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Chaos marines codex 8th pdf

Suppliers Games Workshop Code 600301020 Type Books Buy Cheap Warhammer 40k Chaos Space Marine Codexes Now, Get 15% Discount Off RRP - Free UK Royal Mail 24 Delivery Over 75 - Same Day Dispatch In Stock Orders Important Note This is an updated version of Codex: Chaos Space Marines, containing new art, lore and updated rules enasing new content from Imperium Nihilus; Viglius Ablaze , including prayers to black gods, updated units, and more. If you already have a copy of Chaos Space Marines and Viglius Ablaze, you'll find this book a handy compilation. However, you don't need a copy of the original codex or Viglius Ablaze to use this product! 1. Codex: Chaos Space Marines REIMPRI (FR) (HB) book contains: Lore and the art of exploring the history and goals of space Marines chaos A showcase of beautifully painted miniatures 53 sheets of data providing rules for the use of Chaos Space Marines in your 40,000 Warhammer games, including a data sheet for the Noctilith Crown Landscape Profiles room for all weapons and wargear of the Space Marines chaos , including 5 different icons of Chaos - Legion Traits - special rules specific to the Black Legion, Alpha Legion, Iron Warriors, Night Lords, Word Carriers, Eaters of the World, The Emperor's Children, and Renegade Chapters 24 unique stratages, including 7 specific to certain legions Prayers to the Black Gods: 6 prayers for all Marines of the chaos space with the keyword priest and 4 marks of chaos prayers for those dedicated to a Singular deity The Dark Hereticus and Maleitic disciplines, 12 psychic powers for the Pskers of the Chaos Space Marines, and 3 Chaos Marks psychic powers Chaos Artifacts - 14 weapons and artifacts available only for Chaos Space Marines Warlord Traits for the Chaos Space Marines, including 7 specific to certain legions Points values for each unit, weapon and piece of wargear for use if you play a game , or a game that uses a points limit 6 Tactical goals unique to Chaos Space Marines DISCLAIMER: Due to commercial terms games workshop, we can only ship Games Workshop products to the following countries: Austria, Belgium, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Gibraltar, Greece, Hungary, Iceland, Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Netherlands, Norway , Poland, Portugal, Romania, Slovakia, Slovenia, Spain, Sweden, Switzerland, Uk Welcome to Warhammer 40k - Lexicanum! Connect and join the community. De Warhammer 40k - Lexicanum Games PortalWarhammer 40,000 Chaos PortalChaos Space Marines Chaos Space Marines are superhuman traitors who have become strong on the power of the Black Gods. The ultimate enemy of the Imperium, they emerge from the hidden and hellish warp storms to fall without warning on their victims. Deadly warriors dressed in baroque power armor fight alongside teeming human cults and Chaos Terminators; gargoyle-mouth engines daemon stomp to war alongside Battle tanks and hosts of malicious entities were created from the chain. At the head of this evil crowd are the Chaos Champions, evil warlords who have tormented the Empire of Man for ten thousand years and more. Now, as the sky bleeds raw chaos energy, their time has come. Let the galaxy burn! Content Let the Galaxy Burn: the terrible origin of the Marines of Space Chaos, their betrayal of the emperor during the heresy Horus that ushered in an era of damnation, a chronology detailing the ages of betrayal, revenge and apotheosis with key battles and atrocities in horrific details (with an additional chronology detailing the horrors of the various crusades of Abaddon) , tainted state of the galaxy Information and details of the 7 great legions of Chaos - the Black Legion, the Black Legion, the Legion of Alpha, The Iron Warriors, the Lords of the Night, Word Carriers, Eaters of the World and The Emperor's Children - with stories, key battles, heraldics and color schemes for each , with a suitably macabre background A showcase of beautifully painted Citadel miniatures, illustrating the colors of Chaos Space Marines expertly painted by the 'Eavy Metal' team. 45 data sheets covering the Chaos Space Marines range, presenting their rules and statistics for use in Army Capabilities games and wargear lists, as well as a brief explanation of their use and the use of keywords/Profiles rules for each piece of wargear and each weapon in the Space Marines Arsenal Chaos Points Values for all miniatures , weapons and wargear for use in matched play rules games for armies forged by battle - 8 Legion Traits, 1 for each of the original legions and 1 for renegade chapters 24 stratagets of which are specific to the Legion; Dark Hereticus Psychic Discipline with its 3 powers specific to the Tzeentch, Nurgle and Slaanesh Marks and 14 weapons and artifacts available only for Chaos Space Marines 6 Warlord Traits usable by any Chaos Space Marines Warlord and 7 others that are legion-specific 6 unique tactical objectives for Chaos Marines Space. Update Edition In 2019, Games Workshop has released a second edition of Codex to match the release of Viglius Defiant, Viglius Ablaze and Shadowsear. This new edition contained additional rules for newly released units. [2] Other Codex publications, a general overview of all Codex publications. Sources 1: Warhammer Community Page Discussion View source History Please note that this is the tactics for 8th edition Chaos Space Marines. Their can be found here. Why play Chaos Space Marines? [edit] Chaos Space Marines - sorry, Freedom Fighters - are the main antagonists of the Warhammer 40,000 setting, with the Heresy Horus arguably being the most pivotal moment in the W40K timeline. From a fluff-point of view, an army of marine space chaos may be a headband derived from one of the original nine treacherous legions, or a never loyalists who went Renegade, or a mixture of the two. While some Chaos Space Marines may be casual pawns in the great game of the gods, most of their own motives remain entirely human. Whether it's the quest for revenge in The Long War, the sculpture of pocket empires, or the search for forbidden secrets, Chaos Space Marines are here for Rip and Tear these lattered corpse-worship fuckers. LET THE GALAXY BURN! In simple terms, this is a viciously aggressive army and you can often overwhelm an opponent in a heartbeat, whether in shooting, psychic power (and they have a considerable psychic toolbox to shoot), or melee. Chaos Space Marines can officially claim to have the second largest option for faction traits, relics, warlord traits, and the ploys of any codex in the 8th edition... Damn loyalists. It's not all great though, only a handful of super competitive options - most involving either cheese spam (Abaddon and cultists, Daemon Princes) or dickish/expensive (monetary and points) military combinations. You also don't have too many defensive options under the psychic powers - no camo capes or storm shields for you. On top of that, Chaos Space Marines undoubtedly have the PIRE Chapter Tactical EQ, with Chapter Tactics, Craft Attributeworlds and Ork Klan Kultures making our legion traits seem sorely lacking. Unless you play Death Guard, you will have to rely on constantly moving forward to kill him and not enter a battle of attrition. Despite all this, we can and will endure! We don't need the shiny toys of our childish cousins, for our ingenuity and the macabre tools of The Dark Age suit us very well. We do not aspire to a progressive and tenacious conquest, because it is better to kill quickly and end it! We do not need reckless courage, for our grandfather cleanses us of pain and fear. Nor do we need autistic discipline, for our passion gives us strength, and the strength of our gods is that of our passions. We need only our faith, our strength to dominate, and the will to conquer and plunder this galaxy to its foundations. We only have to reach out and take this galaxy for ourselves and not worry or fear, for what can make impeccable strategy when victory is our destiny? Launch [edit] Whether you're a new recruit in the paths of chaos or a grizzled veteran of the long war back after a long absence, you'll need the most up-to-date copy of the rules available. The 8th edition was marked by continuous changes, with unit entries being rewritten weeks (or in Imperial Guard, only a few days after the release of a codex. Gathered here is an orderly list of all the books containing rules for this faction and why you might need them The latest FAQ and Erratas: For all below. As they are all relevant and have FAQ settings and responses that all affect your army. These resources include Chapter Approved, Forgeworld Publications, Warhammer Community Posts, White Dwarf articles articles Etc. Codex Chaos Space Marines, Version 2: Released in 2019, this book brings together many of the rules introduced in Viglius Ablaze. If you have the hard-back, it contains the most recent point costs from the approved 2018 chapter. Faith and Fury: Book 2 of the Psychic Awakening event. It contains additional rules for The Traitor Legions in addition to the BLACK LEGION, Imperial Armor - Index: Forces of Chaos: Index sheets for the majority of forge-world units you may want to take. Viglius Ablaze: A campaign book covering the second part of the invasion of the Viglius system. Completely biased to the Black Legion (due to traditional purposes), but also contains additional rules for renegade chapters and THE BLACK LEGION as well as specialized detachments for all the marine forces of Chaos. Index: Chaos: If you want to run an inherited option that isn't in the codex, like a character on a bike/daemonic mount. Shadowsear: a box that doubles as both a starting set and a vehicle for new models/units. You can download the rules for free. Mainly used for Psyker-focused warlord traits, as now everything in Shadowsear can be found in one of the above sources. Blackstone Fortress: Contains a set of super-niche CHAOS keyword units. Probably is only going to be used in Open/Narrative Play Kill Team: Rogue Trader: Specifically the Gellar-pox infected mini-codex. Again, but probably only used for open/narrative play. Once you have all of these, keep in mind that you're going to want to decide your next style of play, informed by the units you want to use, and then finally you're going to have to choose a Legion or Renegade Chapter that you're the army is a part of. While this may not seem as important, the different options can offer bonuses that greatly benefit your style of play, or might even harm it, so choose carefully. Faction keywords[edit] The main keywords you need to keep track of Chaos Marines are HERETIC ASTARTES, which cover both treacherous legions and renegade chapters; Which include all units relating to a particular Legion, Renegade Chapter, Warband or Army of YOUR PROPRE creation and MARK OF CHAOS, which has gone from being an upgrade to a free keyword change that allows you to receive God-specific buffs and access to relevant icons. However, keep in mind that you can't give the keyword death guard or thousand legion sounds to any unit that is not listed in their respective army lists either in the index: Chaos or their own codex. So you can't have DEATH GUARD bikes, and you can't have THOUSAND SONS Warptalons, for example. Renegade Chapter equivalents like The Purge and The Slaughter are fine, though. Keep in mind that there are Daemons in the book that do not share the keyword, and in 'Heretic astartes' taking them, you will lose access to your legion trait. The data sheets are in your codex to allow summoning. If you want a daemon army, get the daemon codex, or to execute an allied daemon detachment. Special Character Note There is a history of anonymity. Forgeworld characters (Arkos, Zhufor and Necrosius) who have two faction keywords: the Parent Legion and the war band of which they are a part. In the case of Arkos, it has both ALPHA LEGION and THE FAITHLESS, only polish the latter. The intention seems to be that you can title a war band whatever you want while being able to select a particular legion tactic. So if you wanted to line up a faithless army, you would give all your units the keyword THE FAITHLESS and choose the Alpha Legion tactic. Also note that if you are looking for a Legion-specific character like Kharn or Lucius, you will find them under the entrances of the world eaters and the emperor's children in their respective legions. Special Rules [edit] Arch-Daemonic Ritual: Have you always wanted to meet Satan himself? Now you can! A special version of the Daemonic Ritual designed for your great evil Lord of The Daemons War, namely An'Ggrath, Zarakynel, Aetaos'Rau'Keres and Scabeathrax. There are some differences: you drive up to 9D6, but if you ride triples, your CHAOS CHARACTER will SPLAT. Zarakynel can be summoned reliably with that and Scabby around half the time, but An'Ggrath and Aetaos might need some re-roll shenanigans to pull off. Note that the Word Bearers Stratagem doesn't protect against triple rolling on this, as it only stops fatal injuries, but re-rolling should allow you to get off most of the time, so it's still very useful. It is highly recommended to keep some barebone warpsmiths or fields exalted around if you try this so that you don't accidentally SQUELCH your Sorcerer cheated. Alternatively, a trio of R-H renegades commanders can be picked up for a measly 75 points if you are opposed to playing Word Bearers and are looking for some idiots to get splashed for your expensive Marines. Daemonic Ritual: Take Your Dress and Wizard Hat Sinister Hour. Build a circle of salt, find yourself a goat carcass, and a blank participant willing (or unwilling if you are in it). Too far for a war game? Well, it's 40k, you've already sold your soul to get these models, isn't it? It's time to invoke Daemons! Any CHARACTER CHAOS can take this action instead of moving during the movement phase, with the notable exception of Cypher. Roll 3d6 and you can summon until many levels of power are worth new friends! This is very useful when used to place (cheap) load-blocking freshwals or lens humpers if necessary, instead of footslogging across the map. But don't go overboard with points reserved for invocation and don't trust the invocation of something great (with possible but still discouraged from the Keeper of The Secrets.) Daemon Troops are four power for 10 models, with the ability to top-of-the-range across the unit size if you ride high. Be warned that double rolling deals a fatal injury and triple rolling inflicts D3 of them. If you don't have a reliable way to restore wounds or roll the dice, think twice before using your warlord for it. Keep in mind that CHARACTERS with Marks can only summon their Servants. Death to the false emperor: The replacement of veterans of the long war. Every time you roll a 6 to hit (or a 5, if you have a modifier for example) in close combat during the fight against the imperial foam, you get to immediately make another attack. These attacks cannot generate additional attacks themselves. Don't forget when you fight the imperial armies. Despoilers of the Galaxy: Objective Secured by any other name is still as powerful. Hateful Assault: If you charge, are charged, or perform a heroic intervention, get '1 Attack' Anyone with the keywords HERETIC ASTARTES or FALLEN gets this - that is, literally everything in the Codex except... those with the keyword CULTIST. Also applies to vehicles, so now Helbrutes are even more attractive, and makes bolt gun and chainsword built much more attractive with additional attacks. Malicious volleys: 2nd edition returns. Any Heretic Astartes model using a Rapid Fire bolt weapon can take double the listed attacks (2 for The Bolters, 4 for combi-bolters, etc.) if at least one of the following is true: The target is half range. The model did not move during the previous movement phase. The shooting model is a Terminator, Biker, or Helbrute. Opinion: This is not the most powerful rule by any means, but it ignites some life in the light of some small arms as well as increase the effective range of Terminator Combi-bolters. Compared to the Imperium, you don't have as many varieties of bolt weapons; and do not have Hurricane Bolters or Bolt Rifles to make use of the rule. What you have, however, is Rubric Marines - who will love this rule. It also indirectly increases marine survival because it gives marine squads the opportunity to sit in the shelter or on a goal and still benefit from rapid fire. Take some squads with bolts and a heavy bolt or two and post them on a lens for some solid god campers. You can also do the same with regular terminators, 10 terminies with combi bolters now always put 40 shots in the shooting phase. Paired with their melee abilities this makes them one of the most versatile units in the whole game, able to cope with hordes and vehicles with ease. Simple Mortals: Added in the revised Codex, this prevents cults from getting benefits from Legion/Renegade Traits. Oddly enough, does not affect Dark Disciples, but at this point GW are just desperately trying to get CSMs on the table, so the cults will never see anything beneficial in the long run. Warlord Traits[edit] Universa[edit] Eternal Vendetta: Re-roll wounds against models with the ADEPTUS It's a keyword. Instantly better than the hatred Incarnate when against the marine armies (which should be common) and is pretty damn OP against them, but useless against anything else. Huron has this warlord trait, but if you use Viglius Ablaze to give him the Maeltstrom Renegade Trait Raiders, he has Lord Reaver instead (see below). Exalted Champion: Add 1 to your attack characteristic. Although this one seems to At first glance, it is also the most reliable useful universal traits, not relying on rolling 6s or hoping that reroll turns out better for you. A direct upgrade to the main line of the book that gives '1 attack' when you load. Particularly amusing about a Prince Khorne Daemon, who already gets '1 A'. If you manage to give him the evil force with Malefic Talons, you have 10 attacks with force 9. Did anyone say, Blood for the Blood God? Flames Of Spite: On a 6-plus melee injury roll, inflict 1 fatal injury in addition to any other damage. This warlord trait works best if your warlord relies on the weight of attacks, such as a Prince Daemon or a Prince Daemon with the Hydra Blade, or is likely to get additional attacks from TNTFE. A Lord on a Steed of Slaanesh is also a good choice. Incarnate Hate: You must re-roll wound rolls of 1 for attacks made by your warlord. An aggressive trait that is really useful only on a beatstick HQ. Ideal for a Prince Daemon or any HQ with high-strength weapons (Plasma, Chainfist) or a volume of attacks (Blade of the Hydra, Malefic Talons). Otherwise, still the average. Lord Of Terror: Enemy units within 6 inches must roll 2 dice for morale and lose the highest result. This one doesn't do for most armies, but is 'brutal' with Night Lords (which is ironic, given that it is not a specific Night Lord trait). With the cumulative -5 when using Raptors with icons (or more, if you use Be'lakor, too), what makes your opponents throw the lowest matrix result is very good. Fabulous Bill comes in stock with this one, which kind of sucks. Haarken Worldclaimer also gets this, which works much better for him than for Bile. Unholy Fortitude: Add 1 to the characteristic of the wound and win an FNP of 6 degrees. An improved version of the main rule line. Just about any warlord will benefit from this trait, but for maximum durability, take a Prince Daemon Iron Warriors with the Fleshmetal Exoskeleton and the keyword Nurgle, so that he can benefit from the blessing poly of the grandfather and the Miasma of the psychic power pestilence. Psyker Unit[edit] Per Codex: Daemonkin, these warlord traits can be taken if your warlord is a shrinker (i.e. a sorcerer of any type, non-Khormate Daemon Prince, or Master of Possession). Arch-Sorcerer: The warlord knows an additional psychic power of any discipline on their character sheet. Unfortunately, all your legal holders of this have access to only one discipline, and all already know more powers than they can throw away. Least on a Prince Daemon, where it doubles the non-Smite powers to choose (usually Warptime and Diabolic Strength are your best bets). Demon-bound Power: 1 to your warlord's strength characteristic. In addition, you can re-roll damage rollers for your warlord's force weapon, if he has one - remember, Daemon Princes don't. Useless about wizards because the Lords of Chaos fight better anyway, but it makes Daemon Princes of Nurgle, Slaanesh or Ork St 8 - let them fight everything but the knights and still do well. Combined with diabolical force, it makes S10 DP which is enough to injure almost all the heavy infantry out of 2. Magic Devourer: The warlord can deny one more power, and finds an injury for every power he successfully denies. Useful for a Prince Daemon blitzing against psyker-heavy armies, as he can stop a smite or two and heal in the process. Infernal look: 6 within reach of your warlord's smite power. Feel like a Thousand Sons for a game, or better yet, take a Thousand Sons instead. Reader of Fate: Once a battle, you can re-roll a psychic test or deny the attempt. Also, if your army is forged to battle, every time your warlord throws a psychic power, roll 1d6. On a 6, earn a command point. One of the other warlord traits that allows you to regenerate CP, but worse overall, because you need to throw a power to get a 1/6 chance of doing so. Warp Lord: During psychic tests, the warlord can re-roll 1s. Perhaps one of the best options to stick to a Terminator wizard or master of possession in a council of detachment traitors. Eliminates virtually double 1 perils, and will come into the clutch in the late game where the preservation of control points is more of a concern. Can also be used to increase the difficulty of your opponent's refusal attempts, or in rare cases, you can play to push a regular smite into super smite. A good trait if you don't know what kind of army you'll be against, 'cough' tournaments, coughing, coughing, 'coughing'. Psychic Powers[edit] Dark Hereticus Death Hex (WC 8): Target an enemy unit within 12" they can't take invulnerable backups. There is a very crucial difference between Death Hex and Null Zone; Null Zone is a 6 bubble around the psyker, while Death Hex has a longer range of 12 and can choose a specific target, which probably makes it much more flexible. Since you are not able to target the characters in the shooting phase, you can strip Giryman or Cawl or Celestin from their record invulne and then tear them to pieces in close combat. Absolutely evil. Unlike Null Zone, 12 is enough reach for your Psyker to throw this from RELATIVE strength (hide behind other units), and is the ultimate answer to both Deathstar killy units like Wraithblades or Stormshield Terminators AND snowflakes like Trajan Valoris, Kaldor Draigo, or any other unique character hiding behind invulns. Put this on a Prince Daemon, and he becomes an ultimate destroyer of hopes and dreams. Constantly invulnerable to hide behind, few units can to the unholy power of a Prince Daemon charge and live to retaliate. You may not need it in every game, but using Familiar Chaos to catch this in a link can change everything. Diabolical Force (WC 6): Targeted model to less than 12 of the Psyker gains '2 strength', '1 attacks. You know who can throw that? Un Prince Daemon. You know who's a fantastic target for this? Also a Prince Daemon. Cast on a Helbrute with Fist/ Scourge combo. This net you 6 S14 S14 D3 attacks 3 S10 AP-2 D2 of the scourge, all hitting on 3 euros, which should be enough to put a large hole in any tank. Laugh manly when the Helbrute goes crazy and can fight twice in the same combat phase ... Gift of Chaos (WC 6): Targets an enemy unit within 6 inches. Roll a roll. If you drive higher than the strength of the unit, it suffers from fatal wounds d3-3. If a character is killed, add a Chaos Spa.... err, an unspeakable beast to your army. It is diabolical if used well. In order to use it right, give power to a wizard, put this suction cup in a terminator armor and hit it deep with other terms near the enemy's HQ and give it a ring of fire. You'll need to go through a whole series of everything the enemy throws at you, but that's what other terminators are for. If it works, you'll have a wonderful weird ball (which you'll need to pay for reinforcement points to use) next to or around all that's left of your deep attackers. Alternatively, you could just stuff a vanilla wizard into a rhinoceros to bring him to an enemy character. Add a devastating launcher and/or marines to butter who you're going. Infernal Look (WC 5): Choose an enemy unit in the 18 to have a look contest with and roll 3 dice; all the results of a 4 - cause a fatal injury. Although it is not as spamable and reliable as Smite, it can target specific enemy units rather than just the nearest one. Prescience (WC 7): Choose a friendly Unit Chaos Marine in the 18; this unit adds 1 to their strike reels (shooting and close combat) until the next psychic phase. Harder than others to remove, but rightly so, that this power can be a huge force multiplier for your army. However, don't throw that power on any unit that already hits on a 2,000, unless it carries a lot of plasma and you're very determined to keep it alive through overload. You will be wasting the effect since a roll to hit 1 still fails to hit, regardless of the modifiers. Prescience allows Death to the False Emperor hits to generate on a 5, or a 4 degrees if the unit has an icon of excess. Unfortunately, the icon of excess and the first Black Legion warlord trait among the wording traitors indicates that the DTTFE rolls change to a 5, rather than add '1' to the roll. Prescience and one of these two will boost DTTFE to a 4 plus, but they won't stack. Will still blush Slaanesh though (to be just done all). Prescience offers greater efficiency gains when thrown on units with lower statistics or a large number of shots, (e.g. BS4 become 3 is an improvement in production 133%; BS3 to BS2 is 125%. Similarly, on units with better shooting attacks (such as the Combi-plasma Terminators or a squad of combi-bolter bikers), increasing offensive production is more useful. Particularly devastating on a unit that can both shoot and charge in the same turn, like Terminators. As if you needed another reason to drop a wizard behind them when they hit deeply, Warptime (WC 6): Choose a friendly Chaos Marine unit within this unit can immediately move as if it were in the movement phase. Can't be applied more than once in a turn, nor can you use it on things arriving from Deepstrike/Reinforts. Always fantastic. Mark Specific A Nurgle shrinker, Slaanesh, or Tzeentch can substitute their god power for one of the dark Hereticus powers they already know. All these powers increase the durability of units marked in different ways. All are WC 6 and target a HERETIC ASTARTES unit in the 18, meaning that all can be used on the psyker throw them. The Nurgle and Tzeentch powers are particularly remarkable because the Death Guard and the Thousand Sons, respectively, obtain inferior versions of them in their Legion-specific disciplines: their copies can only target their own Legion, but those below have no such restrictions. Delicious agonies (WC 6)Slaanesh: Target a SLAANESH HERETIC ASTARTES unit in the 18; This unit ignores the injuries on a 5. Throw on your 10-man Terminator team and drink your enemy's tears. Or forget about the terms and throw that crap on your Land Raider marked with any variant to make it feel fun (it's probably owned anyway). You will find it hard to contain your heretical laughter to the endless and ineffective misery of your opponent. Miasma de Pestilence (WC 6)Nurgle: A nurGLE HERETIC ASTARTES unit in the 18 is protected by a cloud of flies and enemies targeting them suffer from a -1 to hit. Not bad for Alpha Legion and Night Lord psykers, or just to return plasma spammers. Combo with the blessing of the Dark Prayer and the Alpha Legion trait for some real (most of the Imperial Guard literally can't hit you, play at night and now Space Marines can't hit you). Weaver of Fates (WC 6)Tzeentch: a unit REZENTCH HERETIC ASTARTES in the 18 gets '1 to their invulnerable backup (cap to 3) or a 5 if they didn't have one. Just awesome, especially on things that get high damage weapons pointed at them. You can also use the Chaos Familiar play to give your budding wizard the power to use on his own squad of Marines Rubric. It also works well with the illusory supplication prayer or a noctolith crown to give Havocs or other units in the range a 4. Throw it on a Land Raider Achilles and you're officially this guy x 11. Has anyone said 19 injuries on a T8 2/3 model that can be repaired by eating people? Oh my God, what a twist. Maleficent These powers are unique to the Master of Possession. Not surprisingly, they are all on the diet of your dynies. Cursed Earth (WC 7): Increases the invulnerable backups of friendly 'LEGION' in 6 by 1, up to a maximum of 3 degrees. Oh, how we missed that from 7th, and while it's not as abuseable as it used to be, giving your big Daemon engines an invulnerable stop is always a plus. Incurion (WC 7): Acts like Dymonic Ritual, but you roll 4 dice instead of 3 and do not risk fatal injuries to roll double or triple. Fuck knows what's going on on a roller of quads. The price of the toilet is steep, but you can get to the toilet. this over a demonic ritual; it is also useful if this is more likely to summon stronger demons and less likely to turn against them. Infernal Power (WC 6): Until the next psychic phase of the user, the user gains a 6-inch aura that allows all friendly DAEMON units to re-roll 1s to hit and injure. Remember, which includes Daemon engines, so have fun with your Energized Skull Lord. Keep in mind the re-roll to-hit overlaps with a Lord of Chaos, and the to-wound mingled with an Exalted Champion, both of which are better in that they are always on; as a result, the big reason to take this is for remote exit polishing, since you don't have easy access to 1s re-roll to the injury within range. Unfortunately, there is no way to Deep Strike the launcher with your Oblits. Muterated Regeneration (WC 7): Buffs 1 target unit of Chaos Spawn, Possessed, or Obliterators/Mutators within 18 as follows: Chaos Spawn can re-roll the effects of Mutated Beyond Reason. Possessed can re-roll their attack number. The mutators and obliterations can re-roll their weapon S, AP, or D. This is absurdly bad - 3 of the 4 targetable units do receive a buff at their melee exit from a launcher with drastically less mobility than they have, where the buff is a combination of more difficult to launch or just basically less useful than another source might provide; for example, a Tzeentch Herald with Gaze of Fate provides a WC6 power that is that, but better, since all these units roll once for the entire unit, and it's easier to launch. Obliterators would be the best target, but not only are you only polishing up to 3 models, the stronger the buff can get is the re-roll damage against a W2 target, where it is even weaker than hellish Power, in addition to being harder to launch. Seriously, give this power a hard time. Possession (WC 5): Improves the AP of the user's melee weapons by 2 (e.g. AP-1 becomes AP-3). Until the next psychic phase of the user, all the infantry characters killed by the user become grisly things that are added to your army (unless they are Space Marines or Chaos Space Marines, then they become More Possessed instead). In addition, any vehicle destroyed by the melee user automatically explodes, the user taking no fatal injuries from the explosion. Unfortunately, the new units are not free, and the AP boost seems like it would make the master of possession more lethal in close combat, but the MoP has only 3 attacks, so you're probably better off taking on a different power unless you have the Daemonbound Power WT and a good plan. Sacrifice (WC 4): any model within 2 of roulette. They're taking a life-threatening wound. Then choose a friendly Daemon Legion unit in the 18, and it heals the D3 wounds. If the victim is a Warpsmith and the beneficiary is a Daemon engine, he gets healed 3 wounds instead. Although the Warpsmith item is cute, it is useless. Just keep a couple of cults close to your possession master as cheap healing for whatever you care about. LEGION You can use power on a model like the venomcrawler that heals wounds at the beginning of each round. Finally, if your shrink finds himself in combat, you can use this power to target an enemy if they get too close. This is like it as a 2 range pistol that causes a fatal injury with the healing effect acting as a bonus. Otherwise, keep a Warpsmith 1 away from your favorite Daemon engine and your Caster 2 away from the Warpsmith and smile as your killer engine heals d3's 3-3 one-trick injuries. Note that since the power hurts for 1 (which can be mitigated by any Feel No Pain) and heals for 1d3, in a pinch you can hurt the target you are trying to heal - you'll have a one-in-three chance of not curing them, but you can't heal for unless the wound - and on anything with a Feel No Pain , the calculation is even more forgiving. Similarly, the MoP can be cut to provide healing if necessary. Since the Discordant Lord is both a Warpsmith and a Daemon Engine, it works especially well on him - you'll cut him to 1 and heal him for 3. Prayers to the gods of darkness [edit] There are 11 total prayers that the dark apostles now have access to; 1 that each apostle has by default, 6 that you can choose, and 1 prayer for each god of chaos that are known in addition according to the mark apostles, if it has one. Each apostle can attempt to sing 1 prayer per battle turn on a roll of a 3-plus or a 2-plus if there is at least one dark disciple nearby. Each prayer can only be attempted once in a battle round. Mandatory Prayer: Dark Zeal: If this prayer is heard, you can re-roll hit rolls in the fight phase for friendly attacks made in this priest's 6. Because you ride for prayers at the beginning of a tour, this prayer sees almost no use until the later rounds, especially because you can't throw a prayer while boarding a transport. Prayers specific to God: Punishment DevotionSlaanesh: If this prayer is heard, the priest can advance and charge in the same round. Feculent BesechmentNurgle: If this prayer is heard, the priest

opponent and make units like Warp Talons seem much more reliable. Stratagems: Terror Strike (1 CP): When an enemy unit is destroyed by a host raptorial unit, all other enemy units within 6 of any raptorial host unit take a penalty from -1 to Ld until the end of the turn. In a night lords detachment with Allied Haarken Worldclaimer in and some icons of despair, this can pile up a staggering -6 Ld penalty before you even start to consider other ways to debugge Ld. Seems good in isolation, but chaos has so many sources of leadership reduction that it's pretty much redundant. It shines best in small games where you can only have so many units to unwind the enemy with. Vicious descent (1 CP): When a host raptorial unit is set up by deep strike, it re-rolls all its attacks for that turn. Incredibly fragile without access to the tip of the warlord's trait claw, and even then, you still need to remove that load after you land to benefit from it. But if you use Raptors for the special weapon dakka you can make them reroll their shooting attacks. Most of the time safe plasma overcharging, anyone? Season to taste with the shot twice. Black Legion can use it alongside their other strategem reroll for twin overcharging plas-raptor squads. Relic: Chiropractic Wings: Roll a d6 for each enemy unit that the wearer moves during the movement or charge phase. on a 4, the unit takes fatal wounds d3. Put this stimulated movement to good use. I know what you're thinking, OMG, these would be perfect with the distortion time. Except that the warp time occurs in the psychic phase, and this relic only works in the phases of movement and charge. Note that if you fold with these wings, nothing prevents you from flying over to get away from it. Soulforged Pack[edit] Your Daemonforge Detachment, although all you select are Warpsmith (which includes Discordant Lords and Hellwrights) and Daemon Engine units. Warlord Trait: Master of the Soul: Your Daemon engines earn 2" of movement when within 6 of your warlord, which unfortunately means you'll need either a Discordant Lord or Hellwright on Dark Abeyant to follow. Forgefends might feel a little left here with nothing to support Weapons. Stratagems: Daemonforge Overdrive (1 CP): Use at the beginning of the combat phase, choose a Soulforged Pack Daemon engine from your army. Double the number of remaining injuries to determine what its characteristics are in relation to its damage chart until the end of the phase or until the model is reduced to 0 injuries. Cheap, and excellent for bringing out this last bit of use of a Daemon engine that is almost dead. However, as it specifies that you use this at the beginning of the combat phase, it unfortunately does nothing to improve forgefends and does really benefit the daemon focused mele engines. Infernal Engines (1 CP): At the beginning of your charging phase choose a Daemon Pack Soulforged engine from your army. This model can charge even if it advanced earlier in the turn. Really good, but it only targets a Daemon engine, so choose wisely. This gets a lot more mileage if used on a Super Heavy like a Kytan Ravager or Lord of Skulls, when combined with warp time this virtually guarantees a first-lap change for any daemon engine. Relic: Mechaserpents: Replaces Mechatendrils. Str 1. AP -1, 2 damage. Each time the carrier fights, they can make 1 additional attack with this weapon for each enemy model within 1 of the wearer. Obscene given the great base of a Discordant Lord. Tactical Goals[edit] 11 - For the black gods! 1 VP for destroying an enemy unit or failing a moral test. 12 - Rise to Glory 1 VP if an enemy PERSONE, A VEHICLE OR A MONSTRE loses its last injury due to a HERETIC ASTARTES PERSONIS. 13 - The will of chaos Roll a d6 during the generation of this tactical goal and each turn thereafter. Get 1 VP to control the target that matches your d6 score. 14 - The Chain is your Ally 1 VP to manifest psychic power or successfully using a dyenic ritual that rotate. d3 VP if you've done both. 15 - Claim and Despoil d3 VP if you claim a goal held by your opponent at the beginning of the turn. 16 - The long war 1 VP for the destruction of an enemy unit. If he had the keyword IMPERIUM, it's d3 VP instead. Amounts to 3 VP if 3 or more IMPERIUM units have been destroyed, and d3-3 VP if 6 or more have been destroyed. Generic Notable Strategies [Edit] Cacophony Blitz: Take as many oblitor units as you like. Mark them all like Slaanesh. Take a terminator or jump pack Lord, a wizard with Prescience or even Abaddon, to keep them company. Deepstrike as soon as possible depending on the target you want to chew through, you may need pop veterans of the long war for good measure. Then proceed to tear anything under heavy infantry and/or light vehicles a new FOR SLAANESH. Then, if something is left standing anywhere near you, engage trolface and use the endless cacophony to make another round of shooting with a unit of oblitors FOR SLAANESH. If you manage to clear most of the threats in the area (what you should), then you can charge your lord with chaos and continue with the rape FOR SLAANESH. Don't worry! It's in the open air - it's a disposable piece with a 4- after the first round of shooting, and if your opponent focuses on taking it down, it means it diverts precious fire power anyway from your shooty guys. If it is) done, you can use them to blow again in the next round. FOR SLAANESH! Note - This tactic becomes downright brutal if you use a large unit of plasma terminators instead of oblitors. This gives 40 STR 8 shots, re-roll 1s, hit two or re-roll all the failed shots, then all hurt two or three. And each of them does 2 damage to AP-3. If you position your terminators optimally, you can ideally wipe two large targets in two consecutive volleys, then load a third right of the bat and butcher the melee in the combat phase. Granted, it doesn't require a lot of setup, as well as cost about 800 points to actually pull this off, not to mention 1-3 command points, but if you manage to remove it well, it will probably win you the game. Also note that veterans of the long war gives 1 to wound rolls for the entire shooting phase. This means the two rounds of shooting with endless Cacophony. DEFFIEFEX DISTRACTION: Take a Defiler with a Scourge and a brand of SLAANESH, then place it on the edge of your deployment area. Then have a Terminator Wizard (or any SLAANESH Psykers nearby) cast Warptime with Prescience and/or Delightful Agonies. You now have an obscene tanky monstrosity facing the enemy that can remove any vehicle or monster in an instant with Daemonforge in the upcoming combat phase (with a little luck on the damage rollers, a Defiler with a Scourge - Prescience - Daemonforge can instantly destroy a NEcann MONOLITH). You probably can't (and shouldn't) buff your Deffiefex like this at every turn despite the absolute destruction it can bring; it's a scare tactic. The goal is to have your opponent make 1 of the 2 painful choices, either A: Realize that this is part of a distraction tactic and leave him alone to sow their, or B: destroy him and save their ass for now, but at the cost of letting the rest of your army destroy their even harder. Forge World Fuckery: Take at least 2 Sonic Dreadnaughts each with a Doom mermaid and two fists with heavy flames, and drop them with Dreadclaws as the ultimate CARNIFEX DISTRACTION that can threaten absolutely anything on the table. To be the ultimate about it, don't even use the actual Forge World models for these units, like helbrutes and normal drop pods with a few extra bits attached will do the job just as well. Fuck 40k, we play 30k ... and we play dirty!! The main difference in our troops on the loyalist scum is that we can take 2x heavy weapon instead of only 1 on our CSM troops, if you plan to play a big kick this can be a win-win situation; Remember that only moving models get -1 penalty for firing heavy weapons; this means that you can move all the units, except the simple models (as long as it stays in the cohesion). This allows you to bring Stuff like lascannons OUT heavy support and also help these support stuff so heavy to be buried by bodies (if you bring a squad of 10 men, each 2x lascannon are hidden behind 8 bodies) and last but not least you get a goal holder (win-win situation). If you then add a moral controller (Iron Warrior Warlord's trait), then the enemy must remove each single pattern by wounds for them reaching the cool things you are hiding. The best use is to put the lascannon right in front of the unit, then make the rest of the unit jump in front of them your next turn (you can decide what to remove from the victims, literal where you want, so that it doesn't matter where you put them). By doing this, you get an extra free unit movement/bolter range without getting any penalty for moving the lascannon. This allows you to have 3 free heavy support slots for the extra mauler-rape machine firepower or anything else you plan to do with interesting heavy support units. Have command points, travel: If you need CP, but want them as cheap as possible to buy more interesting toys in other detachments, consider using a renegade and heretic battalion. 2 Renegade Commanders, plus 3 Renegade Militia Squads. This gives you 5 CP for 170pts allowing you to adapt to more toys in other detachments. Considering the cheapest battalion you can field from a codex is 2 Warpsmiths (120pts) and 30 Cultists (150) this saves you a 100pts dish for wargear or units elsewhere. The downside is that the guards are basically worse, which have the greatest value as a way to hide on a lens, to be meat shields or to block the deep attackers in your back line. Chances are they won't see a game, but that's the price of power. However, since cults cannot take legion traits anyway the cost is largely mitigated. I feel something to come ... This one is pretty simple, actually. Just take a Vanguard detachment that is 4 chaos decimators with twin souburner firecrackers (210 points each), with a terminator wizard like HQ, and take an outrider detachment with four dreadclaw pods (130 points each), and a terminator wizard. From Turn 2, you'll be able to hit everything deep in the face of your opponents and vomit 16D3 fatal wounds on him, and throw prescience at two decimators. Remember that if you play with the rule of three, you are limited to three decimators. Isvaan Chainsword Massacre: As of Vigilus Ablaze, Chaos Lords can take Thunder Hammers. This means that you can direct your Smash treacherous captains (who are still under-par compared to their loyalist counterparts). More interestingly, the new black legion relic, Ghorisvex's Teeth, can be taken by a Lord of Chaos with a Jump Pack. Aside from a decent profile, he treats fatal injuries on a 6 to the wound. Give him the fire from the flames of war and strike him with the veterans of the long war and what do you get? A Lord of Chaos who can move 12, has a 4, 6 attacks, hit on 2s and rerolling 1s, MEQs wounds on 3s and GEQs on 2s, 2s. The wound is -3 AP 2D ET, due to the relic and stacking war line, you treat 2 fatal wounds on each wound roll of a 5 or a 6. It can reasonably threaten 77 targets and flattens absolutely anything that is T3 and doesn't have a 4. If you can hit him with soutelear Black Apostle's Wear, he gets even crazier! The catch is that you risk a lot by making him your warlord to get Flames of Spite and you're basically hoping he rolls one to three 5 or 6s to the injury. It is only 93 points though! In addition, investing even more CP with Chosen of the Pantheon means that you can give it a 3 with Weaver of Fates and make it fight twice with the Khorne fight again strat. Of course, at that point, you invested 5 CP, warlord, and a relic. He'd better do some serious damage. Overwatch is SO Last Edition: About to load into a sea of painful Overwatch, such as T'au, blob Guard, Shoota Boyz, or lots of flammers? At the turn, you plan to do so, right behind them Deep Strike in a Unit of Warp Heels, then load with the Warp Heels before anything else. No Overwatch for anyone! Consider several small units and go for priority targets, hoping to get that 9-inch load and save a reroll. Don't expect them to last long or do a lot, but taking 500 pts from gunline can neutralize your opponents strategy while the rest of the army moves into position. Remember that this tactic is not meant to be used solo as Warp Talons do not have a native re-roll, so combo them with other Daemons or just expect them to get shot when the enemy withdraws (by then, you should at least by in a good position). Bile's Boys: Have you ever felt that your generic CSM needs a little more punch for them? how about a blob of 20 marines s5 with potentially 4 attacks (base 1, chainsword, hateful assault, bile upgrade) per model on the load? how about that same unit getting a 7-inch motion, d6-1 advance and a d6-1 charge? all for the low cost of 11pts a model and 1 cp? Throw something fun at the champion like a power fist, and you get 5 s10 ap-3 d3d in the mix too. And they can cap goals. If you feel like losing friends try the same thing with Khorne Bersekers or possessed running alongside the greatest possessed, and watching them turn a knight into pulp. Build your army [edit] Well ... good news bad news. Many of our Khorne Daemonkin Codex kits from the 7th are made of plastic, as well as models of the new Death Guard and MORE of 9000 Sons. The more Daemon Prince, and the CSM kit. Bad news... do you want a special character? Some are falcast. Chosen? Get your box ready. You can use the chosen Dark Vengeance, but they are mono-pose and all armed with cc weapons. Forge World upgrade kits go the way to the dodo bird. So get your bit box ready. New plastic Havocs are out, kit comes just with 2 of most weapons, so feel free to steal devastators to fill, your mileage may vary. Fortunately, since GW has decided that since we are the de facto de facto villains the scenery, we're finally getting some fucking attention. Yes. Now, with the blessed golden age of Rountree having come around, we can build an entire army from starting games. So get your anus ready for the Black Gods, it's going to be a bumpy ride. With Vigilus Defiant, we have a new character from the Black Legion, Haarken Worldclaimer, and Vigilus Ablaze gives us new plastic kits for Abaddon, the Black Apostle, Regular Marines, Havocs, Terminators and Obliterators plus a bunch of entirely new things! If you play Nurgle or Indivised, get Dark Imperium. Period, not if and or but about it. You get some Plague Marines, who are one of our best elites, a Lord of Chaos in Terminator armor (Lord of Contagion), a Lord of Chaos (Moxious Blightbringer), a Wizard of Chaos (Maligned Plaguecaster) and 20 cults (Poxwalkers). After that, take Shadowspear (while it's still around). Then hang a Rogue Trader Set (this is gold). Use a set Start Collecting kibashed with Dark Slaves Start collecting together for 20 marines, plus a Helbrute, a Lord of Chaos on Palanguin, and some riders for future conversions. For Khorne, you don't have to think much - Gore's Maelstrom is a good deal, but if you don't want to invest in it, Berzerkers are cheap anyway. Take a set of the Start collection! Khorne Bloodbound for a decent chaos lord/Kharm, 10 Berzerkers, and 3 Bloodcrusher proxies (can also be used as Chaos Bikes if you pin a couple of bolts together and stick it to the top of the Juggernaut, or give the runner a bolter storm hand). As always, a set of CSM start collecting or two won't hurt. If you go for the AOS/Thunder and Blood starter, you can use the reavers as cultists. Or cut their heads on Stormcast Eternals and add tips to taste. The Khorogath is not a great Helbrute, but makes an interesting Prince Daemon with a touch of conversion work. If you go for the full starter, the Mighty Lord looks like a terminator lord a little already. Attach a few extra pauldrons to the bloodseeder and it can double as a metallic-looking black apostle. For Slaanesh use the same trick as with Nurgle, combine slaves with darkness and the CSM kit to make twenty marines. Except that now, those riders you do get can be lined up as Slaanesh and Chariot seekers like a Herald. Throw in a start collecting! Slaanesh kit daemons will make your conversions look less like the perfection aspect of Slaanesh and more like the androgynous-horror look. Tzeentch is a little more difficult. In kitbashing the Rubricae with the regular CSM and/or the MK III Marines, you will get some looking not a thousand sons. For a more loyalist-defecte look, grab a box of horrors and some things that aren't much named and use the large number of extra bits to accessorize a Start Collecting! Box. For Iron Warriors or similar technology-inspired armies, it's really easy to make your army look the way they should. Get a start of collection! kit and an MK III squad and mix and max. Tartaros Terminators tend to be better than Cataphracts for a more mechanical look, and since we only get one type of terminator (and they are the same price) anyway, it doesn't matter. If you harassed a betrayal of Calth or Burning of Prospero before they were removed from the shelf, you're already halfway there. Night Lords are surprisingly under-represented on the table despite their popularity in plush stuffed animals, which is probably due to their ridiculous FW prices for their upgrade parts (which end up coming out looking like they're a really clean Batman) and the crappy quality of their GW and bit models. Fortunately, we were lucky enough to warp Talons. \$35 for a set of 5 bad sounds, but the bits, from head to arms, are very smoldering and terrifying. Mix a set with two sets of MK IV marines and you have night lords for 1/3 of the FW price. If you play Chaos lined up Night Lords and have the dark imperium together (you should since you play Nurgle for these moral debuffs, right?), you can use the vents of your converted Foetid Bloatedrone to make an extra Raptor or two. Also look for Graveguard pieces from AoS, cut them and put them on your marines and you go there. For obliterations, take some easy-to-build aggressors and everything stays on the weapons you love. Stick the weapons basically everywhere and add green stuff. It doesn't even need to look amazing to imitate the flesh metal armor. Add horns to taste, and use your hobby knife to scrape off any areas you don't add green stuff to. Barrels of comatose weapons? Reaper Chaincannons only come in one per box, but good resin alternatives are sold on Etsy Cultist Blobs[edit] For any CSM army, you're going to need a metric fuckton of cults, but unless you want to get 10 sets of the cult team of 5 men or happen to have three sets of 20 men's additional DV sets from two years ago, you're going to have to convert a lot. Some ideas: Blackstone Fortress is a good start for cults. You get 14 treacherous guards of the bat, plus four each of the cults negavolt and Beastmen. Both can be easily put on 25mm bases, with a bit of overhang on a couple. Also, pop some Ghoul heads on your body-Ghul for neat gollum cult research (bonus points if you put your-Ghul heads on Ghoul's bodies for scary looking Haemonculus abominations). Now get you have 26 cults. A good start, but we need MOAR. For a Tzeentchian army, take the kairic acolytes. Give them some extra bolters or lasguns for accounts-like autoguns or laspistols and bolt guns for pistols, now you have 20 more. For a Slaaneshi bracelet, slap some of the sisters / Blood Sisters/ Lifetakers heads on DeIidar Wyches made for perfect corrupt Eldar. Simple and super efficient. Khorne's war tapes are also super easy - take some Bloodreavers, slap them on 25mm bases, now you have 20 cults. Nurgle is beyond blessed. For starters, remember that Rogue Trader box we told you to get? In any case, vox Shambblers are ready-to-use cults. Now use an extra Pester (Don't lead me, I know you have one) for weapons, which you can then attach to genestealer, IG or Fire Warrior bodies for infected militias. If you are desperate, Poxwalkers are always a good option. Dark Mechanicum (useful for iron warriors) cults can be easily made in mismatched Skitarii and Militarum Tempestus bits. One solution straight out of the box is the 30k Tech Thralls. You could also use some Electro-Priests (well good use for those assholes!) plus some Negavolt Cultists on the 25mm bases for a beautiful crazy fanatical look. The new Arco-Flagellants are also good as a solution out of the box. Just make sure to cut all the obvious imperium bits. Not undivided enough for you? Well, grab your chair and change your underwear because these assholes are easy and relatively cheap. All you need is a Cawdor gang and Empire Flagellants (you should have this kit anyway if you've ever hit IN028). Most bits are compatible with a little light shaving, pinning and greenstuff for Cawdor bodies (they are all snap-fit). Throw on a few pieces of chaos and you're ready to go. (Normal flagellants with different paint and chaotic symbols on books, rollers, skulls and flesh are fine too. If you want to give them a more futuristic taste though, put a few guns around and see the effect) Beastmen can be done simply by giving Gors Genestealer or IG bits. Potentially expensive, but the Necromunda Gangers can build very good cults. Cawdor and Orlock in particular, as the Orlocks have the most civil look, and the Cawdor gangers have such scum in the aesthetic rags of the Dark Vengeance cult. The Orlock kit comes with enough guns to make 10 Shooty cultists out of the bat (including a heavy heel no less!), while two boxes of the Cawdor kit gives enough to make 10 and 10 melee/remote. melee/remotely.

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