

# **WB1.0DARK APOSTLE JARULEK'S WORD BEARERS HOST V1.1**

**WB1.1 The Word Bearers Chaos Space Marines Legion**  
FLUFF

**Scourging of Tanakreg**

## Using The Army List

The following army list allows you to field a Chaos Space Marine army based on the DarkPostleJarulek's Word Bearers Host during the assault on Tanakreg. It can also be used as a 'stand in' army list for other Word Bearers Hosts or Chaos Space Marines, such as the The Flawless Host, Death Shadows, Skulttakers, Lords of Decay, etc\*. Note that the army does not include Chaos Cultists, which is being covered instead by the separate The Lost and the Damned army list, nor Renegade Chapter Space Marines, which can be represented with the Codex Astartes army list.

Hosts of Word Bearers Chaos Space Marines are organised into formations called Coterie which can be Core Formations or Support Formations. Each Core Formation allows you to field one Support Formation. Each Coterie (regardless if it is a Core or a Support Formation) is made up of four or more units and may also include a number of extra units called upgrades. The formations that may be taken are shown on the chart below. The chart also shows what units comprise the formation, what upgrades are allowed, and its points cost. For example, a Legionaire Coterie consists of eight Chaos Space Marine units and a Chaos Lord character for 275 points, and may include a number of upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the retinue or company, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each formation can only take a maximum of four (4) upgrades. Each upgrade may only be taken once per formation.

Word Bearers armies may be supported by Chaos Navy aircrafts and Chaos Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

## Special Rule

### WB1.1.1 Summoned Units

Formations that purchase the Daemonic Pact upgrade (see the army list below) are able to summon daemons to the battlefield. In order to summon daemons a players must first purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon. Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each Lesser and Greater Daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of Lesser and Greater Daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a general rule Greater Daemons cost 8 summoning points and all other units cost 1 summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one Greater Demon of any faction in the army on the board at one time. For example, if you already have a summoned a Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first Bloodthirster has been removed from play.

Summoned Daemons can be of any faction but you can't have Khorne with Slaanesh or Tzeentch with Nurgle daemons in the same formation.

Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain.

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when a summoned unit is destroyed it does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll. If a formation loses an assault (see Core Rules 1.12.8 Loser Withdraws) you remove extra hits from the formation before it is considered broken and all the remaining summoned units are removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see RC1.1.3 below). Greater Daemons that are returned to the Daemon Pool keep the same Damage Capacity they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same Damage Capacity.

Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in

play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

### **WB1.1.2 Augment Summoning**

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see RC 1.1.1 Summoning Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

### **WB1.1.3 Daemonic Focus**

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken.

**Example:** *A Chaos player purchases a Daemon Pool to be used by her summoning formations. She purchases 14 Lesser Daemons and 2 Greater Daemons. When purchasing formations she chooses the Daemonic Pact upgrade for two formations. During her first turn she indicates that one formation will be summoning daemons. She rolls 2D3 and gets 5 summoning points. She decides to summon 3 Bloodletters and 2 Flamers, each stand costing a single summoning point. She removes 5 Lesser Daemons from the Daemon Pool leaving 9 Lesser Daemons left and places 3 Bloodletters and 2 Flamers on the table. In her second turn she decides to summon daemons using the other formation. She also purchased a Chaos Champion for this formation so she rolls 2D3, the base amount she gets to summon, and then rolls an additional 2D3 because of the Champion's Augment Summoning ability. She receives 10 summoning points. She uses 8 points to summon a Keeper of Secrets and the last 2 points to summon 2 Plaguebearers. This leaves her with 7 Lesser Daemons and 1 Greater Daemon in her Deamon Pool.*

### **WB1.1.4 Word Bearers Dark Apostle**

One Chaos Space Marine Lord character in the army **must** be selected to be the Word Bearers Dark Apostle which costs 75 points.

All other Chaos Space Marine Lord characters must be either Chaos Lords or Sorcerer Lords.

### **WB1.1.5 Chaos Lord Upgrade**

The Chaos Lord upgrade can only be applied to one of the Core units of a Word Bearer Formation. For example, the Chaos Lord (or Chaos Warlord) upgrade for a Retinue could only be added to the Chaos Space Marine units in that formation. It could not be added to any units, such as Obliterators or Cult Marines purchased as an Upgrade.

## WORD BEARERS CHAOS SPACE MARINE ARMY LIST

*Word Bearer Chaos Space Marine armies have a strategy rating of 4. All Word Bearers formations have an initiative rating of 1+. Chaos Navy aircraft formations have an initiative rating of 2+.*

### WORD BEARERS CORE FORMATIONS

Formation Type	Core Units	Upgrades Allowed	Points Cost
Anointed Coterie	One Chaos Space Marine Lord character upgrade and four Chaos Terminator units	Chaos Champion, Chaos Dreadnought, Chaos Land Raiders, Chaos Vindicators, Daemonic Pact, Defilers, Dreadclaws, Icon Bearer	300 points +65 points for up to four additional Chaos Terminator units each
Bike Coterie	One Chaos Space Marine Lord character upgrade and eight Chaos Space Marines Bike units	Daemonic Pact, Icon Bearer	300 points
Legionaires Coterie	One Chaos Space Marine Lord character upgrade and eight Chaos Space Marines units	Chaos Champion, Chaos Dreadnought, Chaos Land Raiders, Chaos Rhinos, Chaos Vindicators, Daemonic Pact, Defilers, Dreadclaws, Havocs , Icon Bearer	275 points

### WORD BEARERS SUPPORT FORMATIONS

(One may be taken per Core Formation)

Formation Type	Core Units	Upgrades Allowed	Points Cost
Armoured Coterie	Four to eight vehicles (may choose either Chaos Predators or Chaos Land Raiders or a combination of the two)	Chaos Vindicators, Defilers	50 points per Chaos Predator or 75 points per Chaos Land Raider
Assault Coterie	One to three vehicles (may choose Chaos Baneblades, Plaguereapers or Brass Scorpions or a combination of the three)	Defilers	175 points per Chaos Baneblade or 200 points per Plaguereaper/Brass Scorpion.
Chaos Cruiser	One Chaos Devastation Class Cruiser	none	200 points
Chaos Thunderhawk	One Chaos Thunderhawk Gunship	Stormbird	250 points
Daemon Pool	Lesser Daemon Greater Daemon	-	+20 points each +100 points each
Defiler Assault Force	Six Chaos Defilers	none	300 points
Kathartes Pack	Six Chaos Kathartes units.	none	250 points
Possessed Coterie	Four Chaos Space Marines, (Chaos Space Marines in the formation receive the Scout ability for free)	Chaos Champion, Chaos Rhinos, Dreadclaws, Daemonic Pact	125 points

**WORD BEARERS UPGRADES**  
(Four may be taken per Formation)

<b>Upgrade</b>	<b>Units</b>	<b>Cost</b>
Chaos Champion	Add one Chaos Champion character upgrade	+50 points
Chaos Dreadnought	Add up to three Chaos Dreadnoughts	50 points each
Chaos Land Raiders	Add up to four Chaos Land Raiders	75 points each
Chaos Rhinos	Add up to eight Chaos Rhinos. If you choose to take this option then you must take exactly enough Chaos Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it	10 points each
Chaos Vindicators	Add up to three Chaos Vindicators	35 points each
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25 points
Defilers	Add up to three Defilers	75 points each
Dreadclaws	These work in exactly the same manner as Space Marine Drop Pods. They may not be taken by formations that include any vehicles other than Dreadnoughts. In addition they require a Chaos Strike Cruiser or Chaos Battle Barge in order to be used	5 points per unit in the formation
Havocs	Replace Four Chaos Space Marine units with four Havoc units	50 points
Icon Bearer	Add one Icon Bearer character upgrade	+50 points
Stormbird	Replace Chaos Thunderhawk with Chaos Stormbird	150 points

**CHAOS NAVY AIRCRAFT**

Three Hell Blade Interceptors	200 points
Two Hell Talon Fighter-bombers	200 points

## Chaos Space Marine Units

For all units expect Chaos Spawns and the units below see Black Legion army list.  
For Chaos Spawn see The Lost and the Damned army list.

### Word Bearers Dark Apostle

Fluff				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Cursed Crocius	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	

**Notes:** *Character, Inspiring, Invulnerable Save, Leader, Supreme Commander*

### Chaos Vindicator

Much more common after the Horus Heresy many renegade turned Space Marine Chapters make use of the Vindicator selling their precious services to the highest bidder to bring down the fortifications of the hated Imperium of Man.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover	

### Chaos Brass Scorpion (Khorne)

Bound into it's abominable form a Daemon of Khorne gives life to the Brass Scorpion. A hellish construction solely designed to murder the Emperors followers in amost bloody and brutal fashion. Even if destroyed Brass Scoptions are notorious to explode in a spectacular manner to kill even more foes in the name of the Blood God.

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Scorpion Cannon	30cm	2 x AP5+/AT6+	- Ignore Cover Ignore Cover Ignore Cover	
2x Hellmaw Cannon	15cm	AP4+/AT6+ <i>and</i> Small Arms		
Demolisher Cannon	30cm	AP3+/AT4+		

Damage Capacity 2. Critical Hit Effect: The Brass Scorpions reactor explodes. The brass Scorpion is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 6. If the Brass Scorpion looses his last point of Damage Capacity it automatically receives a critical hit.

**Notes:** *Fearless, Infiltrator, Walker. The Hellmaw Cannons can shoot and be used to confer the Ignore Cover ability to the unit's firefight value but they don't give an extra attack.*

### Chaos Plaguereaper (Nurgle)

Dedicated to the Lord of Decay the Plaguereaper replaces the Baneblade Battlecannon with the disgusting Pus Cannon to drench it's pityable victims in gallons of acidic pus and half devoured carrion. Hordes of tiny Nurglings cling to it's rotten surface turning the Plaguereaper into a truly horrifying and disgusting sight.

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Pus Cannon	30cm	2BP	Ignore Cover Ignore Cover, Fixed Forward Arc Fixed Forward Arc Left Fire Arc Right Fire Arc Left FireArc Right Fire Arc Extra-attack (+1)	
Demolisher Cannon	30cm	AP3+/AT4+		
Twin Heavy Bolter	30cm	AP4+		
Twin Heavy Bolter	30cm	AP4+		
Twin Heavy Bolter	30cm	AP4+		
Lascannon	45cm	AT5+		
Lascannon	45cm	AT5+		
Nurgling Plague	(base contact)	Assault weapon		

Damage Capacity 3. Critical Hit Effect: The Plaguereapers pus tanks explode. The Plaguereaper is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 6. Units dedicatet to Nurgle can't be hit in this way. If the Plaguereaper looses his last point of Damage Capacity it automatically receives a critical hit.

**Notes:** *Reinforced Armour*

### Chaos Greater Daemon

Over time a daemon will consume more and more souls gaining more and more power and consciousness in this process. The most powerful daemons are known as Greater Daemons. Not all are dedicated to one of the 4 Great Gods of Chaos. Uncountless smaller gods exist and everyone has its own host of daemons led by the mighty Greater Daemons as their generals.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+2)	
Damage Capacity 3. Critical Hit Effect: The Greater Daemon is hurled back into the warp and destroyed. <b>Any</b> summoned daemon units within 5cm will be dragged back into the warp with the Greater Daemon and destroyed on a roll of 6.				
<b>Notes:</b> <i>Inspiring, Walker, Invulnerable Save, Reinforced Armour, Fearless. Costs six points to summon</i>				

### Chaos Lesser Daemon

Unseen by the human eye daemons wait inside of the warp to be summoned on the battlefield to join the bloody slaughter and feed from their victims souls and fear.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons	-	
<b>Notes:</b> <i>Invulnerable Save. Costs one point to summon.</i>				

### Chaos Kathartes

Sometimes called Harpies the Kathartes are daemons summoned into a human vessel. Skinless and without eyes they are a horrific sight as they fly into the air with their leathery wings to swoop on their foes and even hunt aircrafts.

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	4+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons	-	
Aircraft Assault	30cm	AA6+	-	
<b>Notes:</b> <i>Invulnerable Save, Jump Packs.</i>				

### Chaos Devastation Class Cruiser

As each Chapter has its own fleet of spaceships it is no wonder that as they turn their gaze away from the light of the Emperor that they will take their ships with them. Once floating cathedrals of the Imperial Faith they are now bloody altars to the Ruinous Powers.

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	3BP	Macro-weapon	
Pin-point attack	n/a	MW2+	Titan Killer (D3)	
<b>Notes:</b> <i>Transport (may carry twenty of the following units: Chaos Space Marine, Raptor, Havoc, Berzerker, Thousand Sons, Plague Marine, Noise Marine, Chaos Bike, Chaos Terminator, Obliterator or Chaos Dreadnought units plus six Chaos Thunderhawks.</i>				

### Chaos Thunderhawk Gunship

*Fluff Text*

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc	
2 x Twin Heavy Bolter	30cm	AP4+	Fixed Forward Arc	
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	

Damage Capacity 2. Critical Hit Effect: The Chaos Thunderhawk's control surfaces are damaged. The pilot loses control and the Chaos Thunderhawk crashes to the ground killing all on board.

**Notes:** Planetfall, Reinforced Armour, Transport (may carry eight of the following units: Chaos Space Marine, Raptor, Havoc, Berzerker, Thousand Sons, Plague Marine, Noise Marine, Chaos Bike, Chaos Terminator, Obliterator or Chaos Dreadnought units. Chaos Terminators, Obliterators and Chaos Dreadnoughts take up two spaces each.

### Chaos Stormbird

*Fluff Text*

Type	Speed	Armour	Close Combat	Firefight
War Engine Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+	-	
3 x Twin Heavy Boltesr	15cm	AP4+/AA5+	-	
Combi Bolters	(15cm)	Small Arms	-	

Damage Capacity 4. Critical Hit Effect: The Stormbird's magazine explodes, destroying the Stormbird and anybody on board. Any unit within 5cm of the Stormbird suffer one hit.

**Notes:** Planetfall, Reinforced Armour, Fearless, Transport (may carry twelve of the following units: Chaos Space Marine, Raptor, Havoc, Berzerker, Thousand Sons, Plague Marine, Noise Marine, Chaos Bike, Chaos Terminator, Obliterator or Chaos Dreadnought units. Chaos Terminators, Obliterators and Chaos Dreadnoughts take up two spaces each. In addition the Stormbird can carry four Chaos Land Raiders or six of the following units: Chaos Rhinos, Chaos Predators, Chaos Vindicators.)

## Chaos Navy Units

Manufactured on corrupted forgeworlds and hired from treacherous subjects the forces of Chaos use a plethora of aerospace fighters. But most common are the HellBlade Interceptor and the Hell Talon Fighter-bomber, piloted by corrupted servitors, to haunt the world of the Imperium.

### Chaos Hell Blade Interceptor

Scything through the air like screaming daggers the swift and agile HellBlades are well known to attack in hordes to bring down imperial aircrafts.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
2 x Reaper Cannon	30cm	AP4+/AT6+/AA6+	Fixed Forward Arc	

### Chaos Hell Talon Fighter-Bomber

The screaming howl of the Hell Blades vector engines are feared throughout the Imperum. It's incendiary bombs drench whole march columns into burning promethium, the screams of the burning a pleasure for the ears of the Gods of Chaos.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-bomber	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Havoc Launcher	45cm	AP4+	Fixed Forward Arc	
Bombs	15cm	1BP	Ignore Cover, Fixed Forward Arc	