

RENEGADES & HERETICS

H:OR

INDEX: FORCES OF THE ASTRA MILITARUM (IMPERIAL ARMOUR)

This Team List uses the special rules and wargear lists found in Index: Forces of the Astra Militarum & Imperium Vol. 2. If a rule differs from the Index, it will be clearly stated. **The points are intended for each model WITHOUT the equipment listed.** The price of the wargear must be added to each model when calculating cost.

UNCERTAIN WORTH

The first time a model with this rule would be required to use their Leadership, roll a D6 and add 2. This will be the Leadership value of that model and ALL friendly models with the exact same set of keywords (eg, roll once for all RENEGADE MILITIA) for the rest of the battle.

VOX-CASTER

If your Team Leader is within 3" of a friendly model with a Vox Caster, consider **all** friendly models within 3" of **any** friendly Vox Caster to be within your Leader's Inspiring Presence radius.

RENEGADES & HERETICS DISCIPLINE

Before the battle, generate the psychic powers for PSYKERS that can use powers from the Renegades and Heretics Discipline using the table below. In addition the following Psychic Powers have changes:

Creeping Terror

Creeping Terror has a warp charge value of 7. Choose an enemy unit within 12", if that unit takes a Leadership test in this battle round, it subtracts D3 from its Leadership value.

Unnatural Vigour

Unnatural Vigour has a warp charge value of 10. Every **RENEGADES AND HERETICS INFANTRY** unit (except this unit) within 6" re-rolls failed charge rolls and re-rolls failed hit rolls and wound rolls in the Fight phase for the rest of the turn. At the start of the Morale phase, each affected unit must pass a Toughness test or suffers 1 Mortal Wound.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Team:

- 1 Team Leader
- 1 - 30 Core
- 0 - 5 Special

CHAOS COVENANTS

You may select a Chaos Covenant for your detachment from the seven below. When you take a covenant, models with the <CHAOS COVENANT> keyword gain the Keyword associated with that Covenant (eg. models that take a Covenant of Man gain the IMPERIUM keyword). If you take a Covenant, your Team can not include models with Keywords that belong to another Covenant (eg. a Team that takes a Covenant of Khorne may not include models with the NURGLE keyword).

Additionally, a Chaos Covenant comes with both benefits and drawbacks. When you select your Covenant, you also select a level of commitment. Your Team gains the abilities and restrictions that come with that level of commitment, as well as every level above it. (eg. If you take a level 3 commitment, you also must gain the bonuses and restrictions that come with a level 1 & 2 commitment).

COVENANT OF NURGLE – (NURGLE)

1. When an **INFANTRY** with this Keyword suffers an unsaved wound from a S4 or lower weapon, roll a D6. On a 6+, ignore that wound.
2. When an **INFANTRY** with this Keyword suffers an unsaved wound, roll a D6. On a 5+, ignore that wound. They also reduce their Movement by -2". (This replaces the level 1 commitment)
3. Any **INFANTRY** with this Keyword increases their Toughness value by 1. They also may not advance.

COVENANT OF TZEENTCH – (TZEENTCH)

1. Any **INFANTRY** model with this keyword hits on a 5 or 6 when resolving Overwatch.
2. When you spend a Tactical Point, pick any **INFANTRY** model with this keyword and roll a D6. On a 4+, you regain 1 TP. On a 6, that model suffers a mortal wound.
3. At the beginning of your turn, roll a D6. Any **INFANTRY** model with this keyword may substitute that die result for any roll they would otherwise make this turn (before rolling). Every time you use this die, re-roll it. If that die is ever a 1, chose any model with this keyword. That model is immediately slain and you may no longer use that die this turn.

COVENANT OF SLAANESH – (SLAANESH)

1. Any **INFANTRY** model with this keyword may move 4" when making an Advance. Additionally, they may roll 3D6 when making a charge move and choose the two highest results (discarding the lowest).
2. Any **INFANTRY** model with this keyword that causes an unsaved wound may immediately move up to 3". If they suffer a wound (saved or unsaved), they immediately move 1d3" towards that model (this movement may bring them within 1" of enemy models, though they will not gain benefits for charging if they do so).
3. Any **INFANTRY** with this keyword that rolls a 6+ to wound resolves that hit at -2 to its AP. Enemy models may re-roll to wound rolls of 1 against these models.

COVENANT OF KHORNE – (KHORNE)

1. Any **INFANTRY** model with this keyword adds 1 to its Strength in a turn in which it has charged.
2. Your Team may not include Psykers. Any **INFANTRY** model with this keyword gains a bonus Attack in a turn in which it has charged.
3. Any **INFANTRY** model with this keyword generates an extra attack on a 6+ to hit during the fight phase. These attacks do not generate further additional attacks. Additionally, they do not gain any benefits from cover.

COVENANT OF MAN – (IMPERIUM)

1. Any **INFANTRY** model with this keyword gains +1 to their Leadership when within 3" of at least one other model with this keyword.
2. Any **INFANTRY** model with this keyword re-rolls failed Leadership tests. Your Team can't include models without the IMPERIUM keyword.
3. Any **INFANTRY** model with this keyword may re-roll failed hit rolls in the turn in which it charged, or was charged by an enemy unit. They must always support friendly charging models/targets within 3".

COVENANT OF XENOTECH – (XENOS)

When you pick this Covenant, select one of the following Opuses: Craftworld Eldar, Tau Empire, Orks, Necrons.

1. Any **INFANTRY** model with this keyword able to take weapons from the *Melee* or *Ranged* weapon lists may instead take weapons from the respective lists from the selected Xenos Opus.
2. Any **INFANTRY** model with this keyword able to take weapons from a weapons list **must** pick their weapons from the respective lists from the selected Xenos Opus instead.
3. You may take Core models as Special choices from the Xenos Opus. Models taken this way gain *In it for the Money*, and your entire Team may not take armoury items.

COVENANT OF MALICE – (MALICE)

1. Any **INFANTRY** model with this keyword slain during the assault phase still gets to resolve its attacks before it is removed.
2. When an **INFANTRY** model with this keyword is slain, roll a d6. On a 6+, the nearest model within 3" (friend or foe) suffers an automatic wound (normal saves apply).
3. Any **INFANTRY** model with this keyword increases the AP of their weapons by -1. They also must reduce their Armour and Invulnerable save value by 1.

DEVOTIONS

Devotions affect all models with the <CHAOS COVENANT> keyword. Devotions increase the points cost of every single model in your Kill Team with at least one of these keywords by 1 point per model. Your Team may only take a single Devotion.

CULT DEVOTIONS	
Apocalypts	Devoted models gain the Fanatic rule. If they already had it, they instead automatically pass nerve checks and count as two remaining models for the purposes of determining rout threshold. Devoted models without Uncertain Worth instead gain +2 Leadership.
Astartes Cult	Your Team may include a single Core unit found in the Chaos Space Marines Opus as a Special choice. Devoted models within gain the benefit of its Legion Trait.
Carnibales	Enemy models targeting Devoted models in cover with ranged weapons suffer a -1 penalty to hit. Additionally devoted models gain an extra +1 to their armour save when in cover.
Cult of Change	Devoted models gain the Curse of Mutation special rule. Models that already have it roll twice.
Daemon Cult	Once per turn, you may offer up your devoted as vessels to the Daemonic. Select a devoted model within your Team Leader's Inspiring Presence Range, Roll a D6 and add their Leadership. If the total is 10 or Greater, you may replace the targeted model with a Bloodletter, Plaguebearer, Pink Horror, or Daemonette (found in the Chaos Daemons Opus). If you have taken a Chaos Covenant, you may add the level to this roll when attempting to summon a Daemon with a matching Keyword.
Death Cult	Devoted units may re-roll to hit rolls of 1 during the Fight phase. Additionally, you may take Death Cult Assassins (Found in the Minostorum Opus) as Special units.
Hereteks	Devoted models gain a 6++ Invulnerable save. Additionally, increase the armour save of their base profile by 1 (do NOT increase the armour save of anything purchased from the armoury).
Bloody Handed Reaver	Your RENEGADE COMMANDER may issue Standard (non-Regimental) Orders from the Astra Militarum Codex. At the start of your shooting phase, pick a friendly Devoted unit within Inspiring Presence range. All friendly Devoted units within 3" of that target gain the benefits of the Order.
Master of the Horde	Devoted models extend your Team Leader's Inspiring Presence to friendly units with 1" of themselves as long as they are within Inspiring Presence range themselves. (ie, You can "conga-line" your Leader's Inspiring Presence)
Revivicator Cult	At the end of your Movement phase, you may attempt to Revivicate a single model. Select a single friendly Devoted model and roll a D6: On a roll of 1, the model suffers a mortal wound. On a roll of 3+, the model regains a wound. On a roll of 6+, the model regains D3 wounds. You may return slain models to the battle with this ability, if you do so, they must be placed back where they fell AND be more than 1" from enemy models. Models unable to be placed are forfeit.
Cult of Mysteries	Immediately after deployment, you may redeploy up to 2d6 devoted models anywhere on the battlefield as long as it is more than 15" away from any enemy models.
Vile Savants	You may take Poxwalkers as Special units. Additionally, when a devoted model slays an enemy with a frag or krak grenade, place a friendly Poxwalker within 3" of the slain enemy and at least 1" away from other enemy models. Models unable to be placed this way are forfeit. (Poxwalkers found in the Death Guard Opus) Your Team suffers the -1 TP penalty for taking models from different Opuses whether or not you actually purchase Poxwalkers as part of your Team.
Ordnance Tyrant	Mortars can target enemy models within 1" of friendly models. Missed rolls to hit are resolved against those friendly models within 1" of the intended target. (Opponent's choice) Additionally, you may take 2 more Heavy Weapons Teams than the standard restriction allows.

Stratagems & Tactics

PHILISOPHIES	
Blood Cult	At the end of your turn, if 8 or more models were slain (friend or foe) during that turn, gain 1 Tactical Point.
Fate-weaver's Pawn	At the start of the battle, you may roll any number of D6s. For every double rolled, your Team Leader suffers a mortal wound (triples are 3 individual doubles, so that is 3 wounds!). If your Leader survives, gain 1 Tactical Point for each die rolled.
Raiding Corsairs	When you gain control of a new objective, gain 1 Tactical Point. You do not gain Tactical Points from recapturing objectives lost earlier in the battle.
Blasphemous Iconoclasm	Whenever you destroy a unit carrying a Banner/Icon/Standard etc, you immediately gain D3 Tactical Points.
Champion of Chaos	Whenever your Team Leader slays an enemy model with a melee weapon, gain 1 Tactical Point.

TACTICAL ACTIONS		
Artillery Support	2 TP	Use this during the shooting phase. Immediately make a ranged shooting attack with a Mortar from any point along your deployment edge. Resolve the shot at Ballistic Skill 3+.
Vraksian Defense	2 TP	After deployment, select a piece of terrain no larger than 8" by 8". Friendly models granted cover from that piece of terrain increase the bonus to its armour save by 1.
Beseech the Dark Gods	2 TP	At the start of your turn, you may deepen your Covenant by one level. All qualifying models immediately gain the benefits of the new Covenant. Friendly models that are not allowed within the restrictions of the new Covenant are immediately slain.
Dissonant Chorus	2 TP	You may nominate TWO Rogue Psykers to attempt to manifest or deny a Psychic power this turn instead of just one.
Berserker Rampage	1 TP	A model with the OGRYN BERSERKER keyword may (instead of their normal number of attacks) make a single attack against each model within 1" (friend or foe).
Extreme Mutations	1 TP	After deployment, nominate D6 models with the MUTANT RABBLE keyword. They roll Curse of Mutation twice instead of once and apply both results.
Reckless Warp Usage	2 TP	At the start of the game turn, if you have a model with the PSYKER keyword, you may trigger this Action. If you do, until the end of the game turn, any doubles on Psychic tests (not just 1s or 6s) trigger Perils of the Warp.

TEAM LEADER

Renegade Commander										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Renegade Commander	6"	3+	3+	3	3	3	3	*	5+	20
The Renegade Commander is armed with a Brutal Assault Weapon, Frag Grenades, and either a laspistol or autopistol										
Wargear Options	<ul style="list-style-type: none"> This model may exchange their laspistol for a shotgun, autogun, lasgun, or a weapon from the <i>Renegades & Heretics Ranged Weapons</i> list. This model may exchange their brutal assault weapon with a weapon from the <i>Renegades & Heretics Melee Weapons</i> list. This model may purchase items from the armoury. 									
Abilities	Uncertain Worth Fanatic Chaos Covenant Refractor Field									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, CHARACTER, <CHAOS COVENANT>, RENEGADE COMMANDER									

Malefic Lord										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Malefic Lord	6"	4+	4+	3	4	3	3	8	--	25
A Malefic Lord is armed with only its bare hands.										
Wargear Options	<ul style="list-style-type: none"> This model may purchase items from the armoury. 									
Abilities	Aura of the Master Witch Warp Possession Chaos Covenant									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, CHARACTER, <CHAOS COVENANT>, MALEFIC LORD									

CORE

Renegade Militia										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Renegade Militia	6"	5+	5+	3	3	1	1	*	6+	3
Renegade Militia are armed with frag grenades and either autoguns or lasguns										
Wargear Options	<p>For every five models in your Team:</p> <ul style="list-style-type: none"> One Renegade Militia may replace their autogun or lasgun with a weapon from the <i>Renegades and Heretics Special Weapons</i> list. <p>For every ten models in your Team:</p> <ul style="list-style-type: none"> One Renegade Militia may be upgraded with a Chaos sigil One other Renegade Militia may be upgraded with a Vox-Caster A Renegade Militia may replace their autogun or lasgun with an autopistol or laspistol and brutal assault weapon. 									
Abilities	<p>Uncertain Worth Chaos Sigil: Friendly models within 6" of a model with a Chaos Sigil re-roll failed nerve checks.</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, RENEGADE MILITIA									

Renegade Cultist										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Renegade Cultist	6"	4+	4+	3	3	1	1	*	6+	4
Renegade Cultists are armed with frag grenades and either autoguns or lasguns										
Wargear Options	<p>For every five models in your Team:</p> <ul style="list-style-type: none"> One Renegade Cultist may replace their autogun or lasgun with a weapon from the <i>Renegades and Heretics Special Weapons</i> list. <p>For every ten models in your Team:</p> <ul style="list-style-type: none"> One Renegade Cultist may be upgraded with a Chaos sigil One other Renegade Cultist may be upgraded with a Vox-Caster One Renegade Cultist may replace their autogun with a heavy stubber. A Renegade Cultist may replace their autogun with an autopistol and brutal assault weapon. 									
Abilities	<p>Uncertain Worth</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, RENEGADE CULTISTS									

Renegade Mutant										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Renegade Mutant	6"	5+	5+	3	3	1	1	*	6+	3
Renegade Mutants are armed with frag grenades and either laspistols, stub guns or autopistols.										
Wargear Options	<ul style="list-style-type: none"> A Mutant may exchange their laspistol or autopistol for a lasgun, autogun or shotgun. 									
Abilities	<p>Uncertain Worth</p> <p>Curse of Mutation: The first time this unit is set up, roll a D6 and apply the following result(s):</p> <ul style="list-style-type: none"> On a 1, subtract 1 from this model's Toughness characteristic On a 2-3, add 2" to the unit's Move characteristic On a 4-5, this model gains +1 attack on any turn in which it has charged On a 6, add 1 to the this model's Toughness characteristic 									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, RENEGADE MUTANT RABBLE									

Renegade Disciple										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Disciple	6"	3+	3+	3	3	1	1	*	5+	6
Renegade Militia are armed with frag grenades and either autoguns or lasguns										
Wargear Options	<p>For every five models in your Team:</p> <ul style="list-style-type: none"> One Disciple may carry a Chaos Sigil One other Disciple may carry a Vox-Caster One other Disciple may exchange their Lasgun or autogun for a weapon from the <i>Renegades and Heretics Special Weapons</i> list. All Disciples may take Krak grenades. One Disciple in your Team may carry either a Banner of the Apostate or Banner of Hate. A Renegade Disciple may replace their autogun with an autopistol and brutal assault weapon. This model may purchase items from the armoury. 									
Abilities	<p>Uncertain Worth</p> <p>Fanatic</p> <p>Banner of the Apostate</p> <p>Banner of Hate</p> <p>Chaos Sigil: Friendly models within 6" of a model with a Chaos Sigil re-roll failed nerve checks.</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, RENEGADE DISCIPLE									

For every 4 Militia, Cultists, or Mutants in your team, you may include one Champion

Renegade Cultist Champion										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Cultist Champion	6"	4+	4+	3	3	1	2	*	6+	5
Renegade Cultists are armed with frag grenades and either autoguns or lasguns										
Wargear Options	<ul style="list-style-type: none"> The Renegade Militia Champion may replace their autogun or lasgun with a shotgun or a single choice from the <i>Renegades and Heretics Ranged Weapons</i> list and/or a single choice from the <i>Renegades and Heretics Melee Weapons</i> list. The Renegade Militia Champion may take Krak grenades. 									
Abilities	Uncertain Worth									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, RENEGADE CULTISTS									

Renegade Mutant Champion										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Mutant Champion	6"	4+	5+	3	3	1	2	*	6+	5
Renegade Mutants are armed with frag grenades and either laspistols, stub guns or autopistols.										
Wargear Options	<ul style="list-style-type: none"> The Mutant Champion may choose a single weapon from the <i>Renegades and Heretics Melee Weapons</i> list. 									
Abilities	Uncertain Worth Curse of Mutation: The first time this unit is set up, roll a D6 and apply the following result(s): On a 1, subtract 1 from this model's Toughness characteristic On a 2-3, add 2" to the unit's Move characteristic On a 4-5, this model gains +1 attack on any turn in which it has charged On a 6, add 1 to the this model's Toughness characteristic									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, RENEGADE MUTANT RABBLE									

Your Team may include up to 3 Heavy Weapons teams.

Renegade Militia Heavy Weapons Team										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Militia Team	6"	5+	5+	3	3	2	2	*	5+	6
A Renegade Heavy Weapons Team is armed with frag grenades and either lasguns or autoguns.										
Wargear Options	<ul style="list-style-type: none"> Renegade Heavy Weapons Teams MUST select a single weapon from the <i>Renegades Heavy Weapons list</i>. 									
Abilities	Uncertain Worth									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, RENEGADE MILITIA									

Renegade Cultist Heavy Weapons Team										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Militia Team	6"	4+	4+	3	3	2	2	*	5+	8
A Renegade Heavy Weapons Team is armed with frag grenades and either lasguns or autoguns.										
Wargear Options	<ul style="list-style-type: none"> Renegade Heavy Weapons Teams MUST select a single weapon from the <i>Renegades Heavy Weapons list</i>. 									
Abilities	Uncertain Worth									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, RENEGADE CULTISTS									

Renegade Disciple Heavy Weapons Team										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Disciple Team	6"	3+	3+	3	3	2	2	*	5+	12
A Renegade Heavy Weapons Team is armed with frag grenades and either lasguns or autoguns.										
Wargear Options	<ul style="list-style-type: none"> Renegade Heavy Weapons Teams MUST select a single weapon from the <i>Renegades Heavy Weapons list</i>. This model may purchase items from the armoury. 									
Abilities	Uncertain Worth Fanatic									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, RENEGADE DISCIPLE									

Special

Renegade Enforcer										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Renegade Enforcer	6"	3+	3+	3	3	3	3	*	5+	20
The Renegade Enforcer is armed with a brutal assault weapon, frag grenades and either a laspistol or autopistol										
Wargear Options	<ul style="list-style-type: none"> This model may exchange their laspistol for a shotgun, autogun, lasgun, or a weapon from the <i>Renegades & Heretics Ranged Weapons</i> list. This model may exchange their brutal assault weapon with a weapon from the <i>Renegades & Heretics Melee Weapons</i> list. This model may purchase items from the armoury. 									
Abilities	<p>Uncertain Worth Fanatic Baleful Judge: When the rout test is failed, choose a friendly infantry model within 6" of this model and remove that model as a casualty. The rout test is considered successful this turn. Additionally, you may remove a friendly infantry model within 6" that failed a nerve check at the end of your opponent's shooting phase. If you do so, all friendly models within 6" count as having passed their nerve checks.</p> <p>Refractor Field</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, CHARACTER, <CHAOS COVENANT>, RENEGADE ENFORCER									

Rogue Psyker										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Rogue Psyker	6"	5+	5+	3	3	3	1	8	-	20
Rogue Psykers fight with only their bare hands.										
Wargear Options	<ul style="list-style-type: none"> None 									
Abilities	<p>Aura of the Witch Choir of Chaos: Each time you take a Psychic test or Deny the Witch test with this model, you may choose to roll 3D6 instead of 2D6: if you do so, it automatically suffers Perils of the Warp.</p>									
Psyker	One Rogue Psyker can attempt to manifest one psychic power in each friendly Psychic phase, and the same or another may attempt to deny one psychic power in each enemy Psychic phase. All Rogue Psykers in your Team must know the same psychic powers. They know Smite, and one psychic power from the Renegades and Heretics Discipline.									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, PSYKER, ROGUE PSYKER									

Plague Ogryn

Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Plague Brute	6"	3+	4+	5	5	3	3	6	-	25
The Ogryn Brute is armed with an Ogryn weapon and frag grenades.										
Wargear Options	<ul style="list-style-type: none"> None 									
Abilities	<p>Avalanche of Muscle Plague Stims: At the start of the Fight phase you may activate the combat stims, roll a D6: On a 1, the model immediately suffers a wound. On a 2-5, the model gains +1 Attack. On a 6, the model gains +D3 Attacks.</p> <p>Scions of Nurgle Shower of Bile</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, NURGLE, OGRYN, PLAGUE OGRYNS									

For each Pack Master in your Team, you may include up to 2 Mauler Hounds as Core.

Renegade Ogryn Beast Handler

Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Ogryn Pack Master	6"	3+	4+	5	5	3	3	6	5+	30
The Ogryn Pack Master is armed with a mauler goad, ripper claw and frag grenades.										
Wargear Options	<ul style="list-style-type: none"> None 									
Abilities	<p>Avalanche of Muscle Combat Stims: At the start of the Fight phase you may activate the combat stims, roll a D6: On a 1, the model immediately suffers a wound. On a 2-5, the model gains +1 Attack. On a 6, the model gains +D3 Attacks.</p> <p>Mauler Goad: Unsaved wounds with this weapon grants Chaos Mauler Hounds within 6" +1 to their hit rolls against the same model this turn.</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, OGRYN, RENEGADE BEAST HANDLERS									

Chaos Mauler Hounds

Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chaos Mauler Hound	6"	4+	-	5	5	2	2	6	5+	10
Chaos Mauler Hounds are armed with befouled fangs and claws.										
Wargear Options	<ul style="list-style-type: none"> None 									
Abilities	<p>Befouled Fangs and Claws: Models slain by this weapon count as 2 casualties when determining the Rout Threshold.</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	BEAST, CHAOS MAULER HOUNDS									

If your Team includes an Ogryn Berserker Boss, Renegade Ogryn Brutes may be taken as Core

Ogryn Berserker Boss										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Ogryn Berserker Boss	6"	3+	4+	5	5	4	4	7	5+	45
The Ogryn Berserker Boss is armed with an Ogryn power drill										
Wargear Options	<ul style="list-style-type: none"> None 									
Abilities	Avalanche of Muscle Combat Stims: At the start of the Fight phase you may activate the combat stims, roll a D6: On a 1, the model immediately suffers a wound. On a 2-5, the model gains +1 Attack. On a 6, the model gains +D3 Attacks.									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, OGRYN, RENEGADE OGRYN BRUTES									

Renegade Ogryn Brute										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Ogryn Brute	6"	3+	4+	5	5	3	3	6	5+	30
The Ogryn Brute is armed with an Ogryn weapon and frag grenades.										
Wargear Options	<ul style="list-style-type: none"> None 									
Abilities	Avalanche of Muscle Combat Stims: At the start of the Fight phase you may activate the combat stims, roll a D6: On a 1, the model immediately suffers a wound. On a 2-5, the model gains +1 Attack. On a 6, the model gains +D3 Attacks.									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, OGRYN, RENEGADE OGRYN BRUTES									

Chaos Spawn										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+	33
Chaos Spawn attack with hideous mutations.										
Wargear Options	<ul style="list-style-type: none"> None 									
Abilities	Fearsome Mutated Beyond Reason									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	BEAST, CHAOS SPAWN									

Renegade Marauder										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Marauder	6"	3+	3+	3	3	1	2	7	5+	5
Marauders are armed with frag grenades, krak grenades and either an autogun, lasgun or shotgun.										
Wargear Options	<ul style="list-style-type: none"> Any Marauder may replace their autogun, lasgun or shotgun with a brutal assault weapon and either an autopistol or laspistol. Up to two models in the army may replace their autogun or lasgun with a weapon from the Renegades and Heretics Special Weapons list This model may purchase items from the armoury. 									
Abilities	In it for the Money: A model with this rule always counts as a casualty when determining Rout Threshold. Additionally, they suffer a -1 penalty when taking Nerve checks. Specialists									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, RENEGADE MARAUDER									

Renegade Marauder Brute										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Brute	6"	3+	5+	4	3	3	3	7	5+	18
Marauder Brutes are armed with a Brutal Assault Weapon										
Wargear Options	<ul style="list-style-type: none"> None 									
Abilities	In it for the Money: A model with this rule always counts as a casualty when determining Rout Threshold. Additionally, they suffer a -1 penalty when taking Nerve checks. Specialists									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, RENEGADE MARAUDER									

For every Marauder Chief in your Team, you may take up to 4 Marauders as Core.

Renegade Marauder Chief										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Marauder Chief	6"	3+	3+	3	3	1	2	8	5+	6
Marauders are armed with frag grenades, krak grenades and either an autogun, lasgun or shotgun.										
Wargear Options	<ul style="list-style-type: none"> The Marauder Chief may replace their autogun, lasgun or shotgun with a boltgun or one weapon from the Renegades and Heretics Ranged Weapons list, and one weapon from the Renegades and Heretics Melee Weapons list. This model may purchase items from the armoury. 									
Abilities	In it for the Money: A model with this rule always counts as a casualty when determining Rout Threshold. Additionally, they suffer a -1 penalty when taking Nerve checks. Specialists									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, RENEGADE MARAUDER									

You may take up to 3 Sentinels in your Team

Scout Sentinel										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+	35
The Scout Sentinel is equipped with a multi-laser										
Wargear Options	<ul style="list-style-type: none"> The Scout Sentinel may replace its multi-laser with a heavy flamer, autocannon, missile launcher, or lascannon. The Scout Sentinel may take a Sentinel Chainsaw. The Scout Sentinel may take a hunter-killer missile. 									
Abilities	Explodes Scout Vehicle Smoke Launcher									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	VEHICLE, SCOUT SENTINEL									

Armored Sentinel										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scout Sentinel	8"	4+	4+	5	5	6	1	7	3+	40
The Scout Sentinel is equipped with a multi-laser										
Wargear Options	<ul style="list-style-type: none"> The Scout Sentinel may replace its multi-laser with a heavy flamer, autocannon, missile launcher, or lascannon. The Scout Sentinel may take a Sentinel Chainsaw. The Scout Sentinel may take a hunter-killer missile. 									
Abilities	Explodes Smoke Launcher									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	VEHICLE, ARMORED SENTINEL									

Beastman (32mm Base)										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Beastman	6"	3+	4+	4	4	1	1	*	6+	7
A Beastman is armed with Frag Grenades and a Lasgun , Autogun or Shotgun										
Wargear Options	<ul style="list-style-type: none"> May replace its Lasgun, Autogun, or Shotgun for a Chainsword and Laspistol/Autopistol This model may purchase items from the armoury. 									
Abilities	<p>Chaotic Taint: A Beastman gains one of the following abilities if it has the corresponding keyword. Otherwise, they gain the Fanatic special rule.</p> <p style="text-align: center;">TZEENTCH KHORNE</p> <p>Tzaangor: This model has a 5++ invul Save. Bloodgor: This model has +1 Attack.</p> <p style="text-align: center;">NURGLE SLAANESH</p> <p>Pestigor: This model has +1 Toughness. Slaangor: This model re-rolls to hit results of 1.</p> <p>Uncertain Worth</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	INFANTRY, <CHAOS COVENANT>, BEASTMEN									

Their bodies combine the features of both human and animal. Beastmen are much more variable in form than other abhuman types. They are considered Abhumans rather than ordinary Mutants, as individual Beastmen conform to a general physical and genetic standard and are no more prone to further mutation than normal humans. Beastmen warriors which worship the Chaos God frequent the armies of the Lost and the Damned.

Loxatl (32mm Base)										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Loxatl	5"	4+	4+	3	3	1	1	7	6+	11
A Loxatl is equipped with a Flechette Blaster										
Weapon	Range	Type		S	AP	D	Abilities			
Flechette Blaster	18"	Assault 2		3	-1	D3				
Wargear Options	<ul style="list-style-type: none"> None 									
Abilities	<p>Amphibious: If a Loxatl's movement is entirely through water, it adds 3" to its movement characteristic. Additionally at the end of your movement phase, it may arrive from reserve anywhere completely within a water terrain feature more than 1" away from enemy models.</p> <p>Natural Climbers: This model automatically passes climbing tests and does not treat such movement as difficult terrain.</p> <p>In it for the Money: A model with this rule always counts as a casualty when determining Rout Threshold. Additionally, they suffer a -1 penalty when taking Nerve checks.</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	BEAST, LOXATL									

Amphibian quadrupeds who communicate through infrasound. Grey-skinned and foul-smelling. They are known to smell like rancid milk and mint.

You may take up to 1 Heavy Mortar Battery in your Team

Heavy Mortar Battery										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Heavy Mortar	0"	-	4+	4	7	6	-	-	4+	60
A Heavy Mortar is equipped with a Heavy Mortar.										
Wargear Options	<ul style="list-style-type: none"> This model may purchase [Heavy Mortar only] items from the armoury. 									
Abilities	<p>Artillery: After being deployed, this model may not move for any reason. In order to fire its ranged weapon, 3 friendly INFANTRY models within 3" must forgo all their actions during the shooting phase.</p> <p>Additionally, this model may not fire if it is inside a BUILDING or if Line of Sight blocking terrain is directly above it.</p> <p>Explodes</p>									
Faction Keywords	CHAOS, RENEGADES & HERETICS									
Keywords	VEHICLE, ARTILLERY, HEAVY MORTAR									

Renegades & Heretics Armoury

Item	Description												
Daemon Host (10 pts) [Leader Only]	This leader has forsaken his soul and is now a vessel for the Chaos Gods. If the Leader in question is removed from play, roll a d6; on a 6 or a 5, you may replace him with a Chaos Spawn.												
Plate of the Defilers (20 pts) [Leader only]	This suit of artificer armour bears many blasphemous runes and unholy scriptures upon it. This a suit of armour with a 2+ save.												
Daemon Blade (15 pts) [Leader only]	<p>A Daemon Blade has the following Profile</p> <table border="1"> <thead> <tr> <th></th> <th>Type</th> <th>S</th> <th>AP</th> <th>D</th> <th>Special</th> </tr> </thead> <tbody> <tr> <td>Daemon Blade</td> <td>Melee</td> <td>User</td> <td>-</td> <td>1</td> <td>Daemonic Powers</td> </tr> </tbody> </table> <p>Daemonic Powers: Every Daemonblade has two daemonic powers randomly generated from the following list before the army is deployed. If the same result is rolled twice, you can choose the Daemonblade's second daemonic power.</p> <ol style="list-style-type: none"> 2 Abyssal Hunger: Your Leader suffers a mortal wound. Roll again. 3 Ruinous Touch: This weapon inflicts D3 damage. 4 Unholy Strength: This weapon strikes at +2 Strength 5 Ethereal Strike: This weapon is has an AP value of -2 6 Lascivious Grace: This weapon may re-roll failed to-hit rolls. 7 Vile Corruption: On a 6+ to wound, this weapon inflicts a Mortal Wound in addition to any other wounds. 8 Blood Lust: The wielder of this weapon gains D3 attacks with this weapon on the turn it charges. 9 Blasphemous Familiar: The wielder of this weapon knows Smite, and may attempt to manifest OR deny one psychic power per game turn. 10 Devouring Bite: Every time this weapon inflicts an unsaved wound, its Wielder immediately recovers one lost wound. Additionally, the wielder is not removed as a casualty during the assault phase until all attacks have been resolved. 11 Daemonic Feud: Enemy models with the DAEMON keyword targeted by this weapon are wounded on a 2+. Furthermore, they must re-roll successful invulnerable saves against this weapon. 12 Overwhelming Power: This weapon suffers a -1 penalty to hit, Roll 2 more times. 		Type	S	AP	D	Special	Daemon Blade	Melee	User	-	1	Daemonic Powers
	Type	S	AP	D	Special								
Daemon Blade	Melee	User	-	1	Daemonic Powers								
Combat Drug Injectors (10 pts) [Leader only]	At the start of the assault phase, friendly models within Inspiring Presence may elect to gain +1 strength until the end of the phase. At the end of the assault phase each model that did so must roll a D6, on a roll of 1, that model suffers a Mortal wound.												
Primaris Rogue (8 pts) [Malefic Lord only]	This Psyker has had some training in the Scholastica Psykana at some point before turning from the Emperor. This Psyker can instead generate a single power from the Psykana discipline, either Terrifying Visions, Gaze of the Emperor, or Psychic Barrier (Replace ASTRA MILITARUM keyword with RENEGADES & HERETICS).												
Dark Scholar (10 pts) [Malefic Lord only]	This Psyker can instead generate a single power, from the Dark Hereticus discipline (excluding Gift of Chaos). They may take Weaver of Fates, Miasma of Pestilence, or Delightful Agonies if they have the TZEENTCH, NURGLE, or SLAANESH Keywords respectively (Replace HERETIC ASTARTES keyword with RENEGADES & HERETICS).												

Item	Description
Heretek Magus (15 pts) [Leader only]	At the end of your Movement phase, this model can repair a single friendly VEHICLE within 1". That model regains D3 lost wounds. This model can instead curse a single enemy VEHICLE within 18". Roll a D6; on a 2+, that vehicle suffers a mortal wound.
Apostate Priest (25 pts) [Leader only]	Models with the <CHAOS COVENANT> Keyword within this model's Inspiring Presence gain +1 Attack. Models with the ADEPTUS MINISTORUM Keyword gain +1 Attack against this model.
Mutant Overlord (12 pts) [Leader only]	The model was already touched by the warp once and proudly displays its blessings. Upon deployment, roll a D6 three times to see what sort of mutations this model gets: <ul style="list-style-type: none"> 1 Subtract -1 from Attacks, but attacks made in the assault phase do +1 damage. 2-3 Add +1 to either WS or BS 4-5 Add +1 to either Strength or Toughness 6 Add +1 to Wounds, but Subtract -1" from Movement.
Paymaster (10 pts) [Leader Only]	Money is a powerful motivator, and this model has plenty to spare for his forces. Friendly models within Inspiring Presence range can re-roll failed Nerve tests.
Death Priest of Mire (15 pts) [Leader Only]	When a model within 6" is slain, Roll a D6. On a 4+ increase this model's Toughness by +1 until the start of your next turn. This model has the NURGLE Faction Keyword.
Shock Legion Taskmaster (8 pts) [Renegade Commander or Enforcer only]	This model may inflict a mortal wound onto any friendly models with the OGRYN keyword within 6" at the start of the assault phase. Until the end of the turn any model wounded this way may re-roll charge distances and gain +1 Strength.
Pontifex Guard (7 pts) [Disciple only]	This model replaces all of its wargear for a Power Sword and Storm Shield. Granting it a 3++ Invulnerable Save. Additionally, this model automatically passes Look Out! tests.
Death Brigade (3 pts) [Disciple only]	This model gains a 4+ armour save as well as a Brutal Assault weapon.
Banner of Despoilers (6 pts) [Disciple only]	This model and all friendly Renegades & Heretics models within 6" gains +1 Strength after charging.
Hot Shot Power Pack (2 pts)	The Hot-shot pack is an especially powerful version of the standard las power pack. Any shot from a laspistol or lasgun fired by the bearer becomes -2 AP, but reduces its maximum range by 6".
Chem-Munitions (6 pts)	During the Siege of Vraks, certain heretics gained access to unstable chemical compounds for their flammers, capable of reducing their enemies into messes of acidic sludge. This model with a flamer gains an additional -1 to AP.
Smoke Grenade (2 pts)	One use only. During the shooting phase, place a marker within 8" of this unit. No models, friend or foe, may draw line of sight through an imaginary cloud 3" around this marker. Models can shoot in and models can shoot out. Any model even partially in the area of effect gains the benefits of cover. Remove this marker at the start of your turn.
Auspex (3 pts)	A model with an Auspex can use it in place of making a shooting attack. Target an enemy model within 12". A unit that is targeted by an Auspex reduces the armor save benefit of cover by one.
Chem Inhaler (3 pts)	Each time this model suffers a wound, roll a d6. On a 6+, that wound is discarded as the model fights on despite its injuries.
Targeter (3 pts)	If a model with a Targeter has not moved in the previous Movement phase it may re-roll to hit rolls of 1 when shooting.
Lesser Daemon Engine (18 pts) [Vehicle only]	This model gains a 5++ Invulnerable save and the DAEMON Keyword. At the beginning of your turn, roll a D6, on a 4+ this model recovers a wound lost earlier in the battle. Additionally, this model gains +D3 attacks in close combat.

Item	Description
Griffon Shells (5 pts) [Heavy Mortar only]	Units targeted by this model with a ranged shooting attack do not get any bonuses to their armour save for being in cover.
Incendiary Shell (12 pts) [Heavy Mortar only]	One use only. During the shooting phase, instead of making a ranged attack place a marker within 48" of this unit. Any models within 3" of this marker at the END of THEIR movement phase suffer a mortal wound.
Bunker-Buster Shell (8 pts) [Heavy Mortar only]	One use only. Target a single RUINS or BUILDINGS terrain feature within 48" and roll a D6. On a 3+ remove that terrain feature. Models inside or on top of that terrain feature suffer fall damage equal to its height (even if they were on the ground floor).
Earth-Breaker Shell (4 pts) [Heavy Mortar only]	One use only. During the shooting phase, instead of making a ranged attack place a marker within 48" of this unit. Models standing on OPEN GROUND within 3" of this marker are considered to be in cover.