

# Blood Pact Army Book

## Lords of the Pact

Guar:Luke High Magister:Richard Deamoguar:Lance Etoguar:Connor

## Lore

The exact origin of the Blood Pact remains unknown to Imperial historians, but fragmentary evidence and the legends of the Sabbat Worlds themselves indicate that the Pact originated approximately 3,000 standard years ago on the world of Ghourra at the edge of the sector.

At that time, Ghourra was a feral planet whose tribesmen were ruled by a feudal overlord called the Gaur. The Gaur led a priesthood dedicated to the Chaos God Khorne. This priesthood eventually became a martial force that served as the Gaur's elite bodyguard and transformed its savage sacrificial rites into a highly effective tradition of martial discipline.

Over time, the Gaur's people gained access to spaceflight technology and began to spread their influence across other planets in the Sabbat Worlds. As the Gaur's rule spread it became a mark of nobility to have entered into the "blood pact" with the Gaur and become part of his elite troops. Eventually, this group of Khornate warriors grew until it had achieved the size of an army in its own right and became known as the "Blood Pact."

Current imperial estimates that between their height and dispersal over 25,000 Blood pact have been trained, equipped and inducted into this cult army more than possibly any other traitor force not led by traitor astartes.

## Universal Rules/Keywords

Grotesques: The armored face masks are the trademark of a blood pact regiment. Often these iron or steel masks are shaped as a leering face with a long hooked nose and may give an idea as to the identity of the soldier equipped with it. Depending upon regiment these Grotesques show a mark of their particular training and specialty and province Grotesque buffs to all units with the Grotesque Keyword.(This usually includes all humans including vehicle operators)

Cult Daggers:The blood pact nearly always provides their troops with deadly concealable combat blades designed for both blood rituals and the rigors of swift close combat. All units with the Cult Dagger Keyword may use these concealed weapons to make a single extra S user Ap 0 D1 attack whenever they attack in melee.

Blood Pact:The units within personal pact to the Guar have spilled blood for their thirsty warlords. These are utterly disciplined and intensely trained to spill the blood of their former allies whom they see as oppressors. Units with the blood pact rule gain certain buffs when targeted for a blood pact via either a Hero or HQ unit. These pacts may only be activated when the provider is within 8" (unless it is due to a spell effect that says otherwise). Blood pact buffs can be activated at any time during your turn as long as it is before the Shooting phase. These

buffs also only last until the providing unit changes the target of the pact or moves or is moved out of range to continue providing it next turn.

(Usable Keywords "Blood Pact", (Regiment), "Cult Dagger", "Grotesques" )  
(Troop types Infantry,Monsters,Vehicles,Transports,Living Engines,Cavalry,Xenos,Hero)

## **Regiments**

### **Guars Vanguard:**

Grotesques Antique: Grotesque effect units with this mask may add 1 to one weapon's hit roll per squad per-shooting phase(if vehicle then one weapon)

Regiment Rule:The Guar's forces have been around for a long time in combat and you may remove any restrictions upon heavy operator or Squad Sergeant weapons for non troop pact infantry or cavalry units in your army unit providing it can take weapon those options(no giving vehicle weapons to troops obviously however adding 2 butchers halberds to a group of Death Brigade is A-Okay or giving your cavalry officer an anti tank gun)

Regiment Speciality:Guar's Personal army: You may take two units(must be squads not single entities)of elites as troops in your army they count as troops for all rules(including objective secured) and effects including those above.

### **Sons of Sek**

Grotesques Bloody: Effect each unit with this mask increases their leadership by 1 and may reroll all wound rolls of 1 for cult dagger weapons weaponry.

Regiment Rule:Lord of the Lost and Fanatical: Lost and the damned/possessed cultists in this army are treated as if they have grotesques and cult dagger keywords

Regiment Speciality: Mark of the Betrayer: One unit in this army may take another regiments mask

### **Flesh Scriveners:**

Grotesques Scarred:Each elite and HQ may attempt to deny the witch once per turn however if they fail roll a D6 on a 5+ they take a mortal wound (the damage rule only applies to non psychers)

Regiment Rule:Shroud of Contempt: This army has a feel no pain for mortal wounds all units in this army may roll 1D6 and on a 5+ they ignore mortal wounds only

Regiment Specialty:Hatred: Whenever a cult unit gets into melee with a unit with the psyker or psychic keyword cult dagger attacks reroll all 1s to hit and wound.

### **The Hounds:**

Grotesques Screaming: Units with this mask may add 1 to charge rolls and have 1D3 extra attacks for a single weapon when charging

Regiment Rule: This army may take a single unit of Khorne Berzerkers (any equipment or number up to 20) as elites and may take hounds of Khorne as troops. These units have their normal stats and keywords (Khorne Berzerkers do not get Regiment, Knives, Pact or Grotesques but are Infantry)

Regiment Specialty: Host of the Great Hound: With this regiment you may take more than 1 units of Great Wolves max 3 of any size

### **The Cast:**

Grotesques Brass: Units in this army increase the range of all heavy weapons by 8" including any vehicles or all weapons mounted on/in or used from vehicles

Regiment Rules: Monsters Encased: This army may when firing vehicle weapons fire one extra shot if it moved half distance with a single weapon profile (Heavy 2 to 3 Rapid 2 to Rapid 3 etc) (does not apply to foot troops)

Regiment Specialty: The Eternal Column: The Cast are a cult of armor and heavy support their mobilizations are often heralded by the creation of a "Brass Citadel" this unit is your only HQ if you take it and it is a modified Doomhammer Pattern Baneblade (this rule bypasses the Min # of HQs and also decreases the # of troops you need to two in any formation)

### **Units**

**Hero/HQ (Hero's Cannot be warlords take relics or traits there can only be one per their regiment army and count as an HQ for slot requirements)**

#### **Guars Vanguard:**

Urlock Gaur (Guars Vanguard)

M 6" Ws2+ Bs2+ S5 T4 W6 A5 Ld10 Sv 3+ (cost 1CP and 235pts)

Weaponry:

- Relic Guar's Guillotine Eviscerator: Melee S:+2 Ap:-3 Damage:3 (When resolving an attack with this weapon, subtract 1 from the hit roll, unless the bearer has charged. If the bearer is engaged against any INFANTRY models, he may make one additional attack against that unit.)
- Blood Red Spike (personal ritual dagger): Melee S:user Ap:-3 D:1 (This weapon bypasses invulnerable saves.)
- Shards of Fury Rocket Rack: 24" Heavy 2 S:5 Ap:-2 D:2

Skills:

- Lord of Blood: At the start of the game, Urlock Guar may select one unit to permanently gain the blood pact as long as he is on the battlefield regardless of range(acts as if renewed every turn)
- Khorne's Chosen: The Guar may pick 2 Units within 12" to gain the blood pact for the turn. Units affected by his blood pact may reroll rolls of 1s for either armor saves, hit rolls or wound rolls for the turn.

Keywords "Blood Pact", (Regiment), "Cult Dagger", "Grotesques" )  
Troop types Infantry,Hero

### Sons of Sek:

Anakwanar Sek (Sons of Sek)

M 6" Ws3+ Bs 3+ S4 T4 W5 A 2 Ld8 Sv 4+ (cost 1CP and 130 pts)

Weaponry:

- Black Star of Ruin Staff: Melee S:- Ap:- D:-  
The black Star is a solid black colored staff that, while not a weapon in and of itself, contains within it the sheer wrath that khorne holds for psykers. Sek is barely able to safely use the weapon, though its power allows his strikes to hit as a thunderbolt from above  
After this weapon hits, the weapon deals D3 Mortal Wounds and the attack sequence stops. On an unmodified roll of a 6, the damage is changed to D6 instead. On an unmodified roll of a 1, the bearer suffers a Mortal Wound. Hit rolls for this weapon cannot be rerolled for any reason.
- Redlined Star Plasma Pistol: Pistol 1 18" S8 Ap-3 D2 (On an unmodified wound roll of 6, the weapon deals 2 Mortal Wounds instead of the normal damage, and on an unmodified hit roll of 1, the bearer suffers D3 Mortal Wounds.)

Skills:

- Second to the Guar: This model can activate one blood pact for a unit within 8"
- Psyker: This model knows three powers from the Crimson discipline, and can cast twice and deny twice (if playing with adeptus astartes you may swap for dark hereticus but may not cast on blood pact units)
- Ancient magister: When taking a psychic test or a deny the witch test with this model, add +1 to the roll

Keywords "Blood Pact", (Regiment), "Cult Dagger", "Grotesques" )  
Troop types Infantry,Hero

### Flesh Scriveners:

Enok Innokenti (Flesh Scriveners)

M6" Ws2+ Bs3+ S4 T4 W5 A3 Ld10 Sv 4+ (cost 1CP 110)

Weaponry:

- Blood Red Star (Oversized Power Maul): Melee S:x2 AP:-3 D:3 (When the bearer is in engagement range against a character or a unit consisting of a single model that is not a VEHICLE, it may make an additional attack against that unit)

Skills:

- Monstrous Demagogue Commissar Rule (special): when this model causes a morale

- check and a model fails increase the units loss to morale by 1 model per morale failure
- Lord Of Gore: This model knows all empowerments from the empowerment spell list. This model may attempt to empower twice as a gore mage and deny once without any bonuses. When using these empowerments it activates a blood pact

Keywords "Blood Pact", (Regiment), "Cult Dagger", "Grotesques" )

Troop types Infantry,Hero

### The Hounds:

Vesh Etoguar (The Hounds)

M 6" Ws 3+ Bs2+ S3 T4 W5 A3 Ld9 Sv 4+ (Cost 1CP 125pts)

Weaponry:

- Evil Eye (Specialty "combi" Long\hotshot Las): Heavy 2 36" S:4 Ap:-2 D:2 (When targeting characters, this weapon may ignore the Look Out, Sir rule. Additionally, any unmodified wound rolls of a 6 deals a Mortal Wound in addition to the normal damage.)
- Lightning of Blue Sky (power sword): Melee S:+1 Ap:-3 D:1 (If the bearer has completed a charge move or a heroic intervention, he may make 2D3 additional attacks against infantry units.)

Skills:

- Master of Ambush: Before the start of the game, this hero may designate 3 units including one fast attack unit, and one troops and one elites unit, to be set up in ambush. At the end of the deployment phase, 6 markers will be set up on the board more than 6" away from enemy units and the opponent's deployment zone. 3 of these markers will correspond to each of the units in ambush, which can be revealed either at the end of any of the player's movement phases, or if an enemy unit ends its movement within 6" of the unit's corresponding marker. When a unit is revealed, the unit must be placed wholly within 3" of the marker, and may then immediately shoot or fight as if it was its shooting or fight phases(these models may arrive on the battlefield in melee as long as the enemy is within 3" of the marker)
- Lord Of The Silent Host: When resolving ranged weapon attacks against this model, subtract one from the hit roll. Additionally, when he uses his 1 blood pact ability on a unit within 8", when resolving an attack against that unit, it gains a +1 bonus to armor saves when outside of 12" of the shooter.

Keywords "Blood Pact", (Regiment), "Cult Dagger", "Grotesques" )

Troop types Infantry,Hero

### The Cast:

Brass Citadel (Cast only):

M 8" Ws4+ Bs4+ S8 T8 W30 A8 Ld10 Sv2+/5++

Brass modified Doomhammer (Cost 2CP and 750pts)

Primary Weaponry:

- Bolt of Molten Brass: Heavy 2D6 60" S:10 AP:-5 D:D6 (When at half range roll an extra D6 and discard the lowest roll) This is a blast weapon

- Secondary weaponry- 4 heavy sponsons equippable with paired low power heavy weapons or one high power heavy weapon 1 double hull sponson can take 2 of any heavy weapon including 2 hyper cannons or one 1D3 demolisher
- Tertiary weaponry- This vehicle may take 3 pintle weapons on the top and 2 back sponsons

Skills:Aura of red war: This model embodies Khornes hate allowing it to deny the witch twice per turn with a +1 to its deny

Altar Of Bloodied Brass: This model may give 2 Blood Pacts per turn within 16"

The brass citadel has adamantium track and the Triple wide rule(when fighting it may consolidate and make its remaining attacks)

Keywords "Blood Pact", (Regiment), "Grotesques" )

Troop types Hero Vehicle

## HQ

Etoguar (colonel) (pts 45)

M 6" Ws4+ Bs4+ S4 T3 W3 A3 Ld9 Sv 4+

Weaponry:

- Any ranged weapon from the ranged infantry list
- Any one handed melee weapon if not using a heavy ranged weapon

Skills:

- Excessive skill: At the start of the game, you may choose to make either Ws or Bs 3+
- Stir the Blood: 1 blood pact activation per turn 8" at end of movement
- Troopers of Khorne: This model and units affected by his blood pact may reroll either failed hit rolls, wound rolls or saving throws of 1. These last until the pact ends but this model always has it as long as he has given his pact it is chosen/changed when the pact is given.

Keywords:

"Blood Pact", "Regiment", "Cult Dagger", "Grotesques" Infantry

Magister (psyker) (30pts)

M 6" Ws 4+ Bs 4+ S3 T3 W3 A2 Ld7 Sv5+

Weaponry:

- Magister staff S+1 Ap -1 D1
- Non restricted pistol

Skills:

- Psyker: This model knows two spells from the crimson discipline and can cast once per turn and deny twice
- Devotee of the Blood God: When taking deny the witch tests, add +1 to the roll
- Filthy Warp-Thief: This unit may never gain or activate a blood pact

Keywords:

"Regiment", "Grotesques" Infantry

Gore Mage (murder summoner) 40 pts  
M 6" Ws 3+ Bs 4+ S4 T3 W3 A3 Ld9 Sv 4+

Weaponry: Has access to any combination of non heavy melee or ranged weapons

Skills

- Gore Summoner: This model knows 3 empowerments and may cast a single empowerment from the gore mage list per turn. Before the dice is rolled but after the target unit is chosen, sacrifice any model from the unit and gain warp charge equal to half the models wounds rounded up minimum of 1 and increase the psychic test by that number
- Sacrificial fervor: Friendly units targeted by this model's empowerment will also have their blood pact activated
- Eternally Blessed: This unit cannot gain a blood pact (they always have it its the +1)

Keywords:

"Blood Pact", "Regiment", "Cult Dagger", "Grotesques" Infantry

Corrupted Engineseer (35 pts)

M6" Ws 4+ Bs 4+ S4 T4 W4 A3 Ld8 Sv 3+

Weapons:

- One pistol of any restriction level
- Omnissian axe
- 2x Servo cult dagger: S+1 Ap -1 D1 (When the bearer fights, it may make an additional attack for each Servo Cult Dagger)

Skills:

- Oil for Blood: When this unit gives Blood Pact, it can only do so for vehicle or living engine units within 2"when finished moving. When doing so, the affected unit heals 1D3 wounds living engine vehicles regain 1D3+1 wounds instead of 1D3. This model may never receive a Blood Pact.

Keywords:

"Regiment", "Cult Dagger", "Grotesques" Infantry Living Engines

High Sindar 100 pts(not including vehicle)

M-" Ws +1 Bs +1 S- T- W+1A- L9 Sv -

Weapons-None

Skills-Frontline Commander:The High Sindar is a dangerous enemy to the forces of the imperium and when deployed to combat he often brings his own personal command vehicle with him when not accompanied by his elite death brigade bodyguard. This model is placed as the tank commander of a vehicle and provides it with benefits instead of being a model(like a tank commander note cannot be added to the brass citadel)

Skills:Expert tanker:The High Sindar provides his vehicle with +1 to weapons and ballistics skills as well as +1 wound and leadership 9

High Sindar: At the start of your turn, this model's vehicle may choose to reroll either: failed hit rolls of 1, failed wound rolls of 1, or failed saving throws of 1 until the start of your next turn

Blood Pact: This unit may provide a blood Pact to only its own vehicle only once every other turn

Keywords

"Blood Pact", "Regiment", "Cult Dagger", "Grotesques" "vehicle" "Living engine"

### **Troops**

The Lost and the Damned (5pts)

M 6" Ws 5+ Bs 5+ S3 T3 W1 A1 Ld5 Sv 6+

Squad comp:

- 7-23 Lost
- 1 Damned Sergeant

Weaponry:

- Non restricted pistols with a cost of 0 points
- Leader has a non restricted rifle without a cost
- Troops also have "bayonet/knife" melee weapons

Skills:

- Sympathetic officer: Attached Sindar's increase charge rolls for this unit by 1
- This unit may never benefit from any Blood Pact

Keywords:

"Regiment" Infantry

Blood Pact troops (5pts)

M 6" Ws 4+ Bs 4+ S3 T3 W1 A1 Ld6/7 Sv 5+

Squad Comp:

- 7 Blood Pact Troopers
- 1 Sergeant

Weapons:

- Troopers may take unrestricted ranged and melee infantry weapons
- Sergeants may use a melee weapon and pistol both unrestricted
- One Trooper may replace his weapon with a non restricted heavy/2 handed ranged or melee weapon

Skills:

- Blood Pact: When targeted for a blood pact, this unit may advance and fire its weapons as if they were assault weapons. Additionally, this unit can advance and fire assault weapons with no penalty.

Keywords:

"Blood Pact", "Regiment", "Cult Dagger", "Grotesques" Infantry

Sindar(17 pts)

M 6" Ws 4+ Bs 4+ S3 T3 W2 A3 Ld7 Sv 4+

(Single entity that replaces the leader of a squad of troops)



Weapons:

- One restricted non heavy or 2 handed weapon and a unrestricted weapon also not 2 handed or heavy

Skills:

- Frontline Officer: This model replaces the sergeant of a Troops unit. When it does so, at the start of each of your turns, you may select the unit to either reroll wound rolls of 1, or reroll saving throws of 1 until the start of your next turn.
- Blood Pact: It is the same as their squads. If this model is embedded with the Lost and the Damned, instead increase charge rolls for that unit by 1.

Keywords:

“Blood Pact”, “Regiment”, “Cult Dagger”, “Grotesques” Infantry

Loxatl Mercenaries (14 pts)

M 8” Ws 4+ Bs 4+ S3 T4 W2 A2 Ld7 Sv 4+

Squad Comp:

- 4 Mercenaries
- 1 Loxatl Alpha

Weapons:

- Flechette Blaster: Reroll wound rolls of 1 and 2 for this weapon. Additionally, when firing this weapon, chose one of the following profiles:
  - 18” Assault D3 S:3 AP:-1 D:1
  - 6” Pistol 1 S:4 Ap:-1 D:2
- Heavy Impaler Gun: If a model loses a wound as a result of an attack made with this weapon, it must move directly closer to the firing model in its next movement phase.
  - 36” Heavy 2 S:5 Ap:-2 D:1
- Each model may take an unrestricted melee weapon cost 0

Skills:

- Xenos Mercenary: This unit may climb up terrain as if it was moving up a normal surface, and doing this gives the unit the benefit of cover. This unit may never benefit from the Blood Pact.

Keywords:

“Regiment” Xenos cavalry

Possessed Cultists (5 pts)

M 6” Ws 4+ Bs 5+ S3 T3 W1 A1 Ld 6 Sv 6+

Squad Comp:

- 8-32 Cultists
- No Leader/Sindar

Weapons:

- None other than “bayonet/knife” class melee

Skills:

- Hell Wrought Fuel: These models have a 6+ invulnerable save. This unit cannot receive any blood pact or daggers or masks (as cultists).

- Blasphemous Ritual: This unit has undergone a deadly pact with the orders of gore mages turning them into fertile ready fuel for the blood summoners' arts. Each time this unit loses at least 2 models in a single attack sequence (after all dice are rolled for one weapon profile), immediately roll 1d6. On a roll of 4+ this unit progresses further into the deadly ritual. This unit progresses down the line of the gore mage summoning tree, stacking buffs as they go.

The order is this:

1. Bloodletter +1 Ap for melee attacks
2. Flesh Hound Reroll wound rolls of 1
3. Blood Crusher +2 to charge and reroll failed charge rolls
4. Juggernaut +1 to toughness and reroll armor saves of 1 on a turn when you charge (Possessed cultists may make failed invulnerable saves of 1 into armor saves and then reroll them as armor saves)
5. Brass Horror 5+ feel no pain for the unit until next psychic phase
6. Blood Thirster +2 to the unit's movement characteristic, +1S +1 Attacks and gain the fly keyword

Keywords:

"Regiment" Infantry

### **Elites**

Lord of Burning Blood (Khorne Commissar) 40pts

M 6" Ws 3+ Bs 3+ S4 T3 W3 A3 Ld9 Sv 4+

Weaponry:

- Single heavy ranged or 2 handed melee weapon of any restriction

Skills:

- Commissar of Khorne: Units within 9" may use this unit's leadership instead of their own. Additionally, if a unit within range of must make a morale check, instead a model from that unit may be slain to automatically succeed the test.
- Bloodthirsty monsters: This model may add +2 to its charge rolls, and if this model is within engagement range of an enemy infantry unit, it may make two additional attacks against that unit.
- Scourger: If an enemy unit within 3" that lost models as a result of this unit's attacks fails a morale test, an extra model from that enemy unit is destroyed.
- Blood Pact: When targeted by a blood pact, if this model completes a charge move or a heroic intervention, this unit adds 1D3 to its attack characteristic. If an enemy unit within engagement range of this model is destroyed, this model is returned to full wounds.

Keywords:

"Blood Pact", "Regiment", "Cult Dagger", "Grotesques" Infantry

Loxotal Aux (25 pts)

M 6" Ws 4+ Bs 4+ S3 T4 W2 A2 Ld7 Sv 3+

Squad Comp:

- 2-4 Auxilliars

- 1 Auxiliar Alpha

Weapons:

- Heavy net launcher: You may reroll wound rolls of 1 for this weapon. Additionally, when firing the weapon, choose one of the following profiles:
  - 20" Assault 3 S:4 Ap:-1 D:1
  - 12" Pistol 2 S:5 Ap:-1 D:2
- 1 Alpha may take a Lance caster: +10 pts.
  - 48" Heavy 2 S:7 AP:-3 D:2
- Chainswords or rippers or eviscerators

Skills:

- Heavy Auxiliaries: This unit may fire all weapons as if they had not moved as long as it ends its movement on a terrain piece includes advance
- Xenos Mercenary: This unit may climb up terrain as if it was moving up a normal surface, and doing this gives the unit the benefit of cover. This unit may never benefit from the Blood Pact.

Keywords:

"Regiment" Monsters Xenos

Death Brigade 9(pts)

M 6" Ws 4+ Bs 4+ S3 T3 W1 A2 Ld7/8 Sv 4+

Squad comp:

- 7 Brigadiers
- 1 High Sindar

Weapons:

- 1 Brigadier may take heavy/additional weapons
- Models other than the High Sindar and Heavy weapons operator these models may take any unrestricted weapon or weapons from the following restricted list (Ripper Chainswords, Bleeder rounds, Hotshot weapons, and Plasma pistols and panzerfausts) base is hotshot and chain 0 pts

Skills:

- Elite bodyguard: Increase the range of look out sir to 6"
- Attached High Officer: The High Sindar is the last model it has 2 Wounds 3 attacks and may be armed with a restricted and unrestricted melee or ranged weapon(same as sindar)
- High Sindar: At the start of your turn, this unit may choose to reroll either: failed hit rolls of 1, failed wound rolls of 1, or failed saving throws of 1 until the start of your next turn.
- Blood Pact: When this unit is targeted with a blood pact, you may choose one of three benefits: Treat this unit as having Ws 3+, treat this unit as having Bs 3+, increase the movement and charge characteristic of this unit by 2".

Keywords:

"Blood Pact", "Regiment", "Cult Dagger", "Grotesques" Infantry

Bleeding eye Sniper squad (squad cost basic 45 pts)

M 6" Ws 4+ Bs 3+ S3 T3 W1 A1 Ld8 Sv 5+

Squad Comp:

- 1 Sniper
- 2 Assistant Marksmen can be increased by double

Weapons:

- The Sniper takes a single Anti Material Urdeshi Auto Cannon: Eyehole shot: When you make an unmodified wound roll of 6 for this weapon, the target suffers a mortal wound in addition to any other damage
  - 60" Heavy 2 S:7 AP:-2 D:1
- The Assistants each get 1 Hotshot
- Each Assistant may replace their hotshot with a LongLas: +5
  - 48" Heavy 1 S:4 AP:-2 D:1

Skills:

- Silent Killers: This unit ignores the 'look out, sir' rule.
- Heavy weaponry: This unit may fire heavy weapons with no penalty if it moves under half of its full movement.
- Blood pact: When targeted with a blood pact this unit can fire immediately as if it had not moved additionally when firing its anti material weapon you may fire twice

Keyword

"Blood Pact", "Regiment", "Cult Dagger", "Grotesques" Infantry

### **Fast Attack**

Blood Wolves 8pts

M 8" Ws 3+ Bs 5+ S3 T3 W 2 A 2 Ld6 Sv 5+ 6++

Squad comp:

- 9 Blood Wolves with flame breath
- 1 Pack Leader with flames

Weapons:

- Wolf Flames:
  - 14" Assault 1 S:3 Ap:-1 D:1
- Wolf Teeth:
  - Melee S:user Ap:-2 D:1

Skills:

- Dark origin 6+ invulnerable
- Blood pact: When targeted by the blood pact these beasts gain a 6+ feel no pain and reroll 1s to wound on the charge

Cavalry

Keywords

"Blood Pact", "Regiment" Cavalry

Blood Wolf Companions 6 pts per model

M --" Ws 3+ Bs - S4 T- W - A 1 Ld- Sv-

Composition: The men of the blood pact who remain faithful are often gifted the twisted demonic wolves of khorne as companions and inspiration to new heights of faith these units are purchased per model for cavalry and infantry with both "blood pact" and "cult dagger keywords" paid for by which model you equip them to.

Weapons(Replace cult dagger attacks and affected by the same rules)  
Wolves flaming teeth S 4 Ap -2 D1

Skills: Man's best Friend: These models when attached to other models increase those models leadership by 1 and charges by +1

Defend a fallen master: When the model attached to this wolf dies the wolf may attack again if the unit is still in melee however after this attack the wolf disappears back into the warp with a burst of sulphur

Blood pact when targeted by the blood pact these beasts the same buffs as their attached unit  
Keywords(same as attached unit except "cult dagger" removed)

Stalk Tank 95 pts

M 14 " Ws3+/5+ Bs5+/3+ S6 T6 W8 A5 Ld8 Sv3+/6++

Weapons:

- 2 Pulse laser weapons
- 1 Pintle/mounted infantry weapons
- Deadly stalker claw legs and/or Demonic Limbs

Skills:

- Possessed by the warp: As a hybrid daemon engine, this machine is crewed by a human. However, at 5+ wounds this vehicles Bs is 3+ however at 4 wounds this swaps making its Weapon skill 3+ and ballistics skill 5+
- Blood Pact: When targeted with the blood pact this unit regains 1 wound and may treat both its BS and WS as 3+

Keywords:

"Blood Pact", "Regiment" "Grotesques" Living Engines Vehicles

Crimson Cloak Roughriders (20 pts)

M 12" Ws 4+ Bs 4+ S3 T4 W3 A3 Ld 7 Sv 4+

Squad Comp:

- 4-9 Rough Riders with red lances and nonrestricted pistols
- 1 Red Butcher who can be equipped with a halberd and a one handed restricted ranged weapon

Weapons:

- Red Lance: On the charge, this weapon's strength characteristic is increased to S:x2
  - S:+1 Ap:-2 D:1 when charging this weapons becomes Sx2
- Butchers Halberd: You may re-roll wound rolls with this weapon
  - S:+2 Ap:-2 D:2

Skills:

- Crimson Cloaked Charge: 6" consolidate range
- Master Shock Cavalry: +1 attack on the charge
- Blood Pact: When Blood pacted increase movement +2, and they can advance and charge

Keywords

"Blood Pact", "Regiment", "Grotesques" Cavalry

### **Heavy Support**

AT70 Reaver 100 pts

M 12" Ws 6+ Bs 4+ S5 T7 W11 A3 Ld8 Sv3+

Wargear:

- 105mm Hypervelocity (When firing this weapon, choose one of the following profiles based on the range of the target(Cast 68" 46" 24"))
  - Heavy 2 20" S8 Ap:-2 D:2
  - Heavy 2 20"-40" S7 Ap:-1 D:2
  - Heavy 2 40"-60" S6 Ap:-1 D:1
- Twin Urdeshi Rapid-Fire Autocannons
  - Heavy 8 S6 Ap:-1 D:1
- One Pintle Weapon
- One Choice of Heavy Bolter, Multilaser or Pulse Laser or Lascannon (+15) in hull mount

Skills: Riot Control: If an enemy unit that has taken fire from this model and loses a model or becomes bracketed, roll 2D6 if the result exceeds the unit's leadership, Halves all movement advances and charge rolls for the turn.

Blood pact: Mass suppressing fire: When targeted by a blood pact this unit may fire overwatch for free and fire with +1 to hit for this turn (including on overwatch)

Keywords: Vehicle Grotesques Blood Pact

AT83 Brigand 150 pts

M 10" Ws 6+ Bs 4+ S7 T8 W12 A3 Ld8 Sv 3+

Weapons:

- Turret weapon; 1D3 Urdeshi Demolisher cannon or 1 Battle Cannon or 2 Hypervelocity cannons
- Hull: 1 Hypervelocity cannon (+10), 2 Autocannons(+10), or 1 lascannon (+15)

Skills: Tank Commander: If this vehicle moved half of its movement it may fire its turret weapon twice.

Blood Pact: Rival the Russ: When firing against any vehicle or monster unit reroll 1s to hit the model also regains 1 wound

Keywords: Vehicle Grotesques Blood Pact Living engines

Great Wolves (corrupted wolven) (40 pts)

M 8" Ws3+ Bs4+ S6 T5 W5 A6 Ld8 Sv3+

Squad of 3 with one alpha wolf who has an axe of khorne as well as his teeth

Weaponry:

- Deadly Claws: Melee S:user Ap:-2 D:1 (For each Deadly Claw this model is equipped with, it can make an additional attack with it)
- (Replaces one claw) Axe of Khorne Melee S:+2 Ap:-3 Damage:3

Maw of the Wolf: Melee S:x2 Ap:-4 D:3 (Only one attack can be made with this weapon profile per fight).

Skills:

- Monsters of Corruption: When targeting this model, the damage characteristics of weapons are decreased by 1 (to a minimum of 1).
- Blood Pact: When targeted by the blood pact this unit may reroll failed charge rolls and reroll hit rolls of 1
- Price of power: Due to infighting and high demand no army other than the hounds may take more than 1 unit of great wolves of any size (glut size of 5 one axe per unit)

**Keywords Monsters Cavalry Grotesques Blood Pact**

Usurper Self propelled gun 165 pts

M 8" Ws6+ Bs4+ S6 T8 W12 A2 Ld8 Sv 3+

Weapons: Turret 1D6 Demolisher or 1D6 earthshaker cannon

Hull: 1 Hypervelocity cannon (+5), 2 Autocannons(+10), or 1 lascannon (+15)

Pintle weapon

Skills:

Demolish: Units cannot gain cover benefits against this vehicles turret weapons

Blood Pact: Artillery officers: For all weapons you gain +1 to hit hit rolls of 6 cause a mortal wound for blast weaponry

**Keywords: Vehicle Grotesques Blood Pact**

## **Transport**

SteG-4 90 pts

M 14" Ws 6+ Bs 4+ S5 T6 W10 A4 Ld 7 Sv 3+

-Weapons: Turret: Either 1 Hypervelocity cannon(+10) or 1 Autocannon and one H Stubber

-Hull: Single H stubber or heavy flamer(+5)

-Skills:Recon: When this unit fires models within 4" of it reroll hit rolls of 1 for that unit

-Blood pact:Daring Dragster: Ignore Cover bonus for enemies within half range and hit rolls of 6 spawn extra attacks

**Keywords: Vehicle Grotesques Blood Pact**

N20 Halftrack 70 pts

M 12" Ws 4+ Bs 4+ S3 T4 W3 A3 Ld 7 Sv 4+/3+(Armored or Turret)

Weapons:

- 1 Heavy weapon mount; Heavy Bolter, Heavy Flamer, or Paired H Stubbers
- Open Cab (16 model transport may fire from within)
- Armored Cab 8 man capacity (+15)
  - Turret Weapon (Same as hull mount or multilaser)

- Technical
  - 2 SE Rockets (+50)
  - Twin Autocannon (+10)

Skills: In the shadow of giants: When this model is within 3" of a heavy support vehicle it may have +1 to its armor save

Blood Pact: Swift disembark: This vehicle may move and disembark all troops and they may also move but not charge.

**Keywords:** Vehicle Grotesques Blood Pact

### **Stratagems (all in the command phase unless otherwise specified)**

2 CP Guar's Vanguard: Veterans of a Century : Reroll failed Hit and Wound rolls for one unit (non single entity) until end of turn

Sons of Sek: Perfect Sycophant : +1 to one unit's leadership and -1 to any enemy in melee with them until the end of the turn

Flesh Scriveners : Purify and purge: Select a unit this unit may select one psyker unit on the battlefield if they kill them during this game regain 1D3 command points

The Hounds: Khorne's Challenge: When an enemy attempts to fall back, roll 2D6 + the number of models they have lost; if this number exceeds their leadership they may not fall back.

The Cast:

2 CP The Cast: Monstrous Weight: Select a vehicle type; these vehicles reroll failed charge rolls and failed Hit and Wound rolls of 1 for the turn

Generic

Universal and then the others

1/2 Cp Sons of the pact: At the start of the game select one troop or elite that is pact infantry the unit gains one/two of the following buffs +1 attacks, +1 S , +1 T , +2 to move and charge, 5+ FNP

2cp Coordinated fire: At the end of the shooting phase pick 2 pact (not cultists) infantry units in range 16" of your warlord and have them both shoot as if they had not moved at the closest single unit to both of them. If there are 2 units of equal distance, you may select the target.

2cp Shatter their plating: Before shooting pick one enemy unit and one heavy weapon (if mounted in/on vehicle) or two squad weapons if infantry (can be from different squads) these get plus one to hit and wound against that unit and -1 more AP for the round.

1 Cp The scent of Blood: Use at the start of the fight phase after charging if a unit has lost any models reroll all ones to wound with your units in melee with them

3cp Orders of the Guar: Until the next turn no units within 16" of your warlord take morale and all units in melee (regardless of range) may make a single extra attack with their squad leader or hero unit

2CP Warriors of KHORNE fight for freedom:

For the turn whenever any active pact troops or elites rolls a 6 to hit you spawn another attack

1CP Hardened battle line: All infantry and cavalry units currently in cover Gain +1 to armor save until your next movement phase. (includes melee).

2 CP Break their backs: Pick a pact unit they have the ability to shoot or fight again immediately



2 CP Bunker down: A unit without heavy ranged weapons may while in cover dig in making it impossible to fire at unless it is the closest unit to the enemy

## **Relics**

Guars Vanguard: Guars relic battle plate: Sv 2+ 5++ this warlord may activate +1 blood pacts per turn, when charging roll 2D6 for each 5+ deal a mortal wound to the charged unit

Sons of Sek:His perfections, trust: A Specialized mask made of porcelain whenever your units take a morale test within 16" of you they may use your leadership and increase your leadership by 1 on top of the normal mask

Flesh Scriveners:Armor of Utter contempt: Your warlord may attempt to deny 2 Psychic powers per turn with a +1 to deny Sv 4++

The Hounds:Hounds of hell: This unit increases the Ap of its weapons by one has a 5+ invulnerable and a -1 to be shot

The Cast:Radical overhaul: +1Toughness and wounds this model gains a 6++ and 6+++

## **Generic**

Sabbats Teeth- Given to the Guar by the wolves of Fenris a two handed eviscerator this replaces all weapons gives +2 strength plus 1 attack and -3 AP 2 flat damage

Collar Of Blessings- Only given to magisters and gore summoners increases the number of castings or denial by +1 cannot be both cannot be changed must be decided by the first psychic round

Mechadendrite Carapace- (Corrupted engine seer only)Created by the dark mechanicus on the forge world this increases the armor save of the unit by 1 and provides +1 toughness wounds and two extra attacks with ritual servo blades on the mechadendrites

Dagger of destiny

A single power blade given to a unit it adds one extra attack which is strength user AP -2 2 Damage this weapon rerolls all hits and wounds

## **Warlord Traits**

Guars Vanguard: Ancient Blood Rights: 3+ to both skills +1 to charge +1 wound

Sons of Sek:Seks perfection: For the warlords weapons increase range by 2D6 its S +1 and its damage by 1

Flesh Scriveners:Denial In Flesh: Enemy psyker units within 24" of this unit peril on any doubles

The Hounds: Work Of Sculpted Brass: +2S +1T +1 Attack for the model

The Cast:(Can be a vehicle or HQ) Monstrous vox: 8" blood pact

Generic

1 Master strategist: During command phase roll 1D6 on a 5+ gain another CP

2 Hammer Forged:(Can be on a vehicle) +2 Wounds and +1 to armor save

3 Demoguar favored: +1 attack and a 5++

4 Freedom fighter: Enemy infantry within 8" have -1 leadership and yours gain +1 in 8"

### **Psychic Disciplines**

All spells or abilities last 1 round max

### **Crimson Discipline**

Crimson Psychic discipline available to Magisters and High magisters

Wc 5 Veil of Ash provide this unit or another unit within 16" with a 6+ invulnerable save

Wc 6 Plume of Smoke grant this unit or another Blood Pact unit a -1 to hit 16"

Wc 6 Eye bite: When a unit is chosen for a shooting attack the enemy may not get any rerolls to hit against this unit 12"

Wc 7 Shield of Dark Smoke Provide this model or another single entity within 8" with a 5+ invulnerable (Includes vehicles) 12"

Wc 8 Maelstrom of Violence range 16" when the spell is cast you choose a single unit this unit suffers 3D6 hits at S4 Ap-1 D1 these attacks hit automatically; At a Warp charge of 10 and 12+, add d6 attacks made by this psychic power.

### **Summoning Discipline(if denied does not activate a blood pact)**

Gore Mage Summoning

Wc 5 Bloodletter +1 Ap for melee attacks Range 16"

Wc 5 Flesh Hound Reroll wound rolls of 1 Range 16"

Wc 6 Blood Crusher +2 to charge and reroll failed charge rolls Range 16"

Wc 6 Juggernaut +1 to toughness and reroll armor saves of 1 on a turn when you charge until the next psychic phase 16"

Wc 7 Brass Horror 5+ feel no pain for the unit until next psychic phase Range 8"

Wc 8 Blood Thirster +1 to charge +1S +1 Attacks and gain the fly keyword for this turns fight phase Range 8"

### **Wargear (Listed: (Cost),Name, Range,Type Shots,Ap,Damage,Special)**

1 handed may take a rifle 1.5 may take a pistol 2 may take grenades only(Grenades available to all infantry models other than cultists of any kind) Models without a cost are free if a weapon is listed on a units sheet it is considered free unless noted as otherwise this includes vehicles

### **Wargear**

#### **Infantry**

#### **Melee/Unrestricted**

##### 1 Handed

**Bayonet/Combat Knife** S user Ap 0 D 1

**Cult Dagger** S user Ap 0 D 1

**Chainsword** S user Ap 0 D 1 +1 Attack with this weapon

##### 1.5 Handed

**(+3)Shock Maul** S+1 Ap -1 1D3 Damage 6's to his increase Ap by 1

**(+5)Omnissian axe** S+1 Ap -1 D2

2 Handed

**(+8)Great Chainaxe** S+2 Ap -1 D 2 +1 attack with this weapon

### Melee/Restricted

1 Handed

**Power Sword** S +1 Ap -3 D1

**Ripper Chainsword** S user Ap -1 D1 +1 attack

**(+5)Servo cult dagger:** S+1 Ap -1 D1 (When fighting make an additional attack for each Dagger when on units other than tech priests replaces cult dagger)

1.5 Handed

**(+5)Magister staff** S+1 Ap -1 D1

**(+3)Power Axe** S +2 Ap -2 D1

**(+3)Red Lance:** S:+1 Ap:-2 D:1 when charging this weapons becomes Sx2

**(+5)Butchers Halberd:** S:+2 Ap:-2 D:2 You may re-roll failed wound rolls with this weapon

2 Handed

**(+8)Eviscerator Chainsword** Sx2 Ap-3 D2 unless charging give -1 from hit rolls with this weapon

### Ranged/Unrestricted

1 Handed

**Lasgun 24"** Rapid 1 S3 Ap 0 D1

**Shotgun 12"** Assault 2 S3 Ap 0 D1 At 8" increase S by 1

2 Handed/Squad

**Heavy Stubber 36"** Heavy 3 S4 Ap 0 D1

**Flamer 12"** Assault 1D6 S4 Ap 0 D1 Auto hitting weapon

**(+5)Heavy Flamer 12"** Assault 1D6 S5 Ap -1 D1 Auto hitting weapon

**(+8)Heavy Bolter 36"** Heavy 3 S5 Ap -1 D2

0.5 Handed Pistols

**Las pistol 12"** Pistol 1 S 3 Ap 0 D1

**(+3)Hotshot laspistol 12"** Pistol 1 S 3 Ap -2 D1

### Ranged/Restricted

1 Handed

**Hotshot Lasgun 24"** Rapid 1 S3 Ap -2 D1

**Bleeder Shotgun 12"** Assault 2 S4 Ap 0 D1 reroll 1s to wound at 8"

2 Handed/Squad

**(+5)Meltagun 12"** Assault 1 S8 Ap -4 1D6 damage at 6" add +2 damage

**(+5)Plasma Gun 24"** Rapid 1 S7 Ap-3 D1 overcharge +1S +1D, natural ones destroy the bearer

**(+8)Urdeshi Autocannon** 48" Rapid 2 S6 Ap -1 D1

**(+10)Urdeshi Anti-Tank Rifle** 60" Heavy 2 Rg60" S7 Ap-2 D1 Natural 6 wound roll 1 mortal wound

**(+5)Longlas Heavy 1** 48" S4 Ap-2 D1 Can hit characters at half its range

#### 0.5 Handed Pistols/Grenades/Rockets

**Bolt Pistol** 12" Pistol 1 S4 Ap 0 D1

**(+3)Plasma Pistol** 12" Pistol 1 S7 Ap-3 D1 overcharge +1S +1D, natural ones destroy the bearer

**(+5)Panzerfaust** 18" Assault 1 S7 Ap -3 1D3 single shot replaces one models grenades

#### Xeno/Monster

##### Loxotal only

1.**Filament Flechette blaster** - Choose when firing:Assault D3 18" S3 Ap 0 D1 or Pistol 1 6" S4 Ap-1 2 When firing this weapon reroll all wound rolls of 1

2.(+5)**Heavy Impaler Gun** Heavy 2 36" S 5 Ap -2 D1 if a target is hit with this weapon it must move in the exact direction of the firing model or take a mortal wound in its next movement phase

3.**Heavy net launcher**: You may reroll wound rolls of 1 for this weapon. When firing choose one of the following profiles: 20" Assault 3 S:4 Ap:-1 D:2 or 12" Pistol 2 S:5 Ap:-1 D:2

4.(+8)**Lance caster**: 48" Heavy 2 S:7 AP:-3 D:2

##### Blood Wolves only

**Wolf Flames** 14" Assault 1 S3 Ap-1 D1

**Wolf Teeth** Melee S 4 Ap-2 D1

##### Great wolves only

**Deadly Claws**: Melee S:user Ap:-2 D:1 For each Deadly Claw this model is equipped with, it can make an additional attack with it

**(+10)Axe of Khorne** Melee S:+2 Ap:-3 Damage:3 this weapon replaces one claw

**Maw of the Wolf**: Melee S:x2 Ap:-4 D:3 Only one attack can be made with this weapon profile per fight phase

Wargear  
Vehicles

Vehicle Melee

Wheeled/HalfTracks

**(+5)Heavily Spiked Chassis** S user Ap -1 D1

Fully Tracked

**Tank Treads** S user Ap-1 D1

**(+8)Super Heavy Treads** S user Ap-1 D2

**(+10)Adamantium Treads** S +1 Ap-2 D2

Stalker Tanks

**Demonic Limbs** S+1 Ap-1 D1 +1 attack

**Stalk Claws** S user Ap-2 D2

Vehicle Ranged

Mounted Infantry Heavy weapons/Pintle

**Heavy Stubber** 36" Heavy 3 S4 Ap 0 D1

**(+3)Paired Heavy Stubbers** 36" Heavy 6 S4 Ap 0 D1

**Las Array** 24" Rapid 3 S3 Ap 0 D1

**(+2)Dual Las Array** 24" Rapid 6 S3 Ap 0 D1

Low Power Hull Weapons

**(+3)Heavy Bolter** 36" Heavy 3 S5 Ap -1 D2

**Heavy Flamer** 12" Assault 1D6 S5 Ap -1 D1 Auto hitting weapon

**Multilaser** 36" Heavy 3 S6 Ap 0 D1

High Power Hull Weapons

**(+12)Pulse Laser** 48" Heavy 1 48" S8 Ap-3 Damage 1D3+1

**(+20)Lascannon** 48" Heavy 1 48" S9 Ap -3 Damage 1D6

**Paired Auto cannons** 48" Heavy 8 Rg 48" S 6 Ap -1 D1

Heavy Vehicle Weapons/Hull or Turret

**EarthShaker Bombard** 150" Heavy 1D6 S9 Ap-3 1D3

**Demolisher Cannon** 24" Heavy 1D3/1D6 S10 Ap-3 D6 damage

**(+8)105 Hypervelocity cannon** Heavy 3 60",40",20"(cast 68",46",24") S6/7/8 Ap-1/-1/-2 D1/2/2

**Battle Cannon** 72" Heavy 1D6 S8 Ap-2 D1D3

