

Xenopygos the Mindbender

316 points, including Wargear



Brother Xenopygos was once an apothecary of the Ultramarines chapter, but a failed warp-jump found the young medic stranded in the Eye of Terror, the sole survivor among an entire company of space marines.

Trapped in a hellish limbo, seconds passed as years within the warp storm, all the while tormented by the most vile demons Tzeentch could conjure: a perverse chorus of gibbering monstrosities singing a song of corruption. As years turned to centuries the crushing hopelessness and constant infusion of warp energies unleashed the apothecary's latent psychic abilities. Xenopygos was trapped within his nightmare-addled mind: unable to move, unable to sleep, unable to do other than listen to the demonic music of the warp which smothered him. Singularly focused on nothing but the cacophony of raw warp energy, his mind was twisted beyond insanity, past the bounds of human understanding – fertile ground for the teachings of Tzeentch.

The anguish of Xenopygos rang out like a beacon across the warp until it caught the attention of T'Sog, demon prince of Tzeentch. Drawn by the chance to toy with one of the Emperor's finest, the demon brought the now centuries-old marine to his desolate palace. The arrogant demon prince underestimated the nascent powers of Xenopygos, and during a careless moment

Xenopygos managed to free himself and steal the demon prince's most prized possessions: the *Codex Halfordiensis* and the *Thurible of T'Sog*. Bolstered by the magicks of these ancient artifacts, Xenopygos managed to guide himself through a tear in the warp, back to reality, moments after his first disappearance.

T'Sog pursues Xenopygos tirelessly, furious over his humiliation and the theft of his property. Xenopygos, terrified of facing the demon prince, moves constantly across the galaxy, avoiding the minions of Tzeentch whenever possible out of fear of being found. Desiring only to further understand his enormous powers, Xenopygos the Mindbender seeks out ancient tomes and alien technologies, joining any battle where his desire for occult knowledge may be rewarded.

Xenopygos the Mindbender may *not* be included in any Chaos army led by a commander bearing the Mark of Tzeentch. Xenopygos may not be selected as an army's general.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Xenopygos	4	7	7	5	5	4	7	3	10

CHAOS SPACE MARINE ARMY LIST

WEAPONS Bolt pistol and Frag grenades.

ARMOR Power armour (3+ save on a D6).

WARGEAR & CHAOS REWARDS

Xenopygos may have up to 4 Chaos Rewards or Wargear cards. He must take the Chaos Reward *Disc of Tzeentch* and Wargear cards *Codex Halfordiensis* and *Thurible of T'Sog* (included in his points cost). The remaining Chaos Reward or Wargear card may be chosen by the Chaos player, subject to the usual restrictions and additional points cost.

MARKS OF CHAOS

Xenopygos bears the *Mark of Tzeentch* (20 pts.). If he is affected by any psychic attack he may nullify it on a roll of 4 or more on a D6.

PSYCHIC MASTERY

Xenopygos is a Sorcerer Lord and has a mastery level of 4. This entitles him to 4 psychic powers. His primary power is that of Tzeentch; his tertiary powers may be drawn from the Adeptus and Librarian decks. (See Wargear card *Codex Halfordiensis*)

SPECIAL RULES

Chaos Space Marine. Xenopygos is a Chaos Space Marine and the usual Rapid Fire rules apply.

DISC OF TZEENTCH 30 Points

The model rides a *Disc of Tzeentch* which has been gifted to him by the Chaos God. The characteristics and special rules for *Discs* can be found in *Codex Chaos*, p60.

CODEX HALFORDIENSIS 25 Points

The *Codex Halfordiensis* is an ancient tome of hymns dedicated to the *metal gods* of a long-dead alien race. Those powerful enough to invoke its incantations and resist the *dreamer deciever* find their abilities

magnified, while those *reckless* enough to meddle carelessly find themselves *victims of changes*, exiled *beyond the realms of death*. The bearer of the *Codex* starts the battle with an additional psychic power which must be chosen at random from the Tzeentch deck. For example, a level 4 psyker instead receives 5 total powers. Such is the aura of horror surrounding the tome that the bearer causes *Terror* as described on p.66 of the Warhammer 40,000 rulebook.

Sorcerers of Tzeentch Only

THURIBLE OF T'SOG 40 Points

This censor glows with warp energy and emits a scintillating trail of glowing vapors that corrupt anything caught in its noxious cloud. While the original purpose of the *Thurible of T'Sog* has been lost to time, it is known to be an effective weapon in both close combat and poisoning the battlefield with it's hellish miasma.

During the wielder's shooting phase the *Thurible* can be swung to create a cloud of smoke from its warp-infused incense. Nominate a spot visible to the wielder within 8 inches. Roll to hit and scatter as for a grenade. Use the Thudd Gun template to determine the area covered by the cloud. The smoke has the combined effect of *Blind*, *Hallucinogen*, and *Tanglefoot* grenades. (Wargear book pp.56, 58, 65).

The cloud does not shrink nor dissipate. The template's area of effect remains in play until the *Thurible* is used to create another cloud, or if the wielder is killed/removed from play. At the start of each player's turn, roll the scatter dice and move the template D6" in the direction indicated. The new resting position of the template determines which models are affected that turn. Roll again for the cloud's effects.

The *Thurible of T'Sog* is a deadly flail in close combat. The wielder may not parry. Due to the powerful warp energies fueling the censor, Demonic Auras offer no protection against succesful hits from the *Thurible*. Other force fields, armour saves, and wounds are rolled normally.

RANGE		TO HIT		STR	DAM	SAVE MOD.	ARMOUR PEN.	SPECIAL
SHORT	LONG	SHORT	LONG					
Ranged: See special rules								
<i>Thudd Gun Template</i>								
Hand-to-Hand Combat: Close combat only				6	1	-3 <small>Special</small>	6+D6+D12	Cannot parry

Chaos Only