

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. The Chaos Space Marine Factions are listed below:

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 (this means Plague Marines, Noise Marines, Khorne Berzerkers and Thousand Sons may not be selected).

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. Veteran Chaos Space Marines have the Scout USR.

Units in an Alpha Legion army may not select any Marks of Chaos in the army list (this means Plague Marines, Noise Marines, Khorne Berzerkers and Thousand Sons may not be selected).

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 (this means Plague Marines, Noise Marines, and Thousand Sons may not be selected).

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 (this means Plague Marines, Noise Marines, Khorne Berzerkers and Thousand Sons may not be selected).

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.

Dragon Warriors

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

The Face of Chaos: Models with this rule count Template and Melta weapons as being Twin-linked.

Steel Brethren

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

The Face of Chaos: Dedicated Transports bought for squads with this rule gain Extra Armour for free.

Skyrar's Dark Wolves

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 Counter Attack and Acute Senses USRs.

The Blood Disciples

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

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

Hakanor's Reavers

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

The Face of Chaos: For each unsaved wound a model with this rule suffers in close combat, the unit that inflicted it suffers a S4 hit, normal Saves apply.

Sons of Vengeance

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

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

Special Rules, Weapons & Wargear

Marks of Chaos

Mark of Khorne: Models with the Mark of Khorne gain +1 Attack on their basic profile.

Mark of Slaanesh: Models with the Mark of Slaanesh gain +1 Initiative on their basic profile.

Mark of Nurgle: Models with the Mark of Nurgle gain +1 Toughness. This does not count for the purposes of calculating if a model has suffered Instant Death.

Mark of Tzeentch: Models with the Mark of Tzeentch gain an Invulnerable Save of 5+. If they already have an Invulnerable Save then it is improved by 1 (eg from 5+ to 4+). Psykers with the Mark of Tzeentch may use an additional Psychic Power each turn.

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 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 	Composition <ul style="list-style-type: none"> 1 Greater Daemon Special Rules <ul style="list-style-type: none"> Divine Protection Fearless Eternal Warrior
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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.

Crazed: Roll a D6 for each Chaos Dreadnought at the start of the Movement Phase. If the roll is a 1 then the Chaos Dreadnought has the Rage USR for this turn.

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 one or more models 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.

Doombringer: If you include a Chaos Lord with this rule then Chosen squads that have taken Terminator Armour may be selected as Troops.

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.

Greater Icon of Chaos: The Greater Icon of Chaos is a Personal Icon. Enemy Psykers suffer -1 Leadership for Psychic tests. Enemy models that make an assault move within 12" of the Greater Icon of Chaos count as moving in Difficult Terrain. Friendly models within 6" of the Greater Icon of Chaos gain a 5+ Cover Save.

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.

Mark of Chaos Ascendant: Abaddon counts as having all four Marks of Chaos for any relevant rules (such as using Plague Marines to fulfil compulsory Troops requirements, for example).

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.

Plague Weapons: Any Close Combat Weapon carried by a model this special rule has the *Poison (4+)* rule.

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

Terror Tactics: A unit that loses combat to one or more models with the Terror Tactics rule suffers a -1 modifier on their Morale test for losing combat.

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.

Unique: If a model is listed as Unique in its 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.

Daemonic Steed: A model with a Daemonic Steed gains bonuses depending on the Mark of Chaos they have. Their unit type may also change, see the table below:

Mark	Steed	Unit Type	Effect
No Mark	Daemonic Steed	Cavalry	+1 Attack
Khorne	Juggernaut of Khorne	Infantry	+1 Attack, +1 Strength
Slaanesh	Steed of Slaanesh	Cavalry	+1 Attack
Nurgle	Palaquin of Nurgle	Infantry	+1 Attack, +1 Wound
Tzeentch	Disc of Tzeentch	Jump Infantry	+1 Attack

Juggernauts and Palaquins may only embark on Land Raiders, and count as two models.

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.

Borhg'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.

Dreadnought Power Scourge: This is a Dreadnought Close Combat Weapon. However, instead of doubling the Chaos Dreadnought's Strength, it doubles its basic attacks (from 3 to 6) unless the Dreadnought directs any of its attacks against a Vehicle or Monstrous Creature.

Dreadnought Thunder Hammer: This is a Dreadnought Close Combat Weapon. In addition, all models that suffer an unsaved wound from a Dreadnought Thunder Hammer and are not killed will be knocked reeling, reducing their Initiative to a value of 1 until the end of the next player's turn. Against vehicles with no Initiative value, whenever a Dreadnought Thunder Hammer inflicts any damage result, it also inflicts a Crew Shaken result.

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.

Ranged Weapons

Autopistol:

Range	Strength	AP	Type
12"	3	-	Pistol

Chem-burners:

Range	Strength	AP	Type
Template	1	5	Assault 1, Poison (3+), Pinning

Havoc Cannon:

Range	Strength	AP	Type
48"	5	5	Heavy 3, Blast, Twin-linked

Hell Bombs: Hell Bombs may be used regardless of the speed the Hell Talon moves and the number of other weapons it fires. During the Hell Talon's Movement phase, place the large blast marker centred upon any one model it has passed over that turn and roll a Scatter dice. If an arrow is rolled move the template D6" in that direction. Once the final position of the large blast marker has been determined, resolve the effects with the following profile:

Range	Strength	AP	Type
See above	6	4	Assault 1, Large Blast, Pinning

Inferno Cannon:

Range	Strength	AP	Type
Template*	6	4	Assault 1, Large Blast, Pinning

**To fire the Inferno Cannon place the Template so that the narrow end is within 12" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Cannon is then treated like any other Template weapon.*

Stalker Cannon: Each time the Stalker Cannon fires, declare which profile it will use:

Range	Strength	AP	Type
72"	8	3	Ordnance Barrage 1, Large Blast
48"	6	4	Ordnance Barrage 1, Large Blast

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
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24"	8	1	Assault 1
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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

Aerial Assault: A Vehicle with the Aerial Assault rule that moves at Cruising Speed may fire all of its weapons.

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.

Auto-targeting System: Skimmers cannot claim the Cover Save gained due to moving Flat Out against shots fired by a Hell Blade. Similarly, bikes cannot claim the Cover Save gained due to Turbo-boosting against shots fired by a Hell Blade.

Blasphemous Rune: Enemy tank-shocked by the Vehicle take the resulting Morale test at -1 Leadership. Enemy that lose an assault to a Vehicle with a Weapon Skill characteristic in close combat take the resulting Morale test at -1 Leadership.

Infernal Device: The Vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting. Therefore, a Vehicle that has moved at Combat Speed can fire two weapons, and a Vehicle that has either moved at Cruising Speed, or has suffered a Crew Stunned or Crew Shaken result can fire a single weapon.

Parasitic Possession: At the end of the owner's turn, roll a D6 for each Weapon Destroyed the Vehicle has suffered, on a 4+ the weapon is repaired. If the Vehicle is immobilised then roll a D6, on a roll of a 4+ it is no longer immobilised.

Supersonic: A Vehicle with the Supersonic rule that moves Flat Out may move up to 36".

Warrior of Ancient Days: If a Warmonger Dreadnought suffers a glancing or penetrating hit, you can ask your opponent to re-roll the result rolled on the Vehicle Damage chart. You must accept the result of the second roll, even if it is worse than the first.

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 Doombringer Demagogue Death to the False Emperor! Eternal Warrior
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Doombringer: If you include Abaddon in your army, then you may select Chosen squads that have taken Terminator Armour as Troops.

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 Personal Icon

Honsou

Warsmith of the Iron Warriors

Points: 160 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 Servo-arm Personal Icon

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 Character Divine Protection Demagogue Psyker Death to the False Emperor! Psychic Powers <ul style="list-style-type: none"> Slow Time Warp Focus 	Composition <ul style="list-style-type: none"> 1 Marduk (Unique) Wargear <ul style="list-style-type: none"> Power Armour Borhg'ash Bolt Pistol Frag Grenades Krak Grenades Nexus Arrangement Personal 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 Character Divine Protection Doombringer Coryphaus Death to the False Emperor 	Composition <ul style="list-style-type: none"> 1 Kol Badur (Unique) Wargear <ul style="list-style-type: none"> Terminator Armour Power Talons Combi-Bolter Beasthelm Personal Icon
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Doombringer: If you include Kol Badur in your army, then you may select Chosen squads that have taken Terminator Armour as Troops.

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 Personal Icon

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 Personal Icon
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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.

Doombringer: If you include a Chaos Lord in Terminator Armour in your army, then you may select Chosen squads that have taken Terminator Armour 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 For The Dark Gods! The Face of Chaos <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 15 points, which gives them a Personal Icon, replaces their Force Weapon with an Accursed Crozius and gives them the Demagogue special rule. They may not take a Mark of Chaos.
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ELITES

Chaos Dreadnought

Points: 100 points

	WS	BS	S	I	A	F	S	R
Chaos Dreadnought	4	4	6	4	3	12	12	10
Warmonger Dreadnought	5	5	4	4	3	12	12	10

<p>Unit Type</p> <ul style="list-style-type: none"> Vehicle - Walker <p>Composition</p> <ul style="list-style-type: none"> 1 Dreadnought <p>Wargear</p> <ul style="list-style-type: none"> Dreadnought Close Combat Weapon (with built-in Twin-linked Bolter) Smoke Launchers Searchlight Multi-melta <p>Special Rules</p> <p>All</p> <ul style="list-style-type: none"> Crazed <p>Warmonger</p> <ul style="list-style-type: none"> Warrior of Ancient Days Demagogue <p>Transport</p> <ul style="list-style-type: none"> The Dreadnought may have a Dreadclaw Assault Pod as a Dedicated Transport vehicle. 	<p>Options</p> <ul style="list-style-type: none"> May be upgraded to a Warmonger for 70 points. The Multi-melta may be upgraded to one of the following: Plasma Cannon or Twin-linked Heavy Bolter for 5 points; Twin-linked Autocannon for 10 points; Twin-linked Lascannon for 25 points; or it can be replaced with an additional Dreadnought Close Combat Weapon incorporating a built-in Twin-linked Bolter for free (this adds +1 Attack to the profile) May take Extra Armour for 15 points. May take a Blasphemous Rune for 10 points. May take Parasitic Possession for 20 points. A single Twin-linked Bolter may be upgraded to a Heavy Flamer for 5 points. One Dreadnought Close Combat Weapon arm (and built in Twin-linked Bolter) may be replaced with a Missile Launcher for no cost. If the Dreadnought is left with no Close Combat Weapon arms, its Attacks are reduced to 2 and it is no longer armed with a Dreadnought Close Combat Weapon. One Dreadnought Close Combat Weapon can be replaced with either of the following: Dreadnought Thunder Hammer for 5 points; Power Scourge for 10 points.
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Possessed Chaos Space Marines

Points: 115 points

	WS	BS	S	T	W	I	A	Ld	Save
Possessed Chaos Marine	4	4	5	4	1	4	2	10	3+
Possessed Marine Champion	4	4	5	4	1	4	3	10	3+

<p>Wargear</p> <ul style="list-style-type: none"> • Power Armour • Possessed count as having a single Close Combat Weapon <p>Transport</p> <ul style="list-style-type: none"> • The squad may have a Chaos Rhino or a Dreadclaw Assault Pod as a Dedicated Transport vehicle. <p>Marks of Chaos</p> <ul style="list-style-type: none"> • May take one of the following: Khorne for 3 points per model; Slaanesh for 2 points per model; Nurgle for 5 points per model; Tzeentch for 4 points per model. 	<p>Composition</p> <ul style="list-style-type: none"> • 1 Possessed Champion • 4 Possessed <p>Unit Type</p> <ul style="list-style-type: none"> • Infantry <p>Special Rules</p> <ul style="list-style-type: none"> • Divine Protection • Rending • Fleet • Fearless <p>Options</p> <ul style="list-style-type: none"> • One model may have a Personal Icon for 5 points. • May include up to fifteen additional Possessed for 20 points per model.
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Chosen

Points: 60 points

	WS	BS	S	T	W	I	A	Ld	Save
Chosen	4	4	4	4	1	4	2	10	3+
Chosen Champion	4	4	4	4	1	4	3	10	3+
Icon Bearer	5	4	4	4	2	4	3	10	3+
Werekin	5	4	5	4	1	4	2	10	3+

Composition

- 3 Chosen

Unit Type

- Infantry

Special Rules

All

- Fearless
- The Face of Chaos

Werekin

- Rending

Wargear

- Power Armour
- Bolter
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Transport

- The squad may have a Chaos Rhino, Chaos Land Raider or a Dreadclaw Assault Pod as a Dedicated Transport vehicle.

Marks of Chaos

- May take one of the following: Khorne for 4 points per model; Slaanesh for 3 points per model; Nurgle for 6 points per model; Tzeentch for 5 points per model.

Icon Bearer

- One Chosen in the army can be upgraded to the Icon Bearer for 70 points.

Skylar's Dark Wolves

- If the squad doesn't take Wings, Jump Packs, Bikes or Terminator Armour, one model may be upgraded to a Werekin for 10 points. The Werekin may not use any of the options other than having the Mark of Chaos if the squad upgrades.

Options

- May include up to seven additional Chosen for 20 points per model.
- Any Chosen can be upgraded to a Chosen Champion for 10 points per model.
- One model may have a Personal Icon for 5 points.
- Any model may replace their Bolt Pistol and/or Close Combat Weapon with: Power Weapon or Plasma Pistol for 10 points per model; Power Fist for 20 points per model.
- Any model may replace their Bolter with: Twin-linked Bolter for 3 points per model; Combi-Weapon for 5 points per model.
- The entire squad may take one of the following: Wings or Jump Packs for 10 points per model; Terminator Armour (see below) or Daemoniac Steeds for 15 points per model; Bikes for 20 points per model.

Terminator Options

- Replace all other Wargear with Terminator Armour, Power Weapon and Twin-linked Bolter. In this case may only choose options from the following list:
- One model may have a Personal Icon for 5 points.
- Combat Weapon: Any model can replace their Power Weapon with: Lightning Claw or Power Fist for 10 points per model; Chainfist for 15 points per model.
- Special Weapon: Any model can replace their Twin-linked Bolter with: Lightning Claw for free; Combi-Weapon for 5 points per model.
- Support Weapon: One Chosen or Chosen Champion may replace their Twin-linked Bolter with one of the following: Heavy Flamer for 5 points per model; Reaper Autocannon for 15 points per model. If there are 10 models in the squad a second Chosen or Chosen Champion may also choose this option.

Red Corsairs

- A Chosen or Chosen Champion selecting a Support Weapon may also choose from: Assault Cannon for 30 points per model; or retain the Twin-linked Bolter and also take a Cyclone Missile Launcher for 30 points per model.
- A Chosen or Chosen Champion selecting a Special Weapon may also choose from: Storm Bolter for 3 points; Storm Shield for 5 points per model.
- A Chosen or Chosen Champion selecting a Combat Weapon may also choose from: Thunder Hammer for 15 points per model.

Veteran Chaos Space Marines

Points: 105 points

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

<p>Unit Type</p> <ul style="list-style-type: none"> Infantry <p>Wargear</p> <ul style="list-style-type: none"> Frag Grenades Krak Grenades Bolt Pistol Bolter Power Armour Close Combat Weapon <p>Transport</p> <ul style="list-style-type: none"> The squad may have a Chaos Rhino (but cannot Infiltrate) or Dreadclaw Assault Pod (but cannot Infiltrate or Outflank) as a Dedicated Transport vehicle. <p>Marks of Chaos</p> <ul style="list-style-type: none"> May take one of the following: Khorne for 3 points per model; Slaanesh for 2 points per model; Nurgle for 5 points per model; Tzeentch for 4 points per model. <p>Red Corsairs</p> <ul style="list-style-type: none"> Any Veteran selecting a Support Weapon may also choose from: Multi-melta for 5 points per model; Plasma Cannon or Heavy Flamer for 10 points per model. <p>Dragon Warriors</p> <ul style="list-style-type: none"> Any Veteran selecting a Support Weapon may also choose from: Multi-melta for 5 points per model; Heavy Flamer for 10 points per model. 	<p>Composition</p> <ul style="list-style-type: none"> 1 Aspiring Champion 4 Veterans <p>Special Rules</p> <ul style="list-style-type: none"> Infiltrate The Long War The Face of Chaos <p>Character</p> <p>The Aspiring Champion may:</p> <ul style="list-style-type: none"> Replace his Close Combat Weapon with: Power Weapon or Lightning Claw for 15 points; Power Fist for 25 points. Replace his Bolt Pistol with: Plasma Pistol for 10 points; Lightning Claw for 15 points. Take Melta Bombs for 5 points. Take a Teleport Homer for 15 points. Replace his Bolter with a Twin-linked Bolter for 3 points or a Combi Weapon for 5 points. <p>Options</p> <ul style="list-style-type: none"> May include up to five additional Veterans for 18 points per model. One model may have a Personal Icon for 5 points. Any model may replace their Boltgun with: Twin-linked Bolter for 3 points per model; Combi-Weapon for 5 points per model. Support Weapon: Up to three Veterans may replace their Bolt Pistol with a Plasma Pistol for 10 points per model, or replace their Bolter with one of the following: Flamer or Meltagun or Heavy Bolter or Autocannon or Missile Launcher for 5 points per model; Plasma Gun for 10 points per model; Lascannon for 15 points per model.
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TROOPS

Chaos Space Marines

Points: 90 points

	WS	BS	S	T	W	I	A	Ld	Save
Chaos Space Marine	4	4	4	4	1	4	1	9	3+
Aspiring Champion	4	4	4	4	1	4	2	10	3+
Werekin	5	4	5	4	1	4	2	9	3+

<p>Unit Type</p> <ul style="list-style-type: none"> Infantry <p>Composition</p> <ul style="list-style-type: none"> 1 Aspiring Champion 4 Chaos Space Marines <p>Special Rules</p> <p>All</p> <ul style="list-style-type: none"> The Long War The Face of Chaos <p>Werekin</p> <ul style="list-style-type: none"> Rending <p>Wargear</p> <ul style="list-style-type: none"> Frag Grenades Krak Grenades Bolt Pistol Bolter Power Armour Close Combat Weapon <p>Transport</p> <ul style="list-style-type: none"> The squad may have a Chaos Rhino or Dreadclaw Assault Pod as a Dedicated Transport vehicle. <p>Skylar's Dark Wolves</p> <ul style="list-style-type: none"> One model may be upgraded to a Werekin for 10 points. The Werekin may not use any of the options other than having the Mark of Chaos if the squad upgrades. Chaos Space Marines may not select a Heavy weapon as a Support Weapon. 	<p>Marks of Chaos</p> <ul style="list-style-type: none"> May take one of the following: Khorne for 3 points per model; Slaanesh for 2 points per model; Nurgle for 5 points per model; Tzeentch for 4 points per model. <p>Character</p> <p>The Aspiring Champion may:</p> <ul style="list-style-type: none"> Replace his Close Combat Weapon with a Power Weapon for 15 points or a Power Fist for 25 points. Replace his Bolt Pistol with a Plasma Pistol for 15 points. Replace his Bolter with a Twin-linked Bolter for 5 points, or with a Combi-weapon for 10 points. Take Melta Bombs for 5 points. <p>Options</p> <ul style="list-style-type: none"> May include up to fifteen additional Chaos Space Marines at 15 points per model. One model may have a Personal Icon for 5 points. Special Weapon: One Chaos Space Marine may replace his Bolt Pistol with a Plasma Pistol for 10 points, or replace their Bolter with one of the following: Flamer for free; Meltagun for 5 points; Plasma Gun for 10 points. Support Weapon: If the squad numbers 10 or more models, one other Chaos Space Marine may replace their Bolter with one of the following: Flamer or Meltagun or Plasma Gun or Heavy Bolter or Autocannon or Missile Launcher for free; Lascannon for 10 points. <p>Red Corsairs</p> <ul style="list-style-type: none"> A Chaos Space Marine selecting a Support Weapon may also choose from: Multi-melta for free; Plasma Cannon for 5 points.
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Plague Marines

Unless you have an HQ choice with the Mark of Nurgle, Plague Marines do not fulfil your compulsory Troops requirements on the Force Organisation Chart.

Points: 130 points

	WS	BS	S	T	W	I	A	Ld	Save
Plague Marine	4	4	4	4(5)	1	3	1	9	3+
Plague Champion	4	4	4	4(5)	1	3	2	10	3+

<p>Unit Type</p> <ul style="list-style-type: none"> Infantry <p>Special Rules</p> <ul style="list-style-type: none"> Fearless Feel No Pain Plague Weapons <p>Wargear</p> <ul style="list-style-type: none"> Frag Grenades Krak Grenades Blight Grenades Bolt Pistol Bolter Power Armour Close Combat Weapon Mark of Nurgle <p>Transport</p> <ul style="list-style-type: none"> The squad may have a Chaos Rhino or Dreadclaw Assault Pod as a Dedicated Transport vehicle. 	<p>Composition</p> <ul style="list-style-type: none"> 1 Plague Champion 4 Plague Marines <p>Character</p> <p>The Plague Champion may:</p> <ul style="list-style-type: none"> Replace his Close Combat Weapon with a Power Weapon for 15 points or a Power Fist for 25 points. Replace his Bolt Pistol with a Plasma Pistol for 15 points. Replace his Bolter with a Twin-linked Bolter for 5 points, or with a Combi-weapon for 10 points. Take Melta Bombs for 5 points. <p>Options</p> <ul style="list-style-type: none"> May include up to fifteen additional Plague Marines at 23 points per model. One model may have a Personal Icon for 5 points. Up to two Plague Marines may replace their Bolt Pistol with a Plasma Pistol for 15 points, or replace their Bolter with the following: Flamer for 5 points per model; Meltagun for 10 points per model; Plasma Gun or Chem-burner for 15 points per model.
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Noise Marines

Unless you have an HQ choice with the Mark of Slaanesh, Noise Marines do not fulfil your compulsory Troops requirements on the Force Organisation Chart.

Points: 100 points

	WS	BS	S	T	W	I	A	Ld	Save
Noise Marine	4	4	4	4	1	5	1	9	3+
Noise Champion	4	4	4	4	1	5	2	10	3+

<p>Unit Type</p> <ul style="list-style-type: none"> Infantry <p>Special Rules</p> <ul style="list-style-type: none"> Fearless <p>Wargear</p> <ul style="list-style-type: none"> Frag Grenades Krak Grenades Bolt Pistol Bolter Power Armour Close Combat Weapon Mark of Slaanesh <p>Transport</p> <ul style="list-style-type: none"> The squad may have a Chaos Rhino or a Dreadclaw Assault Pod as a Dedicated Transport vehicle. 	<p>Composition</p> <ul style="list-style-type: none"> 1 Noise Champion 4 Noise Marines <p>Character</p> <p>The Noise Champion may:</p> <ul style="list-style-type: none"> Replace his Close Combat Weapon with a Power Weapon for 15 points or a Power Fist for 25 points. Take a Doom Siren for 15 points. Take Melta Bombs for 5 points. <p>Options</p> <ul style="list-style-type: none"> May include up to fifteen additional Noise Marines at 17 points per model. One model may have a Personal Icon for 5 points. Any model may replace his Bolter with a Sonic Blaster for 5 points. One Noise Marine may replace his Bolter with a Blastmaster for 20 points.
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Khorne Berzerkers

Unless you have an HQ choice with the Mark of Khorne, Khorne Berzerkers do not fulfil your compulsory Troops requirements on the Force Organisation Chart.

Points: 125 points

	WS	BS	S	T	W	I	A	Ld	Save
Berzerker	5	4	4	4	1	4	2	9	3+
Skull Champion	5	4	4	4	1	4	3	10	3+

<p>Unit Type</p> <ul style="list-style-type: none"> Infantry <p>Special Rules</p> <ul style="list-style-type: none"> Fearless Furious Charge Counter-Attack <p>Wargear</p> <ul style="list-style-type: none"> Frag Grenades Krak Grenades Bolt Pistol Power Armour Close Combat Weapon Mark of Khorne <p>Transport</p> <ul style="list-style-type: none"> The squad may have a Chaos Rhino or a Dreadclaw Assault Pod as a Dedicated Transport vehicle. 	<p>Composition</p> <ul style="list-style-type: none"> 1 Skull Champion 4 Berzerkers <p>Character</p> <p>The Skull Champion may:</p> <ul style="list-style-type: none"> Replace his Close Combat Weapon with a Power Weapon for 15 points or a Power Fist for 25 points. Replace his Bolt Pistol with a Plasma Pistol for 15 points. Take Melta Bombs for 5 points. <p>Options</p> <ul style="list-style-type: none"> May include up to fifteen additional Berzerkers at 22 points per model. One model may have a Personal Icon for 5 points.
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Thousand Sons

Unless you have an HQ choice with the Mark of Tzeentch, Thousand Sons do not fulfil your compulsory Troops requirements on the Force Organisation Chart.

Points: 152 points

	WS	BS	S	T	W	I	A	Ld	Save
Thousand Son	4	4	4	4	1	4	1	9	3+
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+

<p>Special Rules</p> <ul style="list-style-type: none"> • Fearless • Slow and Purposeful • The Sorcerer Commands • Divine Protection (improved to 4+ with Mark of Tzeentch) <p>Wargear</p> <p>All</p> <ul style="list-style-type: none"> • Power Armour • Mark of Tzeentch • Inferno Bolts <p>Thousand Sons</p> <ul style="list-style-type: none"> • Bolter <p>Aspiring Sorcerer</p> <ul style="list-style-type: none"> • Bolt Pistol • Force Weapon <p>Transport</p> <ul style="list-style-type: none"> • The squad may have a Chaos Rhino or Dreadclaw Assault Pod as a Dedicated Transport vehicle. 	<p>Unit Type</p> <ul style="list-style-type: none"> • Infantry <p>Composition</p> <ul style="list-style-type: none"> • 1 Aspiring Sorcerer • 4 Thousand Sons <p>Character</p> <p>The Aspiring Sorcerer:</p> <ul style="list-style-type: none"> • Is a Psyker and must be given 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>. • May take Melta Bombs for 5 points. <p>Options</p> <ul style="list-style-type: none"> • May include up to fifteen additional Thousand Sons at 23 points per model. • One model may have a Personal Icon for 5 points.
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Chaos Cultists

Chaos Cultists do not fulfil your compulsory Troops requirements on the Force Organisation Chart unless the army is an Alpha Legion army.

Points: 50 points

	WS	BS	S	T	W	I	A	Ld	Save
Cultist	3	3	3	3	1	3	1	6	6+
Agitator	3	3	3	3	1	3	2	7	6+
Alpha Legion Operative	4	4	4	4	1	4	1	9	3+

<p>Special Rules</p> <ul style="list-style-type: none"> Infiltrate <p>Wargear</p> <p>All</p> <ul style="list-style-type: none"> Close Combat Weapon Frag Grenades <p>Cultists</p> <ul style="list-style-type: none"> Mesh Armour Autopistol <p>Alpha Legion Operative</p> <ul style="list-style-type: none"> Power Armour Bolter Bolt Pistol Krak Grenades <p>Alpha Legion</p> <ul style="list-style-type: none"> The squad may include an Alpha Legion Operative for 15 points. 	<p>Unit Type</p> <ul style="list-style-type: none"> Infantry <p>Composition</p> <ul style="list-style-type: none"> 1 Agitator 9 Cultists <p>Agitator</p> <ul style="list-style-type: none"> The Agitator may take Krak Grenades for 2 points or Melta Bombs for 5 points. <p>Alpha Legion Operative</p> <p>The Alpha Legion Operative may:</p> <ul style="list-style-type: none"> Take Melta Bombs for 5 points. Replace his Bolt Pistol with a Plasma Pistol for 10 points. <p>Options</p> <ul style="list-style-type: none"> May include up to ten additional Cultists at 6 points per model. One model may have a Personal Icon for 5 points.
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FAST ATTACK

Chaos Raptors

Points: 110 points

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

<p>Numbers/Squad</p> <ul style="list-style-type: none"> • 1 Aspiring Champion • 4 Raptors <p>Unit Type</p> <ul style="list-style-type: none"> • Jump Infantry <p>Wargear</p> <ul style="list-style-type: none"> • Power Armour • Bolt Pistol • Close Combat Weapon • Frag Grenades • Krak Grenades <p>Marks of Chaos</p> <ul style="list-style-type: none"> • May take one of the following: Khorne for 3 points per model; Slaanesh for 2 points per model; Nurgle for 5 points per model; Tzeentch for 4 points per model. <p>Night Lords</p> <ul style="list-style-type: none"> • The Squad may have Terror Tactics for 1 point per model. 	<p>Special Rules</p> <ul style="list-style-type: none"> • The Long War • The Face of Chaos • Hit & Run <p>Character</p> <p>The Aspiring Champion may:</p> <ul style="list-style-type: none"> • Replace his Bolt Pistol with a Plasma Pistol for 15 points. • Replace his Close Combat Weapon with a Power Weapon for 15 points or a Power Fist for 25 points. • Take Melta Bombs for 5 points. • Replace his Bolt Pistol and Close Combat Weapon with a Pair of Lightning Claws for 25 points. <p>Options</p> <ul style="list-style-type: none"> • May include up to fifteen additional Raptors for 19 points per model. • One model may have a Personal Icon for 5 points • Up to two Raptors may replace their Bolt Pistol with a Plasma Pistol for 15 points per model, or take one of the following: Flamer for 5 points per model; Meltagun for 10 points per model; Plasma Gun for 15 points per model.
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Chaos Bikers

Points: 90 points

	WS	BS	S	T	W	I	A	Ld	Save
Biker	4	4	4	4	1	4	1	9	3+
Biker Champion	4	4	4	4	1	4	2	10	3+

Numbers/Squad <ul style="list-style-type: none"> 1 Biker Champion 2 Bikers Unit Type <ul style="list-style-type: none"> Bike Wargear <ul style="list-style-type: none"> Power Armour Bolt Pistol Frag Grenades Krak Grenades Close Combat Weapon Chaos Bike with Twin-linked Bolter Special Rules <ul style="list-style-type: none"> The Long War The Face of Chaos 	Character The Biker Champion may: <ul style="list-style-type: none"> Replace his Bolt Pistol with a Plasma Pistol for 15 points. Replace his Close Combat Weapon with a Power Weapon for 15 points or a Power Fist for 25 points. Take Melta Bombs for 5 points. Options <ul style="list-style-type: none"> May include up to seven additional Bikers for 30 points per model. One model may have a Personal Icon for 5 points. Up to two Bikers may replace their Close Combat Weapon with one of the following: Flamer for 5 points per model; Meltagun for 10 points per model; Plasma Gun for 15 points per model. Marks of Chaos <ul style="list-style-type: none"> May take one of the following: Khorne for 3 points per model; Slaanesh for 2 points per model; Nurgle for 5 points per model; Tzeentch for 4 points per model.
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Hell Blade

Points: 130 points

	BS	F	S	R
Hell Blade	3	10	10	10

Special Rules <ul style="list-style-type: none"> Deep Strike Aerial Assault Supersonic Auto-targeting System Unit Type <ul style="list-style-type: none"> Vehicle – Fast, Skimmer 	Composition <ul style="list-style-type: none"> 1 Hell Blade Wargear <ul style="list-style-type: none"> Two hull-mounted Twin-linked Autocannon Options <ul style="list-style-type: none"> May take Daemonic Possession for 20 points. May take Parasitic Possession for 20 points.
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Hell Talon

Points: 135 points

	BS	F	S	R
Hell Talon	3	10	10	10

Composition <ul style="list-style-type: none"> 1 Hell Talon Special Rules <ul style="list-style-type: none"> Deep Strike Aerial Assault Supersonic Unit Type <ul style="list-style-type: none"> Vehicle – Fast, Skimmer 	Wargear <ul style="list-style-type: none"> Twin-linked Lascannons Autocannon Hell Bombs Options <ul style="list-style-type: none"> May take Daemonic Possession for 20 points. May take Parasitic Possession for 20 points. May replace the Autocannon with a Havoc Launcher for free.
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Defiler

Points: 135 points

	WS	BS	S	I	A	F	S	R
Defiler	3	3	6	3	3	13	13	11

Unit Type <ul style="list-style-type: none"> Vehicle - Walker Wargear <ul style="list-style-type: none"> Two Dreadnought Close Combat Weapons (extra attack already included in profile) Havoc Cannon Reaper Autocannon Twin-linked Heavy Flamer Daemonic Possession Smoke Launchers Searchlight 	Special Rules <ul style="list-style-type: none"> Fleet Composition <ul style="list-style-type: none"> 1 Defiler Options <ul style="list-style-type: none"> The Heavy Flamer can be replaced with one of the following: Close Combat Arm (+1 Attack) for free; Havoc Launcher for 5 points. The Reaper Autocannon can be replaced with one of the following: Close Combat Arm (+1 Attack) or Twin-linked Heavy Bolter for free. May take a Blasphemous Rune for 10 points. May take Parasitic Possession for 20 points.
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Chaos Spawn

Points: 35 points

Your army may include any number of units of Chaos Spawn. Units of Chaos Spawn do not use up any Force Organisation Chart selections, but are otherwise treated as a Fast Attack unit. All of the Spawn in the force must be divided into as few squads as possible.

	WS	BS	S	T	W	I	A	Ld	Save
Chaos Spawn	3	0	5	5	3	3	D6	10	-

Composition <ul style="list-style-type: none"> 1 Chaos Spawn Options <ul style="list-style-type: none"> May include up to two additional Chaos Spawn for 35 points per model 	Unit Type <ul style="list-style-type: none"> Beasts Special Rules <ul style="list-style-type: none"> Fearless Slow & Purposeful Mindless Feel No Pain
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HEAVY SUPPORT

Chaos Havocs

Points: 90 points

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

<p>Composition</p> <ul style="list-style-type: none"> 1 Aspiring Champion 4 Chaos Havocs <p>Wargear</p> <ul style="list-style-type: none"> Frag Grenades Krak Grenades Bolt Pistol Bolter Power Armour Close Combat Weapon <p>Transport</p> <ul style="list-style-type: none"> The squad may have a Chaos Rhino or Dreadclaw Assault Pod as a Dedicated Transport vehicle. <p>Marks of Chaos</p> <ul style="list-style-type: none"> May take one of the following: Khorne for 3 points per model; Slaanesh for 2 points per model; Nurgle for 5 points per model; Tzeentch for 4 points per model. <p>Dragon Warriors</p> <ul style="list-style-type: none"> Any Chaos Havoc selecting a Support Weapon can also choose from: Heavy Flamer for 10 points per model. 	<p>Unit Type</p> <ul style="list-style-type: none"> Infantry <p>Special Rules</p> <ul style="list-style-type: none"> The Long War The Face of Chaos <p>Character</p> <p>The Aspiring Champion may:</p> <ul style="list-style-type: none"> Replace his Close Combat Weapon with a Power Weapon for 15 points or a Power Fist for 25 points. Replace his Bolt Pistol with a Plasma Pistol for 15 points. Take Melta Bombs for 5 points. Replace his Bolter with a Twin-linked Bolter for 5 points or a Combi Weapon for 10 points. <p>Options</p> <ul style="list-style-type: none"> May include up to fifteen additional Chaos Havocs for 15 points per model One model may have a Personal Icon for 5 points. Support Weapon: Up to four Chaos Havocs may replace their Bolter with one of the following: Flamer for 5 points per model; Meltagun or Heavy Bolter or Autocannon or Missile Launcher for 10 points per model; Plasma Gun for 15 points per model; Lascannon for 25 points per model <p>Red Corsairs</p> <ul style="list-style-type: none"> Any Chaos Havoc selecting a Support Weapon can also choose from: Multi-melta for 10 points per model; Plasma Cannon for 15 points per model.
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Obliterator Cult

Points: 75 points

	WS	BS	S	T	W	I	A	Ld	Save
Obliterator	4	4	4	4	2	4	2	9	2+

Unit Type <ul style="list-style-type: none"> Infantry Wargear <ul style="list-style-type: none"> A Single Power Fist Obliterator Weapons Composition <ul style="list-style-type: none"> 1 Obliterator 	Special Rules <ul style="list-style-type: none"> Fearless Divine Protection Slow & Purposeful Deep Strike Options <ul style="list-style-type: none"> May include up to two additional Obliterators for 75 points per model.
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Chaos Land Raider

Points: 250 points

	BS	F	S	R
Land Raider	4	14	14	14

Unit Type <ul style="list-style-type: none"> Vehicle - Tank Special Rules <ul style="list-style-type: none"> Assault Vehicle Infernal Device Wargear <ul style="list-style-type: none"> One hull-mounted Twin-linked Heavy Bolter Two sponson-mounted Twin-linked Lascannons Smoke Launchers Searchlight Fire Points <ul style="list-style-type: none"> 0 Access Points <ul style="list-style-type: none"> Front access ramp and a hatch on each side of the hull 	Composition <ul style="list-style-type: none"> 1 Land Raider Options <ul style="list-style-type: none"> May take a Dozer Blade for 5 points. May take Daemonic Possession for 20 points. May take Extra Armour for 15 points. May take a Dirge Caster for 5 points. May take a Blasphemous Rune for 10 points. May take Parasitic Possession for 20 points. May take one of the following pintle-mounted weapons: Twin-linked Bolter for 5 points; Combi-weapon for 10 points; Havoc Launcher for 15 points. Transport Capacity <ul style="list-style-type: none"> 10 models. Models in Terminator Armour count as two models. Obliterators and Summoned Daemons may not be transported.
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Stalkfiend

Points: 130 points

	WS	BS	S	I	A	F	S	R
Stalkfiend	3	3	6	3	3	12	12	10

Unit Type <ul style="list-style-type: none"> Vehicle - Walker Wargear <ul style="list-style-type: none"> Two Dreadnought Close Combat Weapons (extra attack already included in profile) Stalker Cannon Reaper Autocannon Twin-linked Heavy Flamer Daemonic Possession Smoke Launchers Searchlight 	Composition <ul style="list-style-type: none"> 1 Stalkfiend Special Rules <ul style="list-style-type: none"> Slow & Purposeful Options <ul style="list-style-type: none"> The Heavy Flamer can be replaced with a Havoc Launcher for 5 points. The Reaper Autocannon can be replaced with one of the following: Twin-linked Heavy Bolter for free; Twin-linked Lascannon for 20 points. May take a Blasphemous Rune for 10 points. May take Parasitic Possession for 20 points.
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Chaos Vindicator

Points: 115 points

	BS	F	S	R
Vindicator	4	13	12	10

Wargear <ul style="list-style-type: none"> Demolisher Cannon Smoke Launchers Searchlight Twin-linked Bolter Unit Type <ul style="list-style-type: none"> Vehicle - Tank Composition <ul style="list-style-type: none"> 1 Vindicator 	Options <ul style="list-style-type: none"> May take Daemonic Possession for 20 points. May take a Dirge Caster for 5 points. May take a Dozer Blade for 5 points. May take a Siege Shield for 10 points. May take Extra Armour for 15 points. May take a Blasphemous Rune for 10 points. May take Parasitic Possession for 20 points. May take one of the following pintle-mounted weapons: Twin-linked Bolter for 5 points; Combi-weapon for 10 points; Havoc Launcher for 15 points
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Chaos Predator

Points: 60 points

	BS	F	S	R
Predator	4	13	11	10

Composition <ul style="list-style-type: none"> 1 Predator Wargear <ul style="list-style-type: none"> Turret-mounted Autocannon Smoke Launchers Searchlight Dragon Warriors <ul style="list-style-type: none"> May alternatively replace the Autocannon with: Inferno Cannon for 15 points; Twin-linked Multi-melta for 45 points. May alternatively take side Sponsons with: Heavy Flamers for 15 points; Meltaguns for 25 points. 	Unit Type <ul style="list-style-type: none"> Vehicle - Tank Options <ul style="list-style-type: none"> May take Daemonic Possession for 20 points. May take a Dirge Caster for 5 points. May take Extra Armour for 15 points. May take a Dozer Blade for 5 points. May take a Blasphemous Rune for 10 points. May take Parasitic Possession for 20 points. May replace Autocannon with a Twin-linked Lascannon for 45 points May take side Sponsons with: Heavy Bolters for 25 points; Lascannons for 60 points May take one of the following pintle-mounted weapons: Twin-linked Bolter for 5 points; Combi-weapon for 10 points; Havoc Launcher for 15 points
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DEDICATED TRANSPORT VEHICLES

Certain Chaos Space Marine units have the option of selecting a Dedicated Transport vehicle. These vehicles do not use up any Force Organisation Chart selections but otherwise function as separate units. See the Transport Vehicles section of the Warhammer 40,000 rulebook for details of how these vehicles operate.

Chaos Rhino

Points: 35 points

	BS	F	S	R
Rhino	4	11	11	10

Wargear <ul style="list-style-type: none"> Twin-linked Bolter Smoke Launchers Searchlight Fire Points <ul style="list-style-type: none"> 2 Access Points <ul style="list-style-type: none"> 3 – side and rear hatches Special Rules <ul style="list-style-type: none"> Repair Unit Type <ul style="list-style-type: none"> Vehicle – Tank 	Composition <ul style="list-style-type: none"> 1 Rhino Options <ul style="list-style-type: none"> May take Daemonic Possession for 20 points. May take Extra Armour for 15 points. May take a Dozer Blade for 5 points. May take a Blasphemous Rune for 10 points. May take one of the following pintle-mounted weapons: Twin-linked Bolter for 5 points; Combi-weapon for 10 points; Havoc Launcher for 15 points Transport Capacity <ul style="list-style-type: none"> 10 models. May not carry models in Terminator Armour, Obliterators or any type of Summoned Daemons.
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Dreadclaw Assault Pod

Points: 65 points

	BS	F	S	R
Dreadclaw	-	12	12	12

Wargear <ul style="list-style-type: none"> None Fire Points <ul style="list-style-type: none"> None Access Points <ul style="list-style-type: none"> Deploy as if from an Open-topped vehicle Special Rules <ul style="list-style-type: none"> Assault Pod 	Composition <ul style="list-style-type: none"> 1 Dreadclaw Transport Capacity <ul style="list-style-type: none"> 10 models or one Chaos Dreadnought Unit Type <ul style="list-style-type: none"> Vehicle - Immobile
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SUMMONED DAEMONS

Summoned Lesser Daemons

Points: 80 points

Units of Summoned Lesser Daemons do not use up any Force Organisation Chart selections, but are otherwise treated as a Troops unit.

	WS	BS	S	T	W	I	A	Ld	Save
Lesser Daemon	4	0	4	4	1	4	2	10	-

Special Rules <ul style="list-style-type: none"> Divine Protection Fearless Summoned Marks of Chaos <ul style="list-style-type: none"> May take one of the following: Khorne for 3 points per model; Slaanesh for 2 points per model; Nurgle for 5 points per model; Tzeentch for 4 points per model. <p><i>(Plaguebearers, Bloodletters, Daemonettes, Horrors, Flamers)</i></p>	Wargear <ul style="list-style-type: none"> A single Close Combat Weapon Unit Type <ul style="list-style-type: none"> Infantry Composition <ul style="list-style-type: none"> 5 Summoned Lesser Daemons Options <ul style="list-style-type: none"> May include up to fifteen additional Summoned Lesser Daemons for 13 points per model.
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Summoned Daemonic Beasts

Points: 125 points

Units of Summoned Daemonic Beasts do not use up any Force Organisation Chart selections, but are otherwise treated as an Elites unit.

	WS	BS	S	T	W	I	A	Ld	Save
Daemonic Beast	4	0	4	4	2	4	3	10	-

Wargear <ul style="list-style-type: none"> A single Close Combat Weapon Marks of Chaos <ul style="list-style-type: none"> May take one of the following: Khorne for 3 points per model; Slaanesh for 2 points per model; Nurgle for 5 points per model; Tzeentch for 4 points per model. <p><i>(Fiends, Screammers, Bloodcrushers, Beasts)</i></p>	Special Rules <ul style="list-style-type: none"> Divine Protection Fearless Summoned Unit Type <ul style="list-style-type: none"> Beasts Composition <ul style="list-style-type: none"> 5 Summoned Daemonic Beasts Options <ul style="list-style-type: none"> May include up to five additional Summoned Daemonic Beasts for 25 points per model.
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Summoned Daemonic Cavalry

Points: 125 points

Units of Summoned Daemonic Cavalry do not use up any Force Organisation Chart selections, but are otherwise treated as a Fast Attack unit.

	WS	BS	S	T	W	I	A	Ld	Save
Daemonic Cavalry	4	0	4	4	1	5	2	10	-

Wargear <ul style="list-style-type: none"> A single Close Combat Weapon Marks of Chaos <ul style="list-style-type: none"> May take one of the following: Khorne for 3 points per model; Slaanesh for 2 points per model; Nurgle for 5 points per model; Tzeentch for 4 points per model. <p><i>(Flesh Hounds, Seekers)</i></p>	Special Rules <ul style="list-style-type: none"> Divine Protection Fearless Summoned Unit Type <ul style="list-style-type: none"> Cavalry Composition <ul style="list-style-type: none"> 5 Summoned Daemonic Cavalry Options <ul style="list-style-type: none"> May include up to five additional Summoned Daemonic Cavalry for 18 points per model.
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Summoned Daemonic Furies

Points: 125 points

Units of Summoned Daemonic Harpies do not use up any Force Organisation Chart selections, but are otherwise treated as a Fast Attack unit.

	WS	BS	S	T	W	I	A	Ld	Save
Daemonic Fury	4	0	4	4	1	4	2	10	-

Wargear <ul style="list-style-type: none"> A single Close Combat Weapon Special Rules <ul style="list-style-type: none"> Divine Protection Fearless Summoned <i>(Furies)</i>	Unit Type <ul style="list-style-type: none"> Jump Infantry Composition <ul style="list-style-type: none"> 5 Summoned Daemonic Furies Options <ul style="list-style-type: none"> May include up to five additional Summoned Daemonic Furies for 18 points per model.
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Summoned Daemonic Swarm

Points: 90 points

Units of Summoned Daemonic Swarm do not use up any Force Organisation Chart selections, but are otherwise treated as a Troops unit.

	WS	BS	S	T	W	I	A	Ld	Save
Daemonic Swarm	2	0	3	3	3	2	3	10	-

Special Rules <ul style="list-style-type: none"> Divine Protection Fearless Swarm Summoned Wargear <ul style="list-style-type: none"> A single Close Combat Weapon <i>(Nurglings)</i>	Unit Type <ul style="list-style-type: none"> Infantry Composition <ul style="list-style-type: none"> 5 Summoned Daemonic Swarms Options <ul style="list-style-type: none"> May include up to five additional Summoned Daemonic Swarms for 15 points per model.
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