

## THE LOST AND THE DAMNED

This section of the book details the forces used by the Chaos Space Marines — their weapons, their units and the special characters that lead them to war. Each entry describes a unit and gives the specific rules you will need to *use* it in your games. The army list refers back to these entries.

### CHAOS SPACE MARINES SPECIAL RULES

The Chaos Space Marines army uses a number of special rules that are common to several units, collected here for convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead.

#### Champion of Chaos

It is not unusual for the Chaos powers to bestow strange boons and mutations upon those who kill in their name. Not all of these boons are beneficial — the dark ones are as fickle as they are inscrutable, and even their most ardent followers are little more than pawns in a celestial game. A model with the Champion of Chaos special rule must always issue and accept a challenge whenever possible. If there is more than one model in a combat with this special rule, you may select which model issues or accepts the challenge. In these challenges, the character with this special rule gains +1 Weapon Skill, +1 Initiative and +1 Attack. Whenever a character with the Champion of Chaos special rule kills an enemy character, you may offer the kill to the Dark Gods and immediately check to see if they reward him. To do this, roll a D66 on the Chaos Boon table opposite — by this we mean roll two D6, one after the other, counting the first dice as 'tens' and the second dice as 'units'. Then refer to the table opposite to see what boon (if any) your champion has gained. So, if you roll a 3 on the first dice and a 5 on the second, you would get a D66 roll of 35 — your champion would now benefit from the Mechanoid Chaos Boon. This boon lasts for the rest of the game; make a note of it on your army roster next to that character's entry. If a boon is rolled that the character already has, the roll has no effect. If an enemy character dies as a result of multiple Wounds being allocated to it simultaneously, and one of more of those Wounds were caused by the champion, that champion still rolls on the Chaos Boon table. Note that destroying models in a Sweeping Advance does not confer a roll on the Chaos Boon table.

#### Warlord Traits

The warlords of the Chaos Space Marines have waged hundreds of campaigns against the weakling Imperium of Man. They enjoy the favour of the Chaos Gods and are respected and feared by their fellows as warriors and strategists alike. Some amongst them have a true talent for command, able to wield their armies as weapons on a galactic scale. When generating his Warlord Traits, a Chaos Warlord may either roll on one of the Warlord Traits tables in the Warhammer 40,000 rulebook, or roll on the table below.

D6	Warlord Trait
1	<b>Black Crusader:</b> <i>This Warlord has sworn never to rest in his eternal vendetta against his loyalist foes.</i> The Warlord and all friendly units within 12" of the Warlord have the Preferred Enemy (Space Marines) special rule (see designer's note above).
2	<b>Flames of Spite:</b> <i>This Warlord's bitterness burns so fiercely that his weapons flicker with the fires of Chaos.</i> All Melee weapons belonging to the Warlord and his unit have the Soul Blaze special rule.
3	<b>Master of Deception:</b> <i>This Warlord has studied the tactics of his foe and has mastered cunning methods of circumventing them.</i> Nominate up to 1D3 Infantry units in your army before deployment. Those units gain the Infiltrate special rule.
4	<b>Hatred Incarnate:</b> <i>The intense animosity that festers in this Warlord's soul spills out into those around him.</i> The Warlord and his unit have the Hatred special rule.
5	<b>Lord of Terror:</b> <i>The aura of despair and hopelessness that surrounds this Warlord hangs in the air and brings to mind all of one's worst nightmares.</i> The Warlord has the Fear special -rule.
6	<b>Exalted Champion:</b> <i>Favoured amongst the Dark Gods, this Warlord is bequeathed the most powerful rewards from the Gods of Chaos he worships.</i> The Warlord may re-roll his rolls on the Chaos Boon table, including any rolls he makes before the game begins as a result of the Gift of Mutation.

#### DESIGNER'S NOTE

Some rules in this book provide Preferred Enemy or Hatred (Space Marines). The category 'Space Marines' comprises all units taken from the following codices: Space Marines, Black Templars, Blood Angels, Dark Angels, Grey Knights and Space Wolves.

<b>Chaos Boon Table</b>	
<b>D66</b>	<b>Chaos Boon</b>
11-16	<b>Unworthy Offering:</b> The champion receives no reward. Better luck next time!
21-22	<b>Spawnhood:</b> The champion is transformed into a Chaos Spawn. Place a spare Chaos Spawn model, on full Wounds, within 3" of the champion (or the vehicle in which he is embarked) and more than 1" front enemy models. Then, remove the champion model from play. If the Chaos Spawn cannot be placed, just remove the champion. The champion only counts as killed once this Chaos Spawn is removed as a casualty, or if it cannot be placed on the board. The champion is now a separate, unengaged, non-scoring unit that retains none of the champion's special rules or wargear. It does, however, retain the same Mark of Chaos (if it had one). If the champion was your Warlord, this Chaos Spawn remains your Warlord but loses his Warlord Trait. Ancient Infernals treat this result as an Unworthy Offering.
23	<b>Warp Frenzy:</b> The champion is consumed with anger. The champion has +1 Attack.
24	<b>Fragment of Immortality:</b> The champion cheats death. The champion has the Eternal Warrior special rule.
25	<b>Strength of the Berzerker:</b> Power flows into the champion. The champion has +1 Strength.
26	<b>Arcane Occulum:</b> A mood-shot eye pushes through the flesh. The champion has +1 Ballistic Skill.
31	<b>Cerebral Cogitator:</b> The champion's mind laces with stimuli. The champion has +1 Initiative.
32	<b>Bloated:</b> The champion's flesh bulges out in clammy rolls. The champion is returned to full Wounds. If he is already at full Wounds, he now has +1 Wound.
33	<b>Crystalline Body:</b> The champion's flesh changes to diamond. The champion has +1 Toughness.
34	<b>Shield of Force:</b> The champion is obscured by Warp energy. The champion has the Shrouded special rule.
35	<b>Mechanoid:</b> The champion's flesh bonds with his armour. The champion's Armour Save improves by 1.
36	<b>Blade of Chaos:</b> The champion's favoured weapon is infused with the raw power of the Warp. If he has one, choose one of the champion's Melee weapons - it now has the Armourbane and Fleshbane special rules.
41	<b>Witch-eater:</b> Warp-spawned powers and their practitioners have no dominion over this champion.. When the champion or his unit pass a Deny the Witch roll, the enemy Psyker immediately suffers a Perils of the Warp attack.
42	<b>Cosmic Fate:</b> The champion has a touch of destiny upon him. The controlling player of the champion may re-roll one dice per turn or force his opponent to re-roll one of his dice.
43	<b>Venomous:</b> The champion's very touch is toxic. The champion's Melee attacks have the Poisoned (4+) special rule.
44	<b>Unholy Crusader:</b> For this champion, to rest is to die. The champion has the Crusader special rule.
45	<b>Meteoric Charge:</b> The champion charges like a steel bull. The champion has the Hammer of Wrath special rule.
46	<b>Icy Aura:</b> The champion's body exudes a deathly chill. Enemy models in base contact with the champion at the end of initiative Step I take a 54, AP5 hit.
51	<b>Mind of Metal:</b> The champion's resolve is absolute. The champion has the Adamantium Will special rule.
52	<b>Gun Morph:</b> The champion's arm forms a fleshmetal gun. If he has one, choose one of the champion's ranged weapons - it now has +1 Strength (this applies to both weapons on a combi-weapon).
53	<b>All-consuming Hatred:</b> The champion's ire seethes within. The champion has the Hatred special rule.
54	<b>Hyper Precision:</b> The champion's strikes defy reality with their pinpoint accuracy. The champion has the Rending special rule.
55	<b>Lifetaker:</b> The champion's aura ages his foes. The champion's Melee attacks have the Instant Death special rule.
56	<b>Blademaster:</b> The champion's blade is an extension of his arm. The champion has +1 Weapon Skill.
61	<b>Voice of Horus:</b> Through champion's lips, the Warmaster himself speaks. The champion has the And They Shall Know No Fear special rule.
62	<b>Temporal Distortion:</b> Time is altered around the champion. The champion has the Fleet special rule.
63	<b>Masochism:</b> The champion has acquired a taste for agony. The champion has the Feel No Pain special rule.
64	<b>Multiple Boons:</b> Roll another D3+1 times on this table, re-rolling Spawnhood and Dark Apotheosis results.
65-66	<b>Dark Apotheosis:</b> The champion is transformed into a Daemon Prince equipped with power armour. This follows the rules for Spawnhood (see result 21-22) with the following exceptions: <ul style="list-style-type: none"> <li>• In every instance, replace the words 'Chaos Spawn' with "Daemon Prince".</li> <li>• The champion retains his power armour, Psychic Mastery Levels, Psychic Powers, Chaos Rewards and Chaos Artefacts. If he had a jump pack, then he also gains wings.</li> <li>• If the champion was your Warlord, he retains his Warlord Trait.</li> <li>• If the champion was an Infernal Ancient, then he gains power armour and the ichor blood Chaos reward.</li> </ul>

### Daemon Weapons

The most powerful of all weapons used by Chaos champions have Daemons bound into them, imprisoned by the complex rites of the Soul Forges. Each weapon is a unique artefact, named for the warp-entity trapped within it. Some of these bear only a flicker of sentience, but some rage so powerfully against their fate that their wielder becomes a slave, and the blade the master. At the start of each Fight sub-phase during which the bearer of a Daemon Weapon is locked in combat, roll a D6. On a roll of a 1, the model immediately suffers a Wound with no armour saves allowed and his Weapon Skill is 1 until the end of the phase. On a roll of 2+, the bearer gains that many additional Attacks until the end of the phase. If the bearer has multiple Melee weapons, only roll a D6 if he chooses to attack with a Daemon Weapon.

### **Veterans of the Long War**

Many Chaos Space Marine factions have been locked in a constant, grinding war against the Imperium of Man for centuries, if not millennia. The burning hate they feel for their loyalist brothers has had time to fester, now eclipsing all other emotions. This applies, above all, to the original nine Traitor Legions who flocked to Horus' banner ten millennia ago and continue their war against their loyal brethren to this day.

Models with the Veterans of the Long War special rule have the Hatred (Space Marines) special rule (see designer's note) and +1 Leadership (remember that a model's Leadership cannot be modified above 10). When Veterans of the Long War is listed in a unit's special rules, the Leadership increase will already have been taken into account in its profile.

### **MARKS OF CHAOS**

*If a model is given a mark from one of the Greater Powers of Chaos, this means that the warrior is claimed by one of the Dark Gods and has been given special powers in return.*

A model or unit may only purchase one Mark of Chaos. An Independent Character with a Mark of Chaos may not join a unit with a different Mark of Chaos. An Independent Character with the Mark of Chaos Undivided may join any unit with any Mark of Chaos. A Transport vehicle with a Mark of Chaos may not transport a unit with a different Mark of Chaos. A Transport vehicle with the Mark of Chaos Undivided may transport any unit with any Mark of Chaos. When a Mark of Chaos is listed in a unit's wargears, its effects will have already been taken into account in its profile, where applicable.

#### **Mark of Chaos Undivided**

*The Marks of Chaos Undivided bristle with raw warp energies, making reality itself buckle at the wearer's whims.*

Non-vehicle models with the Mark of Chaos Undivided gain the Adamantium Will and Night Vision special rules. Additionally, a Psyker with the Mark of Chaos Undivided must generate at least one of his powers from the Discipline of Undivided Chaos.

Vehicles with the Mark of Chaos Undivided gain the Night Vision and Stealth special rules.

#### **Mark of Khorne**

*The Mark of Khorne is bestowed only upon those whose relentless rage and boundless ferocity pays due homage to the Blood God's own. To such disciples, Khorne grants an unholy wrath that burns as hot as the stars.*

Non-vehicle models with the Mark of Khorne have +1 Attack.

Walkers with the Mark of Khorne gain the Rampage special rule.

Non-walker vehicles with the Mark of Khorne count as having WS 3 in close-combat if they remained stationary and WS 6 if they moved. Transport vehicles also gain the Assault Vehicle special rule.

#### **Mark of Tzeentch**

*Those dedicated to Tzeentch enjoy the protection and prescience of the Master of Manipulation.*

Models with the Mark of Tzeentch have +1 to their invulnerable save (to a maximum of 3+). If given to a model that does not already have an invulnerable save, this mark confers an invulnerable save of 5+. Additionally, a Psyker with the Mark of Tzeentch must generate at least one of his powers from the Discipline of Tzeentch.

For example, Rubric Marines have an aura of dark glory (5+ invulnerable save) and the Mark of Tzeentch, so have a total invulnerable save of 4+.

#### **Mark of Nurgle**

*Nurgle's blessing manifests not only as a suite of virulent plagues and diseases, but also as the inhuman constitution needed to survive them.*

Non-vehicle models with the Mark of Nurgle have +1 Toughness. Additionally, a Psyker with the Mark of Nurgle must generate at least one of his powers from the Discipline of Nurgle.

Vehicles with the Mark of Nurgle gain +1 Hull Point.

#### **Mark of Slaanesh**

*The devotees of Slaanesh have their senses and reactions heightened to a supernatural degree, all the better to drink in the extreme, multifaceted stimuli of the battlefield. A warrior gifted in this manner will move with uncanny grace and speed, his blade lashing out like the tongue of a serpent as he revels in the ugly spectacle of death.*

Non-vehicle models with the Mark of Slaanesh have +1 Initiative. Additionally, a Psyker with the Mark of Slaanesh must generate at least one of his powers from the Discipline of Slaanesh.

Vehicles with the Mark of Slaanesh increase all their maximal Movement distances (including running and charging distances) by +1". Flyers with the Mark of Slaanesh also gain the Vector Dancer special rule.

## SPECIAL RULES

**Beseech the Dark Gods:** All characters in the Dark Apostle's unit (including the Dark Apostle) may re-roll Chaos Boon results.

In addition, the Dark Apostle enhances the effects of the Marks of Chaos, giving additional bonuses to all models in the same unit. The exact nature of the bonuses depends on the Mark of Chaos of the affected model:

**Mark of Chaos Undivided:** The model gains Preferred Enemy (Everything).

**Mark of Khorne:** The model gains Rage. If he already has this special rule, then he will gain 3 additional Attacks on charge instead of the normal 2.

**Mark of Tzeentch:** If an enemy psyker manifests a psychic power within 12" of one or more models from the unit, roll a D6: on a roll of 2 or better the psychic power is negated and it takes no effect.

**Mark of Nurgle:** The model gains Feel No Pain. If he already has this special rule, then he increases his Feel No Pain save by 1 (from 5+ to 4+ and so on).

**Mark of Slaanesh:** The model gains Fleet and Hit and Run.

**Crazed:** Each time a Helbrute takes a glancing or penetrating hit but isn't destroyed, place a crazed marker by the model. At the start of each of your Movement phases, roll a D3 on the table below if the Helbrute has one or more crazed markers next to it. After rolling, remove all crazed markers from the Helbrute. Infernal Ancients are also subject to this rule just as Helbrutes, but at the start of its Movement Phase, an Infernal Ancient may roll a D6 after each crazed marker, and on a roll of 4 or better it may remove the crazed marker. If the Infernal Ancient successfully removes all crazed markers this way, then he won't roll on the table.

### D3 Crazed Result

- 1 **Fire Frenzy:** The Helbrute is Immobilised until the end of your turn. If unengaged, it must fire all of its weapons twice this Shooting phase. If possible, the target must be a unit that caused one or more glancing or penetrating hits on the Helbrute in the previous turn; if not, the target must be the nearest visible enemy.
- 2 **Rising Fury:** The Helbrute immediately recovers from Crew Stunned and Crew Shaken results. It has the Rage special rule until the end of the turn.
- 3 **Blood Rage:** The Helbrute immediately recovers from any Crew Stunned and Crew Shaken results. It has the Fleet and Rage special rules until the end of the turn. If, during this turn's Shooting phase the Helbrute is not within maximum charge range of any enemy units, it must Run as far as possible towards an enemy unit. If this is not possible for any reason, it may fire its weapons as normal.

A Helbrute with the Mark of Khorne will always suffer a Blood Rage result, so no roll on this table is needed. Similarly a Helbrute with the Mark of Tzeentch will always suffer a Fire Frenzy result.

**Dreadclaw Assault:** The Dreadclaw must start the game in reserves and must arrive via the Deep Strike special rule. The controlling player must roll for the Dreadclaw's availability in the first turn too: on a roll of 4 or better, the Dreadclaw will arrive from reserves using the Deep Strike special rule.

**Explosion of Puss:** When a Blight Drone is destroyed, it invariably detonates in a shower of bile and puss. When the Blight Drone loses its last Hull Point it explodes as per the 'Explodes' Vehicle Damage Table entry rather than becoming wrecked.

**Master of Mechanisms:** In each of your Shooting phases, instead of firing his weapons, a Warpsmith may choose to either repair a single friendly, damaged vehicle or curse a single enemy vehicle. The Warpsmith cannot use this ability if he has gone to ground or is falling back.

- To repair a vehicle, the Warpsmith or one of his mechatendrils equipped Mechaslaves must be in base contact with it or embarked upon it. Roll a D6, (add +1 if the Warpsmith has mechatendrils). If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle, effective immediately.
- To curse a vehicle, the Warpsmith must be within 18" of it. Roll to hit the vehicle using the Warpsmith's Ballistic Skill. If the curse hits, all of that vehicle's weapons have the Gets Hot special rule until the end of its next turn.

**Shatter Defences:** After deployment, but before Scout redeployments and Infiltrate deployment, nominate one piece of terrain anywhere on the battlefield. The terrain's cover save is decreased by one for the duration of the game. For example, a ruin (4+ cover save) would instead offer a 5+ cover save. A piece of terrain can only be shattered in this way once.

**Mutilator Weapons:** If a Mutilator unit is locked in combat at the start of a Fight sub-phase, they must choose one of the weapons options from the following list:

- A pair of chainfists
- A pair of shock mauls
- A pair of power scourges
- A pair of chainblades
- A pair of lightning claws

Every Mutilator in a unit must choose the same weapons option. A Mutilator unit cannot choose the same weapons option in two consecutive Fight sub-phases.

**Twisting Reality:** The Warp Crawler ignores Difficult and Dangerous Terrain and any equipment and special rule that would reduce or modify its characteristics (like Necron whip coils and Tyranid lash whips).

**Warpflame Strike:** The Warp Talons must start the game in Reserves and arrive via Deep Strike. In the turn they Deep Strike onto the battlefield, the Warp Talons may assault as normal, provided they are close enough to a viable target.

## UPGRADES

**Forsaken:** The unit gains the Hatred, Stealth and Stubborn special rules.

**Mutants:** The unit gains the Fleet, Furious Charge and Rage special rules.

**Renegades:** All models in the unit replace improvised armour with carapace armour and gain frag grenades.

**Wyrdlings:** The unit gains the Brotherhood of Psykers special rule with the Necromantic Sacrifice and Psychic Maul psychic powers.

## CHAOS ICONS

**Icon of Chaos Glory:** Units with the Mark of Chaos Undivided only. A unit with the Icon of Chaos Glory may choose to pass or fail any Morale test it is called upon to make.

**Icon of Deception:** A unit with the Icon of Deception gains the Infiltrate and Scouts special rules.

**Icon of Incarnation:** If a unit wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a model carrying the Icon of Incarnation, then it won't scatter. Note that the Icon of Incarnation must already be on the table at the start of the turn for it to be used.

## CHAOS REWARDS

**Chaos Armour:** Models with power armour only. The chaos armour grants a 2+ armour save and a 6+ invulnerable save.

**Darkvisor:** Models with the darkvisor gain the Night Vision special rule and automatically pass the Initiative test to evade the effects of the Blind special rule.

**Inferno Bolts:** Models with Mark of Tzeentch only. Bolt pistols, boltguns (including boltguns as part of a combi weapon), combi-bolters and heavy bolters equipped with inferno bolts gain AP 3 and the Fleshbane special rule.

**Master Crafted Weapon:** One of the model's weapons gain the Master-Crafted special rule.

**Trophy Rack:** For each enemy character killed in a challenge, the model with the trophy rack gains +1 Attack and +1 Leadership.

**War Banner:** Whilst the model with the war banner is alive, his unit add +1 to its assault result. The effects of multiple war banners are cumulative.

## DAEMONIC STEEDS

**Chaos Steed:** The model receives +1 Wound and his unit type becomes Cavalry.

**Shrieker of Tzeentch:** The model receives +1 Strength, his close-combat attacks gain the Rending special rule and his unit type becomes Jetbike.

**Beast of Nurgle:** The model receives +1 Toughness, +1 Wound, his close-combat attacks gain the Poisoned (4+) special rule and his unit type becomes Cavalry.

**Fiend of Slaanesh:** The model receives +2 Attacks, gains the Hit and Run special rules and his unit type becomes Cavalry.

## CHAOS ARTEFACTS

**Mark of Malal:** A model with the Mark of Malal gains the Hatred (Chaos) and Preferred Enemy (Chaos) special rules. He also counts as having a Mark of Chaos, and he cannot join any unit with any of the other Marks of Chaos (including the Mark of Chaos Undivided!).

**Daemon Orb:** The Daemon Orb is a ranged weapon with the following profile:

Range	Strength	AP	Type
6"	10	1	Assault 1, Large Blast, One Use Only, Daemonic Sentience

**Daemonic Sentience:** Before rolling for scatter, the player who owns the Daemon Orb must roll a D6: on a roll of '1', the opposing player may select a new target that could be any unit within 24" and line of sight from the user (including the user's own unit!) and work out the attack against that unit. On a roll of 2 or better, the owning player may work out the attack as normal. After resolving the attack, the player must roll another D6: on a roll of '6' the Daemonic Orb returns to its carrier, and may be used again in one of the following turns!

**Warp Hammer:** The Warp Hammer is a melee weapon with the following profile:

Range	Strength	AP	Type
-	+2	3	Melee, Concussive, Haywire, Two-Handed, Unwieldy

**Armour of the Eternal War:** A model with the Armour of the Eternal War gains a 2+ armour save, a 6+ invulnerable save and the Eternal Warrior special rule.

**The Casket of Darkness:** A model may elect to use The Casket of Darkness at the start of his own Movement Phase. All units within 12" of the model are now subject to the Night Fighting special rule – ranged attacks made by these units and ranged attacks made against these units are both affected. Any special rules and wargear that would normally help against the effects of Night Fighting will also work against The Casket of Darkness too. The effects of The Casket of Darkness remain in play for a full Game Turn, even if the carrying model was slain. In the turn he elected to use The Casket of Darkness, the model cannot make ranged attacks, cannot run, and do not gain extra Attacks from two close-combat weapons or from charging.

**Kai Gun:** The Kai Gun is a ranged weapon with the following profile:

Range	Strength	AP	Type
24"	User	3	Assault X, Shred, Wrath Fuelled

**Wrath Fuelled:** The Kai Gun gets one shot for every Attack on the unmodified profile of the model firing it.

**Daemonic Chains:** A Daemon Prince with the Daemonic Chains gains the Eternal Warrior special rule.

**Machirepator:** The Machirepator may be used once per battle, at the beginning of the player's own turn. Choose a non-flyer vehicle within 12" of the Warpsmith: the vehicle is immediately restored to full Hull Points and repairs all Immobilised and Weapon Destroyed damage results.

**The Horn of Furies:** The model may use The Horn of Furies once per battle, at the start of one of his own Shooting Phase, instead of firing a ranged weapon. Roll a D6 for each enemy unit on the battlefield: on a roll of '6', the unit suffers D6 Strength 4, AP- hits with the Ignores Cover and Pinning special rules. Wounds from these hits are allocated randomly. Vehicles are always hit on their rear armour. Flyers and flying monstrous creatures are automatically affected by The Horn of Furies, and they suffer D6 Strength 8, AP- hits with the Ignores Cover special rule. Just as in the case of vehicles, flyers are also always hit on their rear armour.

**Warpflame Rod:** The Warpflame Rod must be represented with a suitable marker, and must be placed on the battlefield as per the Infiltrate special rule. Friendly units arriving via Deep Strike within 12" from the Warpflame Rod do not scatter. Enemy units arriving via Deep Strike within 12" of the Warpflame Rod will suffer a Deep Strike Mishap on a D6 roll of 6 (roll for each enemy unit separately). If an enemy model ends its Movement Phase within 3" of the Warpflame Rod, remove the Warpflame Rod from the table – it is the only way to destroy the Warpflame Rod, otherwise it counts as a battlefield debris and thus cannot be targeted by any attack.

**Chroxnox Fleshmetal:** Weapons with an Armour Piercing value of 2 cannot penetrate the Warpsmith's armour – he can take armour saves against these weapons as normal. In addition, weapons with the Fleshbane or the Poisoned special rule could only wound the Warpsmith on a roll of 6, regardless of their Strength or special modifier.

**Staff of Change:** The Staff of Change is a melee weapon with the following profile:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
-	+2	4	Melee, Concussive, Daemon Weapon, Two-Handed

It can be also used as a ranged weapon with the following profile:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
12"	8	1	Assault 1, Transmutation

**Transmutation:** A model wounded by the Staff of Change's ranged profile must immediately succeed on a Toughness test or it is removed from play with no saves of any kind allowed and is replaced by a Spawn under the Chaos player's control. Treat it as if the model would suffer a 'Spawnhood' result on the Chaos Boon table.

**The Blissgiver:** The Blissgiver is a melee weapon with the following profile:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
-	User	2	Melee, Daemon Weapon, Instant Death

**The Shifter of Paradox:** If your army includes The Shifter of Paradox, then you may re-roll any dice what must be rolled before the first turn begins (like who deploys first, seizing the initiative, generating psychic powers and so on) and any reserve rolls during the game. But, for each re-roll made, the opposing player gains a Paradox Marker. He can spend these Paradox Markers to re-roll one dice per expended Paradox Marker. The opposing player may spend his Paradox Markers any time during the game, and there is no restriction to the maximum number of Paradox Markers he can spend per turn. Once spent, the Paradox Marker is gone for the rest of the game.

**Scrolls of Magnus:** At the beginning of each of his turns, the bearer of the Scrolls of Magnus may choose to gain an additional psychic power for the rest of the game. To do so, roll a D6 and consult the table below to see which discipline the new psychic power is from. Then, randomly generate a power from that discipline, as if you were rolling for a Mastery Level 1 Psyker with the exception that you cannot swap to the Primaris Power. If this results in a power the bearer already knows, roll again on the table below. If the model with the Scrolls of Magnus is not a psyker, then he automatically becomes a Mastery Level 1 Psyker with one psychic power randomly generated at the start of the battle with the method above

<b>D6</b>	<b>Psychic Discipline</b>
1	Pyromancy
2	Biomancy
3	Telepathy
4	Tzeentch
5	Telekinesis
6	Divination

## CHAOS VEHICLE EQUIPMENT

**Bastion-Breacher Shells:** *These powerful shells are often used in Decimator siege cannons to split enemy fortifications apart.*

A Decimator armed with bastion-breacher shells always fires with the following profile:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
48"	10	1	Heavy 1, Armourbane, Blast

**Blasphemous Runes:** *The hull of the vehicle is daubed with the symbols of Chaos. These blasphemous scrawls are disturbing and can unnerve even the most experienced troops.*

Enemy units Tank Shocked by the vehicle suffer a -1 penalty to their Leadership characteristic until the end of the turn. The effects of multiple Tank Shocks with blasphemous runes are not cumulative. If scribed on a Walker, any Leadership tests taken by enemy units engaged in close-combat with the Walker are at a -1 penalty.

**Daemonic Possession:** The vehicle's Ballistic Skill is reduced to 3. It ignores the effects of Crew Shaken and Crew Stunned results, but embarked units are still affected by these results.

In addition, the daemonic possession grants additional bonuses, depending on what Mark of Chaos the vehicle has:

**Mark of Chaos Undivided:** Enemy units wishing to shoot or assault the vehicle must succeed on a Morale test first or they must forgo their attack. If they fail the Morale test, then their attack is wasted, and they cannot choose another target.

**Mark of Khorne:** At Initiative Step 1, all models (friend and foe alike!) in base contact with the vehicle suffer a single Strength 5, AP 5 hit with the Ignores Cover special rule.

**Mark of Tzeentch:** Once per battle, at the start of the controlling player's Movement Phase, the vehicle may be removed from the table and immediately redeployed as per the Deep Strike special rule, but it will not scatter.

**Mark of Nurgle:** The vehicle gains It Will Not Die. If it already has this rule, then it passes It Will Not Die rolls on 4+ instead of 5+.

**Mark of Slaanesh:** Whenever the vehicle loses a Hull Point, it increases its Ballistic Skill, Weapon Skill, Attacks and Initiative by 1.

**Phospex Shells:** *Phospex is an extremely rare corrosive toxic and incendiary compound utterly inimical to life.*

A Decimator armed with phospex shells always fires with the following profile:

<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
48"	5	2	Heavy 1, Blast, Ignores Cover, Poisoned (3+)

## DISCIPLINE OF UNDIVIDED CHAOS

Primaris Power	<b>INFERNAL LIGHTNING</b> <b>Warp Charge 1, Beam</b> <table border="1"> <thead> <tr> <th>Range</th> <th>Strength</th> <th>AP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>12"</td> <td>6</td> <td>D6</td> <td>Assault 1, Lance</td> </tr> </tbody> </table>	Range	Strength	AP	Type	12"	6	D6	Assault 1, Lance																
Range	Strength	AP	Type																						
12"	6	D6	Assault 1, Lance																						
1-2	<b>HOST OF FIENDS</b> <b>Warp Charge 1, Malediction</b> Host of Fiends targets a single enemy unit anywhere on the battlefield, even out of line of sight from the psyker. Whilst this power is in effect, all models in the unit reduce their Leadership characteristic by D3 (roll for all models in the unit once).																								
3-4	<b>WARPTIME</b> <b>Warp Charge 1, Blessing</b> Warptime targets the psyker, and while it is in effect, the psyker may re-roll any dice.																								
5-6	<b>DARK SUMMONING</b> <b>Warp Charge 2, Conjunction</b> Range 12", roll on the table below to determine the type and composition of the summoned unit: <table border="1"> <thead> <tr> <th>2D6</th> <th>Summoned Unit</th> </tr> </thead> <tbody> <tr><td>2</td><td>3D6 Cultists</td></tr> <tr><td>3</td><td>3D6 Cultists</td></tr> <tr><td>4</td><td>1D3 Chaos Spawns</td></tr> <tr><td>5</td><td>2D3+1 Chaos Space Marines</td></tr> <tr><td>6</td><td>2D3+1 Chaos Space Marines</td></tr> <tr><td>7</td><td>2D3+1 Chaos Space Marines</td></tr> <tr><td>8</td><td>1D3+2 Chaos Raptors</td></tr> <tr><td>9</td><td>1D3+2 Chaos Raptors</td></tr> <tr><td>10</td><td>1D3+2 Chosen</td></tr> <tr><td>11</td><td>1D3 Warp Talons</td></tr> <tr><td>12</td><td>1D3 Chaos Terminators</td></tr> </tbody> </table>	2D6	Summoned Unit	2	3D6 Cultists	3	3D6 Cultists	4	1D3 Chaos Spawns	5	2D3+1 Chaos Space Marines	6	2D3+1 Chaos Space Marines	7	2D3+1 Chaos Space Marines	8	1D3+2 Chaos Raptors	9	1D3+2 Chaos Raptors	10	1D3+2 Chosen	11	1D3 Warp Talons	12	1D3 Chaos Terminators
2D6	Summoned Unit																								
2	3D6 Cultists																								
3	3D6 Cultists																								
4	1D3 Chaos Spawns																								
5	2D3+1 Chaos Space Marines																								
6	2D3+1 Chaos Space Marines																								
7	2D3+1 Chaos Space Marines																								
8	1D3+2 Chaos Raptors																								
9	1D3+2 Chaos Raptors																								
10	1D3+2 Chosen																								
11	1D3 Warp Talons																								
12	1D3 Chaos Terminators																								

## DISCIPLINE OF TZEENTCH

Primaris Power	<b>TWISTED FATES</b> <b>Warp Charge 1, Blessing</b> Twisting Fates targets a single friendly unit within 24". Whilst this power is in effect, all models in the unit automatically pass any and all Characteristics Tests and may re-roll any dice that would determine a randomly generated result (like Mysterious Terrain).								
1-2	<b>RECKONING OF TZEENTCH</b> <b>Warp Charge 1, Blessing</b> Reckoning of Tzeentch targets a single friendly unit within 12". Whilst this power is in effect, all models in the unit gain the Interceptor, Monster Hunter, Skyfire, Split Fire and Tank Hunters special rules.								
3-4	<b>DOOMBOLT</b> <b>Warp Charge 1, Witchfire</b> <table border="1"> <thead> <tr> <th>Range</th> <th>Strength</th> <th>AP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>18"</td> <td>8</td> <td>1</td> <td>Assault D6, Detonate</td> </tr> </tbody> </table> <i>Detonate:</i> Vehicles hit by Doombolt roll 2D6 for the range of Explodes results.	Range	Strength	AP	Type	18"	8	1	Assault D6, Detonate
Range	Strength	AP	Type						
18"	8	1	Assault D6, Detonate						
5-6	<b>BOON OF MUTATION</b> <b>Warp Charge 2, Malediction</b> Boon of Mutation targets a single enemy unit within 24". All models in the unit must succeed on a Toughness Test or suffer a Wound with no saves of any kind allowed. Wounds from the Boon of Mutation ignore the Feel No Pain special rule and cannot be restored by the It Will Not Die special rule.								

## DISCIPLINE OF NURGLE

Primaris Power	<p><b>GIFT OF CONTAGION</b>  <b>Warp Charge 1, Malediction</b>            Gift of Contagion targets a single enemy unit within 24". Roll on the table below to see what effect it has on every model in the unit whilst the power is in effect. The effects of multiple Gifts of Contagion are cumulative.</p> <p><b>D3 Disease Granted</b></p> <table border="1"> <tr> <td>1</td> <td><b>Flyblown Palsy:</b> -1 Toughness, -1 Initiative.</td> </tr> <tr> <td>2</td> <td><b>Black Atrophy:</b> -1 Toughness, -1 Attack.</td> </tr> <tr> <td>3</td> <td><b>Liquefying Ague:</b> -1 Strength, -1 Toughness.</td> </tr> </table>	1	<b>Flyblown Palsy:</b> -1 Toughness, -1 Initiative.	2	<b>Black Atrophy:</b> -1 Toughness, -1 Attack.	3	<b>Liquefying Ague:</b> -1 Strength, -1 Toughness.		
1	<b>Flyblown Palsy:</b> -1 Toughness, -1 Initiative.								
2	<b>Black Atrophy:</b> -1 Toughness, -1 Attack.								
3	<b>Liquefying Ague:</b> -1 Strength, -1 Toughness.								
1-2	<p><b>WEAPON VIRUS</b>  <b>Warp Charge 1, Malediction</b>            Weapon Virus targets a single enemy unit within 24". All of the target unit's ranged weapons have the Gets Hot! special rule whilst this power is in effect.</p>								
3-4	<p><b>MIASMA OF PESTILENCE</b>  <b>Warp Charge 1, Blessing</b>            Miasma of Pestilence targets a single friendly unit within 6". While this power is in effect, all models in the unit gains the Shrouded special rule and all enemy charges against these models count as a Disordered Charge.</p>								
5-6	<p><b>PLAGUE WIND</b>  <b>Warp Charge 2, Witchfire</b></p> <table border="1"> <thead> <tr> <th>Range</th> <th>Strength</th> <th>AP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>24"</td> <td>1</td> <td>2</td> <td>Assault 1, Ignores Cover, Large Blast, Poisoned (4+)</td> </tr> </tbody> </table>	Range	Strength	AP	Type	24"	1	2	Assault 1, Ignores Cover, Large Blast, Poisoned (4+)
Range	Strength	AP	Type						
24"	1	2	Assault 1, Ignores Cover, Large Blast, Poisoned (4+)						

## DISCIPLINE OF SLAANESH

Primaris Power	<p><b>SENSORY OVERLOAD</b>  <b>Warp Charge 1, Witchfire</b></p> <table border="1"> <thead> <tr> <th>Range</th> <th>Strength</th> <th>AP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>24"</td> <td>4</td> <td>4</td> <td>Assault 4, Blind, Concussive, Pinning</td> </tr> </tbody> </table>	Range	Strength	AP	Type	24"	4	4	Assault 4, Blind, Concussive, Pinning
Range	Strength	AP	Type						
24"	4	4	Assault 4, Blind, Concussive, Pinning						
1-2	<p><b>HYSTERICAL FRENZY</b>  <b>Warp Charge 1, Blessing</b>            Hysterical Frenzy targets a single friendly non-vehicle unit within 12". The target unit rolls on the table below to determine what benefit all models in the unit gain whilst this power is in effect.</p> <p><b>D3 Altered State</b></p> <table border="1"> <tr> <td>1</td> <td><b>Swollen Sensorium:</b> +1 Initiative.</td> </tr> <tr> <td>2</td> <td><b>Lunatic Strength:</b> +1 Strength.</td> </tr> <tr> <td>3</td> <td><b>Hyperactive Fit:</b> +1 Attack.</td> </tr> </table>	1	<b>Swollen Sensorium:</b> +1 Initiative.	2	<b>Lunatic Strength:</b> +1 Strength.	3	<b>Hyperactive Fit:</b> +1 Attack.		
1	<b>Swollen Sensorium:</b> +1 Initiative.								
2	<b>Lunatic Strength:</b> +1 Strength.								
3	<b>Hyperactive Fit:</b> +1 Attack.								
3-4	<p><b>SYMPHONY OF PAIN</b>  <b>Warp Charge 1, Malediction</b>            Symphony of Pain targets a single enemy unit within 24". Whilst this power is in effect, that unit is at -1 Weapon Skill and -1 Ballistic Skill. Furthermore, any Attacks from sonic weaponry that hit the target unit whilst this power is in effect are resolved at +1 Strength. Note that the effects of more than one Symphony of Pain are cumulative.</p>								
5-6	<p><b>BEAM OF SLAANESH</b>  <b>Warp Charge 2, Witchfire</b></p> <table border="1"> <thead> <tr> <th>Range</th> <th>Strength</th> <th>AP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>24"</td> <td>6</td> <td>3</td> <td>Assault 3, Ecstasy</td> </tr> </tbody> </table> <p><i>Ecstasy:</i> After working out the damage, the attacking player may move any surviving models in the target unit up to D6" (roll once for all models) in any direction, abiding the normal rules of Movement. Models moved this way do not count as moved in their proceeding Movement Phase.</p>	Range	Strength	AP	Type	24"	6	3	Assault 3, Ecstasy
Range	Strength	AP	Type						
24"	6	3	Assault 3, Ecstasy						

## OTHER PSYCHIC POWERS

### NECROMANTIC SACRIFICE

#### Warp Charge 1, Blessing

Necromantic Sacrifice targets a single friendly non-vehicle unit within 12". Remove 2+D6 Wyrdlings from the caster unit and place back one model to the target unit that was previously removed as a casualty from it. Necromantic Sacrifice cannot bring back Independent Characters. If there are not enough Wyrdlings in the casting units to fulfil the sacrifice, then the whole unit is destroyed, and the controlling player must remove one randomly selected model from the targeted unit.

### PSYCHIC MAUL

#### Warp Charge 1, Witchfire

#### **Range Strength AP Type**

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36"	X	D6	Assault 1, Large Blast, Strikedown
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The Strength of the Psychic Maul is equal to the number of models the Wyrdling unit has, divided by five (to a minimum of 1 and a maximum of 10).

## **CHAOS SPACE MARINES ARMY LIST**

### **HQ**

Abaddon the Despoiler  
Huron Blackheart  
Khärn the Betrayer  
Ahriman  
Typhus  
Lucius the Eternal  
Tarraq Darkblood  
Fabius Bile  
Doomrider  
Chaos Lord  
Sorcerer  
Daemon Prince  
Dark Apostle  
Warpsmith  
    Mechaslaves

### **Elites**

Chaos Terminators  
Chosen  
Possessed  
Mutilators  
Helbrute  
Khorne Berzerkers  
Terminator Berzerkers  
Blood Slaughterer of Khorne  
Rubric Marines  
Rubric Terminators  
Warp Crawler of Tzeentch  
Plague Marines  
Plague Terminators  
Blight Drone of Nurgle  
Noise Marines  
Noise Terminators  
Hell Knight of Slaanesh

### **Troops**

Chaos Space Marines  
Chaos Cultists

### **Dedicated Transports**

Chaos Rhino  
Dreadclaw

### **Fast Attack**

Chaos Knights  
Raptors  
Warp Talons  
Chaos Bikers  
Spawn  
Heldrake

### **Heavy Support**

Havocs  
Obliterators  
Forgefiend  
Maulerfiend  
Defiler  
Chaos Predator  
Chaos Vindicator  
Decimator  
Chaos Land Raider  
Chaos Land Raider Deathfire  
Chaos Land Raider Reaper

## CHAOS WARGEAR LIST

### Melee Weapons

A model can replace its bolt pistol and/or close-combat weapon with one of the following:

- Chainaxe ..... 4 points
- Chainblade ..... 8 points
- Plague knife<sup>3</sup> ..... 8 points
- Lightning claw ..... 15 points
- Power weapon ..... 15 points
- Power fist ..... 25 points
- Thunder hammer ..... 30 points
- Daemon weapon ..... 40 points

### Ranged Weapons

A model can replace one weapon with one of the following:

- Combi-bolter ..... 3 points
- Sonic blaster<sup>4</sup> ..... 5 points
- Combi-flamer, -melta or -plasma ..... 10 points
- Plasma pistol ..... 15 points

### Terminator Weapons

A model wearing Terminator armour can replace his combi-bolter with one of the following:

- Combi-flamer, -melta or -plasma ..... 7 points
- Power weapon ..... 12 points
- Lightning claw ..... 17 points
- Power fist ..... 22 points
- Chainfist ..... 27 points

A model wearing Terminator armour can replace his power weapon with one of the following:

- Lightning claw ..... 5 points
- Power fist ..... 10 points
- Chainfist ..... 15 points
- Thunder hammer ..... 15 points
- Daemon weapon ..... 25 points

### Special Issue Wargear

A model can take up to one of each of the following:

- Melta bombs ..... 3 points
- Jump pack<sup>10</sup> ..... 15 points
- Chaos bike<sup>10</sup> ..... 20 points
- Doom siren<sup>4</sup> ..... 20 points

### Chaos Rewards

A model can take up to one of each of the following:

- Ichor blood ..... 3 points
- Blight grenades<sup>3, 8</sup> ..... 5 points
- Inferno bolts<sup>2</sup> ..... 8 points
- Darkvisor<sup>8</sup> ..... 10 points
- Master crafted weapon<sup>6</sup> ..... 5/10 points
- Trophy rack ..... 10 points
- Aura of dark glory<sup>6</sup> ..... 5/15 points
- Combat familiar ..... 15 points
- Spell familiar ..... 15 points
- War banner<sup>8</sup> ..... 15 points
- Chaos armour<sup>6</sup> ..... 10/20 points
- Sigil of corruption<sup>6</sup> ..... 15/25 points

### Daemoniac Steeds

A model without terminator armour, jump pack or chaos bike may take one of the following daemoniac steeds:

- Chaos Steed ..... 20 points
- Juggernaut of Khorne<sup>1</sup> ..... 35 points
- Disc of Tzeentch<sup>2</sup> ..... 30 points
- Shrieker of Tzeentch<sup>2</sup> ..... 25 points
- Palanquin of Nurgle<sup>3</sup> ..... 40 points
- Beast of Nurgle<sup>3</sup> ..... 30 points
- Steed of Slaanesh<sup>4</sup> ..... 20 points
- Fiend of Slaanesh<sup>4</sup> ..... 20 points

### Chaos Artefacts:

A model may take one of the following. Only one of each Chaos Artefact may be taken per army.

- Mark of Malal <sup>8</sup> .....	15 points
- Daemon Orb .....	20 points
- Warp Hammer .....	20 points
- Armour of the Eternal War <sup>8</sup> .....	25 points
- The Casket of Darkness .....	25 points
- Dimensional Key.....	25 points
- Kai Gun <sup>5</sup> .....	25 points
- Burning Brand of Skalathrax <sup>5</sup> .....	30 points
- Daemonic Chains <sup>9</sup> .....	30 points
- Machirepator <sup>7</sup> .....	30 points
- The Horn of Furies .....	30 points
- Warpflame Rod .....	30 points
- Axe of Blind Fury <sup>1,5</sup> .....	35 points
- Chroxnos Fleshmetal <sup>7</sup> .....	35 points
- Staff of Change <sup>2,5</sup> .....	35 points
- The Murder Sword .....	35 points
- The Blissgiver <sup>4,5</sup> .....	40 points
- The Shifter of Paradox <sup>8</sup> .....	40 points
- The Black Mace <sup>5</sup> .....	45 points
- Scrolls of Magnus <sup>2,8</sup> .....	45 points

### Marks of Chaos

A model can take one of the following:

- Mark of Chaos Undivided .....	10 points
- Mark of Khorne.....	10 points
- Mark of Tzeentch .....	15 points
- Mark of Nurgle .....	15 points
- Mark of Slaanesh .....	10 points

<sup>1</sup> Models with the Mark of Khorne only.

<sup>2</sup> Models with the Mark of Tzeentch only.

<sup>3</sup> Models with the Mark of Nurgle only.

<sup>4</sup> Models with the Mark of Slaanesh only.

<sup>5</sup> Replaces one of the model's weapons.

<sup>6</sup> These pieces of wargear have two costs: the first is for models with a single Wound and the second is for models with multiple Wounds.

<sup>7</sup> Warpsmith only.

<sup>8</sup> Daemon Princes cannot take this item.

<sup>9</sup> Daemon Prince only.

<sup>10</sup> These pieces of wargear are mutually exclusive and cannot be taken by models in terminator armour.

### Chaos Vehicle Equipment

A model can take up to one of each of the following:

- Combi-bolter .....	5 points
- Dirge caster .....	5 points
- Dozer blade .....	5 points
- Warpflame gargoyles .....	5 points
- Combi-flamer, -melta or -plasma .....	10 points
- Extra armour .....	10 points
- Havoc launcher.....	12 points
- Blasphemous runes .....	15 points
- Destroyer blades .....	15 points
- Daemonic possession .....	20 points

# HQ

## ABADDON THE DESPOILER ..... 265 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Abaddon the Despoiler	7	5	4	5	4	6	5	10	2+	Infantry (Character)	1 (Unique)

### Wargear:

- Terminator armour
- Trophy rack

### Chaos Artefacts:

- Drach'nyen
- Talon of Horus
- Mark of Chaos Ascendant

### Lord of the Black Crusade:

*In a primary detachment that includes Abaddon the Despoiler, Chosen, Khorne Berzerkers, Rubric Marines, Plague Marines and Noise Marines are Troops choices instead of Elites.*

### Warlord Trait:

- Black Crusader

### Special Rules:

- Adamantium Will
- Champion of Chaos
- Eternal Warrior
- Fearless
- Independent Character
- Veterans of the Long War

**Mark of Chaos Ascendant:** If your army includes Abaddon, the he must be the Warlord. The Mark of Chaos Ascendants grants +1 Toughness, +1 Initiative, +1 Attack and a 4+ invulnerable save to Abaddon. These bonuses are already included in his profile. Abaddon count as having an unique Mark of Chaos, and may join any unit with any other Mark of Chaos.

## HURON BLACKHEART ..... 160 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Huron Blackheart	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 (Unique)

### Wargear:

- Power armour
- Power axe
- Frag grenades
- Krak grenades
- Sigil of corruption

### Chaos Artefacts:

- The Tyrant's Claw

### Warlord Trait:

- Master of Deception

### Special Rules:

- Champion of Chaos
- Fearless
- The Hamadrya
- Independent Character
- Veterans of the Long War

**KHÄRN THE BETRAYER ..... 160 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Khärn the Betrayer	7	5	5	4	3	5	5	10	3+	Infantry (Character)	1 (Unique)

**Wargear:**

- Power armour
- Plasma pistol
- Frag grenades
- Krak grenades
- Aura of dark glory
- Mark of Khorne

**Chaos Artefacts:**

- Gorechild

**Warlord Trait:**

- Hatred Incarnate

**Special Rules:**

- The Betrayer
- Blessing of the Blood God
- Champion of Chaos
- Counter-Attack
- Fearless
- Furious Charge
- Independent Character
- Rage
- Veterans of the Long War

**Nexus of Khorne:**

*In a primary detachment that includes Khärn the Betrayer, Khorne Berzerkers are Troops choices instead of Elites.*

**AHRIMAN ..... 230 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ahriman	5	5	4	4	3	5	3	10	3+	Infantry (Character)	1 (Unique)

**Wargear:**

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Aura of dark glory
- Inferno bolts
- Mark of Tzeentch

**Chaos Artefacts:**

- The Black Staff of Ahriman

**Warlord Trait:**

- Master of Deception

**Special Rules:**

- Champion of Chaos
- Fearless
- Independent Character
- Psyker (Mastery Level 4)
- Veterans of the Long War

**Psyker:**

Ahriman generates his powers from the Biomancy, Divination, Pyromancy, Telekinesis, Telepathy and Tzeentch disciplines

**Archmagus of the Thousand Sons:**

*In a primary detachment that includes Ahriman, Rubric Marines are Troops choices instead of Elites.*

**TYPHUS ..... 230 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Typhus	6	5	4	5	4	5	3	10	2+	Infantry (Character)	1 (Unique)

**Wargear:**

- Terminator armour
- Blight grenades
- Mark of Nurgle

**Chaos Artefacts:**

- Manreaper

**Warlord Trait:**

- Lord of Terror

**Special Rules:**

- Champion of Chaos
- The Destroyer Hive
- Fearless
- Feel No Pain
- Independent Character
- Plague Zombies
- Psyker (Mastery Level 2)
- Veterans of the Long War

**Psyker:**

Typhus generates his powers from the Nurgle discipline.

**Lord of the Plague Host:**

*In a primary detachment that includes Typhus, Plague Marines are Troops choices instead of Elites.*

**LUCIUS THE ETERNAL ..... 165 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Lucius the Eternal	7	5	4	4	3	6	3	10	2+	Infantry (Character)	1 (Unique)

**Wargear:**

- Doom siren
- Power sword
- Frag grenades
- Krak grenades
- Mark of Slaanesh

**Chaos Artefacts:**

- Armour of Shrieking Souls
- Lash of Torment

**Warlord Trait:**

- Exalted Champion

**Special Rules:**

- Champion of Chaos
- Duellist's Pride
- Fearless
- Independent Character
- Veterans of the Long War

**Lord of Decadence:**

*In a primary detachment that includes Lucius, Noise Marines are Troops choices instead of Elites.*

**Armour of Shrieking Souls:** This armour grants Lucius a 2+ armour save and a 4+ invulnerable save. For each armour save or invulnerable save Lucius passes during the fight sub-phase, the unit (or model, if he is in a challenge) that caused the Wound immediately suffers a Strength 4, AP2 hit with the Ignores Cover special rule.

**TARRAQ DARKBLOOD ..... 200 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Tarraq Darkblood	6	5	4	4	3	5	3	10	2+	Jump Infantry (Character)	1 (Unique)

**Wargear:**

- Chaos armour
- Frag grenades
- Melta bombs
- Jump pack
- Ichor blood
- Trophy rack
- Mark of Chaos Undivided

**Master of Crows:**

*In a primary detachment that includes Tarraq Darkblood, Raptors are Troops choices instead of Fast Attack.*

**Chaos Artefacts:**

- The Night Talons
- The Crown of the Unhallowed

**Warlord Trait:**

- Lord of Terror

**Special Rules:**

- Champion of Chaos
- Death Strike
- Fearless
- Hit and Run
- Independent Character
- Veterans of the Long War

**The Night Talons:** The Night Talons are a pair of close-combat weapons with the following profile:

**Range Strength AP Type**

- User 3 Melee, Daemon Weapon, Master-Crafted, Shred, Specialist Weapon

**The Crown of the Unhallowed:** The Crown of the Unhallowed grants a 4+ invulnerable save to Tarraq Darkblood, and grants him the Shrouded special rule.

**Death Strike:** Tarraq Darkblood has the Fleet and Furious Charge special rules, and he confers these special rules to any unit he joins.

**FABIUS BILE ..... 160 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Fabius Bile	5	5	5	4	3	4	5	10	3+	Infantry (Character)	1 (Unique)

**Wargear:**

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades

**Chaos Artefacts:**

- Xyclos Needler
- Rod of Torment
- The Chirurgeon

**Special Rules:**

- Champion of Chaos
- Enhanced Warriors
- Fearless
- Independent Character
- Veterans of the Long War

**The Chirurgeon:** *This mechanical harness of spidery, segmented limbs and life-preserving hypodermics is a sinister blend of science and dark sorcery.*

The Chirurgeon gives Fabius +2 Attacks and +1 Strength (included in his profile). In addition, he and any unit he joins have the Feel No Pain special rule.

**Enhanced Warriors:** One non-vehicle unit in the same army as Fabius Bile can be nominated as Enhanced Warriors. That unit has the Fearless special rule and +1 Strength for the entire game.

**DOOMRIDER ..... 135 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Doomrider	6	5	5	5	3	5	4	10	3+	Bike (Character)	1 (Unique)

**Wargear:**

- Power armour
- Plasma gun
- Bolt pistol
- Power sword

**Chaos Artefacts:**

- The Wheels of Fire

**Warlord Trait:**

- Flames of Spite

**Special Rules:**

- Champion of Chaos
- Daemon
- Deep Strike
- Fearless
- He Comes, He Goes
- Hit and Run
- Independent Character
- Intoxicating Musk

**The Wheels of Fire:** This chaos bike has a built-in twin-linked meltagun and allows Doomrider to ignore Difficult and Dangerous Terrain and move through Impossible Terrain in the same way as Jetbikes. When turbo-boosting, Doomrider must move at least 12" and may move up to 48". Thankfully to the unearthly speed and agility of The Wheels of Fire, Doomrider always charges the maximum 12" and always strikes at his normal Initiative, even when charging through Difficult terrain.

**He Comes, He Goes:** Doomrider must start the game in Reserves and arrive via Deep Strike. In the turn they Deep Strike onto the battlefield, Doomrider may assault as normal, provided he is close enough to a viable target. Roll a D6 for Doomrider at the end of each own turn that he is on the table. On a '1' he disappears as mysteriously as he appeared and will not be able to come back in the same battle. Note that he can disappear this way in the same turn he arrives from reserves! Doomrider does not count as having been killed for the purposes of Kill Points, Slay the Warlord secondary objective, etc., if he vanishes this way.

**Intoxicating Musk:** At the start of each fight sub-phase, all enemy models in base contact with Doomrider count as being hit by a weapon with the Blind special rule.

**CHAOS LORD .....65 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Chaos Lord	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 Chaos Lord

**Wargear:**

- Power armour
- Bolt pistol
- Close-combat weapon
- Frag grenades
- Krak grenades

**Special Rules:**

- Champion of Chaos
- Fearless
- Independent Character

**Master of Traitors:**

*In a primary detachment including a Chaos Lord with the:*

- **Mark of Chaos Undivided:** Chosen are Troops choices instead of Elites.
- **Mark of Khorne:** Khorne Berzerkers are Troops choices instead of Elites.
- **Mark of Nurgle:** Plague Marines are Troops choices instead of Elites.
- **Mark of Slaanesh:** Noise Marines are Troops choices instead of Elites.

**OPTIONS:**

- May take items from the **Melee Weapons, Ranged Weapons, Chaos Rewards, Daemonic Steeds, Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list.
- Alternatively, the Chaos Lord may replace all of his wargear with Terminator armour, a power weapon and a combi-bolter .....40 points  
- A Chaos Lord in Terminator armour may then take items from the **Terminator Weapons, Chaos Rewards, Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list.
- May take the Veterans of the Long War special rule .....5 points
- May take a single **Mark of Chaos** from the wargear list.

**SORCERER .....60 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Sorcerer	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Sorcerer

**Wargear:**

- Power armour
- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades

**Master of Rubricae:**

*If a primary detachment includes a Sorcerer with the Mark of Tzeentch, Rubric Marines are Troops choices instead of Elites.*

**Special Rules:**

- Champion of Chaos
- Independent Character
- Psyker (Mastery Level 1)

**Psyker:**

- Sorcerers generate their powers from the Biomancy, Pyromancy and Telepathy disciplines.

**OPTIONS:**

- May take up to 2 additional Mastery Levels .....25 points/level
- May take items from the **Melee Weapons, Ranged Weapons, Chaos Rewards, Daemonic Steeds, Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list. Note that the Sorcerer cannot replace his force weapon with any other weapon.
- Alternatively, the Sorcerer may replace all of his wargear with Terminator armour, a force weapon and a combi-bolter 25 points.....  
- A Sorcerer in Terminator armour may then take items from the **Terminator Weapons, Chaos Rewards, Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list.
- May take the Veterans of the Long War special rule .....5 points
- May take a single **Mark of Chaos** from the wargear list (except the Mark of Khorne).

**DAEMON PRINCE ..... 145 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Daemon Prince	9	5	6	5	4	8	5	10	-	Monstrous Creature (Character)	1 Daemon Prince

**Wargear:**

- Close-combat weapon

**Special Rules:**

- Champion of Chaos
- Daemon
- Fearless

**Psyker:**

- Daemon Princes generate their powers from the Biomancy, Pyromancy and Telepathy disciplines.

**OPTIONS:**

- May take items from the **Chaos Rewards** and/or **Chaos Artefacts** sections of the wargear list.
- May take the Veterans of the Long War special rule ..... *5 points*
- May purchase one of the Following Marks of Chaos:
  - , Mark of Undivided Chaos ..... *5 points*
  - Mark of Khorne ..... *15 points*
  - Mark of Tzeentch ..... *35 points*
  - Mark of Nurgle ..... *30 points*
  - Mark of Slaanesh ..... *10 points*
- May take the Psyker special rule and up to 3 Mastery Levels (may not take this upgrade if he took the Mark of Khorne) ..... *25 points/level*
- May take wings ..... *40 points*
- May take power armour ..... *20 points*

**DARK APOSTLE ..... 120 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Dark Apostle	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Dark Apostle

**Wargear:**

- Power armour
- Bolt pistol
- Power maul
- Frag grenades
- Krak grenades
- Sigil of corruption

**Special Rules:**

- Beseech the Dark Gods
- Champion of Chaos
- Demagogue
- Independent Character
- Zealot

**OPTIONS:**

- May take items from the **Melee Weapons, Ranged Weapons, Chaos Rewards, Daemonic Steeds, Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list. Note that the Dark Apostle cannot replace his power maul with any other weapon.
- Alternatively, the Dark Apostle may replace all of his wargear with Terminator armour, a power maul, a combi-bolter and a sigil of corruption ..... *25 points*
  - A Dark Apostle in Terminator armour may then take items from the **Terminator Weapons, Chaos Rewards, Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list. Note that the Dark Apostle cannot replace his power maul with any other weapon.
- May take the Veterans of the Long War special rule ..... *free*
- May take a single **Mark of Chaos** from the wargear list.

**WARPSMITH ..... 110 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Warpsmith	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Warpsmith

**Wargear:**

- Fleshmetal
- Bolt pistol
- Power ace
- Frag grenades
- Krak grenades
- Mechatendrils

**Special Rules:**

- Champion of Chaos
- Independent Character
- Master of Mechanics
- Shatter Defences

**Lord of Engines:**

*In a primary detachment including a Warpsmith with the:*

- **Mark of Chaos Undivided:** Helbrutes may be taken both as Heavy Support and Elites choices.
- **Mark of Khorne:** The Blood Slaughterers of Khorne may be taken as Elites choices.
- **Mark of Tzeentch:** The Warp Crawlers of Tzeentch may be taken as Elites choices.
- **Mark of Nurgle:** The Blight Drones of Nurgle may be taken as Elites choices.
- **Mark of Slaanesh:** The Hell Knights of Slaanesh may be taken as Elites choices.

**OPTIONS:**

- May take items from the **Melee Weapons, Ranged Weapons, Chaos Rewards** and/or **Chaos Artefacts** sections of the wargear list. Note that the Warpsmith cannot replace his power axe with any other weapon.
- May take the Veterans of the Long War special rule ..... 5 points
- May take a single **Mark of Chaos** from the wargear list.

**MECHASLAVES ..... FREE**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Mechaslave	2	2	4	4	1	2	1	8	4+	Infantry	4 Mechaslaves

*You may include one unit of Mechaslaves for every Warpsmith in your army. Mechaslaves do not use up any Force Organization chart selection, but are otherwise treated as separate units.*

**Wargear:**

- Carapace armour
- Mechatendrils

**Special Rules:**

- Feel No Pain
- Mindlock
- Slow and Purposeful

**OPTIONS:**

- One Mechaslave may exchange its mechatendrils for one of the following:
  - Heavy bolter ..... 5 points
  - Multi-melta ..... 10 points
  - Plasma cannon ..... 20 points
- The whole unit may take one of the following options:
  - Take the Daemon special rule ..... 20 points
  - Take gifts of mutation ..... 20 points
  - Replace carapace armour with fleshmetal ..... 40 points

# ELITES

## CHAOS TERMINATORS ..... 95 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Chaos Terminator	4	4	4	4	1	4	2	9	2+	Infantry	2 Chaos Terminators
Terminator Champion	4	4	4	4	1	4	2	9	2+	Infantry (Character)	1 Terminator Champion

### Wargear:

- Terminator armour
- Combi-bolter
- Power weapon

### Special Rules:

- Champion of Chaos (Champion only)

### OPTIONS:

- May add up to seven Chaos Terminators ..... *31 points/model*
- Any models may take any of the following options:
  - Replace power weapon with one of the following:
    - Lightning claw ..... *3 points/model*
    - Power fist ..... *7 points/model*
    - Chainfist ..... *12 points/model*
  - Replace combi-bolter with combi-flamer, -melta or -plasma ..... *7 points/model*
  - Replace combi-bolter and power weapon with a pair of lightning claws ..... *7 points/model*
- For every five models in the unit, one Chaos Terminator may replace his combi-bolter with one of the following:
  - Heavy flamer ..... *10 points/model*
  - Reaper autocannon ..... *20 points/model*
  - Malefactor missile launcher (with frag and krak missiles) ..... *40 points/model*
    - May also take flakk missiles ..... *5 points/model*
- The Terminator Champion may take items from the **Chaos Rewards** section of the wargear list.
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 points/model*
  - Mark of Khorne ..... *3 points/model*
  - Mark of Tzeentch ..... *4 points/model*
  - Mark of Nurgle ..... *5 points/model*
  - Mark of Slaanesh ..... *2 points/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Chaos Glory ..... *30 points*
  - Icon of Wrath ..... *20 points*
  - Icon of Flame ..... *15 points*
  - Icon of Despair ..... *10 points*
  - Icon of Excess ..... *35 points*
  - Icon of Deception ..... *20 points*
  - Icon of Incarnation ..... *25 points*
  - Icon of Vengeance ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *2 points/model*
- The unit may take a Chaos Land Raider, Chaos Land Raider Reaper, Chaos Land Raider Deathfire or a Dreadclaw as a Dedicated Transport.

**CHOSEN ..... 90 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Chosen	4	4	4	4	1	4	2	9	3+	Infantry	4 Chosen
Chosen Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Chosen Champion

**Wargear:**

- Power armour
- Boltgun
- Bolt pistol
- Close-combat weapon
- Frag grenades
- Krak grenades

**Special Rules:**

- Champion of Chaos (Champion only)

**OPTIONS:**

- May add up to five Chosen ..... *18 points/model*
- Up to four models may choose one of the following four options:
  - Replace bolt pistol with a plasma pistol ..... *15 points/model*
  - Replace close-combat weapon with one of the following:
    - Chainblade ..... *8 points/model*
    - Power weapon ..... *15 points/model*
    - Lightning claw ..... *15 points/model*
    - Power fist ..... *25 points/model*
  - Replace boltgun and bolt pistol with a lightning claw ..... *15 points/model*
  - Replace boltgun with one of the following:
    - Combi-bolter ..... *3 points/model*
    - Flamer ..... *5 points/model*
    - Combi-flamer, -melta or -plasma ..... *10 points/model*
    - Meltagun ..... *10 points/model*
    - Plasma gun ..... *15 points/model*
- One Chosen may replace his boltgun with one of the following:
  - Flamer ..... *5 points*
  - Heavy bolter ..... *5 points*
  - Meltagun ..... *10 points*
  - Autocannon ..... *10 points*
  - Plasma gun ..... *15 points*
  - Missile launcher (with frag and krak missiles) ..... *15 points*
    - May also take flakk missiles ..... *5 points*
  - Heavy flamer ..... *20 points*
  - Lascannon ..... *20 points*
- The Chosen Champion may take items from the **Melee Weapons, Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The Chosen Champion may take melta bombs ..... *5 points*
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 points/model*
  - Mark of Khorne ..... *2 points/model*
  - Mark of Tzeentch ..... *2 points/model*
  - Mark of Nurgle ..... *3 points/model*
  - Mark of Slaanesh ..... *2 points/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Chaos Glory ..... *30 points*
  - Icon of Wrath ..... *20 points*
  - Icon of Flame ..... *15 points*
  - Icon of Despair ..... *10 points*
  - Icon of Excess ..... *35 points*
  - Icon of Deception ..... *20 points*
  - Icon of Incarnation ..... *25 points*
  - Icon of Vengeance ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *2 points/model*
- The unit may take a Chaos Rhino or a Dreadclaw as a Dedicated Transport.

**POSSESSED ..... 110 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Possessed	4	4	5	4	1	4	2	9	3+	Infantry	4 Possessed
Possessed Champion	4	4	5	4	1	4	3	9	3+	Infantry (Character)	1 Possessed Champion

**Wargear:**

- Power armour
- Close-combat weapon

**Special Rules:**

- Champion of Chaos (Champion only)
- Daemon
- Fearless
- Fleet
- Vessels of Chaos

**OPTIONS:**

- May add up to fifteen Possessed ..... *22 points/model*
- The Possessed Champion may take items from the **Chaos Rewards** section of the wargear list.
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 points/model*
  - Mark of Khorne ..... *2 points/model*
  - Mark of Tzeentch ..... *3 points/model*
  - Mark of Nurgle ..... *4 points/model*
  - Mark of Slaanesh ..... *2 points/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Wrath ..... *20 points*
  - Icon of Flame ..... *5 points*
  - Icon of Excess ..... *35 points*
  - Icon of Deception ..... *20 points*
  - Icon of Incarnation ..... *25 points*
  - Icon of Vengeance ..... *5 points*
- The unit may take the Veterans of the Long War special rule ..... *2 points/model*
- The unit may take a Chaos Rhino or a Dreadclaw as a Dedicated Transport.

**MUTILATORS ..... 55 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Mutilator	4	4	4	4	2	4	2	8	2+	Infantry	1 Mutilator

**Wargear:**

- Fleshmetal

**Special Rules:**

- Bulky
- Daemon
- Deep Strike
- Fearless
- Mutilator Weapons
- Rampage
- Slow and Purposeful

**OPTIONS:**

- May add up to four Mutilators ..... *55 points/model*
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 points/model*
  - Mark of Khorne ..... *4 points/model*
  - Mark of Tzeentch ..... *6 points/model*
  - Mark of Nurgle ..... *6 points/model*
  - Mark of Slaanesh ..... *4 points/model*
- The unit may take the Veterans of the Long War special rule ..... *2 points/model*

**HELBRUTE ..... 100 POINTS**

	Armour									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Helbrute	4	4	6	12	12	10	4	2	3	Vehicle (Walker)	1 Helbrute
Infernal Ancient	5	5	6	12	12	10	4	2	3	Vehicle (Walker, Character)	1 Infernal Ancient

**Wargear:**

- Multi-melta
- Power fist

**Special Rules:**

- Champion of Chaos (Infernal Ancient only)
- Crazed
- It Will Not Die (Infernal Ancient only)

**OPTIONS:**

- One Helbrute in your army may be upgraded to an Infernal Ancient ..... *30 points*
- May replace its multi-melta with one of the following:
  - Additional power fist ..... *free*
  - Twin-linked heavy bolter ..... *5 points*
    - May also take inferno bolts (with Mark of Tzeentch only) ..... *5 points*
  - Plasma cannon ..... *15 points*
  - Reaper autocannon ..... *15 points*
  - Twin-linked lascannon ..... *25 points*
  - Blastmaster (with Mark of Slaanesh only)..... *30 points*
- May upgrade up to two power fists to incorporate a single:
  - Combi-bolter ..... *5 points each*
    - May also take inferno bolts (with Mark of Tzeentch only) ..... *3 points each*
  - Sonic blaster (with Mark of Slaanesh only) ..... *10 points each*
  - Meltagun ..... *10 points each*
  - Heavy flamer ..... *15 points each*
- May replace any power fist with one of the following:
  - Chainfist (with Mark of Khorne only) ..... *5 points each*
  - Thunder hammer ..... *5 points each*
  - Power scourge ..... *10 points each*
- May replace one power fist with one of the following:
  - Missile launcher (with frag and krak missiles) ..... *10 points*
    - May also take flakk missiles ..... *5 points*
  - Reaper autocannon ..... *15 points*
- May take one of the following weapons:
  - Havoc launcher ..... *10 points*
  - Doom siren (with Mark of Slaanesh only) ..... *15 points*
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *10 points*
  - Mark of Khorne ..... *10 points*
  - Mark of Tzeentch ..... *15 points*
  - Mark of Nurgle ..... *20 points*
  - Mark of Slaanesh ..... *10 points*
- May take a searchlight ..... *1 points*
- May take a dirge caster ..... *5 points*
- May take smoke launchers ..... *5 points*
- May take warpflame gargoyles ..... *5 points*
- May take extra armour ..... *10 points*
- May take blasphemous runes ..... *15 points*
- May take a Dreadclaw as a Dedicated Transport.

**KHORNE BERZERKERS ..... 115 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Khorne Berzerker	5	4	4	4	1	4	2	9	3+	Infantry	4 Khorne Berzerkers
Skull Champion	5	4	4	4	1	4	3	9	3+	Infantry (Character)	1 Skull Champion

**Wargear:**

- Power armour
- Bolt pistol
- Chainaxe
- Frag grenades
- Krak grenades
- Mark of Khorne

**Special Rules:**

- Champion of Chaos (Champion only)
- Counter-Attack
- Fearless
- Furious Charge
- Rage

**OPTIONS:**

- May add up to fifteen Khorne Berzerkers ..... *21 points/model*
- Up to two Khorne Berzerkers may choose one of the following options:
  - Replace bolt pistol with a plasma pistol ..... *15 points/model*
  - Replace chainaxe with one of the following:
    - Chainblade ..... *5 points/model*
    - Power weapon ..... *10 points/model*
    - Lightning claw ..... *10 points/model*
    - Power fist ..... *20 points/model*
  - Replace bolt pistol and chainaxe with a pair of lightning claws ..... *25 points/model*
- The Berzerker Champion may take items from the **Melee Weapons, Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The Berzerker Champion may take melta bombs ..... *5 points*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Wrath ..... *10 points*
  - Icon of Incarnation ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *1 point/model*
- The unit may take a Chaos Rhino or a Dreadclaw as a Dedicated Transport.

**TERMINATOR BERZERKERS ..... 130 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Terminator Berzerker	5	4	4	4	1	4	3	9	2+	Infantry	2 Terminator Berzerkers
Terminator Skull	5	4	4	4	1	4	3	9	2+	Infantry	1 Terminator Skull
Champion										(Character)	Champion

*Your army may include Terminator Berzerkers only if it already has one Chaos Lord with the Mark of Khorne (or either Abaddon the Despoiler or Khärn the Betrayer) and at least two units of Khorne Berzerkers.*

**Wargear:**

- Terminator armour
- Combi-bolter
- Power weapon
- Mark of Khorne

**Special Rules:**

- Champion of Chaos (Champion only)
- Counter-Attack
- Fearless
- Furious Charge
- Rage

**OPTIONS:**

- May add up to seven Terminator Berzerkers ..... *40 points/model*
- Any models may take any of the following options:
  - Replace power weapon with one of the following:
    - Lightning claw ..... *5 points/model*
    - Power fist ..... *10 points/model*
    - Chainfist ..... *15 points/model*
  - Replace combi-bolter and power weapon with a pair of lightning claws ..... *10 points/model*
- One Terminator Berzerker may replace his combi-bolter with one of the following:
  - Heavy flamer ..... *10 points*
  - Reaper autocannon ..... *20 points*
- The Terminator Skull Champion may take items from the **Chaos Rewards** sections of the wargear list.
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Wrath ..... *10 points*
  - Icon of Incarnation ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *1 points/model*
- The unit may take a Chaos Land Raider, Chaos Land Raider Reaper, Chaos Land Raider Deathfire or a Dreadclaw as a Dedicated Transport.

**RUBRIC MARINES ..... 140 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Rubic Marine	4	4	4	4	1	4	1	10	3+	Infantry	4 Rubric Marines
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	Infantry (Character)	1 Aspiring Sorcerer

**Wargear:**

- Power armour
- Boltgun (Rubic Marines only)
- Bolt pistol (Aspiring Sorcerer only)
- Force weapon (Aspiring Sorcerer only)
- Aura of dark glory
- Inferno bolts
- Mark of Tzeentch

**Special Rules:**

- Champion of Chaos (Aspiring Sorcerer only)
- Fearless
- Psyker (Mastery Level 1) (Aspiring Sorcerer only)
- Relentless (Rubic Marines only)

**OPTIONS:**

- May add up to fifteen Rubric Marines ..... *23 points/model*
- For every five models in the unit, one Rubric Marine may replace his boltgun with:
  - Combi-bolter ..... *3 points/model*
  - Heavy bolter ..... *10 points/model*
- The Aspiring Sorcerer may take items from the **Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list. Note that the Aspiring Sorcerer cannot replace his force weapon with any other weapon.
- The Aspiring Sorcerer may take melta bombs ..... *5 points*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Flame ..... *15 points*
  - Icon of Incarnation ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *1 point/model*
- The unit may take a Chaos Rhino or a Dreadclaw as a Dedicated Transport.

**RUBRIC TERMINATORS ..... 160 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Rubic Terminator	4	4	4	4	2	4	1	10	2+	Infantry	2 Rubric Terminators
Terminator Aspiring Sorcerer	4	4	4	4	1	4	2	10	2+	Infantry (Character)	1 Terminator Aspiring Sorcerer

*Your army may include Rubric Terminators only if it already has one Sorcerer with the Mark of Tzeentch (or either Abaddon the Despoiler or Ahriman) and at least two units of Rubric Marines.*

**Wargear:**

- Terminator armour
- Combi-bolter
- Power weapon (Rubric Terminators only)
- Force weapon (Terminator Aspiring Sorcerer only)
- Inferno bolts
- Mark of Tzeentch

**Special Rules:**

- Champion of Chaos (Terminator Aspiring Sorcerer only)
- Fearless
- Psyker (Mastery Level 1) (Terminator Aspiring Sorcerer only)

**OPTIONS:**

- May add up to seven Rubric Terminators ..... *44 points/model*
- Any models may replace combi-bolter with combi-flamer, -melta or -plasma ..... *7 points/model*
- For every five models in the unit, one Rubric Terminator take one of the following options:
  - Replace power weapon with one of the following:
    - Power fist ..... *7 points/model*
    - Chainfist ..... *12 points/model*
  - Replace combi-bolter and power weapon with a pair of lightning claws ..... *7 points/model*
- For every five models in the unit, one Rubric Terminator may replace his combi-bolter with one of the following:
  - Heavy flamer ..... *10 points/model*
  - Heavy bolter ..... *10 points/model*
  - Reaper autocannon ..... *20 points/model*
  - Ectoplasm cannon ..... *20 points/model*
  - Malefactor missile launcher (with frag and krak missiles) ..... *40 points/model*
    - May also take flakk missiles ..... *5 points/model*
- The Terminator Aspiring Sorcerer may take items from the **Chaos Rewards** sections of the wargear list.
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Flame ..... *15 points*
  - Icon of Incarnation ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *1 point/model*
- The unit may take a Chaos Land Raider, Chaos Land Raider Reaper, Chaos Land Raider Deathfire or a Dreadclaw as a Dedicated Transport.

**PLAGUE MARINES ..... 130 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Plague Marine	4	4	4	5	1	3	1	8	3+	Infantry	4 Plague Marines
Plague Champion	4	4	4	5	1	3	2	9	3+	Infantry (Character)	1 Plague Champion

**Wargear:**

- Power armour
- Boltgun
- Bolt pistol
- Plague knife
- Blight grenades
- Krak grenades
- Mark of Nurgle

**Special Rules:**

- Champion of Chaos (Champion only)
- Fearless
- Feel No Pain

**OPTIONS:**

- May add up to fifteen Plague Marines ..... *24 points/model*
- Up to two Plague Marines may choose one of the following options:
  - Replace bolt pistol with a plasma pistol ..... *15 points/model*
  - Replace boltgun with one of the following:
    - Flamer ..... *5 points/model*
    - Meltagun ..... *10 points/model*
    - Plasma gun ..... *15 points/model*
- The Plague Champion may take items from the **Melee Weapons, Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The Plague Champion may take melta bombs ..... *5 points*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Despair ..... *10 points*
  - Icon of Incarnation ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *1 point/model*
- The unit may take a Chaos Rhino or a Dreadclaw as a Dedicated Transport.

**PLAGUE TERMINATORS ..... 150 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Plague Terminator	4	4	4	5	1	3	2	9	2+	Infantry	2 Chaos Terminators
Plague Terminator Champion	4	4	4	5	1	3	2	9	2+	Infantry (Character)	1 Plague Terminator Champion

*Your army may include Plague Terminators only if it already has one Chaos Lord with the Mark of Nurgle (or either Abaddon the Despoiler or Typhus) and at least two units of Plague Marines.*

**Wargear:**

- Terminator armour
- Combi-bolter
- Power weapon
- Blight grenades
- Mark of Nurgle

**Special Rules:**

- Champion of Chaos (Champion only)
- Fearless
- Feel No Pain

**OPTIONS:**

- May add up to seven Chaos Terminators ..... *46 points/model*
- Any models may take any of the following options:
  - Replace power weapon with one of the following:
    - Lightning claw ..... *3 points/model*
    - Power fist ..... *7 points/model*
    - Chainfist ..... *12 points/model*
  - Replace combi-bolter with combi-flamer, -melta or -plasma ..... *7 points/model*
- For every five models in the unit, one Plague Terminator may replace his combi-bolter with one of the following:
  - Heavy flamer ..... *10 points/model*
  - Reaper autocannon ..... *20 points/model*
- The Plague Terminator Champion may take items from the **Chaos Rewards** sections of the wargear list.
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Despair ..... *10 points*
  - Icon of Incarnation ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *1 points/model*
- The unit may take a Chaos Land Raider, Chaos Land Raider Reaper, Chaos Land Raider Deathfire or a Dreadclaw as a Dedicated Transport.

**NOISE MARINES ..... 115 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Noise Marine	4	4	4	4	1	5	1	8	3+	Infantry	4 Noise Marines
Noise Champion	4	4	4	4	1	5	2	9	3+	Infantry (Character)	1 Noise Champion

**Wargear:**

- Power armour
- Sonic blaster
- Bolt pistol
- Close-combat weapon
- Frag grenades
- Krak grenades
- Mark of Slaanesh

**Special Rules:**

- Champion of Chaos (Champion only)
- Fearless

**OPTIONS:**

- May add up to fifteen Noise Marines .....*21 points/model*
- For every six models in the unit, one Noise Marine may take one of the following options:
  - Replace close-combat weapon with power weapon .....*15 points/model*
  - Replace sonic blaster with blastmaster .....*25 points/model*
- The Noise Champion may take items from the **Melee Weapons, Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The Noise Champion may take melta bombs.....*5 points*
- The Noise Champion may take a doom siren .....*15 points*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Excess .....*30 points*
  - Icon of Incarnation .....*25 points*
- The unit may take the Veterans of the Long War special rule .....*1 point/model*
- The unit may take a Chaos Rhino or a Dreadclaw as a Dedicated Transport.

**NOISE TERMINATORS ..... 135 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Noise Terminator	4	4	4	4	1	5	2	9	2+	Infantry	2 Noise Terminators
Noise Terminator Champion	4	4	4	4	1	5	2	9	2+	Infantry (Character)	1 Noise Terminator Champion

*Your army may include Noise Terminators only if it already has one Chaos Lord with the Mark of Slaanesh (or either Abaddon the Despoiler or Lucius the Eternal) and at least two units of Noise Marines.*

**Wargear:**

- Terminator armour
- Twin-linked sonic blaster
- Power weapon

**Special Rules:**

- Champion of Chaos (Champion only)
- Fearless

**OPTIONS:**

- May add up to seven Chaos Terminators ..... *41 points/model*
- Any models may replace twin-linked sonic blaster and power weapon with a pair of lightning claws ..... *free*
- For every five models in the unit, one Noise Terminator may replace his combi-bolter with a blastmaster ..... *35 points/model*
- The Noise Terminator Champion may take items from the **Chaos Rewards** sections of the wargear list.
- The Noise Terminator Champion may take a doom siren ..... *15 points*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Excess ..... *35 points*
  - Icon of Incarnation ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *1 points/model*
- The unit may take a Chaos Land Raider, Chaos Land Raider Reaper, Chaos Land Raider Deathfire or a Dreadclaw as a Dedicated Transport.

**BLOOD SLAUGHTERERS OF KHORNE ..... 130 POINTS**

	Armour									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Blood Slaughterer	5	1	6	13	12	10	4	2	3	Vehicle (Walker)	1 Blood Slaughterer

**Wargear:**

- Two chainfists
- Daemonic possession
- Mark of Khorne

**Special Rules:**

- Daemon
- Daemonforge
- Fleet
- Furious Charge
- It Will Not Die
- Move Through Cover
- Rage

**OPTIONS:**

- May add up to two Blood Slaughterers ..... *130 points/model*
- Any Blood Slaughterer may replace any chainfist with one of the following:
  - Impaler ..... *5 points each*
  - Power scourge ..... *10 points each*

**WARP CRAWLERS OF TZEENTCH ..... 115 POINTS**

	Armour									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Warp Crawler	3	3	5	12	12	12	3	6	2	Vehicle (Walker)	1 Warp Crawler

**Wargear:**

- Warp discharger spines
- Daemonic possession
- Mark of Tzeentch

**Special Rules:**

- Daemon
- Daemonforge
- Deep Strike
- It Will Not Die
- Twisting Reality

**OPTIONS:**

- May add up to two Warp Crawlers ..... *115 points/model*

*Note that you can only take the units on this page if you have a Warpsmith with a corresponding Mark of Chaos. See the Warpsmith entry for details.*

**BLIGHT DRONES OF NURGLE ..... 140 POINTS**

	Armour						
	BS	F	S	R	HP	Unit Type	Unit Composition
Blight Drone	3	12	11	10	4	Vehicle (Skimmer, Fast)	1 Blight Drone

**Wargear:**

- Mawcannon
- Reaper autocannon
- Daemonic possession
- Mark of Nurgle

**Special Rules:**

- Daemon
- Daemonforge
- It Will Not Die
- Explosion of Puss

**OPTIONS:**

- May add up to two Blight Drones ..... *140 points/model*

**HELL KNIGHTS OF SLAANESH ..... 150 POINTS**

	Armour										
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition
Hell Knight	3	3	6	11	11	10	5	2	3	Vehicle (Walker)	1 Hell Knight

**Wargear:**

- Thermal lance
- Twin-linked blastmaster
- Daemonic possession
- Dirge casters
- Mark of Slaanesh

**Special Rules:**

- Daemon
- Daemonforge
- Fleet
- Hit and Run
- It Will Not Die
- Move Through Cover
- Scouts

**OPTIONS:**

- May add up to two Hell Knights ..... *150 points/model*
- Any Hell Knight may take up to two lasher tendrils ..... *5 points each*

*Note that you can only take the units on this page if you have a Warpsmith with a corresponding Mark of Chaos. See the Warpsmith entry for details.*

# TROOPS

## CHAOS SPACE MARINES ..... 75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Chaos Space Marine	4	4	4	4	1	4	1	8	3+	Infantry	4 Chaos Space Marines
Aspiring Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Aspiring Champion

### Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

### Special Rules:

- Champion of Chaos (Champion only)

### OPTIONS:

- May add up to fifteen Chaos Space Marines ..... *13 points/model*
- Any Chaos Space Marines may take one of the following options:
  - Replace boltgun with a close-combat weapon ..... *free*
  - Take a close-combat weapon ..... *2 points/model*
- One Chaos Space Marine may take one of the following options:
  - Replace bolt pistol with a plasma pistol ..... *15 points*
  - Replace boltgun with one of the following:
    - Flamer ..... *5 points*
    - Meltagun ..... *10 points*
    - Plasma gun ..... *15 points*
- If the squad numbers ten or more models, an additional Chaos Space Marine may replace his boltgun with one of the following:
  - Flamer ..... *5 points*
  - Heavy bolter ..... *5 points*
  - Meltagun ..... *10 points*
  - Autocannon ..... *10 points*
  - Plasma gun ..... *15 points*
  - Missile launcher (with frag and krak missiles) ..... *15 points*
  - Heavy flamer ..... *20 points*
  - Lascannon ..... *20 points*
- The Aspiring Champion may take items from the **Melee Weapons**, **Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The Aspiring Champion may take melta bombs ..... *5 points*
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 point/model*
  - Mark of Khorne ..... *2 points/model*
  - Mark of Tzeentch ..... *2 points/model*
  - Mark of Nurgle ..... *3 points/model*
  - Mark of Slaanesh ..... *2 points/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Chaos Glory ..... *30 points*
  - Icon of Wrath ..... *20 points*
  - Icon of Flame ..... *15 points*
  - Icon of Despair ..... *10 points*
  - Icon of Excess ..... *35 points*
  - Icon of Deception ..... *20 points*
  - Icon of Incarnation ..... *25 points*
  - Icon of Vengeance ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *2 points/model*
- The unit may take a Chaos Rhino or a Dreadclaw as a Dedicated Transport.

**CHAOS CULTISTS ..... 50 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Chaos Cultist	3	3	3	3	1	3	1	7	6+	Infantry	9 Chaos Cultists
Cultist Champion	3	3	3	3	1	3	2	8	6+	Infantry (Character)	1 Cultist Champion

**Wargear:**

- Improvised armour
- Autopistol
- Close-combat weapon

**Special Rules:**

- Champion of Chaos (Champion only)
- Infiltrate

**OPTIONS:**

- May add up to forty Chaos Cultists.....*5 points/model*
- Any model may replace his autopistol with one of the following:
  - Autogun .....*free*
  - Shotgun .....*free*
- For every ten models in the unit, one Chaos Cultist may replace his autopistol for one of the following:
  - Flamer .....*5 points/model*
  - Heavy stubber .....*5 points/model*
  - Sniper rifle .....*5 points/model*
- The Cultist Champion may take items from the **Melee Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos .....*1 points/model*
  - Mark of Khorne .....*2 points/model*
  - Mark of Tzeentch .....*2 points/model*
  - Mark of Nurgle .....*3 points/model*
  - Mark of Slaanesh .....*1 points/model*
- The unit may be upgraded to one of the following:
  - Forsaken (with Mark of Undivided Chaos only) .....*2 points/model*
  - Mutants .....*2 points/model*
  - Renegades .....*3 points/model*
  - Wyrdlings (cannot be taken with Mark of Khorne) .....*4 points/model*

## DEDICATED TRANSPORTS

**CHAOS RHINO .....35 POINTS**

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Chaos Rhino	4	11	11	10	3	Vehicle (Tank, Transport)	1 Chaos Rhino

**Wargear:**

- Combi-bolter
- Searchlight
- Smoke launchers

**Special Rules:**

- Repair

**Transport Capacity:**

- Ten models

**OPTIONS:**

- The Rhino may take items from the **Chaos Vehicle Equipment** list.
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *10 points*
  - Mark of Khorne ..... *15 points*
  - Mark of Tzeentch ..... *15 points*
  - Mark of Nurgle ..... *20 points*
  - Mark of Slaanesh ..... *10 points*

**DREADCLAW .....85 POINTS**

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Dreadclaw	-	12	12	12	3	Vehicle (Flyer, Hover, Transport)	1 Dreadclaw

**Wargear:**

- Daemonic possession

**Special Rules:**

- Assault Vehicle
- Deep Strike
- Dreadclaw Assault

**Transport Capacity:**

- Ten models

# FAST ATTACK

**CHAOS KNIGHTS ..... 100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Chaos Knight	4	4	4	4	2	4	2	9	3+	Cavalry	2 Chaos Knights
Aspiring Knight	5	4	4	4	2	4	2	9	3+	Cavalry (Character)	1 Aspiring Knight

**Wargear:**

- Power armour
- Bolt pistol
- Close-combat weapon
- Frag grenades
- Krak grenades
- Chaos steed (bonuses already in profile)

**Special Rules:**

- Champion of Chaos (Aspiring Knight only)
- Furious Charge

**OPTIONS:**

- May add up to seven Chaos Knights ..... *30 points/model*
- Any model in the unit may take melta bombs ..... *3 points/model*
- For every three models in the unit, one Chaos Knight may take one of the following options:
  - Replace bolt pistol with a plasma pistol ..... *15 points/model*
  - Replace close-combat weapon with one of the following:
    - Chainblade ..... *8 points/model*
    - Power weapon ..... *15 points/model*
    - Lightning claw ..... *15 points/model*
    - Power fist ..... *25 points/model*
  - Replace bolt pistol and close-combat weapon with a pair of lightning claws .... *30 points/model*
- For every five models in the unit, one Chaos Knight may replace his bolt pistol for one of the following:
  - Flamer ..... *5 points/model*
  - Meltagun ..... *10 points/model*
  - Plasma gun ..... *15 points/model*
- The Aspiring Knight may take items from the **Melee Weapons, Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 points/model*
  - Mark of Khorne ..... *2 points/model*
  - Mark of Tzeentch ..... *2 points/model*
  - Mark of Nurgle ..... *4 points/model*
  - Mark of Slaanesh ..... *2 points/model*
- The unit may replace the chaos steeds with:
  - Juggernauts of Khorne (with Mark of Khorne only) ..... *18 points/model*
  - Shriekers of Tzeentch (with Mark of Tzeentch only) ..... *13 points/model*
  - Beasts of Nurgle (with Mark of Nurgle only) ..... *16 points/model*
  - Fiends of Slaanesh (with Mark of Slaanesh only) ..... *13 points/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Chaos Glory ..... *30 points*
  - Icon of Wrath ..... *15 points*
  - Icon of Flame ..... *5 points*
  - Icon of Despair ..... *10 points*
  - Icon of Excess ..... *35 points*
  - Icon of Incarnation ..... *25 points*
  - Icon of Vengeance ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *2 points/model*

**CHAOS BIKERS.....70 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Chaos Biker	4	4	4	5	1	4	1	8	3+	Bike	2 Chaos Bikers
Biker Champion	4	4	4	5	1	4	2	9	3+	Bike (Character)	1 Biker Champion

**Wargear:**

- Power armour
- Bolt pistol
- Close-combat weapon
- Frag grenades
- Krak grenades
- Chaos bike

**Special Rules:**

- Champion of Chaos (Champion only)

**OPTIONS:**

- May add up to seven Chaos Bikers ..... *20 points/model*
- Up to two Chaos Bikers may replace either their close-combat weapon or their bike’s twin-linked boltgun for one of the following:
  - Flamer ..... *5 points/model*
  - Meltagun ..... *10 points/model*
  - Plasma gun ..... *15 points/model*
- The Biker Champion may take items from the **Melee Weapons, Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The Biker Champion may take melta bombs ..... *5 points*
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 points/model*
  - Mark of Khorne ..... *2 points/model*
  - Mark of Tzeentch ..... *3 points/model*
  - Mark of Nurgle ..... *6 points/model*
  - Mark of Slaanesh ..... *2 points/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Chaos Glory ..... *30 points*
  - Icon of Wrath ..... *20 points*
  - Icon of Flame ..... *15 points*
  - Icon of Despair ..... *10 points*
  - Icon of Excess ..... *35 points*
  - Icon of Deception ..... *30 points*
  - Icon of Incarnation ..... *25 points*
  - Icon of Vengeance ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *1 point/model*

**RAPTORS ..... 95 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Raptor	4	4	4	4	1	4	1	8	3+	Infantry	4 Raptors
Raptor Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Raptor Champion

**Wargear:**

- Power armour
- Bolt pistol
- Close-combat weapon
- Frag grenades
- Krak grenades
- Jump pack

**Special Rules:**

- Champion of Chaos (Champion only)
- Fear
- Hit and Run

**OPTIONS:**

- May add up to five Raptors ..... *17 points/model*
- Any model may take one of the following options:
  - Replace close-combat weapon with chainaxe (with Mark of Khorne only) ..... *1 point/model*
  - Replace bolt pistol with sonic blaster (with Mark of Slaanesh only) ..... *3 points/model*
- Up to two Raptors may replace their bolt pistol for one of the following
  - Flamer ..... *5 point/model*
  - Meltagun ..... *10 points/model*
  - Plasma pistol ..... *15 points/model*
  - Plasma gun ..... *15 points/model*
- The Raptor Champion may take items from the **Melee Weapons, Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The Raptor Champion may take melta bombs ..... *5 points*
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 point/model*
  - Mark of Khorne ..... *2 points/model*
  - Mark of Tzeentch ..... *2 points/model*
  - Mark of Nurgle ..... *3 points/model*
  - Mark of Slaanesh ..... *2 points/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Chaos Glory ..... *30 points*
  - Icon of Wrath ..... *20 points*
  - Icon of Flame ..... *15 points*
  - Icon of Despair ..... *10 points*
  - Icon of Excess ..... *30 points*
  - Icon of Deception ..... *20 points*
  - Icon of Incarnation ..... *25 points*
  - Icon of Vengeance ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *2 points/model*

**WARP TALONS ..... 160 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Warp Talon	4	4	4	4	1	4	2	9	3+	Infantry	4 Warp Talons
Warp Talon Champion	5	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Warp Talon Champion

**Wargear:**

- Power armour
- Two lightning claws
- Frag grenades
- Krak grenades
- Jump pack

**Special Rules:**

- Champion of Chaos (Champion only)
- Daemon
- Fearless
- Fleet
- Warpflame Strike

**OPTIONS:**

- May add up to five Warp Talons ..... *30 points/model*
- The Warp Talon Champion may take items from the **Chaos Rewards** section of the wargear list.
- The Warp Talon Champion may take melta bombs ..... *5 points*
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 points/model*
  - Mark of Khorne ..... *3 points/model*
  - Mark of Tzeentch ..... *4 points/model*
  - Mark of Nurgle ..... *4 points/model*
  - Mark of Slaanesh ..... *3 points/model*
- The unit may take the Veterans of the Long War special rule ..... *2 points/model*

**CHAOS SPAWNS ..... 30 POINTS**

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Chaos Spawn	3	0	5	5	3	3	D6	10	-	Beast	1 Spawn

**Special Rules:**

- Fear
- Fearless
- Mutated Beyond Reason
- Rage
- Random Attacks
- Very Bulky

**OPTIONS:**

- May add up to three Chaos Spawns ..... *30 points/model*
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 points/model*
  - Mark of Khorne ..... *3 points/model*
  - Mark of Tzeentch ..... *4 points/model*
  - Mark of Nurgle ..... *6 points/model*
  - Mark of Slaanesh ..... *2 points/model*

**HELDRAKE ..... 150 POINTS**

	<b>Armour</b>						
	<b>BS</b>	<b>F</b>	<b>S</b>	<b>R</b>	<b>HP</b>	<b>Unit Type</b>	<b>Unit Composition</b>
Heldrake	3	12	12	10	3	Vehicle (Flyer, Hover)	1 Heldrake

**Wargear:**

- Hades autocannon
- Daemonic possession

**Special Rules:**

- Daemon
- Daemonforge
- It Will Not Die
- Meteoric Descent

**OPTIONS:**

- May replace its hades autocannon with a baleflamer ..... *20 points*
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *10 points*
  - Mark of Khorne ..... *15 points*
  - Mark of Tzeentch ..... *25 points*
  - Mark of Nurgle ..... *20 points*
  - Mark of Slaanesh ..... *20 points*

# HEAVY SUPPORT

**HAVOCS ..... 75 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Havoc	4	4	4	4	1	4	1	8	3+	Infantry	4 Havocs
Aspiring Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Aspiring Champion

**Wargear:**

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

**Special Rules:**

- Champion of Chaos (Champion only)

**OPTIONS:**

- May add up to five Havocs ..... *13 points/model*
- Any Havoc may take a close-combat weapon ..... *2 points/model*
- Up to four Havocs may replace their boltgun with one of the following:
  - Flamer ..... *5 points/model*
  - Heavy bolter ..... *5 points/model*
  - Meltagun ..... *10 points/model*
  - Autocannon ..... *10 points/model*
  - Plasma gun ..... *15 points/model*
  - Missile launcher (with frag and krak missiles) ..... *15 points/model*
    - May also take flakk missiles ..... *5 points/model*
  - Heavy flamer ..... *20 points/model*
  - Lascannon ..... *20 points/model*
- The Aspiring Champion may take items from the **Melee Weapons, Ranged Weapons** and/or **Chaos Rewards** sections of the wargear list.
- The Aspiring Champion may take melta bombs ..... *5 points*
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *1 points/model*
  - Mark of Khorne ..... *2 points/model*
  - Mark of Tzeentch ..... *2 points/model*
  - Mark of Nurgle ..... *3 points/model*
  - Mark of Slaanesh ..... *2 points/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of Chaos Glory ..... *30 points*
  - Icon of Wrath ..... *20 points*
  - Icon of Flame ..... *15 points*
  - Icon of Despair ..... *10 points*
  - Icon of Excess ..... *35 points*
  - Icon of Deception ..... *20 points*
  - Icon of Incarnation ..... *25 points*
  - Icon of Vengeance ..... *25 points*
- The unit may take the Veterans of the Long War special rule ..... *1 points/model*
- The unit may take a Chaos Rhino as a Dedicated Transport.

**OBLITERATORS .....75 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Obliterator	4	4	4	4	2	4	2	8	2+	Infantry	1 Obliterator

**Wargear:**

- Fleshmetal
- Power fist

**Special Rules:**

- Bulky
- Daemon
- Deep Strike
- Fearless
- Obliterator Weapons
- Slow and Purposeful

**OPTIONS:**

- May add up to two Obliterators .....75 points/model
- The unit may take one of the following Marks of Chaos:
  - Mark of Undivided Chaos .....2 points/model
  - Mark of Khorne .....3 points/model
  - Mark of Tzeentch .....6 points/model
  - Mark of Nurgle .....6 points/model
  - Mark of Slaanesh .....1 points/model
- The unit may take the Veterans of the Long War special rule .....1 points/model

**DEFILER .....160 POINTS**

	Armour									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Defiler	3	3	8	12	12	10	3	3	4	Vehicle (Walker)	1 Defiler

**Wargear:**

- Battle cannon
- Reaper autocannon
- Twin-linked heavy flamer
- Two power fists
- Daemonic possession

**Special Rules:**

- Daemon
- Daemonforge
- Fleet
- It Will Not Die

**OPTIONS:**

- May replace its twin-linked heavy flamer with one of the following:
  - Havoc launcher .....5 points
  - Power scourge .....25 points
- May replace its reaper autocannon with one of the following:
  - Power fist .....free
  - Twin-linked heavy bolter .....free
    - May also take inferno bolts (with Mark of Tzeentch only) .....free
  - Twin-linked lascannon .....20 points
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos .....10 points
  - Mark of Khorne .....10 points
  - Mark of Tzeentch .....25 points
  - Mark of Nurgle .....20 points
  - Mark of Slaanesh .....20 points
- May take a dirge caster .....5 points
- May take warpflame gargoyles .....5 points
- May take blasphemous runes .....15 points

**FORGEFIEND ..... 170 POINTS**

	Armour									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Forgefiend	3	3	6	12	12	10	3	3	3	Vehicle (Walker)	1 Forgefiend

**Wargear:**

- Two Hades autocannons
- Daemonic possession

**Special Rules:**

- Daemon
- Daemonforge
- Fleet
- It Will Not Die

**OPTIONS:**

- May replace both Hades autocannons with two ectoplasm cannons .....*free*
- May take an additional ectoplasm cannon .....*25 points*
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos .....*15 points*
  - Mark of Khorne .....*10 points*
  - Mark of Tzeentch .....*25 points*
  - Mark of Nurgle .....*20 points*
  - Mark of Slaanesh .....*10 points*
- May take a dirge caster .....*5 points*
- May take warpflame gargoyles .....*5 points*
- May take blasphemous runes .....*15 points*

**MAULERFIEND ..... 125 POINTS**

	Armour									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Maulerfiend	3	3	6	12	12	10	3	3	3	Vehicle (Walker)	1 Maulerfiend

**Wargear:**

- Two power fists
- Daemonic possession
- Two magma cutters

**Special Rules:**

- Daemon
- Daemonforge
- Fleet
- It Will Not Die
- Move Through Cover
- Siege Crawler

**OPTIONS:**

- May replace both magma cutters with two sets of lasher tendrils .....*10 points*
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos .....*10 points*
  - Mark of Khorne .....*20 points*
  - Mark of Tzeentch .....*25 points*
  - Mark of Nurgle .....*20 points*
  - Mark of Slaanesh .....*10 points*
- May take a dirge caster .....*5 points*
- May take warpflame gargoyles .....*5 points*
- May take blasphemous runes .....*15 points*

**DECIMATOR ..... 125 POINTS**

	Armour						
	BS	F	S	R	HP	Unit Type	Unit Composition
Decimator	4	11	11	10	3	Vehicle (Tank)	1 Decimator

**Wargear:**

- Decimator siege cannon
- Heavy bolter
- Searchlight
- Smoke launchers

**OPTIONS:**

- May take one of the following:
  - Bastion-breacher shells ..... *10 points*
  - Phospex shells ..... *20 points*
- The Decimator may take items from the **Chaos Vehicle Equipment** list.
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *10 points*
  - Mark of Khorne ..... *15 points*
  - Mark of Tzeentch ..... *15 points*
  - Mark of Nurgle ..... *20 points*
  - Mark of Slaanesh ..... *10 points*

**CHAOS VINDICATOR ..... 115 POINTS**

	Armour						
	BS	F	S	R	HP	Unit Type	Unit Composition
Chaos Vindicator	4	13	11	10	3	Vehicle (Tank)	1 Chaos Vindicator

**Wargear:**

- Demolisher cannon
- Combi-bolter
- Searchlight
- Smoke launchers

**OPTIONS:**

- May take a siege shield ..... *10 points*
- Chaos Vindicators may take items from the **Chaos Vehicle Equipment** list.
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *10 points*
  - Mark of Khorne ..... *15 points*
  - Mark of Tzeentch ..... *15 points*
  - Mark of Nurgle ..... *20 points*
  - Mark of Slaanesh ..... *10 points*

**CHAOS PREDATOR ..... 75 POINTS**

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Chaos Predator	4	13	11	10	3	Vehicle (Tank)	1 Chaos Predator

**Wargear:**

- Predator autocannon
- Searchlight
- Smoke launchers

**OPTIONS:**

- May take two side sponsons which are both armed with one of the following:
  - Heavy bolters ..... 20 points
    - May also take inferno bolts (with Mark of Tzeentch only) ..... 5 points
  - Heavy flamers ..... 20 points
  - Lascannons ..... 40 points
- May replace the Predator autocannon with one of the following:
  - Ectoplasm cannon ..... free
  - Blastmaster (with Mark of Slaanesh only) ..... 20 points
  - Twin-linked lascannon ..... 25 points
- Chaos Predators may take items from the **Chaos Vehicle Equipment** list.
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... 10 points
  - Mark of Khorne ..... 15 points
  - Mark of Tzeentch ..... 15 points
  - Mark of Nurgle ..... 20 points
  - Mark of Slaanesh ..... 10 points

**CHAOS LAND RAIDER ..... 220 POINTS**

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Chaos Land Raider	4	14	14	14	4	Vehicle (Tank, Transport)	1 Chaos Land Raider

**Wargear:**

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

**Special Rules:**

- Assault Vehicle

**Transport Capacity:**

- Twelve models

**OPTIONS:**

- The Chaos Land Raider may take items from the **Chaos Vehicle Equipment** list.
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... 10 points
  - Mark of Khorne ..... 10 points
  - Mark of Tzeentch ..... 30 points
  - Mark of Nurgle ..... 30 points
  - Mark of Slaanesh ..... 15 points

**CHAOS LAND RAIDER DEATHFIRE .....230 POINTS**

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Chaos Land Raider Deathfire	4	14	14	14	4	Vehicle (Tank, Transport)	1 Chaos Land Raider Deathfire

**Wargear:**

- Twin-linked multi-melta
- Two twin-linked heavy flamers
- Searchlight
- Smoke launchers

**Special Rules:**

- Assault Vehicle

**Transport Capacity:**

- Sixteen models

**OPTIONS:**

- The Chaos Land Raider Deathfire may take items from the **Chaos Vehicle Equipment** list.
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *10 points*
  - Mark of Khorne ..... *10 points*
  - Mark of Tzeentch ..... *30 points*
  - Mark of Nurgle ..... *30 points*
  - Mark of Slaanesh ..... *15 points*

**CHAOS LAND RAIDER REAPER .....240 POINTS**

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Chaos Land Raider Reaper	4	14	14	14	4	Vehicle (Tank, Transport)	1 Chaos Land Raider Reaper

**Wargear:**

- Reaper autocannon
- Two skullreaper cannons
- Searchlight
- Smoke launchers

**Special Rules:**

- Assault Vehicle

**Transport Capacity:**

- Fourteen models

**OPTIONS:**

- The Chaos Land Raider Reaper may take items from the **Chaos Vehicle Equipment** list.
- May take one of the following Marks of Chaos:
  - Mark of Undivided Chaos ..... *10 points*
  - Mark of Khorne ..... *10 points*
  - Mark of Tzeentch ..... *30 points*
  - Mark of Nurgle ..... *30 points*
  - Mark of Slaanesh ..... *15 points*

## CHAOS SPACE MARINE ARSENAL

Weapon	Range	Strength	AP	Type
Assault Cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Autogun	24"	3	-	Rapid Fire
Autopistol	12"	3	-	Pistol
Baleflamer	Template	6	3	Heavy 1, Soul Blaze, Torrent
Battle Cannon	72"	8	3	Ordnance 1, Large Blast
Blastmaster				
Varied Frequency	36"	5	4	Assault 2, Pinning, Ignores Cover
Single Frequency	48"	8	3	Heavy 1, Blast, Pinning, Ignores Cover
Blight Grenade	8"	3	-	Assault 1, Blast
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Bastion-Breacher Shells	48"	10	1	Heavy 1, Armourbane, Blast
Combi-Bolter	24"	4	5	Rapid Fire, Twin-Linked
Decimator Siege Cannon	36"-360"	9	3	Ordnance 1, Barrage, Large Blast
Demolisher Cannon	24"	10	2	Ordnance 1, Large Blast
Doom Siren	Template	5	3	Assault 1
Ectoplasm Cannon	24"	8	2	Heavy 1, Blast, Gets Hot!
Flamer	Template	4	5	Assault 1
Frag Grenade	8"	3	-	Assault 1, Blast
Hades Autocannon	36"	8	4	Heavy 4, Pinning
Havoc Launcher	48"	5	5	Heavy 1, Blast, Twin-Linked
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Heavy Stubber	36"	4	6	Heavy 3
Impaler	12"	X	-	Assault 1, Harpoon
Krak Grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Malefactor Missile Launcher				
Frag	48"	4	6	Heavy 2, Blast, Twin-Linked
Krak	48"	8	3	Heavy 2, Twin-Linked
Flakk	48"	7	4	Heavy 2, Skyfire, Twin-Linked
Mawcannon				
Phlegm	36"	8	3	Assault 1, Large Blast
Vomit	Template	6	4	Assault 1
Meltagun	12"	8	1	Assault 1, Melta
Missile Launcher				
Frag	48"	4	6	Heavy 1, Blast
Krak	48"	8	3	Heavy 1
Flakk	48"	7	4	Heavy 1, Skyfire
Multi-Melta	24"	8	1	Heavy 1, Melta
Phospex Shells	48"	5	2	Ordnance 1, Blast, Ignores Cover, Poisoned (3+)
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Predator Autocannon	48"	7	4	Heavy 4
Reaper Autocannon	36"	7	4	Salvo 2/3, Twin-Linked
Shotgun	12"	3	-	Assault 2
Skullreaper Cannon	24"	5	3	Heavy 6
Sniper Rifle	36"	X	6	Heavy 1, Sniper
Sonic Blaster	24"	4	5	Salvo 2/3, Ignores Cover
Thermal Lance	36"	8	2	Heavy 1, Lance, Melta
Warp Discharger Spines	12"	5	6	Heavy 8

<b>Weapon</b>	<b>Range</b>	<b>Strength</b>	<b>AP</b>	<b>Type</b>
Chainaxe	-	User	4	Melee
Chainblade	-	User	-	Melee, Rending, Shred
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Close-Combat Weapon	-	User	-	Melee
Daemon Weapon	-	+1	2	Melee, Daemon Weapon
Force Axe	-	+1	2	Melee, Force, Unwieldy
Force Stave	-	+2	4	Melee, Concussive, Force
Force Sword	-	User	3	Melee, Force
Lightning Claw	-	User	3	Melee, Shred, Specialist Weapon
Plague Knife	-	User	-	Melee, Poisoned (4+)
Power Axe	-	+1	2	Melee, Unwieldy
Power Fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power Lance	-	+1/User	3/4	Melee
Power Maul	-	+2	4	Melee, Concussive
Power Scourge	-	8	2	Melee, Flail
Power Sword	-	User	3	Melee
Shock Maul	-	+1	4	Melee, Instant Death
Thunder Hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy