

Codex Astartes: Chaos Space Marines

The Many Faces of Chaos

Your default Chaos Space Marine selection represents Chaos Marines aligned to the Black Legion (which is also representative of Chaos Space Marine warbands in general). They come with two abilities, The Long War and The Face of Chaos. When you begin to select your army, you may note down that you are going to play as a different Legion (or warband that has similar characteristics), in which case the effects of these two rules may change and additional army selection rules may apply.

Black Legion

The Long War: Models with this rule have the Will of Chaos special rule.

The Face of Chaos: Models with this rule have the Death To The False Emperor! special rule.

Night Lords

The Long War: Models with this rule have the Will of Chaos special rule.

The Face of Chaos: Models with this rule have the Stealth and Night Vision USRs

Units in a Night Lords army may not select any Marks of Chaos in the army list.

Alpha Legion

The Long War: Models with this rule have the Will of Chaos special rule.

The Face of Chaos: Models with this rule have the Infiltrate USR.

Units in an Alpha Legion army may not select any Marks of Chaos in the army list.

Iron Warriors

The Long War: Models with this rule have the Iron Within! special rule.

The Face of Chaos: Models with this rule have the Tank Hunters USR.

Units in an Iron Warriors army may only select the Mark of Khorne in the army list.

Word Bearers

The Long War: Models with this rule have the Will of Chaos special rule.

The Face of Chaos: Models with this rule have the Death To The False Emperor! special rule.

Units in a Word Bearers army may not use any Marks of Chaos.

Red Corsairs

The Long War: Models with this rule have the And They Shall Know No Fear special rule.

The Face of Chaos: Models with this rule have the Combat Tactics special rule.

Special Rules, Weapons & Wargear

Special Rules

And They Shall Know No Fear: Models with this rule automatically regroup, and can take such tests even if the squad has been reduced to less than half strength by casualties, though all other criteria apply. Usually troops that regroup cannot move normally and always count as moving whether they do or not, but these restrictions do not apply to models subject to this special rule. If models with this rule are caught by a Sweeping Advance, they are not destroyed and will continue to fight normally. If this happens then the unit is subject to the No Retreat! Rule in this round of close combat and might therefore suffer additional casualties.

Ascension: The Chaos Lord can activate this ability in one of two ways. At the start of the turn the Chaos Lord can choose to activate it, or if the Chaos Lord is reduced to 0 wounds or would otherwise be removed as a casualty the ability is automatically activated. Replace the Chaos Lord (including all his rules and equipment) with a Greater Daemon. If the Chaos Lord had a Mark of Chaos then that still applies to the Greater Daemon.

	WS	BS	S	T	W	I	A	Ld	Save
Greater Daemon	8	0	6	6	4	4	5	10	-

Unit Type <ul style="list-style-type: none"> Monstrous Creature 	Composition <ul style="list-style-type: none"> 1 Greater Daemon
Wargear <ul style="list-style-type: none"> Any Mark the replaced Chaos Lord had A Greater Daemon counts as having a single Close Combat Weapon 	Special Rules <ul style="list-style-type: none"> Divine Protection Fearless Eternal Warrior

Bolster Defences: Each Warsmith can bolster a single ruin before the game begins. When you deploy, nominate one ruin in your deployment area for your Warsmith to Bolster. The ruin's Cover Save is increased by one for the duration of the game. A ruin can only be bolstered once.

Combat Tactics: A non-Fearless unit with this special rule can choose to automatically fail any Morale check it is called upon to take.

Coryphaus: While Kol Badur is alive you may choose to add 1 to your rolls for Reserves, regardless of whether he is in play or not. This does not apply to rolls made for Daemon units.

Cunning Tactician: Arkos has the Counter-Attack USR and also confers it on any squad he is a part of.

Death To The False Emperor! Models with this rule have the Preferred Enemy USR against units/armies chosen from the following Codices: Blood Angels, Dark Angels, Space Wolves, Space Marines, Imperial Guard, Daemonhunters and Witch Hunters.

Designers Note: *If you use other non-Codex lists, such as Imperial Armour lists or ones you've written yourself, this rule should be applied against any army that represents the Imperium of Man.*

Demagogue: Any non-Daemon unit fighting a close combat within 6" of a model with the Demagogue (including the model with the rule and any unit he may be part of) counts as scoring one additional wound when working out combat results.

Divine Protection: A model with Divine Protection has a 5+ Invulnerable Save.

Dreadclaw Assault: While Voldur Bok is alive you may choose to re-roll the scatter roll for any of your Dreadclaws, regardless of whether he is in play or not.

Enhanced Warriors: If Fabius Bile is included in the army, then any squads with The Long War and The Face of Chaos rules may be chosen to be Enhanced Warriors (regardless of which Chaos Space Marine Faction the army is from). The Long War rule is replaced by the Fearless USR. The Face of Chaos rule is removed, instead the squad

rolls a D6 on the Enhanced Warrior Table:

D6	Result
1	Berserk Rage! The warriors attack each other in an animalistic fury. Make an Armour save for each model in the squad, removing any who fail. Survivors have +1 Strength for the entire game.
2-5	Stable Mutation. Bile's experiments have proved successful this time and the Enhanced Warriors have +1 Strength for the entire game.
6	Created a Monster. The abilities of each warrior are temporarily enhanced to superhuman levels. The warriors have +2 Strength for the entire game. Unfortunately, not even Enhanced Warriors constitutions can withstand this level of performance for long. At the end of every owning player's turn, one of the squad's members is removed as a casualty (owner's choice).

For The Dark Gods! A model with this rule is Fearless and also confers it on any squad they are part of.

Huntsmaster: If you include a Chaos Lord on a Bike in your army, then you may select Chaos Space Marine Bike Squads of at least five models as Troops.

Iron Within! Models with this rule have the Stubborn USR. If the model is an Independent Character then they confer it on any squad they are part of.

Lightning Strike: Once per game, Galvaron (and any Chaos Space Marine Bike Squad he is part of at the time) may assault, even if they have Turbo-boosted. Each model must take a Dangerous Terrain test when assaulting using this rule.

Orbital Bombardment: This ability can be used once per game in Huron's Shooting Phase, providing that he did not move in the preceding Movement Phase (though he may later assault if the controlling player wishes). Calling down an Orbital Bombardment otherwise counts as using a ranged weapon and uses the following profile:

Range	Strength	AP	Type
Unlimited	10	1	Ordnance 1, Barrage

Note that if an arrow is rolled on the Scatter Dice an Orbital Bombardment will always scatter the full 2D6" – Huron's Ballistic Skill makes no difference.

Sideswipe: If Galvaron begins the game in Reserves, he and any unit he is attached to may Outflank.

The Anointed: If Kol Badur is included in the army then Chosen squads become Troops.

The Hamadrya: The Hamadrya grants Huron the Warptime Psychic Power. When using this ability Huron is considered a Psyker and the caster for other rules that interact with Psychic Powers, but is otherwise not a Psyker. If Huron rolls Perils of the Warp when using this ability, he may not attempt to use it again for the rest of the game.

The Justaerin: If Abaddon is included in the army then Chosen squads become Troops.

Unique: If a model is listed as Unique in it's Composition, you may only include one instance of it in your army.

Visions: Talos may re-roll failed Saves of any type. In addition, if he is part of a Veteran Squad, his squad may re-roll failed Cover Saves.

Will of Chaos: Models with this rule may re-roll failed Morale Checks.

Wargear

Beasthelm: Non-fearless models assigning attacks against Kol Badur in close combat suffer a -1 to hit penalty.

Familiar: A model with a Familiar may use an additional Psychic Power per turn.

Living Metal Bionics: Honsou is immune to the Rending, Poison and Witchblade rules, attacks that would normally invoke these rules roll to wound using the user/weapon strength instead.

Nartheicum: Talos and any unit he is part of have the Feel No Pain USR.

Nexus Arrangement: The Nexus Arrangement affects both friendly and enemy models. Marduk can activate it in his Shooting Phase instead of firing, after which it remains active unless Marduk is removed as a casualty. Units may not Deep Strike within 12" of Marduk if they are teleporting or are a unit of Daemons. Psychic Powers cannot be cast within 12" of Marduk, nor will they affect models within 12" of Marduk.

Rune of Khorne: Whenever an enemy model succeeds on a Psychic Test within 24" of the bearer, roll a dice - on a 4+ that power is nullified.

Assault Weapons

Accursed Crozius: This is a Power Weapon that also confers a 4+ Invulnerable Save on the bearer.

Borgh'ash: This is a close combat weapon that confers the Rending USR on Marduk's close combat attacks. In addition, for each wound Marduk successfully inflicts he causes another automatic wound on the same unit. Note that these additional wounds may also cause additional wounds, and that additional wounds allow normal Saves.

Daemon Weapon: A Daemon Weapon is a Power Weapon with additional rules. A model using a Daemon Weapon in close combat cannot claim the bonus attack for using two weapons. A model with a Daemon Weapon gains +D6 attacks in close combat, rolled for at the start of each round of combat. If the D6 roll is a 1, the model attacks as normal, but suffers a Perils of the Warp attack after resolving their attacks. Wounds suffered as a result of Perils of the Warp count towards combat resolution. In addition, the specific ability of the Daemon Weapon is determined by the Mark of Chaos of the model using it:

Mark	Effect
No Mark	+1 Strength in close combat
Khorne	Double the number of attacks rolled on the D6
Slaanesh	Unsaved wounds inflict Instant Death
Nurgle	Attacks have the Poison (4+) rule in close combat
Tzeentch	Models wounded must re-roll successful Invulnerable Saves

Dark Blade: This is a Power Weapon that gives Arkos +2 Strength in close combat.

Power Talons: This is a Lightning Claw that gives Kol Badur +2 Strength in Close Combat.

Servo-arm: Grants the model a single Close Combat attack, made separately at Initiative 1 and Strength 8, ignoring Armour Saves.

Psychic Powers

Aura of Death: This power is used in the Shooting Phase. Every enemy model within 12" of the Psyker suffers a S3 AP- hit. This affects models in Close Combat, and may be used even if the caster is in Close Combat.

Psychic Duel: Used when an enemy Psyker attempts to use a Psychic Power, but before they make their Psychic Test. If Psychic Duel is cast successfully, the enemy Psyker must roll an additional D6 for all their Psychic Tests that turn, and discard the lowest dice.

Slow Time: Used in the enemy Assault Phase, if one or more enemy attempt to assault the Psyker or a squad they are part of. If the Psychic Test is successful, any enemy that assault the Psyker (and his squad) that turn count as assaulting through Difficult Terrain and the Psyker, and any squad they are part of count as being equipped with Defensive Grenades.

Warp Bolt: This is a Psychic Shooting attack with the following profile:

Range	Strength	AP	Type
24"	8	1	Assault 1

Warp Focus: This Psychic Power is used at the start of the turn, before Reserve rolls are made. If the Power is cast

successfully, one Daemon unit with the Summoned rule automatically passes its Reserve roll that turn. You may only choose a unit that is eligible to make a Reserve roll that turn.

Warp Shifting: Used in any Assault Phase. If the Psychic Test is successful, models attacking the Psyker in Close Combat only hit on a 4+, regardless of relative Weapon Skill or other special rules (such as *Preferred Enemy*). If the model cannot be picked out in Close Combat, this also extends to the squad they are part of.

Vehicle Rules

Assault Pod: Dreadclaws are always held in Reserve and deployed by Deep Strike. A Dreadclaw is *Immobilised* if it lands in Difficult Terrain. Models must disembark from the Dreadclaw on the turn it lands. Models deploying from a Dreadclaw count as deploying from a moving open-topped vehicle. Models that assault on the turn they deploy count as assaulting through difficult terrain.

Headquarters

Abaddon The Despoiler

Chaos Lord of the Black Legion

Points: 275 points

	WS	BS	S	T	W	I	A	Ld	Save
Abaddon	7	5	4	5	4	6	4*	10	2+

Wargear <ul style="list-style-type: none"> Terminator Armour Twin-linked Bolter Personal Icon Drach'yen Talon of Horus Unit Type <ul style="list-style-type: none"> Infantry 	Composition <ul style="list-style-type: none"> 1 Abaddon (Unique) Special Rules <ul style="list-style-type: none"> Independent Character For The Dark Gods! Mark of Chaos Ascendant The Justaerin Demagogue Death To The False Emperor!
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Fabius Bile

Points: 160 points

	WS	BS	S	T	W	I	A	Ld	Save
Fabius	5	4	5	4	3	4	5	10	3+

Unit Type <ul style="list-style-type: none"> Infantry Special Rules <ul style="list-style-type: none"> For The Dark Gods! Feel No Pain Independent Character Enhanced Warriors 	Composition <ul style="list-style-type: none"> 1 Fabius Bile (Unique) Wargear <ul style="list-style-type: none"> Power Armour Rod of Torment Xyclos Needler Bolt Pistol Frag Grenades Krak Grenades Chirurgion
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Huron Blackheart

Chaos Lord of the Red Corsairs

Points: 160 points

	WS	BS	S	T	W	I	A	Ld	Save
Huron	6	5	4	4	3	5	3	10	3+

Unit Type <ul style="list-style-type: none"> Infantry 	Composition <ul style="list-style-type: none"> 1 Huron Blackheart (Unique)
Special Rules <ul style="list-style-type: none"> And They Shall Know No Fear Combat Tactics Independent Character Eternal Warrior Divine Protection Orbital Barrage The Hamadrya 	Wargear <ul style="list-style-type: none"> Power Armour Power Weapon Personal Icon Tyrant's Claw Frag Grenades Krak Grenades

Arkos The Faithless

Chaos Lord of the Alpha Legion

Points: 160 points

	WS	BS	S	T	W	I	A	Ld	Save
Arkos	6	5	4	4	3	5	4	10	3+

Unit Type <ul style="list-style-type: none"> Infantry 	Composition <ul style="list-style-type: none"> 1 Arkos The Faithless (Unique)
Special Rules <ul style="list-style-type: none"> For The Dark Gods! Independent Character Divine Protection Cunning Tactician Infiltrate 	Wargear <ul style="list-style-type: none"> Power Armour Dark Blade Bolt Pistol Combi-Melta Frag Grenades Krak Grenades

Honsou

Warsmith of the Iron Warriors

Points: 150 points

	WS	BS	S	T	W	I	A	Ld	Save
Honsou	6	5	4	4	3	5	3	10	3+

Unit Type <ul style="list-style-type: none"> Infantry 	Composition <ul style="list-style-type: none"> 1 Honsou (Unique)
Special Rules <ul style="list-style-type: none"> Iron Within! Independent Character Divine Protection Tank Hunters Bolster Defences 	Wargear <ul style="list-style-type: none"> Power Armour Daemon Weapon Bolt Pistol Frag Grenades Krak Grenades Living Metal Bionics

Marduk

Dark Apostle of the Word Bearers

Points: 170 points

	WS	BS	S	T	W	I	A	Ld	Save
Marduk	5	5	4	4	3	5	3	10	3+

Unit Type <ul style="list-style-type: none">Infantry Special Rules <ul style="list-style-type: none">For The Dark Gods!Independent CharacterDivine ProtectionDemagoguePsykerDeath To The False Emperor! Psychic Powers <ul style="list-style-type: none">Slow TimeWarp Focus	Composition <ul style="list-style-type: none">1 Marduk (Unique) Wargear <ul style="list-style-type: none">Power ArmourBorhg'ashBolt PistolFrag GrenadesKrak GrenadesNexus ArrangementPersonal Icon
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Kol Badur

Coryphaus of the Word Bearers

Points: 185 points

	WS	BS	S	T	W	I	A	Ld	Save
Kol Badur	6	5	4	4	3	5	4	10	2+

Unit Type <ul style="list-style-type: none">Infantry Special Rules <ul style="list-style-type: none">For The Dark Gods!Independent CharacterDivine ProtectionThe AnointedCoryphausDeath To The False Emperor	Composition <ul style="list-style-type: none">1 Kol Badur (Unique) Wargear <ul style="list-style-type: none">Terminator ArmourPower TalonsCombi-BolterBeasthelmPersonal Icon
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Galvaron

Huntsmaster of the Red Corsairs

Points: 170 points

	WS	BS	S	T	W	I	A	Ld	Save
Galvaron	6	5	4	4(5)	3	5	3	10	3+

Unit Type <ul style="list-style-type: none"> Bike 	Composition <ul style="list-style-type: none"> 1 Galvaron (Unique)
Special Rules <ul style="list-style-type: none"> And They Shall Know No Fear Combat Tactics Independent Character Divine Protection Huntsmaster Lightning Strike Sideswipe 	Wargear <ul style="list-style-type: none"> Chaos Space Marine Bike Power Armour Power Axe Personal Icon Frag Grenades Krak Grenades

Huntsmaster: If you include Galvaron in your army, then you may select Chaos Space Marine Bike Squads of at least five models as Troops.

Talos

Soul Hunter of the Night Lords

Points: 140 points

	WS	BS	S	T	W	I	A	Ld	Save
Talos	6	5	4	4	3	5	3	10	3+

Unit Type <ul style="list-style-type: none"> Infantry 	Composition <ul style="list-style-type: none"> 1 Talos (Unique)
Special Rules <ul style="list-style-type: none"> For The Dark Gods! Independent Character Divine Protection Talonmaster Visions Stealth Night Vision 	Wargear <ul style="list-style-type: none"> Narhecium Power Armour Power Weapon Bolt Pistol Frag Grenades Krak Grenades

Talonmaster: If you include Talos in your army, then you may select Raptor Claws as Troops.

Voldur Bak

Warsmith of the Steel Brethren

Points: 160 points

	WS	BS	S	T	W	I	A	Ld	Save
Voldur Bak	6	5	4	4	3	5	3	10	3+

Unit Type <ul style="list-style-type: none"> Infantry Special Rules <ul style="list-style-type: none"> Iron Within! Independent Character Divine Protection Tank Hunters Dreadclaw Assault 	Composition <ul style="list-style-type: none"> 1 Voldur Bak (Unique) Wargear <ul style="list-style-type: none"> Power Armour Power Weapon Plasma Pistol Frag Grenades Krak Grenades Servo-arm
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Daemon Prince

Points: 110 points

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

Special Rules <ul style="list-style-type: none"> Divine Protection Fearless Eternal Warrior Wargear <ul style="list-style-type: none"> A Daemon Prince always counts as armed with a single Close Combat Weapon Marks of Chaos <ul style="list-style-type: none"> May have one of the following: Khorne for 10 points; Slaanesh for 5 points; Nurgle for 15 points; Tzeentch for 15 points. 	Unit Type <ul style="list-style-type: none"> Monstrous Creature Composition <ul style="list-style-type: none"> 1 Daemon Prince Options <ul style="list-style-type: none"> May have Wings for 40 points. A Daemon Prince with the Mark of Khorne may have a Rune of Khorne for 20 points. A Daemon Prince with no mark, the Mark of Slaanesh or the Mark of Nurgle may become a Psyker with two of the following Psychic Powers for 25 points: <i>Aura of Death</i>, <i>Doombolt</i>, <i>Gift of Chaos</i>, <i>Psychic Duel</i>, <i>Slow Time</i>, <i>Warp Focus</i>, <i>Warptime</i>, <i>Warp Shifting</i>, <i>Wind of Chaos</i>. A Daemon Prince with the Mark of Tzeentch may become a Psyker with two of the following Psychic Powers for 50 points: <i>Aura of Death</i>, <i>Doombolt</i>, <i>Gift of Chaos</i>, <i>Psychic Duel</i>, <i>Slow Time</i>, <i>Warp Focus</i>, <i>Warptime</i>, <i>Warp Shifting</i>, <i>Wind of Chaos</i>.
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Chaos Lord

Points: 90 points

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

<p>Unit Type</p> <ul style="list-style-type: none"> Infantry <p>Composition</p> <ul style="list-style-type: none"> 1 Chaos Lord <p>Special Rules</p> <ul style="list-style-type: none"> For The Dark Gods! Independent Character Divine Protection The Face Of Chaos <p>Wargear</p> <ul style="list-style-type: none"> Frag Grenades Krak Grenades Bolt Pistol Close Combat Weapon Power Armour <p>Marks of Chaos</p> <ul style="list-style-type: none"> May have one of the following: Khorne for 10 points; Slaanesh for 5 points; Nurgle for 15 points; Tzeentch for 15 points. <p>Iron Warriors</p> <ul style="list-style-type: none"> If the Chaos Lord doesn't take Wings, a Jump Pack or a Daemonic Steed they may be upgraded to a Warsmith for 30 points. This gives them a Servo-arm and the Bolster Defences special rule. 	<p>Options</p> <ul style="list-style-type: none"> May replace Bolt Pistol with a Plasma Pistol for 15 points. May replace Close Combat Weapon with one of the following: Power Weapon for 15 points; Power Fist for 25 points; Single Lightning Claw for 25 points; Pair of Lightning Claws for 30 points; Daemon Weapon for 40 points. May take one of the following: Twin-linked Bolter for 3 points; Combi-weapon for 10 points. May take Meltabombs for 5 points. May take a Personal Icon for 5 points. May take Ascension for 50 points. May take one of the following: Wings or Jump Pack for 25 points; Daemonic Steed or Terminator Armour (see below) for 30 points; Bike for 35 points. <p>Terminator Options</p> <ul style="list-style-type: none"> Replace all other Wargear with Terminator Armour, Twin-linked Bolter and Power Weapon. In this case may only choose options from the following list: May have a Personal Icon for 5 points. May replace Twin-linked Bolter with a Combi-weapon for 5 points. May replace Twin-linked Bolter and Power Weapon with a Pair of Lightning Claws for 10 points. May replace Power Weapon with: Power Fist for 10 points; Single Lightning Claw for 10 points; Chainfist for 15 points; Daemon Weapon for 25 points. May take Ascension for 50 points.
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Huntsmaster: If you include a Chaos Lord on a Bike in your army, then you may select Chaos Space Marine Bike Squads of at least five models as Troops.

Talonmaster: If you include a Chaos Lord with a Jump Pack in your army, then you may select Raptor Claws as Troops.

Chaos Sorcerer

Points: 120 points

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

<p>Unit Type</p> <ul style="list-style-type: none"> Infantry <p>Special Rules</p> <ul style="list-style-type: none"> Independent Character Divine Protection Psyker The Long War Death To The False Emperor! <p>Wargear</p> <ul style="list-style-type: none"> Frag Grenades Krak Grenades Bolt Pistol Force Weapon Power Armour <p>Composition</p> <ul style="list-style-type: none"> 1 Chaos Sorcerer <p>Marks of Chaos</p> <ul style="list-style-type: none"> May take one of the following: Slaanesh for 5 points; Nurgle for 15 points; Tzeentch for 30 points. 	<p>Psychic Powers</p> <ul style="list-style-type: none"> A Chaos Sorcerer has two of the following Psychic Powers: <i>Aura of Death</i>, <i>Doombolt</i>, <i>Gift of Chaos</i>, <i>Psychic Duel</i>, <i>Slow Time</i>, <i>Warp Focus</i>, <i>Warptime</i>, <i>Warp Shifting</i>, <i>Wind of Chaos</i>. <p>Options</p> <ul style="list-style-type: none"> May replace Bolt Pistol with a Plasma Pistol for 15 points. May take Melta Bombs for 5 points. May take a Personal Icon for 5 points. May take a Familiar for 50 points. May take one of the following: Terminator Armour (see below) for 15 points; Wings or Jump Pack for 25 points; Daemonic Steed for 30 points; Bike for 35 points. <p>Terminator Options</p> <ul style="list-style-type: none"> Replace all other Wargear with Terminator Armour, Twin-linked Bolter, and Force Weapon. In this case may only choose options from the following list: May take a Personal Icon for 5 points. May take a Familiar for 50 points. May replace the Twin-linked Bolter with a Combi-weapon for 5 points. <p>Word Bearers</p> <ul style="list-style-type: none"> May be upgraded to a Dark Apostle for 35 points, which gives them a Personal Icon, replaces their Force Weapon with an Accursed Crozius and gives them the Demagogue special rule.
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