

Chaos Space Marines¹



Wargear – Vehicle

Armoury

Daemonic Possession

A vehicle with Daemonic Possession has a Ballistic Skill of 3 but may ignore all shaken and stunned results on the vehicle damage table.

Machine Spirit Corrupted

This vehicle may always fire a single weapon at BS4, this weapon may be fired at a separate target (following the rules for shooting as normal) to other weapons and may still be fired even if the vehicle is shaken, stunned or has moved flat out.

Open-topped

A rhino with this upgrade becomes open-topped, therefore changing its profile to 'tank, open-topped'.

Dirge Caster

Any vehicle with a Dirge Caster inflicts a -2 Leadership modifier to any unit being tank-shocked by this vehicle, for the tank-shock leadership test only.

Extra Armour

Vehicles equipped with Extra Armour count Crew Stunned results on the vehicle damage table as a crew shaken result instead

Dozer Blade

Vehicles equipped with a dozer blade can re-roll any failed difficult terrain test.

Daemonic Possession

Any models assaulting out of this vehicle count as having frag grenades.

Psychic Powers

Warptime

This power is cast at the beginning of (any) players turn, if successful the model with the Warptime Psychic Power may re-roll any to-hit and to-wound rolls for the entirety of that players turn.

Power of Chaos

A psyker may use this power at the beginning of his turn, even if the psyker (or the target) is in close combat at the time. Pick a single enemy model found to be within 6" of the psyker, with the casters owning player rolls a D6.

If the D6 roll is **equal to or higher** the targeted models (based) toughness, then the targeted model is removed from play, with no saves of any kind allowed. A roll of 6 is always successful, even if lower than the targets toughness. Models without a toughness characteristic cannot be affected.

If the Chaos player has a Chaos Spawn model available then the victim may be replaced by a Chaos Spawn, under the Chaos player's control. This model does not count towards any victory or kill points. If the victim was in base contact with friendly models, then they are now engaged in combat with the Chaos Spawn.

Winds of Chaos

Winds of Chaos may be used in the models shooting phase. If the Psychic test is successful, this counts as a ranged weapon with the following profile:

Range: Template – Strength: * – AP: 2. Assault 1.
*Models (fully or partially) under the template suffer a single wound (or glancing hit if a vehicle) on a D6 roll of 3+.

Vision of Chaos

Cast at the beginning of the Chaos player's turn, if successful then all enemy psykers with line of sight to the caster are at -2 Leadership until the next Chaos players turn.

Doom Bolt

Doom Bolt may be used in the models shooting phase. If the Psychic test is successful, this counts as a ranged weapon with the following profile, rolling to hit and wound as normal:
Range: 18" – Strength: 5 – AP: 2. Assault 3

Warp Rift

Cast at the beginning of the owning players movement phase, this model and any unit of 10-men or less to which he's joined may deep-strike to anywhere on the table, this happens within the movement phase in which the power was cast but otherwise follows the normal restrictions for deep-striking.

Roll a D6 for every 12" away from its original position the character deep-strikes. On a roll of 1 a single model (chosen by the owning player) within the unit (or the character himself) suffers a wound, with no saves of any kind allowed. If Warp Rift is used by a Dreadnought with a Mark of Tzeentch, then each roll of 1 under the above circumstances instead automatically causes a penetrating hit,.

Chaos Theory

Chaos Theory may be used in the models shooting phase. If the Psychic test is successful, this counts as a ranged weapon with the following profile, rolling to hit and wound as normal:
Range: 5D6" – Strength: D6+4 – AP: D6. Assault D3, small blast

Psychic Powers Continued

Warp Flare

(Sorcerers Warcoven only)

Warp Flare may be used in the models shooting phase. If the Psychic test is successful, this counts as a ranged weapon with the following profile, rolling to hit and wound as normal:
Range: 18" – Strength: 6 – AP: 4. Assault *. Warp Flare fires a number of shots equal to the number of Aspiring Sorcerers within the unit.

Bolt of Change

(Mark of Tzeentch only)

Bolt of Change may be used in the models shooting phase. If the Psychic test is successful, this counts as a ranged weapon with the following profile, rolling to hit and wound as normal:
Range: 18" – Strength: 10 – AP: 1. Assault 1.

Nurgles Rot

(Mark of Nurgle only)

Nurgles Rot may be used in the models shooting phase. If the Psychic test is successful, all enemy models within 6" of the Psyker suffer a single Strength 4 hit, armour saves (but not cover saves) allowed as normal. The Psyker may be in close combat at the time, as can any models hit by Nurgles Rot. Any vehicles hit by this power are hit on its rear armour.

Lash of Submission

(Mark of Slaanesh only)

A Psyker may use this psychic power in the shooting phase, targeting any enemy (non-vehicle) unit within 24" and within line of sight. If the psychic test is successful then the target unit is moved 2D6" by the Chaos player. This move is not slowed by difficult terrain, but dangerous terrain tests are taken as normal.
Victims may not be moved off the table, into impassable terrain or within 1" of an enemy model and must remain in coherency as normal. If successful, the affected unit must take a pinning test.

Psychic Wargear

Familiar

Any Chaos Sorcerer equipped with a Familiar may select a third psychic power and can cast an additional power each turn; this power must separate to any others cast that turn however.

Warp Mask

Any enemy psyker within 24" of a model with a Warp Mask suffers a Perils of the Warp attack on any psychic test roll over their leadership, rather than only on a roll of 12.

Abaddon the Despoiler

275pts

	WS	BS	S	T	W	I	A	Ld	Sv
Abaddon the Despoiler	7	5	4(8)	4(5)	4	6	4*	10	2+/4+

Unit Composition:

1 (Unique)

Unit Type:

Infantry

Wargear:

Drach'nyen*, Talon of Horus*, Terminator Armour, Personal Icon, Mark of Chaos Ascendant*, Icon of the Black Legion

Special Rules:

Independent Character, Fearless, Eternal Warrior, Let the Galaxy Burn!*

Let the Galaxy Burn!*

All friendly units within 12" and with line of sight to Abaddon may use 3D6 (removing the highest) for any leadership test.

Drach'nyen and the Talon of Horus*

This combination counts as a Daemon Weapon which ignores armour saves, doubles Abaddon's strength (to 8), allows him to re-roll any failed to-wound rolls in close combat, adds a further D6 attacks and following the rules for rebellion as described in the Daemon Weapon entry in the armoury. However, if Drach'nyen rebels then Abaddon counts as fighting with a single Lightning Claw (the Talon of Horus), rather than a single close combat weapon.

Furthermore, the Talon of Horus confers the following ranged weapon profile:

Range: 24" – Strength: 4 – AP: 5. Assault 3, Twin-linked.

Mark of Chaos Ascendant*

This confers the effects of all of the Marks of Chaos, which have been included in Abaddon's profile. It also confers the Chaos Gift, Guidance of Chaos.



Ahriman

230pts

	WS	BS	S	T	W	I	A	Ld	Sv
Ahriman	5	5	4	4	3	5	3	10	3+/4+

Unit Composition:

1 (Unique)

Unit Type:

Infantry

Wargear:

The Black Staff*, Bolt Pistol, Warp Mask, Inferno Bolts, Meltabombs, Frag and Krak Grenades, Personal Icon, Mark of Tzeentch (included), Icon of the Thousand Sons

Special Rules:

Independent Character, Master Psyker*, Book of Magnus*

Master Psyker*

Ahriman may cast two Psychic Powers per turn (or three with the Black Staff). These two Psychic powers may both be cast in the shooting phase – at the same target only – and can be the same power.

Furthermore, Ahriman automatically passes all Psychic tests but his powers can be nullified. Ahriman knows all Psychic Powers, except Lash of Submission, Warp Flare and Nurgles Rot.

Book of Magnus*

At the beginning of each turn, Ahriman may gain the benefits of a single Sorcerers Tome. Unlike normal Sorcerers Tomes, these can only be applied to Ahriman himself.

The Black Staff*

The Black Staff is a power weapon. Furthermore, it can either be used as a Force Weapon or to cast an additional Psychic Power (totalling three in combination with the Master Psyker special rule). This power cannot be the same as those used as part of the Master Psyker special rule.



Kharn The Betrayer

180pts

	WS	BS	S	T	W	I	A	Ld	Sv
Kharn The Betrayer	7	5	5	4	3	5	5	10	3+/5+

Unit Composition:

1 (Unique)

Unit Type:

Infantry

Wargear:

Gorechild*, Plasma Pistol, Meltabombs, Frag and Krak Grenades, Mark of Khorne (included), Icon of the World Eaters

Special Rules:

Independent Character, Fearless, Furious Charge, Eternal Warrior, Blessing of the Blood God*, Champion of Khorne*, The Betrayer*

Blessing of the Blood God*

Kharn cannot be affected by Psychic Powers in any way and Force Weapons count as normal power weapons against Kharn. Any squad Kharn's attached to is affected as normal however.

Champion of Khorne*

Each turn Kharn gains additional attacks equal to the number of models slain by Kharn in the previous assault phase.

The Betrayer*

Each to hit roll of 1 in close combat causes the attack to be allocated to a single friendly model in the same combat.

Gorechild*

Gorechild is a power weapon that adds an additional D6 armour penetration against targets with an armour value.



Typhus

225pts

	WS	BS	S	T	W	I	A	Ld	Sv
Typhus	6	5	4	5	4	5	4	10	2+/5+

Unit Composition:

1 (Unique)

Unit Type:

Infantry

Wargear:

Manreaper*, Terminator Armour, Mark of Nurgle (*changes toughness to 5 – included*), Personal Icon, Icon of the Death Guard

Special Rules:

Independent Character, Fearless, Feel No Pain, Destroyer Hive*, Herald of Nurgle*

Destroyer Hive*

Typhus counts as being equipped with Frag, Blight and Krak grenades.

Herald of Nurgle*

Typhus is a Psyker with the Winds of Chaos and Nurgles Rot Psychic Powers and can cast a single Psychic Power each turn. Although he must pass a Psychic test for these, Typhus is immune to Perils of the Warp attacks and these Powers cannot be nullified.

Manreaper*

The Manreaper is a two-handed power weapon that inflicts instant death. Furthermore, each turn Typhus may forfeit his normal attacks to automatically hit (once) all enemies in base contact.



Lucius The Eternal

190pts

	WS	BS	S	T	W	I	A	Ld	Sv
Lucius The Eternal	7	5	5	4	3	7	4	10	3+/5+

Unit Composition:

1 (Unique)

Unit Type:

Infantry

Wargear:

Laer Sword*, Lash of Torment*, Doom Siren, Armour of Shrieking Souls*, Meltabombs, Frag and Krak Grenades, Personal Icon, Mark of Slaanesh (included), Icon of the Emperors Children

Special Rules:

Independent Character , Fearless, Duellist*

Duellist*

If in combat against an enemy independent character or Monstrous Creature, Lucius may re-roll any to-hit role in close combat and gains an invulnerable save of 4+ against close combat attacks. These bonuses only apply to the independent character or monstrous creature and any attacks they may make, not any squad they may be attached to. Furthermore, if in the same combat as an Independent Character, then Lucius must direct all his attacks against - and be placed in base contact with - this character.

Laer Sword*

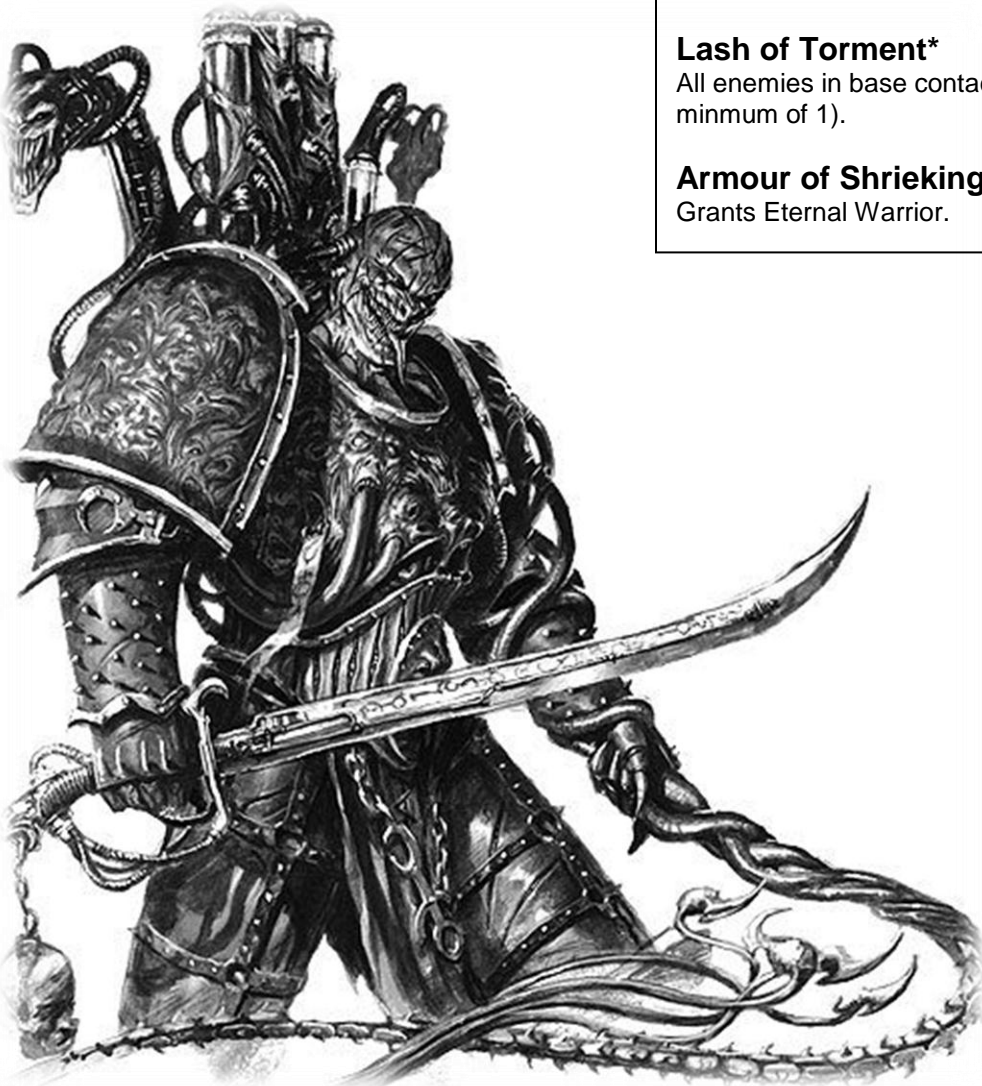
The Laer Sword is a power weapon that adds an additional point of strength (included in profile).

Lash of Torment*

All enemies in base contact with Lucius suffer -1 attacks (to a minimum of 1).

Armour of Shrieking Souls*

Grants Eternal Warrior.



Huron Blackheart

190pts

	WS	BS	S	T	W	I	A	Ld	Sv
Huron Blackheart	6	5	4	4	3	5	4	10	3+/5+

Unit Composition:

1 (Unique)

Unit Type:

Infantry

Wargear:

Power Weapon, Tyrants Claw*, Personal Icon, Hamadrya*, Meltabombs, Frag and Krak Grenades, Icon of the Renegade

Special Rules:

Independent Character, Fearless, Chaos Master, Master Raider*.

Master Raider*

A Chaos Space Marine army that includes Huron Blackheart may re-roll the dice to see who gets first turn.

Tyrants Claw*:

This counts as a Power Fist with a built-in Heavy Flamer.

Hamadrya*:

Huron counts as having the Warptime Psychic Power. This may be cast without a Psychic Test, but can be nullified.



Lord Vahlinhurst

245pts

	WS	BS	S	T	W	I	A	Ld	Sv
Lord Vahlinhurst	7	5	6	5	4	5	4	10	3+/4+

Unit Composition:

1 (Unique)

Unit Type:

Monstrous Creature

Wargear:

Daemon Weapon, Icon of the Renegade

Special Rules:

Fearless, Eternal Warrior, Fleet, Furious Charge, Beasts of Annihilation*.

Beasts of Annihilation*

Any possessed units in the same Warband as Lord Vahlinhurst are scoring units.

Chaos Lord

100pts

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Lord	6	5	4	4	3	5	4	10	3+/5+

Unit Composition:

1 Chaos Lord

Unit Type:

Infantry

Wargear:

Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades, Power Armour.

Special Rules:

Independent Character, Fearless

Options:

- May replace his Bolt Pistol and/or Close Combat Weapon with:
Boltgun – **Free**
Plasma Pistol – **10pts**
Power Weapon – **15pts**
Lightning Claw – **15pts**
Power Maul – **20pts**
Power Fist – **25pts**
Daemon Weapon – **40pts**
- May also be equipped with:
Combi-weapon – **5pts**
Personal Icon – **5pts**
Melta Bombs – **5pts**
Gift of the Gods – **5pts**
Doom Siren – **15pts** (*Mark of Slaanesh only*)
Terminator Armour – **30pts** (*Replaces current equipment with Terminator Armour, Twin-linked Bolter and a Power Weapon*)
- If equipped with Terminator Armour, then he may replace his Twin-linked Bolter with:
Combi-weapon – **5pts**
Lightning Claw – **15pts**
Power Fist – **20pts**
Chain Fist – **25pts**

Options:

- If equipped with Terminator Armour, he may replace his Power Weapon with:
Lightning Claw – **5pts**
Power Maul – **5pts**
Power Fist – **10pts**
Chain Fist – **15pts**
Daemon Weapon – **25pts**
- If not equipped with Terminator Armour then one of the following may be taken:
Jump Pack/Wings - **20pts**
Chaos Space Marine Bike – **30pts**
Daemon Steed – **35pts**
- May select one of the following Gifts of Chaos:
Guidance of Chaos – **10pts**
Daemon Visage – **10pts**
Chaos Mutation – **10pts**
Daemon Speed – **15pts**
Unholy Might – **15pts**
Chaos Armour – **20pts**
Daemon Toughness – **20pts**
Daemon Protection – **25pts**
Blessing of Chaos – **30pts**
- May select one of the following marks:
Mark of Slaanesh – **5pts**
Mark of Khorne – **10pts**
Mark of Nurgle – **15pts**
Mark of Tzeentch – **20pts**
- **MUST** select one of the following Warband Icons (for free):
Icon of the Black Legion
Icon of the Word Bearers
Icon of the Iron Warriors
Icon of the Alpha Legion
Icon of the Night Lords
Icon of the World Eaters
Icon of the Death Guard
Icon of the Thousand Sons
Icon of the Emperors Children
Icon of the Renegade

Daemon Prince

160pts

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	7	5	6	5	4	5	4	10	3+/4+

Unit Composition:

1 Daemon Prince

Unit Type:

Monstrous Creature

Wargear:

Close Combat Weapon

Special Rules:

Fearless, Eternal Warrior

Options:

- May replace his Close Combat Weapon with:
Daemon Weapon – **50pts**
- May also be equipped with:
Wings – **25pts**
- Unless the Daemon Prince has a Mark of Khorne, he may become a Psyker, selecting a single Psychic Power and able to cast two per-turn – **25pts**

Options:

- May select one of the following Gifts of Chaos:
Guidance of Chaos – **10pts**
Daemonic Visage – **10pts**
Chaos Mutation – **10pts**
Daemonic Speed – **15pts**
Unholy Might – **20pts**
Chaos Armour – **25pts**
Daemonic Toughness – **35pts**
- May select one of the following marks:
Mark of Slaanesh – **5pts**
Mark of Khorne – **10pts**
Mark of Nurgle – **25pts**
Mark of Tzeentch – **30pts** *(if a Daemon Prince bears the Mark of Tzeentch, then instead of providing the traditional Invulnerable Save Bonus, it instead allows him to select an additional Psychic Power and cast two per turn. Alternatively, if he isn't one already, this makes the Daemon Prince a Psyker.)*
- **MUST** select one of the following Warband Icons (for free):
Icon of the Black Legion
Icon of the Word Bearers
Icon of the Iron Warriors
Icon of the Alpha Legion
Icon of the Night Lords
Icon of the World Eaters
Icon of the Death Guard
Icon of the Thousand Sons
Icon of the Emperors Children
Icon of the Renegade



Chaos Sorcerer

110pts

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Sorcerer	5	5	4	4	2	5	2	10	3+

Unit Composition:

1 Chaos Sorcerer

Unit Type:

Infantry

Wargear:

Bolt Pistol, Force Weapon, Warp Mask, Frag and Krak Grenades, Power Armour.

Special Rules:

Independent Character, Psyker
(A Chaos Sorcerer may select two Psychic Powers and may cast a single power each turn)

Options:

- May replace his Bolt Pistol with:
 Boltgun – **Free**
 Plasma Pistol – **10pts**
- May also be equipped with:
 Personal Icon – **5pts**
 Melta Bombs – **5pts**
 Gift of the Gods – **5pts**
 Terminator Armour – **30pts** *(Replaces current equipment with Terminator Armour and a Twin-linked Bolter and Force Weapon)*
 Familiar – **50pts**
- If equipped with Terminator Armour, then he may replace his Twin-linked Bolter with:
 Combi-weapon – **5pts**

Options:

- If not equipped with Terminator Armour then one of the following may be taken:
 Jump Pack/Wings - **20pts**
 Chaos Space Marine Bike – **30pts**
 Daemonic Steed – **35pts**
- May select one of the following Gifts of Chaos:
 Guidance of Chaos – **10pts**
 Daemonic Visage – **10pts**
 Chaos Mutation – **10pts**
 Daemonic Speed – **15pts**
 Unholy Might – **15pts**
 Chaos Armour – **20pts**
 Daemonic Toughness – **20pts**
 Daemonic Protection – **20pts**
 Blessing of Chaos – **30pts**
- May select one of the following marks:
 Mark of Slaanesh – **5pts**
 Mark of Nurgle – **15pts**
 Mark of Tzeentch – **35pts** *(A Sorcerer with a Mark of Tzeentch can cast up to two powers per-turn, as well as providing the normal invulnerable save bonus)*
- **MUST** select one of the following Warband Icons (for free):
 Icon of the Black Legion
 Icon of the Word Bearers
 Icon of the Iron Warriors
 Icon of the Alpha Legion
 Icon of the Night Lords
 Icon of the World Eaters
 Icon of the Death Guard
 Icon of the Thousand Sons
 Icon of the Emperors Children
 Icon of the Renegade

Chaos Champion

65pts

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Champion	5	5	4	4	2	5	3	10	3+

Unit Composition:

1 Chaos Champion

Unit Type:

Infantry

Wargear:

Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades, Power Armour.

Special Rules:

Independent Character

Options:

- If equipped with Terminator Armour, he may replace his Power Weapon with:
Lightning Claw – **5pts**
Power Maul – **5pts**
Power Fist – **10pts**
Chain Fist – **15pts**
- If not equipped with Terminator Armour then one of the following may be taken:
Jump Pack/Wings - **20pts**
Chaos Space Marine Bike – **30pts**

Options:

- May replace his Bolt Pistol and/or Close Combat Weapon with:
Boltgun – **Free**
Plasma Pistol – **10pts**
Power Weapon – **15pts**
Lightning Claw – **15pts**
Power Maul – **20pts**
Power Fist – **25pts**
- May also be equipped with:
Combi-weapon – **5pts**
Personal Icon – **5pts**
Melta Bombs – **5pts**
Gift of the Gods – **5pts**
Doom Siren – **15pts** (*Mark of Slaanesh only*)
Terminator Armour – **30pts** (*Replaces current equipment with Terminator Armour, Twin-linked Bolter and a Power Weapon*)
- If equipped with Terminator Armour, then he may replace his Twin-linked Bolter with:
Combi-weapon – **5pts**
Lightning Claw – **15pts**
Power Fist – **20pts**
Chain Fist – **25pts**
- May select one of the following Gifts of Chaos:
Guidance of Chaos – **10pts**
Daemoniac Visage – **10pts**
Chaos Mutation – **10pts**
Daemoniac Speed – **15pts**
Unholy Might – **15pts**
Chaos Armour – **20pts**
Daemoniac Toughness – **20pts**
Daemoniac Protection – **25pts**
- May select one of the following marks:
Mark of Slaanesh – **5pts**
Mark of Khorne – **10pts**
Mark of Nurgle – **15pts**
Mark of Tzeentch – **15pts**
- MUST** select one of the following Warband Icons (for free):
Icon of the Black Legion
Icon of the Word Bearers
Icon of the Iron Warriors
Icon of the Alpha Legion
Icon of the Night Lords
Icon of the World Eaters
Icon of the Death Guard
Icon of the Thousand Sons
Icon of the Emperors Children
Icon of the Renegade

Chaos Terminators

90pts

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Terminator	4	4	4	4	1	4	2	10	2+/5+
Terminator Champion	4	4	4	4	1	4	3	10	2+/5+

Unit Composition:

3 Chaos Terminators

Unit Type:

Infantry

Wargear:

Twin-linked Boltgun, Power Weapon, Terminator Armour.

Special Rules:

Stubborn

Dedicated Transport:

A single unit of Chaos Terminators may select a Land Raider or Land Raider Marauder as a dedicated transport.

(See page ____ for points cost)

Options:

- Any Chaos Terminator may replace his power weapon with:
 - Lightning Claw – **5pts**
 - Power Maul – **5pts**
 - Power Fist – **10pts**
 - Chain Fist – **15pts**
- Any Chaos Terminator may replace his Twin-linked Boltgun with:
 - Combi-Weapon – **5pts**
- Any Chaos Terminator may replace his current weapons with:
 - Twin Lightning Claws – **10pts**
- One in every five Chaos Terminators may replace his twin-linked Boltgun with:
 - Heavy Flamer – **5pts**
 - Reaper Autocannon – **20pts**
 - Warp Cannon – **25pts**
- One Model May Be Equipped With:
 - Icon of Chaos Undivided – **5pts**
 - Icon of Slaanesh – **15pts**
 - Icon of Khorne – **20pts**
 - Icon of Nurgle – **25pts**
 - Icon of Tzeentch – **35pts**
- If the Unit is composed of 5 Terminator Champions, then the entire unit can select one of the following Gifts of Chaos:
 - Guidance of Chaos – **5pts**
 - Daemonic Visage – **10pts**
 - Chaos Mutation – **20pts**
 - Daemonic Speed – **20pts**
 - Unholy Might – **20pts**
 - Daemonic Toughness – **25pts**
 - Daemonic Protection – **35pts**

Options:

- May include up to 7 additional Chaos Terminators:
 - 30pts per model.**
- Any number of Chaos Terminator's may be upgraded to a Terminator Champion:
 - 10pts per model.**
- Any Terminator Champion may take:
 - Gift of the Gods – **5pts**
 (Note: in this case, Gift of the Gods would be rolled once and therefore the same effect applied to all Terminator Champions With Gift of the Gods in the unit)

Possessed Chaos Space Marines

135pts

	WS	BS	S	T	W	I	A	Ld	Sv
Possessed Chaos Space Marine	4	4	5	5	1	5	3	10	3+/5+
Possessed Champion	4	4	5	5	1	5	3	10	3+/5+

Unit Composition:

5 Possessed Chaos Space Marines

Unit Type:

Infantry

Wargear:

Claws, Tentacles, Clubs, Teeth.
(Counts as a single close combat weapon).
Power Armour.

Special Rules:

Fearless
Daemonkin*

Dedicated Transport:

May select a Chaos Rhino.
(See page ____ for points cost)

Options:

- One Possessed Chaos Space Marine can select one of the following Icons, conferring the 'normal' bonuses as well as those listed below:

Icon of Chaos Undivided:

Possessed units with an Icon of Chaos Undivided may add +1 to their roll on the Daemonkin table.

15pts

Icon of Khorne:

Possessed units with an Icon of Khorne may replace the Daemonkin special rule with the Furious Charge USR.

25pts

Icon of Slaanesh:

Possessed units with an Icon of Slaanesh may replace the Daemonkin special rule with the Rending USR.

30pts

Icon of Nurgle:

Possessed units with an Icon of Nurgle may replace the Daemonkin special rule with the Feel No Pain USR.

30pts

Icon of Tzeentch:

Possessed units with an Icon of Tzeentch may replace the Daemonkin special rule with the following (shooting) weapon profile:

Range: 18" – Strength: 4 – AP: 2. Assault 1.

40pts

Options:

- May include up to 10 additional Possessed Chaos Space Marines:
27pts per model.
- One Possessed Chaos Space Marine may be upgraded to a Possessed Champion:
10pts.

Daemonkin*

Pre-deployment, roll a D6. The unit gains an ability corresponding to the below:

- 1 - Adds +1 Weapon Skill.
- 2 - Fleet.
- 3 - All units in combat with Possessed have -2 Ld.
- 4 - May re-roll all failed to-wound rolls.
- 5 - May re-roll all failed to-hit rolls.
- 6 - Close Combat attacks ignore armour saves.

Chosen Chaos Space Marines

105pts

	WS	BS	S	T	W	I	A	Ld	Sv
Chosen Chaos Space Marine	4	4	4	4	1	4	2	10	3+
Chosen Aspiring Champion	4	4	4	4	1	4	3	10	3+

Unit Composition:

5 Chosen Chaos Space Marines

Unit Type:

Infantry

Wargear:

Boltgun, Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades, Power Armour.

Special Rules:

Veteran Skills (*select pre-deployment*).

Dedicated Transport:

May select a Chaos Rhino.
(See page ____ for points cost)

Options:

- May include up to 5 additional Chosen Chaos Space Marines:
21pts per model.
- One Model May Be Upgraded to a Chosen Aspiring Champion for **10pts**.
Who may take:
Combi – Weapon – **5pts**
Personal Icon – **5pts**
Meltabombs – **5pts**
Gift of the Gods – **5pts**
Plasma Pistol – **10pts**
Power Weapon – **15pts**
Power Fist – **25pts**
- A single Chosen Aspiring Champion in the army may be upgraded to Cypher the Fallen for an additional **109pts**.
(See overleaf)

Options:

- Up to four chosen may replace their boltgun with:
Flamer – **5pts**
Meltagun – **10pts**
Plasma Gun – **15pts**
Grenade Launcher – **15pts**

Or replace their close combat weapon with:
Chainaxe – **2pts**
Power Weapon – **15pts**
Power Fist – **25pts**
- Additionally, a single model may replace his boltgun with:
Flamer – **Free**
Heavy Bolter – **Free**
Meltagun – **5pts**
Plasma Gun – **10pts**
Grenade Launcher – **10pts**
Missile Launcher – **10pts**
Autocannon – **10pts**
Warp Cannon – **20pts**
Lascannon – **20pts**

Or replace their Close Combat Weapon with:
Power Weapon – **10pts**
Power Fist – **20pts**
Pair of Lightning Claws – **25pts**
- One Model May Be Equipped With:
Icon of Chaos Undivided – **10pts**
Icon of Slaanesh – **20pts**
Icon of Khorne – **25pts**
Icon of Nurgle – **35pts**
Icon of Tzeentch – **35pts**

	WS	BS	S	T	W	I	A	Ld	Sv
Cypher The Fallen	6	6	4	4	2	5	3	10	3+/4+

Unit Composition:

1 (Unique) (and unit)

Unit Type:

Infantry

Wargear:

Master Crafted Bolt Pistol, Master Crafted Plasma Pistol, Frag and Krak Grenades, Meltabombs, Power Armour.

Special Rules:

Fearless, Stealth, Master Pistolier*, Fallen*, Unidentifiable*, Veteran Skills (same as unit's).

Master Pistolier*

Cypher may fire both pistols in the same shooting phase. Furthermore in each player turn, Cypher may either fire both pistols twice in the shooting phase or wield them in close combat, allowing him to fight with a Master Crafted Power Weapon. Cypher also counts as only ever firing one shot for the purposes of Gets Hot!.

Fallen*

If in close combat against a unit from Codex: Dark Angels then Cypher, the unit of Chosen he is in and any Dark Angels Units in the same combat gain the Preferred Enemy USR.

Unidentifiable*

Cypher can never be Captured or count as any Victory of Kill Points. Furthermore, Cypher cannot be singled out by any ranged attacks by special rules such as Mind War, Sergeant Telion's Eye of Vengeance, Vindicare Assassins, etc.

Elites

20

Fabius Bile

165pts

	WS	BS	S	T	W	I	A	Ld	Sv
Fabius Bile	5	5	5	4	3	4	D6+1*	10	3+

Unit Composition:

1 (Unique)

Unit Type:

Infantry

Wargear:

Xyclos Needler*, Rod of Torment (Power Weapon), Chirurgeon*, Frag and Krak Grenades, Meltabombs, Power Armour.

Special Rules:

Independent Character, Fearless, Enhanced Warriors.*

Chirurgeon*:

Fabius Bile and any unit he leads have the Feel No Pain USR.

Xyclos Needler*:

Range: 12" – Strength: * – AP: 3. Assault 3, Poisoned 4+, *any wounds inflicted by the Xyclos Needler inflict Instant Death.

Enhanced Warriors*

At +5pts per model, any (entire) unit of Chaos Space Marines can become Enhanced Warriors. Before deployment, roll a D6 for each unit of Enhanced Warriors and consult the table below for the effect:

- The Unit gains +1 Strength, +1 Toughness and becomes Fearless. However, all models in the unit suffer a wound on a 3+, armour saves allowed. This only occurs (once) before deployment, casualties removed as normal.
- 2-5 – The Unit gains +1 Strength, +1 Toughness and becomes Fearless.
- 6 – The Unit gains +1 Strength, +1 Toughness, Fearless and Furious Charge. However, one model per game turn is removed from the unit as a casualty.

*Fabius Bile has D6+1 attacks; roll each assault phase.

Chaos Dreadnought

110pts

	WS	BS	S	FA	SA	RA	I	A
Chaos Dreadnought	4	4	6	12	12	10	4	3

Unit Composition:

1 Chaos Dreadnought

Unit Type:

Vehicle (Walker)

Wargear:

Twin-linked Heavy Bolter, Dreadnought Close Combat Weapon (with built in Twin-linked Bolter), Searchlight, Smoke Launchers.

Special Rules:

Crazed*

Options:

A Dreadnought may select one of the following marks:

Mark of Slaanesh:

May select a Blast Master and gains +1 initiative.
10pts.

Mark of Khorne:

May re-roll all misses in close combat and if equipped with two Dreadnought Close Combat Weapons and gains a further +1 attacks.
25pts.

Mark of Chaos Undivided:

Gains BS5 & WS5
30pts.

Mark of Tzeentch:

The Dreadnought may select a single Psychic Power and becomes a Psyker. For Psychic Tests it counts as Ld10 and may not suffer Perils of the Warp Attacks. This Dreadnought may not select the Warp-time Psychic Power and may not cast Psychic Powers if a 1 is rolled on the Crazed table
30pts.

Mark of Nurgle:

Front Armour becomes AV13 and any Twin-linked Heavy Bolter always wounds on a 3+ or better.
35pts.

Options:

- The Chaos Dreadnought may replace its Twin-linked Heavy Bolter with one of the following:
Dreadnought Close Combat Weapon (and built in Twin-linked Bolter) – **0pts**
Twin-Linked Heavy Flamer – **0pts**
Twin-Linked Autocannon – **10pts**
Plasma Cannon – **10pts**
Warp Cannon – **10pts**
Blastmaster – **15pts** (*Mark of Slaanesh only*)
Twin-linked Lascannon – **20pts.**
- The Chaos Dreadnought may replace its Dreadnought Close Combat Weapon with one of the following:
Missile Launcher – **10pts**
Siege Hammer – **10pts**
Scourge Claw – **10pts**
- Any Dreadnought Close Combat Weapon's Twin-linked Bolter may be replaced by a Heavy Flamer for **10pts.**
- May select any of the following upgrades:
Havoc Launcher – **15pts**
Extra Armour – **15pts**

Crazed*

Each turn roll a D6, the following effect will occur for that phase, corresponding to the table below:

- 1: Blood Thirst** – Gains the Fleet and Rage USR and must move and run towards the nearest enemy, charging if in range. If immobilised, then this has no effect.
- 2 – 5: Sane** – No Effect.
- 6: Fire Frenzy** – The Dreadnought remains stationary and fires all its ranged weapons **TWICE** at the nearest ENEMY unit in Line of Sight. If there is no enemy in range, then the Dreadnought simply remains stationary.

Sorcerers Warcoven (*Thousand Sons only*)

120pts

	WS	BS	S	T	W	I	A	Ld	Sv
Aspiring Sorcerer	5	5	4	4	1	4	2	10	3+/5+

Unit Composition:
3 Aspiring Sorcerers

Unit Type:
Infantry

Wargear:
Bolt Pistol, Power Weapon, Inferno Bolts, Mark of Tzeentch (included), Frag and Krak Grenades, Power Armour.

Special Rules:
Sorcerers Coven, Psyker.

Dedicated Transport:
May select a Chaos Rhino.
(See page ____ for points cost)

- Options:**
- May include up to 6 additional Aspiring Sorcerers:
40pts per model.

- Options:**
- Each Aspiring Sorcerer may select one of the following for no additional cost:
A Single Psychic Power
Tome of Warding
Tome of Divination
Tome of Amplification
Tome of Ascendancy
 - Any Aspiring Sorcerer may replace his power weapon with:
Force Weapon – **10pts.**

Sorcerers Coven*
Each Aspiring Sorcerer with a Psychic Power casts their Psychic Powers individually and up to once per turn. Any enemy Psyker within 18" of the unit adds a 'bonus' to any Psychic tests equal to the number of Aspiring Sorcerers within the unit.



Troops

23

Chaos Space Marines

75pts

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Space Marine	4	4	4	4	1	4	1	9	3+
Aspiring Champion	4	4	4	4	1	4	2	10	3+

Unit Composition:

5 Chaos Space Marines

Unit Type:

Infantry

Wargear:

Boltgun, Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades, Power Armour.

Dedicated Transport:

May select a Chaos Rhino.
(See page ____ for points cost)

Options:

- May include up to 10 additional Chaos Space Marines:
15pts per model.
- One Model May Be Upgraded to an Aspiring Champion for **10pts**.
- Who may take:
 - Combi – Weapon – **5pts**
 - Personal Icon – **5pts**
 - Meltabombs – **5pts**
 - Gift of the Gods – **5pts**
 - Plasma Pistol – **10pts**
 - Power Weapon – **15pts**
 - Power Fist – **25pts**

Options:

- One model may replace his Boltgun with:
 - Flamer – **5pts**
 - Meltagun – **10pts**
 - Plasma Gun – **15pts**
 - Grenade Launcher – **15pts**
- If the squad numbers 10-men (or more), then an addition model may replace his Boltgun with:
 - Flamer – **Free**
 - Heavy Bolter - **Free**
 - Meltagun – **5pts**
 - Plasma Gun – **10pts**
 - Grenade Launcher – **10pts**
 - Missile Launcher – **10pts**
 - Autocannon– **10pts**
 - Warp Cannon – **20pts**
 - Lascannon – **20pts**
- One Model May Be Equipped With:
 - Icon of Chaos Undivided – **10pts**
 - Icon of Slaanesh – **20pts**
 - Icon of Khorne – **20pts**
 - Icon of Nurgle – **35pts**
 - Icon of Tzeentch – **35pts**

Troops

24

Heretics

50pts

	WS	BS	S	T	W	I	A	Ld	Sv
Heretic	3	3	3	3	1	3	1	7	5+
Aspiring Champion	4	4	4	4	1	4	2	10	3+

Unit Composition:

10 Heretics

Unit Type:

Infantry

Special Rules:

Scouts, Auxiliaries

Wargear:

Laspistol, Close Combat Weapon, Frag Grenades, Flak Armour.

Options:

- All models may replace their Laspistol and Close Combat Weapon for a Lasgun for **free**.
- Up to two Models may replace their weapons with:
 - Flamer – **5pts**
 - Meltagun – **10pts**
 - Plasma Gun – **15pts**
- One Model May Be Equipped With:
 - Icon of Chaos Undivided – **15pts**
 - Icon of Slaanesh – **15pts**
 - Icon of Khorne – **20pts**
 - Icon of Tzeentch – **25pts**
 - Icon of Nurgle – **30pts**

Options:

- May include up to 10 additional Heretics **5pts per model**.
- One Model May Be Upgraded to an Aspiring Champion for **30pts**.
- Who may take:
 - Combi – Weapon – **5pts**
 - Personal Icon – **5pts**
 - Meltabombs – **5pts**
 - Gift of the Gods – **5pts**
 - Plasma Pistol – **10pts**
 - Power Weapon – **15pts**
 - Power Fist – **25pts**

The Aspiring Champion comes equipped with a Boltgun, Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades and Power Armour.



Troops

25

Khorne Bezerkers

110pts

	WS	BS	S	T	W	I	A	Ld	Sv
Khorne Bezerker	5	4	4	4	1	4	2	10	3+
Skull Champion	5	4	4	4	1	4	3	10	3+

Unit Composition:

5 Khorne Bezerkers

Unit Type:

Infantry

Wargear:

Bolt Pistol, Chain Axe, Frag and Krak Grenades, Power Armour, Mark of Khorne (included).

Special Rules:

Furious Charge, Fearless, Cult Unit

Dedicated Transport:

May select a Chaos Rhino.
(See page ____ for points cost)

Options:

- May include up to 10 additional Khorne Bezerkers:
22pts per model.
- One Model May Be Upgraded to an Skull Champion for **10pts**. Or if the squad numbers 8-models then a model may instead be upgraded to a Skull Champion for **free**.
- Who may take:
 - Combi – Weapon – **5pts**
 - Personal Icon – **5pts**
 - Meltabombs – **5pts**
 - Gift of the Gods – **5pts**
 - Plasma Pistol – **10pts**
 - Power Weapon – **15pts**
 - Power Fist – **25pts**
- Up to two Khorne Bezerkers may replace their Bolt Pistol with:
 - Plasma Pistol – **10pts**



Troops

26

Noise Marines

110pts

	WS	BS	S	T	W	I	A	Ld	Sv
Noise Marine	4	4	4	4	1	5	1	10	3+
Noise Champion	4	4	4	4	1	5	2	10	3+

Unit Composition:

5 Noise Marines

Unit Type:

Infantry

Wargear:

Sonic Blaster, Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades, Power Armour, Mark of Slaanesh (included).

Special Rules:

No Mercy!, Fearless, Cult Unit

Dedicated Transport:

May select a Chaos Rhino.
(See page ____ for points cost)

Options:

- May include up to 10 additional Noise Marines:
22pts per model.
- One Model May Be Upgraded to a Noise Champion for **10pts**. Or if the squad numbers 6-models then a model may instead be upgraded to a Noise Champion for **free**.
- Who may take:
 - Combi – Weapon – **5pts**
 - Personal Icon – **5pts**
 - Meltabombs – **5pts**
 - Gift of the Gods – **5pts**
 - Plasma Pistol – **10pts**
 - Power Weapon – **15pts**
 - Doom Siren – **15pts**
 - Power Fist – **25pts**
- A single Noise Marine may replace his Sonic Blaster with:
Blast Master – **25pts**

Troops

27

Plague Marines

115pts

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Marine	4	4	4	4(5)	1	3	1	10	3+
Plague Champion	4	4	4	4(5)	1	3	2	10	3+

Unit Composition:

5 Plague Marines

Unit Type:

Infantry

Wargear:

Boltgun, Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades, Power Armour, Blight Grenades Mark of Nurgle (included).

Special Rules:

Feel No Pain, Fearless, Cult Unit

Dedicated Transport:

May select a Chaos Rhino.

(See page ____ for points cost)

Options:

- May include up to 10 additional Plague Marines:
23pts per model.
- One Model May Be Upgraded to a Plague Champion for **10pts**. Or if the squad numbers 7-models then a model may instead be upgraded to a Plague Champion for **free**.
- Who may take:
 - Combi – Weapon – **5pts**
 - Personal Icon – **5pts**
 - Meltabombs – **5pts**
 - Gift of the Gods – **5pts**
 - Plasma Pistol – **10pts**
 - Power Weapon – **15pts**
 - Power Fist – **25pts**
- Up to two Plague Marines may replace their boltgun with:
 - Flamer – **Free**
 - Meltagun – **5pts**
 - Plasma Gun – **10pts**
 - Grenade Launcher – **10pts**

Troops

28

Rubric Marines

115pts

	WS	BS	S	T	W	I	A	Ld	Sv
Rubric Marine	4	4	4	4	1	4	1	10	3+
Aspiring Sorcerer	5	5	4	4	1	4	2	10	3+5+

Unit Composition:

5 Rubric Marines

Unit Type:

Infantry

Wargear:

Boltgun, Frag and Krak Grenades, Power Armour, Inferno Bolts, Mark of Tzeentch (confers All is Dust).

Special Rules:

Relentless, All Is Dust*, Fearless, Cult Unit, The Sorcerer Commands*

Dedicated Transport:

May select a Chaos Rhino.
(See page ____ for points cost)

Options:

- May include up to 10 additional Rubric Marines:
23pts per model.
- One Model MUST Be Upgraded to an Aspiring Sorcerer for **20pts**. Or if the squad numbers 9-models then a model may instead be upgraded to an Aspiring Sorcerer for **free**.
- Who may replace his Power Weapon with:
Force Weapon – **10pts**

The Aspiring Sorcerer comes equipped with a Power Weapon, Bolt Pistol, Frag and Krak Grenades, Power Armour, Mark of Tzeentch (included), Inferno Bolts and must select a single Psychic Power.

All Is Dust*

This unit may re-roll any failed armour saves against shooting attacks and gains the relentless USR. However, they may not run in the shooting phase.

The Sorcerer Commands*

If the Aspiring Sorcerer is killed, then the unit gains the Mindless Special Rule



Troops

29

Operatives (Alpha Legion Only)

40pts

	WS	BS	S	T	W	I	A	Ld	Sv
Operative	3	4	3	3	1	3	1	7	5+
Heavy Weapons Team	3	4	3	3	2	3	2	7	5+
Aspiring Champion	4	4	4	4	1	4	2	10	3+

Unit Composition:

5 Operatives

Unit Type:

Infantry

Special Rules:

Infiltrate, Auxiliaries

Wargear:

Lasgun, Frag and Krak Grenades, Flak Armour.

Dedicated Transport:

May select a Chaos Rhino.
(See page ____ for points cost)

Options:

- Up to two Models may replace their weapons with:
Flamer – **5pts**
Meltagun – **10pts**
Plasma Gun – **15pts**
- All models may be equipped with:
Meltabombs - **4pts**
Carapace Armour – **2pts**
- If the unit numbers 10-men, then two models may be converted into a heavy weapons team with:
Heavy Bolter – **15pts**
Missile Launcher – **20pts**
Autocannon – **20pts**
Lascannon – **25pts**

Options:

- May include up to 5 additional Operatives:
8pts per model.
- One Model May Be Upgraded to an Aspiring Champion for **25pts.**
- Who may take:
Combi – Weapon – **5pts**
Personal Icon – **5pts**
Meltabombs – **5pts**
Gift of the Gods – **5pts**
Plasma Pistol – **10pts**
Power Weapon – **15pts**
Power Fist – **25pts**

The Aspiring Champion comes equipped with a Boltgun, Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades and Power Armour.

Fast Attack

30

Chaos Bikers

78pts

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Biker	4	4	4	4(5)	1	4	1	9	3+
Aspiring Champion	4	4	4	4	1	4	2	10	3+

Unit Composition:

5 Chaos Space Marines

Unit Type:

Biker

Special Rules:

Hit and Run Over*

Wargear:

Bolt Pistol, Frag and Krak Grenades, Power Armour, Chaos Space Marine Bike.

Options:

- May include up to 7 additional Chaos Bikers:
26pts per model.
- One Model May Be Upgraded to an Aspiring Champion for **10pts**.
- Who may take:
Combi – Weapon – **5pts**
Personal Icon – **5pts**
Meltabombs – **5pts**
Gift of the Gods – **5pts**
Plasma Pistol – **10pts**
Power Weapon – **15pts**
Power Fist – **25pts**

Options:

- One in every three models may replace their Bolt Pistol with:
Flamer – **5pts**
Meltagun – **10pts**
Plasma Gun – **10pts**
Grenade Launcher – **10pts**
- Any model may replace his Bolt Pistol for a Close Combat Weapon for **free**.
- One Model May Be Equipped With:
Icon of Chaos Undivided – **10pts**
Icon of Slaanesh – **20pts**
Icon of Khorne – **25pts**
Icon of Nurgle – **35pts**
Icon of Tzeentch – **35pts**

Hit and Run Over*

This unit receives +2, rather than the usual +1, attacks on the charge.

Fast Attack

31

Raptors

90pts

	WS	BS	S	T	W	I	A	Ld	Sv
Raptor	4	4	4	4	1	4	1	9	3+
Aspiring Champion	4	4	4	4	1	4	2	10	3+

Unit Composition:

5 Raptors

Unit Type:

Jump Infantry

Wargear:

Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades, Power Armour, Jump Pack.

Options:

- One in every five models may take:
 Flamer – **5pts**
 Meltagun – **10pts**
 Plasma Pistol – **10pts**
 Plasma Gun – **15pts**
 Grenade Launcher – **15pts**
 Power Weapon – **15pts**

Options:

- May include up to 5 additional Raptors:
18pts per model.
- One Model May Be Upgraded to an Aspiring Champion for **10pts.**
- Who may take:
 Combi – Weapon – **5pts**
 Personal Icon – **5pts**
 Meltabombs – **5pts**
 Gift of the Gods – **5pts**
 Plasma Pistol – **10pts**
 Power Weapon – **15pts**
 Power Fist – **25pts**
- One Model May Be Equipped With:
 Icon of Chaos Undivided – **10pts**
 Icon of Slaanesh – **20pts**
 Icon of Khorne – **20pts**
 Icon of Nurgle – **35pts**
 Icon of Tzeentch – **35pts**

Fast Attack

32

Hell Talon Dive-bomber

165pts

	BS	FA	SA	RA
Hell Talon Dive-bomber	4	12	12	10

Unit Composition:

1 Hell Talon Dive-bomber

Unit Type:

Vehicle (Skimmer, Fast)

Wargear:

Pintle Mounted Autocannon, Two Twin-linked Lascannons, Incendiary Bombs.

Special Rules:

Bombing Run*

Options:

- The Pintle Mounted Autocannon may be replaced by:
Twin-linked Heavy Bolter – **0pts**
Havoc Launcher – **0pts**
Lascannon – **15pts**
Warp Cannon – **15pts**
- The Incendiary Bombs may be replaced by:
Krak Bombs – **15pts**
A single Warp Bomb – **30pts**
- May select any of the following upgrades:
Daemoniac Possession – **15pts**
Extra Armour – **15pts**

Bombing Run*

Each turn, a Hell Talon Dive-bomber may drop a single bomb (Incendiary or Krak. Warp Bombs can only be used once per game in the following manner), no matter how far it's moved, upon a single unit that it flies over. This bomb scatters D6 inches.

This ability may also be used if it Deep-strikes, counting as flying over any enemy unit and is therefore able to bomb any enemy unit.

Bombing Run may also be used if the Hell Talon has moved flat-out.

Fast Attack

33

Chaos Spawn

30pts

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Spawn	3	-	6	5	4	4	D6	10	5+

Unit Composition:

1 Chaos Spawn

Unit Type:

Infantry*

Wargear:

Claws, Tentacles, Mutations

(grants D6 attacks; roll each assault phase)

Special Rules:

Fearless, Fleet, Rage, Mindless, Invulnerable*

Options:

- May include up to 4 additional Chaos Spawn:
30pts per model.
- The entire unit may take one of the following marks (each):
Mark of Slannesh – **4pts**
Mark of Khorne – **5pts**
Mark of Nurgle – **10pts**
Mark of Tzeentch – **15pts**

Invulnerable*

The Chaos Spawn's armour save is invulnerable.



Heavy Support

34

Havoc Squad

75pts

	WS	BS	S	T	W	I	A	Ld	Sv
Havoc	4	4	4	4	1	4	1	9	3+
Aspiring Champion	4	4	4	4	1	4	2	10	3+

Unit Composition:

5 Havocs

Unit Type:

Infantry

Wargear:

Boltgun, Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades, Power Armour.

Dedicated Transport:

May select a Chaos Rhino.
(See page ____ for points cost)

Options:

- May include up to 5 additional Havocs:
15pts per model.
- One Model May Be Upgraded to an Aspiring Champion for **10pts**.
Who may take:
Combi – Weapon – **5pts**
Personal Icon – **5pts**
Meltabombs – **5pts**
Gift of the Gods – **5pts**
Plasma Pistol – **10pts**
Power Weapon – **15pts**
Power Fist – **25pts**

Options:

- Up to four Havocs may replace their boltgun with:
Flamer – **5pts**
Heavy Bolter – **5pts**
Meltagun – **10pts**
Plasma Gun – **15pts**
Grenade Launcher – **15pts**
Missile Launcher – **15pts**
Autocannon – **15pts**
Warp Cannon – **25pts**
Lascannon – **25pts**
- One Model May Be Equipped With:
Icon of Chaos Undivided – **10pts**
Icon of Slaanesh – **20pts**
Icon of Khorne – **20pts**
Icon of Nurgle – **35pts**
Icon of Tzeentch – **35pts**

Heavy Support

35

Chaos Predator

60pts

	BS	FA	SA	RA
Chaos Predator	4	13	11	10

Unit Composition:

1 Chaos Predator

Unit Type:

Vehicle (Tank)

Wargear:

Autocannon Turret, Smoke Launchers, Searchlight.

Options:

- The Autocannon Turret may be replaced with:
Twin-linked Hellcannon – **5pts**
Twin-linked Lascannon – **30pts**
- May select one of the following:
Two Heavy Flamer Sponsons – **20pts**
Two Heavy Bolter Sponsons – **25pts**
Two Lascannon Sponsons – **60pts**
Two Warpcannon Sponsons – **60pts**
- May select any of the following upgrades:
Dozer Blade – **5pts**
Twin-linked Bolter – **5pts**
Combi-weapon – **10pts**
Dirge Caster – **10pts**
Daemoniac Possession – **15pts**
Havoc Launcher – **15pts**
Extra Armour – **15pts**

Chaos Vindicator

115pts

	BS	FA	SA	RA
Chaos Vindicator	4	13	11	10

Unit Composition:

1 Vindicator

Unit Type:

Vehicle (Tank)

Wargear:

Demolisher Cannon, Smoke Launchers, Searchlight.

Options:

- May select any of the following upgrades:
Dozer Blade – **5pts**
Twin-linked Bolter – **5pts**
Combi-weapon – **10pts**
Dirge Caster – **10pts**
Siege Shield – **10pts**
Daemoniac Possession – **15pts**
Havoc Launcher – **15pts**
Extra Armour – **15pts**

Heavy Support

36

Obliterators

80pts

	WS	BS	S	T	W	I	A	Ld	Sv
Obliterator	4	4	4	4	2	4	2	10	2+/5+

Unit Composition:

1 Obliterator

Unit Type:

Infantry

Special Rules:

Slow and Purposeful, Deep Strike, Fearless.

Wargear:

Living Weapons

(Two Weapons from available Options)

Options:

- May include up to 2 additional Obliterators:
80pts per model.

Options:

- Each turn **MUST** choose one weapon from:
Twin-linked Flamer
Twin-linked Meltagun
Twin-linked Plasma Gun
Multimelta
Wapcannon
Lascannon
Plasma Cannon
- Each turn **MUST** choose one weapon from:
Power Fist
Twin-linked Flamer
Twin-linked Meltagun
Twin-linked Plasma Gun



Heavy Support

37

Chaos Land Raider

235pts

	BS	FA	SA	RA
Chaos Land Raider	4	14	14	14

Unit Composition:

1 Land Raider

Unit Type:

Vehicle (Tank)

Wargear:

Hull-mounted twin-linked Heavy Bolter, two twin-linked Lascannon Sponsons, Smoke Launchers, Searchlight.

Special Rules:

Machine Spirit Corrupted*, Assault Vehicle.

Transport Capacity:

10 models

(Models in Terminator Armour count as two models. May not carry Chaos Spawn, Lesser Daemons or Obliterators).

Options:

- May select any of the following upgrades:

Dozer Blade – **5pts**

Twin-linked Bolter – **5pts**

Combi-weapon – **10pts**

Dirge Caster – **10pts**

Daemoniac Possession – **15pts**

Havoc Launcher – **15pts**

Extra Armour – **15pts**

Machine Spirit Corrupted*

This vehicle may always fire a single weapon at BS4, this may be at a separate target to other weapons.

This rule is still in effect even if the vehicle is shaken, stunned or has moved flat-out.

Heavy Support

38

Land Raider Marauder

240pts

	BS	FA	SA	RA
Land Raider Marauder	4	14	14	14

Unit Composition:

1 Land Raider Marauder

Unit Type:

Vehicle (Tank, Assault Vehicle)

Wargear:

Hull-mounted Marauder Cannon, two twin-linked Heavy Bolter Sponsons, Smoke Launchers, Searchlight.

Special Rules:

Machine Spirit Corrupted*, Assault Vehicle.

Transport Capacity:

16 models

(Models in Terminator Armour count as two models. May not carry Chaos Spawn, Lesser Daemons or Obliterators).

Options:

- May select any of the following upgrades:

Dozer Blade – **5pts**

Twin-linked Bolter – **5pts**

Combi-weapon – **10pts**

Dirge Caster – **10pts**

Daemonic Possession – **15pts**

Havoc Launcher – **15pts**

Extra Armour – **15pts**

Machine Spirit Corrupted*

This vehicle may always fire a single weapon at BS4, this may be at a separate target to other weapons.

This rule is still in effect even if the vehicle is shaken, stunned or has moved flat-out.

The Land Raider Marauder is thought to have been originally developed by the Word Bearers Legion on the Forge World Varhost. After seizing much of the planet, the Chaos forces, commanded by the Dark Apostle Sol Arshaq, were forced into a stalemate by Imperial troops, the Word Bearers unable to capture Varhost's capital, Halmstad; the sprawling hive city and production hub of Varhost. Halmstad stood as the last bastion of the Imperial might upon Varhost, surrounded by a vast trench system manned by countless Imperial Guardsmen and Mechanicum Skitarii.

Sol Arshaq's forces were unable to overcome the Imperial defenders, the trenches proof against artillery and bombardment, providing the Imperial Guardsmen with ample cover from which they could pour fire unto the advancing Word Bearers. The Chaos Space Marines heavy weapons and tank-hunting Land Raiders were wasted on the entrenched Imperial infantry, the Lascannons devoid of armoured targets and rendered ineffective against the innumerable Imperial Guardsmen.

Angered at the complete lack of progress, Sol Arshaq ordered the Land Raiders to be reconfigured to better suit their needs; mounting anti-infantry weaponry and with improved transport capacity, the Land Raider Marauder was created as the line-breaker needed by the Word Bearers on Varhost. A trio of these mighty behemoths spearheaded the following Chaos attack; its armour proof against the Imperial Weaponry whilst the mass-reactive Bolt Shells and Marauder Cannon reaped a devastating toll upon enemy infantry. These Land Raider's ploughed through the initial trenches, the flamer-equipped Chaos Space Marines following in their wake making short work of the stunned Guardsmen and Skitarii. A horde of Possessed Traitor Marine emerged from the Marauder's interior, ripping into the beleaguered defenders as Sol Arshaq began the summoning of their daemonic allies; Daemonettes dancing nimbly across the no-mans-land as the Traitor Marines and Land Raider Marauder's tore into the Imperial defenders.

By the time Imperial reinforcements arrived upon Varhost, the planet's populace had been mutilated and sacrificed to the Chaos gods, whilst its rich Forges were stripped of all resources for the Dark Mechanicum.

Since then, the Land Raider Marauder has been pressed into action by numerous Chaos Legions and Warbands, used by the Black Legion against the Tyranids on Cavan Prime, the Sanctified on Vraks, and employed by the World Eaters to defeat the Ork menace on Aars, to name but a few occasions.

Heavy Support

39

Defiler

145pts

	WS	BS	S	FA	SA	RA	I	A
Defiler	3	3	6	12	12	10	3	3

Unit Composition:

1 Defiler

Unit Type:

Vehicle (Walker)

Wargear:

Battle Cannon, Reaper Autocannon, Twin-linked Heavy Flamer, Two Dreadnought Close Combat Weapons (extra attack included in profile).

Special Rules:

Fleet, Daemonic Possession

Options:

- The Defiler may replace its Reaper Autocannon with one of the following:
Dreadnought Close Combat Weapon – **Free**
Twin-Linked Heavy Flamer – **Free**
Havoc Launcher – **Free**
Warp Cannon – **10pts**
Twin-linked Lascannon – **15pts**.
- The Defiler may replace its Twin-linked Heavy Flamer with:
Twin-linked Heavy Bolter – **Free**
Dreadnought Close Combat Weapon - **Free**
Havoc Launcher – **5pts**
Reaper Autocannon – **10pts**

Options:

A Defiler may select one of the following marks, conferring only the bonuses and profiles listed below:

Mark of Khorne (**World Eaters only**) - Free

The Defiler's Battle Cannon is replaced by a Hellcannon and its Reaper Autocannon and Twin-linked Heavy Flamer are replaced by two Dreadnought Close Combat Weapons (Bonus attacks included in profile). Furthermore, any immobilised result counts as Weapon Destroyed and reduces its movement by 1".

	WS	BS	S	FA	SA	RA	I	A
Defiler (Mark of Khorne)	4	3	6	12	12	10	3	5

Mark of Nurgle (**Death Guard only**) – 20pts

The Defiler's Battle Cannon is replaced by a Vomit Cannon.

	WS	BS	S	FA	SA	RA	I	A
Defiler (Mark of Nurgle)	3	3	6	13	12	10	3	3

Mark of Slaanesh (**Emperors Children Only**) – 30pts

The Defiler's Reaper Autocannon and Twin-linked Heavy Flamer are replaced by two Blastmasters.

	WS	BS	S	FA	SA	RA	I	A
Defiler (Mark of Slaanesh)	3	3	6	12	12	10	4	2

Mark of Tzeentch (**Thousand Sons Only**) – 40pts

The Defiler's Reaper Autocannon and Twin-linked Heavy Flamer are replaced by two Ether Cannons.

	WS	BS	S	FA	SA	RA	I	A
Defiler (Mark of Tzeentch)	3	4	6	12	12	10	3	2

Heavy Support

40

Basilisk (*Iron Warriors only*)

140pts

	BS	FA	SA	RA
Vindicator	4	12	10	10

Unit Composition:

1 Vindicator

Unit Type:

Vehicle (Tank, Open-topped)

Wargear:

Earthshaker Cannon, Smoke Launchers, Searchlight.

Options:

- May select any of the following upgrades:

Dozer Blade – **5pts**

Twin-linked Bolter – **5pts**

Combi-weapon – **10pts**

Dirge Caster – **10pts**

Siege Shield – **10pts**

Daemoniac Possession – **15pts**

Havoc Launcher – **15pts**

Extra Armour – **15pts**

Troops

41

Lesser Daemons

55pts

	WS	BS	S	T	W	I	A	Ld	Sv
Lesser Daemon	4	-	4	4	1	4	2	10	5+

Unit Composition:

5 Lesser Daemons

Unit Type:

Infantry

Wargear:

Close Combat Weapon

Special Rules:

Lesser Daemons, Fearless, Auxiliaries, Invulnerable*

Invulnerable*

A Lesser Daemon's armour save is invulnerable.

Options:

- May include up to 15 additional Lesser Daemons: **11pts per model.**
- The entire unit may take one of the following marks (each), conferring the 'normal' bonuses as well as those listed below:

Mark of Slannesh – 5pts

Grants Rending against non-vehicle enemies and Fleet.

Mark of Khorne – 5pts

Grants +1 WS and Furious Charge.

Mark of Nurgle – 5pts

Grants Feel No Pain and Slow and Purposeful.

Mark of Tzeentch – 5pts

Grants -1 WS and attack, but grants each model the following ranged profile, using their Weapon Skill as the Ballistic Skill (3):

Range: 18" – Strength: 4 – AP: 5. Assault 2.



Greater Daemon (0 – 1)

135pts

	WS	BS	S	T	W	I	A	Ld	Sv
Greater Daemon	8	4	6	6	4	5	4	10	4+

Unit Composition:

1 Greater Daemon

Unit Type:

Monstrous Creature

Wargear:

Close Combat Weapon

Special Rules:

Greater Daemon, Fearless, Invulnerable*

Invulnerable*

A Greater Daemon's armour save is invulnerable.

Options:

A Greater Daemon may select one of the following marks, conferring only the bonuses and profiles listed below:

Mark of Khorne – 45pts

Grants Furious Charge and Fleet

	WS	BS	S	T	W	I	A	Ld	Sv
Greater Daemon (Mark of Khorne)	9	4	7	6	4	5	6	10	4+

Mark of Slaanesh – 45pts

Grants Fleet, Hit and Run and The Greater Daemon becomes a Psyker, able to cast the Warptime Psychic Power. Furthermore, it is immune from Perils of the Warp attacks.

	WS	BS	S	T	W	I	A	Ld	Sv
Greater Daemon (Mark of Slaanesh)	8	4	6	6	4	8	5	10	4+

Mark of Nurgle – 45pts

Grants Feel No Pain, all close combat attacks are Poisoned 3+, and The Greater Daemon becomes a Psyker, able to cast the Nurgles Rot Psychic Power. Furthermore, it is immune from Perils of the Warp attacks.

	WS	BS	S	T	W	I	A	Ld	Sv
Greater Daemon (Mark of Nurgle)	8	4	6	6	4	5	4	10	4+

Mark of Tzeentch – 45pts

Grants Fleet, Hit and Run and The Greater Daemon becomes a Psyker, able to cast any two Psychic Powers per turn (except Nurgles Rot, Warp Flare and Lash of Submission). Furthermore, it is immune from Perils of the Warp attacks.

	WS	BS	S	T	W	I	A	Ld	Sv
Greater Daemon (Mark of Tzeentch)	7	5	6	6	4	4	4	10	4+

Dedicated Transport

Chaos Rhino

35pts

	BS	FA	SA	RA
Chaos Rhino	4	11	11	10

Unit Composition:

1 Chaos Rhino

Unit Type:

Vehicle (Tank)

Wargear:

Pintle-mounted Twin-linked Bolter, Smoke Launchers, Searchlight.

Special Rules:

Repair*

Transport Capacity:

10 models

(May not carry Models in Terminator Armour, Chaos Spawn, Lesser Daemons or Obliterators).

Options:

- May select any of the following upgrades:

Dozer Blade – **5pts**Twin-linked Bolter – **5pts**Combi-weapon – **10pts**Dirge Caster – **10pts**Open-topped – **10pts**Daemonic Possession – **15pts**Havoc Launcher – **15pts**Extra Armour – **15pts**

Repair*

If a Chaos Rhino is immobilised, the owning player may roll a D6 in the movement phase. On a roll of 6, the Immobilised result is removed and the Rhino may move as normal in the next movement phase and onwards.



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