

Codex: Chaos Space Marines



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Chaos Space Marine Special Rules

Note on terminology: The term 'Chaos Space Marine unit' refers to the troop choice of the same name, rather than all units within a Chaos Space Marine army.

Chaos Warbands

Each HQ unit in the army must select a single Warband Icon, as listed in their army entry. All further units in the Chaos Space Marine army (except Lesser and Greater Daemons) must also be equipped with the same Warband Icon as (either) HQ unit, for no cost. The unit's Warband Icon should be listed in their profile in the army roster and represented in-game through the appropriate Iconography or Colours. These Warband Icons last for the duration of the game – *no changing allegiance halfway through a battle!*

If there is one HQ unit in the army, then all models in the rest of the army (except Lesser and Greater Daemons) are equipped with the same Warband Icon, as described in this section. If a unit has selected a Dedicated Transport then this must bear the same Icon as the unit for which it's selected.

If there are two HQ units in the army then - unless they are equipped with the same Warband Icon, which is also completely legal – all further units must select a Warband Icon as normal, but can only bear one Warband Icon each.

This means that typically, within the normal Force Organisational Chart, there may be a maximum of two Chaos Warbands within the army; one for each HQ slot.

Also note, that most Special Characters come with their Warband Icon pre-selected as part of their wargear.

Chaos Warbands do not share the best relationship with one-another however; therefore a vehicle with a transport capacity may not transport a unit that bears a different Warband Icon, and Independent Characters may only join a unit that bears the same Warband Icon as the character. Furthermore, special rules conferred by a model(s) within one Warband do not affect units from another Warband; therefore a Word Bearer, Dark Apostle character may not influence the reserve rolls of units from another Warband and only Possessed Units in the same Warband as Lord Vahlinhurst count as scoring etc.

Note: that whilst units in a Chaos Space Marine army may bear a specific Warband Icon, it does not necessarily mean they are actually from that Warband; for example, a force consisting of models with the Icon of the Night Lords, may not necessarily be from the Night Lords Legion; it could instead represent units from the Dark Brotherhood Renegade Chapter who also make use of terror tactics and manoeuvrability.

Warband Icons confer the following effects (see overleaf), depending on which Warband Icon is chosen:

Icon of the Black Legion

- The 0-1 limit for units with the Cult Unit special rule is removed.
- Chaos Space Marine units of 10-men may select a Mark of Chaos Undivided for free.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Chaos Warlord special rule for **30pts**, conferring the following effect:

Chaos Warlord

Each turn, a single unit of Chaos Space Marines (with the Icon of the Black Legion) may gain the Veteran Skills special rule, lasting for the duration of that game turn.

Icon of the Word Bearers

- Daemons with any mark (rather than just the same) may be summoned by a model with a Mark of Chaos Undivided.
- Chaos Space Marine units of 10-men may select an Aspiring Champion for free.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Dark Apostle special rule for **30pts**, conferring the following effect:

Dark Apostle

So long as the Dark Apostle is still on the table, all units (with the Icon of the Word Bearers AND all Lesser Daemon and Greater Daemon units) may add either +1 or -1 to their reserve rolls for that turn. Note: This applies to all units in reserves, not each individual unit; all units would receive either a +1 or -1 modification, not some receiving +1 and others -1.

Icon of the Iron Warriors

- May select the Basilisk unit.
- Lascannons cost 5pts and Meltaguns are free, for Chaos Space Marine squads.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Warsmith special rule for **30pts**, conferring the following effect:

Warsmith

Each turn, a single Heavy Support Choice (with the Icon of the Iron Warriors) may count as being BS6 for the duration of that game turn.

Icon of the Alpha Legion

- May select the Operatives unit.
- Chosen Chaos Space Marine units with the Infiltrate special rule/veterans skill may be taken as a troops choice.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Alpha Lord special rule for **30pts**, conferring the following effect:

Alpha Lord

D3+1 units (with the Icon of the Alpha Legion) may redeploy after deployment, but before the first turn, after all other units have deployed. These units must otherwise obey the normal deployment rules however.

Icon of the Night Lords

- Raptors may be taken as a troops choice.
- Chaos Space Marine units of 5-men may select an Aspiring Champion for free.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Shadow Lord special rule for **30pts**, conferring the following effect:

Shadow Lord

All enemy units within 12" of a Shadow Lord roll 3D6 for all leadership tests, discarding the lowest dice roll.

Icon of the Death Guard

- 0-1 Limit on Cult Units removed.
- May not select units with a Mark of Tzeentch, Mark of Khorne or Mark of Slaanesh.
- Any Defiler may take a Mark of Nurgle for its listed cost (see page 44).
- All units (except for HQ units and Vehicles) may take a Mark of Nurgle for 5pts less than its listed cost.
- Raptors may not be taken.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Death Guardian special rule for **30pts**, conferring the following effect:

Death Guardian

Each turn, a single unit (with the Icon of the Death Guard) within 12" of the Death Guardian may receive a 4+ cover save and count as being in cover for the purposes of assault.

Icon of the Renegade

- Any Chaos Space Marine, Havoc or Chosen Chaos Space Marine equipped with a Missile Launcher may exchange it for a Multi-Melta for no additional cost or a Plasma Cannon for an extra 5pts.
- Eligible units within the Warband gain the Combat Squads special rule, as described on page 8.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Chaos Master special rule for **30pts**, conferring the following effect:

Chaos Master

D6+1 units (with the Icon of the Renegade) may gain the Scouts universal special rule. Dedicated transports count as a separate unit and both they and their 'parent unit' must select this ability; this cannot apply to any other vehicles.

Icon of the World Eaters

- 0-1 Limit on Cult Units removed.
- May not select units with a Mark of Tzeentch, Mark of Nurgle or Mark of Slaanesh.
- Any Defiler may take a Mark of Khorne for no additional cost (see page 44).
- All units (except for HQ units and Vehicles) may take a Mark of Khorne for 5pts less than its listed cost.
- Chaos Sorcerers may not be taken.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Chief Slaughterer special rule for **30pts**, conferring the following effect:

Chief Slaughterer

All units (with the Icon of the World Eaters) within 6" of the Chief Slaughterer receive +1 attack and the counter-attack Special Rule.

Icon of the Thousand Sons

- 0-1 Limit on Cult Units removed.
- May not select units with a Mark of Nurgle, Mark of Khorne or Mark of Slaanesh.
- Any Defiler may take a Mark of Tzeentch for its listed cost (see page 44).
- All units (except for HQ units and Vehicles) may take a Mark of Tzeentch for 5pts less than its listed cost.
- Chaos Bikers may not be taken.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Sorcerer Lord special rule for **30pts**, conferring the following effect:

Sorcerer Lord

Each turn, a single unit (with the Icon of the Thousand Sons) within 12" of the Sorcerer Lord may re-roll any to-hit roll for that turns shooting phase.

Icon of the Emperor's Children

- 0-1 Limit on Cult Units removed.
- May not select units with a Mark of Nurgle, Mark of Khorne or Mark of Tzeentch.
- Any Defiler may take a Mark of Slaanesh for its listed cost (see page 44).
- All units (except for HQ units and Vehicles) may take a Mark of Slaanesh for 5pts less than its listed cost.
- Chaos Vindicators may not be taken.
- A single Daemon Prince, Chaos Lord or Chaos Champion may select the Lord Commander special rule for **30pts**, conferring the following effect:

Lord Commander

All units (with the Icon of the Emperor's Children) within 6" of the Lord Commander receive the Furious Charge and Fleet universal special rules.

Note: Whilst the Warband special rules may seem complicated, they don't have a significant impact on gameplay and are easy to implement; the complicated/long wording is due to the need to prevent confusion and 'abuse' of the rule whilst identifying the different Chaos factions.



Chaos Space Marine Special Rules

Daemonic Summoning

Units with the Lesser Daemon or Greater Daemon special rule always start the game in reserve, once such a unit becomes available from reserve it must be deployed as described below.

Once deployed, Daemons cannot do anything else in that turns movement phase, but after that can act as normal. Furthermore, Daemons can assault in the same turn that they enter the game.

Lesser and Greater Daemons do not occupy a slot on the Force Organisation Chart (and therefore cannot count as the mandatory choices), but are otherwise treated as Troops and HQ choices respectively.

Daemons can only be summoned (or possess) by a model bearing the same Mark of Chaos as the Daemon, however Daemons without a Mark of Chaos may be summoned by any Personal Icon. Therefore, for example, Lesser Daemons with a Mark of Tzeentch can only be summoned by a model bearing a Mark of Tzeentch (and personal icon), unless in the Word Bearers Warband (see page 4). Unmarked Daemons can be summoned by a unit with any Mark of Chaos however.

Lesser Daemons

A unit of Lesser Daemons is deployed in the same way as a unit that arrives from reserves using the deep strike special rule, however the first model must be placed within 6" of a Personal Icon. If there are no Personal Icons available on the turn in which the Lesser Daemons becomes available, then the unit counts as destroyed.

As usual, because they appear in range of a personal icon, they do no roll for scatter. If the personal icon is in a vehicle, then the Daemons must Deep Strike within 6" of the vehicle.

Greater Daemons

When it becomes available from reserve the Greater Daemon possesses the body of either a Chaos Lord, Chaos Sorcerer, Chaos Champion, Aspiring Sorcerer or a Champion (of any kind; Skull, Biker, Aspiring etc.). The controlling player chooses any suitable model in his own army and replaces it with the Greater Daemon.

If there are no suitable models on the table then the Greater Daemon counts as destroyed. If the model that is possessed by a Greater Daemon is inside a transport then the possessed model is removed as normal and the Greater Daemon is deployed anywhere within 2" of the vehicle. If the possessed model was in close combat then the Greater Daemon is still replaces the possessed model but must be placed as close as possible to its original location but at least 1" away from enemy models, therefore not counting as being in close combat.

Special Rules Glossary

These are special rules that are exclusive to the Chaos Space Marines and apply to a multitude of units within the Codex; any special rules exclusive to a single unit will be described in that unit's entry. Universal Special Rules can be found in the Warhammer 40,000 rulebook.

Auxiliaries

Any unit with the Auxiliaries special rule may only be taken once for every non-auxiliary troop choice within the Chaos Space Marine Warband. Note that this applies to EACH auxiliary unit, rather than all units with the Auxiliaries special rule; unlike Cult Units (below). Therefore if a warband contains a single Chaos Space Marine unit, then a unit of Heretics AND Lesser Daemons may also be selected also, etc.

Cult Unit

A Chaos Space Marine Warband may only include a single (total) Cult Unit unless otherwise stated in the Warbands special rule. Note that this applies to ALL Cult Units, unlike Auxiliaries (above); meaning that a Warband can only take a single Cult Unit unless stated otherwise.

No Mercy!

Models with No Mercy! may re-roll the dice to determine whether/how far they Sweep and Advance after a victorious assault.

Mindless

This model rolls 2D6 and picks the highest for its movement in the movement phase. If a double 1 is rolled, then the model doesn't move for the rest of the turn, but may still fight as usual if engaged in close combat.

Veteran Skills

This unit must select one of the following Universal Special Rules:

- Tank Hunters
- Preferred Enemy
- Infiltrate
- Relentless

Combat Squads

Any 10-man unit with the Combat Squad special rule may be split into two 5-man units. The decision to split into combat squads, as well as which models go into each squad, must be made when the unit is deployed. Both combat squads can be deployed in separate locations and for all game purposes are treated as a separate unit from that point onwards.

Note that the entirety of the squad still benefits from any Mark of Chaos or Warband Icon.

The units that can be split into combat squads are:

- Chaos Terminators
- Chosen Chaos Space Marines
- Chaos Space Marines
- Raptors
- Havocs
- Chaos Bikers

Abaddon the Despoiler

285pts

	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!*, Justaerin Spearhead*.

Let the Galaxy Burn!*

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

Justaerin Spearhead*

Abaddon counts as having (the Gift of Chaos) Guidance of Chaos, and if arriving from reserve via deep strike may re-roll his (and any attached unit's) reserve roll.

Furthermore, any Chaos Terminator units composed of exactly 5 Terminator Champions entering play via deep strike may automatically arrive on the same turn as Abaddon.

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 as usual and following the rules for rebellion as described in the Daemon Weapon entry in the armoury. However, if Drach'nyen rebels then Abaddon doesn't suffer a wound but loses the bonus' of Drach'nyen and instead uses just the Talon of Horus; therefore counting as fighting with a single Lightning Claw (the Talon of Horus), rather than a single close combat weapon in case of a rebellion.

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.



Ahriman

220pts

	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, which 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. If there are no friendly models in the same combat then this is simply counted as a miss.

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	5	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 and adds +1 strength (included). 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	4	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*

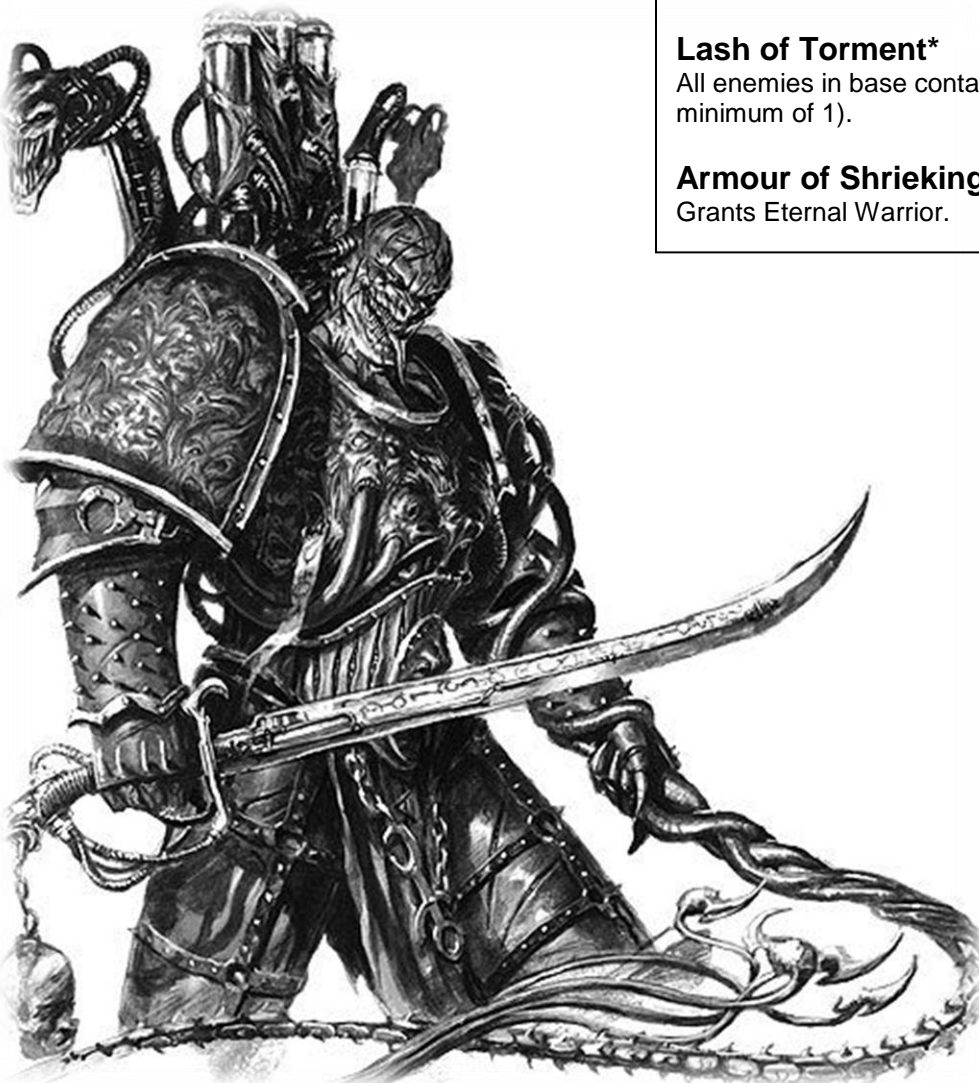
The Laer Sword is a power weapon that may re-roll any failed to-wound roll in close combat.

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

180pts

	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

250pts

	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

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.

Options:

- **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 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**
 Combi-weapon – **5pts**
 Plasma Pistol – **10pts**
 Power Weapon – **15pts**
 Lightning Claw – **15pts**
 Power Maul – **20pts**
 Power Fist – **25pts**
 Daemon Weapon – **45pts**
- May also be equipped with:
 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 – **30pts**
- 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 – **30pts**
- May select one of the following Gifts of Chaos:
 Guidance of Chaos – **10pts**
 Chaos Mutation – **10pts**
 Daemonic Speed – **10pts**
 Daemonic Visage – **10pts**
 Unholy Might – **15pts**
 Chaos Armour – **20pts**
 Daemonic Toughness – **20pts**
 Daemonic 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 – **55pts**
- 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**
Daemonic Toughness – **35pts**
Chaos Armour – **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**
Daemoniac Steed – **30pts**
- May select one of the following Gifts of Chaos:
Guidance of Chaos – **10pts**
Daemoniac Visage – **10pts**
Chaos Mutation – **10pts**
Daemoniac Speed – **10pts**
Unholy Might – **15pts**
Chaos Armour – **20pts**
Daemoniac Toughness – **20pts**
Daemoniac 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**
Combi-weapon – **5pts**
Plasma Pistol – **10pts**
Power Weapon – **15pts**
Lightning Claw – **15pts**
Power Maul – **20pts**
Power Fist – **25pts**
- May also be equipped with:
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**
Daemonicon Visage – **10pts**
Chaos Mutation – **10pts**
Daemonicon Speed – **10pts**
Unholy Might – **15pts**
Chaos Armour – **20pts**
Daemonicon Toughness – **20pts**
Daemonicon 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

Elites

20

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 42 and 43 for points cost)

Options:

- May include up to 7 additional Chaos Terminators:
30pts per model.
- Any number of Chaos Terminators may be upgraded to a Terminator Champion:
10pts per model.
- Any Terminator Champion may take:
Personal Icon – **5pts**
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)

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:
Mark of Chaos Undivided – **5pts**
Mark of Slaanesh – **15pts**
Mark of Khorne – **20pts**
Mark of Nurgle – **25pts**
Mark of Tzeentch – **35pts**
- If the Unit is composed of (exactly) 5 Terminator Champions, then the entire unit can select one of the following Gifts of Chaos:
Guidance of Chaos – **5pts**
Daemoniac Visage – **25pts**
Daemoniac Speed – **25pts**
Unholy Might – **25pts**
Chaos Mutation – **25pts**
Daemoniac Toughness – **25pts**
Daemoniac Protection – **35pts**

Possessed Chaos Space Marines

135pts

	WS	BS	S	T	W	I	A	Ld	Sv
Possessed Chaos Space Marine	4	4	5	5	1	5	2	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 34 for points cost)

Options:

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

Mark of Chaos Undivided:

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

15pts

Mark of Khorne:

Possessed units with a Mark of Khorne may replace the Daemonkin special rule with Furious Charge.

25pts

Mark of Slaanesh:

Possessed units with a Mark of Slaanesh may replace the Daemonkin special rule with the Rending ability.

30pts

Mark of Nurgle:

Possessed units with a Mark of Nurgle may replace the Daemonkin special rule with Feel No Pain.

30pts

Mark of Tzeentch:

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

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

35pts

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

110pts

	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 34 for points cost)

Options:

- May include up to 5 additional Chosen Chaos Space Marines:
22pts 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 **108pts**.
(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:
Chain axe – **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:
Mark of Chaos Undivided – **10pts**
Mark of Slaanesh – **20pts**
Mark of Khorne – **25pts**
Mark of Nurgle – **35pts**
Mark 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 special rule.

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.

Fabius Bile

160pts

	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 Chaos Undivided:

Gains BS5 & WS5
20pts.

Mark of Khorne:

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

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**
Hellfire Cannon – **0pts**
Twin-Linked Autocannon – **10pts**
Plasma Cannon – **10pts**
Warp Cannon – **10pts**
Blastmaster – **15pts** (*Mark of Slaanesh only*)
Twin-linked Lascannon – **25pts.**
- The Chaos Dreadnought may replace its Dreadnought Close Combat Weapon with one of the following:
Missile Launcher – **10pts**
Siege Hammer – **15pts**
Scourge Claw – **15pts**
- 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.
Havoc Launchers and Psychic attacks are fired the normal number of times however, rather than twice in case of a Fire Frenzy.

Sorcerers Warcoven (*Thousand Sons only*)

120pts

	WS	BS	S	T	W	I	A	Ld	Sv
Aspiring Sorcerer	5	4	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, Icon of the Thousand Sons.

Special Rules:
Sorcerers Coven, Psyker.

Dedicated Transport:
May select a Chaos Rhino.
(See page 34 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, at the same target. Any enemy Psyker within 18" of the unit adds +1 to the result of any Psychic tests for each Aspiring Sorcerer within the unit.



Troops

27

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 34 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:
 - Mark of Chaos Undivided – **10pts**
 - Mark of Slaanesh – **20pts**
 - Mark of Khorne – **20pts**
 - Mark of Nurgle – **35pts**
 - Mark of Tzeentch – **35pts**

Troops

28

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:

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

Options:

- All models may replace their Lasipistol 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:
Mark of Chaos Undivided – **10pts**
Mark of Slaanesh – **15pts**
Mark of Khorne – **20pts**
Mark of Tzeentch – **25pts**
Mark of Nurgle – **30pts**
- May include up to 10 additional Heretics **5pts 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.



Troops

29

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, Blood Rage*, Fearless, Cult Unit

Dedicated Transport:

May select a Chaos Rhino.
(See page 34 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**

Blood Rage*

At the beginning of their turn, the Chaos Space Marine player must roll a D6 for each Khorne Bezerker unit that does not include a Skull Champion or Independent Character. On a roll of 1 that unit gains the Rage special rule, lasting until their next player turn.



Troops

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!, Acute Senses, Fearless, Cult Unit

Dedicated Transport:

May select a Chaos Rhino.
(See page 34 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 – **20pts**
- A single Noise Marine may replace his Sonic Blaster with:
Blast Master – **25pts**

Troops

31

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 34 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 – **5pts**
 - Meltagun – **10pts**
 - Plasma Gun – **15pts**
 - Grenade Launcher – **15pts**

Troops

32

Rubic Marines

115pts

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

Unit Composition:

5 Rubic 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 34 for points cost)

Options:

- May include up to 10 additional Rubic 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

33

Operatives (Alpha Legion Only)

40pts

	WS	BS	S	T	W	I	A	Ld	Sv
Operative	3	4	3	3	1	3	1	8	5+
Heavy Weapons Team	3	4	3	3	2	3	2	8	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, Icon of the Alpha Legion.

Dedicated Transport:

May select a Chaos Rhino.
(See page 34 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 – **10pts**
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 **20pts**.
- 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.

Dedicated Transport

34

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
Frag Maw – 5pts
Combi-weapon – 10pts
Dirge Caster – 10pts
Open-topped – 10pts
Daemoniac 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.



Fast Attack

35

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(5)	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:
Mark of Chaos Undivided – **10pts**
Mark of Slaanesh – **20pts**
Mark of Khorne – **25pts**
Mark of Nurgle – **35pts**
Mark of Tzeentch – **35pts**

Hit and Run Over*

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

Fast Attack

36

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:
 Mark of Chaos Undivided – **10pts**
 Mark of Slaanesh – **20pts**
 Mark of Khorne – **20pts**
 Mark of Nurgle – **35pts**
 Mark of Tzeentch – **35pts**

Fast Attack

37

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*

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.

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**

Fast Attack

38

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 Slaanesh – **4pts**
Mark of Khorne – **5pts**
Mark of Nurgle – **10pts**
Mark of Tzeentch – **15pts**

Invulnerable*

The Chaos Spawn's armour save is invulnerable.



Heavy Support

39

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 34 for points cost)

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:
Mark of Chaos Undivided – **10pts**
Mark of Slaanesh – **20pts**
Mark of Khorne – **20pts**
Mark of Nurgle – **35pts**
Mark of Tzeentch – **35pts**

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**

Heavy Support

40

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

41

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:

- 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

Options:

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



Heavy Support

42

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**

Frag Maw – **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.

Heavy Support

43

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**

Frag Maw – **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 it's 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

44

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	6

Mark of Nurgle (**Death Guard only**) – 15pts

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**) – 35pts

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

45

Basilisk (*Iron Warriors only*)

140pts

	BS	FA	SA	RA
Basilisk	4	12	10	10

Unit Composition:

1 Basilisk

Unit Type:

Vehicle (Tank, Open-topped)

Wargear:

Heavy Bolter, Earthshaker Cannon, Smoke Launchers, Searchlight, Icon of the Iron Warriors

Options:

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



Troops

46

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)

130pts

	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	8	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+

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 for all Psychic Tests 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.

Wargear – Ranged Weapons

	Range	Strength	AP	Type
Autocannon	48"	7	4	Heavy 2
Blastmaster*				
(Varied Frequency)	36"	6	-	Assault 4, Pinning
(Single Frequency)	36"	7	-	Heavy 4, Pinning
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Doom Siren	Template	5	3	Assault 1
Ether Cannon	48"	9	1	Heavy 1
Flamer	Template	4	5	Assault 1
Grenade Launcher*				
(Frag)	24"	4	6	Assault 1, Blast
(Krak)	24"	7	3	Assault 1
Havoc Launcher	48"	5	6	Heavy 2, Blast
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Heavy 1
Hellfire Cannon	Template	6	3	Heavy 1
Lascannon	48"	9	2	Heavy 1
Marauder Cannon	24"	6	3	Heavy 6
Meltagun	12"	8	1	Assault 1, Melta
Missile Launcher*				
(Frag)	48"	4	6	Heavy 1, Blast
(Krak)	48"	8	3	Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Reaper Autocannon	36"	7	4	Heavy 2, Twin-linked
Sonic Blaster*				
(Varied Frequency)	24"	4	-	Assault 2
(Single Frequency)	24"	4	-	Heavy 4
Warp Cannon	36"	6	1	Heavy 2, Rending, Gets Hot!

Weapons marked with a “*” can fire in two different modes; chosen each time it’s fired.

Wargear – Ranged, Ordinance Weapons

	Range	Strength	AP	Type
Battle Cannon	72"	8	3	Ordinance 1, Large Blast
Demolisher Cannon	24"	10	2	Ordinance 1, Large Blast
Earthshaker Cannon	36" - 240"	9	3	Ordinance Barrage 1, Large Blast
Vomit Cannon	36"	6	6	Ordinance 1, Large Blast, Rending, Ignores Cover

Wargear – Ranged, Bomb Weapons

	Range	Strength	AP	Type
Incendiary Bomb	6"	4	5	Heavy 1, Large Blast, Ignores Cover
Krak Bomb	6"	6	3	Heavy 1, Large Blast
Warp Bomb	6"	*	*	Heavy 1, Large Blast, One Use

*Any model hit by a Warp Bomb suffers instant death on a 3+, vehicles suffer a penetrating hit on a 3+. Invulnerable and Cover saves may be taken against a Warp Bomb, however normal armour saves may not.

Wargear – Close Combat Weapons

Chain Axe

A close combat weapon where any to-wound roll of six ignores armour saves.

Chain Fist

A Chain Fist is exactly like a Powerfist, except that it rolls 2D6 for its armour penetration value.

Close Combat Weapon

See the Warhammer 40,000 rulebook.

Daemon Weapons

All Daemon Weapons are two-handed Power Weapons that add an additional D6 attacks (roll at the beginning of each close combat phase) in combat. On a roll of 1 the Daemon inside the weapon rebels and the bearer suffers a single wound with no saves of any kind allowed.

Furthermore if it rebels the user gains no additional attacks and all bonuses for wielding the Daemon Weapon are lost for the duration of that turn.

Daemon Weapons also confer an additional ability depending on the mark of the character who wields it, as described below:

- **No Mark of Chaos** – Adds an additional 2 points of strength.
- **Mark of Nurgle** – Has poisoned attacks that wound on a 3+.
- **Mark of Khorne** – Adds a further D6 attacks. Note that this roll doesn't rebel.
- **Mark of Slaanesh** – Any wounds caused (but not those as a result of the weapon rebelling) inflict instant death. Any target that suffers a wound but doesn't cause instant death fights at Initiative 1 for the following close combat phase.
- **Mark of Tzeentch** – Becomes a rending weapon that rends on a 4+, rather than the traditional roll of 6.

Dreadnought Close Combat Weapon

See the Warhammer 40,000 rulebook.

Force Weapon

See the Warhammer 40,000 rulebook.

Lightning Claw

See the Warhammer 40,000 rulebook.

Power Fist

See the Warhammer 40,000 rulebook.

Power Maul

A Power Maul is exactly like a Power Weapon except that all enemy models in base contact with a model armed with a Power Maul fight at -1 initiative, to a minimum of 1.

Note: This does not stack.

Power Weapon

See the Warhammer 40,000 rulebook.

Scourge Claw

A Scourge Claw counts as a Dreadnought Close Combat Weapon for the purposes of additional attacks. A Dreadnought equipped with a Scourge Claw fights as if equipped with a Power Weapon; fighting at Strength 6 and ignoring armour saves. Furthermore, a Chaos Dreadnought equipped with a Scourge Claw automatically assigns an additional attack to each enemy model in base contact, as well as its normal (now Strength 6) attacks.

Siege Hammer

A Siege Hammer is treated exactly like a Dreadnought Close Combat Weapon except that it rolls 2D6 for its armour penetration value.

Wargear – Equipment of Chaos

Marks of Chaos

Marks of Chaos confer the following bonuses

Note: An independent character doesn't gain the benefits of a unit's Mark by joining the unit:

Mark of Chaos Undivided – Unit may re-roll leadership tests.

Mark of Khorne – Models with a Mark of Khorne gain +1 attack.

Mark of Slaanesh – Models with a Mark of Slaanesh gain +1 initiative and the No Mercy! Special rule.

Mark of Nurgle – Models with a Mark of Nurgle gain +1 toughness. Note that this doesn't affect the models toughness in regards to instant death; like the toughness bonus from a bike.

Mark of Tzeentch – Models with a Mark of Tzeentch gain +1 to their invulnerable save (to a maximum of 2+). If the model doesn't already have an invulnerable save, then the Mark of Tzeentch instead confers a 5+ invulnerable save.

Daemonic Steeds:

Daemonic Steeds have the following effects, depending on the Character's Mark of Chaos:

No Mark – Model receives +1 attack, +1 toughness and changes its unit type to Beast.

Mark of Khorne – Model receives +1 attack, +1 Strength and gains Fleet. It may not enter transports however.

Mark of Slaanesh – Model receives +1 attack, +1 Initiative, +1 Weapon Skill and changes its unit type to Beast.

Mark of Nurgle – Model receives +1 attack, +1 wound and counts as being in Terminator Armour for transport purposes.

Mark of Tzeentch – Model receives +1 attack and changes its unit type to Jump Infantry.

Gifts of Chaos

Gifts of Chaos confer the following bonuses to any models equipped with them:

Unholy Might – Model receives +1 strength.
Note: this is applied after any modifiers.

Blessing of Chaos – Model receives the Eternal Warrior Universal Special Rule.

Chaos Armour – Model receives a 2+ armour save.

Chaos Mutation – Model receives +1 attack.

Guidance of Chaos – This model – and any unit it leads – only scatter D6" if arriving via deep strike.

Daemonic Toughness – Model receives the Feel No Pain Universal Special Rule.

Daemonic Visage – Any enemy attacking this model in close combat must pass a leadership test or suffer -1 attacks (to a minimum of 1, this does not stack) for the duration of that turn.

Daemonic Protection – Model gains +1 to his invulnerable save (to a maximum of 2+). If the model doesn't already have an invulnerable save, then it instead confers a 5+ invulnerable save.
Note: this can combine with a Mark of Tzeentch.

Daemonic Speed – This model receives +1 to its base initiative and ignores cover when charging.

*Note that the Invulnerable Save granted by a Mark of Tzeentch (including Abaddon) counts as being conferred by a special rule, for the purposes of Vindicare Assassin shots.

Wargear

Personal Icons

Lesser Daemon units can only be summoned within 6" of a personal icon, following the rules for Daemonic Summoning as described on page 7. If this unit of Daemons bears a Mark of Chaos (see page 53), then the model bearing the personal icon must bear the same mark. Models with a Mark of Chaos Undivided don't count as having a mark for summoning purposes and can therefore summon only unmarked daemons, unless of the Word Bearers Warband.

Furthermore, any unit Chaos Space Marine unit from the same Warband deep striking within 6" of a model with a personal icon does not scatter.

Gift of the Gods

A model with Gift of the Gods rolls a D6 before deployment, gaining a 'bonus' corresponding with the table below:

- 1 – The model is replaced by a Chaos Spawn*.
- 2 – No effect.
- 3 – The model gains +1 to its base strength.
- 4 – The model gains D3 additional attacks (rolled at the beginning of each combat).
- 5 – The model becomes a Psyker, able to select and cast one Psychic Power per turn. However, if the model has a Mark of Khorne, this instead counts as a roll of 3.
- 6 – The model may re-roll all saves for the duration of the game.

**Any Chaos Spawn will bear the same Mark of Chaos as the model which it replaces (or none if no Mark was taken). The Chaos Spawn will become a separate unit, but will not count towards any Victory or Kill Points.*

Inferno Bolts

Any Boltgun or Bolt Pistol with Inferno Bolts becomes AP3.

Aspiring Sorcerer Tomes

Each Tome confers the effects listed below and can be used once at the beginning of each Chaos Players turn, conferring its effects to a single Aspiring Sorcerer within the unit. Two Tomes may not be used on the same Sorcerer however.

Tome of Warding– Allows the Aspiring Sorcerer to ignore any Perils of the Warp attacks for the remainder of that turn.

Tome of Divination – Allows the Aspiring Sorcerer to re-roll any to-hit rolls for that turns shooting phase; affecting both Psychic Powers and ranged weapons.

Tome of Amplification – Allows the Aspiring Sorcerer to add 6" to the range of any Psychic Power cast in that turns shooting phase.

Tome of Ascendancy – Allows the Aspiring Sorcerer to re-roll any to-wound roll in that turns Assault Phase.

Chaos Bike

The model becomes the Biker unit type.

Jump Pack/Wings

The model becomes the Jump Infantry unit type.

Frag Grenades

Frag Grenades are Assault Grenades as described in the Warhammer 40,000 rulebook.

Krak Grenades

See the Warhammer 40,000 rulebook.

Blight Grenades

Models charging a unit equipped with Blight Grenades to not receive the (+1) attack bonus for charging.

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.

Havoc Launcher

Adds a pintle mounted Havoc Launcher.

Combi-weapon

Adds a pintle mounted Combi-weapon; either a Combi-grenade launcher, Combi-plasma, Combi-melta or Combi-flamer.

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.

Frag Maw

Any models assaulting out of this vehicle count as having frag grenades for the purposes of assaulting into cover in the turn in which they launch the assault.

Twin-linked Bolter

Adds a pintle mounted twin-linked Bolter.

Siege Shield

Vehicles equipped with a Siege Shield ignores the effects of difficult terrain

Open-topped

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

A rhino cannot have both Daemonic Possession and Open-topped.

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Thanks to everyone who helped (Dakkadakka), I hope you enjoy and make sufficient use of this Codex and all Chaos Space Marine players (and their opponents) find it satisfactory.

Please don't hesitate to contact me with feedback and your experiences with it.

Thanks,
Just Dave.

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