



**IMPERIUS  
DOMINATUS**

WORD BEARERS

# WORD BEARERS GENERAL 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.



This symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).

## 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.

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**Victory Points +1**

Your opponent gains +1 VP when attached formation is broken

# UPGRADE DARK CHANELLING

Infantry formation gains +1 CAF to hit bonus.

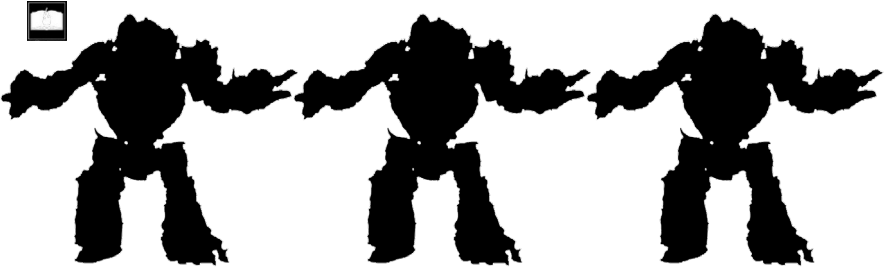


Point Value 25/50  
+1 VP



# 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],
				Warpfire plasma cannon	35	1	-2	[FR], [IWD], [DU], [AW],
				Antipersonnel	25	4	-1	[RA], Special*

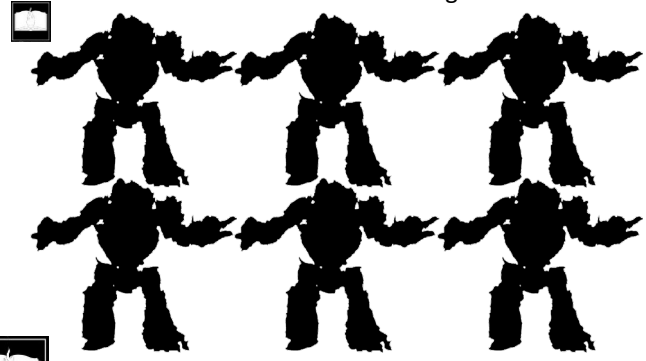
\* Opponents in close combat must re-roll successful armor saves (second result stands).

**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],
				Warpfire plasma cannon	35	1	-2	[FR], [IWD], [DU], [AW],
				Antipersonnel	25	4	-1	[RA], Special*

\* Opponents in close combat must re-roll successful 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*

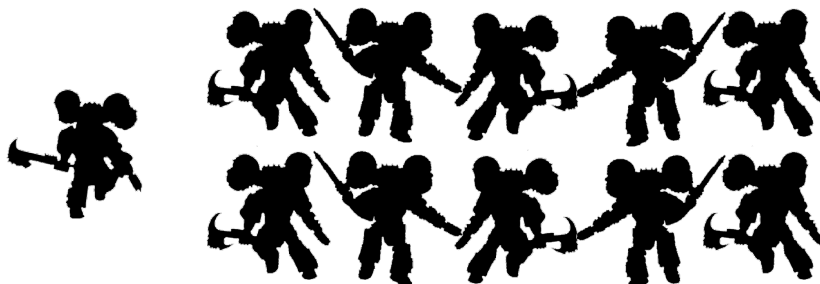
\* If deployed by deep strike [T], each element gains a B1 attack.

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.

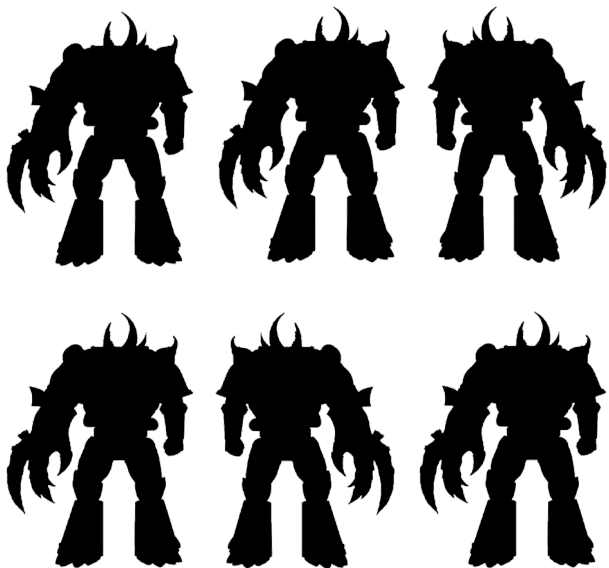
Victory Points 3

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]



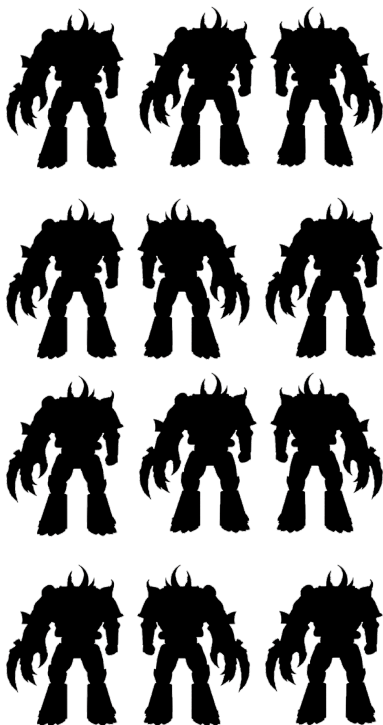
Victory Points 3

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

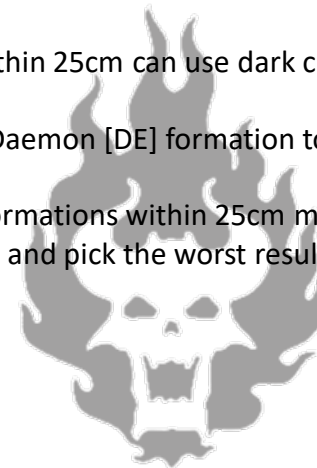
**Break Point +1:** High Chaplain Erebus adds 1 to the break point of the Company he is attached to.

**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.

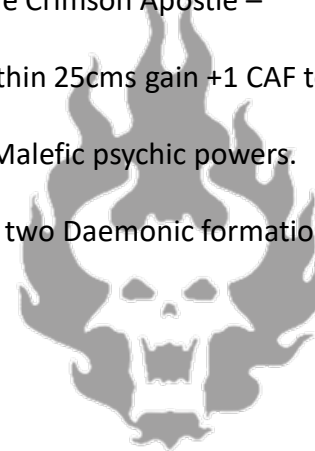
**Morale Value 4+:** Once the Detachment is broken it must take a Morale check.

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.



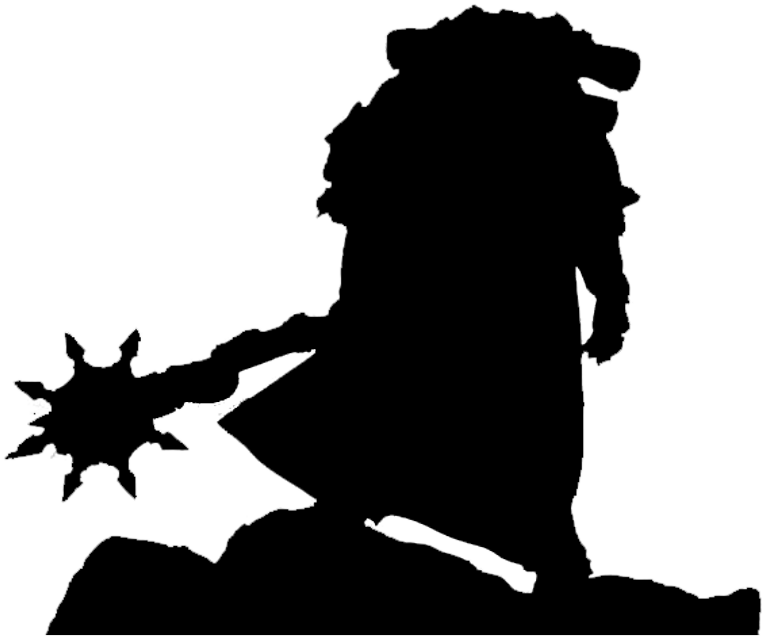
## Victory Points +1

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

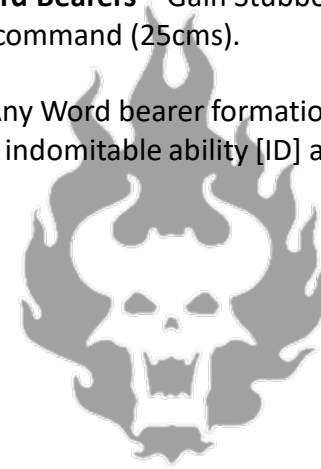
**Break Point 1:** Lorgar is only broken when Lorgar Primarch of the Word Bearers is Destroyed.

**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.