flight is both a weapon and a portent. The Burning Chariot is more than a conveyance: it is a living engine of sorcery, a harbinger of upheaval, and a blazing sign that fate itself has been rewritten by the Lord of Change.

Nurgle

Rot Beast [400CP]

The Rot Beasts, are abominations thought to be descended from the largest predator-forms of daemon worlds, swollen beyond recognition by centuries of Nurgle's plagues. Their fanged maws ooze warp-borne contagion, and the merest bite carries with it infections that can melt flesh within minutes or leave their victims writhing in eternal undeath as plague-zombies. These creatures, once resembling wolf, hound, or scaled reptilian beasts, now lumber with distended bellies and tumourous limbs, dripping a trail of mucus and pestilent slime wherever they run.

To the Death Guard, Rot Knights are sacred heralds of despair. Their charges are apocalyptic: great wedges of rusted lances, each strike carrying not only the weight of daemonic steeds but also the virulence of a hundred plagues. What few survive their impact are often left crawling, their blood frothing into bile, their lungs ruptured by infection, until the battlefield itself becomes a crawling carpet of plague-born dead.

Imperial commanders who face them in battle record them as a hybrid horror—neither wholly mortal nor wholly daemon. Inquisitorial records dub them Equites Putridi, though among the plague cults of daemon worlds they are simply known as the "Grandfather's Knights." On daemon-infested planets, their arrival is heralded by bells and droning warhorns, their mounted silhouettes looming through the fog of pestilence like the horsemen of an apocalypse too diseased to die.

Rot Fly [400CP]

The Rot Fly is the winged antithesis of Nurgle's usually playful creations—where the Beast of Nurgle once frolicked with boundless, puppy-like affection, the Rot Fly is what remains when that "love" is spurned too many times. Hardened, embittered, and reshaped by the Plague God's will, these once-bumbling daemons twist into hideous, insectoid monstrosities the size of horses, their bloated bodies buzzing with corpse-fly wings and dripping with pus.

Their appearance is so grotesque it leaves scars on the mind: rotting carapaces cracked open with suppurating sores, twitching chitinous limbs, bloated eyes crawling with maggots, and a stench that clings like oil. Every beat of their wings

spreads clouds of infectious spores, while their rasping proboscises are used to bore into flesh and slurp it into rancid slurry.

Despite their revolting nature, Rot Flies are highly prized mounts among Nurgle's favoured. Plaguebearers and Heralds alike ride them into battle, forming buzzing aerial squadrons known as Plague Drones, swooping down like pestilent cavalry. Entire ranks of mortal soldiers break and scatter at the mere sight and sound of them—the thunderous drone of wings promising death, disease, and the rank perfume of decay.

Palanquin of Nurgle [600 CP]
The Palanquin of Nurgle is less a steed and more a grotesque procession of joyously rotting life. Instead of wheels or beastly legs, the throne is borne aloft by a chittering, tumbling tide of Nurglings, the tiny plague-goblins of Grandfather Nurgle. These daemon-children carry their master upon an ornate, filth-slick throne decorated with mouldering cushions, rusted ornaments, and rotting banners, all of it draped in the cheerful decay that marks Nurgle's blessings.

The Nurglings' boundless enthusiasm makes the Palanquin lurch and bob in constant motion, its bearer swaying as the tide of squirming daemons surges forward. While it is far from the fastest mount, its presence is utterly revolting yet strangely regal, elevating its rider above the rank-and-file Plaguebearers in both stature and status. For a Herald of Nurgle, such a perch is a mark of prestige—proof that Grandfather's "love" has set them apart.

Despite its sluggish pace, the Palanquin is no harmless conveyance. The Nurglings themselves leap, bite, claw, and gnaw at anything that dares come near, their giggling shrieks mixing with the wet sounds of tearing flesh. Enemies often find themselves dragged down beneath the tide of grasping claws and teeth, smothered in infectious joy before they can ever reach the Herald.

Toad Dragon[600CP]

In the rotting warzones of the 41st Millennium, where plague and corruption seep deeper than any trench, there are whispered reports of Toad Dragons lumbering across daemon worlds and pestilent death worlds alike. These reeking, primordial horrors are said to be the favored abominations of Grandfather Nurgle, birthed in the bubbling swamps of the Warp where filth and forgotten nightmares congeal into new life. Unlike the noble lineage of true drakes, these creatures are little more than grotesque engines of putrefaction, their immense, warty bulk dripping with pus and their guttural bellows carrying across the battlefield like the tolling of a funeral knell.

Space Marines of the Death Guard have been sighted leading these beasts into battle, chains of rusted iron sunk deep into their blistered hides, guiding them like monstrous siege engines. Their mere presence turns the ground into a festering bog, as if reality itself recoils from their corruption. When a Toad Dragon exhales, the air becomes a toxic mire—its rancid breath melting ceramite and flesh alike—and those unfortunate enough to withstand its fangs or its crushing weight often drown beneath the tide of disease it leaves in its wake. To the followers of Nurgle, this is not a beast but a holy sacrament of decay made flesh, a living symbol of inevitability and rot.

Among Imperial scribes, the few records of these monsters are catalogued as “Draco-Pestis”, and many within the Ordo Malleus argue they are ancient proto-daemons, warped echoes of prehistoric megafauna reshaped endlessly in the Warp’s tides. They are mercifully rare, but wherever a Toad Dragon crawls forth—be it dragged through the Materium on the back of a daemon incursion, or unleashed during a Grandfather’s Carnival of Plagues—worlds are reduced to nothing more than stinking, corpse-choked mires.

Slaanesh

Steed of Slaanesh [200CP]

The Steed of Slaanesh—mockingly nicknamed Tongue Lasher or Degraded One—is the Dark Prince's most iconic Daemonic Beast, a living embodiment of speed, hunger, and cruel indulgence. These creatures are the steeds of the infamous Seekers of Slaanesh, cavalry units that race across battlefields faster than mortal eyes can follow, leaving behind trails of torn flesh, broken minds, and ecstasy-curdled screams.

A Steed's form is an unsettling hybrid of serpentine elegance and predatory brutality. Its body is long and supple, built for endless motion, carried by two long, muscular legs that let it lope across reality with unearthly speed. The head is narrow and stretched, almost skeletal in its sharpness, from which lashes its most feared weapon: a slavering, toxin-coated tongue several meters long. This grotesque appendage darts with whipcrack speed, able to pierce armour, coil around prey, or lap at the very desires of a mortal's soul. Victims struck by it often collapse into twitching, feverish bliss—or choking horror—before being dragged screaming beneath the Steed's claws.

Seeker Chariot of Slaanesh [400 CP]

The Seeker Chariot of Slaanesh is the most common form of the Dark Prince's daemonic chariots, though "common" is hardly the right word when it comes to something so decadent and lethal. Crafted from barbed alloys that gleam like polished silver, every curve of its frame is designed to entice the eye even as it promises agony.

Pulled by a pair of Steeds of Slaanesh, the chariot glides with breathtaking speed, its motion so smooth and entrancing that foes often mistake it for a mirage—until its scything blades carve through their ranks. The Daemonettes who crew the chariot take sadistic delight in this work, laughing and dancing from spar to spar as if the battlefield were their private stage. With clawed hands and barbed whips, they disembowel and eviscerate, leaving trails of gore that mingle with perfume and laughter in the air.

These chariots are not merely tools of war—they are weapons of allure and distraction. The hypnotic motion of the Steeds, the daemonic shrieks, and the dazzling spectacle of the chariot itself conspire to ensnare the senses of

enemies, making them slower, clumsier, and far more vulnerable to the exquisite butchery of the Daemonettes.

Exalted Seeker Chariot of Slaanesh [600 CP]
The Exalted Seeker Chariot is the grandest of Slaanesh's daemon-chariots, reserved only for the most favoured servants of the Dark Prince. Larger and more elaborate than the Seeker Chariot, this war-engine is a brutal contradiction of delicate artistry and murderous purpose. Its frame is a resilient lattice of baroque alloys, dripping with gems, chains, and serrated ornamentation. Every spoke, every barbed rail, and every sweeping blade is sharpened for flensing, rending, and savoring the screams of those crushed beneath its passage.

Pulled by four Steeds of Slaanesh, each a shrieking blur of speed and sinew, the chariot hurtles forward with impossible swiftness—too fast for mortal eyes to track, too elegant in its glide for its carnage to seem anything less than a dance. Its flensing blades and hooked scythes lash out in whirling arcs, slicing through ranks of infantry and leaving behind trails of blood, perfume, and shrieking ecstasy.

Crewed by three Daemonettes, often led by an Alluress or even a Herald of Slaanesh, the Exalted Seeker Chariot is as much a stage as it is a weapon. Its riders are dancers, killers, and sirens of war, lashing whips and caressing blades into flesh with motions so graceful that onlookers are as entranced as they are dismembered.

To ride an Exalted Seeker Chariot is to command a parade of death, a whirlwind of slaughter and seduction that embodies the intoxicating perfection of Slaanesh.

Chaos Undivided

Chaos Steed [200 CP]

The Chaos Steed is the quintessential war-mount of the servants of the Dark Gods—an unnatural, nightmarish parody of the noble destriers of men. These black-hearted chargers are born of Chaos itself, their veins pulsing with daemonic ichor instead of blood, their eyes glinting with an intelligence far beyond that of mundane beasts. To look into the gaze of a Chaos Steed is to see not loyalty, but cruelty: the reflection of a predator that understands the suffering it causes.

Physically, Chaos Steeds resemble colossal warhorses, but every detail betrays their unholy origin. Their coal-black hides are tougher than boiled leather, their fanged maws can strip flesh as surely as any wolf, and their hooves shatter bone and stone alike. Many are further "blessed" with horns sprouting from their skulls—used to gore enemies as they crash into enemy lines—or with serrated hooves that leave shredded corpses in their wake.

Gorebeast Chariot [400 CP]

The Gorebeast Chariot is one of the most brutal and merciless engines of destruction fielded by the servants of Chaos. Unlike the swifter and more ornate chariots used by other armies, the Gorebeast Chariot is a lumbering slab of iron and spikes, designed not for speed or elegance, but for one singular purpose—absolute annihilation through sheer, crushing weight.

At the heart of this contraption is the Gorebeast itself: a nightmarish, mutated monster of raw muscle and bone, warped into existence by the Dark Gods. Covered in thick plates of calloused hide, often studded with iron hooks and jagged spikes, the Gorebeast is a brute with strength unmatched by any natural beast of burden. Its massive body heaves forward with a relentless, grinding pace, dragging behind it the chariot—a hulking, iron-clad platform bristling with scything blades, jagged wheels, and reinforced armor plating.

The crew—typically a pair of heavily-armoured Chaos Charioteers—stand ready upon the deck, wielding cruel polearms, barbed whips, or axes to hack at survivors of the chariot's charge. Clad in blackened plate and often marked with the sigils of their patron god, these warriors relish the slaughter, guiding the Gorebeast into the thickest ranks of the enemy with sadistic zeal.

Chaos Warshrines [400 CP]
The Chaos Warshrines are towering, blasphemous constructs—vast battle-altars hewn of iron, brass, and desecrated stone—dragged or borne into battle by the most zealous of Chaos tribes. These shrines are not mere symbols of devotion but conduits of unholy power, focal points through which the Ruinous Powers cast their gaze upon the battlefield.

Covered in twisted icons, vile effigies, and the bones of sacrifices, a Warshrine radiates an aura of dread and dark promise. The air around one shimmers with warp-light, and when the Dark Gods turn their attention, the shrine becomes a beacon of divine corruption: mutations boil into being, flesh twists into horrific gifts, and daemonic whispers rise above the clash of steel. To march beside such a construct is to bask in the unpredictable blessings of Chaos—boons that may exalt a warrior into daemonhood, or shatter him into a gibbering spawn.

A Warshrine is typically carried into battle by hulking mutated brutes or drawn by beasts so horribly warped they can barely be recognized. Upon the shrine itself stands a Chaos priest, sorcerer, or champion, their voice raised in profane chants and bloody prayers, beseeching their patrons for power. The Warshrine magnifies these rites, allowing the words of one zealot to echo like thunder across the battlefield.

Chaos Dragon [600 CP]
The Chaos Dragon is no mere beast of myth but a blasphemous fusion of daemon and drake, a warp-twisted predator birthed in the darkest forges of the Empyrean. Legends among the Traitor Legions whisper that many of these monsters were once true dragons of forgotten ages, or perhaps proto-reptilian nightmares dredged from the warp's depths, reshaped by the Changer of Ways into living weapons of sorcery and terror. Where Imperial scholars argue over their origin, the servants of Tzeentch merely cackle—Chaos Dragons are proof that all creatures, even the greatest of wyrms, can be remade in the image of change.

A Chaos Dragon is a hideous duality of form: its bloated body writhes with shifting scales that peel back to reveal raw flesh, pulsing arteries, and veins glowing with warp-fire. From its shoulders rise two serpentine necks, each

crowned with a monstrous head—one vomiting gouts of empyric flame hot enough to slag a battle tank, the other exhaling clouds of acidic warp-vapors that corrode ceramite and rot flesh into bubbling slime. Where its claws land, the ground splinters and boils, as if reality itself recoils from its presence. The creature's exposed heart burns like a furnace of living sorcery, casting sparks that trail behind it like the embers of an unholy pyre.



Daemon Engines:

Here you gain the option of purchasing Daemon Engines to add to your armory. These infernal creations blur the line between machine and daemon, bound in twisted unions of steel, warp-flesh, and screaming souls. Unlike mundane vehicles, they require no fuel, no upkeep, and no mortal mechanic's hand to function. Their engines are stoked by the souls of the slain, their tanks filling not with promethium, but with the essence of every mortal you butcher in battle. The more you kill, the stronger and hungrier they become. ***Those of the Soulforged Pack will receive a discount in this section and + 400 CP in this section only.***

Venomcrawler [200 CP]

Venomcrawler is a Daemon Engine of Chaos, a monstrous fusion of daemonic essence and corrupted war machine, prowling the battlefields like a ravenous predator. Six spidery limbs carry its warped, arachnid form across ash-choked plains and ruined hive cities, scuttling with a speed unnatural for its size. Its iron carapace is etched with daemonic glyphs and blistered with warpfire, and its maw constantly drools alchemical ichor that sizzles and burns wherever it falls. Within its armored shell, bound daemons writhe and scream, their essence both powering and tormenting the machine-beast.

It is most often seen among the Heretic Astartes, thrown into the fray alongside Possessed, Greater Possessed, and other daemon-infused horrors. The Venomcrawler scuttles ahead of its kin, seeking prey with its baleful eyes and firing blasts of warp-tainted energy from its mounted excruciator cannons. When it closes, its bladed limbs and gnashing maw tear through infantry and armor alike, dragging survivors screaming into its furnace-like gullet where their souls are torn apart to fuel its hunger.

Helstalker [400 CP]
The Helstalker is among the most infamous of the Dark Mechanicum's daemonic creations, a four-limbed predator-machine bound with the essence of a Warp beast and chained in eternal servitude to the will of a Lord Discordant.

Clad in barbed plating and exhaling smoke that reeks of scorched oil and Warp-fire, the Helstalker scuttles and bounds across the battlefield like a hunting beast. It is not content to simply rend with talons and lash with its tail—its very essence hungers for the animus of other engines. Its baleflamers spew daemon-fire that clings like burning tar, or else its autocannons bark warped shells that explode with screaming data-spirits. Some Helstalkers are fashioned with grotesque surgical implements, magma cutters that sear through adamantium hulls, or obscene hypodermic injectors the size of lances that vomit daemonic scrapcode directly into their prey. These infections do not merely disable— they drive machine-spirits into madness, turning loyal engines against their masters before they finally collapse in shuddering ruin.

To the Adeptus Mechanicus, the Helstalker represents a blasphemy beyond comprehension: a predator forged to hunt their sacred Omnissiah's creations, an apex parasite that thrives on the tormented essence of machine-spirits.

Death Wheel [400 CP]
The Death Wheel is one of the most deranged and abominable Daemon Engines ever vomited forth from the forges of the Dark Mechanicum. Standing as tall as a Warhound Scout Titan, the Death Wheel is less a vehicle than a rolling apocalypse. Its titanic wheel-frame is festooned with jagged blades, serrated grinders, and baroque spikes, each rotation transforming the battlefield into a carnival of blood and shredded armour. At its core lies a Warp-gyro, a daemon-forged stabilizer that allows the Wheel to lurch forward at impossible speeds without ever toppling, no matter how uneven or broken the terrain. To those who face it, it appears less like a war machine and more like some obscene parody of inevitability—a grinding circle of death that cannot be halted once it has begun its advance.

Its arsenal is as grotesque as its frame. Twin Battle Cannons mounted into its flanks hammer enemy armour into molten slag, while paired Reaper Autocannons unleash torrents of shells that chew through infantry ranks like chaff in the wind. Yet the Death Wheel's most horrifying weapon remains its own motion: charging directly into fortifications, tanks, or ranks of soldiers, it simply smashes through them with unstoppable momentum, leaving nothing but mangled corpses and pulverised wreckage in its wake.

Decimator [400 CP]
The Decimator Daemon Engine is one of the darker mysteries of the Long War. Unlike the well-known Defilers or Helbrutes, whose origins and uses are relatively understood by Imperial tacticians, the Decimator is an unsettling unknown. It stands taller and bulkier than even a Contemptor-pattern Dreadnought, but with a posture that resembles something between a predatory beast and a lumbering executioner.

The machine itself is animated not by mortal pilots but by a bound Warp entity, chained screaming within its armored core. Every motion of the Decimator is both mechanical and daemonic, its limbs twitching with inhuman speed one moment and grinding forward with relentless inevitability the next.

Their armaments are as varied as they are horrifying. The Decimator can mount long-ranged annihilation weapons such as Butcher Cannons that roar with daemonic hunger, Storm Lasers that spit unending barrages of coruscating beams, or the dreaded Soul Burner Petard, a device that vomits screaming Warp-fire that unravels flesh and souls alike. For close combat, many wield massive Decimator Siege Claws, each one the size of a Rhino transport's hull, capable of rending through tanks, fortifications, and Titans' armor alike. These claws often contain in-built flamers that drench survivors in daemonic promethium before the crushing blow falls.

Defilers [600 CP]
The Defiler's crab-like body supports a Daemonic torso that carries an array of deadly weaponry, ranging from a Reaper Autocannon to racks of highly explosive missiles unleashed by a Havoc Missile Launcher. It is the Battle Cannon mounted in its chest turret, however, that is undoubtedly its most potent armament.

Each hell-forged shell that thunders out from its growing muzzle is capable of crippling enemy squads in a single earth-shaking blast. Those foes fortunate enough to survive a Defiler's barrage of shells must then face its full fury at close quarters. Built with piston-driven claws to grab and crush the enemy and boasting whirring blades or whip-like flails called Power Scourges mounted on articulated limbs, the Defiler charges into the foe, crushing and grinding as it smashes aside all opposition.

Its mechanical growls drown out the cries of the wounded and dying; trampled corpses and mutilated limbs are left scattered in a red path behind it as the Defiler rampages through the enemy's ranks. Its extremities are often fitted with subsidiary weapons such as modified Autocannons, twin-linked Heavy Flamers, twin-linked Lascannons, twin-linked Heavy Bolters and Combi-weapons that spew firepower as the Daemon Engine storms forward.

If so desired, your Defiler can be one of the subtypes utilized by followers of one of the Dark Gods.

Slaughterfiends are Defilers in service to Khorne that are only equipped with close-combat weapons. However, they are noticably faster than other types of Defiler.

Desecrators are dedicated to Nurgle, and their standard armament is replaced with a Vomit Cannon, Reaper Autocannons, and Battle Claws.

Debasers are the Defilers of Slaanesh, and their original weapons are replaced with Ultrasonic Disruptors, a Death Wailer, Blastmasters, and the standard Battle Claws.

Deceivers are the ones meant to serve Tzeentch, and instead of their normal weaponry possess Tzeentch Cannons, Ether Cannons, and Heavy Flamers, as well as both Battle Claws and Warp Flames for close assault. The blessing of Tzeentch improves their accuracy beyond their fellows.

Heldrake [600 CP]
The Heldrake is a predator forged from metal and malice, a daemon engine hammered into existence within the screaming forges of the Warp. Part daemon, part war machine, it is unleashed upon the galaxy as a winged nightmare, diving from the heavens with the fury of a living comet. With its furnace heart blazing and thrusters burning white-hot, the Heldrake tears through atmosphere and void alike, a hunting beast that thrives on the chaos of aerial combat.

These abominations often cling to the underbellies of Chaos warships like vile carrion birds, claws sunk deep into adamantine plating until their masters unleash them.

Armed with piston-driven talons and brutal back claws, a Heldrake can latch onto enemy aircraft with horrifying precision, peeling open fuselages and tearing pilots from their cockpits as if ripping the lid off a tin. In its maw rests its most dreaded weapon: either the Hades Autocannon, a six-barreled daemon-forged gun that churns out storms of explosive rounds, or the dreaded Baleflamer, which spews roaring tides of warp-tainted fire. The Baleflamer's caustic breath immolates not just the flesh but the very souls of its victims, leaving only ash and warped echoes screaming in the air.

Maulerfiend [600 CP]
The Maulerfiend exists purely for slaughter at arm's reach. Crafted by the heretical genius of the Warpsmiths of the Dark Mechanicum, these creatures of metal and daemonflesh are unleashed upon battlefields like rabid attack beasts. Their hulking frames shake the ground as they charge, their warp-glowing eyes and slavering jaws making them appear more like some colossal predator from the Immaterium than any mere war machine.

Their immense claws—great hooked appendages that function like daemon-forged Power Fists—are strong enough to tear apart a Land Raider or snap a loyalist Dreadnought like brittle kindling. Against infantry, their rampages

are even more grotesque; a single swipe can reduce dozens to shredded viscera, while the daemon within howls in triumph. Imperial Guardsmen who've faced them tell stories of Maulerfiends climbing city walls and fortress battlements with horrifying agility, scuttling over sheer surfaces like armored predators. These tales earned them the grim nicknames "Stalker-tanks" and "Scalers" among terrified survivors.

Forgefiend [600 CP]
The Forgefiend is a hulking quadrupedal Daemon Engine, a warped fusion of living Warp essence and unholy Dark Mechanicum ingenuity.

Its design is grotesquely centauroid, all brutal pistons and blasphemous plating, standing upon four titanic limbs while its forward section bristles with daemonic weaponry. Where an arm might have been, the Forgefiend instead bears twin Hades autocannons, whose barrels glow with hateful fire as they spit a ceaseless fusillade of warp-forged munitions. In other variants, those guns are replaced with ectoplasma cannons, unstable plasma-spewers that belch raw Warp-energy, melting ceramite, adamantium, and flesh alike into bubbling ruin. Even its jaws are a weapon—gnashing with daemonic hunger, or else replaced entirely with yet another cannon, a writhing barrel that drools plasma fire like a beast coughing up its own bile.

At its core, a Forgefiend is powered by a daemon furnace, a blazing fragment of the Immaterium caged within its armored torso. This living engine drives its colossal bulk and fuels its weaponry, ensuring that every volley it fires is as much a psychic scream as a physical assault.

Blood Slaughterer [600CP]
These hunched-over Khornate Daemon Engines resemble a twisted combination of a crab and a tick, but enlarged to the point that their mass is even greater than a Dreadnought. Roaring with rage, they rush to close the distance on eight legs with built-in chainblades, swinging furiously with the Slaughterer Blades, the Power Cleavers attached to their arms. One of the Blades can be replaced with the enormous Impaler Harpoon, allowing a ranged attack that is used to drag foes closer to engage them in proper melee combat.

These Daemon Engines are possessed of such endless fury that the Warp energies that empower it to move are taken away after each battle, or it would simply kill everyone around it in lieu of an actual enemy to target. You know the ritual needed to drain it and to infuse it once more with the powers of the Warp and enable your Blood Slaughterer to become mobile again.

Brass Scorpion [800CP]
These enormous hell-machines are multi-legged monstrosities of Khorne that resemble the ancient Terran creature known as a "scorpion". Their size varies greatly depending on the use for which it was created; the smallest are little bigger than a Leman Russ Battle Tank (the given price), while the largest stand the size of small Titans (which costs an additional 300 CP). They possess terrifying speed and agility for their size, and their delight for slaughter is rarely matched even by other Daemon Engines. It's massive brass armor protects it from the front, while its rear exposes its tangled, semi-organic cabling, which traps the bodies of its victims and feeds their souls into its Doomsday Engine to gain more power.

Where a scorpion would have a head, the Brass Scorpion instead possesses a mighty Demolisher Cannon for heavy-duty destruction; beneath the cannon are two Hellmaw Cannons, like Flamers that use infernal Warp-fed fire and molten brass. Each of its two primary limbs end in massive hydraulic Hellcrusher Claws for demolishing armored vehicles, each of which features three built-in Chain Weapons (which can also be replaced with motorized saw blades). But what truly makes it resemble that fearsome Terran predator is its Scorpion Cannon (also called the "Sting Cannon", a multi-barreled cannon atop its tail capable of 360 degree rotation and firing many thousands of rounds per minute.

Lord of Skulls [800CP]
These enormous Daemon Engines are dedicated to Khorne, resembling the massive upper body of a warrior mounted upon a large platform with tracked treads. This platform bears four immense pressure tanks full of the boiling blood of murderers, heated by the rage of the Bloodthirster bound within this machine. This machine's speed is incredible, and it possesses remarkable skill and agility that is unbecoming of such a large vehicle, allowing it to outmaneuver and tear apart even vehicle as might as Titans or Ork Stompas.

This Daemon Engine features three points where it wields weapons. In its right hand, it carries a Great Cleaver of Khorne. It is left, it has either an anti-infantry Hades Gatling Gun, or the explosive Skull Hurler. Mounted upon its chest is a weapon that utilizes its stores of blood to attack; the long-range, explosive goblets of the Ichor Cannon, the closer-range, rapid-fire gouts of the Daemongore Cannon, or the medium-range, wide-spread torrents of the Gorestorm Cannon.

Blight Drone [400 CP]
Also known as Bilecysts, these Nurglite Daemon Engines emit and eerie and incessant buzz across the battlefield like an omen of death. Their larva-like form is supported by a pair of turbines, and their chassis (although as durable as any Nurglite construct) appears rust-eaten and pitted.

It only possesses two forms of attack; a Reaper Autocannon, and a Mawcannon in its mouth, which fires gouts of corrosive toxic bile strong enough to eat through metal and liquify flesh in seconds. The Mawcannon can also spit large masses of mutating phlegm at a distance that can destroy entire squads, and those unfortunate enough to survive would be twisted into something unrecognizable. If destroyed, it explodes in a destructive shower of bile and pus.

Foetid Bloat-Drone [400 CP]
Also known simply as the "Bloat-Drone", this aerial Daemon Engine of Nurgle provides support for ground units. Supported by a trio of buzzing turbines, and guarded by rot-iron armor, flabby foulness oozes forth from cracks in their carapace. It trails pipes and tubules as it flies, suckling rot and filth with vile hunger to fuel its weaponry.

It sucks up rotting and diseased flesh and refines it into a hyper-concentrated toxic slime, which it regurgitates with the pair of Plaguespitter weapons it bears. Victims convulse and twist as a thousand maladies rip their body apart. Alternatively, the Plaguespitters can be repalced with a Heavy Blight Launcher, which is focused on long-range bombardment by firing disease-ridden shells to waste tanks to corroded messes in moments.

However, some Bloat-Drones are too aggressive for ranged combat, and are instead fitted with Fleshmowers, heavy cylinders with metal blades that whirl with

fanatic madness like some sort of demented farm equipment as it shreds its way through the enemy ranks.

Myphitic Blight-Hauler [400 CP]
Resembling a Foetid Bloat-Drone that has had its turbines replaced with a trio of articulated tracks, these tank-like daemon engines of Nurgle feature a fang-filled maw that years to feast upon its enemies. Although already well-armed and guarded by blubber beneath the plating, keratinous sprouts protrude from its armored body for further layers of defense.

As it digests enemies, it churns the accumulated foulness in its innards, until it spews forth clouds of miasma from its gastric boilers, their wretched scent rendering enemies unconscious if it doesn't simply induce vomiting. This cloud of filth also surves to veil the approach of the Myphitic Blight-Hauler and its allies. The Blight-Hauler itself is fast enough to keep pace with battle tanks, while their smaller size and all-terrain mobility makes them versatile. They are armed with a Multi-Melta and a Missile Launcher, and from their maw can launch corrosive fluids with their Bile Spurt.

Plagueburst Crawler [400 CP]
Meant as a Nurglite mobile artillery piece, this large tank-like Daemon Engine features a large ram-blade on its front, while having incredibly thick armor. It is armed with a massive Plagueburst Mortar, with terrifying range and shells that combine high-radius explosives with clouds of corrosive spores that inflict damage comparable to Demolisher Cannons, but at greater distances.

While the Plagueburst Mortar does have a minimum range, they are also protected at closer distances by a pair of sponson-mounted, plague-spewing Entropy Cannons or Plaguespitters. In addition to that armament, it can have a centrally-mounted Heavy Slugger rapid-fire stub weapon, or a Rothail Volley Gun, a more rapid-firing Plague Weapon designed to focus on infantry.

Plague Hulk [600 CP]
Soul Grinders are typically only found in the armies of daemons, but the Chaos Space Marines in service to Nurgle have something quite similar. The Plague Hulk has a bloated, decayed appearance, while marching around on rusted, crablike limbs. The daemonic mass in the center can spew tides of filth to rot

flesh and corrode metal, while carrying an over-sized Plague Sword as well as a Rot Cannon fused to its other limb. Simply getting close to it will enshroud an enemy with clouds of flesh-searing poison.

Silver Tower of Tzeentch [600 CP]
These colossal Daemon Engines are more like daemonic mobile fortresses than daemonic vehicles, and appear to be a beautiful, intricately carved tower resting atop a circular disc, floating above the battlefield supported by sorcery alone. Normally, each tower would host dozens of Thrall-Wizards whose sorcery would be needed to power it, but you will find yours partaking of Warp energy to keep itself fueled of its own accord at a rate equivalent to having an optimal number of Thrall-Wizards supporting it.

Rather than having ordinary weapons, its cannons are fueled by the magic of the sorcerers inside. It can emit Beams of Power, which can damage even the most heavily armored targets, and Bolts of Change, which fire in rapid volleys. In addition to its considerable offensive capability, they are protected by powerful wards that form a wall of energy shielding around the Tower and any nearby allies.

Doom Wing [200 CP]
A Tzeentchian flying Daemon Engine resembling a bird of prey, the Doom Wing is a fast attack craft driven by three powerful engines. It has tremendous speed that makes it difficult for anti-air defenses to counter, but it also has limited maneuverability due to that. They are equipped with an underslung Flame Cannon that is powerful enough to reduce buildings to flaming rubble.

Fire Lord [400 CP]
The larger companion to the Doom Wing, Tzeentch's Fire Lord is a super-heavy assault aircraft resembling a larger bird of prey, with a hull encrusted with jewels. It has Lascannons on swiveling turrent-mounts, and the pinions of its wings each bear a Flame Cannon. It is tremendously fast (although slower than a Doom Wing), and utilizes its speed to drop Firestorm Bombs on targets below.

Slaanesh Subjugator [800 CP]
Not only a Daemon Engine, but a small Titan, this Slaaneshi walker features digitigrade legs and ludicrous speed for something so large. It is armed with a Subjugator Doom Siren as well as a twin-linked Blastmaster, but its most powerful weapon is its pair of psychically-powered Tormentor Cannons, one resting on its "head" and one on an extension emerging from its spine. The Tormentor Cannon harnesses the Warp Energy in the to inflict unimaginable agony upon its enemies, pain so severe that it blackens flesh and kills the victim through pure suffering. It is even more dangerous in close combat due to its Hellslicer Battle Claws it features in place of hands. However, it is far more lightly armored than other Titans, relying on its speed to protect it, as its armor is only on the same scale as a Dreadnought.



Vehicles:

By paying an additional undiscounted 100CP on top of the vehicle's price, you may have your vehicle be possessed by any type of daemon you like, other than a greater daemon, allowing the vehicle to operate without need for a crew. ***A greater Daemon will cost you 400CP.***

Land Vehicles

Those of the Soulforged Pack will receive a discount in this section and +400 CP in this section only.

Rhino [200CP]
Ubiquitous among all loyalties, the Rhino is the APC of choice of Space Marines everywhere. Covered in plasteel and ceramite, it provides solid protection to its passengers, while its treads allow it to travel in almost any environment. They are capable of carrying a full squad of 10 Chaos Space Marines, and all Rhinos come with a Searchlight and Smoke Launchers.

For the listed price, you may have a Mars Pattern Rhino. Although the successor to the Deimos Pattern, it is a simpler design with less effective environmental and secondary systems. However, it was also more readily constructed and repaired. It features a Storm Bolter remotely controlled by the driver, but can also carry a second, pintle-mounted Storm Bolter or Combi-Weapon to be manually fired by a passenger from the top hatch. In addition to these, it also possesses either Hunter-Killer Missiles or an Auto-Launcher that can fire frag or blind grenades.

The Deimos Pattern is an earlier, but more advanced version of the vehicle, with advanced systems that you can't find in new Rhinos; as such, it costs an additional undiscounted 50CP. It features a pair of remote-operated, twin-linked, pintle-mounted Bolters as armaments, and can have a Combi-Weapon, Heavy Bolter, Heavy Flamer, or Multi-Melta mounted to an additional pintle to be crewed by a passenger.

As vehicles of Chaos, they are typically ornamented with spikes and symbols of the Dark Gods. Any Chaos Rhino can feature one of the Havoc Missile Launchers, Destroyer Blades, Dirge Casters (although only if your chosen god is Slaanesh), Dozer Blades, or Warpflame Gargoyles.

For an additional 50CP (free for Iron Warriors), you can upgrade your Rhino into a Castellan Rhino, featuring unfolding armor plates and impact bracing that lets a parked Rhino turn into a miniature bunker. The modular construction allows your Rhino to be used to form a defensive line with other defensive emplacements, including other Castellan Rhinos.

Assault Bike [100CP]
The Assault Bike is a powerful machine, capable of reaching incredible speeds even while carrying a heavily-armored giant Space Marine. Yet, it remains highly maneuverable even at those speeds, capable of performing death-defying feats that would be fatal to a normal human, and durable enough to smash through a rockcrete wall without suffering damage. This vehicle is equipped with razors and spikes that almost seem to reach out to rip at anything the rider passes by.

For armaments, the Chaos Assault Bike by default features twin-linked Bolters, but may instead have Meltaguns, Plasma Guns, or twin-linked Flamers as weapons instead. If you follow Slaanesh, you may have a Doom Siren instead.

For an additional 100 CP, you can instead have one of the rare, anti-gravity-using jetbikes. For another 100 CP on top of that, you can have an even rarer voidbike, which is capable of propulsion in space at sufficient speeds that boarding actions between voidships are feasible.

Attack Bike [200CP]
A variant upon the Assault Bike, the Attack Bike features a sidecar attached to its left to carry a passenger, who fires a more powerful mounted weapon to allow for high-speed destruction; namely, either a Heavy Bolter or a Multi-Melta. This is in addition to the weapons it receives for having the basic Assault Bike chassis as its foundation. This vehicle has become rare among the Chaos Astartes following the Heresy, but may be found more frequently among those Space Marines who turned to Chaos apart from the Legions.

Land Speeder [300CP]
Although present in great numbers during the Horus Heresy, many Legions were forced to abandon their Land Speeders during the millennia following their retreat into the Eye of Terror; only those warbands that maintained a relationship with

the Dark Mechanicum (or Vashtorr the Arkifane) were able to keep these vehicles maintained… well, apart from those who abandoned the Imperium at a later date, and who brought their vehicles with them.

Land Speeders are lightly-armored scouting and assault vehicles equipped with anti-gravitic plates, allowing them to hover a short distance over the ground (no more than 100 meters, but isn't as effective at such heights) and move at incredible speeds, unbound by friction. It is piloted by one Space Marine, while another serves as the gunner, using a mounted Heavy Bolter or Multi-Melta.

There are many other varieties of Land Speeder as well. Selecting one will modify the base price for this vehicle.

- **Land Speeder Tornado [+100CP]**
  This variety is more heavily armed, typically with a Heavy Flamer (which can be replaced with an Assault Cannon) and Heavy Bolter (which can be replaced with a Multi-Melta).

- **Land Speeder Typhoon [+200CP]**
  Intended for more destructive purposes, this variety can make precision attacks with its Heavy Bolter or Multi-Melta—but more impressively, features a pair of twin-linked Sextus-Pattern Missile Launchers to fire waves of Frag Missiles.

- **Land Speeder Tempest [+200CP]**
  Most Land Speeder variants are open-canopied, but the Tempest is completely enclosed and slightly larger than the default, becoming a small, heavily-armored gunship (that technically is not considered "aircraft"). To reduce weight, the gunner is replaced by a slaved targeting system operated by the pilot. It primarily features twin-linked Missile Launchers as its primary armament, but is also equipped with an Assault Cannon.

- **Land Speeder Vengeance [+100CP]**
  You are surely one of the Dark Angel's Fallen to have a vehicle such as this. It features a Plasma Storm Battery and an Assault Cannon

- **Land Speeder Proteus [+100CP]**
  An even smaller and lighter version of the Land Speeder, this variant was quick and light, and more heavily armed than the baseline version. It is equipped with two of the following weapons: Heavy Flamer, Havoc Launcher, Multi-Melta, Vulkite Culverin, Hunter-Killer Missile, Graviton Gun, Plasma Cannon, or Heavy Bolter.

- **Land Speeder Sirocco [+200CP]**
  A larger variant on the Land Speeder meant for transport, it can hold an additional 6 passengers, each placed at one of three firing stations on each side, although they rely on their own weapons. The Sirocco itself is equipped with either single or twin-linked Heavy Bolters or Multi-Meltas, as well as with either a twin-linked Assault Cannon or a Heavy Flamer.

- **Land Speeder Hurricane [+200CP]**
  This variant on the Sirocco design is intended to bring heavier firepower. It only features one firing station on each side and can only carry 2 passengers, but each station comes with a Multi-Melta or Heavy Bolter. The vehicle's own armaments are the same as the Sirocco.

- **Land Speeder Lightning [+200CP]**
  A variant sharing the Sirocco's elongated design, the Lightning is devoted to artillery purposes. It has either four Missile Launchers or two pairs of twin-linked Missile Launchers, which fire the Tracker Missiles that home in on their target. In addition to these potent weapons, they have the base armaments of the Sirocco.

- **Land Speeder Thunderbolt [+100CP]**
  Featuring the design of the Sirocco, this form of Land Speeder boasts firepower equal to a Land Raider, and is devoted to hunting down enemy tanks. Its basic weaponry is the same as the Sirocco, but it also boasts a pair of twin-linked Lascannons, letting it bring down any tank it flushes out of hiding.

Land Raider [600CP]
The most commonly found heavy vehicle among the Space Marines, Loyalist or Traitor alike, is without a doubt the Land Raider. An incredibly armed and

armored combination of troop transport and heavy tank, it is justly considered the most dangerous ground weapon in the arsenal of any warband that can afford to field them. Although Land Raiders normally have potent Machine Spirits, as a servant of Chaos, the corruption of the Warp has destroyed these spirits and replaced them with a daemonic force. It takes over a number of the functions of the vehicle, allowing it to be easily crewed by a smaller force than a vehicle of its size would normally require (as only two people are needed for the vehicle to operate at full capacity); indeed, even should everyone within the Chaos Land Raider die, it will still fight on, driven by a daemonic thirst for combat.

This mighty tank features two twin-linked Lascannons in side sponsons, while using a twin-linked Heavy Bolter on top for anti-infantry fire. It can also be armed with a pintle-mounted Storm Bolter, twin-linked Combi-Bolters, Multi-Melta, or Hunter-Killer Missile Launcher. It's armor is second only to a Necron Monolith in strength, and is equally thick on all sides, without weaknesses. Beyond this, Chaos Land Raiders can also be equipped with Destroyer Blades, Dirge Casters (although only for those who worship Slaanesh), Dozer Blades, Chaos Icons, or Warpflame Gargoyles.

Of course, all this only describes the Land Raider Phobos, the most common variety; although most of the other variants that exist are found in the hands of the Imperium, there are always Chapters of Space Marines who succumb to the allure of Chaos and bring with them more Land Raiders. As there are many varieties, selecting one of the following has the potential to change the price of this vehicle.

- **Land Raider Achilles [+100CP]**
  Although designed for the Iron Fists, the Land Raider Achilles was spread to other Legions during the Great Crusade. Intended to serve as a heavy siege tank, the sponson mounts are replaced with twin-linked Multi-Meltas, and set into the front of the vehicle is the mighty four-barreled Thunderfire Cannon, which can fire ordinary explosive shells, airburst shells, and subterranean shells that can burrow through the earth before exploding. They were made from a combination of adamantine and ceramite, and every centimeter is imbued with an exhaustive protection of tech-runes and sigils inlaid with meta-conductive zirconium. As a result, not only is it

incredibly resistant to kinetic impact, but energy-based attacks are all but useless against it, having only the barest effect.

If you care to spend an extra 100 CP, however, you can have the Achilles-Alpha Pattern Land Raider, where the sponson weapons are replaced with twin-linked Vulkite Culverins, and the front-facing Thunderfire Cannon replaced with the greater range and destructiveness of the Quad Mortar. In the Great Crusade, there was no variety of Land Raider used by the Legiones Astartes with more powerful armor, and it carries this durability even in service to the Dark Gods.

- **Land Raider Ares [+100CP]**
  To have a vehicle like this… you must have either come from one of the Dark Angel's Unforgiven, or stolen it from a Fallen Angel. The Land Raider Ares was designed to create a vehicle that could approach under heavy fire that would dissuade the use of Vindicators, and deliver devastating attacks to shatter bunkers and siege walls. Its sponson weapons are replaced with twin-linked Heavy Flamers, while its hull features a pair of twin-linked Assault Cannons. Most devastating, however, is the Demolisher Cannon that peeks out through its Dozer Blade, perfect for upending sieges.

- **Land Raider Crusader [+100CP]**
  The Crusader has one of the largest troop capacity of any Land Raider variant, carrying 60% more than the Land Raider Phobos is capable of. However, to make room for more Space Marines, they had to remove the batteries that powered the Lascannons; as a result, the Land Raider Crusader now features a pair of twin-linked Hurricane Bolters, and have the hull-mounted Heavy Bolters replaced with twin-linked Assault Cannons. To provide it some anti-armor weaponry, it also has a Multi-Melta in its pintle mount. Crusaders are, by default, more heavily armored than standard Land Raiders due to their renewed focus on troop transport.

- **Land Raider Helios [+200CP]**
  Alternatively used for long-range artillery and for anti-air defense, the use of the Helios is heavily dependent on its armament. In terms of sponson

and hull weaponry, it is identical to the Phobos; however, it is additionally equipped with either a Whirlwind Multiple Missile Launcher (to serve as a long-range artillery platform) or a Hyperios Missile Launcher (which focuses it on destroying airborne targets).

- **Land Raider Prometheus [+200CP]**
  In terms of direct combat ability, the Prometheus is something of a downgrade from the Phobos. Its side sponsons now mount twin-linked Heavy Bolters, and its has a pintle-mounted Storm Bolter in place of the hull-mounted Heavy Bolters. However, in terms of strategic value it is significantly higher, as the Prometheus hosts a variety of additional command and control equipment. It features highly sophisticated auspex scanners, interpretive logic-engines, and a powerful comms array, turning the Prometheus into a vital tool for coordinating battlegroups and allied forces, intercepting and decrypting enemy communications, and tracking movement in the battlefield.

- **Land Raider Proteus [+100CP]**
  Highly valued during the Great Crusade, the Proteus (notably the Proteus Carrier and Proteus Explorator) were at the forefront of the push into new worlds; although every so slightly smaller than a Phobos Pattern Land Raider, they had highly advanced sensory systems that made it ideal for combat on the unexplored worlds that the Astartes Legions so often found themselves warring upon. Their sponsons mount twin-linked Lascannons, but on the hull they have a bit more variety, capable of fielded either a pair of twin-linked Heavy Bolters or a pair of Heavy Flamers.

- **Land Raider Redeemer [+100CP]**
  “Redemption” is not much in the minds of the Chaos Space Marines, but they’re certainly capable of appreciating more firepower. The Redeemer isn’t an anti-tank weapon, but rather is focused on destroying infantry; the Lascannons are replaced with twin-linked Flamestorm Cannons, and the hull-mounted Heavy Bolters replaced with Assault Cannons.

- **Spartan Assault Tank [+100CP]**
  Although not technically a Land Raider variant, the Spartan Assault Tank is still based upon the Land Raider design. Designed for transporting bulky

Terminator-armored Space Marines, it can carry a full cargo of 25 Astartes in Power Armor, and still move faster than the normal Land Raider due to its reactor-driven motive drive system. Each sponson fields a Quad-Lascannon, and it features a twin-linked Heavy Bolter on top. It's protective features were also superior to what most Land Raiders could muster, as they could sustain a Knight-tier Flare Shield for defense.

- **Land Raider Terminus Ultra [+200CP]**
  Although the Land Raider typically splits its focus between being a troop transport and a heavy tank, the Terminus Ultra completely abandons its capacity to ferry troops into battle in favor of increased firepower. It has no fewer than three pairs of twin-linked Lascannons, along with several individual Lascannons. It is near-exclusively used to counter enemy super-heavy vehicles, and can take out anything short of a Titan with relative ease.

- **Land Raider Wrath of Mjalnar [+100CP]**
  How it must rankle the Space Wolves to realize that one of their precious Land Raiders has fallen into the grasp of Chaos! This pattern of Land Raider is normally seen exclusively in the hands of the Space Wolves, and if they know you have this you can expect retaliation. However, it is a potent vehicle; it features twin-linked Lascannons on each sponson, but more impressively has a pair of twinned Helfrost Cannons on the front of its hull.

- **Land Raider Solemnus Aggressor [+200CP]**
  The Land Raider brings overwhelming firepower to the battlefield, but is primarily focused on countering enemy heavy vehicles and transporting troops. The Solemnus Aggressor focuses instead on infantry, and features a pair of the six-barreled Hurricane Bolters, a pair of Assault Cannons, and a pair of Heavy Bolters, allowing it to rain shells at any infantry foolish enough to expose themselves.

- **Land Raider Angel Infernus [+200CP]**
  Another variety of Land Raider focused on infantry, the Angel Infernus focuses on the *fire* part of firepower. It doesn't only wield a pair of

Flamestorm Cannons, but also features two Heavy Flamers for more directional coverage, along with a pair of Assault Cannons.

- **Land Raider Hades Diabolus [+200CP]**
  Finally, a variety of Land Raider properly sourced from Chaos instead of stolen from the Imperium. Created by the Black Legion, they are focused on annihilating infantry while retaining enough firepower to destroy enemy armor. They have a pair of twin-linked Lascannons and two Heavy Bolters—but most destructively, they also feature a massive Reaper Autocannon to utterly mow down enemies that dare show their faces before this engine of destruction.

Predator [400CP]
Based upon the same general design as the Rhino, the Chaos Predator is the primary battle tank fielded by the Chaos Space Marines. It's primary armament is the massive Autocannon on its main turret, although its side sponsons can also field Heavy Bolters for anti-infantry support or Lascannons to increase its effectiveness against armored vehicles. This variety is known as the "Predator Devastator". Meanwhile, there is also the "Predator Annihilator", which replaces the Autocannon with an equally large twin-linked Lascannon.

Alternatively, you could spend another 100 CP to have the Deimos Pattern Predator that originated in the Great Crusade—now known as the Infernal Relic Predator among the Chaos Space Marines—which had a wider and more powerful variety of main weaponry available to it. In addition to an Autocannon and Gravis Lascannon, they could also be equipped with a Flamestorm Cannon, a Magna-Melta, a Plasma Destroyer, a Graviton Cannon, a Heavy Conversion Beam Cannon, a Neutron Blaster, or a Volkite Macro-Saker.

Stalker [300CP]
Anti-air defense is always important in battle, and the Stalker is one of the methods they use to counter airborne enemies. Like many Space Marine vehicles, it is primarily based on the Rhino chassis, and features the Icarus Stormcannon Array, a pair of independently-swiveling, three-barreled autocannons that rapidly rain fire upon enemy aircraft, with a highly advanced tracking system utilizing human brains to improved targeting ability.

Vindicator [300CP]
Bearing the massive Demolisher Cannon, the Vindicator is a more heavily-armored tank than the Predator, and is designed for siege warfare and destruction of large strucutres (as well as having a role in short-ranged tank combat). However, it is almost entirely focused on this single duty, having only a single Heavy Bolter for protection against more mobile opponents.

For another 100 CP, you can have a Deimos Pattern Vindicator from the Great Crusade, which rather than a Demolisher Cannon, featured, featured the four-barreled Magna Laser Destroyer array, which had nearly as much power as the Demolisher Cannon, but fired significantly more rapidly and with greater range.

Whirlwind [300CP]
The Whirlwind comes in several varieties, each playing a rather specific role in warfare that sees them employed in specialized uses.

The first variety is the Whirlwind Helios, which features the Whirlwind Multiple Missile Launcher to fire a variety of different missiles at incredible ranges, and serves as an artillery and indirect fire weapon.

The Whirlwind Hyperios, on the other hand, has a specialised Hyperios Missile Launcher designed to track and bring down enemy aircraft and jetbikes.

The final variety is the most conventionally suited to warfare on the ground, as the Whirlwind Scorpius features Scorpius Launchers that shoots imploding warheads, causing devastating injuries to infantry and lightly armored vehicles.

Alternatively, you could purchase the Hunter, an anti-air vehicle designed with the Whirlwind's chassis; its Skyspear Missile Launcher utilizes human brains to track and engage enemies with incredible speed and agility.

Decimator [400CP]
The Decimator super-heavy tank (not to be confused with the Daemon Engine of the same name) was originally the predecessor of the Imperium's Baneblade. They are armed with a number of heavy, medium-range barrage weapons, along

with several Reaper Autocannons. They are primarily used to bombard enemies in cover.

Arquitor Bombard[400CP]
The Arquitor Bombard hosts incredible short-range firepower and a reinforced chassis, and is designed to bring incredible destruction at short distances. It is slower than many other vehicles of the Space Marines, but that's not a design flaw, but a feature; it is intended to move at roughly the same speed expected of a Space Marine infantryman's advance. They can be equipped with the Graviton Charge Cannon, the Spicula Rocket System, or with the Morbus Heavy Bombard, and features a pintle-mounted Bolter, Havoc Launcher, or Combi-Weapon.

Cerberus Heavy Tank Destroyer [400CP]
Based upon the design of the Spartan Assault Tank chassis, but with nearly all its firepower and troop space devoted to making room fo the massive Neutron Laser Projector, the end result is a mobile, highly dangerous vehicle hunter with firepower comparable to a the Turbo-Laser Destructor found on Titans. For defense, however, it only has a Heavy Bolter mounted on each sponson.

Fellblade[400CP]
A super heavy tank relatively common during the Horus Heresy and Great Crusade, they are nowadays all but extinct. Still, they do exist, and are potent weapons; their atomantic arc-reactor technology provides potent amounts of energy, and their reinforced metaplas alloy chassis is superior to that of the more common Baneblade.

It has a twin-linked Accelerator Cannon as its primary weapon aboard its turret, and features a whole suite of secondary weapons, including a Demolisher Cannon (which is somehow not the largest weapon on this vehicle), sponson-mounted Quad-Lascannons or Laser Destroyers, hull-mounted Heavy Flamers or Heavy Bolters, and it has a variety of weapons available to be mounted on pintles.

Stormblade [600CP]
Although now known for use by the Imperial Guard, the Stormblade was originally meant for use by the Legiones Astartes during the Great Crusade. It is

a Titan-hunter, featuring a short-ranged but powerful Plasma Blastgun capable of destroying Titans, with both sponson turrets fitted with Lascannons, and the sponson mounts are also fitted with twin-linked Heavy Bolters (along with a coaxial Heavy Bolter being included as well). At your discretion you can pay another 50 CP to have a rack of Hellion Missiles to help bring down Titans, but be warned that the missiles are are occasionally known to result in the destruction of your own tank.

Shadowsword [600CP]
Another super heavy tank intended to hunt down Titans, the Shadowsword is equipped with a Titan's weapon; the awesomely powerful Volcano Cannon, a laser that is amongst the most powerful ever designed for ground combat. However, its rate of fire is low, so the vehicle typically lies in wait until other attacks strip a Titan's Void Shields to allow it to land the killing blow. In addition to its main armament, it features twin-linked Heavy Bolters on each sponson.

Javelin Attack Speeder [600CP]
Dating back to the days of the Great Crusade, the Javelin Attack speeder uses esoteric antigrav impellor technology that the small-minded fools of the Imperium's Mechanicum viewed with distrust. Although slower than the Land Speeder due to its increased size and heavier armament, it is still a highly mobile and adroit vehicle able to deliver high-speed, pinpoint attacks on enemies. Its sponsons could be equipped with Cyclone Missile Launchers, Lascannons, Volkite Culverins, Heavy Flamers, Multi-Meltas, or Heavy Bolters, and it can also have a Hunter-Killer Missile attachment.

Alternatively, you can spend another 50 CP to gain the Kyzagan Assault Speeder, presumably due to being from a White Scars Successor Chapter before defecting from the Imperium. The Kyzagan features a front-mounted Kheres-pattern Assault Cannon, a Hunter-Killer Missile attachment, and two Reaper Autocannons on its sponsons.

Falchion [600CP]
The Falchion Super Heavy Tank Destroyer, also known as the Mammoth, was one of the most destructive vehicles fielded by the Legiones Astartes during those ancient days before the Dark Gods opened the eyes of the Traitor Primarchs to the true nature of humanity's "beloved Emperor". It's primary

armament is the devastating power of the twin-linked Volcano Cannon it bears, a weapon typically seen on Titans, and that is fully capable of destroying such massive enemies, and causing utter ruination on any vehicle smaller than they.

In addition to its main cannon, it also a pair of twin-linked Heavy Bolters for dealing with infantry (that can be replaced with twin-linked Heavy Flamers if so desired), as well as twin-linked Quad Lascannons (which can also be replaced with twin-linked Laser Destroyer Arrays for even greater firepower). Furthermore, it has a weapon pintle that can be mounted with a Storm Bolter, Heavy Bolter, Heavy Flamer, or Multi-Melta.

Glaive [600CP]
Also known as the Fellglaive, the Glaive is a super heavy tank designed to deal extreme damage. Equipped with a weapon so powerful that the cowards of the Techpriests of Mars were scarcely willing to equip it to vehicle, it was used to wipe out swarms of enemies, and even vehicles would be quickly annihilated before its imposing power. The Glaive's primary cannon was a Volkite Carronade, but it also had a pair of twin-linked Heavy Bolters for infantry that was too close fo the main cannon (which could be replaced with twin-linked Heavy Flamers), in addition to sponson-mounted, twin-linked Quad Lascannons (which were sometimes replaced with twin-linked Laser Destroyer Arrays). In addition, it featured a powerful front-facing Demolisher Cannon for crushing structures.

The Dark Angels were known to possess specially-modified Glaives that featured the Volkite Carronade being replaced with powerful Vortex Weapons, which created a rift to the Immaterium that not only sucked in everything it touched, but converted them into the raw Warp-stuff that makes up that realm, effectively annihilating enemies. But it was also risky to use, as the Warp-rift would drift across the battlefield before eventually fading. At your discretion, you may instead have one of these modified vehicles, stolen from the Dark Angels.

Mastodon [400CP]
Amongst the largest land transport available to the Legiones Astartes during the Great Crusade, the Mastodon was a massive vehicle capable of holding up to 40 fully-armored Space Marines within in, and could keep them safe with think armor and Void Shields strong enough to stand up to attacks from Titans. But it wasn't just for transporting and protecting soldiers, being a powerful instrument of

battle of its own accord. It featured a forward-facing Siege Melta Array for melting through barriers, structures, and enemy tanks, as well as a turret-mounted Skyreaper Battery to shoot down enemy fliers. It had four sponsons, with two mounting Heavy Flamers and two mounting Lascannons, and could be equipped with up to four Hunter-Killer Missiles.

Kratos [400CP]
This served as a dedicated infantry support tank that was eventually phased out in favor of lighter, swifter, more versatile tanks such as the Predator. Still, in its own role it excelled, with potent firepower sitting between the Sicaran Battle Tank and the Fellblade. By default it was equipped with a massive Kratos Battlecannon, that could be loaded with high-explosive shells for killing large numbers of troops, armor-piercing shells for heavily armored opponents, or flashburn shells against massive tanks. It could alternatively be equipped with a Volkite Cardanelle or a Melta Blast-Gun.

It additionally possesses a co-axial Autocannon, hull-mounted Heavy Bolters, and sponsons that can be equipped with twin-linked Lascannons, Heavy Bolters, or Volkite Culverins. Furthermore, it also possesses Flare Shields to receive defenses on par with those of a Knight.

Sabre Strike Tank [400CP]
The Sabre was designed based on the same chassis as the Rhino; rather than a troop transport, however, it instead focused on rapidly targeting and destroying enemy armor, with the speed to avoid counter-attacks and continue to harry the enemy while the front lines advanced.

Towards this end, they were equipped with a large forward-facing weapon, either an Anvilus Snub Autocannon, a Neutron Blaster, or a Volkite Saker. It also features a top-mounted weapon that could be a Heavy Bolter, Multi-Melta, Volkite Culverin, or Heavy Flamer. It additionally possessed side-mounted Missile Launchers firing low-velocity advanced shaped warheads.

Razorback [400CP]
The Razorback is something of an in-between vehicle, neither as good at troop transport as the Rhino nor as adept at combat as the Predator. However, some commanders see a use for it in a supplementary role providing heavy fire support

for advancing squads. It features a turret-mounted weapon on the top, either a twin-linked Heavy Bolter, twin-linked Heavy Flamer, twin-linked Assault Cannon, twin-linked Lascannon, a Multi-Melta, a combination of a Lascannon and twin-linked Plasma Gun, or even the potent twin-linked M.38-pattern 'Deathreaper' Lascannon, which required external power cells to opperate. However, its transport capacity means it can only carry six armored Chaos Space Marines.

Alternatively, you can sacrifice troop transport abilities to have the Razorback Rikarius, which has more weapons, including a pair of Hurricane Bolters.

Sicaran Battle Tank [400CP]
One of the most advanced armored units during the Great Crusade, the Sicaran Battle Tank was designed to be a high-speed tank destroyer. It is primarily armed with a pair of Herakles-pattern Accelerator Autocannons, firing shells at higher velocity than standard autocanons, and was additionally equipped with a pair of sponson-mounted Lascannons. It comes in a few different varieties, some of which may change the price of the vehicle.

- **Sicaran Venator [+100CP]**
  More focused on tank destruction, the Venator replaced the turret-mounted Accelerator Cannon with a center-line mounted Neutron Laser Projector, combining dreadful firepower with incredible speed.

- **Sicaran Punisher [+100CP]**
  The Punisher was a departure from the anti-tank design of the original Sicaran, as it was equipped with a large Punisher Rotary Cannon. This turret-based weapon was used for the eradication of massed enemies in large numbers, limited only by its voracious appetite for ammunition. Combined with this is the forward-facing Heavy Bolter for additional firepower.

- **Sicaran Arcus [+100CP]**
  Sicaran Arcus was the term for the artillery variant of the Sicaran, which hosts the uniquely-designed twin Arcus Launcher. They are capable of firing a wide variety of warheads customized to fit different tactical niches, including the powerful Neutron-Flux Warhead. Their speed combined with

their long-range artillery power meant that striking back at them was difficult, as they could easily relocate to fire from another position.

- **Sicaran Omega [+100CP]**
  The Sicaran hull is retrofitted to carry far greater firepower, making it an even more effective form of tank hunter than the Sicaran already was. Its primary weapon is a devastating turret-moutned Omega Plasma Array, with two massive Plasma Cannons based on the MEchanicums Plasma Fusil technologies. However, it was short-range due to lacking certain advanced weapon systems in favor of being designed to more easily be produced and repaired.

Typhon Heavy Siege Tank [400CP]
Created at the request of Perturabo, Primarch of the Iron Warriors, it was the result of a need for a rapid vehicle that still carries teh firepower to break down heavy fortresses. As a result, it is designed similar to the Spartan Assault Tank, but rather than troop transport, is designed entirely around the ludicrously massive Dreadhammer Cannon that makes up most of its main body. For further defense, it had a pair of Lascannons on its sponsons. Alternatively, instead of the regular shells used by the Dreadhammer Cannon, you can employ a variety of Vortex Weaponry-based ammunition known as Void Munitions, which erupt into a swirling vortex tot eh warp that tears away at targets, before detonating in an implosion that pulls everything nearby into the Warp.

Terrax Pattern Termite Assault Drill [400CP]
An ancient weapon from the Great Crusade, the "Termite" is actually an array of different vehicles, ranging from heavy-duty mining units and exploration craft to military siege breakers; the latter, naturally, are the focus here. They are a troop transport that moves under the earth through a mix of Melta cutters and phase-shield generators, capable of moving up to 30kph through solid ground. It is armed with heavy weapons to fire as it breaches the surface, ranging from Lascannons, Heavy Flamers, Volkite Chargers, to Heavy Bolters.

However, it is effectively immobilized when it is surfaced, and must be moved via an unarmed transport vehicle (which you have also been provided).

Hellbore [600CP]
A burrowing transport in similar vein to the Termite, the Hellbore is massively larger; it can carry up to 12 squads of Space Marines, and is large enough to instead contain a set of 8 Dreadnoughts. It uses phase-shield generators to move through the earth at a heady pace, and is armed with a Multi-Melta and Heavy Bolters for when it surfaces; unlike the smaller Termite, its transport vehicle isn't only armed with Heavy Bolters, but is also defended by a pair of Power shields.

Plutona/Mantolith [400CP]
The Plutona is a burrowed assault drill designed to ferry troops into battle by digging under fortifications and unloading troops behind enemy lines. However, it lacks heavy armaments. For an additional 200 CP, you may instead have the larger Mantolith; it doesn't only have more room for troops, but also features a built-in teleportation array that allows it to send its living cargo to the surface without having to expose itself to potential attack by digging upwards.

Basilisk [400CP]
Although nowadays it is known more for its association with the Imperial Guard, the Basilisk saw heavy use in the siege warfare often seen during the Great Crusade, especially at the hands of the Iron Warriors. And at its job, it may very well be unparalleled, deploying recoil braces to allow it to utilize its Earthshaker Cannon, capable of firing 132mm shells that can reach further than a hundred kilometers away. For threats at closer ranges, it also comes with a Heavy Bolter, but a good commander would ensure that their Basilisks never come into firing range in the first place.

Medusa [400CP]
Another vehicle associated with the Imperial Guard that had its origins with the Legiones Astartes, it is a siege platform used for attacking the thick walls of enemy fortresses or cities. It relies on the Medusa Siege Gun, which has an incredibly thick barrel but much reduced range compared to Basilisks or Bombards, reducing its effectiveness in conventional artillery roles.

Capitol Imperialis [400CP]
Although not typically associated with Astartes, the Thousand Sons were known to utilize this truly massive vehicle in the Siege of Terra. Rivaling a Titan in size at

80 meters long and 50 meters tall, the Capitol Imperialis is so large it could hold two entire companies of normal-sized humans, along with a large number of vehicles, letting it act as a slow-but-mobile bunker.

It has solid adamantine plating and six Void Shields to give it a level of protection comparable to Titans, and a potent primary weapon; a Doomsday Cannon, a Defence Laser on par with those designed to shoot ships from orbit, or the massive Behemoth Cannon, which is so large that four tanks could fit inside its barrel. As secondary weapons, it has hundreds of Bolters for close-range defensive fire, as well as Heavy Plasma Guns and Heavy Bolters.

Araknae Quad Accelerator Platform [400CP]
Not a vehicle so much as a structural emplacement, the Araknae Quad Accelerator Platform had four deadly, rapid-fire Accelerator Autocannons capable of downing even heavy vehicles, as well as an atomantic pavisse that had enough shielding to shrug off a direct blow from a Fellblade; this atomantic shielding can even extend to protect nearby friendly troops. Yours will come with the equipment needed to relocate your Platform when it is time to move.

Siege Engine [400CP]
A host of siege vehicles found their use by the Iron Warriors. Tha Accelerator Mangonel. The Gastraphete. The Gravitic Ballista. The Manuballista. The Torsion Engine. Unfortunately, details on these weapons are sparse—but you may take any one of them if you can spare the points.

Plaguereaper [400CP]
This Super Heavy Tank is at its core a corrupted Baneblade, a weapon of the Nurglites that has become a gurgling fortress of pestilence and disease, with large vats of slime attached to it which feed into the Pus-Cannon, firing biological agents that causes victims to have their flesh eaten way from within. Should the vehicle be destroyed, it explodes and unleashes its toxic, corrosive plagues and a small swarm of Nurglings.

Besides the Pus-Cannon, it also has a hull-mounted Demolisher cannon, twin-linked Heavy Bolters, and two sponsons which each have a Lascannon and twin-linked Heavy Bolter. It further possesses a pintle-mounted twin-linked Bolter or Combi-Flamer, as well as a Havoc Launcher.

Air Crafts

Those of the Host Raptorial will receive a discount in this section and + 400 CP in this section only.

Hell Blade [400CP]
The Hell Blade is the razor-winged interceptor of the heretic skies, slender and sleek, its silhouette evokes a shard of night tearing across the stars, a form equal parts beautiful and terrifying. The hulls are often blackened and lacquered with blasphemous sigils, their wings adorned with jagged runes that shimmer with unnatural heat as they cut through the void. In battle, they are deployed in screaming squadrons to overwhelm enemy air wings, their twin-linked autocannons raking across fuselages with streams of shells that burn like comets. Many are further armed with air-to-air rockets, allowing them to rend apart Imperial interceptors in a storm of warhead trails and burning debris.

What makes the Hell Blade most feared is not simply its speed but its unnatural agility. A thrust-vectoring design allows it to "dance" through combat with impossible sharpness, often described by Imperial pilots as though the craft is anticipating their moves. For some, that perception is all too real—the craft may be possessed by a Warp-spirit, its daemonic intelligence guiding every lunge, twist, and kill with malicious glee. Others are flown by cybernetic thralls hardwired into their cockpit, their flesh little more than an anchor for the machine’s hate. In the darkest cases, some warbands allow mortal pilots—heretics and cultists of the Dark Gods—to take the helm, their fanaticism as lethal a weapon as the autocannons strapped to the fuselage.

Hell Talon [400CP]
The Hell Talon is the archetypal Chaos fighter-bomber, a weapon of terror as much as destruction, and one of the most infamous products of the Daemon Forges of Xana II within the Eye of Terror.

Its vectored-thrust engines give the Talon a degree of maneuverability that beggars Imperial design logic. The craft can pivot, climb, and twist with predatory grace, often cutting through skies in ways that defy expected flight physics. Many

Imperial pilots who encounter them describe them as “moving like beasts on the hunt” rather than machines,

In battle, Hell Talons swoop low, spitting death from twin-linked lascannons, autocannons, and havoc launchers, before drenching their prey in incendiary warheads or devastating fuel-air explosives capable of leveling a hab-block in a single strike. Their payloads are designed not just to kill, but to horrify—to burn, suffocate, and leave survivors choking amidst poisonous black fogs. It is not uncommon for the sight of a single Hell Talon wing to scatter whole cohorts of Guardsmen before a shot is even fired.

What makes them truly insidious, however, is the aura of corruption that clings to them. Large concentrations of Hell Talons have been observed to cause unnatural phenomena: vox-channels fill with shrieking static, skies blacken as though stormclouds bleed into reality, and soldiers hear whispers in the roar of their engines. Even when unpossessed, their machine-spirits are warped things—mocking, vicious echoes of the Omnissiah’s holy code. Many an Inquisitor has marked the arrival of a Hell Talon squadron as a sign not just of an air raid, but of the creeping spread of the Warp itself.

Hell Razor Interceptor [400CP]
Hell Razor Interceptor is one of the fastest and most vicious aircraft in the arsenal of the Chaos air fleets. To the Imperium’s pilots, it is a nightmare given wings, resembling a serrated axe-blade slicing through the void. Its frame is a fusion of scavenged Imperial technology, Dark Mechanicum engineering, and the warping influence of the Warp itself—every surface honed to a brutal, predatory aesthetic that mirrors the cruelty of its masters.

Unlike the boxy, dependable Thunderbolt or Marauder, the Hell Razor is sleek, angular, and unnervingly alive. Its wings twitch with unnatural control, vector-nozzles spewing contrails of burning chem-vapors as it performs impossible maneuvers: vertical climbs, hairpin reversals, and sudden hovering stalls that defy standard physics. These feats make it a terror to loyalist pilots, for it can appear suddenly in their blind spots before scything them from the sky with a storm of fire.

Weaponry varies by warband and patron, but most Hell Razors are armed with twin lascannons, rapid-fire autocannons, or daemonically-guided missiles whose machine-spirits howl with hatred. Some are even said to spit warp-lightning or belch streams of molten daemonic ichor in place of traditional armaments, a sign of the creeping corruption within their frames.

Caestus Assault Ram [400CP]
Dating back to use in the Great Crusade, the Caestus Assault Ram is smaller than a thunderhawk, and is intended to fly directly into an enemy voidcraft to deliver its cargo of Chaos Space Marines. It has extra armoring to allow it to survive its mission, features a forward-facing Magna-Melta designed to weaken the hulls of voidships before ramming into them. For defense, it also has a pair of Firefury Missile Launchers. Although not originally designed to be used in atmosphere, these vessels were eventually equipped with anti-gravitic plating to be used in groundside operations, where the could deploy a squad of ten directly into an enemy's fortress.

Corvus Blackstar [400CP]
Were you in the Deathwatch before you betrayed the Imperium, or did you simply steal it from them? This sleek ship is intended primarily as a transport; small enough to slip through sensor grids, it uses vectored engines to travel through winding terrain and deploy its cargo. It has an enduring construction that lets it shrug off direct hits from anti-aircraft weapons, and utilizes the Infernum Halo Launcher decoy flares and interceptors. For its main armament, it has four Stormstrike Missiles and a pair of twin-linked Assault Cannons (which can be replaced with Lascannons if so desired). They also carry Blackstar Rocket Launcher arrays under each wing, with Dracos Air-to-Ground Missiles and Corvid Rockets for air-to-air combat. It also has the Blackstar Cluster Launcher to fire grenades.

Nephilim Jetfighter [400CP]
Were you one of the Dark Angel's Fallen? Or did you simply loot it from the rubble you left behind after destroying one of the Dark Angel's Successor Chapters? Regardless, you now possess a Nephilim Jetfighter, used for interceptor or air superiority missions. They are armed with twin-linked Heavy Bolters, twin-linked Lascannons, and six Blacksword Missiles, as well as a potent Avenger Mega Bolter.

Dark Talon [400CP]
You somehow got a hold of one of the Dark Angel's precious Dark Talon support aircraft. Similar in form to the Nephilim Jetfighter, the Dark Talon is armed with two Hurricane Bolters as well as both a Rift Cannon (that causes a brief and localised tear in reality) and a Stasis Bomb (that temporarily freezes time within its area of effect). It also has a stasis-crypt holding cell to transport captives.

Storm Eagle Assault Gunship [400CP]
These date back to the Great Crusade, where they were designed to be a smaller attack craft to complement larger vessels. These gunships have one of the three of twin-linked Heavy Bolters, twin-linked Multi-Meltas,or a Typhoon Missile Launcher which fires both Frag and Krak Grenades; it additionally possesses a hull-mounted multi-chambered rocket launcher known as the Vengeance Launcher, and either a twin-linked Lascannon or four air-to-surface Hellstrike Missiles. They can carry up to 20 armored Chaos Space Marines into battle, although only 10 if they're in Terminator Armor. They come in multiple varieties, some of which cost extra to field.

- **Roc Pattern [+100CP]**
  The Roc Pattern serves as a tank hunter, sacrificing some of the troop carrying capacity of the baseline Storm Eagle. Although it still has many weapons, it primarily relies upon its Vengeance Launcher, which fires specialized anti-tank Roc Warheads.

- **Nighthawk Pattern [+100CP]**
  The Nighthawk Pattern features higher maneuverability and maximum velocity than baseline Storm Eagles, while also having stealth technologies built into it.

- **Fire Raptor [+100CP]**
  This variety is configured to maximize ammunition storage, sacrificing all troop-carrying abilities in favor of weaponry. It most notably features a pair of twin-linked Avenger Bolt Cannons, but it also has a pair of waist-mounted ball turrets, fitted with either Reaper Batteries, quad-Heavy Bolters, or Lascannons, which can engage targets independently of one

another. It additionally features wing-mounted Hellstrike Missiles for extra destructive capabilities.

- **Darkwing/Alphawing [+100CP]**
  The Darkwing is a special variant used by the Raven Guard, and its mechanisms are a secret to all except their Successor Chapters. They must be furious indeed that you have obtained one yourself. These aircraft are extremely stealth, and featured rad-shrouded armor and quantum field repellors. These made it almost impossible to track on sensors, but took up a small portion of its ability to ferry troops into battle.

  Of course, you could always elect to use the Alphawing instead, which features minimal differences from the Darkwing, with the schematics having been stolen by Alpha Legion infiltrators during the Horus Heresy… or, knowing the Alpha Legion, it may have been quite a while before the Heresy began.

Stormraven Gunship [400CP]
Smaller and far more maneuverable than the more well-known Thunderhawk, the Stormraven is meant to be a support craft in environments too crowded for the likes of the Thunderhawk. It features twin-linked Heavy Bolters, twin-linked Assault Cannons, and four Bloodstrike or Stormstrike Missiles, along with Hurricane Bolters on the side sponsons. However, the Heavy Bolter Cannon can also be replaced with a Typhoon Missile Launcher or twin-linked Multi-Melta, the Assault Cannon can be replaced with twin-linked Plasma Cannons or Lascannons.

Stormhawk Interceptor [400CP]
These specialized fightercraft excel in aerial superiority. They have notable frontal armor and heavy firepower, making them excellent at dogfighting; even the cockpit is armored, using front-mounted lens clusters to convey visual information to the pilot. They feature a twin-linked Assault Cannon, an Icarus Stormcannon or Las-Talon, twin-linked Heavy Bolters, either Typhoon Missile Launchers or Skyhammer Missile Launchers, and an Infernum Halo Launcher to deter missiles.

Stormtalon Gunship [400CP]

The Stormtalon is highly versatile due to its small size, heavy weaponry, high speed, and rotating engine pods that allow it to even fly backward. It has a set of nose-mounted twin-linked Assault Cannons, as well as either a twin-linked Heavy Bolter, a twin-linked Lascannon, a Typhoon Missile Launcher, or a Skyhammer Missile Launcher.

Stormwolf [400CP]
Are you perhaps a member of the renegade Blood Wolves or Red Wolves? It's hard to imagine you got this craft in any way other than being a traitor to the Space Wolves. The Stormwolf is that Chapter's foremost assault craft, having breathtaking speed, and notable firepower. It flies in fast, guns blazing, and deploys its cargo of 16 Chaos Astartes before resuming the attack. It is equipped with a dorsal-mounted twin-linked Helfrost Cannon, two sponson-mounted twin-linked Heavy Bolters, and 1 dorsal-mounted twin-linked Lascannon.

Stormfang [400CP]
Did you steal this from the Space Wolves? This is their premier aerial superiority gunship. It features a powerful Helfrost Destructor to freeze target areas in an instant, as well as sponson-mounted twin-linked Heavy Bolters (or Skyhammer Missiles, or Multi-Meltas) along with hull-mounted Stormstrike Missiles (or twin-linked Lascannons).

Thunderhawk [600CP]
Designed as a cheaper replacement for the Stormbird, the Thunderhawk is nonetheless a potent transport capable of carrying 30 marines, along with having a great number of powerful weapons. Its primary weapon is mounted on a limited traverse dorsal mount, featuring either a Turbo-Laser Destroy capable of destroying a Scout Titan in one accurate shot, or a Thunderhawk Cannon, which is a variant of the cannons used in frigate-class voidships. In addition to this, it has two Lascannons on each attack wing, and at least four Heavy Bolters in hull-mounted twin-linked sponsons, with room for four more under the main wing tips. Each wing has three bomb pylons, each of which can carry one Hellstrike Missile or three Smart Bombs.

In terms of survivability, it's armor is equal to that of the Land Raider, giving it a ludicrous degree of protection. Beyond this, it can also be equipped with either a

Flare Shield or a Ramjet Diffraction Grid for extra defense, along with a Decoy Flare Launcher.

Xiphon Interceptor [400CP]
The primary fightercraft of the Astartes during the Great Crusade, and its performance put such great stresses on the pilot that only the Space Marines were able to withstand it. It features two pairs of twin-linked Lascannons and a Xiphon Rotary Missile Launcher. It's biggest advantage was its speed and agility. However, it was a very high-performance machine that required the pilot to maintain constant equilibrium in the aircraft, it was lightweight, and was a bit underpowered. Although the Astartes pilots appreciated its excellent turning speed, agility, and touch-responsive controls, it was intended to be phased out in favor of the Wrath Starfighter.

Space Marine Landing Craft [400CP]
These orbital-assault vehicles were designed to deliver troops from space to planetside in as little as 20 seconds. Long and thin, it features multiple hydraulic clamps to transport up to 6 Astartes tanks at once. For armament, it had multiple Storm Bolters, twin-linked Heavy Bolters, and a pair of turret-mounted Lascannons.

Stormbird [400CP]
This assault and transport aircraft was the superior predecessor to the Thunderhawk, seen during the Great Crusade. It could carry at least 50 fully-amored Marines into battle, and it was heavily armed; it has four turret-mounted twin-linked Lascannons, three twin-linked Heavy Bolters, and a complement of six Dreadstrike Missiles. In addition, it had especially dense composite armor plating that put to shame the defenses of the Thunderhawk, as well as a series of Void Shield generators that could extend to protect disembarking troops, making it impervious to ground fire less potent than Defense Lasers.

Orgus Flyer [400CP]
A thin-winged anti-gravity vehicle used during the Great Crusade, this small and agile aircraft had but a single Lascannon and Missile Launcher as weaponry, and featured an open cockpit.

Voss Pattern Lightning Strike Fighter [400CP]
Voss Pattern Lightning Strike Fighter, this design dates back to the Great Crusade, and is intended to fulfill teh role of a fighter-bomber. It is equipped with twin-linked Lascannons, and six Hellstrike Missiles or Rad Missiles on three dual harpoints. The hardpoints can instead carry a twin-linked Autocannon, a twin-linked Multi-Laser, a twin-linked Missile Launcher with Frag or Krak Warheads, two Sunfury Heavy Missiles, two Kraken Penetrator Warheads, two Electromagnetic Storm Charges, or a Phosphex Bomb Cluster. It is further equipped with a chaff launcher and Ramjet Diffraction Grid for defense, and was commonly used by the Legions during the Great Crusade and Horus Heresy.

Whispercutter [400CP]
Used by the Raven Guard and their successor chapters, this vehicle (which you surely stole) is an open-topped airframe flyer that uses gravitic impellers to fly. It is a troop transport that moves in utter silence, with practicaly no chance of detection; it doesn't even carry weapons.

Harbinger [600CP]
The enormous, super-heavy bombers are employed by the forces of Chaos, but were originally considered little more than a rumor. The immense size of these vehicles allows it to carry massive payloads of bombs, with incendiary, biological, and nuclear payloads in addition to ordinary explosives. It features forward facing twin-linked Autocannons, as well as a pair on either side to allow it to strafe ground targets.

However, the immense size of these flat-looking vessels means that they aren't terribly manoeuverable, forcing them to be supported by fighter craft if they're to have any hope of surviving a battlefield. They are equipped with exotic Warp Rift technology, a violation of the rules of nature that causes the sky to blacken, and results in violent storms filled with Warp Lightning, causing incredible turbulence for enemy aircraft and threatening them with the risk of being shot down by the storm.