

# CHAOS ARTEFACTS

This is a supplement for Warhammer 40,000 Codex Chaos Space Marines **or** Codex Chaos Daemons, It is designed to represent the massive variety of daemonically enhanced weapons available to the servants of the chaos gods. The following pages will allow you to create Unique weapons for your chaos warlords to wield in battle. Chaos Artefacts come in all shapes and forms, from mighty battle axes the span of multiple human to daemonically darters, swift and agile weapons fuelled by the hatred and cruelty of menacing gods. Through this supplement you will be able to gift your warlord with a weapon that truly suits his ability in battle.

## WEAPONS FOR THE WARLORD

The Chaos Artefacts in this supplement are exclusively available to the Warlord of either a Chaos Space marine **or** Chaos Daemons army. This means only **one** may be taken per army and it must be equipped by the **warlord**, this Chaos Artifact replaces **all** Close combat weapons the warlord currently has and always has the Specialist Weapon special rule. Any character that is selected as warlord has access to these custom chaos artefacts unless they are a unique character that does not select wargear, Eg Kharn the betrayer or Kugath the plague father.

## THE COST OF CUSTOMISATION

The Chaos Artefacts in this supplement are designed to be highly customisable, not necessarily cost effective. Often the weapons provided by the actual codex will be a much cheaper way of getting the desired special rule or perk, this is strictly for those who wish to create their own custom weapons for their warlord.

To determine the total points cost of the Chaos Artefact follow these steps carefully

1. If you choose, select a strength value upgrade and apply the points % increase
2. If you choose, select a Ap value upgrade and apply the points % increase
3. If you choose, select a Attack value upgrade and apply the points % increase
4. Select **up to three** special rules and combine **then** add their points % increases
5. Round Current points **up** to the nearest full point

For Example:

DAEMONIC PLASMA BLADE				50 Points
Range	Str	Ap	Type	
-	+3	2	Melee, Gets Hot, Master Crafted, Soul Blaze	

Daemonic Plasma Axe would be worked out as:

Chaos Artifact = 10pts

1. Strength Value upgrade:  $S + 3 = +75\%$  (current total = 17.5pts)
2. Ap Value Upgrade:  $Ap 2 = +125\%$  (current total = 39.3pts)
3. Attack Value Upgrade:  $N/A = +0\%$  (current total = 39.3pts)
4. Special Rules: Gets Hot, Soul Blaze **and** Master Crafted =  $(-25\% + 25\% + 25\%) = +25\%$  (current total 49.2pts)
5. Round Points up to the nearest full point +50pts

## CHAOS ARTEFACT

10 Points

Range	Str	Ap	Type
-	User	-	Melee

### Options:

- **May** Select **one** of the following Strength value Upgrades:
  - S +1..... + 25%
  - S +2..... + 50%
  - S +3..... + 75%
  - S +4..... + 100%
  - S x2..... + 125%
  - S +5..... + 150%
- **May** then select **one** of the following Ap Value Upgrades:
  - Ap 6..... + 25%
  - Ap 5..... + 50%
  - Ap 4..... + 75%
  - Ap 3..... + 100%
  - Ap 2..... + 125%
  - Ap 1..... + 150%
- **May** then select **one** of the following Attack Value Upgrades:
  - A +1..... + 25%
  - A +2..... + 50%
  - A +D3..... + 50%
  - A +3..... + 75%
  - A + D6..... + 75%
  - A +4..... + 100%
  - A +5..... + 125%
  - A +6..... + 150%
  - A+2D6.....+ 150%
- **May** then select **up to three** of the following special rules:
  - Fleshbane.....+75%
  - Armorbane.....+25%
  - Soulblaze.....+25%
  - Concussive.....+25%
  - Counter Attack.....+25%
  - Force.....+50%
  - Furious Charge.....+25%
  - Gets Hot..... - 25%
  - Instant Death.....+75%
  - Master Crafted.....+25%
  - Rending.....+25%
  - Poisoned ( 4+).....+25%
  - Rage.....+25%
  - Shred.....+25%
  - Rampage.....+25%
  - Unwieldy..... - 50%

Some Examples of Chaos Artefacts:

**DAEMONIC POWER SWORD** 25 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	+1	3	Melee

**SKULL HAMMER** 23 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	X2	-	Melee

**SLAUGHTER SWORD** 35 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	+3	3	Melee

**SWORD OF A THOUSAND CORPSES** 34 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	User	2	Melee, A+D3

**DAEMONIC POWER FIST** 38 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	X2	2	Melee, Unwieldy, A+1

**DAEMONIC POWER AXE** 17 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	+2	2	Melee, Unwieldy

**DAEMONIC LIGHTNING CLAWS** 32 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	+1	3	Melee, Shred

**PLAGUE BLADES** 19 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	User	-	Melee, Poisoned (4+), A+2

**DAEMONIC THUNDER HAMMER** 32 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	X2	2	Melee, Unwieldy, concussive, A+1

**DAEMONIC FORCE NUNCHAKU** 27 Points

<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>
-	User	-	Melee, Force, A+D6