

KILL TEAM LIST

CHAOS SPACE MARINES

CODEx: CHAOS SPACE MARINES

This Team List uses the special rules and wargear lists found in Codex: Chaos Space Marines. If a rule differs from the Codex, it will be clearly stated.

WARP ASSAULT

Models in Terminator armour, Warp Talons, Mutilators, and Obliterators may Deep Strike as normal (see the Built-up Area rule).

ICONS OF CHAOS

All Icons of Chaos count as 'banners' when determining combat results and have a 6" area of effect. Models may be affected by multiple Icons (same Icons do not stack), but usual restrictions still apply – i.e. Only models with the Mark of Khorne may benefit from being within range of an Icon of Wrath.

CHAOS BOON TABLE

Re-roll any results of Spawnhood or Apotheosis. When playing a campaign, all results on the Chaos Boon table are temporary bonuses that are always removed at the end of a game.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models



TRAITOR LEGIONS

Your Kill Team may belong to one of the following Traitor Legions, in which case all Chaos Acolyte, Aspiring Champion, Chaos Space Marine, Chaos Terminators, Chosen, Raptor and Chaos Biker models in your Kill Team gain the special rules and effects as indicated below at the points cost stated (pay per model that is one of the types above).



Alpha Legion (1 pt per model)

Models have the Shrouded special rule during the first turn of a battle. All Aspiring Champions (without Terminator Armour, a Jump Pack or a Chaos Bike) and Chosen gain the Infiltrate special rule. All Cultists Squads gain the Scouts special rule (even though you do not 'pay' for the privilege).



Black Legion (1 pt per model)

Models gain the Hatred (Space Marines) special rule. A Black Legion team may take Chosen as Core models as well as Special.



Death Guard (4 pts per model)

Models gain the Feel No Pain and Fearless special rules. If a Death Guard model is able to take a Mark of Nurgle it must do so.



Emperor's Children (2 pts per model)

Models may re-roll To Hit rolls of 1 in close combat and are immune to Pinning tests. Furthermore, all Chosen may offer/accept challenges. If an Emperor's Children model is able to take a Mark of Slaanesh it must do so.



Iron Warriors (1 pt per model)

Models gain the Tank Hunters and Stubborn special rules.



Night Lords (1 pt per model)

Models gain the Fear and Hit & Run special rules.



Word Bearers (1 pt per model)

Models gain the Crusader special rule. A Word Bearers team may take Possessed as Core as well as Special.



World Eaters (3 pts per model)

Models gain the Furious Charge and Fearless special rules. If a World Eaters model is able to take a Mark of Khorne it must do so. A World Eaters team may not take a Chaos Acolyte as its team leader.

TEAM LEADERS

ASPIRING CHAMPION

23 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Aspiring Champion	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Terminator Champion (upgrade)	4	4	4	4	2	4	2	9	2+	Infantry (Character)
Berzerker Champion (upgrade)	5	4	4	4	2	4	2	9	3+	Infantry (Character)
Plague Champion (upgrade)	4	4	4	5	2	3	2	9	3+	Infantry (Character)
Noise Champion (upgrade)	4	4	4	4	2	5	2	9	3+	Infantry (Character)

WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- Champion of Chaos
- Champion of Traitors*
- Cult Champions*

Champion of Traitors: In a team lead by an Aspiring Champion with a Chaos Bike, you may take more than three Chaos Bikers. If the Aspiring Champion has a Jump Pack, you may take more than five Raptors. In a team led by a Terminator Champion, Chaos Terminators may be taken as Core.

Cult Champions: When you buy an Aspiring Champion you may choose to upgrade it to one of the three 'cult' champions for the additional points cost listed (Berzerker, Plague or Noise) following the rules to the right. If you do this the appropriate Special choice may be taken as Core. This 'cult upgrade' may only be done when you *initially* choose your model.

OPTIONS:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- May take any of the following:
 - Veterans of the Long War 3 pts
 - Melta bomb 5 pts
 - Blight grenade¹ 5 pts
 - Ichor blood 5 pts
 - Back banner² 10 pts
 - Gift of mutation 10 pts
 - Jump pack³ 10 pts
 - Chaos bike³ 15 pts
 - Aura of dark glory 15 pts
 - Combat familiar 15 pts
- May take one of the following Marks of Chaos:
 - Mark of Khorne 2 pts
 - Mark of Tzeentch 2 pts
 - Mark of Slaanesh 2 pts
 - Mark of Nurgle 3 pts
- May take items from the **Chaos Space Marine Armoury**, including Leader and Champion items.

¹Models with a Mark of Nurgle only.

²Counts as a 'banner' when determining combat results.

³These pieces of wargear are mutually exclusive.

TERMINATOR CHAMPION:

An Aspiring Champion may be upgraded to a Terminator Champion for 10 pts. A Terminator Champion replaces all his wargear with Terminator armour, combi-bolter and power weapon and has only these options:

- May take items from the **Terminator Weapons** list.
- May take any of the following:
 - Veterans of the Long War 3 pts
 - Gift of mutation 10 pts
- May take one of the following Marks of Chaos:
 - Mark of Khorne 3 pts
 - Mark of Slaanesh 4 pts
 - Mark of Tzeentch 5 pts
 - Mark of Nurgle 6 pts
- May take items from the **Chaos Space Marine Armoury**, including Leader, Champion and Terminator items.

BERZERKER CHAMPION (+6 PTS):

A Berzerker Champion gains the Fearless, Furious Charge and Mark of Khorne special rules and has only these options:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- May take any of the following:
 - Veterans of the Long War 1 pt
 - Melta bomb 5 pts
 - Gift of mutation 10 pts
 - Juggernaut of Khorne 35 pts
- May take items from the **Chaos Space Marine Armoury**, including Leader and Champion items.

PLAGUE CHAMPION (+11 PTS):

A Plague Champion gains the Fearless, Feel No Pain and Mark of Nurgle special rules. It also replaces its close combat weapon with a plague knife, and frag grenade with blight grenade and has only these options:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- May take any of the following:
 - Veterans of the Long War 1 pt
 - Melta bomb 5 pts
 - Gift of mutation 10 pts
 - Palanquin of Nurgle 40 pts
- May take items from the **Chaos Space Marine Armoury**, including Leader and Champion items.

NOISE CHAMPION (+4 PTS):

A Noise Champion gains the Fearless and Mark of Slaanesh special rules and has only these options:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- May take any of the following:

- Veterans of the Long War	1 pt
- Melta bomb	5 pts
- Gift of mutation	10 pts
- Doom siren	15 pts
- Steed of Slaanesh	20 pts
- May take items from the **Chaos Space Marine Armoury**, including Leader and Champion items.

**POSSESSED CHAMPION**

26 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Possessed Champion	4	4	5	4	2	4	2	9	3+	Infantry (Character)

WARGEAR:

- Power armour
- Close combat weapon

SPECIAL RULES:

- Inspiring Presence
- Champion of Chaos
- Daemon
- Fearless
- Fleet
- Vessels of Chaos

OPTIONS:

- May take one of the following:

- Mark of Slaanesh	3 pts
- Mark of Khorne	3 pts
- Mark of Nurgle	4 pts
- Mark of Tzeentch	5 pts
- May take Veterans of the Long War for 2 pts.
- May take up to two gifts of mutation for 10 pts each.
- May take items from the **Chaos Space Marine Armoury**, including Leader items.

CHAOS ACOLYTE

40 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Chaos Acolyte	4	4	4	4	2	4	2	9	3+	Infantry (Character)
Aspiring Sorcerer (upgrade)	4	4	4	4	2	4	2	10	3+	Infantry (Character)

WARGEAR:

- Power armour
- Force weapon
- Bolt pistol
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Inspiring Presence
- Champion of Chaos
- Psyker (Mastery Level 1)

OPTIONS:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- May take any of the following:

- Veterans of the Long War	3 pts
- Melta bomb	5 pts
- Blight grenade ¹	5 pts
- Ichor blood	5 pts
- Gift of mutation	10 pts
- Jump pack ²	10 pts
- Chaos bike ²	15 pts
- Aura of dark glory	15 pts
- Combat familiar	15 pts
- Spell familiar	15 pts
- May take one of the following Marks of Chaos:

- Mark of Tzeentch	5 pts
- Mark of Slaanesh	5 pts
- Mark of Nurgle	5 pts
- An *Aspiring Sorcerer* that does not have a jump pack or Chaos bike may take a Disc of Tzeentch for 30 pts.
- May take items from the **Chaos Space Marine Armoury**, including Leader and Acolyte items.

PSYKER:

At the start of the battle the model generates a single Primaris Power from the either the **Biomancy**, **Pyromancy**, or **Telepathy** discipline. If the model has a Mark of Chaos, he may *instead* generate the Primaris Power from the appropriate Chaos Space Marine discipline.

ASPIRING SORCERER:

When you buy a Chaos Acolyte you may choose to upgrade it an Aspiring Sorcerer for 18 pts. This upgrade may only be done when you initially choose your model. It gains the Mark of Tzeentch, Veterans of the Long War, Aura of Dark Glory, Inferno Bolts and Fearless special rules. In a team led by an Aspiring Sorcerer, Thousand Sons may be taken as Core. The Aspiring Sorcerer may never lose this upgrade, may not take any other Marks, and is not affected by any Traitor Legion rules.

¹Models with a Mark of Nurgle only.

²These pieces of wargear are mutually exclusive.

CULTIST CHAMPION

10 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Cultist Champion	4	3	3	3	2	3	2	8	6+	Infantry (Character)

WARGEAR:

- Improvised Armour
- Autopistol
- Close Combat Weapon

SPECIAL RULES:

- Inspiring Presence
- Champion of Chaos
- Champion of Heretics*

Champion of Heretics: In a team lead by a Cultist Champion, you must take at least two Chaos Cultist Squads when building your team, but you may increase the maximum Model Availability of Core models to 25.

OPTIONS:

- May replace any weapon with:
 - Autogun 1 pts
 - Shotgun 2 pts
 - Bolt pistol 2 pts
 - Plasma pistol 15 pts
 - Power weapon 15 pts

- May take one of the following:
 - Mark of Tzeentch 1 pt
 - Mark of Slaanesh 1 pt
 - Mark of Khorne 2 pts
 - Mark of Nurgle 2 pts
- May take items from the **Chaos Space Marine Armoury**, including Leader items

CORE

CHAOS SPACE MARINE

13 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Chaos Space Marine	4	4	4	4	1	4	1	8	3+	Infantry

WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

OPTIONS:

- Any model may replace its boltgun with a close combat weapon for *free*.
- For every five Chaos Space Marines you take in your team, one model may replace its boltgun with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Heavy bolter 10 pts
 - Autocannon 10 pts
 - Plasma gun 15 pts
 - Missile launcher 15 pts
 - Lascannon 20 pts

- Any model may take any of the following:
 - Close combat weapon 2 pts
 - Veterans of the Long War 1 pts
- Any model may take one of the following Marks*:
 - Mark of Khorne 2 pts
 - Mark of Tzeentch 2 pts
 - Mark of Slaanesh 2 pts
 - Mark of Nurgle 3 pts
- One Chaos Space Marine in your team may take one of the following Icons:
 - Icon of Despair 10 pts
 - Icon of Flame 15 pts
 - Icon of Wrath 20 pts
 - Icon of Vengeance 25 pts
 - Icon of Excess 30 pts

*Models in the same campaign Group must have the same mark.

CHAOS CULTIST SQUAD

20 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Chaos Cultist	3	3	3	3	1	3	1	7	6+	Infantry

WARGEAR:

- Improvised armour
- Autopistol
- Close combat weapon

SPECIAL RULES:

- Squad (5 Chaos Cultists)

OPTIONS:

- All Chaos Cultists in the squad may exchange their autopistols with autoguns for 5 pts.

- One model in the Chaos Cultist squad may exchange his autopistol or autogun with one of the following:
 - Heavy Stubber 5 pts
 - Flamer 5 pts
- The entire squad may take one of the following:
 - Mark of Tzeentch 5 pts
 - Mark of Slaanesh 5 pts
 - Mark of Khorne 10 pts
 - Mark of Nurgle 10 pts

RESTRICTION: You may only take a maximum of five Raptors in your team.

RAPTOR

17 Points

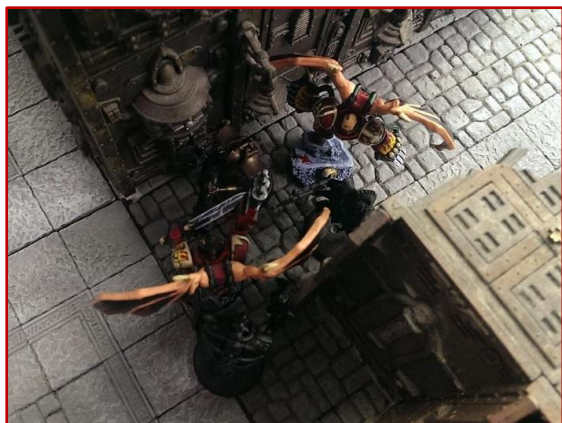
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Raptor	4	4	4	4	1	4	1	8	3+	Jump Infantry

WARGEAR:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade
- Jump pack

SPECIAL RULES:

- Fear



OPTIONS:

- One Raptor in your team may take one of the following weapons. If you have five or more Raptors then a second model may also do so:
 - Flamer *5 pts*
 - Meltagun *10 pts*
 - Plasma pistol (replaces bolt pistol) *15 pts*
 - Plasma gun *15 pts*
- Any model may take the Veterans of the Long War rule for *2 pts*.
- Any model may take one of the following Marks*:
 - Mark of Khorne *2 pts*
 - Mark of Tzeentch *2 pts*
 - Mark of Slaanesh *2 pts*
 - Mark of Nurgle *3 pts*
- One Raptor in your team may take one of the following Icons:
 - Icon of Despair *10 pts*
 - Icon of Flame *10 pts*
 - Icon of Wrath *15 pts*
 - Icon of Vengeance *25 pts*
 - Icon of Excess *30 pts*

**Models in the same campaign Group must have the same mark.*

RESTRICTION: You may only take a maximum of three Chaos Bikers in your team.

CHAOS BIKER

20 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Chaos Biker	4	4	4	5	1	4	1	8	3+	Bike

WARGEAR:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade
- Chaos bike

SPECIAL RULES:

- None

OPTIONS:

- One Chaos Biker in your team may replace either their close combat weapon or their bike's twin-linked boltgun with one of the following weapons. If you have three or more Chaos Bikers then a second model may also do so:
 - Flamer *5 pts*
 - Meltagun *10 pts*
 - Plasma gun *15 pts*

- Any model may take the Veterans of the Long War rule for *1 pt*.
- Any model may take one of the following Marks*:
 - Mark of Khorne *2 pts*
 - Mark of Slaanesh *2 pts*
 - Mark of Tzeentch *3 pts*
 - Mark of Nurgle *6 pts*
- One Chaos Biker in your team may take one of the following Icons:
 - Icon of Despair *10 pts*
 - Icon of Flame *15 pts*
 - Icon of Wrath *20 pts*
 - Icon of Vengeance *25 pts*
 - Icon of Excess *35 pts*

**Models in the same campaign Group must have the same mark.*

SPECIAL

CHOSEN											18 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Chosen	4	4	4	4	1	4	2	9	3+	Infantry	

WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade

OPTIONS:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- One Chosen in your team may replace its boltgun:
 - Flamer *5 pts*
 - Meltagun *10 pts*
 - Heavy bolter *10 pts*
 - Autocannon *10 pts*

SPECIAL RULES:

- None

- Missile launcher *15 pts*
- Plasma gun *15 pts*
- Lascannon *20 pts*
- May take one of the following:
 - Mark of Khorne *2 pts*
 - Mark of Slaanesh *2 pts*
 - Mark of Tzeentch *2 pts*
 - Mark of Nurgle *3 pts*
- One Chosen in your team may take one of the following Icons:
 - Icon of Despair *10 pts*
 - Icon of Flame *15 pts*
 - Icon of Wrath *20 pts*
 - Icon of Vengeance *25 pts*
 - Icon of Excess *35 pts*
- May take the Veterans of the Long War rule for *2 pts*.
- May take items from the **Chaos Space Marine Armoury**.

CHAOS TERMINATOR											31 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Chaos Terminator	4	4	4	4	1	4	2	9	2+	Infantry	

WARGEAR:

- Terminator armour
- Combi-bolter
- Power weapon

OPTIONS:

- May replace power weapon with:
 - Lightning claws *3 pts*
 - Power fist *7 pts*
 - Chainfist *12 pts*
- May replace combi-bolter with:
 - combi-flamer, -melta or -plasma *5 pts*
- May replace both weapons with a pair of lightning claws for *7 pts*.
- One Terminator in your team may replace his combi-bolter with:
 - Heavy flamer *10 pts*
 - Reaper autocannon *25 pts*

SPECIAL RULES:

- None

- May take one of the following:
 - Mark of Khorne *3 pts*
 - Mark of Slaanesh *4 pts*
 - Mark of Tzeentch *5 pts*
 - Mark of Nurgle *6 pts*
- One Chaos Terminator in your team may take one of the following Icons:
 - Icon of Despair *10 pts*
 - Icon of Flame *15 pts*
 - Icon of Wrath *25 pts*
 - Icon of Vengeance *35 pts*
 - Icon of Excess *40 pts*
- May take the Veterans of the Long War rule for *3 pts*.
- May take items from the **Chaos Space Marine Armoury** including Terminator items.

THOUSAND SON											23 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Thousand Son	4	4	4	4	1	4	1	10	3+	Infantry	

WARGEAR:

- Power armour
- Boltgun
- Aura of dark glory
- Inferno bolts

SPECIAL RULES:

- Fearless
- Mark of Tzeentch
- Slow and Purposeful
- Veterans of the Long War

POSSESSED

26 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Possessed	4	4	5	4	1	4	2	9	3+	Infantry

WARGEAR:

- Power armour
- Close combat weapon

SPECIAL RULES:

- Daemon
- Fearless
- Fleet
- Vessels of Chaos

- Mark of Nurgle *4 pts*
- Mark of Tzeentch *5 pts*

- One Possessed in your team may take one of the following Icons:

- Icon of Despair *5 pts*
- Icon of Flame *5 pts*
- Icon of Vengeance *5 pts*
- Icon of Wrath *15 pts*
- Icon of Excess *35 pts*

OPTIONS:

- May take one of the following:
 - Mark of Slaanesh *3 pts*
 - Mark of Khorne *3 pts*

- May take Veterans of the Long War for *2 pts*.

MUTILATOR

55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Mutilator	4	4	4	4	2	4	2	8	2+	Infantry

WARGEAR:

- Fleshmetal

SPECIAL RULES:

- Bulky
- Daemon
- Deep Strike
- Mutilator Weapons
- Slow and Purposeful

OPTIONS:

- May take one of the following:
 - Mark of Khorne *5 pts*
 - Mark of Slaanesh *6 pts*
 - Mark of Nurgle *6 pts*
 - Mark of Tzeentch *8 pts*
- May take Veterans of the Long War for *4 pts*.

RESTRICTION: You may only take a maximum of two Obliterators in your team.**OBLITERATOR**

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Obliterator	4	4	4	4	2	4	2	8	2+	Infantry

WARGEAR:

- Fleshmetal
- Power fist

SPECIAL RULES:

- Bulky
- Daemon
- Deep Strike
- Obliterator Weapons
- Slow and Purposeful

OPTIONS:

- May take one of the following:
 - Mark of Slaanesh *1 pt*
 - Mark of Khorne *4 pts*
 - Mark of Nurgle *6 pts*
 - Mark of Tzeentch *8 pts*
- May take Veterans of the Long War for *3 pts*.

KHORNE BERZERKER

19 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Khorne Berzerker	5	4	4	4	1	4	1	8	3+	Infantry

WARGEAR:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Fearless
- Mark of Khorne
- Furious Charge

OPTIONS:

- May take a chainaxe for *3 pts*.
- Up to two Khorne Berzerkers in your team may each replace their bolt pistols with plasma pistols for *15 pts*.
- May take Veterans of the Long War for *1 pt*.
- One Khorne Berzerker in your team may take an Icon of Wrath for *15 pts*.

CHAOS SPAWN

30 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Chaos Spawn	3	0	5	5	3	3	D6	10	-	Beast

WARGEAR:

- None

SPECIAL RULES:

- Fear
- Fearless
- Mutated Beyond Reason
- Rage
- Random Attacks
- Very Bulky
- Non-learning

OPTIONS:

- May take one of the following:
 - Mark of Khorne *2 pts*
 - Mark of Slaanesh *3 pts*
 - Mark of Tzeentch *4 pts*
 - Mark of Nurgle *6 pts*

WARP TALON

30 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Warp Talon	4	4	4	4	1	4	1	8	3+	Jump Infantry

WARGEAR:

- Power armour
- Two lightning claws
- Jump pack

SPECIAL RULES:

- Daemon
- Warpflame Strike

OPTIONS:

- May take one of the following:
 - Mark of Slaanesh *3 pts*
 - Mark of Khorne *4 pts*
 - Mark of Nurgle *4 pts*
 - Mark of Tzeentch *6 pts*
- May take Veterans of the Long War for *3 pts*.

NOISE MARINE

17 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Noise Marine	4	4	4	4	1	5	1	8	3+	Infantry

WARGEAR:

- Power armour
- Bolt pistol
- Boltgun
- Frag grenade
- Krak grenade

SPECIAL RULES:

- Fearless
- Mark of Slaanesh

OPTIONS:

- May take any of the following:
 - Veterans of the Long War *1 pt*
 - Close combat weapon *1 pt*
- May replace boltgun with:
 - Close combat weapon *free*
 - Sonic blaster *3 pts*
- One Noise Marine in your team may replace its boltgun with a blastmaster for *30 pts*.
- One Noise Marine in your team may take an Icon of Excess for *30 pts*

PLAGUE MARINE

24 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Plague Marine	4	4	4	5	1	3	1	8	3+	Infantry

WARGEAR:

- Power armour
- Bolt pistol
- Boltgun
- Plague knife
- Blight grenade
- Krak grenade

SPECIAL RULES:

- Fearless
- Mark of Nurgle
- Feel No Pain

OPTIONS:

- One Plague Marine in your team may replace its boltgun or bolt pistol with:
 - Flamer *5 pts*
 - Meltagun *10 pts*
 - Plasma gun *15 pts*
 - Plasma pistol *15 pts*
- May take Veterans of the Long War for *1 pt*.
- One Plague Marine in your team may take an Icon of Despair for *10 pts*.

RESTRICTION: You may only take one Forgesmith in your team.

FORGESMITH

50 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Forgesmith	4	4	4	4	1	4	1	8	2+	Infantry

WARGEAR:

- Fleshmetal
- Bolt pistol
- Close combat weapon
- Frag grenade
- Krak grenade
- Forge-arm*

SPECIAL RULES:

- Champion of Chaos
- Master of Mechanisms
- Shatter Defences
- Iron Within*

OPTIONS:

- May replace forge-arm with Mechatendrils for 25 pts.
- May replace close combat weapon with a power axe for 15 pts.
- May take items from the **Ranged Weapons** list.
- May take any of the following:
 - Veterans of the Long War 3 pts
 - Melta bomb 5 pts
 - Ichor blood 5 pts
 - Gift of mutation 10 pts
 - Aura of dark glory 15 pts
 - Combat familiar 15 pts
- May take one of the following Marks of Chaos:
 - Mark of Khorne 3 pts
 - Mark of Tzeentch 5 pts
 - Mark of Slaanesh 5 pts
 - Mark of Nurgle 5 pts
- May take items from the **Chaos Space Marine Armoury**. If the model is a Team Leader (see Iron Within left) it may also take Leader items.

Forge-arm: Forge-arms feature powerful servos that can be used equally for both battlefield repairs and combat. A model with a Forge-arm adds +1 to any repair roll, and has the following weapon profile:

	Range	S	AP	Type
Forge-arm	-	X2	1	Melee, Unwieldy, Specialist Weapon

Iron Within: An Iron Warriors team ignores the 'one only' restriction on Forgesmiths. Also, Forgesmiths in an Iron Warriors team may be taken as Team Leaders, if they do they gain Inspiring Presence and +1 Wound.

CHAOS SPACE MARINE ARMOURY

DAEMONIC ESSENCE (Leader Only) – 15 pts

The model can draw vitality from the Warp, enhancing his natural reserves of power. The model gains the Feel No Pain special rule.

DAEMONIC FLIGHT (Leader Only) – 15 pts

The model is able to fly using mighty demonic wings. Treat this as a jump pack that may use its Jump move in both the Movement and Assault phases during the same turn. May not be taken with a Chaos bike or Terminator armour.

CHAOS HOUND (Leader Only) – 10 pts

The model is accompanied by a Chaos Hound. Chaos Hounds are counted as wargear in all respect when playing a campaign, and do not need roll for Injury. A Chaos Hound does not count for Model Availability or Break Tests, and has the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
4	0	4	4	1	4	1	5	-
Unit Type: Beast								
Wargear: Teeth (Close combat weapon)								
Special Rules: Rage, Fearless								

FAVOUR OF THE GODS (Leader Only) – 5 pts

A model with Favour of the Gods may re-roll results on the Chaos Boon table.

CTHONIAN BLADE (Champion Only) – 25 pts

Replaces one weapon of your choice.

Forged on the homeworld of Horus, the Cthonian Blade has been tainted by Chaos and relishes the taste of flesh. The weapon has the following profile:

	Range	S	AP	Type
Cthonian Blade	-	User	3	Melee, Fleshbane

ARMOUR OF ETERNAL WAR

(Champion Only) – 10 pts

The champion is wearing an ornate set of armour dating back to before the Heresy. This ancient relic inspires the champion's troops. Friendly models within 6" of the champion may re-roll failed Morale checks.

DAEMONIC VISAGE (Champion Only) – 5 pts

The champion is surrounded by an unholy aura. The model gains the Fearless and Fear special rules.

STAFF OF WARPFIRE (Acolyte Only) – 15 pts

The Acolyte may project powerful warp flame from the staff. The Staff of Warpfire counts as a shooting weapon with the following profile:

	Range	S	AP	Type
Staff of Warpfire	Template	5	4	Assault 1, Soul Blaze

TOME OF HUNGER (Acolyte Only) – 10 pts

This warp tainted book has gifted the Acolyte with the ability to absorb souls. If the Acolyte kills a model in base contact with him, roll a d6. On a 5+ he absorbs its life essence and recovers 1 wound already lost in battle.

DAEMONIC NAME (Mark of Nurgle Only) – 15 pts

Nurgle bestows the model with a Daemonic name, granting him equal status to the daemons of Nurgle. The model gains the It Will Not Die special rule.

CLOUD OF FLIES (Mark of Nurgle Only) – 10 pts

Champions of Nurgle are frequently accompanied by swarms of pestilent flies. The model gains the Shrouded special rule.

COMBAT DRUGS (Mark of Slaanesh Only) – 15 pts

Slaanesh champions have access to a wide variety of combat drugs. At the start of every Assault phase the model is engaged in combat, roll a D6. Consult the chart below to find out what happens. Any bonus lasts for the rest of the current phase.

1. Model takes an immediate S4 AP- hit.
2. Gains +1 WS.
3. Gains +1 Strength.
4. Gains the Shred special rule.
5. Gains +1 Attack.
6. Gains the Feel No Pain special rule.

ALLURE OF SLAANESH

(Mark of Slaanesh Only) – 15 pts

Any enemy models charged by this model must immediately make a Leadership test or have their Attacks reduced by 1 (to a minimum of 1) for the rest of the phase.

BREATH OF TZEENTCH

(Mark of Tzeentch Only) – 15 pts

Tzeentch has gifted the model with daemonic flaming breath. The model gains a Heavy Flamer with the Soul Blaze special rule.

INFERNO BOLTS (Mark of Tzeentch Only) – 10 pts

These are sorcerous bolt shells that have been inscribed with arcane runes that write with blue-white fire. Any Boltgun or Bolt Pistol the model uses are resolved at AP3.

TALISMAN OF BURNING BLOOD

(Mark of Khorne) – 15 pts

The Talisman of Burning Blood increases the aggression of its bearer if it is sated with blood. If a model with this talisman kills one or more enemy models during the assault phase it gains +1 Attack until the end of its next turn.

COLLAR OF KHORNE

(Mark of Khorne Only) – 5 pts

A talisman forged in the heat of Khorne's rage. The model adds a +2 modifier to any Deny the Witch attempts within 6".

AUTO-LAUNCHERS (Terminator Only) – 10 pts

The model counts as having assault grenades that do not have the One Use rule (i.e. they never run out). These grenades may not be used in the Shooting phase.

CATAPHRACTII PATTERN ARMOUR

(Terminator Only) – 10 pts

Models with Cataphractii Pattern Armour gain a 4+ invulnerable save and the Slow and Purposeful special rule, but lose the Relentless special rule. Models with this armour may not also take Tartaros Pattern Armour.

TARTAROS PATTERN ARMOUR

(Terminator Only) – 5 pts

the model to make a Sweeping Advance. Models with this armour may not also take Cataphractii Pattern Armour.

TELEPORTER (Terminator Only) – 5 pts

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

RELIC WEAPON – 10 pts

The model has acquired an artefact of the great crusade era. Choose a single weapon the model has to gain the Master-crafted special rule.

OVERCHARGED WEAPON – 10 pts

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

SUSPENSORS – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

SMOKE GRENADES – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

BIONICS – 5 pts

The model gains the Feel No Pain (6+) special rule.

TARGETER – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.