

Chaos Space Marines

Fan-made Inofficial Update

General Changes:

Khorne Berzerkers, Noise Marines, Death Guard and Thousand Sons are troop choices. Chaos Predators, Chaos Vindicators, Hellbrutes, Forgefiend and Maulerfiend can be chosen as a squad with a maximum of 3 models.

Some units must always have a certain Chaos allegiance. Those are:

- Abaddon the Despoiler: Black Legion
- Huron Blackheart, Fabius Bile: Renegades
- Kharn the Betrayer, Khorne Berzerkers : World Eaters
- Lucius the Eternal, Noise Marines: Emperor's Children
- Typhus, Plague Marines: Death Guard
- Ahriman, Rubric Marines: Thousand Sons

Every Legion has access to their unique Relic of the Long War unit.

Emperor's Children: Phoenix Terminator Squad

Iron Warriors: Tyrant Siege Terminator Squad

Night Lords: Night Raptor Squad

World Eaters: The Red Butcher

Death Guard: Grave Warden Terminator Squad

Thousand Sons: waiting for rules

Black Legion / Sons of Horus: Reaver Attack Squad

Word Bearers: Gal Vorbak Dark Bretheren

Alpha Legion: Lernaean Terminator Squad

If an independent character joins a unit without the same Chaos allegiance both lose the benefits of their allegiance as long as they remain joined.

In a combined arms detachment or an allied detachment at least one troop choice must have the same Chaos allegiance as one of the HQ choices.

Emperors Children

Every Model in the Army must be equipped with Mark of Slaanesh

Martial Grace (Special Rule for the Emperors Children): Fleet special rule.

Favoured Sons of Slaanesh: The God of Lust looks protectively all over his sons. They are blessed with Heightened Reflexes. Models with this special rule gain a 6+ Inv. Save.

Ecstatic senses:

For every five Models in a unit of Terminators, one model can be equipped with a Blastmaster for +25 Points.

The Helbrute can be equipped with a Blastmaster for +25 points.

A Havoc unit can take Blastmaster for +25 points per model

All Characters or independant characters can be equipped with Doom Sirens for +10 Points

Lucius Chosen:

One squad of terminators can be chosen as Lucius personal bodyguard. Each of them is equipped with a arm mounted combi-bolter and an energy weapon.

The energy weapon can be exchanged with a Phoenix Power Spear for +10 points.

Read the codex entries as followed:

Blastmaster: +25 Points

Doom Siren: +10 Points

Icon of Excess: +25 Points

Lucius the Eternal: Armour of Shrieking Souls confers a 2+ save and a 4+ inv. save

The Pointcost of the Noise Marines is reduced to 90 Points. You can add up 15 Noise Marines for 16 Points / Model

Elite:

285 Points

Phoenix Terminator Squad:

Dedicated Transporter: Chaos Land Raider (costs and upgrades → CSM codex)

	WS	BS	S	T	W	I	A	Ld	Sv
Phoenix Terminator	5	4	4	4	1	5	2	8	2+
Phoenix Champion	5	4	4	4	1	5	2	9	2+

Consists of 4 Phoenix Terminators and one Phoenix Champion. Can add up to 5 Phoenix Terminators for +40 Points each.

Wargear:

Terminator Armour

Phoenix Power Spear

Special Rules:

Mark of Slaanesh (costs and bonus included in profile)

Sudden Strike (gain +1 Initiative on any phase they charge)

Stubborn

Warlord Traits:

1. Master Duellist: WL get +1 to his WS and I
2. Die Hard Defender: the WL and his unit gain Counter Attack
3. Lust from Pain: the WL gets FnP, if he already has FnP, he gets +1 instead
4. Patron of Fulgrim: the WL gets the Fear Special rule, the test must be made with 3 D6
5. Phoenician Grace: the WL and his unit gains the preferred enemy SR
6. Worthy enemy: the WL gets fearless and reroll to hit in challenges.

Artefacts of the Emperors Children:

- Lash of Lust (20 Points): the bearer gain a shooting attack with Str. as user (can be modified by psychic spells), 12" range, 2D6 shots
- Crown of Fulgrim (40 Points): the bearer gets the Eternal Warrior and Adamantium will special rule
- Exquisite Armour (30 Points): confers a 2+ Armor- and a 4+ inv. Save and FnP
- Stone of Madness (15 Points): confers Furious Charge, Hammer of Wrath and Rage special rule
- Greater Deamon Stone (25 Points): psyker only, has excess to the divination special rule and can reroll failed psychic tests
- Kinebrach Anathema (20 Points): is a master crafted power sword with Str. +2, AP 2 and in challenges with the instant death special rule

Iron Warriors

- **Siegemasters:** Havocs, Obliterators, Mutilators, Vindicators, Predators gain the Tank Hunter special rule.
Furthermore these units Reroll all failed penetrating or glancing hits on buildings and they get +1 to the building damage table
- **Shredder Bolts:** Heavy Bolters, twin-linked Heavy Bolters and Autocannons have the Shred special rule.
- **Iron within Iron without:** Characters gain the Feel No Pain rule.

Elite:

295 Points

Tyrant Siege Terminator Squad:

Dedicated Transporter: Chaos Land Raider (costs and upgrades → CSM codex)

	WS	BS	S	T	W	I	A	Ld	Sv
Tyrant Terminator	4	4	4	4	1	4	2	8	2+
Tyrant Siege Master	4	4	4	4	1	4	2	9	2+

Consists of 4 Tyrant Terminators and one Siege Master. Can add up to 5 Tyrant Terminators for +50 Points each.

Wargear:

Cataphractii Terminator Armour (2+ / 4+ save)

Cyclone Missile Launcher

Power Fist

Combi-Bolter

Omni Scope (Siege Master Only)

Special Rules:

Wrecker (applied to all their attacks, regardless of the weapon used)

Options:

Any model in the squad may upgrade their Power Fist to a Chain Fist +5 Points each

The Siege Master may exchange his combi Bolter for a Combi Weapon +5 Points

The unit may take these Marks of Chaos

- Mark of Khorne + 1 Point / Model
- Mark of Tzeentch + 3 Points / Model
- Mark of Nurgle + 2 Points / Model
- Mark of Slaanesh + 1 Point / Model

Warlord Traits:

1. Corrupted Flesh: The Warlord gets the It will not Die special rule
2. Master of offense: The Warlord and all friendly units within 12" gain the Move through cover special rule
3. Gift of the Dark Mechanicum: One weapon of your Warlord gains the Mastercrafted special rule
4. Groundbreaker: Your Warlord and the unit he chooses get the objective secured special rule
5. Augmented Senses: The Warlord can reroll all failed to wound rolls
6. Iron will: If your Warlord and the unit he chose didn't move in the movement phase, they get the fearless and counter attack special rule, until the start of your next turn.

Artefacts of the Iron Warriors:

- Hammer of Olympia (35 Points): Mastercrafted Thunderhammer, str. x2, AP 2 with Melee, Concussive, Armourbane and Unwieldy special rule
- Helm of Golg (40 Points): The bearer gains the Eternal Warrior and Adamantium will Special Rule
- Harness of Medregard (30 Points): The Harness confers a 2+ Armor and a 4+ inv. Save and It Will Not Die
- Servo-Arm of the Dark Mechanicum (35 Points): Warpsmith only, during the shooting phase and instead of making his normal shooting attack the bearer can choose to roll on the table below and apply the result. An enemy vehicle within 18" of the Warpsmith is hit automatically.
 - 1: The bearer suffers one wound
 - 2: nothing happens
 - 3: All weapons of the vehicle get the Gets Hot! Special rule
 - 4: The vehicle can only fire Snap Shots and have the Gets Hot! Special rule
 - 5: The vehicle is immobilised for the next turn, can only fire Snap Shots and have the Gets Hot! Special rule
 - 6: The vehicle loses 1 HP, is immobilised for the next turn, can only fire Snap Shots and have the Gets Hot! Special rule

Furthermore the Servo-Arm attacks in the assault phase with one attack and the following profile Str x2, AP2, Unwieldy

- Master of Siegecraft (15 Points): The WL can roll 2 times on the WL Table
- Orbital Designator (40 Points): one use only, the Warlord can use a Orbital Strike with Str. 10, AP 1, Ordnance, Large Blast, Ignores cover

Night Lords

- **Murderous Talents:** Reroll 1s to wound in close combat. Lightning Claws have the Rending special rule.
- **Lords of Terror:** Stealth and Fear special rule (except for cultists).
- **Ave Dominus Nox:** All units in Power Armour gain the Hit and Run SR
- **Born in Darkness:** All units have the Night Vision special rule and you get +1 to the Night fighting roll (Night Fighting on a 3+).

Fast Attack:

150 Points

Night Raptor Squad (Jump Infantry)

	WS	BS	S	T	W	I	A	Ld	Sv
Night Raptor	5	4	4	4	1	4	1	8	3+
Huntmaster (C)	5	4	4	4	1	4	2	9	3+

Consists of 4 Night Raptors and one Huntmaster. Can add up to 10 Night Raptors for +20 Points each.

Wargear:

Power Armour

Bolt Pistol

Chainsword or Combat Blade

Jump Pack

Frag and Krak Grenades

Special Rules:

Onslaught (In a turn a model with this special rule charges it gains D3 additional attacks)

Options:

Any model in the squad may exchange their Chainsword or Combat Blade for

Power Weapon +10 points each

Nostraman Chainglaive +10 points each

Single Lightning Claw +15 points each

For every 5 models in the squad one Night Raptor may exchange their Bolt Pistol for one of the following weapons:

Flamer (+5 Points), Melta (+10 Points), Plasma gun or Plasma Pistol (+15 Points).

Alternatively any model can exchange both of their weapons for a pair of Lightning Claws (+20 Points)

Upgrades for the Huntmaster → CSM Codex

The unit may take these Marks of Chaos

- Mark of Khorne + 1 Point / Model

- Mark of Tzeentch + 2 Points / Model

- Mark of Nurgle + 3 Points / Model

- Mark of Slaanesh + 1 Point / Model

Warlord Traits:

1. For the Night Hunter: The Warlord and his unit gains the furious charge SR
2. Fury of the Night: The WL and his unit gain the rampage SR
3. Dark Mantle: The WL has stealth, in addition he and his unit gain the outflank SR
4. Hated Foes: The WL and all friendly units within 12" gain the preferred enemy (Imperium) SR
5. Soultaker Claws: the melee attacks of your WL gain the instant death SR when rolling a 6 to wound.
6. Master of the Night: As long as your WL is alive, you can reroll the roll for Nightfighting, Seize the initiative and reserve

Artefacts of the Night Lords:

- Nightmare Mantle (30 Points): The Mantle confers a 2+ armor and a 4+ inv. Save and the Fear test must be rolled with 3D6 special rule.
- Wings of Kryptera (20 points): if the bearer and his unit deep strike, they scatter only 1D6 and can reroll the result of the scatter dice and misshap result
- The vampire fang (25 points): Str. +1, AP 2 Power Sword. If the bearer inflicts a wound roll a D6, on a 4+ the bearer regains one wound (to a maximum of his starting wounds)
- Blood Stone (25 Points): Psyker only, the bearer has access to the Divination psychic Power and can reroll failed psychic tests
- Cover of Darkness (40 Points): The bearer gets the Eternal Warrior and Adamantium will SR
- The Crown of Kurze (50 points): the bearer and his unit gain the fearless special rule and gain +1 attack

World Eaters

Every Model in the Army must be equipped with Mark of Khorne

- **Insane Bloodlust:** All units (except for Cultists) have the fear and fearless special rule.
- **Unstoppable Slaughter:** All units gain the Hatred (everything) special rule, after they have destroyed an enemy unit or forced one to fall back.
- **Khornes favored sons:** All characters or independant characters can be equipped with the Collar of Khorne for +15 Points

Read the codex entries as followed:

Chainaxe +2 Points

Kharn the Betrayer: Kharn wears an ancient master crafted power armour which confers a 2+ save and a 4+ inv. save

Khorne Berserker Points are reduced to 100 Points. You can add up to 15 Khorne Berserkers for 18 Points / Model

Elite:

285 Points

The Red Butchers

Dedicated Transporter: Chaos Land Raider (costs and upgrades → CSM codex)

	WS	BS	S	T	W	I	A	Ld	Sv
Butcher Terminator	5	2	4	4	2	4	2	8	2+
The Devoured	5	2	4	4	2	4	3	9	2+

Consists of 4 Butcher Terminators and one Devoured. Can add up to 5 Butcher Terminators for +45 Points each.

Wargear:

Cataphractii Terminator Armour (confers 2+ save and 4+ inv. Save)

Power Axe

Combi Bolter

Special Rules:

Mark of Khorne (costs included in profile)

Ravening Madmen (while they attack with their normal weapon skill, the butchers don't care about defence in combat, and so enemy models always hit them on a 3+ in assaults)

Fearless

Hatred (everything)

Feel no Pain 6+

Unstoppable Charge (may reroll charge distances)

Options:

Any model in the squad may exchange Combi Bolter for a second Power Axe for free

Any model in the squad may exchange their Combi Bolter and Power Axe for a Pair of Lightning Claws for +5 Points

The Devoured may exchange his Combi Bolter and / or his Power Axe for a Power fist +5 Points, Chainfist +10 Points or Thunderhammer +10 Points, a Combi Weapon +5 Points

Warlord Traits:

1. Savage Rage: Your Warlord has the Rampage Special Rule
2. Avalanche of Strikes: your Warlord and his unit gain the Hammer of Wrath special rule
3. Butcher Nail Frenzy: Your Warlord gains the FnP special rule, if he already has FnP he gains +1 to his roll
4. Abhor the witch: Your Warlord gains the preferred enemy (psyker) SR
5. Band of Butchers: Your Warlord gains +1 attack
6. Angrons Gladiator: Your warlord and his unit can reroll failed charges

Artefacts of the World Eaters:

- Blood-Forged Sigil (40 points): the bearer gains the Eternal Warrior and Adamantium Will special rule
- Burning Brand of Skalathrax (25 points): see Codex CSM
- Enhanced Butcher Nails (10 Points): the bearer gains the FnP Special Rule
- The Murdersword (35 Points): see Codex CSM
- The Gladiators Armour (30 Points): Confers a 2+ armour and 4+ inv. Save and Rage
- The Axe of the Butcher (30 Points): Chainaxe with +2 Str, Ap 3, Concussive and Rampage special rule.

Death Guard

Every Model in the Army must be equipped with Mark of Nurgle

- **Diseased Bulk:** Poison attacks against this model with are weakened by 1, so for example Poison (4+) would be resolved as Poison (5+). Automatically pass Fear checks.
- **Plague Arsenal:** Flamers, Hand Flamers, Heavy Flamers, Combi Flamers or Flamestorm Cannons can be upgraded with Chem-Munition for free. If done, the weapons gets the Shred and Gets Hot! Special rule.
In addition any character or Independent character eligible to take a Power Fist may instead take a Deathshroud Power Scythe for +20 Points
- **Favoured sons of Nurgle:** All non vehicle units with a Mark of Nurgle have the Feel no Pain 6+ special rule or have +1 to FnP if they already have this special rule.
Furthermore all independent characters have the It Will Not Die special rule

Read the codex entries as followed:

Typhus is equipped with an ancient Cataphractii pattern Terminator Armor (2+ armour and 4+ inv. Save)

Plague Marines point cost are reduced to 110 Points. You can add up to 15 Plague Marines for 22 Points / Model

Heavy Support:

215 Points

Grave Warden Terminator Squad:

Dedicated Transporter: Chaos Land Raider (costs and upgrades → CSM codex)

	WS	BS	S	T	W	I	A	Ld	Sv
Grave Warden	4	4	4	5	1	4	2	8	2+
Chem Master	4	4	4	5	1	4	2	9	2+

Consists of 4 Grave Warden Terminators and one Chem Master. Can add up to 5 Grave Warden Terminators for +35 Points each.

Wargear:

Cataphractii Terminator Armour

Assault Grenade Launcher with krak and toxin grenades

Power Fist

Death Cloud

Special Rules:

Mark of Nurgle (costs and bonus included in profile)

Options:

Any Model can upgrade is Power Fist with a Chain Fist for +5 Points

One Grave Warden for every five models in the unit may exchange their grenade launcher for a Heavy Flamer with chem munition for +10 Points

Warlord Traits:

1. Bloated Body: +1 to Feel no Pain
2. Gift of the Grandfather: +1 to the It Will Not Die roll
3. Stubborn Fighter: The warlord and his unit gain the Counter Attack and Fearless special rule
4. Toxic Warfare: One use only, all units within 12" get the rending and poison 4+ special rule in the shooting phase
5. Indomitable: the warlord rerolls failed to hit rolls in a challenge
6. Toxic Fog: Each enemy in base contact with the WL takes D6 – S3 – AP – hits

Artefacts of the Death Guard

- Sword of Decay (30 Points): Power Sword, with Poison 4+, AP 3, Instant Death and autoglances on 6
- The Deathshroud (40 Points): The bearer gains the Eternal Warrior and Adamantium Will special rule
- Armour of Barbarus (30 Points): The bearer confers a 2+ Armour, 4+ Inv. Save and +1 Wound
- The Rotten Stone (25 Points): Psyker only, the Psyker knows automatically the Nurgle Power „Gift of Contamination“ and rerolls failed Psychic tests.
In addition he must not roll on the Nurgle table and can instead roll all his other psychic powers from the Biomancy, Daemonology, Telepathy or Pyromancy table.
- Toxic Chamber (15 Points): Confers the Shrouded Special Rule and Poison 4+
- Plague Fathers Bone (35 Points): A Power Scythe with Str. +2, AP 2, Melee, Daemonweapon, Unwieldy

Thousand Sons

Every Model in the Army must be equipped with Mark of Tzeentch

- **Favoured of the Deciever:** You may reroll Invulnerable save of 1.
- **Infernal Armory:** Bolt Pistols, Bolters, Combi-Bolters, Heavy Bolters and (Reaper) Autocannons have Inferno Bolts.
- **Sorcerous Premonitions:** All models with the Psyker special rule have access to all Psychic Powers of the rulebook, furthermore all marked psykers are not forced to roll powers on their god table.
 - All Sorcerers can get to Mastery Level 4 (+25 Points)
 - All Apprentices can get to Mastery Level 2 (+25 Points)
 - Hellbrute, Contemptor Dreadnoughts can get the Psychic Pilot special rule for +25 Points

All characters have access to a Cave Crystal (15 Points). The Crystal allows the bearer to reroll failed psychic tests and grant +1 to the Deny the Witch rule

Read the codex entries as followed:

Ahriman is equipped with an ancient artificer Armor and a Sigil of Corruption and a Spell Familiar

Thousand Sons Rubricae Marines point cost are reduced to 125 Points. You can add up to 15 Rubricae Marines for 21 Points / Model

PLACE HOLDER FOR SPECIFIC UNIT

Warlord Traits

1. Bolts of the Empyrean: The Warlord and his units Bolt Weapon gain the Armorbane special rule
2. Spectral Touch: Your Warlord gains the Feel no Pain special rule
3. Agent of Fate: Your warlord can Harness the Warp on 3+
4. Warpaura: In the assault phase, any model in base contact with your warlord suffers D6, Str 3, AP – hits at Initiative 10
5. Prosperian Soul: Your Warlord is immune to the Spawnhood rule of the CSM Codex
6. Forbidden Lore: The Warlord generates an additional Warp Charge (if your Warlord is Mastery Level 2 he generates 3 Warp Charges)

Artefacts of the Thousand Sons:

- Armour of Tizca (30 Points): Confers a 2+ Armour and 4+ Inv. Save. Furthermore the bearer may reroll failed inv. Saves
- Ethereal Ward (40 Points): Confers the Eternal Warrior and Adamantium Will Special rule
- Talisman of Twisted Nether (20 Points): If a Character is killed by the bearer of the Talisman roll a D6, on a 4+ the Character transforms into a Chaos Spawn with Mark of Tzeentch
- Book of Magnus (50 points): The bearer of the Book of Magnus knows all Psychic Powers of the chosen discipline, but he can't know any other psychic Powers
- Staff of the Changer of Ways (20 Points): A Force Staff with Str +2, AP 4, Melee, Force. The bearer knows automatically the Psychic Power Forewarning
- Scroll of Magnus (40 Points): See Codex CSM

Black Legion / Sons of Horus

- **Veterans of the Long War:** +1 Leadership and Hatred (Imperials).
- **Vengeful Strength:** Characters gain +2 Strength in close combat.

Read the codex entries as followed:

Abaddon is equipped with an ancient Cataphractii Terminator Armour.

If Abaddon the Despoiler is the Warlord of your primary detachment, you can upgrade a single unit of Chaos Terminators to the Bringers of Despair, at the cost of +6 points per model. The Bringers of Despair have + 1 WS and + 1 BS.

Fast Attack:

135 Points

Reaver Attack Squad

Dedicated Transporter: Rhino

	WS	BS	S	T	W	I	A	Ld	Sv
Reavers	4	4	4	4	1	4	2	8	3+
Reaver Chieftain	4	4	4	4	1	4	3	9	3+

Consists of 4 Reavers and one Chieftain. Can add up to 10 Reavers for +15 Points each.

Wargear:

Power Armour

Bolt Pistol

Chainsword or Combat Blade

Frag and Krak Granades

Special Rules:

Assassin's Eye (A model with this special rule uses the precision shots SR)

Outflank

Options:

Each model in the squad may take one of the following options:

Boltgun with Banestrike Shells +5 points each

Volkite Charger +7 points each

Combi-Weapon with banestrike Shells +10 Points each

Rather than taking an option from the previous list, one in every 5 models in the squad may take one of the following weapons (this may include the Chieftain):

Flamer (+5 Points), Melta (+10 Points), Plasma gun (+15 Points).

Any Model may exchange their Chainsword or Combat Blade with a Chainaxe (+1 Point),

Power Weapon (+10 Points) or a Powerfist (+15 Points)

Upgrades for the Chieftain see Codex CSM

The entry unit may take Jump Packs for +50 Points for the Squad.

The unit may take these Marks of Chaos

- Mark of Khorne + 1 Point / Model
- Mark of Tzeentch + 2 Points / Model
- Mark of Nurgle + 3 Points / Model
- Mark of Slaanesh + 1 Point / Model

Warlord Traits:

1. Black Crusader: The Warlord and all units within 12" have the Preferred Enemy (Imperium) special rule
2. Eye of the Gods: Everytime the Warlord rolls on the Boon of Chaos Table you can choose to reroll the result, but have to keep the second
3. First among equals: Your Warlord has the Feel No Pain special rule.
4. Unholy Fortitude: Your Warlord has the It Will Not Die special rule
5. Soul Stealer: Your Warlord has the Instant Death special rule in Close Combat
6. Sons of Horus: The Warlord and all friendly units within 12" have the Stubborn special rule

Artefacts of the Black Legion:

- The Black Mace (40 Points): see Codex CSM
- The Skull of Ker'Ngar (40 Points): Eternal Warrior and Adamantium Will
- Armour of Cthonia (30 Points): Confers a 2+ Armour and 4+ inv. Save and Fearless
- Last Memory of Yuranthos (30 Points): Psyker only. The bearer increases his Mastery Level by 1 and is allowed to reroll failed psychic tests. Do not generate an additional psychic power for this bonus Mastery Level. Instead, the Psyker knows the Sunburst psychic power (see below) in addition to any other powers he knows. The Psyker can choose to manifest Sunburst using 1, 2 or 3 Warp Charge points. If the power is successfully manifested using 2 Warp Charge points, its range is increased to 12", or 18" if it is successfully manifested using 3 Warp Charge points. Range 6", S 4, AP 5, Type Assault 2D6, Blind, Ignores cover
- Despoiler of Worlds (40 Points): one use only, a Orbital Strike with Str. 10, AP 1, Ordinance, Large Blast, Ignores cover
- Blade of Aximand (30 Points): Str. +2, AP 2, Melee, Armourbane, Fleshbane, Master crafted

Word Bearer

- **Blessed by the Gods:** Whenever a unit with the Word Bearer allegiance kills an enemy unit in close combat, one Character in it rolls on the Boon Table. In addition, psykers count as Daemons for the purposes of using Malefic Daemonology powers.
- **Fanatical Devotion:** Independent Characters gain the Zealot special rule, and if they are a Dark Apostle they grant their unit +1 Attack.
- **Dark Channeling:** When casting Daemonology (malefic) powers, the psyker can harness the Warp on 3+ and only suffers Perils on a roll of Double 6.
- Possessed Chaos Space Marines count as Troops in the Detachment

Elite:

200 Points

Gal Vorbak Dark Brethren

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Brethren	5	4	5	5	2	5	2	8	3+
Dark Martyr	5	4	5	5	3	5	3	9	3+

Consists of 4 Dark Brethren and one Dark Martyr. Can add up to 5 Dark Brethren for +30 Points each.

Wargear:

Power Armour

Bolt Pistol

Chainsword or Combat Blade

Boltgun

Frag and Krak Granades

Special Rules:

Daemon

Stubborn

Bulky

Rage

Rending (applies to all close combat attacks, regardless of the weapon being used)

Deep Strike

Damned (a unit with this special rule never counts as a scoring unit)

Options:

For every 5 models in the squad one Dark Brethren may exchange their Boltgun for one of the following weapons:

Flamer (+5 Points), Melta (+10 Points), Plasma gun (+15 Points) or a Power Weapon (+10 Points)

The Dark Martyr may exchange their Chainsword or Combatblade for a Power Weapon (+10 Points), Power Fist (+15 Points) or a Single Lightning Claw (+15 Points)

Alternatively the Dark Martyr can exchange all his weapons for a pair of Lightning Claws (+20 Points). Other Upgrades for the Dark Martyr → CSM Codex

The unit may take these Marks of Chaos

- Mark of Khorne + 1 Point / Model
- Mark of Tzeentch + 2 Points / Model
- Mark of Nurgle + 3 Points / Model
- Mark of Slaanesh + 1 Point / Model

Warlord Traits

1. Master Daemonist: When your Warlord uses the Summoning Psychic Power he only suffers Perils when rolling three 6
2. Great Corrupter: Friendly units with the „Daemon“ special rule get +1 to their inv. Save
3. Warp Beacon: Your Warlord can choose any unit of the Codex „Daemon“
4. Murderous Hate: Your Warlord and his unit gain the preferred enemy (Imperium) special rule
5. Repent or die: Your Warlord and his unit have the Crusader special rule
6. Empyrean cloak: Your Warlord has the Shrouded special rule

Artefacts of the Word Bearers:

- Grimoire of the True Names (35 Points): See Codex Chaos Daemons
- Sigil of the Dark Gods (40 Points): Eternal Warrior and Adamantium Will
- Armour of Chelchis (30 Points): 2+ Armor and 4+ inv. Save and Fleet SR
- Blade of the Possessed (40 Points): Master Crafted Daemonweapon with Str. User, AP 2, and it also confers the bearer the Daemon and Fearless special rule. And he can only choose Possessed or Gal Vorbak units
- Soul Glaive (20 Points): Str. +1, AP 3, Melee, Two Handed. The bearer may reroll all failed to hit and to wound rolls in close combat
- Vessel of the Warp (25 Points): Psyker only, the bearer knows automatically the Possession Psychic Power (Daemonology Malefic) and can reroll failed Psychic Tests.

Alpha Legion:

- **Coils of the Hydra:** Infiltrate special rule and shrouded on turn 1. Alpha Legion characters may always join units of Cultists prior to deployment (causing them to be deployed normally).
- **Headhunters:** Characters have the Acute Senses special Rule.
- **I am Alpharius:** Challenges can't be issued against Alpha Legion characters if they are part of a unit. When Precision shots are made, the player controlling the Alpha Legion may choose which model is hit. All units keep their Banner / Icon till the last model of the unit is destroyed
- **Master of Infiltration:** enemy reserve rolls suffer a -1 malus and Alpha Legion get a +1 bonus.

Elite:

225 Points

Lernaean Terminator Squad

Dedicated Transporter: Chaos Land Raider (costs and upgrades → CSM codex)

	WS	BS	S	T	W	I	A	Ld	Sv
Lernaean Terminator	5	4	4	4	1	4	2	8	2+
Harrower	5	4	4	4	1	4	3	9	2+

Consists of 4 Lernaean Terminators and one Harrower. Can add up to 5 Lernaean Terminators for +40 Points each.

Wargear:

Cataphractii Terminator Armour (confers 2+ save and 4+ inv. Save)

Power Axe

Volkite Charger (Range 15", Str. 5, AP 5, Assault 2, Deflagrate)

Deflagrate: After normal attacks are resolved by this weapon, count the unsaved wounds.

Immediately resolve a number of additional automatic hits with the same weapon profile.

Models in the targeted unit must still be in range. The additional wounds don't inflict more hits!

Special Rules:

Stubborn

Implacable Advance (Lernaean Squads are always counted as scoring units)

Options:

Any Model in the squad may exchange their Power Axe for a Power Fist (+5 Points) or a Chain Fist (+10 Points)

For every 5 Models in the Squad, one Lernaean Terminator may exchange his Volkite Charger for a Plasma Blaster (+15 Points), a Heavy Flamer (+10 Points) or a Conversion Beamer (+25 Points)

The Harrower may upgrade one of his weapons to be Master Crafted (+10 Points) other Upgrades see Codex CSM

The unit may take these Marks of Chaos

- Mark of Khorne + 1 Point / Model
- Mark of Tzeentch + 3 Points / Model
- Mark of Nurgle + 2 Points / Model
- Mark of Slaanesh + 1 Point / Model

Warlord Traits:

1. Fleet Commander: One use only. Orbital Bombardment
2. Never too early, never too late: Your Warlord and his unit can choose in which turn they enter the play from reserve
3. Storm of Fire: One use only, all friendly units within 12" of your warlord gain the Rending special rule
4. Quick as a Snake: Your Warlord and his unit add 3" to their run and charge move
5. Sabotage: When an enemy unit uses the Outflank special rule, you can choose if the result should be rerolled
6. Headhunter: Your warlord and his unit have the preferred enemy (Infantry) special rule

Artefacts of the Alpha Legion:

- Ring of the Twins (15 Points): Your Warlord generates a second warlord trait
- Fang of the Hydra (20 Points): a Mastercrafted Plasma Gun
- Helm of the Hydra (40 Points): Eternal Warrior and Adamantium Will SR
- The Pythian Scale (40 Points): 2+ Armour and 4+ inv. Save. When the bearer loses his last wound he isn't removed from the game instead he is placed in reserve with one wound left
- The Pale Spear (25 Points): Str. +1, AP 2, Melee, Armourbane, Flashbane, Instant Death, Two-handed
- The Instrument (20 Points): A exotic Bolter with the following profile

Weapon	Range	Strength	AP	Type
Rapid Shot	36"	5	4	Salvo 2/4, Rending
Execution Shot	36"	6	3	Heavy 1, Rending, Lethal, Ignores Cover

Lethal: This attack inflicts two Wounds per unsaved wounding hit, rather than one.

Appendix:

Emperor's Children

Weapon	Range	Strenght	AP	Type
Phoenix Power Spear	-	+1/User	2/3	Melee, Two-handed

Night Lords:

Weapon	Range	Strenght	AP	Type
Nostraman Chainglaive	-	+1	3	Melee, Two-handed, Rending

Death Guard:

Assault Grenade Launcher

Weapon	Range	Strenght	AP	Type
Krak	18"	6	4	Assault 2
Toxin	18"	*	4	Assault 2, Blast (3"), Toxin, no cover saves

Toxin:

Rather than roll To Wound normally, after determining the amount of hits caused on the unit, that unit must then take a number of Toughness tests equal to the number of hits. Each failed test is causing a Wound. Casualites are removed as per normal.

Death Cloud:

The Death Cloud means that any unit with a Toughness characteristic charging the unit will be forced into making a Disordered Charge across dangerous terrain while doing so. In addition, the Death Cloud can be used as a shooting weapon with the following profile

Weapon	Range	Strenght	AP	Type
Death Cloud	Template	*	4	Assault 1, Toxin

Weapon	Range	Strenght	AP	Type
Deathshroud Power Scythe	-	+1	2	Melee, Unwieldy, 2 Handed, Sweep Attacks

Sweep Attacks: Rather than using their normal amount of attacks, a model with this special rule may, if they wish, instead make a number of attacks equal to the number of enemy models in base contact.

Alpha Legion:

Weapon	Range	Strenght	AP	Type
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Deflagrate: After normal attacks are resolved by this weapon, count the unsaved wounds. Immediatly resolve a number of additional automatic hits with the same weapon profile. Models in the targeted unit must still be in range. The additional wounds don't inflict more hits!