



# CREATIONS OF BILE

Comprising abhorrent warbands of augmented Chaos Space Marines, the varied creations of Bile display the depths of the Primogenitor's dark genius. Whether devoted to Bile's search for prize specimens and forbidden knowledge or bartered to ambitious warlords in return for great riches, these altered warriors expand the web of the Spider's sinister influence. Each new experiment the Clonefather undertakes is intended to improve upon the works of the Corpse-Emperor and render the transhuman form of a Space Marine more lethal. In battle, his creations utilise their enhanced strength, speed, aggression and endurance to weather fields of killing fire, plunge into the midst of the enemy and tear their victims apart, even as the genetic mutations induced by the Clonefather begin to overwhelm their altered forms.

## DETACHMENT RULE



### EXPERIMENTAL AUGMENTATIONS

*Bile's creations, the Terata, possess a variety of mutations, all of which increase their transhuman lethality – for now.*

At the start of the battle, select which augmentations are active for **HERETIC ASTARTES INFANTRY** models (excluding **DAMNED** models) from your army until the end of the battle. To do so, either select one from the list below, or randomly determine two by rolling two D6. If **FABIUS BILE** is your **WARLORD**, when randomly determining your augmentations, you can re-roll one or both of the dice. Duplicated augmentations have no additional effect.

● **Cholinergic Accelerants:** Add 1 to the Attacks characteristic of melee weapons equipped by this model.

●● **Hyperadrenal Infusion:** Add 2" to the Move characteristic of this model.

●●● **Paraneural Reactions:** Improve the Weapon Skill characteristic of melee weapons equipped by this model by 1.

●●● **Supracutaneous Chitination:** Improve the Toughness characteristic of this model by 1.

●●●● **Macrotensile Sinews:** Add 1 to the Strength characteristic of melee weapons equipped by this model.

●●●●● **Ophthalmic Enhancement:** Improve the Ballistic Skill characteristic of ranged weapons equipped by this model by 1.

## ENHANCEMENTS



### SURGICAL PRECISION ..... 10 PTS

*A student of Fabius Bile's dread craft, this champion of Chaos wields their weapons with the same precision a master surgeon would wield a scalpel.*

**HERETIC ASTARTES** model (excluding **DAMNED** models) only. The bearer's melee weapons have the **[PRECISION]** ability.

### LIVING CARAPACE ..... 15 PTS

*With a thought, the wearer can compel this bioarmour to thicken, further increasing their formidable resistance.*

**CHAOS LORD** model only. Add 1 to the bearer's Wounds characteristic and the bearer has the Feel No Pain 5+ ability.

### HELM OF ALL-SEEING ..... 25 PTS

*This baroque helm sports numerous additional sensors, requiring various disfiguring organ augmentations to process the information.*

**HERETIC ASTARTES INFANTRY** model (excluding **DAMNED** models) only. Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of the bearer.

### PRIME TEST SUBJECT ..... 35 PTS

*Only the strongest will survive the rampant cell transformations associated with Bile's mysterious bioalchemy.*

**HERETIC ASTARTES INFANTRY** model (excluding **DAMNED** models) only. Add 1 to the Damage characteristic of melee weapons equipped by the bearer. Each time the bearer makes a melee attack, you can re-roll the Hit roll.



### MONSTROUS VISAGES

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*Bile's experimental ministrations have left these warriors as freakish monsters. Cursed with clusters of compound eyes, distended, fang-stuffed jaws or myriad other grotesqueries, they are hideous to behold.*



1CP

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **HERETIC ASTARTES INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.



### MASTERS ARE WATCHING

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*Feeling the expectant gaze of Bile's greatest creations from across the battlefield, transhuman and mortal warriors strive slavishly to impress.*



1CP

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **HERETIC ASTARTES INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, subtracting 1 from the result if it is a **DAMNED** unit; on a 4+, do not remove it from play. That destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.



2CP

### SPECIMENS FOR THE SPIDER

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*The Clonefather's agents are always searching for new test subjects. They strive to harvest the bodies of great leaders and champions, dragging them from battle and leaving the remaining foes utterly demoralised.*

**WHEN:** Fight phase.

**TARGET:** One **HERETIC ASTARTES INFANTRY** unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes a melee attack that targets a **CHARACTER** unit, you can re-roll the Wound roll. After your unit has fought, if one or more enemy **CHARACTER** models were destroyed as a result of those attacks, select one enemy unit within 6" of your unit. That enemy unit must take a Battle-shock test. If the enemy **WARLORD** was destroyed as a result of those attacks, each enemy unit within 6" of your unit must take a Battle-shock test instead.



2CP

### DELAYED MUTATIONS

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*Fabius Bile's experiments are notoriously unstable. In the heat of battle, new mutations may burst forth in explosions of gristle and oozing gore, many of which are as lethal to the subject as they are to the enemy.*

**WHEN:** Your Command phase.

**TARGET:** One **HERETIC ASTARTES INFANTRY** unit (excluding **DAMNED** units) from your army.

**EFFECT:** Your unit suffers D3 mortal wounds. Then select one augmentation (see Experimental Augmentations). Until the start of your next Command phase, models in your unit have the selected augmentation in addition to any other augmentations they have.



1CP

### DIABOLIC REGENERATION

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*Not even death can lay the most vile of Bile's creations low.*

**WHEN:** Your Command phase.

**TARGET:** One **HERETIC ASTARTES INFANTRY** unit (excluding **DAMNED** units) from your army.

**EFFECT:** One destroyed model (excluding **CHARACTER** models) is returned to your unit. If your unit is a **BATTLELINE** unit, D3 destroyed models (excluding **CHARACTER** models) are returned to your unit instead.



1CP

### AUTOSTIMULANTS

CREATIONS OF BILE – STRATEGIC PLOY STRATAGEM

*Arrays of subdermal vials inject autostimulants and biocatalysts into the warriors' enhanced muscles, invigorating them for incredible feats of exertion.*

**WHEN:** Start of your Charge phase.

**TARGET:** One **HERETIC ASTARTES INFANTRY** unit from your army.

**EFFECT:** Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.