

# Chaos Warband Tactics

These rules represent what Chapter tactics to loyalists. These mostly represent the original legions and it is assumed new renegades follow a strategy similar to the legions of old.

\*\* the Thousand Sons, Plague Marines, Noise Marines and Khorne Berserker units are removed from the codex while using these rules as their Warband Tactics reflect these units.

\*\* these are like the Chapter Tactic for Space Marines. Your detachment can only have one Warband Tactic but you can take an allied detachment of a different Warband Tactics.

\*\*if using Crimson Slaughter, it is recommended that you use no Warband Tactics but instead the rules in the Crimson Slaughter supplement

## Thousand Sons:

**Rubricae:** All non-vehicle models with Warband Tactics(Thousand Sons) have the Slow and Purposeful special rule and all get the Aura of Dark Glory upgrade for free. They may also purchase the Inferno Bolts upgrade (for 2pts) giving any bolt based weapon (boltgun, bolt pistol, heavy bolter, etc.) AP 3.

**Sorcery:** All models with the Warband Tactics(Thousand Sons) and the Champion of Chaos special rule must purchase an upgrade that gives them the Psyker (Mastery Level 1) special rule if they are not already psykers for 30pts. These models do not have the Slow and Purposeful special rule. Additionally all models with the Warband Tactics(Thousand Sons) re-rolls any failed psychic test. Models with the Warband Tactics(Thousand Sons) may not purchase any Mark but the Mark of Tzeentch.

## Night Lords:

**Lurking in the Darkness:** All non-vehicle models with the Warband Tactics(Night Lords) gain the Fear and Stealth special rules. Any unit that can take an Icon as an upgrade may purchase the Icon of Terror for 20pts making all enemy units within 12" take Fear test on -2 Ld. Stacks with other Icons of Terror.

**From Above:** All models with jump packs and Warband Tactics(Night Lords) can move 12" in the shooting phase instead of running or jumping. They may not charge the turn they move in this way. They also only scatter D6" if Deep Striking.

## World Eaters:

**Berserkers:** All models with the Warband Tactics(World Eaters) have the Furious Charge, Hatred(Everything) and Fearless special rules. They may replace their chainsword or close combat weapon for a chainaxe at 3 points/model. The only Mark they may take is the Mark of Khorne.

**Bloodlust:** All models with Warband Tactics(World Eaters) have the Fleet special rule and may add 2" to their movement and run moves.

## Death Guard:

**Plagued Resistance:** All models with Warband Tactics(Death Guard) have the Feel No Pain(5+) and Fearless Rule. All Independent Character with Warband Tactics(Death Guard) have the It Will Not Die! special rule. All poisoned weapons used against these models would on one less.(i.e. wounding on a 4+ becomes wounding on a 5+)

**Toxic Wargear:** All models with the Warband Tactics(Death Guard) may replace their close combat weapon for a Plague Knife for free and may take blight grenades for 2 pts/model. They only Mark they may take is the Mark of Nurgle.

## Emperor's Children:

**Sonic Wargear:** Any model with Warband Tactics(Emperor's Children) may replace their bolter with a sonic blaster for 3 points. The Blastmaster is added to the Heavy Weapons section for Emperor's Children at 30pts and the Doom Siren is added to the Special Issue Wargear section at 15pts. The only Mark they may take is the Mark of Slaanesh.

**Swordsmen Without Peer:** All models with sword type weapon(power swords, chainswords, The Murder Sword, etc.) re-roll hits in close combat and gain the Rending special rule.

## Black Legion:

**Master Strategy:** The first turn a unit is on the board(so usually first turn but anything starting in Reserves waits) can choose one of the following rules for the rest of the game: Furious Charge, Counter-Attack, Monster Hunters, Tank Hunters, Stealth, Adamantium Will, Fearless, Fear or Hit & Run.

## Word Bearers:

**True Believers:** All models with Warband Tactics(Word Bearers) roll 3D6 for any leadership test and take the two lowest dice. All models with Warband Tactics(Word Bearers) are Fearless when within 12” of a Dark Apostle that also has Warband Tactics(Word Bearers).

**Summoned Daemons:** All Possessed units may re-roll the result on their table and a Word Bearers army may take one unit of either Bloodletters, Pink Horrors, Plaguebearers or Daemonettes as a non-compulsory Troop choice as part of their normal army. They additionally only suffer Perils on double 6's for Malefic Daemonology.

## Iron Warriors:

**Ancient Hatred:** All models with the Warband Tactics(Iron Warriors) gain Preferred Enemy(Imperial Fists) and Seize the Initiative on a 5+ vs. a Space Marine army using Chapter Tactics: Imperial Fists.

**Masters of Siege:** All models with Warband Tactics(Iron Warriors) re-roll all failed armour penetration rolls.

## Alpha Legion:

**Masters of Subterfuge:** All models with Warband Tactics(Alpha Legion) have the Infiltrate special rule. An Alpha Legion army may steal the Initiative on a 3+.

**I'm Alpharius:** Any Independant Characters with Warband Tactics(Alpha Legion) may start the game in Reserve. Write down secretly which unit the Independant Character has joined before the battle begins. One this unit first shoots, gets shot at, or participates in an assault the Independant Character joins the unit like he was there all along.

## Red Corsairs:

**Reckless Courage:** Any model with Warband Tactics(Red Corsairs) has the Stubborn special rule and may never choose to automatically fail a Morale check.

**Rapid Attack and Encirclement:** Models with this special rule with the unit type Bike gain the Skilled Rider special rule. Dedicated Transports in the same detachment gain the Scout special rule.

## Special Characters:

Special characters have a specific Warband Tactics assigned to him.

Ahriman: Thousand Sons

Typhus: Death Guard

Kharn: World Eaters

Lucius: Emperor's Children

Fabius Bile: Emperor's Children

Abaddon: Black Legion

Huron: Red Corsairs