



# IMPERIUS DOMINATUS

WORD BEARERS

# WORD BEARERS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

- **Mhara Gal Tainted Dreadnought** – Opponents in close combat must re-roll armour saves.
- **The Ashen Circle** – If deployed by deep strike, each element gains a blast 1 attack. They gain the sweeping advance [SA] ability.

# WORD BEARERS

## Characteristics

The Word Bearers have the following characteristics:

- **Signs and Portents.** The Word Bearers legion player may roll 1d10 each turn before initiative to see if they are favoured. On a roll of 1-5 gain -1 penalty to initiative, on roll of 5-10 gain +1 bonus to initiative roll.
- **From Beyond.** The Word Bearers legion may add demonic formations to their legion and are treated as legionnaire formations.
- **Hell follows with them.** Opposing psykers gain -1 penalty to perils of the warp tests.
- **Zealot.** Upgrade card. Adds fearless and +1 CAF to hit bonus
- **Cut them down.** Word Bearers legionnaires (infantry only) receive a +5cm bonus to their charge move.
- **Charismatic Leadership.** Each Word Bearers company must add one chaplain support card.
- Word Bearer player fortification cards count as special cards.
- Super heavy vehicle formations count as special cards
- **Librarius.** Lorgar supported the use of the Librarius at the Council of Nikea. Word Bearers legion may use the Librarius.

## UPGRADE BURNING LORE

Upgrade one Chaplain to Psyker 1.



Point Value 50  
+1 VP



## UPGRADE DAEMON

Infantry formation gains the Daemon ability.



Point Value 50/100  
+1 VP



## WORD BEARERS CHAPLAIN

The Word Bearers Chaplain consists of 1 Word Bearers Chaplain Stand.



Point Value 50



## WORD BEARERS CHAPLAIN

**Break Point +1:** The Word Bearers Chaplain adds 1 to the break point value of the formation it is attached to.

**Morale Value 4+:** The Word Bearer Chaplain have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Word Bearer Chaplain	15	5+	2/-2	Boltgun	25	2	0	[HQ1], [FR], Special*

\* Must Attach one chaplain per company card in army.

Victory Points +1

Your opponent gains +1 VP when attached formation is broken

## UPGRADE DARK CHANELLING

Infantry formation gains +1 CAF to hit bonus.



Point Value 25/50  
+1 VP



## MHARA GAL TAINTED DREADNOUGHT DETACHMENT

The Mhara Gal Tainted Dreadnought Detachment consists of 3 Mhara Gal Tainted Dreadnought Stands



Point Value 350



## MHARA GAL TAINTED DREADNOUGHT DETACHMENT

**Break Point 3:** Mhara Gal Tainted Detachment is broken if it has lost 3 stands.

**Morale Value 4+:** Mhara Gal Tainted Dreadnoughts have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mhara Gal Tainted Dreadnought	20	3+	4/-3	Cursed boltspitter	25	2	0	[DR2], [DE], [FR], [IWD], [DU], [AW], Special*
				Warpfire plasma cannon	35	1	-2	
				Antipersonnel	25	4	-1	

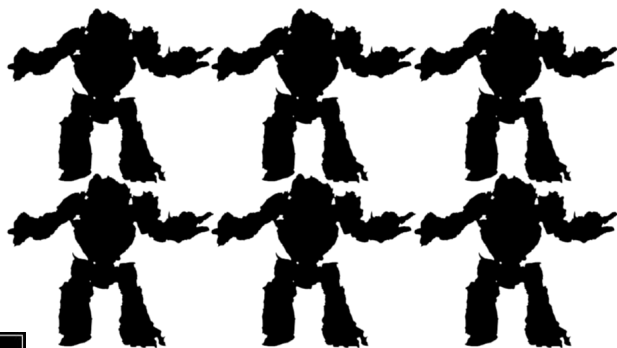
\* Opponents in close combat must re-roll successful armor saves (second result stands). Can re-roll failed armor saves (second result stands).

**Victory Points 4**

Your opponent gains 2 VP when this Detachment is broken

## MHARA GAL TAINTED DREADNOUGHT GRAND DETACHMENT

The Mhara Gal Tainted Dreadnought Grand Detachment consists of 6 Mhara Gal Tainted Dreadnought Stands



Point Value 700



## MHARA GAL TAINTED DREADNOUGHT GRAND DETACHMENT

**Break Point 6:** Mhara Gal Tainted Detachment is broken if it has lost 6 stands.

**Morale Value 4+:** Mhara Gal Tainted Dreadnoughts have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mhara Gal Tainted Dreadnought	20	3+	4/-3	Cursed boltspitter	25	2	0	[DR2], [DE], [FR], [IWD], [DU], [AW], Special*
				Warpfire plasma cannon	35	1	-2	
				Antipersonnel	25	4	-1	

\* Opponents in close combat must re-roll successful armor saves (second result stands). Can re-roll failed armor saves (second result stands).

**Victory Points 7**

Your opponent gains 4 VP when this Detachment is broken

## THE ASHEN CIRCLE DETACHMENT

The Ashen Circle Detachment consists of 1 Ashen Circle Decurion Stand 5 Ashen Circle Stands



Point Value 150



## THE ASHEN CIRCLE DETACHMENT

**Break Point 4:** Ashen Circle are broken if it has lost 4 stands either the Decurion or Ashen Circle stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Ashen Circle have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	2/-2	CC special weapons	-	-	-	[HQ1], [V], [MB], [SA], Special*
The Ashen Circle	20[J]	5+	2/-2	CC special weapons	-	-	-	[SA], Special*

\* If deployed by deep strike [T], each element gains a B1 attack.

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

## THE ASHEN CIRCLE GRAND DETACHMENT

The Ashen Circle Grand Detachment consists of 1 Ashen Circle Decurion Stand 10 Ashen Circle Stands



Point Value 250



## THE ASHEN CIRCLE GRAND DETACHMENT

**Break Point 8:** Ashen Circle are broken if it has lost 8 stands either the Decurion or Ashen Circle stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Ashen Circle have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	2/-2	CC special weapons	-	-	-	[HQ1], [V], [MB], [SA], Special*
The Ashen Circle	20[J]	5+	2/-2	CC special weapons	-	-	-	[SA], Special*

\* If deployed by deep strike [T], each element gains a B1 attack.

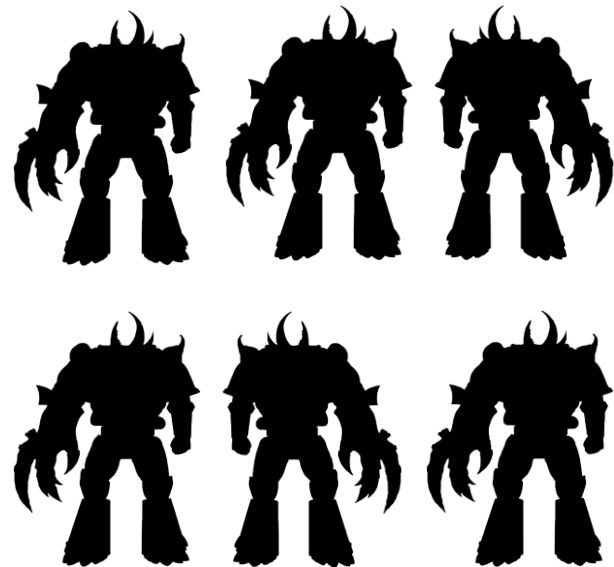
Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

# SPECIAL FORMATION

## WORD BEARERS GAL VORBAK DARK BRETHREN

The Word Bearers Gal Vorbak Detachment consists of 6 Gal Vorbak Stands.



Point Value 300



## WORD BEARERS GAL VORBAK DARK BRETHREN

**Break Point 4:** The Detachment is broken if it has lost 4 stands.

**Morale Value 4+:** Gal Vorbak have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gal Vorbak Dark Brethren	15[T]	5[7]+	3/-3	CC weapons [Dmg+1]	-	-	-	[DE], [FR]



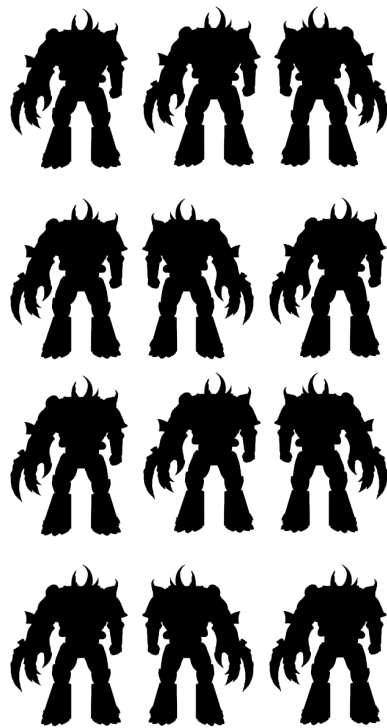
Victory Points 3

Your opponent gains 2 VP when the Detachment is broken.

# SPECIAL FORMATION

## WORD BEARERS GAL VORBAK DARK BRETHREN

The Word Bearers Gal Vorbak Grand Detachment consists of 12 Gal Vorbak Stands.



Point Value 600



## WORD BEARERS GAL VORBAK DARK BRETHREN

**Break Point 8:** The Detachment is broken if it has lost 8 stands.

**Morale Value 4+:** Gal Vorbak have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gal Vorbak Dark Brethren	15[T]	5[7]+	3/-3	CC weapons [Dmg+1]	-	-	-	[DE], [FR]



Victory Points 6

Your opponent gains 3 VP when the when the Detachment is broken.



# SPECIAL FORMATION

## HIGH CHAPLAIN EREBUS

High Chaplain Erebus consists of 1 High Chaplain Erebus Stand



Point Value 100



## HIGH CHAPLAIN EREBUS

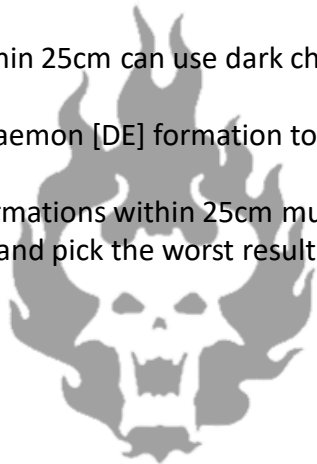
**Break Point +1:** High Chaplain Erebus adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** High Chaplain Erebus has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
High Chaplain Erebus	15	4+	5/-3	CC special weapons	-	-	-	[HQ3], Chaplain, [ID], [P1]

### High Chaplain Erebus –

- Counts as a Diabolist
- Formations within 25cm can use dark channelling.
- May add one Daemon [DE] formation to army.
- All opposing formations within 25cm must roll 2d10 for Morale Checks and pick the worst result.



### Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

# SPECIAL FORMATION

## KOR PHAERON

Kor Phaeron consists of one Kor Phaeron Stand.



Point Value 100



## KOR PHAERON

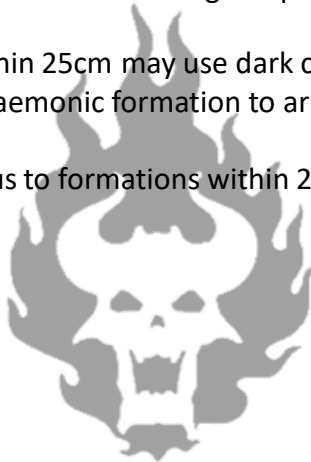
**Break Point +1:** Kor Phaeron adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Kor Phaeron has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kor Phaeron	15	3[5]+	5/-3	CC special weapons	-	-	-	[HQ3], [DR2]

### Kor Phaeron –

- Must be army leader unless Lorgar is present.
- Formations within 25cm may use dark channelling and may add one Daemonic formation to army.
- +1 morale bonus to formations within 25cms.



### Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

# SPECIAL FORMATION

## ZARDU LAYAK, THE CRIMSON APOSTLE

Zardu Layak consists of 1 Zardu Layak Stand and 2 Anakatis Blade Slaves.



Point Value 150



## ZARDU LAYAK, THE CRIMSON APOSTLE

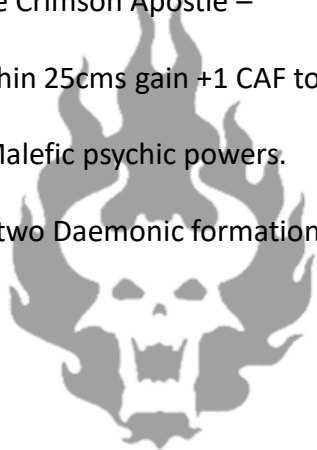
**Break Point 2:** Zardu Layak is broken when Zardu Layak loses 2 models, either Zardu Layak or an Anakatis Blade Slave. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Once the Detachment is broken it must take a Morale check. has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Zardu Layak, The Crimson Apostle	15	4[6]+	4/-3	CC special weapons	-	-	-	[HQ2], [DE], [P2]
Anakatis Kul Blade slaves	15	5[7]+	3/-3	CC special weapons	-	-	-	[DE], [IWD], [FA]

### Zardu Layak – The Crimson Apostle –

- Formations within 25cms gain +1 CAF to hit bonus.
- May use only Malefic psychic powers.
- May add up to two Daemonic formations to army.



### Victory Points 2

Your opponent gains 1 VP when formation is broken.

# SPECIAL FORMATION

## HOL BELOTH

Hol Beloth consists of 1 Hol Beloth Stand.



Point Value 50



## HOL BELOTH

**Break Point +1:** Hol Beloth adds 1 to the break point of the Company he is attached to.

**Morale Value 3+:** Hol Beloth has a Morale value of 3+ and must roll 3 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hol Beloth	15	4[6]+	3/-3	CC special weapon	-	-	-	[HQ1]

### Hol Beloth –

- All infantry formations within 25cm gain +1 to CAF to hit.



### Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

LOGGAR PRIMARCH OF THE WORD BEARERS

Lorgar Primarch of the Word Bearers consists of one Lorgar.



Point Value 150



LOGGAR PRIMARCH OF THE WORD BEARERS

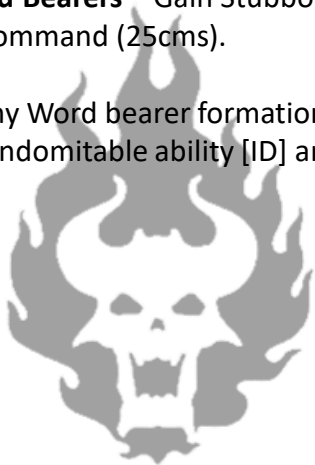
**Break Point 1:** Lorgar is only broken when Lorgar Primarch of the Word Bearers is Destroyed.

**Morale Value 4+:** Lorgar has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lorgar	20[T]	2[4]+	7/-5	CC special weapons	-	-	-	[DR2], [P3], Primarch

**Lorgar** – besides the standard Primarch abilities Lorgar also has the following:

- **Sire of the Word Bearers** – Gain Stubborn [SU] for formations in command (25cms).
- **Living Icon** – Any Word bearer formation in command (25cms) gains, indomitable ability [ID] and +1 to CAF to hit.



Victory Points 2

Your opponent gains 2 VP when this model is destroyed.