

The cover art depicts a chaotic and fiery battle scene. A large, dark, multi-tiered structure, possibly a fortress or a massive ship, is positioned in the upper left. The central focus is a massive, bright orange and yellow explosion or energy release, with numerous smaller, dark, angular objects (likely spacecraft or warships) scattered around it, some appearing to be in motion or falling. The background is a swirling, turbulent mass of orange and red, suggesting a hellish or chaotic environment. The overall tone is dark and intense, with a strong emphasis on fire and destruction.

WARHAMMER

40,000

CODEX

CHAOS
ARTEFACTS

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 men to daemoniac daggers, 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 personality and ability in battle.

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

For Example:

DAEMONIC FIRE BLADE				37 Points
Range	Str	Ap	Type	
-	+1	2	Melee, Soul Blaze, Furious Charge, Rage	

Daemonic Plasma Blade would be worked out as:

Chaos Artefact = 10pts

1. Strength Value upgrade: $S + 3 = +25\%$ (current total = 12.5pts)
2. Ap Value Upgrade: $Ap 2 = +125\%$ (current total = 28.12pts)
3. Attack Value Upgrade: $N/A = +0\%$ (current total = 28.12pts)
4. Universal Special Rules: Soul Blaze, Furious Charge, Rage = $(+10\%+10\%+10\%) = +30\%$ (current total 36.5pts)
5. Daemonic Special Rules: $N/A = +0\%$ (current total 36.5pts)
6. Round Points up to the nearest full point +37pts

The order in which the upgrades are applied is very important, it is designed so that the more powerful a weapon becomes the more it will cost to upgrade it further, as each upgrade is selected work out the current total points, then when adding further upgrades the % is worked out based on the current total points, this way, for example adding +D6 attacks to a weapon with x2 strength will cost a lot more than adding it to a weapon with +1 strength

Be careful, although these weapons start out cheap, once you get upgrading they can become quite expensive very fast sometimes costing more than the warlord himself!

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 Artefact 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.

SPECIAL RULES

The following Universal Special Rules can be found in the *Warhammer 40,000 rulebook*

Fleshbane	Soulblaze	Concussive	Counter Attack
Furious Charge	Instant Death	Rending	Poisoned (4+)
Rage	Shred	Rampage	Unwieldy

DAEMONIC SPECIAL RULES

The following special rules are available exclusively to Chaos Warlords who wield a custom chaos artefact:

Dualist

Favoured among the followers of Slaanesh this weapon is unparalleled in one on one combat.

A Warlord wielding a weapon with this rule strikes in the same initiative step as his opponent in all challenges regardless of initiative or any other modifiers, in addition to this the character is treated as having a WS characteristic of 10 in all challenges

Eternal Slaughter

Favoured among the followers of Khorne this weapon is more bloodthirsty than the warlord who wields it.

When a Warlord wielding a weapon with this rule strikes in combat, for every roll of 6 to hit he gains an additional attack, as long as he keeps rolling 6s he can continue to attack.

Foresight

Favoured among the followers of Tzeentch this weapon has a 6th sense and can predict the movements around it.

A Warlord wielding a weapon with this rule can choose to re roll **one** dice per turn in close combat or choose to make his opponent re roll **one** of his dice in a close combat that the warlord is engaged in.

Life Leach

Favoured among the followers of Nurgle this weapon feeds on the life force of its victims.

For every wound a model suffers from a weapon with this rule, two wounds are removed. Both of these wounds must be removed from the same model, models with only one wound are unaffected



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..... + 100%
- **May** then select **up to three** of the following universal special rules:
 - Fleshbane.....+75%
 - Soulblaze.....+10%
 - Concussive.....+10%
 - Counter Attack.....+25%
 - Furious Charge.....+10%
 - Instant Death.....+75%
 - Rending.....+25%
 - Poisoned (4+).....+25%
 - Rage.....+10%
 - Shred.....+25%
 - Rampage.....+25%
 - Unwieldy..... - 50%
- **May** then select **one** of the following Daemonic special rules:
 - Dualist.....+50%
 - Eternal Slaughter.....+50%
 - Foresight.....+50%
 - Life Leach.....+50%

Some Examples of Chaos Artefacts re-creating existing weapons (as you can see it is much more expensive):

DAEMONIC POWER SWORD				20 Points
<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>	
-	user	3	Melee	

DAEMONIC THUNDER HAMMER				31 Points
<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>	
-	X2	2	Melee, unwieldy, Concussive	

THE AXE OF BLIND FURY				75 Points
<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>	
-	+2	2	Melee, Rage, A+D6	

Some examples of powerful and original Chaos artefacts:

SKULL HAMMER				34 Points
<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>	
-	X2	-	Melee, Eternal Slaughter	

DARK LORDS SCHIMITAR				30 Points
<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>	
-	user	3	Melee, Dualist	

DAEMONIC HELL CLAWS				34 Points
<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>	
-	user	2	Melee, Shred, Rampage	

PLAGUE BLADES				19 Points
<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>	
-	User	-	Melee, Poisoned (4+), Life Leach	

STAFF OF MALAKETH				20 Points
<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>	
-	+2	4	Melee, Unwieldy, foresight	

BRASS KNUCKLES OF KHORNE				29 Points
<u>Range</u>	<u>Str</u>	<u>Ap</u>	<u>Type</u>	
-	User	-	Melee, A+D6, Rage, Rampage, Furious Charge	