

The background of the cover is a dramatic, high-contrast illustration of Chaos Space Marines. The central focus is a close-up of a marine's helmet, which is dark and heavily spiked. The helmet's visor is a glowing, circular lens. The marine's face is partially visible through the visor, showing a menacing expression. The background is a fiery, orange-red landscape, suggesting a battlefield or a hellish environment. The overall tone is dark and intense.

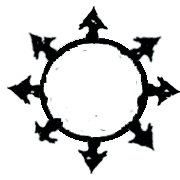
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CHAOS SPACE MARINES 5.1

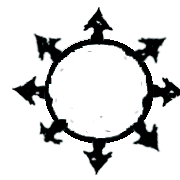
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INDEX



HEADQUARTERS



Daemon Prince Page 1

Chaos Lord Page 2

Chaos Sorcerer Page 5

Chaos Exalted Champion Page 7

ELITES



Chaos Chosens Page 8

Chaos Dreadnought Page 9

Chaos Possessed Marines Page 10

Chaos Terminators Page 11

TROOPS



Chaos Space Marines Page 13

Chaos Cultists Page 14

Khorne Berzerkers Page 15

Noise Marines Page 16

Plague Marines Page 17

Thousand Sons Marines Page 18

BEASTS OF CHAOS



Chaos Beast Pack or Swarm Page 19

Chaos Spawn Page 19

TRANSPORTS



Chaos Rhino Page 20

Chaos Supressoer Page 21

Chaos Dreadclaw Assault Pod Page 22

FAST ATTACK



Chaos Space Marine Bikers Page 23

Chaos Raptors Page 24

Chaos Supressor Squad Page 25

Chaos Dread Squad Page 26

HEAVY SUPPORT



Chaos Havocs Page 27

Chaos Obliterators Page 28

Chaos Defiler Page 29

Chaos Predator Page 30

Chaos Vindicator Page 31

Chaos Land Raider Page 32

Iron Warriors Chaos Basilisk Page 33

DAEMONIC HQ



Summoned Greater Daemon Page 34

DAEMONIC TROOPS



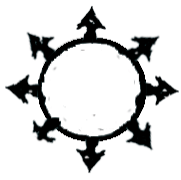
Summoned Lesser Daemon Page 35

SUMMARY

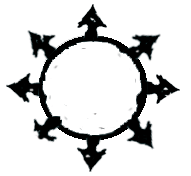


On Foot Page 36

Vehicles, Ranged Weapons, Special Thanks..... Page 37



CHAOS IN ALL ITS GLORY



Ancient Enemies

For millennia, the Chaos gods have vied and competed amongst each other for power over the mortal realms, and great rivalries and hatreds have formed between followers of gods with opposite aims. For this reason, an army led by a character with the Mark of Khorne cannot contain any units or characters with the Mark of Slaanesh, Daemons of Slaanesh, or vehicles dedicated to Slaanesh; likewise an army led by a Slaaneshi character cannot have any Khornate units. Similarly, an army led by a character with the Mark of Tzeentch cannot contain units, daemons or vehicles marked by Nurgle, nor can a Nurgle-led army contain any Tzeentch units. An army led by a character with the Mark of Chaos Undivided, or no mark at all, has less cause to fear the wrath of an angry patron, so may field any units of any alignment in the army. An independent character with any mark except the Mark of Chaos Undivided may not join a unit with a different mark.

Daemon Weapons

Forged in the flames of darkest evil, Daemon swords, blades and axes are amongst the most potent of weapons. Each blade contains the bound essence of a denizen of the Warp, whose terrifying powers may be employed by a bearer strong enough to gain mastery over it.

HEAD QUARTERS

0-1 Daemon Prince

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Daemon Prince	110	7	5	6	5	4	5	4	10	3+	/	5+

Unit Type: Monstrous Creature

Number/Squad: 1

Wargear

Close Combat Weapon

Chaos Marks

As a HQ choice the Character MUST take a mark. Note that marks do not make easier the teleportation of deep strike capable units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Chaos Mark Undivided Opts

the unit can re-roll One failed Normal save, per turn may take a Chaos Undivided psychic power.

Mark of Khorne 10pts

the unit gains +1A,. Note that Khorne's mark proscribe any psychics abilities also no sorcerer can be part of the force.

Mark of Nurgle 15pts

the unit gains +1T, may take a Nurgle psychic power or a Chaos Undivided power.

Mark of Slaanesh 5pts

the unit gains +1I, may take a Slaanesh psychic power or a Chaos Undivided power.

Mark of Tzeentch 20pts

the unit gains 4+ Invulnerable save instead of the 5+ invulnerable save in addition the Character may take One Tzeentch Psychic power and One Chaos Undivided psychic power.

Options

The daemon Prince may have wings for +20pts

Available Psychic Powers

Chaos Undivided Psychic Powers

- Doom Bolt 10pts
- Gift of Chaos 30pts
- Warptime 25pts
- Wind of Chaos

Nurgle Psychic Power

- Nurgle's Rot 15pts

Slaanesh Psychic Power

- Lash of Submission 20pts

Tzeentch Psychic Power

- Bolt of Change 25pts

Deamon Weapons

30pts + chaos mark

A deamon weapon is a power weapon, adds an extra D6 attacks in close combat. Has additional abilities that varies depending of the chaos mark given to the bearer.

Deamon Weapon undivided Opts

(the weapon has a black aura) the wilder attacks with +1 strength in close combat.

Deamon Weapon of Khorne +10pts

(the weapon has a red aura) The Wilder gains 2D6 attacks rather than D6 and the attacks in close combat are rending.

Deamon Weapon of Nurgle +20pts

(the weapon has a green aura) The weapon always wound on a 4+ plus the weilder gains the Feel No Pain special rule.

Deamon Weapon of Slaanesh +5pts

(weapon has a purple aura) If the weapon wounds an infantry or cavalry type model on a roll of 6 the model is hit by instant death regardless of toughness and wounds.

Deamon Weapon of Tzeentch +20pts

(weapon has a gold aura) Place the blast marker center over the model in close combat. The player may allocate his attacks as he wish on the opponent's models covered by the blast marker.

Special Rule

- Fearless
- Eternal Warrior (no Insta-Kill)

HEAD QUARTERS

0-1 Chaos Lord

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Lord	90	6	5	4	4	3	5	3	10	3+	/	5+

Unit Type: Infantry
Number/Squad: 1

Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

As a HQ choice the Character MUST take a mark. Note that marks do not make easier the teleportation of deep strike capable units of daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Chaos Mark Undivided 0pts

the unit can re-roll One Normal failed save per turn.

Mark of Khorne 10pts

the unit gains +1A,. Note that Khorne's mark proscribes any psychics abilities and no Sorcerer can be part of the force.

Mark of Nurgle 20pts

the unit gains +1T

Mark of Slaanesh 5pts

the unit gains +1I

Mark of Tzeentch 15pts

the unit gains 4+ Invulnerable save instead of the 5+ Invulnerable save

Lords of the Nine Legions

Alpha Legion

The Lord may use the Infiltrate Special Rule for him and his retinue if he has one (Chaos Undivided).

Black Legion

Codex Lord (Chaos Undivided)

Death Guards

Must use the Mark of Nurgle

Iron Warriors

Have access to a servo arm, with count as a Power Fist in close combat. May also attempt a vehicle repair on a roll of 6 on a D6 at +25pts (Chaos Undivided).

Emperor's Children

Must have the Mark of Slaanesh

Night Lords

May use the Stealth Special rule for him and his retinue if he has one.

Word Bearers

Accursed Crozius counts as a Chaos Undivided Daemon Weapon for +20pts (Chaos Undivided)

World Eaters

Must use the Mark of Khorne

Thousand Sons

Must use the Mark of Tzeentch

Options

The Chaos Lord may have a Jump Pack for +20pts or Daemon Wings Mutation at same point cost.

He can also replace his bolt pistol for a Plasma pistol for +12pts.

In addition he can add to his wargear a bolter at +1pts.

The Character may choose to give up his pistol and 2 hand held ranged weapon for one of the following:

- Twin-Linked Bolter 5pts
- Combi-Weapon 10pts

The Chaos Lord can choose to exchange his close combat weapon for one of the following

- Power Weapon 10pts
- Single Lightning Claw 15pts
- Pair of Lightning Claws 20pts
- Power Fist 20pts
- Deamon Weapon (depending on chaos mark)

He can also add to his wargear Melta Bombs at +5pts.

The Chaos Lord may choose to take a personal Icon for +5pts.

Special Rule

- Fearless

- if the Chaos Lord has Jump Pack then his retinue must have jump packs as well for 20pts per model. Models with Jump Pack cannot have a Transport. Same goes with the daemonic wings mutation.

Terminator Armor Options

If the Chaos Lord gives up all his wargear in favor to wear a terminator armor, he must choose options from all the listed below:

- Terminator Armor 30pts (including Power Weapon and Twin-Linked Bolter)

Note that Terminator Armor change the saving throw of 3+ to 2+ and adds a invulnerable save of 5+. The armor has also the ability to deep strike.

The Character can choose to replace his Twin-Linked-Bolter for a Combi Weapon for +5pts.

He may change his power weapon for one of the following at the point cost indicated below:

- Single Lightning Claw 10pts
- Pair of Lightning Claws 15pts
- Power Fist 20pts
- Chain Fist 25pts
- Deamon Weapon (depending on chaos mark)

The Character may also choose to add to his Wargear a personal Icon at +5pts.

Deamon Weapons

30pts + chaos mark

A deamon weapon is a power weapon, adds an extra D6 attacks in close combat. Has additional abilities that varies depending of the chaos mark given to the bearer.

Deamon Weapon undivided Opts

(the weapon has a black aura)
the wilder attacks with +1 strength in close combat.

Deamon Weapon of Khorne +10pts

(the weapon has a red aura)
The Wilder gains 2D6 attacks rather than D6 and the attacks in close combat are rending.

Deamon Weapon of Nurgle +20pts

(the weapon has a green aura)
The weapon always wound on a 4+ plus the wielder gains the Feel No Pain special rule.

Deamon Weapon of Slaanesh +5pts

(weapon has a purple aura)
If the weapon wounds an infantry or cavalry type model on a roll of 6 the model is hit by instant death regardless of toughness and wounds.

Deamon Weapon of Tzeentch +20pts

(weapon has a gold aura)
Place the blast marker center over the model in close combat. The player may allocate his attacks as he wish on the opponent's models covered by the blast marker.

Chaos Lord mounts options

A Chaos Lord without terminator armor may choose his own manner of transportation at the point cost below.

Combat bike +30pts

adds +1 to toughness to the rider and twin-linked bolter and may exchange it for a combi weapon at +10pts. A Chaos Lord on a combat bike can still have a retinue of 4 chaos space marine bikers at 132pts. Options for chaos bikers are covered in the fast attack section.

Deamonic Steed 30pts

The Lord who choose a deamonic mount cannot have any retinue but can still join any infantry unit with same movement type.

Nightmare of Chaos

adds +1 to toughness and +1 to attack Characteristics of the Chaos Lord.

Juggernaut of Khorne

+1 to toughness and +1 to attack Characteristics of the Chaos Lord, note that the attack has a re-roll hit.

Palanquin of Nurgle

+2 to toughness Characteristics of the Chaos Lord.

Steed of Slaanesh

+1 to toughness and +1 Initiative Characteristics of the Chaos Lord.

Disc of Tzeentch

+1 to toughness and adds +1 to BS Characteristics of the Chaos Lord.

Chaos Space Marine Bodyguards

A Chaos Lord in power armor can have a retinue of 4 to 9 chaos space marines at 14pts per model. No heavy weapons may be included but all other options stated in the troop entry may be taken as normal. The Chaos Lord can choose cult troops of same allegiance as the mark he bears. At point cost indicated in the troop entry of the cult unit in question. But still remains 4 to 9 models. Note that if the Lord choose to have a retinue he wont be an independent character until all his bodyguards are eliminated.

Chaos Terminators Bodyguards

The character in terminator armor may have 4 chaos terminator bodyguards. For 120pts refer to the chaos terminator entry for options no cult terminators are permitted. Note that if the Lord choose to have a retinue he wont be an independent character until all his bodyguards are eliminated.

Chaos Lord and Bodyguard's Transport Options

The Chaos Lord and Bodyguards in power armor no more than 6 models or less may choose a chaos surpressor APC for 80pts.

The Chaos Lord and Bodyguards in power armor no more than 10 models or less may choose a chaos rhino APC for 35pts or a chaos land raider for 220pts.

A Terminator Chaos Lord and his Chaos Terminator retinue may have a Chaos Land Raider at 220pts. Giving them a transport makes them unable to deep strike.

HEAD QUARTERS

Chaos Sorcerer

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Sorcerer	90	5	5	4	4	3	5	3	10	3+	/	5+

Unit Type: Infantry

Number/Squad: 1

Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

As a HQ choice the Character MUST take a mark. Note that marks do not make easier the teleportation of deep strike capable units of daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Chaos Mark Undivided 0pts

the unit can re-roll One Normal failed save per turn.

Mark of Nurgle 20pts

the unit gains +1T

Mark of Slaanesh 5pts

the unit gains +1I

Mark of Tzeentch 15pts

the unit gains 4+ Invulnerable save instead of the 5+ Invulnerable save

Dark Powers of Chaos

The sorcerer MUST choose one psychic powers from the following list. If the sorcerer has the mark of Tzeentch he may choose a second psychic power of Chaos undivided:

- Doom bolt 10pts
- Warptime 25pts
- Wind of chaos 30pts
- Gift of chaos 30pts
- Bolt of change 25pts
(Mark of Tzeentch only)
- Nurgle's Rot 15pts
(Mark of Nurgle only)
- Lash of Submission 20pts
(Mark of Slaaneesh only)

Options

The Chaos Lord may have a Jump Pack for +20pts or Daemon Wings Mutation at same point cost.

The Sorcerer can exchange his close combat weapon for one of the following for the cost listed below:

- Power Weapon 5pts
- Force Weapon 10pts
- Bedlam staff 25pts
(count as a power weapon and adds 6 inches to limited distance psychic powers)

The Sorcerer can add to his wargear Inferno Bolts +10pts.

If no Inferno Bolt is taken he can also replace his bolt pistol for a Plasma pistol for +12pts.

The Character can be given a personal icon at +5pts to ease Deamon Summoning or the Teleportation of Deep Strike Capable units.

Chaos Sorcerer Familiar

The Sorcerer may choose to have a familiar giving him the possibility of having an other psychic power of chaos undivided for +5pts. If the character rides a bike or a Daemonic Mount he cannot choose this option.

Terminator Armor Options

The Sorcerer may give up his basic wargear in favor of terminator armor for +30pts. This includes power weapon and twin-linked bolter. All other options may be taken as normal.

The Sorcerer may exchange his Twin-Linked Bolter for a combi weapon for +5pts.

He can also change his Power Weapon for one of the following:

- Force Weapon 10pts
- Bedlam staff 25pts
(count as a power weapon and adds 6 inches to limited distance psychic powers)

Special Rule

- Fearless

- If the Chaos Sorcerer has Jump Pack then his retinue must have jump packs as well for 20pts per model. Models with Jump Pack cannot have a Transport. Same goes with the daemonic wings mutation.

Chaos Sorcerer mounts options

A Chaos Sorcerer without terminator armor may choose his own manner of transportation at the point cost below.

Combat bike +30pts

adds +1 to toughness to the rider and twin-linked bolter and may exchange it for a combi weapon at +10pts. A Chaos Sorcerer on a combat bike can still have a retinue of 4 chaos space marine bikers at 132pts. Options for chaos bikers are covered in the fast attack section.

Deamonic Steed 30pts

The Sorcerer who choose a deamonic mount cannot have any retinue but can still join any infantry unit with same movement type.

Nightmare of Chaos adds

+1 to toughness and +1 to attack Characteristics of the Chaos Sorcerer.

Palanquin of Nurgle

+2 to toughness Characteristics of the Chaos Sorcerer.

Steed of Slaanesh

+1 to toughness and +1 Initiative Characteristics of the Chaos Sorcerer.

Disc of Tzeentch

+1 to toughness and adds +1 to BS Characteristics of the Chaos Sorcerer.

Chaos Space Marine Bodyguards

A Chaos Sorcerer in power armor can have a retinue of 4 to 9 chaos space marines at 14pts per model. No heavy weapons may be included but all other options stated in the troop entry may be taken as normal. The Chaos Sorcerer can choose cult troops of same allegiance as the mark he bears. At point cost indicated in the troop entry of the cult unit in question. But still remains 4 to 9 models. Note that if the Sorcerer choose to have a retinue he wont be an independent character until all his bodyguards are eliminated.

Chaos Terminators Bodyguards

The character in terminator armor may have 4 chaos terminator bodyguards. For 120pts refer to the chaos terminator entry for options no cult terminators are permitted. Note that if the Sorcerer choose to have a retinue he wont be an independent character until all his bodyguards are eliminated.

Chaos Sorcerer and Bodyguard's Transport Options

Sorcerer and Bodyguards in power armor no more than 6 models or less may choose a chaos surpressor APC for 80pts.

The Sorcerer and Bodyguards in power armor no more than 10 models or less may choose a chaos rhino APC for 35pts or a chaos land raider for 220pts.

A Terminator Chaos Sorcerer and his Chaos Terminator retinue may have a Chaos Land Raider at 220pts. Giving them a transport makes them unable to deep strike.

HEAD QUARTERS

Chaos Exalted Champion

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Exalted Champion	60	5	5	4	4	2	5	3	10	3+	/	5+

Unit Type: Infantry

Number/Squad: 1

Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

As a HQ choice the Character MUST take a mark. Note that marks do not make easier the teleportation of deep strike capable units of daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Chaos Mark Undivided 0pts

the unit can re-roll One Normal failed save per turn.

Mark of Khorne 10pts

the unit gains +1A,. Note that Khorne's mark proscribe any psychics abilities and no Sorcerer ca be part of the force.

Mark of Nurgle 20pts

the unit gains +1T

Mark of Slaanesh 5pts

the unit gains +1I

Mark of Tzeentch 15pts

the unit gains 4+ Invulnerable save instead of the 5+ Invulnerable save

Options

The character may have a Jump Pack for +20pts or Daemon Wings Mutation at same point cost.

The Champion can exchange his close combat weapon for one of the following for the cost listed below:

- Power Weapon 10pts
- Single Lightning Claw 15pts
- Pair of Lightning Claws 20pts (cannot take any ranged weapon)
- Power Fist 20pts

He can also replace his bolt pistol for a Plasma pistol for +12pts.

He can also add to his Wargear Melta Bombs for +5pts.

The Character can be given a personal icon at +5pts to ease Deamon Summoning or the Teleportation of Deep Strike Capable units.

Exalted Champion mounts options

A Exalted One without terminator armor may choose his own manner of transportation at the point cost below.

Combat bike +30pts

adds +1 to toughness to the rider and twin-linked bolter and may exchange it for a combi weapon at +10pts. A Champion on a combat bike can still have a retinue of 4 chaos space marine bikers at 132pts. Options for chaos bikers are covered in the fast attack section.

Deamonic Steed 30pts

Exalted One who choose a deamonic mount cannot have any retinue but can still join any infantry unit with same movement type.

Nightmare of Chaos

adds +1 to toughness and +1 to attack Characteristics of the Champion.

Juggernaut of Khorne

+1 to toughness and +1 to attack Characteristics of the Champion, note that the attack has a re-roll hit.

Palanquin of Nurgle

+2 to toughness Characteristics of the Exalted Champion.

Steed of Slaanesh

+1 to toughness and +1 Initiative Characteristics of the Champion.

Disc of Tzeentch

+1 to toughness and adds +1 to BS Characteristics of the Exalted Champion.

Special Rule

- Fearless

ELITES

Chaos Chosens

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Chosen	18	4	4	4	4	1	4	1	9	3+	/	-
Chosen Aspiring Champion	28	4	4	4	4	1	4	2	10	3+	/	-

Unit Type: Infantry

Number/Squad: 5 to 10

Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

A squad containing no icon all squad members can be marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Mark Undivided 1pts per model

the unit can re-roll failed moral checks.

Mark of Khorne 3pts per model

the unit gains +1A except any independent character who joins the squad.

Mark of Nurgle 5pts per model

the unit gains +1T except any independent character who joins the squad.

Mark of Slaanesh 2pts per model

the unit gains +1I except any independent character who joins the squad.

Mark of Tzeentch 4pts per model

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Icons

One model may be given an icon of chaos, note that these holy effigies act as psychic and daemonic beacon to deep strike units or summoning deamons. Icon confers also a special ability to all squad members. You may choose one of the following.

Icon Undivided 10pts

the unit can re-roll failed moral checks.

Icon of Khorne 30pts

the unit gains +1A except any independent character who joins the squad.

Icon of Nurgle 50pts

the unit gains +1T except any independent character who joins the squad.

Icon of Slaanesh 20pts

the unit gains +1I except any independent character who joins the squad.

Icon of Tzeentch 40pts

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squad Options

Squad members can exchange their bolt pistol and close combat weapon for a bolter at no point cost.

Instead of exchanging their weapons squad members can add bolter to their wargear at +1 point per model.

Up to 2 chaos chosen may exchange thier bolt pistol for a plasma pistol for +12pts.

Up to 2 squad members who has a bolter in their wargear may exchange them for the following special weapons at indicated point cost:

- Flamer 8pts
- Meltagun 10pts
- Plasmagun 12pts
- Autocannon 10pts
- Heavy Bolter 10pts

Additionally up to 4 Chaos Chosen may exchange their close combat weapon in the following at point cost indicated:

- Power Weapon 10pts each
- Power Fist 20pts each
- Single Lightning Claw 15pts
- Pair of Lightning Claws 20pts (no ranged weapon can be taken)

Any model can take meltabombs for +5pts per model.

Character

One Chaos Chosen can be raised to Aspiring Champion status for +10pts.

He has acces to same options than other Squad members. Except for Autocanon and Heavy Bolter can not be taken.

Squad Transport Options

The Unit may have a Rhino APC dedicated to them at +35pts.

If the Squad counts 6 models or less they can choose a Surpressor APC for 80pts.

Special Rule

- infiltrate: a Unit with a transport cannot infiltrate

ELITES

Chaos Dreadnought

	Points per Model	WS	BS	S	Front	Sides	Rear	I	A
Chaos Dreadnought	90	4	4	6	12	12	10	4	3

Unit Type: Vehicle / Walker

Number/Squad: 1

Wargear

- Dreadnought Close Combat Weapon
- Twin linked Bolter
- Smoke Launchers
- Search light

Chaos Marks

Only Head Quarters choices that has a God Specific Mark can have in his force Cult Units.

Marks on Vehicles do not act as Beacons for the teleportation of deep strike units or daemon summoning but still gives obscure abilities to the Machine that has a living being bound to, touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the Vehicle at the point cost indicated.

Mark Undivided 10pts

the unit can re-roll one Glancing hit per turn (the player choose one from both results).

Mark of Khorne 15pts

the unit gains +1A Attack and the Furious Charge Special Rule

Mark of Nurgle 30pts

the unit gains +1 to all armor sides, in addition The Machine is blessed with Nurgle's Rot, at the end of the shooting phase any enemy model within 6inchs suffers a Strength 3 AP- attack and armor saves are taken as normal.

Mark of Slaanesh 20pts

the unit gains +1 Initiative, may take a Blasmaster for 35pts instead of the normal Wargear Options and also exchange the Twin-Linked Bolter for a Sonic Blaster at no point cost.

Mark of Tzeentch 40pts

the unit can re-roll one Penetrating hit per turn (the player choose one from both results).

Wargear Options

The Dreadnought's other arm MUST be Armed with one of the following at the point cost indicated:

- Twin-Linked Autocannon 20pts
- Twin-Linked Heavy Bolter 15pts
- Twin-Linked Lascannon 35pts
- Multi-Melta 10pts
- Plasma Cannon 15pts
- Additional Dreadnought Close Combat Weapon including a Twin-Linked Bolter at 10pts (+1 Attack)
- Havoc Missile Launcher 10pts

Entombed's Options

Most Chaos Dreadnought date back before the Horus heresy and some are even older. Most of the Chaos Space Marines entombed inside the Dreadnought's sarcophagus were already veterans are now even more skilled warriors even if most have lost their sanity over the whispering and callings of the dark gods.

The Dreadnought can ignore the Crazy Special rule for 20pts.

Chaos Dreadnought Transport

The Unit can take a Dreadclaw Assault Pod for +30pts.

Special Rule

- Crazy

ELITES

Chaos Possessed Marines

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Possessed Marine	15	4	4	4	4	1	4	1	9	3+	/	5+
Chaos Possessed Champion	30	4	4	4	4	1	4	2	10	3+	/	5+

Unit Type: Infantry

Number/Squad: 5 to 10

Wargear

- Power Armor
- Daemonic Mutations
(counts as single close combat weapon)

Chaos Marks

A squad containing no icon all squad members can be marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Mark Undivided 1pts per model

the unit can re-roll failed moral checks.

Mark of Khorne 3pts per model

the unit gains +1A except any independent character who joins the squad.

Mark of Nurgle 5pts per model

the unit gains +1T except any independent character who joins the squad.

Mark of Slaanesh 2pts per model

the unit gains +1I except any independent character who joins the squad.

Mark of Tzeentch 4pts per model

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squad Options

Squad members MUST choose one or 2 Mutations, all the squad Must choose same mutations from the following list. Note that the point cost is for one model only:

- Daemon talons 5pts
(count as Close Combat Weapon)
- Ripper blade 10pts
(count as Power Weapon)
- Mantis scythe 15pts
(count as Single Lightning Claw)
- Pair of Mantis Scythes 20pts
(count as pair of Lightning Claws)
- Daemon Claw 20pts
(count as Power Fist)
- Wings 20pts
(count as Jump Pack)
- Daemonic Legs 15pts
(give the Squad the Fleet Special Rule)
- Arm Maw 8pts
(Count as Flamer)

Character

One Chaos Chosen can be raised to Aspiring Champion status for +15pts.

Adding a Possessed Aspiring Champion give the ability of the Squad to infiltrate.

Squad Transport Options

The Unit may have a Rhino APC dedicated to them at +35pts.

Special Rule

- Fearless
- Having a transport nullifies the infiltrate ability if a Aspiring Champion is part of the Squad.

ELITES

Chaos Terminators

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Terminator	30	4	4	4	4	1	4	2	10	2+	/	5+
Chaos Terminator Champion	40	4	4	4	4	1	4	3	10	2+	/	5+

Unit Type: Infantry

Number/Squad: 4 to 10

Wargear

- Terminator Armor
- Twin-Linked Bolter
- Power Weapon

Chaos Marks

A squad containing no icon all squad members can be marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Mark Undivided 1pts per model

the unit can re-roll failed moral checks.

Mark of Khorne 3pts per model

the unit gains +1A except any independent character who joins the squad.

Mark of Nurgle 5pts per model

the unit gains +1T except any independent character who joins the squad.

Mark of Slaanesh 2pts per model

the unit gains +1I except any independent character who joins the squad.

Mark of Tzeentch 4pts per model

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Icons

One model may be given an icon of chaos, note that these holy effigies act as psychic and daemonic beacon to deep strike units or summoning deamons. Icon confers also a special ability to all squad members. You may choose one of the following.

Icon Undivided 10pts

the unit can re-roll failed moral checks.

Icon of Khorne 30pts

the unit gains +1A except any independent character who joins the squad.

Icon of Nurgle 50pts

the unit gains +1T except any independent character who joins the squad.

Icon of Slaanesh 20pts

the unit gains +1I except any independent character who joins the squad.

Icon of Tzeentch 40pts

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squad Options

Any Squad member can change their Twin-Linked Bolter to a Combi-Bolter for +5pts.

One model can exchange his Twin-Linked Bolter for one of the weapons below at point cost indicated:

- Heavy Flamer 5pts
- Reaper Auto Cannon 20pts

If the Unit counts 10 models then a second model may choose to have one of the following weapon at point cost below:

- Heavy Flamer 5pts
- Reaper Auto Cannon 20pts

Any Squad member can exchange their Power Weapon for one of the following:

- Single Lightning Claw 5pts
- Pair of Lightning Claws 10pts
- Power fist 10pts
- Chain fist 15pts

Character

Any model in the Squad can be raised to terminator champion status at +10pts per model.

Squad Transport Options

The Unit may have a Chaos Land Raider dedicated for them at +220pts. Note that giving the Squad a transport they can't Deep Strike.

Special Rule

- Deep Strike

Chaos Cult Terminators

Only Head Quarters choices that has a God Specific Mark can have in his force Cult Units.

Chaos Terminators that are Marked by one of the dark gods can further be upgraded to cult terminators, this confers them other abilities and give them access to other options, only marks gives access to cult options just refer to the corresponding god cult below.

Cult of Khorne

Chaos Terminators Marked by Khorne may be cult Terminators for +7pts per model.

No Heavy Flamer or Reaper Autocannon can be taken.

The unit may take Power Weapons infused with Khorne's rage, these weapons bears the mark of Khorne as well and become Rending Power Weapons for 5pts per model.

Only 2 combi-Weapon can be taken in the squad for 5pts each.

Other Close Combat Weapons Options are taken as normal.

A Chaos Terminator Champion can still be added.

In addition the unit gains the Fearless and Furious Charge Special Rule.

Cult Of Nurgle

Chaos Terminators Marked by Nurgle may be cult Terminators for +5pts per model.

The Squad is blessed with Nurgle's Rot, at the end of the shooting phase any enemy model within 6inches suffers a Strength 3 AP- attack and armor saves are taken as normal.

A Chaos Terminator Champion can still be added.

In addition the unit gains the Fearless and Feel No Pain Special Rule.

Cult of Slaanesh

Chaos Terminators Marked by Slaanesh may be cult Terminators for +8pts per model.

All Members in the squad MUST change their Twin-Linked Bolter for Sonic Blasters at no point cost.

One model can exchange his Sonic Blaster for a Blastmaster at 20pts or a Heavy Flamer for 5pts.

If the Unit counts 10 models then a second model may choose to have a Blastmaster at 20pts or a Heavy Flamer for 5pts.

One Model may add to his Wargear a Doom Siren for 10pts.

A Chaos Terminator Champion can still be added.

In addition the unit gains the Fearless Special Rule.

Cult Of Tzeentch

Chaos Terminators Marked by Tzeentch may be Rubric Terminators for +6pts per model.

A Terminator Aspiring Sorcerer can lead the Squad and cost 50pts. Refer below for profile and options.

Aspiring Sorcerer Terminator

Points	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
50	4	4	4	4	1	4	2	10	2+	/	4+

Wargear

- Terminator Armor
- Power Weapon
- Twin-Linked Bolter
- Inferno Bolts

The Character MUST choose one of the psychic powers listed below:

- Doom bolt 10pts
- Warptime 25pts
- Wind of Chaos 30pts
- Gift of Chaos 30pts
- Bolt of Change 25pts

He can also change his Power Weapon for one of the following:

- Force Weapon 10pts
- Bedlam staff 15pts
(count as a power weapon and adds 6 inches to limited distance psychic powers)

Rubric Terminators cannot have Combi-Weapons but may have Inferno Bolts for 5pts per model in the Squad.

All other Ranged Weapon Options are taken as normal and NO Close Combat Weapons options are available.

In addition the unit gains the Fearless and Slow And Purposeful Special Rule.

TROOPS

Chaos Space Marines

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Space Marine	14	4	4	4	4	1	4	1	9	3+	/	-
Chaos Aspiring Champion	28	4	4	4	4	1	4	2	10	3+	/	-

Unit Type: Infantry

Number/Squad: 5 to 20

Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

A squad containing no icon all squad members can be marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Mark Undivided 1pts per model

the unit can re-roll failed moral checks.

Mark of Khorne 3pts per model

the unit gains +1A except any independent character who joins the squad.

Mark of Nurgle 5pts per model

the unit gains +1T except any independent character who joins the squad.

Mark of Slaanesh 2pts per model

the unit gains +1I except any independent character who joins the squad.

Mark of Tzeentch 4pts per model

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Icons

One model may be given an icon of chaos, note that these holy effigies act as psychic and daemonic beacon to deep strike units or summoning deamons. Icon confers also a special ability to all squad members. You may choose one of the following.

Icon Undivided 10pts

the unit can re-roll failed moral checks.

Icon of Khorne 30pts

the unit gains +1A except any independent character who joins the squad.

Icon of Nurgle 50pts

the unit gains +1T except any independent character who joins the squad.

Icon of Slaanesh 20pts

the unit gains +1I except any independent character who joins the squad.

Icon of Tzeentch 40pts

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squad Options

Squad members can exchange their bolt pistol and close combat weapon for a bolter at no point cost.

Instead of exchanging their weapons squad members can add a bolter to their wargear at +1 point per model.

One chaos space marine may exchange his bolt pistol for a plasma pistol for +12pts or instead exchange his bolter for one of the following Special Weapons:

- Plasmagun 12pts
- Meltagun 10pts
- Flamer 8pts

If the Unit as 6 models or more a second one may be taken.

A squad of 10 members or more may take a Heavy Weapon instead of a second Special Weapon, just refer to the list below:

- Autocannon 10pts
- Heavy Bolter 10pts
- Lascannon 20pts
- Missile Launcher 10pts

Character

One model in the Squad can be raised to Aspiring Champion status at +14pts.

The Character can exchange his bolt pistol and close combat weapon for a bolter at no point cost or instead add the bolter to his wargear at +1pts.

If he kept the Bolt Pistol in his wargear he may exchange it for a Plasma Pistol at +12pts.

The Character that has kept a Close Combat Weapon in his Wargear can Exchange it for one of the following:

- Power Weapon 10pts
- Power Fist 20pts
- Single Lightning Claw 15pts
- Pair of Lightning Claws 20pts
(no ranged weapon can be taken)

Squad Transport Option

The Unit may have a Rhino APC dedicated to them at +35pts.

TROOPS

0-2 Chaos Cultists

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Cultist	6	3	3	3	3	1	3	1	7	6+	/	-
Chaos Cultist Touched One	16	3	3	3	3	1	3	2	8	6+	/	-

Unit Type: Infantry

Number/Squad: 10 to 20

Wargear

- Las Pistol
- Close Combat Weapon
- Frag Grenades

Icons

One model may be given an icon of chaos, note that these holy effigies act as psychic and daemonic beacon to deep strike units or summoning deamons. Icon confers also a special ability to all squad members. You may choose one of the following.

Icon Undivided 10pts

the unit can re-roll failed moral checks.

Icon of Khorne 30pts

the unit gains +1A except any independent character who joins the squad.

Icon of Nurgle 50pts

the unit gains +1T except any independent character who joins the squad.

Icon of Slaanesh 20pts

the unit gains +1I except any independent character who joins the squad.

Icon of Tzeentch 40pts

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squad Options

Up to 2 Squad members can exchange their Las pistol and close combat weapon for one of the following:

- Grenade launcher 5pts
- Flamer 8pts

Character

One model in the Squad can be raised to Touched One status at +10pts.

The Character can exchange his Las Pistol and close combat weapon for a bolter at no point cost.

If he kept the Las Pistol in his wargear he may exchange it for a Bolt Pistol at +2pts.

The Character that has kept a Close Combat Weapon in his Wargear can Exchange it for a Power Weapon at +10pts.

He May Add to his Wargear Melta Bombs for +10pts.

Special Rule

- infiltrate: a Unit with a transport cannot infiltrate.

The Alpha Legion sponsors many cults, the 0-2 restriction is changed to 0-3.

TROOPS

0-1 Khorne Berzerkers

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Khorne Berzerker	20	5	4	4	4	1	4	2	9	3+	/	-
Khorne Skull Champion	35	5	4	4	4	1	4	3	10	3+	/	-

Unit Type: Infantry

Number/Squad: 5 to 20

Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

Squad members are marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods.

Mark of Khorne

the unit gains +1A except any independent character who joins the squad (Included in profile).

Icon of Khorne +5pts

A Khorne icon may still be added in the unit. note that the +1A will not be cumulative but will ease deep strike capable models and daemon summoning , a model can be given a Khorne icon for +5pts.

Squad Options

Up to 2 Khorne Berzerkers may exchange their bolt pistols for plasma pistols for +12pts each.

The unit may take Khornate Chain Axes, these weapons bears the mark of Khorne as well and become Rending Close Combat Weapons for 5pts per model.

Character

One model in the Squad can be raised to Skull Champion status at +15pts.

The Character can exchange his Bolt Pistol for a Plasma Pistol at +12pts.

he can also Exchange his Close Combat Weapon for one of the following:

- Power Weapon 10pts
- Power Fist 20pts
- Single Lightning Claw 15pts
- Pair of Lightning Claws 20pts
(no ranged weapon can be taken)

instead The Champion may take a Khornate Chain Axe, the weapon bears the mark of Khorne as well and become a Rending Close Combat Weapons for 5pts.

Squad Transport Option

The Unit that count no more than 10 models may have a Rhino APC dedicated to them at +35pts.

Special Rule

A Daemon Prince, Chaos Lord or a Chaos Exalted Champion that Bears the Mark of Khorne the 0-1 restriction is removed.

- Fearless
- Furious Charge

TROOPS

0-1 Noise Marines

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Noise Marine	20	4	4	4	4	1	5	1	9	3+	/	-
Champion of Excess	35	4	4	4	4	1	5	2	10	3+	/	-

Unit Type: Infantry

Number/Squad: 5 to 20

Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

Squad members are marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods.

Mark of Slaanesh

the unit gains +1I except any independent character who joins the squad (Included in profile).

Icon of Slaanesh +5pts

A Slaanesh icon may still be added in the unit. note that the +1I will not be cumulative but will ease deep strike capable models and daemon summoning , a model can be given a Slaanesh icon for +5pts.

Squad Options

Squad members can exchange their bolt pistol and close combat weapon for a bolter at no point cost.

Instead of exchanging their weapons squad members can add a bolter to their wargear at +1 point per model.

The unit may exchange their Bolters for Sonic Blasters at +5pts per model or if no Bolters are taken, simply add to their wargear the Sonic Blasters at same point cost.

One model can be given a Blastmaster for 25pts, if the squad counts 20 models then a second Blastmaster can be taken.

Character

One model in the Squad can be raised to Champion of Excess status at +15pts.

The Character can Exchange his Close Combat Weapon for one of the following:

- Power Weapon 10pts
- Power Fist 20pts
- Single Lightning Claw 15pts
- Pair of Lightning Claws 20pts
(no ranged weapon can be taken)

The Champion may take a Doom Siren for 15pts. this device leave the user's both hands free, he can choose other weapon options as normal.

Squad Transport Option

The Unit that count no more than 10 models may have a Rhino APC dedicated to them at +35pts.

Special Rule

A Daemon Prince, Chaos Lord, Chaos Sorcerer or a Exalted Champion that Bears the Mark of Slaanesh the 0-1 restriction is removed.

- Fearless

0-1 Plague Marines

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Plague Marine	20	4	4	4	5	1	3	1	9	3+	/	-
Champion of Pestilence	35	4	4	4	5	1	3	2	10	3+	/	-

Unit Type: Infantry

Number/Squad: 5 to 20

Wargear

- Power Armor
- Bolter
- Frag Grenades
- Krak Grenades
- Blight Grenades

Chaos Marks

Squad members are marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods.

Mark of Nurgle

the unit gains +1T except any independent character who joins the squad (Included in profile).

Icon of Nurgle +5pts

A Nurgle icon may still be added in the unit. note that the +1T will not be cumulative but will ease deep strike capable models and daemon summoning , a model can be given a Nurgle icon for +5pts.

Squad Options

Squad members can add to their Wargear a Bolt Pistol and a Close Combat Weapon for 2pts per model.

Up to 2 members in the Squad can exchange their Bolters for one of the weapons listed below:

- Flamer 8pts each
- Meltagun 10pts each
- Plasmagun 12pts each

Character

One model in the Squad can be raised to Champion of Pestilence status at +15pts.

The Champion can Exchange his Bolt Pistol or if none, add to his Wargear a Plasma Pistol for +12pts.

The Character can Exchange his Close Combat Weapon or if none, add to his Wargear one of the following:

- Power Weapon 10pts
- Power Fist 20pts

Squad Transport Option

The Unit that count no more than 10 models may have a Rhino APC dedicated to them at +35pts.

Special Rule

A Daemon Prince, Chaos Lord, Chaos Sorcerer or a Exalted Champion that Bears the Mark of Nurgle the 0-1 restriction is removed.

- Fearless
- Feel No Pain

TROOPS

0-1 Thousand Sons Marines

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Thousand Sons Marine	20	4	4	4	4	1	4	1	9	3+	/	4+
Aspiring Sorcerer	40	4	4	4	4	1	4	1	10	3+	/	4+

Unit Type: Infantry

Number/Squad: 5 to 20

Thousand Sons Marines Wargear

- Power Armor
- Bolter

Aspiring Sorcerer's Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Inferno Bolts

Chaos Marks

Squad members are marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods.

Mark of Tzeentch

the unit gains 4+ invulnerable save except any independent character who joins the squad (included in profile).

Icon of Tzeentch +5pts

A Tzeentch icon may still be added in the unit. Note that the 4+ invulnerable save will not be cumulative but will ease deep strike capable models and daemon summoning, a model can be given a Tzeentch icon for +5pts.

Squad Options

Squad members can add to their Wargear Inferno Bolts for 10pts per model.

Inferno Bolts change the Squad's Weapons to the following profile:
Bolter 24", Str4, AP3, Rapid fire.

Character

Aspiring Sorcerer may lead the Squad for +50pts and has the following options.

The Character **MUST** choose one of the psychic powers listed below:

- Doom bolt 10pts
- Warptime 25pts
- Wind of Chaos 30pts
- Gift of Chaos 30pts
- Bolt of Change 25pts

He can also replace his Close Combat Weapon for one listed below.

- Power Weapon 10pts
- Force Weapon 15pts
- Bedlam staff 25pts
(count as a power weapon and adds 6 inches to limited distance psychic powers)

Squad Transport Option

The Unit that count no more than 10 models may have a Rhino APC dedicated to them at +35pts.

Special Rule

A Daemon Prince, Chaos Lord, Chaos Sorcerer or a Exalted Champion that Bears the Mark of Tzeentch the 0-1 restriction is removed.

- Fearless
- Slow and Purposeful
(excluding Aspiring Sorcerer)



BEASTS OF CHAOS



Chaos Beast Pack or Swarm

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Hounds (Undivided)	10	4	0	4	3	1	4	2	7	6+	/	-
Flesh Hound (Khorne)	15	5	0	4	4	1	5	2	8	-	/	6+
Screamers (Tzeentch)	15	4	0	3	4	1	5	1	8	-	/	5+
Nurgling Swarm (Nurgle)	10	3	0	3	4	1	5	D6	7	6+	/	-
Warp Beast (Slaanesh)	10	4	0	3	4	1	6	2	7	-	/	6+

Unit Type: Beast / Swarm

Number/Pack: 5 to 10

Wargear

- Claws and Fangs

Special Rule

- Only TROOP choices can have a dedicated beast pack or swarm. Only one type of beast can be part of the pack or swarm and must be of same allegiance or patron God as the TROOP choice they are dedicated to. Note that TROOPS that has a pack or swarm attached to cannot have Transports.

- The pack or swarm must always operate inside 12" distance of the troop choice they are attached to, the unit can only get outside of the perimeter for charging an opposing unit. work out this as the Synapse Special Rule.

- No F.O.C
Beasts and Swarms do not count towards the Force Organization Chart but are treated as troop choice.

- Fleet

Chaos Spawn

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Spawn	40	3	0	5	5	3	3	D6	10	6+	/	6+

Unit Type: Beast

Number/Pack: 1 to 3

Wargear

- Claws and Fangs

Special Rule

- Fearless

- Slow and Purposeful

- Mindless

- No F.O.C
Beasts and Swarms do not count towards the Force Organization Chart but are treated as Heavy Support choice.

TRANSPORT

Chaos Rhino

	Points per Model	WS	BS	S	Front	Sides	Rear	I	A
Chaos Rhino	35	0	4	0	11	11	10	0	0

Unit Type: Vehicle / Tank

Number/Squad: 1

Wargear

- Twin-Linked Bolter
- Smoke Launchers
- Searchlight

Chaos Marks

Marks on Vehicles that does not have rebellous Chaos Space Marine or Deamon binded to them only indicate the allegence of the crew that operates the machine. Mark of Chaos have no effect on them.

Options

- Dozer Blade 5pts
- Dirge Caster 5pts
- Pintle Combi-Bolter 5pts
- Combi-Weapon 10pts
- Havoc Launcher 15pts
- Extra Armor 15pts
- Daemonic Possession 20pts

Special Rule

- Repair
- Fire Points: 1
- Access Points: two side hatches and one rear hatch.
- Transport Capacity: 10 standard models.

TRANSPORT

Chaos Suppressor

	Points per Model	WS	BS	S	Front	Sides	Rear	I	A
Chaos Suppressor	80	0	4	0	12	12	10	0	0

Unit Type: Vehicle / Tank

Number/Squad: 1

Wargear

- Hull Mounted Twin-Linked Heavy Bolter
- Smoke Launchers
- Searchlight
- Dozer Blade

Chaos Marks

Marks on Vehicles that does not have rebellous Chaos Space Marine or Deamon binded to them only indicate the allegence of the crew that operates the machine. Mark of Chaos have no effect on them.

Options

- Dirge Caster 5pts
- Pintle Combi-Bolter 5pts
- Combi-Weapon 10pts
- Havoc Launcher 15pts
- Extra Armor 15pts
- Daemonic Possession 20pts

Special Rule

- Repair
- Fire Points: 1
- Access Points: two side hatches and one rear hatch.
- Transport Capacity: 6 standard models.

TRANSPORT

Chaos Dreadclaw Assault Pod

	Points per Model	WS	BS	S	Front	Sides	Rear	I	A
Chaos Dreadclaw Assault Pod	30	0	4	0	12	12	12	0	0

Unit Type: Drop Pod

Number/Squad: 1

Wargear

None

Chaos Marks

Marks on Vehicles that does not have rebellous Chaos Space Marine or Deamon binded to them only indicate the allegence of the crew that operates the machine. Mark of Chaos have no effect on them.

Options

None

Special Rule

- Access Points: 1 hatch below
- Transport Capacity: 10 standard models, Instead of models it can transport 1 Chaos Dreadnought.
- Once the passengers have disembarked the vehicle it cannot be reused.

✠ FAST ATTACK ✠

Chaos Space Marine Bikers

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	InvSv
Chaos Space Marine Biker	30	4	4	4	4(5)	1	4	1	9	3+	-
Biker Aspiring Champion	45	4	4	4	4(5)	1	4	2	10	3+	-

Unit Type: Bikes

Number/Squadron: 3 to 10

Chaos Marine Biker's Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades
- Motorcycle
(Including Twin-Linked Bolter)

Chaos Marks

A squad containing no icon all squad members can be marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Mark Undivided 1pts per model
the unit can re-roll failed moral checks.

Mark of Khorne 3pts per model
the unit gains +1A except any independent character who joins the squad.

Mark of Nurgle 5pts per model
the unit gains +1T except any independent character who joins the squad.

Mark of Slaanesh 2pts per model
the unit gains +1I except any independent character who joins the squad.

Mark of Tzeentch 4pts per model
the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Icons

One model may be given an icon of chaos, note that these holy effigies act as psychic and daemonic beacon to deep strike units or summoning deamons. Icon confers also a special ability to all squad members. You may choose one of the following.

Icon Undivided 10pts
the unit can re-roll failed moral checks.

Icon of Khorne 30pts
the unit gains +1A except any independent character who joins the squad.

Icon of Nurgle 50pts
the unit gains +1T except any independent character who joins the squad.

Icon of Slaanesh 20pts
the unit gains +1I except any independent character who joins the squad.

Icon of Tzeentch 40pts
the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squadron Options

2 Chaos Space Marine Bikers can exchange their Twin-Linked Bolters on the bikes for Combi-Weapons at +10pts each.

If the Squadron did not changed the bike's Weapons then up to 2 Squadron members can add to their Wargear One of the Weapons listed below:

- Flamer 8pts
- Meltagun 10pts
- Plasmagun 12pts

Character

one squadron member can be raised at Champion status for +15pts.

The Champion can replace his Bolt Pistol for a Plasma Pistol at +12pts.

He can also exchange his Close Combat Weapon for one of the following at the point cost listed below:

- Power Weapon 10pts
- Single Lightning Claw 15pts
- Power Fist 20pts

the Character can add Melta Bombs to his Wargear for +5pts

Special Rule

None

✘ FAST ATTACK ✘

0-2 Chaos Raptors

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Raptor	20	4	4	4	4	1	4	1	9	3+	/	-
Raptor Aspiring Champion	35	4	4	4	4	1	4	2	10	3+	/	-

Unit Type: Jump Infantry

Number/Squad: 5 to 10

Chaos Raptor Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

A squad containing no icon all squad members can be marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Mark Undivided 1pts per model

the unit can re-roll failed moral checks.

Mark of Khorne 3pts per model

the unit gains +1A except any independent character who joins the squad.

Mark of Nurgle 5pts per model

the unit gains +1T except any independent character who joins the squad.

Mark of Slaanesh 2pts per model

the unit gains +1I except any independent character who joins the squad.

Mark of Tzeentch 4pts per model

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Icons

One model may be given an icon of chaos, note that these holy effigies act as psychic and daemonic beacon to deep strike units or summoning deamons. Icon confers also a special ability to all squad members. You may choose one of the following.

Icon Undivided 10pts

the unit can re-roll failed moral checks.

Icon of Khorne 30pts

the unit gains +1A except any independent character who joins the squad.

Icon of Nurgle 50pts

the unit gains +1T except any independent character who joins the squad.

Icon of Slaanesh 20pts

the unit gains +1I except any independent character who joins the squad.

Icon of Tzeentch 40pts

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squad Options

Up to 2 Chaos Raptors can exchange their Bolt Pistols for Plasma Pistols at 12pts each.

2 members of the Squad can add to their Wargear One of the Weapons listed below:

- Flamer 8pts
- Meltagun 10pts
- Plasmagun 12pts

A Squad counting 10 members, then 2 other Chaos Raptors can also add to their Wargear one of the weapons listed here:

- Flamer 8pts
- Meltagun 10pts
- Plasmagun 12pts

Character

one squad member can be raised at Champion status for +15pts.

The Champion can replace his Bolt Pistol for a Plasma Pistol at +12pts.

He can also exchange his Close Combat Weapon for one of the following at the point cost listed below:

- Power Weapon 10pts
- Power Fist 20pts
- Single Lightning Claw 15pts
- Pair Lightning Claws 20pts
(no ranged weapon can be taken)

Special Rule

- The Night Lords Legion are adepts of fast strike units, to represent this the 0-2 restriction is removed.

- Hit and Run

- Deep Strike

✘ FAST ATTACK ✘

0-1 Chaos Suppressor Squad

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Space Marine	14	4	4	4	4	1	4	1	9	3+	/	-
Aspiring Champion	28	4	4	4	4	1	4	2	10	3+	/	-

Unit Type: Infantry

Number/Squad: 6

Chaos Space Marine Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

A squad containing no icon all squad members can be marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Mark Undivided 1pts per model

the unit can re-roll failed moral checks.

Mark of Khorne 3pts per model

the unit gains +1A except any independent character who joins the squad.

Mark of Nurgle 5pts per model

the unit gains +1T except any independent character who joins the squad.

Mark of Slaanesh 2pts per model

the unit gains +1I except any independent character who joins the squad.

Mark of Tzeentch 4pts per model

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Icons

One model may be given an icon of chaos, note that these holy effigies act as psychic and daemonic beacon to deep strike units or summoning daemons. Icon confers also a special ability to all squad members. You may choose one of the following.

Icon Undivided 10pts

the unit can re-roll failed moral checks.

Icon of Khorne 30pts

the unit gains +1A except any independent character who joins the squad.

Icon of Nurgle 50pts

the unit gains +1T except any independent character who joins the squad.

Icon of Slaanesh 20pts

the unit gains +1I except any independent character who joins the squad.

Icon of Tzeentch 40pts

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squad Options

4 members of the Squad MUST add to their Wargear One of the Weapons listed below:

- Flamer 8pts
- Meltagun 10pts
- Plasmagun 12pts

Any Model in the Squad can add to their Wargear Melta Bombs at +5pts per model.

Character

one squad member can be raised at Champion status for +14pts.

The Champion can replace his Bolt Pistol for a Plasma Pistol at +12pts.

He can also exchange his Close Combat Weapon for one of the following at the point cost listed below:

- Power Weapon 10pts
- Power Fist 20pts
- Single Lightning Claw 15pts
- Pair Lightning Claws 20pts
(no ranged weapon can be taken)

Squad Transport Option

The Squad MUST have a transport they may choose one of the following vehicles at point cost indicated:

- Chaos Rhino APC 35pts
- Chaos Suppressor APC 80pts

Special Rule

- The Night Lords Legion are adepts of fast strike units, to represent this the 0-1 restriction is removed.

- Tank Hunters

✠ FAST ATTACK ✠

0-1 Chaos Dread Squad

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Space Marine	14	4	4	4	4	1	4	1	9	3+	/	-
Aspiring Champion	28	4	4	4	4	1	4	2	10	3+	/	-

Unit Type: Infantry

Number/Squad: 1 to 3 Squad of 5

Chaos Space Marine Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

A squad containing no icon all squad members can be marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Mark Undivided 1pts per model

the unit can re-roll failed moral checks.

Mark of Khorne 3pts per model

the unit gains +1A except any independent character who joins the squad.

Mark of Nurgle 5pts per model

the unit gains +1T except any independent character who joins the squad.

Mark of Slaanesh 2pts per model

the unit gains +1I except any independent character who joins the squad.

Mark of Tzeentch 4pts per model

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Icons

One model may be given an icon of chaos, note that these holy effigies act as psychic and daemonic beacon to deep strike units or summoning deamons. Icon confers also a special ability to all squad members. You may choose one of the following.

Icon Undivided 10pts

the unit can re-roll failed moral checks.

Icon of Khorne 30pts

the unit gains +1A except any independent character who joins the squad.

Icon of Nurgle 50pts

the unit gains +1T except any independent character who joins the squad.

Icon of Slaanesh 20pts

the unit gains +1I except any independent character who joins the squad.

Icon of Tzeentch 40pts

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squad Options

One members of each Squad may add to his Wargear One of the Weapons listed below:

- Flamer 8pts
- Meltagun 10pts
- Plasmagun 12pts
- Kai Gun 20pts

Character

One of each squad member can be raised at Champion status for +14pts.

The Champion can replace his Bolt Pistol for a Plasma Pistol at +12pts.

He can also exchange his Close Combat Weapon for one of the following at the point cost listed below:

- Power Weapon 10pts
- Power Fist 20pts
- Single Lightning Claw 15pts
- Pair Lightning Claws 20pts (no ranged weapon can be taken)

Squad Transport Option

The Squads MUST take a Dreadclaw Assault Pod for 30pts each.

Special Rule

- The Night Lords Legion are adepts of fast strike units, to represent this the 0-1 restriction is changed to 0-2.

- When Deep Striking 2 or 3 Dread Squads they must be all dropped at the same time as it is one unit. Deep Strike one Pod as normal and others are landing at 6" distance from the first one, the location is determined by the scatter dice. If a unit is in the way re-roll the scatter dice till there is space for the Dreadclaw Assault pod to land.

- Deep Strike

▲ HEAVY SUPPORT ▲

Chaos Havocs

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Space Marine	14	4	4	4	4	1	4	1	9	3+	/	-
Aspiring Champion	28	4	4	4	4	1	4	2	10	3+	/	-

Unit Type: Infantry

Number/Squad: 5 to 10

Chaos Space Marine Wargear

- Power Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Chaos Marks

A squad containing no icon all squad members can be marked by chaos. Marks does not make easier the teleportation of deep strike units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the squad at the point cost indicated.

Mark Undivided 1pts per model

the unit can re-roll failed moral checks.

Mark of Khorne 3pts per model

the unit gains +1A except any independent character who joins the squad.

Mark of Nurgle 5pts per model

the unit gains +1T except any independent character who joins the squad.

Mark of Slaanesh 2pts per model

the unit gains +1I except any independent character who joins the squad.

Mark of Tzeentch 4pts per model

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Icons

One model may be given an icon of chaos, note that these holy effigies act as psychic and daemonic beacon to deep strike units or summoning deamons. Icon confers also a special ability to all squad members. You may choose one of the following.

Icon Undivided 10pts

the unit can re-roll failed moral checks.

Icon of Khorne 30pts

the unit gains +1A except any independent character who joins the squad.

Icon of Nurgle 50pts

the unit gains +1T except any independent character who joins the squad.

Icon of Slaanesh 20pts

the unit gains +1I except any independent character who joins the squad.

Icon of Tzeentch 40pts

the unit gains 4+ Invulnerable save except any independent character who joins the squad.

Squad Options

Up to 4 members may add to their Wargear One of the Weapons listed below:

- Flamer 8pts
- Meltagun 10pts
- Plasmagun 12pts
- Autocannon 20pts
- Heavy Bolter 15pts
- Missile Launcher 20pts
- Lascannon 35pts

Character

One squad member can be raised at Champion status for +14pts.

The Champion can replace his Bolt Pistol for a Plasma Pistol at +12pts.

He can also exchange his Close Combat Weapon for one of the following at the point cost listed below:

- Power Weapon 10pts
- Power Fist 20pts

Squad Transport Option

The Unit may have a Rhino APC dedicated to them at +35pts.

Special Rule

None

▲ HEAVY SUPPORT ▲

0-1 Chaos Obliterators

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Chaos Obliterator	75	4	4	4	4	2	4	2	9	2+	/	5+

Unit Type: Infantry

Number/Squad: 1 to 3

Chaos Obliterator Wargear

- Power Fist
- Twin-Linked Flamer
- Twin-Linked Meltagun
- Twin-Linked Plasmagun
- Multi-Melta
- Plasma Cannon
- Lascannon

Note: Only one Ranged Weapon may be fired per turn.

Special Rule

- The Iron Warriors and Word Bearers count within their ranks more Obliterators than other Legions, to represent this the 0-1 restriction is changed to 0-2
- Fearless
- Deep Strike
- Slow and Purposeful

A HEAVY SUPPORT A

Chaos Defiler

	Points per Model	WS	BS	S	Front	Sides	Rear	I	A
Chaos Defiler	150	3	3	6	12	12	10	3	3

Unit Type: Vehicle / Walker

Number/Squad: 1

Wargear

- Dreadnought Close Combat Weapon
- Dreadnought Close Combat Weapon
- Battle Cannon
- Reaper Autocannon
- Twin-Linked Heavy Flamer
- Smoke Launchers
- Search light
- Daemonic Possession

Chaos Marks

Only Head Quarters choices that has a God Specific Mark can have in his force Cult Units.

Marks on Vehicles do not act as Beacons for the teleportation of deep strike units or daemon summoning but still gives obscure abilities to the Machine that has a living being bound to, touched by Chaos or one of the dark gods. One type of Chaos mark can be taken for the Vehicle at the point cost indicated.

Mark Undivided 10pts

the unit can re-roll one Glancing hit per turn (the player choose one from both results).

Mark of Khorne 15pts

the unit gains +1A Attack and the Furious Charge Special Rule.

Mark of Nurgle 30pts

the unit gains +1 to all armor sides, in addition The Machine is blessed with Nurgle's Rot, at the end of the shooting phase any enemy model within 6inchs suffers a Strength 3 AP- attack and armor saves are taken as normal.

Mark of Slaanesh 20pts

the unit gains +1 Initiative, may replace the Reaper Autocannon by a Blasmaster for 35pts instead of the normal Wargear Options.

Mark of Tzeentch 40pts

the unit can re-roll one Penetrating hit per turn (the player choose one from both results).

Wargear Options

The Defiler Heavy Flamer arm can be changed with one of the following at the point cost indicated:

- Havoc Missile Launcher 5pts
- Close Combat Arm (+1A)

The Reaper Autocannon Arm may be replaced by one of the listed below weapons at point cost indicated:

- Close Combat Arm (+1A) 0pts
- Twin-Linked Heavy Bolter 0pts
- Twin-Linked Lascannon 20pts

Special Rule

- Fleet

▲ HEAVY SUPPORT ▲

Chaos Predator

	Points per Model	WS	BS	S	Front	Sides	Rear	I	A
Chaos Predator	70	0	4	0	12	12	10	0	0

Unit Type: Vehicle / Tank

Number/Squad: 1

Wargear

- Turret Mounted Autocannon
- Smoke Launchers
- Search Light

Chaos Marks

Marks on Vehicles that does not have rebellous Chaos Space Marine or Deamon binded to them only indicate the allegence of the crew that operates the machine. Mark of Chaos have no effect on them.

Wargear Options

The Turret's Autocannon can be replaced by Twin-Linked Lascannon at 35pts.

The tank may also be fitted with side sponsors with the following armaments at point cost indicated:

- Heavy Bolters 30pts
- Lascannon 60pts

Options

- Dozer Blade 5pts
- Dirge Caster 5pts
- Pintle Combi-Bolter 5pts
- Combi-Weapon 10pts
- Havoc Launcher 15pts
- Extra Armor 15pts
- Daemonic Possession 20pts

▲ HEAVY SUPPORT ▲

0-1 Chaos Vindicator

	Points per Model	WS	BS	S	Front	Sides	Rear	I	A
Chaos Vindicator	125	0	4	0	13	11	10	0	0

Unit Type: Vehicle / Tank

Number/Squad: 1

Wargear

- Hull Demolisher Cannon
- Smoke Launchers
- Search Light
- Dozer Blade

Chaos Marks

Marks on Vehicles that does not have rebellous Chaos Space Marine or Deamon binded to them only indicate the allegence of the crew that operates the machine. Mark of Chaos have no effect on them.

Options

- Dozer Blade 5pts
- Dirge Caster 5pts
- Pintle Combi-Bolter 5pts
- Combi-Weapon 10pts
- Havoc Launcher 15pts
- Extra Armor 15pts
- Daemonic Possession 20pts

Special Rule

Iron Warriors Legion have access to many siege weaponry, to represent this the 0-1 restriction is removed.

▲ HEAVY SUPPORT ▲

Chaos Land Raider

	Points per Model	WS	BS	S	Front	Sides	Rear	I	A
Chaos Land Raider	220	0	4	0	14	14	14	0	0

Unit Type: Vehicle / Tank

Number/Squad: 1

Wargear

- Twin-Linked Heavy Bolter
- Twin-Linked Lascannon Sponson
- Twin-Linked Lascannon Sponson
- Smoke Launchers
- Searchlight

Chaos Marks

Marks on Vehicles that does not have rebellous Chaos Space Marine or Deamon binded to them only indicate the allegence of the crew that operates the machine. Mark of Chaos have no effect on them.

Options

- Dozer Blade 5pts
- Dirge Caster 5pts
- Pintle Combi-Bolter 5pts
- Combi-Weapon 10pts
- Havoc Launcher 15pts
- Extra Armor 15pts
- Daemonic Possession 20pts

Special Rule

- Assault Vehicle
- Transport Capacity 10 standard models or 5 models in terminator armor
- Can be a dedicated transport
- has one frontal assault ramp and two side hatches

▲ HEAVY SUPPORT ▲

0-1 Iron Warriors Chaos Basilisk

	Points per Model	WS	BS	S	Front	Sides	Rear	I	A
Iron Warriors Chaos Basilisk	100	0	4	0	12	11	10	0	0

Unit Type: Vehicle / Tank

Number/Squad: 1

Wargear

- Earthshaker Cannon
- Hull Mounted Heavy Bolter
- Smoke Launchers
- Searchlight

Chaos Marks

Marks on Vehicles that does not have rebellous Chaos Space Marine or Deamon binded to them only indicate the allegiance of the crew that operates the machine. Mark of Chaos have no effect on them.

Options

- Dozer Blade 5pts
- Dirge Caster 5pts
- Pintle Combi-Bolter 5pts
- Combi-Weapon 10pts
- Havoc Launcher 15pts
- Extra Armor 15pts

Special Rule

- Only the Iron Warriors Legion has access to this uncommon artillery piece and its kept at 0-1.



DAEMONIC HQ



0-1 Summoned Greater Daemon

Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	InvSv
Greater Daemon	90 + Mark	8	0	6	6	4	4	4	10	- / 4+

Unit Type: Monstrous Creature

Number/Squad: 1

Wargear

- Close Combat Weapon

Chaos Marks

As a HQ choice the Character MUST take a mark. Note that marks do not make easier the teleportation of deep strike capable units or daemon summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark one type of Chaos mark can be taken.

Chaos Mark Undivided 0pts

the unit can re-roll One Failed Normal save, per turn may take a Chaos Undivided Psychic Power, he becomes a Unnamed Greater Daemon. He may have wings for 20pts.

Mark of Khorne 30pts

the unit gains +1A. Note that Khorne's mark proscribe any psychics abilities also no Sorcerer can be part of the force, plus by adding this mark he become a Khorne Bloodthister. He has wings and can use them like he wishes.

Mark of Nurgle 15pts

the unit gains +1T, may take a Nurgle Psychic Power or a Chaos Undivided Power, plus by adding this mark he become a Nurgle Great Unclean One.

Mark of Slaanesh 5pts

the unit gains +1I, may take a Slaanesh Psychic Power or a Chaos Undivided Power, plus by adding this mark he become a Slaanesh Keeper of Secrets.

Mark of Tzeentch 40pts

the unit gains 3+ Invulnerable save instead of the 4+ invulnerable save in addition the Character MUST take One Tzeentch Psychic Power and may take One Chaos Undivided Psychic Power, plus by adding this mark he become a Tzeentch Lord of Change. He has wings and can use them like he wishes.

Available Psychic Powers

Chaos Undivided Psychic Powers

- Doom Bolt 10pts
- Gift of Chaos 30pts
- Warptime 25pts
- Wind of Chaos 30pts

Nurgle Psychic Power

- Nurgle's Rot 15pts

Slaanesh Psychic Power

- Lash of Submission 20pts

Tzeentch Psychic Power

- Bolt of Change 25pts

Pay the price of summoning

When the Greater Daemon is successfully summoned, remove one miniature in the Squad who has been calling the Greater Daemon forth. This rule do not apply to HQ choice characters that count towards the Force Organisation Chart.

Special Rule

- Fearless
- No F.O.C.
Chaos Greater Daemons do not count towards the Force Organization Chart but can be treated as HQ choice.



DAEMONIC TROOPS



Summoned Lesser Daemon

	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv
Lesser Daemon	10 + Mark	4	0	4	4	1	4	2	10	-	/	5+

Unit Type: Infantry

Number/Squad: 5 to 20

Wargear

- Close Combat Weapon

Chaos Marks

As Daemons they MUST take a mark. Note that marks do not make easier the teleportation of Deep Strike capable units or Daemon Summoning but still gives obscure abilities to whom is touched by Chaos or one of the dark one type Chaos mark can be taken.

Chaos Mark Undivided 1pts per model

the unit can re-roll One Failed Normal save, per turn whole Squad. For 9pts per model they can become Chaos Furies and are treated as having wings.

Mark of Khorne 3pts per model

the unit gains +1A. Note that Khorne's mark proscribe any psychics abilities also no Sorcerer can be part of the force, plus by adding this mark they become Khorne Bloodletters.

Mark of Nurgle 5pts per model

the unit gains +1T, plus by adding this mark they become a Nurgle Plague Bearers.

Mark of Slaanesh 2pts per model

the unit gains +1I, plus by adding this mark they become Slaanesh Daemonettes.

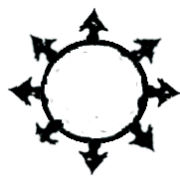
Mark of Tzeentch 4pts per model

the unit gains 4+ Invulnerable save instead of the 5+ invulnerable save by applying this mark they become Tzeentch Horrors. They can become Flamers of Tzeentch with the following changes:

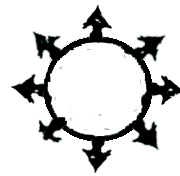
- 0 WS and 4BS
- no Close Combat Weapons
- Whole Group has Flamers

Special Rule

- Fearless
- No F.O.C.
Chaos Lesser Daemons do not count towards the Force Organization Chart but can be treated as TROOP choice.
- The Word Bearers Legion rely Heavily on Daemons, to represent this they can deploy up to 2 Daemon Groups at the start of the game without summoning them.



SUMMARY



On Foot

	WS	BS	S	T	W	I	A	Ld	Sv	/	InvSv	Pages
Daemon Prince	7	5	6	5	4	5	4	10	3+	/	5+	
Chaos Lord	6	5	4	4	3	5	3	10	3+	/	5+	
Chaos Sorcerer	5	5	4	4	3	5	3	10	3+	/	5+	
Chaos Exalted Champion	5	5	4	4	2	5	3	10	3+	/	5+	
Chaos Chosen	4	4	4	4	1	4	1	9	3+	/	-	
Chaos Aspiring Champion	4	4	4	4	1	4	2	10	3+	/	-	
Chaos Possessed Marine	4	4	4	4	1	4	1	9	3+	/	5+	
Chaos Possessed Champion	4	4	4	4	1	4	2	10	3+	/	5+	
Chaos Terminator	4	4	4	4	1	4	2	10	2+	/	5+	
Chaos Terminator Champion	4	4	4	4	1	4	3	10	2+	/	5+	
Chaos Space Marines	4	4	4	4	1	4	1	9	3+	/	-	
Chaos Cultist	3	3	3	3	1	3	1	7	6+	/	-	
Chaos Cultist Touched One	3	3	3	3	1	3	2	8	6+	/	-	
Khorne Berzerker	5	4	4	4	1	4	2	9	3+	/	-	
Khorne Skull Champion	5	4	4	4	1	4	3	10	3+	/	-	
Noise Marine	4	4	4	4	1	5	1	9	3+	/	-	
Champion of Excess	4	4	4	4	1	5	2	10	3+	/	-	
Plague Marine	4	4	4	5	1	3	1	9	3+	/	-	
Champion of Pestilence	4	4	4	5	1	3	2	10	3+	/	-	
Thousand Sons Marines	4	4	4	4	1	4	1	9	3+	/	4+	
Aspiring Sorcerer	4	4	4	4	1	4	1	10	3+	/	4+	
Chaos Hounds	4	0	4	3	1	4	2	7	6+	/	-	
Flesh Hound	5	0	4	4	1	5	2	8	-	/	6+	
Screamers	4	0	3	4	1	5	1	8	-	/	5+	
Nurgling Swarm	3	0	3	4	1	5	D6	7	6+	/	-	
Warp Beast	4	0	3	4	1	6	2	7	-	/	6+	
Chaos Spawn	3	0	5	5	3	3	D6	10	6+	/	6+	
Chaos Space Marine Biker	4	4	4	4(5)	1	4	1	9	3+	/	-	
Biker Aspiring Champion	4	4	4	4(5)	1	4	2	10	3+	/	-	
Chaos Raptor	4	4	4	4	1	4	1	9	3+	/	-	
Raptor Aspiring Champion	4	4	4	4	1	4	2	10	3+	/	-	
Chaos Obliterator	4	4	4	4	2	4	2	9	2+	/	5+	
Greater Daemon	8	0	6	6	4	4	4	10	-	/	4+	
Lesser Daemon	4	0	4	4	1	4	2	10	-	/	5+	

Vehicles

	WS	BS	S	Front	Sides	Rear	I	A	Pages
Chaos Dreadnought	4	4	6	12	12	10	4	3	
Chaos Rhino	0	4	0	11	11	10	0	0	
Chaos Suppressor	0	4	0	12	12	10	0	0	
Chaos Dreadclaw Assault Pod	0	4	0	12	12	12	0	0	
Chaos Defiler	3	3	6	12	12	10	3	3	
Chaos Predator	0	4	0	12	12	10	0	0	
Chaos Vindicator	0	4	0	13	11	10	0	0	
Chaos Land Raider	0	4	0	14	14	14	0	0	
Iron Warriors Chaos Basilisk	0	4	0	12	11	10	0	0	

Ranged Weapons

	Range	Strenght	AP	Type
Autocannon	48"	7	4	Heavy2 / Rending
Blastmaster (Varied Frequency)	36"	5	4	Assault2 / Pinning
Blastmaster (Single Frequency)	48"	8	3	Heavy1 / Blast / Pinning
Bolter	24"	4	5	Rapid Fire
Bolt Pistol	12"	4	5	Pistol
Doom Siren	Flamer Template	5	3	Assault1
Flamer	Flamer Template	4	5	Assault1
Grenade Launcher				
Heavy Bolter	36"	5	4	Heavy3
Heavy Flamer	Flamer Template	5	4	Assault1
Kai Gun	24"	6	3	Assault2
Lascannon	48"	9	2	Heavy1
Las Pistol	12"			Pistol
Meltagun	12"	8	1	Assault1 / Melta
Missile Launcher (Frag)	48"	4	6	Heavy1 / Small Blast
Missile Launcher (Krak)	48"	8	3	Heavy1
Multi-Melta	24"	8	1	Assault1 / Melta
Plasma Cannon	36"	7	2	Heavy1 / Small Blast / Gets Hot!
Plasma Gun	24"	7	2	Rapid Fire / Gets Hot!
Plasma Pistol	12"	7	2	Pistol / Gets Hot!
Reaper Autocannon	36"	7	4	Heavy2 / Twin-Linked / Rending
Sonic Blaster	24"	4	5	Assault2 or Heavy3
Battlecannon	72"	8	3	Ordnance1 / Large Blast
Demolisher Cannon	24"	10	2	Ordnance1 / Large Blast
Havoc Launcher	48"	5	5	Heavy1 / Small Blast

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