

# **CODEX: DOOM**

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## **An Introduction to DOOM and This Codex**

In 1993, id Software released the video game DOOM. It was a groundbreaking first-person shooter, introducing such concepts as the online multiplayer battle, the custom map, and 3-D graphics and action. It created a massive following from the outset – estimated at ten million players within two years. Its exciting gameplay continues to grab new players and hold a large corps of dedicated followers. id Software even released an expansion pack for DOOMII consisting of no fewer than 1,850 fan-made maps. These older games are succeeded by a retelling of the same story in DOOM3; while this has received mixed reviews, it remains a high-quality remake of a truly classic game.

Part of DOOM's appeal was its wide variety of excellently designed monsters that provided a long series of tactical challenges through differing combinations of the game's enemies. The DOOM series' enemies, then, provide an excellent starting point for an army of Warhammer 40,000. While the variety of units is not quite so great as with Games Workshop-designed armies, this Codex endeavors to emulate all of the DOOM games' monsters faithfully and keep them all relevant to Warhammer 40,000 gameplay. (This last part is in direct response to the criticism frequently leveled against many of Games Workshop's Codices, that is, that many of the units included are not useful or not worth their points cost. Whether this is an actual problem in Games Workshop's Codices is a matter

of debate, but the matter is meant to be avoided here.)

### **WHY COLLECT A DOOM ARMY?**

A Codex: DOOM army is the hobbyist's dream. A number of models are available from a number of companies that could well fill the role of the DOOM monsters on the battlefield, but no current pre-made model will be so perfect as a serious conversion. Another reason to collect a DOOM army would be if one were a fan of the old DOOM games, those games emphasizing blasting the enemy hordes, where the only psychological thrills that one got were the unexpected arrival of large monsters such as the Barons of Hell or hordes of unseen Specters, or the release of an Arch-Vile after a hard-fought battle. This Codex is designed to pay homage to this game, among the most excellent of games ever created.

But if one is not interested in the conversions and is not a fan of the DOOM games, why then? Simply put, Codex: DOOM is designed to have a wide variety of highly effective builds capable of a number of different modes of attack. Its shooting power is designed to be as effective as its melee power, with neither being necessary for the army's success. Also, the army has a number of units that can throw some nasty, unexpected tricks at an enemy. The army has as many obvious threats as subtle ones, and even with only two Apocalypse Formations to be had, Apocalypse dramatically increases the synergy that the army is capable of.

## **CREDITS: giving it where it's due**

No Games Workshop Codex is completed without a whole host of people involved in the process, and this fan Codex involved even more people; it would have been absolutely wrong to not give them all what credit they are due.

At present, the only credit to be given is to the number of people on the DakkaDakka and Astronomican forums who helped critique the original version of this Codex.

(section to be completed as the project advances.)

## **The DOOM Creatures: an Imperial account**

With almost every enemy, their origin is known to some extent; at the very least, how the foe arrives on-planet is known. Recently, however, a new menace has appeared, devoid of any evidence of origination. Its goals are as unknown as its method of arrival. All that is known is what happens after their arrival. These creatures, these monsters, have been invariably capable of tearing open any bastion with their brutal assaults. What amazes most about their arrival is that surviving records appear to indicate that many of the monsters were deep inside the attacked locations before any alarm had been raised with no lack of vigilance on the part of the defenders. For example, on Rhanda, the creatures began their attack without any precedent and from the deepest parts of the mineral mines; on Phaeton, the abominations spewed forth from a single factory which could not possibly have held all of the creatures that left the compound!

These abominations lay waste to entire planets without even giving indication of why. Some, such as the rarely-appearing Hell Hunters, appear to be searching for something when they attack worlds; others seem to attack simply for the sake of attacking. They have no care for whether or not any military presence is on the world; indeed, they are as likely to invade a dead world as a hive-world with battles raging across its surface. No pattern can be determined for their attacks save the favoring of Forge-Worlds, but it is theorized that once the Three Hunters find what they are searching for, they will either depart the galaxy altogether or display the full strength of their might. These horrors are so terrifying for those to be attacked that many turn on themselves to prevent the torment associated with dying to these. Most famously, when assaulting a city, the word "DOOM" has been written in many places where the monsters have attacked; surviving records indicate that the citizenry used this term to indicate that the building had been attacked by the creatures and therefore should not be entered, little good that the warning may have done. Thus, the monsters have become known as "DOOM creatures," and are rightly feared. When all life on a planet has been ended or some unknown goal reached, the DOOM creatures disappear by whatever unknown method they arrived.

These monsters, by any apparent evidence, do not herald from the Warp; in fact, they have come into combat with every known type of demon. Also, they have come into conflict with the Necrons on this plane, so it is unlikely that the DOOM creatures hail from the dimension that the Necrons use for their teleportation. It is therefore believed by some that these creatures are from a realm of ancient legend known as "Hell." This theory has a number of additional supports ranging from ancient tales of combat with demons to corpses rising to aid the legions of DOOM creatures.

The DOOM creatures' presence sometimes causes a twisted sort of terraforming to occur. Skies turn red and water changes into any of a number of colors as walls bleed and voices echo down empty hallways. As this infection of reality continues, buildings appear to be made entirely of earth and living material and frequently show tortured faces as though humans were used to construct the buildings, while others are transformed into materials from every age; those few walls that are left in their original building materials are adorned with a wide variety of sigils, the purpose of which is unknown. Rather than trees or statues, open areas are decorated with bloodied bodies impaled on spikes and small pedestals of varying color topped with gilded skulls. When the DOOM creatures either leave or are vanquished, the nightmarish terrain slowly returns to its original state as mysteriously as it changed.

## Appearances of the DOOM creatures

The DOOM creatures' appearances have been erratic; however, these have been increasing in recent centuries. Their lack of regular presence keeps them mythical in quality, especially since few comparable threats are ever faced; however, the Adeptus Mechanicus are very aware of the DOOM creatures' penchant for attack technologically advanced worlds such as Forge Worlds. It is believed by some Imperial scholars that whatever it is that the DOOM creatures are seeking has been found by the Adeptus Mechanicus and is locked away in the vaults of Mars. A sampling of known appearances of the DOOM creatures is listed below.

M26 (est.): monsters of description closely resembling DOOM creatures' human-like infantry assault Mars during the Age of Strife and are slaughtered by the hundreds of thousands. It is noted that these monsters had attacked Mars previously, and that this was the last attack on Mars by the DOOM creatures.

216.M33: Planet 6319 invaded by the DOOM creatures with a force almost exclusively consisting of Cacodemons. The remaining temples in the Whisperhead Mountains were destroyed.

598.M34: Bakka is assaulted by DOOM creatures. The fighting is contained to within spacefaring ships as the DOOM creatures appeared only there; two vessels were destroyed by the monsters' attacks, although these had been limited to attempting to kill the crews.

600.M36: Civilized World Tiberius invaded by the DOOM creatures. The Three Hunters are spotted and it is later believed that the Icon of Sin is summoned here. The planet is almost completely consumed by the DOOM creatures' warping effects before the a coalition of the Brazen Minotaurs, the Lamenters, and the Astral Claws purged the DOOM creatures from the planet.

804.M36: An unusually large force of DOOM creatures attacks Voss Prime and is defeated. This marks the first confirmed sightings of the Icon of Sin and the Maledict, although the presence of the Icon of Sin is suspected to have been previously noted.

999.M36: DOOM creatures raze the entire Zrang sector. A fleet of retribution finds no maintained presence by any force, but fights off marauding Orks.

238.M37: Explorator Mission to Naogeddon destroyed by a force of DOOM creatures after the mission records them in conflict with the Necrons. At a similar time, DOOM creatures are spotted on Doton, although these went unengaged; a later investigation yielded no relevant information.

456.M37: Estaban III, Forge-world, is attacked by DOOM creatures. The Legios Magna and Tempestor combine to eradicate the invaders.

555.M37: Pranagar, homeworld of the Sky Sentinels Space Marine Chapter, is attacked by the DOOM creatures. This is the first confirmed sighting of the Arachnotron war-machines.

654.M37: Estaban VII, Forge-world, is attacked by the DOOM creatures. The Legios Tempestor and Magna again co-ordinate their attacks to defeat the hordes. This is the first confirmed sighting of the Spider Mastermind.

341.M39: DOOM creatures raze a large area of forest on Biegel 9. The area is searched, but no clue about the DOOM creatures' purpose is revealed.

520.M39: Gryphonne IV, Forge World, invaded by the DOOM creatures, led by the Maledict. The battle was amazingly drawn-out, but the abominations were defeated by the Legio Gryphonicus.

008.M40: Nova Quistus, Agri-world, is attacked by the DOOM creatures. All humans on the planet were killed and their buildings burned, but crops were untouched save a single large circle (1 km radius) in the geometric middle of a corn field.

316.M40: the Ice World Sveta is invaded by the DOOM creatures. The northern half of the planet was completely leveled. The invaders' heat causes the planet's first floods in six centuries.

624.M40: DOOM creatures assault the Civilized World Tahnel. The invasion is only narrowly defeated by a combined force of the local PDF and the Angels of Fury chapter of Space Marines.

742.M40: DOOM creatures assault the Forge-world Phaeton. Little is razed by the monsters, but a considerable portion of the planet is transformed before the invasion is beaten back.

001.M41: Triplex Phall invaded by a massive force of DOOM creatures, spearheaded by one of the most famous formations of Hell Knights on record and accompanied by the Three Hunters. The Icon of Sin summoned on the planet, along with two of the three Hunters, was destroyed by the Legio Victorum.

109.M41: Hive World Orment invaded by the DOOM creatures; two of the planet's six hives are completely destroyed, but the DOOM creatures are halted when they attempted to level a third.



139.M41: Abaddon the Despoiler raids the Imperial station at Arx. DOOM creatures appear and combat the invaders, but are defeated.

146.M41: DOOM creatures again attack Voss Prime. They are again defeated, but are soon seen on Armageddon itself, fighting with Orks over a small stretch of land near Hades Hive. The DOOM creatures, including the Three Hunters and a Spider Mastermind, manage to purge all Orks in the area before retreating.

242.M41: A single colony on the Paradise World Rigel IV is attacked. Nothing is razed by the DOOM creatures and only one is killed by the same, although a considerable number are injured in the visitors' panic.

548.M41: Jouran V invaded, with roughly one-eighth of the world devastated. Attempts at defense either were crushed or found the monsters already gone.

550.M41: Ingiga, homeworld of the Angels of Fury, is attacked by the DOOM creatures. The aberrations manage to lay siege to the Space Marines' Fortress-Monastery; although the base was not penetrated, the Angels of Fury develop an intense hatred for the monstrosities. The Icon of Sin, the Spider Mastermind, and the "Master Cyberdemon" were all sighted on the planet.

659.M41: Parmenio invaded by the DOOM creatures. The Three Hunters appeared along with the Icon of Sin. The invasion was defeated by the Ultramarines' 10<sup>th</sup> Company in combination with the local PDF. It is believed that this was used as a testing ground for new monsters, as this was the first sighting of Vulgars, Wraiths, and Maggots.

660.M41: Talassar invaded by the DOOM creatures. They razed a single building before vanishing.

661.M41: A research outpost on Siber II is attack by the DOOM creatures. The facility's data banks were destroyed, and evidence suggests that the information was downloaded first, although whether this was done by the researchers or the attackers is unknown.

737.M41: DOOM creatures invade Ophelia VII from the underground catacombs. While the rather small force of abominations was defeated rather easily by the Sisters of Battle, all humans that had been in the dungeons at the time had been mutilated and killed; not one cell, however, had been broken into, and many had been impaled upon spikes or hung from chains that had not previously been present.

998.M41: The Mining World Rhanda is attacked by the DOOM creatures. By all reports, the attack originated in the deepest parts of the mine; the tunnel-fighting made combat difficult for the local PDF until they were supported by members of the Angels of Fury's 1<sup>st</sup> Company, who have by this point developed a personal hatred for the DOOM creatures. Fortunately for the defenders, the assault force was comprised entirely of smaller DOOM creatures such as Imps and Pinkies; however, when the mines were declared clear of enemies, all corpses, both DOOM creature and human, had disappeared.

007.M42: The DOOM creatures assault Sallust (Shrine World, Segmentum Obscurus), Buchwald (Cemetery World, Segmentum Pacificus), Gies (Civilised World, Segmentum Solar), and Juggertia (Forge World, Segmentum Pacificus). While the various planets were left in a variety of states not even congruent on their own surfaces (one home left standing while the city around it was razed), only Gies manages to remain in Imperial hands, and even then only because of an Angels of Fury battle-force passing close by on a turn trip to Ingiga.

010.M42: The presence of the DOOM creatures halts an attack by the Eldar against a human colony on a Maiden World; the Eldar are completely destroyed.

## THE TRUTH

Many ages ago, long before mankind had even realized that the Earth orbits the Sun, a war was fought for control over mankind's progress. This was not a war of the Old Ones, even though these had had a hand in the formation of the humans. The Power That Is in all His supposedly infinite wisdom, chose to create the Shamans to guide mankind. Thus, the call went out to all of His servants in their multitudes that they were to do everything in their power to guide mankind to one day be one with them. Some, however, disagreed. The ancient lord, Primogenitor of Armageddon, the Morning and Evening Star, led the rebellious elements against The Power That Is. The war was hard-fought; the forces loyal to The Power That Is, however, were frequently defeated, for they had not known combat for many millennia even before this, while the Master of Adversaries had trained his forces since the idea of the rebellion first entered his mind. In the end, it took The Power That Is's greatest general to even halt the rebel advance; thus did the Morning Star become the Fallen One, as he was cast out with all of his hordes into an uninhabited, torturous realm. The war, although taking place elsewhere, had disturbed the Warp enough to cause the degrading of the Shaman-guides, leading The Power That Is to inspire the remaining Shamans to create the man that would one day become the Emperor of Mankind.

The Fallen One, however, remained cast away, halted from all access to the mortal realm. While he was at first resentful of this, his hatred turned to mirth as he learned of the Shamans' plan and realized what its origin must be (for he still had followers among the humans who were able to report to him human events). Rather than remain to fight, he subsumed himself into the very fabric of his new realm, shaping that world according to his own plans. In joining himself to this reality, he had removed the blocks that had prevented his brethren from reaching the humans; the realm became known as "Hell" amongst the humans. In becoming one with Hell itself, he became master of all that was in Hell, including its denizens; his first creations were the Imps and the Lost Souls, which he used to keep watch over the events on Earth. He then took up all of his old titles again and gave each one to a different general. One became the Morning Star, he who would cause the problems that would usher in a new age and offer power to mortals in exchange for actions in the world; another became the Evening Star, he who would banish the dying embers of what must pass away and crush the world's mighty. To another general he gave the task of maintaining a plan for the End of All Things and its corresponding title, the Primogenitor of Armageddon. Also, one general received the title of the Fallen One, and it became his duty to combat The Power That Is, knowing the problems that would arise should such a force go unopposed. To his favorite general, however, he gave his favorite title of old: the Master of Adversaries. The Master of Adversaries' duty is to create a worthy opponent for every force in all of the universe, whether by supporting some burgeoning faction, causing machinery to malfunction frequently, or raising up armies from whatever is at hand to combat those who dominate unopposed. The only title which he kept for himself (for,

indeed, it was perfectly appropriate) was that of the Lord of Hell. He, and no other, is master of that which happens within the domain of Hell.

At some point in human history, sometime early in or long before the Dark Age of Technology, a scientist named Dr. Malcolm Betruger was contacted by the Morning Star and tempted by promise of becoming a mighty demon into summoning emissaries of Hell to a human technological and xenoarchaeological expedition center on Mars. Betruger would have succeeded in crushing humanity completely were it not for a champion of The Power That Is destroying the emissaries in an attempt to prevent Betruger from consuming mankind in Hell's power. Although Betruger's plan was foiled, Betruger was transformed into the gigantic demon now known as the Maledict. The Maledict attempted once more to consume mankind, but was halted by a champion supported this time by the Evening Star with help from the Master of Adversaries; the Maledict has now been shown its place and serves the five Generals of Hell willingly, although he is probably planning their betrayal.

The souls of humanity have always been used in the armies of Hell, but Dr. Betruger performed experiments which took this a step further. He began exposing live humans to Hell-energy, causing mutation and a form of possession to occur. Not only were these hybrids frequently physically altered by the experience, their presence became anathema to all those from realms other than Hell. Simply approaching a messenger of The Power That Is would drive it away, and even Warp-creatures are disturbed by the aura.

The creatures formed by Hell's energies have a natural (if the term actually applies) affinity for human technology, for this is the one area in which The Power That Is has no relevant influence and little other power at that. Therefore, Hell-spawned creatures frequently have mechanical parts, mechanical equipment, or even entire mechanical bodies.

The "nature" of Hell has spectacular results when combined with the reality of the material realm; many of those Hell-spawn that do not use mechanical parts channel tiny amounts of Hell's power into the material realm to attack with. This ranges from the Imps' small fireballs and the Lost Souls' glowing flights all the way to the Arch-Viles' massive flaming blasts.

(This section to be edited and possibly expanded upon in future versions of this Codex.)

## The Artifact

The Artifact, for it has no other name, was created by the Fallen One as an experimental weapon to be used against the forces of The Power That Is. It is a combination of human technology and the stuff of Hell itself capable of empowering its bearer in incredibly powerful ways. It was lost in an attack on Mars during humanity's Age of Strife, but all trace of it has since been lost. It is not even wholly certain that the Adeptus Mechanicus even still has possession of the Artifact. The Three Hunters were formed specifically to locate the Artifact; they spend much time in the material realm seeking for any trace of the item.

This has great effect on how the Hell-spawn fight in comparison to all others. Most, such as the Imperium, the Tau Empire, and Chaos' forces, fight to secure a location to hold and gather resources from; these monsters have no such need. Rather, they fight at the whims of their Generals and their various schemes. They only reason that a force of Hell-spawn would be sent into the material realm without the command of a General is if it is believed that the Artifact is there. Thus, in every case, the scions of Hell are invariably goal-oriented; they move in, do whatever they were sent for, and then leave. This frequently appears to outsiders as defeats, but, in most cases, it was actually a victory for the Hell-spawn, as the target was reached. For example, in the attack on Ingiga was because of the Artifact, and this attack was in fact a defeat, since the Angels of Fury's Fortress-Monastery could not be searched before the attack was halted. The defense of Arxx, on the other hand, was the work of the Master of Adversaries; watching that army, he had determined a single squad leader who would likely one day become a mighty Demon Prince and sent the force to kill him. Other attacks, usually less noteworthy, are to fulfill promises by the Morning Star or duties of the Evening Star. In any case, the end goal of almost all attacks by the Hell-spawn, especially in recent centuries, is the recovery of the Artifact. Since its creation, it has posed the single greatest threat of any device by any known measure. It is theoretically capable of imbuing a human being with the full power of Hell, and thus must absolutely be recovered before any material or Warp-based organization can discern its secrets. If the forces of Hell are able to recover it, however, the ruination of the material realm could overshadow even the ancient purges by the Necrons or the Enslavers.

There are a few chosen champions of The Power That Is that have knowledge of the device; its discovery and destruction has become their sole, all-encompassing goal, for they alone are aware of the destruction that the recreation of the Artifact could cause.

(This section to be edited prior to the Codex's next version.)

## The Armies of Hell

This section contains an overview of all of the units that the forces of Hell can bring to bear. Each entry begins with the unit's name, Force Organization Chart slot, and points value. This is followed by a fluff-based description of the unit's nature, discussing its habits and its appearance, which is divided into two paragraphs. The first paragraph follows the viewpoint of the Imperium, using the term "DOOM creature," whereas the second paragraph is from the viewpoint of Hell, using the term "Hell-spawn" and including much more detailed information about the monster's nature and role in the armies of Hell.

### NEW FORMAT

Most Warhammer 40,000 Codices use a system of giving every unit its basic statline with a series of "wargear" items giving them ranged attacks or special close-combat attacks or somesuch. This is done because it is simpler for most armies to have a number of common wargear items that apply across the Codex, for example, a number of different types of Space Marine squad can take the same list of heavy weapons. In this Codex, however, every unit is highly individualized; few units have even comparable wargear items if they even have what might be referred to as wargear in the first place! As such, the wargear section has been abolished from the Codex; instead, the unit's statline will include all of the necessary details. Rather than WS-BS-S-T-W-I-A-Ld-Sv, the entries will be listed as WS-S-T-I-A-W-Ld-Sv-BS-Shooting range (R)-Shooting strength (SS)-AP-Shooting Type. Shooting type will be abbreviated as follows: H for Heavy, A for Assault, RS for Rapid Fire, and P for Pistol. Any and all special rules that apply to the unit's shooting will be included in the unit's regular Special Rules section. Those models that lack any kind of shooting attack will have none listed and have a listed BS of 0.

## Common Special Rules

**Weapons of Nightmare:** whatever form these may take, they are invariably mighty close-combat weapons. Any model with Weapons of Nightmare ignore Armor saves in close-combat and receive a +1 bonus on their rolls to Wound and on the Vehicle Damage Chart. Monstrous Creatures that have this special rule also force successful Invulnerable Saves to be re-rolled.

**Invisibility:** some DOOM creatures can become nearly invisible by currently unknown means. This is not true and complete invisibility; rather, it is just that the Hell-spawn becomes translucent. This grants them the Stealth universal special rule and a 5+ Invulnerable save.

**When It's Dead, It's Dead:** the Arch-Vile can resurrect many of the DOOM monsters, but for whatever unknown reason, cannot resurrect the most powerful. DOOM creatures with this special rule may not be resurrected by an Arch-Vile.

**Dodge or Die!:** Many of the Hell-spawn's ranged attacks are slow-moving balls of fire that will hurt regardless of how resilient you are, but these can be dodged. Whenever a unit with this special rule shoots and hits, use the target's Initiative in place of Toughness on the To Wound chart.

**Hell-possession:** sometimes, rather than using a soul to create a humanoid soldier of Hell, a live human is exposed to Hell-energy, causing a number of extraordinary changes. Any model with this rule has +1 Toughness, +1 to any Initiative test it has to make for Flinchless, and Demons' stability checks and any enemy Psychic test within 6" of the model is made on 3D6 instead of 2D6.

**Hyperactive:** Some of the creatures in this Codex can move extremely quickly. Creatures with this special rule have the Move Through Cover and Fleet special rules and, when running, can roll an additional D6 and choose the highest result.

### Inhuman Troopers – Troops choice, 30 points

One of the major supports for the theory that the DOOM creatures are from Hell is the legions of human-like troops that tend to accompany every incursion. These typically wield weak rifles of ancient but effective design or, in the case of more skilled troopers (referred for convenience as ‘veterans’), comparable shotguns. They appear as though humans in military dress, but with an unnatural red tint in their eyes which, it has been theorized, reduces their ability to aim dramatically. These are the most commonly used examples of the DOOM monsters’ odd habit of flinching in close-combat, as they do so the most often out of the known creatures. They do not appear to be intelligent in any relevant way, but they are well aware of how to attack an enemy.

The truth of the Hell-spawn’s foot soldiers is that these are the souls of those hated folk turned away at the gates of Heaven and who refused to worship the gods of the Warp; some are more capable in combat than others, but all share a passionate hatred for those gods who had cast them out. Those who were military in life are frequently given shotguns and are typically better with their weapons than the lesser hateful spirits. However, they have no Hell-energy to use for enhancing their own strength or weapon power, for all of the power that they can summon is being used in their own sustenance. This matters little, however, when the weapons that they carry are channel aplenty for their hate.

	WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
Trooper	2	2	2	1	2	1	6	6+	2	24”	3	-	RF
Veteran	3	2	3	1	3	1	7	5+	3	24”	5	-	H 2

Unit Composition: 10 Troopers

Options:

- May take up to 20 more Troopers at 3 points each
- May upgrade any model to a Veteran for 3 points per model.
- The entire unit may upgrade to hybrids, gaining the Hell-possession special rule, for 2 points per Trooper and 5 points per Veteran. Note that this happens distinctly after the upgrade to a Veteran; therefore, a model may not take the hybrid upgrade and then become a Veteran.



### Chaingun Guy – Heavy Support choice, 25 points

In human history, many of the most brutal and hardened criminals have proclaimed allegiance to The Power That Is; these are always turned away at the gates of His domain. Some, by contrast, are bloodthirsty enough to gain the attentions of Khorne or a comparable Warp-entity of their time, but refuse that god's attempts to bring the soul into the god's fold. These are taken in readily by Hell, which offers them a chance at revenge against all those who harmed or hated them in life and beyond; they are equipped with rapidly firing chainguns and therefore called simply "Chaingun Guys." Those who turn down this offer are captured and sent to the Pain Elementals.

Since the experimentations of Dr. Betruger, however, the Chaingun Guys have taken on a new flavor. Humans are being exposed directly to Hell-energy, and their minds and bodies are warped by the exposure. Some have lost the ability to wield the standard chainguns because of their enlarged and frequently twisted bodies. Sometimes these mutations are strong enough that they do not require a chaingun in order to be effective; the most common of these, although by no means the only one, is a tentacle in place of an arm.

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
3	4	3	3	3	4	8	5+	4	24"	4	4	H 4
Alternate weapon profile:									12"	8	6	A 2

Unit Composition: 1 Chaingun Guy

Unit Type: Infantry

Options:

- May take up to 4 additional Chaingun Guys for 25 points each
- Any model in the unit may replace his shooting weapon with a tentacle for 5 points. The tentacle uses the alternate weapon profile and rolls 2D6 for armor penetration against vehicles.
- The unit may upgrade to hybrids, gaining the Hell-possession rule, for 15 points per model.

## Imps – Troops choice, 66 points

The foot soldiers of the more extraordinary side of the DOOM creatures, imps are humanoid creatures with dark brown skin and a variety of small, bony spikes around the body. Its eyes glow with an unholy red, and its fireballs are well-known for the damage that they can cause to the unwary. On rare occasion, a superior form of Imp has been encountered that is not plainly visible and dramatically stronger than the normal form. These have been dubbed ‘Nightmare Imps’, and can even take down Space Marines with relative ease.

The Imp was the very first creature created wholly out of Hell’s equivalent of matter. It was created to be a parody of the soldiers of The Power That Is, for both can exist in the material realm but must draw upon their own realm’s power to have any kind of combat. While an Imp is a mindless thing and hardly able to combat the forces of The Power That Is, Imps never travel alone; where The Power That Is might send a single messenger, the Master of Hell would send at least ten Imps. As a result, Imps are rather numerous in the armies of Hell, and used as basic troops. In more recent millennia, however, some of the Imps have been improved upon to be invisible and more powerful. These are rare and were created primarily as a test for the invisibility more well-known for use by the Specters, but occasionally, an entire force is made up of these.

	WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
Standard	3	4	3	2	3	2	7	-	4	36”	4	4	H 2
Nightmare	3	5	4	2	4	2	8	-	5	36”	5	4	H 2

Unit composition: 6 Imps

Wargear: Fireballs

Special Rules:

- Deep Strike
- Dodge or Die!

Options:

- May take up to 10 additional Imps for 11 points each
- The entire unit may upgrade to Nightmare Imps, granting them an improved statline (see above), Weapons of Nightmare, and the Invisibility special rule, for 30 points per model.

## Cacodemon – Heavy Support choice, 120 points

How Cacodemons are able to fly is a mystery not yet explained; they appear as though a roughly spherical mass of flesh with a single eye and an oversized mouth. Although their teeth are sharp and they bear many horns, these are small and do not seem to have any purpose; the Cacodemon's only regularly demonstrated combat ability appears to be a large fireball which, admittedly, is certainly sufficient.

The Cacodemon was the first creature that the Master of Hell created with military strategy in mind; it was the first creature to fill the role of providing heavy support in a Hell-spawn army, for at that point all human souls were given mere rifles. The generals had informed their master of this need, and he provided it in haste—he did not want to be shorthanded in any way. The Cacodemon's design was intended to produce terror, fear, and trepidation as well as to be so iconic as to never be forgotten by its victims' survivors. While even a single Cacodemon is potent, they are most dangerous when in teams because of the sheer volume of fire necessary to bring them down. Its horns and teeth are of little real value, even in close combat, but its gaping maw certainly does serve well.

WS	BS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
1	5	6	5	6	3	2	7	-	5	36"	9	1	H 2

Unit Composition: 1 Cacodemon

Unit Type: Jet Pack

Special Rules:

- Rending close-combat attacks

Options:

- May take up to 2 additional Cacodemons for 120 points each

### Pinky – Fast Attack choice, 15 points

“Pinkies,” as they have come to be known, are squat, pink humanoids with massive jaws who form the bulk of the DOOM creatures’ close-combat armies. Their large, squared-off jaws are easily capable of crushing men whole, and are rightly feared by any close-combat specialists in spite of their ridiculous appearances. Sometimes, a more powerful version with partial invisibility powers appears (if such a word may be used) in combat; these have been dubbed “Specters.” A particularly mighty version with cybernetic parts has been seen, but, oddly, these “Demons” have never been encountered in packs.

The first serious assault troops in the armies of Hell-spawn were originally termed “Jaws” because of their distinctive bodies, but it was the name “Pinky” that stuck. They are incredibly quick, and their massive jaws are capable of tearing large chunks out of most enemies. Most commonly, they appear in packs, putting enough bites in something that it will go down. Alternatively, they can become Specters, becoming invisible to close more easily with the enemy and gaining a bit of strength to boot; while also seen in packs, Specter packs are usually smaller than Pinky packs. Sometimes, however, a Pinky will be expanded and have its rear legs replaced with bionics—either other legs or wheels—and fight alone as a Demon. A Demon always fights alone because it is blinded in its creation process; it cannot see, and therefore simply charges towards the nearest enemy madly, although the massive strength that comes with the blindness is not to be taken lightly.

	WS	BS	S	T	W	I	A	Ld	Sv
Pinky	5	0	5	4	2	5	2	8	5+
Specter	6	0	6	5	2	5	2	9	5+
Demon	7	0	8	8	4	6	3	10	4+

Unit Composition: 1 Pinky

Unit Type: Beast

Special Rules:

- Weapons of Nightmare
- Hyperactive

Options:

- May take up to 10 additional Pinkies for 15 points each
- The unit may upgrade to Specters, gaining the Invisibility special rule and an improved statline (see above), for 15 points per model
- A single Pinky that is not part of a larger unit and has not been upgraded to a Specter may upgrade to a Demon for 100 points. This grants it an enhanced statline (see above) and the Rage and Furious Charge universal special rules.

## Lost Souls – Fast Attack choice, 30 points

Lost Souls resemble small skulls, lit up in flame; they float through the air and are famous for their screeching as they charge their chosen target. While a single Lost Soul is an easy target for even the lowest of Imperial Guardsmen, the monsters are never seen alone; typically, they are in flights of roughly ten, although flocks numbering beyond count have been seen. Frequently, Pain Elementals accompany Lost Souls into battle, summoning more of the unnerving apparitions.

A large portion of those souls taken in by Hell were loyal to The Power That Is or else were so treacherous as to have no allegiances at all save themselves; these are tormented by the Pain Elementals until their ethereal spirits are boiled down to small avatars of hate, a hate typically turned against The Power That Is for its betrayal of leaving the souls after their years of faithful service. These small spirits are appropriately known as “Lost Souls.” They take the form of skulls, slightly larger than a human’s, with horns on the sides that turn upwards. They constantly spew Hell-energy from their mouths, which flows out the sides and collects behind them, giving them their ability to float at great speeds.

WS	BS	S	T	W	I	A	Ld	Sv
1	0	4	2	1	5	1	6	-

Unit Composition: 3 Lost Souls

Unit Type: Jump Infantry

Special Rules:

- Hit and Run
- When It’s Dead, It’s Dead
- Mysterious Flames: Lost Souls are Jump Infantry. Furthermore, their unnatural light means that no spotting roll is necessary to shoot at Lost Souls under any conditions.
- Blazing Charge: Lost Souls only attack by throwing themselves at the enemy, which is a fearsome ability. On the turn that Lost Souls charge, they strike before all opponents and hit automatically.
- Independent: Lost souls care for the company of neither friend nor foe. They count as units of individual models.

Options:

- May take up to 20 additional Lost Souls for 10 points each.

## Pain Elemental – Elites choice, 170 points

Believed to be a modification of the Cacodemons, Pain Elementals were apparently designed to deal with the massed infantry that the Imperial Guard can bring to bear. Pain Elementals appear as though a Cacodemon dulled to brown, with no horns or teeth, but with tiny arms that appear to serve no purpose; rather than spitting the mighty fireballs of its compatriot, it launches the flaming skulls known as ‘Lost Souls’ as projectiles and even hatches additional Lost Souls when it dies. Although they frequently work alone, it does not take long for even one to be made safe by a cloud of its small compatriots; when many are working in unison, the sky can be covered with the Lost Souls. Thankfully, relatively little effort is needed to destroy it—once its escorts have been disposed of!

The Pain Elementals have the dubious honor of creating the Lost Souls. While they are usually treated with distaste in Hell, their importance gives them an unusual position of power there, and they are much-loved in battle. They can summon Lost Souls directly from Hell to battle, and can thereby create a veritable swarm of Lost Souls protecting it and its nearby allies from harm. This summoning has even been weaponized, as the Pain Elementals can eject the Lost Souls from their mouths at great speeds, causing immediate damage to whatever enemy is hit. As though this were not enough, whenever a Pain Elemental is destroyed, the surge of dispersed Hell-energy generates an additional summoning of Lost Souls to threaten the enemy.

WS	BS	S	T	W	I	A	Ld	Sv
1	4	2	4	3	3	2	10	-

Unit Composition: 1 Pain Elemental

Unit Type: Jet Infantry

Special Rules:

- When It’s Dead, It’s Dead
- Soul Harvester: This ability counts as a shooting weapon with range 24”. Create one Lost Soul in base contact with the Pain Elemental and have it assault the designated target; this may target a unit already in combat so long as at least one of the units assaulting the target is a unit of Lost Souls. If no target is in range, the Pain Elemental may generate D3 Lost Souls in base contact with it.
- Trapped Souls: when a Pain Elemental dies, place D3+1 Lost Souls in the location of its corpse; if this would put them within 1” of an enemy model, move them minimally away.

Options:

- May take up to 2 additional Pain Elementals for 170 points each.

Revenant – Elites choice, 130 points

The Revenant is unique among the DOOM creatures in that it has no readily discussed physiology. It is simply a skeleton with some slight flesh inside its ribcage and a technological armor piece covering its upper torso that supports two shoulder-mounted missile launchers. Its eyes glow green, and its close-combat strikes are comparable to its missiles in damaging lesser opponents. Although it frequently works alone in an area, packs of these monsters are devastating against any target.

Originally, the Revenant was simply a Hell-spawn army creature that had lost its outer flesh and had been re-equipped with technological replacements, but it proved so effective that they began to be produced from scratch. Revenants are intentional parodies of Ork culture: they love moving fast, making noise, and crushing anything that comes into reach; however, by recommendation of the Master of Adversaries, they can actually shoot well, as opposed to the Orks who normally are unaware of the concept of “aiming.” A fight between Orks and Revenants, then, is rather entertaining to watch, as the amount of noise made by all the yelling and screaming and hooping and hollering typically overpowers all the sounds of weapons clanging with great ease.

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
5	5	4	3	5	4	9	5+	5	36”	8	2	A1 Twin-Linked

Unit Composition: 1 Revenant

Unit Type: Infantry

Special Rules:

- Hyperactive
- Fun Like Orks: Revenants have the Preferred Enemy: Orks special rule. Also, when fighting in close-combat against Orks, both sides always count as Fearless, and both sides automatically Pile In—nobody wants to end such a fun scrap!

Options:

- May take up to 3 additional Revenants for 130 points each

## Mancubus – Heavy Support choice, 150 points

Clearly the largest of the DOOM creatures by size, the Mancubus is, along with the Cyberdemon, famed for its mechanical parts. It has, instead of hands, two large cannons that shoot balls of fire in a variety of ways; it has been known to actually hit enemies with these at close range, but this is an almost unheard-of phenomenon. The flame-cannons can be extremely dangerous at close range, but the Mancubus has an apparent lack of ability to shoot at a single target, which is only noticeable at long range.

The Mancubus is among the Master of Hell's favorite creations. Its main body is bloated and repugnant (some say with no fewer than three pairs of nipples, although no one has dared get close enough to confirm), with mechanical arms that shoot great gouts of fire. Mancubi excel at devastating hordes of enemies both in close and at range. Although they rarely do anything other than continue to shoot when an enemy gets close, some Mancubi have taken up pummeling enemies at close-range with a series of bashes from their cannon-arms. While this is not as capable of destroying well-armored enemies as their cannons' shots are, any foe depending upon weight of numbers would do well to fear such hits.

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
3	6	6	4	3	6	8	4+	6	36"	7	3	H3 Dual Shot

Unit Composition: 1 Mancubus

Unit Type: Monstrous Creature

Special Rules:

- Deep Strike
- Dual Shot: when firing at long range, the Mancubus tends to shoot in two different directions. When the Mancubus fires at 18" or less, then its shot is twin-linked. When the Mancubus fires its shooting attack at more than 18", the controlling player may nominate a second target to also be shot at with the same profile but at half the Mancubus' BS. (This secondary attack does not also activate the 'Dual Target' rule.) Multiple Mancubi in the same unit are not required to have their secondary targets be the same unit.
- Mechanical Beast: Any weapon with the 'Melta' special rule automatically wounds this unit.

Options:

- May take up to 2 additional Mancubi for 130 points each



## Hell Knight – Elites choice, 60 points

The Hell Knights are a common sight in the assaults of the DOOM creatures. Their plasma-hot fireballs and massive forms have formed the spearhead of many an assault against an Imperial bastion, and few survive an assault by these monstrosities. They appear as exceptionally tall and muscular humanoids with thick, goatlike legs and a head that is a cross between a human's and a goat's. It is currently believed by some that Hell Knights are somehow promoted to be Barons of Hell, although this idea is no more certain than anything else known about the DOOM creatures' hierarchy.

The Hell Knights are frequently used as the focal point of an army, for they are indeed some of the Master of Hell's mightier creations. They were designed to serve as shock troops, for they are just comparably powerful at range and in close-combat, and their hide is thick and strong enough to weather most enemy fire and reach every foe's hiding spot. The distinct green balls of Hell-energy that they throw as a ranged attack are frequently capable of tearing apart an enemy hideout before the Knights themselves charge in and crush the defenders beneath their hooves.

WS	BS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
5	5	5	5	2	2	2	8	4+	5	36"	6	4	H 1

Unit Composition: 1 Hell Knight

Unit Type: Monstrous Creature

Special Rules:

- Dodge or Die!

Options:

- May take up to 3 additional Hell Knights in the same unit for 60 points each.

## Baron of Hell – HQ choice, 90 points

Appearing as though a Hell Knight with a pink torso, Barons of Hell do not stand out much from their lesser brethren. However, when battle is joined in earnest, the differences become less foolish. Where Hell Knights are strong, Barons of Hell are truly mighty; they can even stand alongside Hell Knights and absorb punishment that would have killed the Knights. Barons of Hell are invariably at the forefront of Hell Knight charges, where their massive strength and toughness can be best brought to bear.

The Baron of Hell is not, as many believe, some promotion of a Hell Knight. Rather, the Barons were specifically designed to lead smaller forces in battle, although they are based in design upon the Hell Knights; however, in larger combat situations, they are relegated to leading smaller areas, or even just a single squad of Hell Knights. Although such was not their main purpose, the Barons serve just as well here as in a leadership capacity, for their physical might far surpasses their mental strength. The Barons have a great deal more ability to think freely than other Hell-spawn, but so far not one out of the hundreds of thousands (at least) created, not one has found ample cause to turn his troops against the main body of Hell.

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
6	6	5	3	2	3	10	3+	5	36"	7	4	H 2

Unit Composition: 1 Baron of Hell

Unit Type: Monstrous Creature

Special Rules:

- Independent Character
- Dodge or Die!
- Lord of Knights: when a Baron of Hell joins a unit of Hell Knights, the Hell Knights get +1 to their Armor save rolls (the Hell Knights' Armor saves are still ignored by AP4 weaponry).

## Arachnotron – Heavy Support choice, 180 points

Where some DOOM creatures have bionic enhancements, the Arachnotron is quite simply a brain on a four-legged mechanical mount; this is augmented by a type of plasma cannon which has devastating effects on anything that it hits. The Arachnotron is not a very good shot and its plasma weapon tends to be easy to dodge for individuals, but it is normally used in groups to take down large vehicles and squads, thus making the ability to dodge rather useless in most cases.

The Arachnotron was an experiment by the Master of Hell to create something that was more machine than biomass so that weapons designed to kill humans would have no effect; at least, so goes the story. It is equally likely that the Master of Hell just decided one day to create something as strange and out-of-the-blue as possible; in any case, the result is spectacular. The Arachnotron's chassis is the pinnacle of mechanical survivability, as its Hell-empowered mechanical body can take a beating and continue perfectly normal operation. Its Plasma Chain weapon is also a new design which, some believe, may soon be distributed to the human troops. The large brain at the center is yet another new design: a brain strong enough to draw Hell-energy enough to power the contraption it is mounted on and tough enough to withstand most attacks.

WS	S	FA	SA	RA	I	A	BS	R	SS	AP	Type
0	4	13	12	11	4	0	6	36"	7	3	H 4

Unit Composition: 1 Arachnotron

Unit Type: Walker

Special Rules:

- Dodge or Die!
- Four-Legged: the Arachnotron is perfectly capable of operating with only 3 or 2 legs, dragging itself around surprisingly quickly. It has 2 extra "wounds" that it can use to ignore either 'Weapon Destroyed' or 'Immobilized' results.

Options:

- May take up to 4 additional Arachnotrons for 180 points each.

## Cyberdemon – HQ choice, 850 points

The Cyberdemon is a monstrous amalgamation of flesh and machine, capable of facing down even Titans in its unparalleled might. Although larger and stronger beasts have been seen, even among the DOOM creatures, this is the only one to have made notable repeat appearances. Its form is comparable to that of an enlarged Hell Knight with a variety of bionic parts added, most famously the gigantic missile launcher replacing one of its arms. Its size alone makes it difficult to topple the beast, but the bionics give it unnatural toughness even for so massive a creature.

Arguably the most powerful of the Master of Hell's creations, the Cyberdemon is a famed combination of Hell-energy and human machinery. It was first developed when its predecessor's arm, leg, and eye were destroyed in combat with a champion of The Power That Is; its arm was replaced with the now-famous Triple Missile Cannon, its new eye granted it incredible targeting ability, and its new leg was even more durable than that which it replaced. The modern Cyberdemon typically has at least one bionic arm, and at least one bionic addition besides. They were made to be and serve as the great commanders of the Hell-spawn in battle, and they excel at leading from the front. It is entirely normal for these towering creatures to march in front of all those under their command, soaking up enemy fire before the enemy can turn its guns on the more vulnerable elements of the army. Indeed, enemies who know the terror of Hell will often turn and flee at the mere sight of so mighty an abomination!

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
5	8	7	8	2	5	10	-	7	72"	8	2	Heavy 3 Blast

Unit Composition: 1 Cyberdemon

Unit Type: Monstrous Creature

Special Rules:

- Weapons of Nightmare
- When It's Dead, It's Dead
- Mechanical Beast: Any weapon with the 'Melta' special rule automatically wounds this unit.

## Arch-Vile – HQ choice; 500 points

The Arch-Vile is a lithe creature that runs around battlefields supporting its brethren. It appears as a gaunt, tall, hairless, pale humanoid with no flesh around its lower torso area, allowing an exaggerated human bone structure to be seen. Its fingers are startlingly long and its oversized brain is partially exposed. Its very presence can keep the DOOM creatures alive so well as to be able to turn a small skirmish into an unwinnable combat; Emperor help you should you find two of the abominations keeping each other alive. Although its position is normally to keep the DOOM creatures alive, more have been known to appear close to it from some kind of red lightning that appears.

Unlike most other Hell-spawn, which are formations forged from Hell that take on fleshly forms, the Arch-Vile is a living font of Hell-energy, allowing it to re-knit the forms of other Hell-spawn, even the human hybrids created by Dr. Betruger's experiments and mechanical creatures such as the Arachnotron. This vast amount of Hell-energy can also be channeled and projected in much the same way as the fireball attack commonly in use by Hell-spawn, but is dramatically more powerful. Additionally, it can push its force outward, weakening the barrier separating Hell from the material world, allowing more Hell-spawn to join the battle with ease.

WS	BS	S	T	W	I	A	Ld	Sv
1	3	2	2	6	2	1	10	4+

### Special Rules:

- Independent Character
- Eternal Warrior
- Psyker (maximum 1 cast per player turn)
- Hellish force: whenever the Arch-Vile suffers a Perils of the Warp result, it gains 1 Wound up to the number on its initial profile rather than suffering one.

### Arch-Vile Psychic powers:

- **Resurrection:** The Arch-Vile's most famous ability is its power to restore fallen allies. This power may be cast at the beginning of any player turn. Any DOOM creature model within 6" of the Arch-Vile which loses its last wound is restored to its full Wound capacity (after the last Wound is lost); this can happen up to four times per cast of the power. (There is no choice concerning which models are resurrected; it is always the first four models to die. However, if more than four die simultaneously, it is the choice of the player controlling the Arch-Vile as to which are resurrected.) The power ends at the end of the player turn during which it was cast. This power never affects the model that cast it. If this power affects another Arch-Vile, then the affected Arch-Vile is only resurrected to have one Wound.
- **Pillar of Fire:** The Arch-Vile's less famous but comparably powerful ability is its power to conjure massive pillars of fire which cause massive damage to any enemy hit by it. This spell may be cast at any time during the controlling player's turn. Target any model within 24" and Line of Sight of the Arch-Vile; if the model would receive a cover save, then it may not be targeted. Models in close-combat may be targeted so long as the aforementioned still permits. The model takes a S10 AP1 hit. Place a small blast template over the hit model; all models hit beside the initial model (including models allied to the Arch-Vile) take a S5 AP- hit.
- **Psychic Beacon:** The Arch-Vile's least-known ability is that it can act as a beacon for friendly units. This power may be cast at the beginning of any turn; any unit from this Codex attempting to Deep Strike within 24" of the Arch-Vile while this power is active does not scatter. (This power does affect enemy models as well as friendly ones.) Additionally, all models that enter play using this power's benefit may shoot and assault on the turn that they arrive.

## Reanimated Corpses – Troops choice, 10 points

As the DOOM creatures assault a planet, the strange energies that drift in their wake frequently reanimate human corpses. These living cadavers are slow and shambling, but somehow strengthened by the energies. They have a habit of slowly staggering towards the DOOM creatures' main lines; on occasion, the zombies will actually catch up with the attack force and fight alongside them. What is most peculiar about these reanimated corpses is their strange resilience to fire; although weaponized fire does destroy them, they sometimes catch of fire, which makes them potentially dangerous for a foe wishing to assault them closely.

Precisely what makes these corpses reanimate is not even determinate by the denizens of Hell. All that is sure is that they get up and start moving some time after being killed by an attack featuring Hell-energy. They simply stride forward, mindlessly following an unheard command to attack and to defend the Hell-spawn at all costs.

WS	BS	S	T	W	I	A	Ld	Sv
1	0	3	3	1	1	1	5	-

Unit Composition: 5 Reanimated Corpses

Wargear: none

Special Rules:

- Slow and Purposeful
- Rage
- Devotees: whenever a unit of Reanimated Corpses is within 12" of a friendly unit in this codex, it becomes Fearless.

Options:

- May take up to 45 additional Reanimated Corpses for 2 points each.
- For every 5 Reanimated Corpses in a unit, one may pick up a chainsaw (or similar) to wield for 5 points. This counts as a Power Weapon. A Reanimated Corpse wielding a chainsaw may not also become bloated, but these do not overlap in requirements (that is, a unit of 5 Reanimated Corpses can take both a bloated Corpse and a Chainsaw).
- For every 5 Reanimated Corpses in a unit, one may become bloated, doubling its Strength and Toughness for 2 points. A bloated Reanimated Corpse may not also take a chainsaw, but these do not overlap in requirements (that is, a unit of 5 Reanimated Corpses can take both a bloated Corpse and a Chainsaw).

## Sabaoth – Heavy Support choice, 450 points

It is believed that Sabaoth was once a human man, possibly a tank commander. However, he has been twisted into the form of a monstrous vehicle, with treads and weapons directly fused to his still-humanoid body. The DOOM creatures make good use of him as mobile artillery support, and he is well-capable

The creation of Sabaoth was the pinnacle of the experiments of Dr. Betruger. It was created from the combination of one Sergeant Thomas Kelly, an experimental weapon call the ‘BFG’, and a one-man tank popular at the time. When Dr. Betruger merged Sgt. Kelly with the mechanical parts using Hell-energy, Sgt. Kelly was driven completely insane, as opposed to the violent obsessions of the other hybridized humans. This insanity prevented the experiment from being a success great enough as to be worthy of reproduction, but Sabaoth still finds much use in the armies of Hell.

FA	SA	RA	BS	R	SS	AP	Type
13	12	11	4	24”	8	2	H 1 Large Blast
Alternate weapon:				6”	6	1	H 4

Vehicle Type: Fast, Tank

### Special Rules:

- **Special Character:** Sabaoth is a special character and only one may be in any army.
- **A Man’s Mind:** Sabaoth is not a typical tank, but rather a human transformed into a tank. Sabaoth may never fire more than one weapon in a turn, but may always fire one weapon so long as he has a weapon to fire. In addition, he has the Hell-possession special rule and always ignores Crew Shaken and Crew Stunned results.
- **Tank Commander:** Sergeant Kelly still has his com-link and in spite of his insanity can use it to issue conflicting commands to enemy vehicles. Whenever any enemy vehicle attempts to perform any action, it must pass a Leadership check at Ld8; if the vehicle is a transport, then it may use the Leadership and Leadership-related special rules of any models inside the transport. If the check is failed, then the vehicle does nothing instead of whatever action was being attempted, but if the tank had been attempting a move, then the player controlling Sabaoth may move the vehicle instead. (Note that embarking and disembarking count as an action by the unit inside the transport rather than by the transport itself.)



## Trite Swarm – Fast Attack choice, 100 points

Trites are small creatures that appear exactly like oversized spiders—save that their main body is upside-down! They are hardly worth noticing individually, but then, they have never been observed individually. Trites attack from the shadows and are somehow capable of fitting through any crevice or any crack to attack their target.

The Trite was developed as a stealth attacker, designed to infiltrate structures and eliminate resistance within; as often as not, the defenders enter such a state of panic at the sight of the Trites that any resistance that they could have enforced is nullified. Most terrifying for anyone knowing of the presence of Trites is the spiders' ability to enter even the most tightly sealed of chambers; not even the famed Land Raider is safe from their predations. Frequently, the spiders don't even need to attack those inside a transport to frighten them into fleeing, for a Trite appears as though a spider with an inverted human head at its fore; such horrors are more than enough to scare the vast majority of the Trite's victims.

WS	BS	S	T	W	I	A	Ld	Sv
3	0	2	2	10	4	10*	6	-

Unit Composition: 1 Trite Swarm

Unit Type: Beasts

Special Rules:

- Swarm
- Infiltrate
- When It's Dead, It's Dead
- Swarm of Individuals: a Trite Swarm's number of Attacks will always be equal to the number of Wounds remaining on its profile. Also, any attack that would cause the Trite Swarm Instant Death instead causes double wounds.
- Secret Entry: a Trite Swarm may assault a unit inside a transport if the Trite Swarm starts its Assault move within 4" of the transport. The Trite Swarm's attacks automatically hit, but are otherwise resolved normally; the defenders may strike back normally. If a unit involved in this combat must Fall Back, it counts as an Emergency Disembarkation.

Options:

- May take up to 2 additional Trite Swarms for 100 points each

## Vulgar – Troops choice, 90 points

The Vulgar is a relatively recent addition to the DOOM creatures' armies. It is believed to be an alteration of the Imp, although the changes have indeed been dramatic. While actually less powerful than the Imp in each attack, it attacks with so much additional quantity of shots that this weakness quickly becomes irrelevant, especially in light of its enhanced survivability. Where the Imp appears to be very similar to a man, the Vulgar appears much more comparable to an insect: it travels on all fours, has additional insectoid appendages on its underbelly, and its face is an amalgamation of a human skull with glowing red eyes and insectoid mouthparts such as a proboscis and mandibles. While it does travel on all fours at a distance, it always rears up and leaps to attack in close-combat, where it truly outshines the Imp; although its attacks are weaker, it is far more likely than the Imp to strike a blow with them and it should never be discounted.

The Vulgar was created as a midpoint between the Imp and the Hell Knight, mostly to test for the usefulness of such a creature. Their most curious trait is being so top-heavy as to need to travel on all fours at most times; only when they enter close-combat do they actually rear up to attack. Its success has been limited, although it is good enough that it may one day phase out the old Imp Hell-spawn.

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
5	5	4	3	5	3	8	5+	2	36"	4	5	A 1

Unit Composition: 3 Vulgars

Unit Type: Beasts

Special Rules:

- Furious Charge
- Dodge or Die!
- Weapons of Nightmare
- Hyperactive

Options:

- may take up to 13 additional Vulgars for 30 points each

Maggot – Fast Attack choice, 20 points

The Maggot is a crude combobulation of wholly disparate parts; a typical Maggot has 5 appendages, two feet, one hand, one pincer-style claw, and one stump, two human-like heads, each with a dangerously long, black tongue, and a variety of tumor-like and/or spiny growths on its back. It typically moves on ‘all fives’, but typically rears up on its hind legs to attack in close-combat. Its speed and size allow it to infiltrate well-guarded facilities by such means as ventilation shafts and unguarded ammo ports. While it is occasionally spotted individually, it is only noteworthy in larger groups.

The Maggot looks as though something made of scraps and leftover parts, and indeed it is. Originally, the Maggot was just a collection of random parts left on the battlefield, forged into a small creature by Hell’s energy, and thrown mindlessly into the fray. Astonishingly, it survived; its nature as an amalgam of various parts already held together by Hell-energy prevented it from dying at the hands of the enemy, and its speed allowed it to make a good account of itself! Amused by the turn of events, the Master of Hell began to produce more of these as enemies of various sorts were killed, even storing their remains for future combinations. Their black tongues were devised by the Master of Adversaries, for they needed some way to threaten the enemy while crawling on all of their appendages.

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
4	2	3	2	5	4	7	5+	2	12”	6	5	A 2

Unit Composition: 1 Maggot

Special Rules:

- Scout
- Hyperactive
- Amalgamation: the Maggot is a combination of disparate parts kept alive only by the power of Hell. Whenever a Maggot takes a wound, it takes a Psychic test; if the test is passed, then the wound is ignored. If the wound was caused by a weapon that causes Instant Death to the Maggot, then passing the Psychic test only reduces the effects to be one Wound lost rather than Instant Death.

Options:

- May take up to 14 additional Maggots for 20 points each

## Wraiths – Elites choice, 30 points

To add to the strangeness of the DOOM creatures, the one creature that has wings is one that does not fly. The Wraith appears to be a cross between a bat and a human; hunched and with black eyes nearly unseen, it teleports towards its target and uses the claws on its wings to attack. As with most of the mid-size DOOM creatures, it is possible for one or two Guardsmen to take one Wraith down with ease, but many wraiths become a problem very quickly.

Teleportation had always been an ability of the Hell-spawn, but never before the Wraith had it been explored so thoroughly. As Eldar Warp Spiders and Space Marine Terminators use the Warp to teleport and the Necrons use yet another dimension to teleport, the Wraiths use Hell itself to teleport. Enemies attempting to get a bead on it are frustrated easily as it slips easily in and out of sight until it can strike at the foe directly. No one is quite sure why the Master of Hell chose to give Wraiths wings for arms, but in light of others such as the Mancubus and the Arch-Vile, this was hardly the strangest of his aesthetic choices. The Wraith's dark skin adds to its mystique, frightening defenders as all that can be seen of the creature is its rippling outline, even in bright daylight.

WS	BS	S	T	W	I	A	Ld	Sv
5	0	3	3	2	6	3	7	-

Unit Composition: 1 Wraith

Unit Type: Jet Pack

Special Rules:

- Furious Charge
- Teleporter: the Wraith does most of its movement by teleportation. It counts as wearing a Jet Pack and ignores all Difficult and Dangerous Terrain.
- Dark Skin: if a Night Fight roll is made which successfully spots a Wraith, that roll must immediately be re-rolled.

Options:

- May take up to 12 additional Wraiths for 30 points each

Vagary – HQ choice, 300 points

The Vagary is believed to be the originator of all of the Trite-spiders. Its repeated appearances even after its death suggests that there are actually many Vagaries, but given the DOOM creatures' penchant for returning the dead to life, this may not be the case. Whether one or many, it always appears as a gigantic spider with a human female torso attached where a spider's eyes would be. It can even spawn Trites during combat, making it exceptionally dangerous when working with those swarms. Without them, however, the Vagary is hardly defenseless; its claws are plenty powerful, and its telekinetic attacks have been the bane of many a squad attempting to hide in ruins.

The Vagary was actually created after the Trites and was indeed designed to lead them in battle and spawn them. Where most Hell-spawn channel Hell-energy to attack with, the Vagary uses it to restore herself and support her "children"; she has been compared to a specialized Arch-Vile. Without Trites, however, she is still a formidable opponent, as she has developed the ability to attack telekinetically using whatever debris happens to be at hand. Even without these (a rare situation indeed), she is fast enough that even if her blows do not hurt much, she can strike enough times that whatever enemy is at hand will feel great pain.

WS	BS	S	T	W	I	A	Ld	Sv
6	4	5	4	4	7	4	10	5+

Unit Composition: 1 Vagary

Unit Type: Beast

Special Rules:

- Special Character
- Weapons of Nightmare
- Swarm Queen: if the Vagary is taken, Trite Swarms may be taken as Troops choices.
- Telekinetic: during the Shooting phase, choose any unit in area terrain within 36". Every model in the unit (even if out of the area terrain) takes an immediate S6 hit (Armor and Invulnerable saves allowed, but no Cover saves). This counts as a shooting attack with the Dodge or Die! special rule.
- Regeneration: The Vagary generates tissue at a rapid rate, and can direct this to either spawning additional Trites or to her own health. At the beginning of every Movement phase, choose either the Vagary or the Trite Swarms within 6" of her as the target of this ability. For every Wound lost by the target, roll a D6; the Wound is recovered on a 4+. However, for every model after the first to receive this ability, the roll receives a -1 penalty (a 6 will always succeed).

Options:

- May take a retinue of up to 7 Trite swarms at 100 points each.

## Maledict – Apocalypse datasheet, 1000 points

No biological flyer bar perhaps the Tyranid Bio-Ships is so massive as this beast. Its gaping maw is fully capable of swallowing entire squads whole. Very few weapons have been designed which can even harm it relevantly, and it has never yet been defeated by any measure save forcing it to retreat.

The Maledict is one of the very few human souls that does not fight as a human. Instead, Dr. Malcolm Betruger's inherently evil soul has been warped to become a massive flying beast, with a mockery of Betruger's head on the tip of its tongue. It once tried to act on its own against the interests of the Master of Hell, but was overcome. The Maledict now serves the Master's generals quite willingly despite planning to overthrow them, not realizing that Hell itself stands on their side. Interestingly, the Maledict is the only Hell-spawn that feels a strong enough sense of self-preservation to flee the battlefield regularly.

So powerful and so large is the Maledict that it is not even represented by a model on the battlefield. Instead, a set of effects is used as it flies overhead.

### MALEDICT EFFECTS:

- **Blot Out the Sun:** Flying high in the air only increases the effect of the Maledict's massive shadow. Night Fight is in effect for all units attempting to shoot at Hell-spawn; however, because it is not completely dark, Night Fight spotting rolls caused by this effect may be re-rolled.
- **Unholy Terror:** Hell-spawn are frightening enough under normal conditions; in the presence of the Maledict, these creatures are things of embodied nightmare. All Hell-spawn are made Fearless by the presence of the Maledict, and all enemy units must pass a Morale test in order to assault or move within 6" of a unit of Hell-spawn.
- **Burning Bombardment:** At the end of each player turn, place an Apocalyptic Barrage template in the center of the board and roll 6D6 for scatter. All models under the template take an immediate S10 AP1 hit as though from a Barrage weapon. If a 'hit' is rolled on the scatter die, then the player controlling the Maledict may place the template anywhere he (or she) chooses without scatter.

### DEFEATING THE MALEDICT:

Although it is difficult, the Maledict may indeed be harmed and at least driven away. Any unit firing a S10 or D strength shot that is not Barrage type may fire at the Maledict. Any such shot automatically hits. Because of the incredible resilience of the Maledict, a S10 weapon must roll 12 on 2D6 in order to hurt the Maledict and a D strength weapon must roll at least 10 on 2D6. After all of this, the Maledict counts as having 10 Wounds. However, it has never been killed, and you probably will not. After the Maledict has taken a Wound, it takes a Leadership test at Ld10. However, after the first Wound, each one reduces the Leadership value at which the Maledict takes this test. (For example, after 3 Wounds, this test is taken at Ld8.) If this test is ever failed, then the Maledict leaves and all effects that it has on the battlefield end immediately.

## The Three Hunters – Apocalypse Datasheet, 1500 points

The DOOM creatures known as the Three Hunters's purpose is unknown. They are apparently always seeking something, for they can always be found searching through ruins after battles wherein they appear. What they are looking for has not yet been determined, especially as the Hunters' appearances have no discernible pattern to them. One or two of them have been destroyed a few times, but never all three; it is believed by some that if all three are destroyed, then they may not be able to recover. The first Hunter, known as the 'Helltime Hunter', appears as though a Hell Knight with fire where its legs should be and is capable of moving at extreme speeds. The second Hunter, the 'Berserk Hunter', is shaped like a Hell Knight with a slothlike head, claws hidden in its knuckles, and regular humanoid legs (as opposed to the Hell Knight's goat-like legs). The third Hunter, the one that has never been killed, is known as the 'Invulnerability Hunter'. (Please do not be confused; the Invulnerability hunter is indeed the third Hunter, although is listed first due to space issues. These issues will be corrected later by the inclusion of images in the Codex.)

### The Third Hunter: Invulnerable

WS	BS	S	T	W	I	A	Ld	Sv
0	6	5	5	4	4	0	10	5+/2++

Wargear: Unnatural Skin, Shockwave, Hellfield, Energy Blasts

- Shockwave: Template SD AP1 Assault 3
- Energy Blasts: 36" S10 AP2 Heavy 3
- Hellfield: grants a 2+ Invulnerable save.

Unit Type: Monstrous Creature

Special Rules:

- Eternal Warrior
- Stand and Shoot
- Flinchless D
- Deployment: the Invulnerable Hunter must be placed in Reserve at the beginning of the game and arrives per normal Reserves rules from any board edge in the fourth turn.
- Truly Invincible: the Invulnerable Hunter may re-roll its Invulnerable save. Furthermore, if any power, ability, or wargear is used against the Invulnerable Hunter which would ignore its Invulnerable save, the Invulnerable save is not ignored but, instead, may not be re-rolled.

## The First Hunter: Helltime

WS	BS	S	T	W	I	A	Ld	Sv
8	6	5	5	4	4	4	10	5+

Wargear: Unnatural Skin, Weapons of Nightmare, Fireball

Unit Type: Monstrous Creature

### Special Rules:

- Furious Charge
- Eternal Warrior
- When It's Dead, It's Dead
- Deployment: the Helltime Hunter must be deployed during initial deployment.
- Helltime: The Helltime Hunter's most powerful ability is to accelerate its own speed to astonishing levels. This power may be used once per game turn during any phase; for effects, consult the below chart.
  - Hunter's Movement phase: the Helltime Hunter may move up to 24", disregarding any and all non-impassable terrain and enemy units; it must still follow the normal rules for completing its move (that is, final placement of the model).
  - Hunter's Shooting phase: The Helltime Hunter unleashes a flurry of fireballs. It may shoot 3 times during this phase and may select a different target for one of the three volleys. Alternatively, the Helltime Hunter may run 4D6".
  - Hunter's Assault phase: the Helltime Hunter may assault up to 12", counts as having Frag Grenades, and doubles his Attacks and Initiative.
  - Opponent's Movement Phase: the Helltime Hunter may move up to 12" at any time during this phase; this move may take the Helltime Hunter out of combat. Otherwise, the Helltime Hunter moves according to the normal rules for Jump Infantry.
  - Opponent's Shooting phase: the Helltime Hunter counts as having a 2+ Invulnerable save during that phase. Any ability which would normally ignore Invulnerable saves instead reduces it to a 4+.
  - Opponent's Assault phase: the Helltime Hunter counts as having Defensive Grenades and the Counter-Assault special rule. Also, his Attacks and Initiative are doubled.



### The Second Hunter: Berserk

WS	BS	S	T	W	I	A	Ld	Sv
8	6	10	5	4	4	4	10	(4+)

Unit Type: Monstrous Creature

#### Special Rules:

- Feel No Pain
- Hyperactive
- Eternal Warrior
- When It's Dead, It's Dead
- Deployment: the Second Hunter must be held in Reserve; it arrives, without a die roll, on the second turn, from any board edge, chosen by the controlling player.
- The Hunt is On: the Berserk Hunter does not need to roll for Running or Difficult Terrain; it always counts as having rolled a 6. In addition, it ignores Dangerous Terrain.
- Berserk!: Whenever the Berserk Hunter loses a Wound in close-combat, roll a D3 and consult the following table:
  - 1: the Berserk Hunter loses the Wound as usual.
  - 2: the Berserk Hunter loses the Wound and enters a frenzied state. The Berserk Hunter gains the Rage universal special rule, T10, and A10.
  - 3: the Berserk Hunter loses the Wound and enters a frenzied state as previously described. However, it also immediately regains D3 Wounds (even if this was its last Wound), up to its normal maximum.
- No Escape: The Berserk Hunter's close-combat attacks ignore all saves, and the Berserk Hunter counts as having frag grenades.

## Spider Mastermind – Apocalypse Datasheet, 1000 points

On rare occasion, a larger version of the Arachnotron is seen in battle. It towers over its compatriots such that the massive chaingun mounted, despite being mounted rather low on its chassis, can shoot over the heads of almost anything. Fortunately, it is a very rarely seen machine that is easily targeted by anything one wishes to shoot at it.

As other races create Super-Heavy tanks, the Hell-spawn depend largely upon large numbers of effective forces to carry the day. Occasionally, however, need is seen for a truly massive weapon to crush the enemies of Hell with; with the Arachnotron design already in full swing, the Spider Mastermind was the obvious choice. And what a choice! Not once has a Spider Mastermind been felled! Not once has The Power That Is dared to send any attack its way! Its very presence can drive away enemies accustomed to standing fast before any enemy! Know the Spider, fear the Spider!

WS	BS	S	FA	SA	RA	I	A	SP	BS	R	SS	AP	Type
0	10	10	14	14	14	7	0	3	10	60"	6	0	H 20

Unit type: Super-Heavy Walker

### Special Rules:

- When It's Dead, It's Dead
- Mightier Than Thou: the Spider Mastermind ignores all results on the Vehicle Damage table except those that remove Structure Points.
- Truly Massive: The Spider Mastermind may be shot at even in close-combat, and uses its shooting attack in close-combat. It treats all Difficult and Dangerous Terrain as Impassable. No Cover saves may be taken against its attacks unless the target is in area terrain. It may shoot over its allies.

## Icon of Sin – Apocalypse datasheet, 2000 points

The Icon of Sin is a direct gateway to the realm of the DOOM creatures' origin. It has the ability to summon additional DOOM creatures to its aid; an ability which is, to say the least, terrifying. The Icon of Sin appears as a tower with the image of a goat's skull on one face. It fires small cubes with a human skull on each face; when one of these hits, a random DOOM creature is spawned, and it is not known whether these are random or are chosen by some means. It is debated amongst Imperial scholars whether the DOOM creatures arrive on a planet by some means and summon the Icon of Sin, or whether the Icon of Sin appears on a planet and summons the DOOM creatures to battle. In either case, the effect is the same: the one way to stop the DOOM creatures is to destroy the Icon of Sin.

It is true that the Icon of Sin is a direct portal to Hell, but its true purpose has never been guessed at. The Icon of Sin's primary purpose is to prevent any other gods, either those of the Warp or The Power That Is) from interfering; introducing a massive amount of Hell-energy is simply the most efficient way to do this. Normally, the Icon of Sin is summoned when a large portion of a planet is to be searched for the Artifact, as its influence helps the search continue while any enemy forces are dealt with.

Type: Static Super-Heavy

BS	FA	SA	RA
6	14	14	14

Structure Points: 3

Weapons and equipment: none

### Icon of Sin special rules:

- **When It's Dead, It's Dead**
- **Deployment:** the Icon of Sin is placed anywhere within the DOOM creatures' player's Deployment Zone. It then scatters per the Deep Strike rules, including mishaps; however, if terrain would cause damage to the Icon of Sin because of its scatter, then the terrain is instead destroyed. Also, if a 'delay' is rolled on the Deep Strike Mishap table, the controlling player may deploy the Icon of Sin wherever on the board he (or she) wishes.
- **Invulnerable:** the Icon of Sin borders on impenetrable, and only the ports that fire Summoning Cubes ever even appear to take damage. To represent this, the Icon of Sin counts as having 3 Void Shields.
- **Summoning Cubes:** this ability counts as a ranged attack. The Icon of Sin fires one Summoning Cube for each remaining Structure Point on its profile at separate target locations; roll for scatter and allow the usual modification. Roll a D6 to determine the type of DOOM creature summoned per the table below. Note that, unless otherwise noted, the monsters spawn with no upgrades. The monsters enter the battlefield per the Deep Strike rules, but are not subject to further scatter.
  - 1: 2D6 Inhuman Troopers or D6 Inhuman Veterans or 1 Chaingun Guy
  - 2: D3 Maggots or D3 Wraiths
  - 3: D6 Pinkies or D3 Specters or 1 Demon
  - 4: D6 Imps or D3 Nightmare Imps
  - 5: D3 Revenants or D3 Hell Knights
  - 6: 1 Mancubus or 1 Arachnotron
- **Herald of Destruction:** all DOOM creatures attempting to Deep Strike within 24" of the Icon of Sin do not scatter, but all enemy models attempting to Deep Strike in this area scatter 3D6" (note that because of the phrasing of the rule, Blood Angels using the Descent of Angels rule scatter 2D6"). In addition, all DOOM creatures within 24" of the Icon of Sin gain Feel No Pain and have their ranged weapons count as twin-linked.
- **Hellish Energies:** whenever an enemy model is killed or destroyed within 24" of the Icon of Sin, roll a D6. If the roll is 3 or less, the model dies according to its normal rules. On a 4+, the corpse generates a Lost Soul; if it was a vehicle, then use D3 Lost Souls.
- **Static Building:** The Icon of Sin cannot move and ignores 'Crew Shaken' and 'Crew/Driver Stunned' results. 'Drive Damaged' results count as 'Weapon Destroyed'. 'Weapon Destroyed' results reduce the number of Summoning Cubes that the Icon of Sin can fire during its next shooting phase by 1, with a minimum of 0. Additional 'Weapon Destroyed' results do not carry over to additional turns.

# DOOM ARMY SUMMARY

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Herein lies a summary of all of the units and datasheets that Codex: DOOM has to offer. This area to be filled with a description of what that entails at a future date.

## HQ:

Cyberdemon: 850 points

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
3	8	7	8	2	6	10	-	7	72"	8	2	Heavy 3 Blast

Unit Composition: 1 Cyberdemon

Unit Type: Monstrous Creature

Special Rules: When It's Dead, It's Dead, Mechanical Beast

Arch-Vile: 300 points

WS	S	T	W	I	A	Ld	Sv	BS
0	2	2	6	2	0	10	-	0

Unit Composition: 1 Arch-Vile

Unit Type: Infantry

Wargear: none

Special Rules: Independent Character, Eternal Warrior, Psyker, Hellish Force

Psychic powers: Resurrection, Pillar of Fire, Psychic Beacon

Baron of Hell: 90 points

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
6	6	5	3	2	3	10	3+	5	36"	7	4	H 2

Unit Composition: 1 Baron of Hell

Unit Type: Monstrous Creature

Special Rules: Independent Character, Dodge or Die!, Lord of Knights

Vagary: 300 points

WS	S	T	W	I	A	Ld	Sv	BS	SS	AP	Type
6	5	5	4	7	4	10	5+	4	6	0	A *Telekinetic

Unit Composition: 1 Vagary

Unit Type: Beast

Special Rules: Special Character, Weapons of Nightmare, Swarm Queen, \*Telekinetic, Regeneration

Options:

- May take a retinue of up to 7 Trite swarms at 100 points each

## Elites:

Revenant: 130 points

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
5	5	4	3	5	4	9	5+	5	36"	8	2	A1 Twin-Linked

Unit Composition: 1 Revenant

Unit Type: Infantry

Special Rules: Hyperactive, Sprint, Fun Like Orks

Options:

- May take up to 3 additional Revenants for 130 points each

Hell Knight: 60 points

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
5	5	5	2	2	2	8	4+	5	36"	6	4	H 1

Unit Composition: 1 Hell Knight

Unit Type: Monstrous Creature

Special Rules: Dodge or Die!

Options:

- May take up to 3 additional Hell Knights in the same unit for 60 points each.

Pain Elemental: 170 points

WS	S	T	W	I	A	Ld	Sv	BS
1	2	4	3	3	2	10	-	4

Unit Composition: 1 Pain Elemental

Unit Type: Jet Infantry

Special Rules: When It's Dead, It's Dead, Soul Harvester, Trapped Souls

Options:

- May take up to 2 additional Pain Elementals for 170 points each.

Wraith

WS	S	T	W	I	A	Ld	Sv	BS
5	3	3	2	6	3	7	-	0

Unit Composition: 1 Wraith

Unit Type: Jet Infantry

Special Rules: Furious Charge, Teleporter, Dark Skin

Options:

- May take up to 12 additional Wraiths for 30 points each



## Troops:

Imps: 66 points

	WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
Standard	3	4	3	2	3	2	7	-	4	36"	4	4	H 2
Nightmare	3	5	4	2	4	2	8	-	5	36"	5	4	H 2

Unit composition: 6 Imps

Unit Type: Infantry

Special Rules: Deep Strike, Dodge or Die!

Options:

- May take up to 10 additional Imps for 11 points each
- The entire unit may upgrade to Nightmare Imps for 30 points per model.

Inhuman Troopers: 30 points

	WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
Trooper	2	2	2	1	2	1	6	6+	2	24"	3	-	RF
Veteran	3	2	3	1	3	1	7	5+	3	24"	5	-	H 2

Unit Composition: 10 Troopers

Unit Type: Infantry

Options:

- May take up to 20 more Troopers at 3 points each
- May upgrade any model to a Veteran for 3 points per model
- The entire unit may upgrade to hybrids, gaining the Hell-possession special rule, for 7 points per Trooper and 10 points per Veteran.

Reanimated Corpses: 21 points

WS	S	T	W	I	A	Ld	Sv	BS
1	3	3	1	1	1	5	-	0

Unit Composition: 7 Reanimated Corpses

Unit Type: Infantry

Wargear: none

Special Rules: Slow and Purposeful, Rage, Devotees

Options:

- May take up to 45 additional Reanimated Corpses for 3 points each.
- For every 5 Reanimated Corpses in a unit, one may pick up a chainsaw (or similar) to wield for 1 point. This counts as a Power Weapon.
- For every 5 Reanimated Corpses in a unit, one may become bloated, doubling its Strength and Toughness for 2 points.

Vulgars: 90 points

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
5	5	4	3	5	3	8	5+	2	36"	4	5	A 1

Unit Composition: 3 Vulgars

Unit Type: Beasts

Special Rules: Furious Charge, Dodge or Die!, Weapons of Nightmare, Hyperactive

Options:

- may take up to 13 additional Vulgars for 30 points each

## Fast Attack:

Pinky: 15 points

	WS	S	T	W	I	A	Ld	Sv	BS
Pinky	5	5	4	2	5	2	8	5+	0
Specter	6	6	5	2	5	2	9	5+	0
Demon	7	8	8	4	6	3	10	4+	0

Unit Composition: 1 Pinky

Unit Type: Beast

Special Rules: Weapons of Nightmare, Hyperactive

Options:

- May take up to 10 additional Pinkies for 15 points each
- The unit may upgrade to Specters, gaining the Invisibility special rule and an improved statline, for 15 points per model
- A single Pinky that is not part of a larger unit and has not been upgraded to a Specter may upgrade to a Demon for 100 points. This grants it an enhanced statline (see above) and the Rage and Furious Charge universal special rules.

Lost Souls: 30 points

WS	S	T	W	I	A	Ld	Sv	BS
1	4	2	1	5	1	6	-	0

Unit Composition: 3 Lost Souls

Unit Type: Jump Infantry

Special Rules: Hit and Run, When It's Dead, It's Dead, Mysterious Flames, Blazing Charge, Independent

Options:

- May take up to 20 additional Lost Souls for 10 points each.

Trite Swarm: 100 points

WS	S	T	W	I	A	Ld	Sv	BS
3	2	2	10	4	10*	6	-	0

Unit Composition: 1 Trite Swarm

Unit Type: Beasts

Wargear: none

Special Rules: Swarm, Infiltrate, Stealth, When It's Dead, It's Dead, Swarm of Individuals, Secret Entry

Options:

- May take up to 2 additional Trite Swarms for 100 points each

Maggot: 20 points

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
4	2	3	2	5	4	7	5+	2	12"	6	5	A 2

Unit Composition: 1 Maggot

Special Rules: Scout, Hyperactive, Amalgamation

Options:

- May take up to 14 additional Maggots for 20 points each

## Heavy Support:

Cacodemon: 120 points

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
1	6	5	6	3	2	7	-	5	36"	9	1	H 2

Unit Composition: 1 Cacodemon

Unit Type: Jet Infantry

Wargear: Fireball

Special Rules: Rending

Options:

- May take up to 2 additional Cacodemons for 120 points each

Mancubus: 130 points

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
3	6	6	4	3	6	8	4+	6	36"	7	3	H3 Dual Shot

Unit Composition: 1 Mancubus

Unit Type: Monstrous Creature

Special Rules: Deep Strike, Dual Shot, Mechanical Beast

Options:

- May take up to 2 additional Mancubi for 130 points each

Arachnotron: 180 points

WS	S	FA	SA	RA	I	A	BS	R	SS	AP	Type
0	4	13	12	11	4	0	6	36"	7	3	H 4

Unit Composition: 1 Arachnotron

Unit Type: Walker

Special Rules: Dodge or Die!, Four-Legged

Options:

- May take up to 4 additional Arachnotrons for 180 points each.

Chaingun Guy: 25 points

WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
3	4	3	3	3	4	8	5+	4	24"	4	4	H 4

Alternate weapon profile: 12" 8 6 A 2

Unit Composition: 1 Chaingun Guy

Unit Type: Infantry

Options:

- May take up to 4 additional Inhuman Commandoes for 20 points each
- Any model in the unit may replace his chaingun with a tentacle for 5 points. The tentacle uses the alternate weapon profile and rolls 2D6 for armor penetration against vehicles.
- The unit may upgrade to hybrids, gaining the Hell-possession rule, for 15 points per model.

Sabaoth: 450 points

FA	SA	RA	BS	R	SS	AP	Type
13	12	11	4	24"	8	2	H 1 Large Blast

Secondary weapon: 6" 6 1 H 4

Vehicle Type: Fast, Tank

Equipment: BFG, Demonic Claws

Special Rules: Special Character, A Man's Mind, Tank Commander

## ARMY SUMMARY SHEET

	WS	S	T	W	I	A	Ld	Sv	BS	R	SS	AP	Type
Arch-Vile	0	2	2	6	2	0	10	4+	3				
Baron of Hell	6	6	5	3	2	3	10	3+	6	36"	7	4	Heavy 2 Dodge or Die
Cacodemon	0	9	5	6	4	3	7	-	5	36"	9	1	Heavy 2
Chaingun Guy	0	3	3	3	3	0	8	5+	4	24"	4	4	Heavy 4
										12"	8	6	Assault 2
Cyberdemon	5	8	8	10	2	0	10	4+	7	72"	10	3	Heavy 3 Blast
Demon	7	8	8	4	6	3	10	4+	0				
Hell Knight	5	5	5	2	2	2	8	4+	5	36"	6	4	Heavy 1 Dodge or Die
Imp	3	4	3	2	3	2	7	-	4	36"	4	4	Heavy 2 Dodge or Die
Inhuman Trooper	0	2	2	1	2	0	6	6+	2	24"	3	-	Rapid Fire
Inhuman Veteran	0	2	3	1	3	0	7	5+	3	24"	5	-	Heavy 2
Lost Soul	1	4	2	1	5	1	6	-	0				
Maggot	4	2	3	2	5	4	7	5+	2	12"	6	5	Assault 2
Mancubus	3	6	6	4	3	0	8	4+	6	18"	7	3	Heavy 3 Dual Shot
Nightmare Imp	3	5	4	2	4	2	8	-	5	36"	5	4	Heavy 2 Dodge or Die
Pain Elemental	0	2	4	3	3	0	10	-	4				
Pinky	5	5	4	3	5	2	8	5+	0				
Reanimated Corpses	1	3	3	1	1	1	5	-	0				
Revenant	5	5	4	3	5	4	9	5+	5	36"	8	2	Assault 1 Twin-Linked
Specter	6	6	5	3	5	2	9	5+	0				
Trite Swarm	3	2	2	10	4	10*	6	-	0				
Vulgar	5	5	4	3	5	3	8	5+	2	36"	4	5	Assault 1
Wraith	5	3	3	2	6	3	7	-	0				
	FA	SA	RA	Vehicle Type					BS				
Sabaoth	13	12	12	Fast, Tank					6	48"	8	2	Heavy 1 Large Blast
										6"	10	1	Heavy 4
	WS	S	FA	SA	RA	I	A		BS				
Arachnotron	0	4	13	12	12	4	0		6	36"	7	2	Heavy 4 Dodge or Die