⚠ Unlimited Pts - Chaos Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Daemon Prince (1, 175 pts)													
Daemon Prince	1		7	5	6	5/6	4	5	4	10	3+/5	175	
Monstrous Creature; Eternal Warrior; (C:CSM, pp. 32 & 92); Wings; Mark of Nurgle; Close Combat Weapon; Fearless; Warptime (x1)													
HQ: Kharn the Betrayer (1, 165 pts)													
Kharn the Betrayer	1		7	5	5	4	3	5	5/6	10	3+/5	165	
Independant Character; (C:CSM, pp. 46 & 90); Frag Grenades; Krak Grenades; Personal Icon; Mark of Khorne; Gorechild; Plasma Pistol; Blessing of the Blood God; Fearless; Furious Charge; The Betrayer													
HQ: Chaos Lord (1, 150 pts)													
Chaos Lord	1		6	5	4	4	3	5	3/4	10	3+/5	150	
Infantry; Independant Character; (C:CSM, pp. 30 & 92); Frag Grenades; Krak Grenades; Mark of Khorne; Bolt Pistol (x1); Daemon Weapon; DW: Blood Feeder; Combi-melta; Fearless													
HQ: Daemon Prince (1, 135 pts)													
Daemon Prince	1		7	5	6	5	4	5/6	4	10	3+/5	135	
Monstrous Creature; Eternal Warrior; (C:CSM, pp. 32 & 92); Mark of Slaanesh; Close Combat Weapon; Fearless; Lash of Submission (x1)													
Elite: Possessed (5, 160 pts)													
Possessed	5		4	4	5	4	1	4	2/3	10	3+/5	160	
Infantry; (C:CSM, pp. 29 & 95); Power Armour; Icon of Khorne; Mark of Khorne; Close Combat Weapon (x5); Daemonkin; Fearless													
Elite: Terminators (5, 205 pts)													
Terminators	5		4	4	4	4	1	4	2	10	2+/5	205	
Infantry; Deep Strike; (C:CSM, pp. 28 & 94); Terminator Armour; Power Weapon (x3); Twin Linked Bolter (x3); Chain Fist (x1); Power Fist (x1); Combi-melta (x1); Reaper Autocannon (x1)													
Troops: Chaos Space Marines (20, 405 pts)													
Chaos Space Marines	19		4	4	4	4	1	4	1/3	9	3+	405	
Infantry (p26 & p96 C:CSM); Frag Grenades; Krak Grenades; Power Armour; Icon of Khorne; Mark of Khorne; Bolt Pistol (x19); Bolter (x17); Close Combat Weapon (x19); Meltagun (x1); Heavy Bolter													
Aspiring Champion	1		4	4	4/8	4	1	4/1	2/3	10	3+	[70]	
Infantry; (C:CSM, pg. 96); Frag Grenades; Krak Grenades; Power Armour; Mark of Khorne; Bolter; Power Fist; Plasma Pistol													
Troops: Chaos Space Marines (11, 270 pts)													
Chaos Space Marines	9		4	4	4	4	1	4	1/2	9	3+	270	
Infantry (p26 & p96 C:CSM); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x7); Close Combat Weapon (x9); Plasmagun (x1); Heavy Bolter; Rhino													
Aspiring Champion	1		4	4	4/8	4	1	4/1	2	10	3+	[55]	
Infantry; (C:CSM, pg. 96); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Bolter; Power Fist													
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[55]	
Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Dozer Blade; Twin Linked Bolter; Havoc Launcher													
Troops: Khorne Berzerkers (9, 298 pts)													
Khorne Berzerkers	7		5	4	4	4	1	4	2/3	9	3+	298	
Infantry; (C:CSM, pp. 36 & 98); Frag Grenades; Krak Grenades; Power Armour; Mark of Khorne; Bolt Pistol (x7); Close Combat Weapon (x7); Fearless; Furious Charge; Rhino													
Skull Champion	1		5	4	4/8	4	1	4/1	3	10	3+	[76]	
Infantry; (C:CSM, pp. 36 & 98); Frag Grenades; Krak Grenades; Power Armour; Mark of Khorne; Power Fist; Plasma Pistol; Fearless; Furious Charge													
Rhino	1	Grp: BS: 3 FA: 11 SA: 11 RA: 10										[75]	
Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Daemonic Possession; Dozer Blade; Twin Linked Bolter; Havoc Launcher													
Heavy Support: Defiler (1, 175 pts)													
Defiler	1	Grp: WS: 3 BS: 3 St: 6 In: 3 At: 3 FA: 12 SA: 12 RA: 10										175	
Vehicle (Walker); (C:CSM, pp. 41 & 101); Fleet; Battle Cannon; Dreadnought CCW (x2); Twin Linked Lascannon; Havoc Launcher; Daemonic Possession; Searchlight; Smoke Launchers													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Heavy Support: Havocs (5⚥, 185 pts)													
Havocs	5	🎲	4	4	4	4	1	4	1/2	9	3+	185	
	Infantry; (C:CSM, pg. 96); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Bolter (x1); Close Combat Weapon (x5); Autocannon (x1); Lascannon (x2); Missile Launcher (x1)												
Heavy Support: Predator (1⚥, 205 pts)													
Predator	1	Grp: 🎲 BS: 3 FA: 13 SA: 11 RA: 10										205	
	Tank; (C:CSM, pp. 43 & 100); Searchlight; Smoke Launchers; Daemonic Possession; Dozer Blade; Twin Linked Lascannon; Lascannon; Havoc Launcher												
Heavy Support: Obliterators (3⚥, 225 pts)													
Obliterators	3	🎲	4	4	4/8	4	2	4/1	2	9	2+/5	225	
	Infantry; Deep Strike; (C:CSM, pp. 35 & 96); Obliterator Weapons; Power Fist; Fearless; Slow and Purposeful												
										Total Cost:		2753	

Option Footnotes	
	Psychic Powers
Lash of Submission	Pick any non-vehcicle visible unit within 24". If psychic test successful then target is moved upto 2D6" by Chaos player. After move the target takes a pinning test (p88 C:CSM)
Warptime	Re-roll all rolls to hit and wound (p88 C:CSM)
	Skills
Blessing of the Blood	Immune to psychic powers and force weapons (p48 C:CSM)
Daemonkin	1 - Scouts 2 - Furious Charge 3 - Fleet 4 - Rending 5 - Feel no Pain 6 - Power Weapons (p29 C:CSM)
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
Slow and Purposeful	Counts as Relentless (p76 WH40K 5E), always count as moving in Difficult Terrain, conditions apply (p76 WH40K 5E)
The Betrayer	Rolls of 1 to hit in CC hit own side (p48 C:CSM)
	Vehicle Upgrades
Daemonic Possession	Ignores shaken/stunned. BS reduced (p87 C:CSM)
Searchlight	Searchlights are only of use in missions where the Night Fighting special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated target does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect as the enemy can see the searchlight. See Wargear, pg. 36.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
	Wargear
Daemonic Possession	Ignores shaken/stunned. BS reduced (p87 C:CSM)
Dozer Blade	Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they are not going to be moving more than 6" that turn. See Wargear, pg. 34.
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Icon of Khorne	Unit gains benefits of the Mark of Khorne (p81 C:CSM)
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Mark of Khorne	Extra attacks (p25 C:CSM)
Mark of Nurgle	Extra toughness (p25 C:CSM)
Mark of Slaanesh	Extra initiative (p25 C:CSM)
Personal Icon	Guides teleporters/daemons (p81 C:CSM)
Power Armour	Confers a 3+ Armour Save.

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Sorcerer	
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Wings	Move like jumpack infantry

Weapons	
Autocannon	48" Range; S7; AP4; Heavy 2
Battle Cannon	72" Range; S8; AP3; Ordnance 1, Large Blast
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Chain Fist	Ignores armour saves, strikes last, doubles strength, 2D6 + strength for AP
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Combi-melta	Bolter: 24" Range; S4; AP5; Rapid Fire Melta: 12" Range; S8; AP1; Assault 1; Melta; One shot (p83 C:CSM)
Daemon Weapon	Two handed, Power weapon, +D6 attacks (rolls of 1 has other effects), +1 Str (p93 C:CSM)
Dreadnought CCW	
DW: Blood Feeder	Two handed, Power weapon, +2D6 attacks (rolls of 1 has other effects) (p93 C:CSM)
Gorechild	Always hit on 2+ against models with a WS, Power weapon, + D6 to AP roll (p48 C:CSM)
Havoc Launcher	48" Range; S5; AP5; Heavy 1; Blast; Twin-linked (p87 C:CSM)
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Lascannon	48" Range; S9; AP2; Heavy 1
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1.
Obliterator Weapons	Choose from lascannon, multi-melta, plasma cannon, twin-linked plasma gun, twin-linked meltagun, twin-linked flamer (p100 C:CSM)
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!
Plasmagun	24" Range; S7; AP2; Rapid Fire; Gets Hot!
Power Fist	Ignores armour saves, increases strength in close combat.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Reaper Autocannon	36" Range; S7; AP4; Heavy 2; Linked (p82 C:CSM)
Twin Linked Bolter	24" Range; S4; AP5; Rapid Fire, Linked
Twin Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked

Validation Report

1. Chaos Legions: Chaos Marines; c-1. File Version: 1.05c For Bug Reports/www.ab40k.org; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission

Composition requirement 'HQ' not satisfied (4). Valid range 1-2.
Composition requirement 'Heavy' not satisfied (4). Valid range 0-3.

Roster Statistics
% Elite: 13.3
% Fast: 0.0
% Heavy: 28.7
% HQ: 22.7
Model Count: 64
% Troops: 35.3
% Wargear: 0.0
Files version: 1.05

Group	Min	Max	Used
	1	*2*	*4*
	0	3	2
	2	6	3
	0	3	0
	0	*3*	*4*