

KILL TEAM **CHAOS SPACE MARINES**

CODEX: CHAOS SPACE MARINES

This team list uses the special rules and wargear 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” radius 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 Kill Team:

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

CHAMPION OF TRAITORS

Leaders count towards their respective model types for weapon/wargear availability. They also remove the quantity limitation for some models. See the table below to see which Leader counts towards which restriction.

LEADER	COUNTS TOWARDS	UNLOCKS
- Aspiring Champion without Bike or Jump Pack	Chaos Marines	-
- Aspiring Champion with Jump Pack	Raptors	Raptors
- Aspiring Champion with Bike	Chaos Bikers	Chaos Bikers
- Terminator Aspiring Champion	Terminators	Terminators as Core
- Cult Champion (Noise/Plague/Berzerker)	Noise/Plague/Berzerker Marines	Noise/Plague/Berzerker Marines as Core
- Sorcerer with Mark of Chaos (Nurgle/Tzeentch/Slaanesh)	Thousand Sons (only Mark of Tzeentch)	Plague/Thousand Sons/Noise Marines as Core
- Scarab Occult Sorcerer	Scarab Occult Terminators	Scarab Occult Terminators as Core
- Possessed Champion	-	Possessed as Core

TRAITOR LEGIONS ERRATA

Your Kill Team may belong to one of the Traitor Legions found in the Traitor Legions Supplement. Here you will find eventual amendments for their use in Kill Team games.

You still need to look up the whole rule in the Traitor Legions Supplement.

Alpha Legion: Chosen can be taken as Core units. If the Team Leader is slain, once per game you can nominate a Chosen model to be the new Team Leader, gaining the Inspiring Presence special rule.

Black Legion: A Black Legion team may take Chosen and Terminators as Core models as well as Special.

Death Guard: Cultists can be upgraded to Plague Zombies (see Codex: CSM). Plague Marines can be taken as Core. Models with Veterans of the Long War gain Slow And Purposeful instead of Relentless, unless they have the Relentless rule from another source (like Terminator Armour or Bike).

Emperor's Children: Noise Marines can be taken as Core.

Iron Warriors: One Chaos Space Marine or Chosen per Team can take an extra Heavy Weapon for the normal Point costs. This does not count towards the normal restrictions for special/heavy weapons. Iron Warriors may take Forgesmiths as leaders (gaining the Inspiring Presence rule), Iron Warriors Forgesmiths can choose to use their Shatter Defences to increase or decrease the cover by 1. Obliterators and Mutilators can be taken as Core.

Night Lords: No limits on the number of Raptors that can be taken.

Thousand Sons: Rubric Marines and Scarab Occult Terminators can be taken as Core.

Word Bearers: Possessed can be taken as Core. Increase the Dark Acolyte and Dark Apostle's Liturgies of Hate radius to 12".

World Eaters: Berzerkers can be taken as Core.

TEAM LEADERS

ASPIRING CHAMPION

23 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Unit Type:

Infantry (Character)

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Close Combat Weapon
- Frag Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Champion of Chaos
- Champion of Traitors

Options:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists. Plasma Pistols are reduced to 10pts.
- May take any of the following:
 - Veteran 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 4 pts
- May take wargear from the **Chaos Space Marine Armoury** including Leader and Champion only items.

¹Models with Mark of Nurgle only.

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

³These pieces of wargear are mutually exclusive

TERMINATOR CHAMPION

33 points

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

Unit Type:

Infantry (Character)

Wargear:

- Terminator Armour
- Combi-Bolter
- Power Weapon

Special Rules:

- Inspiring Presence
- Champion of Chaos
- Champion of Traitors

Options:

- May take items from the **Terminator Weapons** list
- May swap all its weapons for two Lightning Claws for 10pts
- May take any of the following:
 - Veteran 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 7 pts
- May take wargear from the **Chaos Space Marine Armoury** including Leader, Champion and Terminator only items.



BERZERKER CHAMPION

29 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	9	3+

Unit Type:

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
- Fearless
- Furious Charge
- Mark of Khorne

Options:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists. Plasma Pistols are reduced to 10pts.
- May swap any weapon with a Chainaxe for 3pts.
- May take any of the following:
 - Veterans of the Long War 1 pts
 - Melta Bomb 5 pts
 - Gift of Mutation 10 pts
 - Juggernaut of Khorne 35 pts
- May take wargear from the **Chaos Space Marine Armoury** including Leader and Champion only items.

PLAGUE CHAMPION

34 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	2	3	2	9	3+

Unit Type:

Infantry(Character)

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Plague Knife
- Blight Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Champion of Chaos
- Champion of Traitors
- Fearless
- Feel No Pain
- Mark of Nurgle

Options:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists. Plasma Pistols are reduced to 10pts.
- May take any of the following:
 - Veterans of the Long War 1 pts
 - Melta Bomb 5 pts
 - Gift of Mutation 10 pts
 - Palanquin of Nurgle 40 pts
- May take wargear from the **Chaos Space Marine Armoury** including Leader and Champion only items.

NOISE CHAMPION

27 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	5	2	9	3+

Unit Type:

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
- Fearless
- Mark of Slaanesh

Options:

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists. Plasma Pistols are reduced to 10pts.
- May take a Doom Siren for 15 pts.
- May take any of the following:
 - Veterans of the Long War 1 pts
 - Melta Bomb 5 pts
 - Gift of Mutation 10 pts
 - Steed of Slaanesh 20 pts
- May take wargear from the **Chaos Space Marine Armoury** including Leader and Champion only items.

POSSESSED CHAMPION

26 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	4	2	4	2	9	3+

Unit Type:
Infantry(Character)

- Wargear:**
- Power Armour
 - Close Combat Weapon

- Special Rules:**
- Inspiring Presence
 - Champion of Chaos
 - Daemon
 - Fearless
 - Fleet
 - Vessel of Chaos

Options:

- May take one of the following Marks of Chaos:
 - Mark of Khorne 3 pts
 - Mark of Slaanesh 3 pts
 - Mark of Nurgle 5 pts
 - Mark of Tzeentch 5 pts
- May take Veterans of the Long War for 2 pts.
- May take up to 2 Gifts of Mutation for 10 pts each.
- May take wargear from the **Chaos Space Marine Armoury** including Leader and Champion only items.

CHAOS ACOLYTE

45 points

Chaos Acolyte

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Aspiring Sorcerer

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	10	3+

Unit Type:
Infantry(Character)

- Wargear:**
- Power Armour
 - Force Weapon
 - Bolt Pistol
 - Frag Grenade
 - Krak Grenade

- Special Rules:**
- Inspiring Presence
 - Champion of Chaos
 - Cult Sorcerer*
 - Psyker (ML 1)*
 - Champion of Traitors

Psyker: At the start of the battle the model generates a single Primaris Power from either the **Biomancy, Pyromancy, Telepathy, Geomortis or Sinistrum** discipline, or the **Dark Flame** power from **Daemonology (Malefic)**. If the model has a Mark of Chaos, he may instead generate the Primaris Power from the appropriate Chaos Space Marine discipline.

Options:

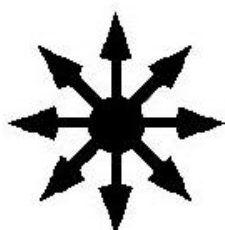
- May upgrade to Aspiring Sorcerer for 10 pts.
- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists. Plasma Pistols are reduced to 10pts.
- May swap his Bolt Pistol for a Warpflamer Pistol for 5 pts⁴
- May take any of the following:
 - Veterans of the Long War 3 pts
 - Melta Bomb 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
 - Spell Familiar 15 pts
 - Disk of Tzeentch^{3,4} 30 pts
- May take one of the following Marks of Chaos:
 - Mark of Tzeentch 3 pts
 - Mark of Slaanesh 5 pts
 - Mark of Nurgle 7 pts
- May take wargear from the **Chaos Space Marine Armoury** including Leader, Champion and Psyker only items.

¹ Models with Mark of Nurgle only.

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

³ These pieces of wargear are mutually exclusive

⁴ Models with Mark of Tzeentch only



DARK ACOLYTE

35 points

Dark Acolyte:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Dark Apostle:

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	10	3+

Unit Type:

Infantry(Character)

Wargear:

- Power Armour
- Power Maul
- Bolt Pistol
- Frag Grenade
- Krak Grenade

Liturgies of Hate:

Any friendly model within 6" of this model gain the Zealot special rule.

Special Rules:

- Inspiring Presence
- Champion of Chaos
- Zealot
- Liturgies of Hate

Options:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists. Plasma Pistols are reduced to 10pts.
- May upgrade to a Dark Apostle for 10pts.
- 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
 - Gift of Mutation 10 pts
 - Jump Pack² 10 pts
 - Chaos Bike² 15 pts
 - Aura of Dark Glory 15 pts
 - Combat Familiar 15 pts
 - Sigil of Corruption 20 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 7 pts
- May take wargear from the **Chaos Space Marine Armoury** including Leader and Dark Apostle only items.

¹Models with Mark of Nurgle only.

²These pieces of wargear are mutually exclusive



CULTIST CHAMPION

10 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	2	3	2	8	6+

Unit Type:

Infantry(Character)

Wargear:

- Improvised Armour
- Autopistol
- Close Combat Weapon

Champion of Heretics:

In a Team led by a Cultist Champion you must take at least two Cultists Squads. The limit on Core choices is raised to 30. As long as the Cultist Champion is alive models within 6" of it gains the Stubborn special rule. Cultists nearby pass Look out Sir! Rolls for the Cultist Champion on a 2+

Special Rules:

- Inspiring Presence
- Champion of Chaos
- Champion of Heretics

Options:

- May replace any weapon with:
 - Autogun Free
 - Shotgun Free
 - Bolt Pistol 1 pt
 - Plasma Pistol 10 pts
 - Power Weapon 15 pts
- May take one of the following Marks of Chaos:
 - Mark of Tzeentch 1 pts
 - Mark of Slaanesh 1 pts
 - Mark of Khorne 2 pts
 - Mark of Nurgle 3 pts
- May take Flak Armour for 3 pts.
- May take Carapace Armour for 8 pts.
- May take wargear from the **Chaos Space Marine Armoury** including Leader only items.

SCARAB OCCULT SORCERER

60 points

Can only be taken in a Thousand Sons Legion Team.

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	10	2+

Unit Type:

Infantry(Character)

Wargear:

- Terminator Armour
- Inferno Combi-Bolter
- Force Stave

Special Rules:

- Inspiring Presence
- Champion of Chaos
- Cult Sorcerer*
- Psyker (ML 1)*
- Fearless
- Champion of Traitors
- Mark of Tzeentch
- Veterans of the Long War

Psyker: At the start of the battle the model generates a single Primaris Power from either the **Tzeentch, Heretek, Divination, Biomancy, Pyromancy, Telepathy, Geomortis** or **Sinistrum** discipline or the **Dark Flame** power from **Daemonology (Malefic)**.

Options:

- May upgrade to Mastery Level 2 for 25 pts.
- May swap his Inferno Combi-Bolter with a Power Sword for 5 pts.
- May take any of the following:
 - Melta Bomb 5 pts
 - Back Banner¹ 10 pts
 - Gift of Mutation 10 pts
 - Combat Familiar 15 pts
 - Spell Familiar 15 pts
- May take wargear from the **Chaos Space Marine Armoury** including Leader, Terminator and Psyker only items.

¹Counts as a 'banner' when determining combat results.

TWISTBRAY

17 points

Can only be taken in a Thousand Sons Legion Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	4	2	3	2	8	6+

Unit Type:

Infantry(Character)

Wargear:

- Two Close Combat Weapons

Special Rules:

- Inspiring Presence
- Mark of Tzeentch
- Relic Hunters*

Relic Hunters: models with this special rule can re-roll To Hit rolls against models equipped with an item taken from their Army List's Armoury.

Options:

- May replace both Close Combat Weapons with Chainsword and an Autopistol for 1pt.

CORE

CHAOS SPACE MARINE

13 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Unit Type:
Infantry

Wargear:

- Power Armour
- Boltgun
- Bolt Pistol
- Frag Grenade
- Krak Grenade

Options:

- May replace Boltgun with Close Combat Weapon for free.
- For every 5 Chaos Space Marines in your team, one 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:
 - Veterans of the Long War 1 pts
 - Close Combat Weapon 2 pts
- May take one of the following Marks of Chaos*:
 - Mark of Tzeentch 2 pts
 - Mark of Slaanesh 2 pts
 - Mark of Khorne 2 pts
 - Mark of Nurgle 4 pts
- One Chaos Space Marine 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 15 pts
 - Icon of Excess 25 pts

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

CHAOS CULTIST SQUAD

20 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	6+

Unit Type:
Infantry

Special Rules:

- Squad (5 Chaos Cultists)

Wargear:

- Improvised Armour
- Autopistol
- Close Combat Weapon

Options:

- All Chaos Cultist in the squad may replace their Autopistols with Autoguns or Shotguns for free.
- One model in the Chaos Cultist squad may exchange his Autopistol or Autogun with one of the following:
 - Flamer 5 pts
 - Heavy Stubber 5 pts
 - Grenade Launcher (Frag and Krak) 5 pts
- May take one of the following Marks of Chaos:
 - Mark of Tzeentch 5 pts
 - Mark of Slaanesh 5 pts
 - Mark of Khorne 10 pts
 - Mark of Nurgle 10 pts



RAPTOR

17 points

You may only take five Raptors in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Unit Type:

Jump Infantry

Special Rules:

- Fear

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag Grenade
- Krak Grenade
- Jump Pack

Options:

- For every five Raptors in your team, a model may take one of the following weapons:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Pistol (replaces Bolt Pistol) 10 pts
 - Plasma Gun 15 pts
- May take Veterans of the Long War for 2 pts
- May take one of the following Marks of Chaos*:
 - Mark of Tzeentch 2 pts
 - Mark of Slaanesh 2 pts
 - Mark of Khorne 2 pts
 - Mark of Nurgle 5 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 15 pts
 - Icon of Excess 25 pts

*Models in the same group must have the same mark.

CHAOS BIKER

20 points

You may only take three Chaos Bikers in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	4	1	8	3+

Unit Type:

Bike

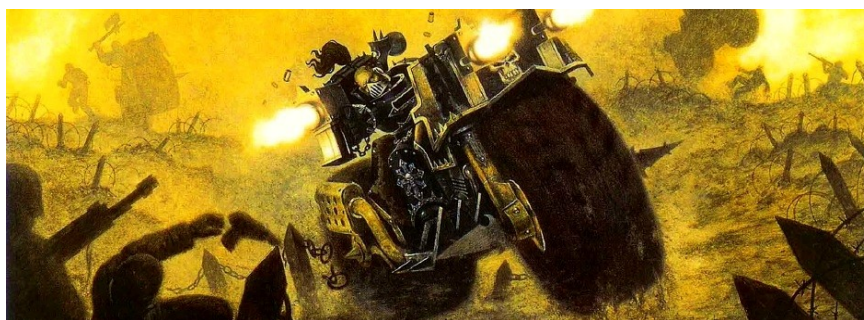
Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag Grenade
- Krak Grenade
- Chaos Bike

Options:

- If you have three Chaos Bikers in your team, one may replace his Close Combat weapon or his Bike's Twin-Linked Boltgun with one of the following weapons. If there are five or more bikes in your team, another model may do so:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
- May take Veterans of the Long War for 1 pt
- May take one of the following Marks of Chaos*:
 - Mark of Slaanesh 2 pts
 - Mark of Khorne 2 pts
 - Mark of Tzeentch 3 pts
 - Mark of Nurgle 7 pts
- One Biker 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 15 pts
 - Icon of Excess 25 pts

*Models in the same group must have the same mark.



TZAANGORS

35 points

Can only be taken in a Thousand Sons Legion Team.

WS	BS	S	T	W	I	A	Ld	Sv	Options:
4	3	3	4	1	3	1	7	6+	<ul style="list-style-type: none"> May replace both Close Combat Weapons with Chainsword and an Autopistol for 1pt.
Unit Type: Infantry				Special Rules:					
Wargear:				<ul style="list-style-type: none"> Squad (5 Tzaangors) Mark of Tzeentch 					
<ul style="list-style-type: none"> Two Close Combat Weapon 									

SPECIAL

CHOSEN

18 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
4	4	4	4	1	4	2	9	3+	<ul style="list-style-type: none"> May take items from the Melee Weapons and/or Ranged Weapons lists. Plasma Pistols are reduced to 10 pts. One Chosen in your team may replace its Bolt-gun with: <ul style="list-style-type: none"> Flamer 5 pts Meltagun 10 pts Heavy Bolter 10 pts Autocannon 10 pts Plasma Gun 15 pts Missile Launcher 15 pts Lascannon 20 pts Models may take Veterans of the Long War for 2 pts May take one of the following Marks of Chaos*: <ul style="list-style-type: none"> Mark of Khorne 2 pts Mark of Tzeentch 2 pts Mark of Slaanesh 2 pts Mark of Nurgle 4 pts One Chaos Space Marine in your team may take one of the following Icons: <ul style="list-style-type: none"> Icon of Despair 10 pts Icon of Flame 10 pts Icon of Wrath 15 pts Icon of Vengeance 15 pts Icon of Excess 25 pts May take wargear from the Chaos Space Marine Armoury. <p><i>*Models in the same group must have the same mark.</i></p>
Unit Type: Infantry									
Wargear:									
<ul style="list-style-type: none"> Power Armour Boltgun Bolt Pistol Close Combat Weapon Frag Grenade Krak Grenade 									

KHORNE BERZERKER

19 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
5	4	4	4	1	4	1	8	3+	<ul style="list-style-type: none"> May take a Chainaxe for 3pts. Up to two Khorne Berzerkers in your team may each replace their bolt pistols with plasma pistols for 10 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.
Unit Type: Infantry				Special Rules:					
Wargear:				<ul style="list-style-type: none"> Fearless Furious Charge Mark of Khorne 					
<ul style="list-style-type: none"> Power Armour Bolt Pistol Close Combat Weapon Frag Grenade Krak Grenade 									

PLAGUE MARINE

24 points

WS	BS	S	T	W	I	A	Ld	Sv		
4	4	4	5	1	3	1	8	3+		
Unit Type: Infantry					Special Rules:					Options:
Wargear:					<ul style="list-style-type: none"> • Fearless • Feel No Pain • Mark of Nurgle 					<ul style="list-style-type: none"> • One Plague Marine in your team may replace its Boltgun or Bolt pistol with one from the following list. For every 5 Plague Marines after the first another model may do so: <ul style="list-style-type: none"> - Flamer 5 pts - Meltagun 10 pts - Plasma Pistol (replaces Bolt Pistol) 10 pts - Plasma Gun 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.
<ul style="list-style-type: none"> • Power Armour • Boltgun • Bolt Pistol • Plague Knife • Blight Grenade • Krak Grenade 										

NOISE MARINE

17 points

WS	BS	S	T	W	I	A	Ld	Sv		
4	4	4	4	1	5	1	8	3+		
Unit Type: Infantry					Special Rules:					Options:
Wargear:					<ul style="list-style-type: none"> • Fearless • Mark of Slaanesh 					<ul style="list-style-type: none"> • Any model may take any of the following: <ul style="list-style-type: none"> - Veterans of the Long War 1 pts - Close Combat Weapon 1 pts • May replace Boltgun with: <ul style="list-style-type: none"> - 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 20 pts.
<ul style="list-style-type: none"> • Power Armour • Boltgun • Bolt Pistol • Frag Grenade • Krak Grenade 										

RUBRIC MARINE

23 points

WS	BS	S	T	W	I	A	Ld	Sv		
4	4	4	4	1	4	1	10	3+		
Unit Type: Infantry					Special Rules:					Options:
Wargear:					<ul style="list-style-type: none"> • Fearless • Mark of Tzeentch • Slow and Purposeful • Veterans of the Long War 					<ul style="list-style-type: none"> • Up to two Rubrics may replace Boltgun with: <ul style="list-style-type: none"> -Warpflamer 7 pts • One Rubric may replace Boltgun with: <ul style="list-style-type: none"> -Soulreaper Cannon 25 pts • One Rubric Marine in your team may take an Icon of Flame for 10 pts.
<ul style="list-style-type: none"> • Power Armour • Boltgun • Aura of Dark Glory • Inferno Bolts 										

POSSESSED

26 points

WS	BS	S	T	W	I	A	Ld	Sv		
4	4	5	4	1	4	2	9	3+		
Unit Type: Infantry					Special Rules:					Options:
Wargear:					<ul style="list-style-type: none"> • Daemon • Fearless • Fleet • Vessel of Chaos 					<ul style="list-style-type: none"> • May take one of the following Marks of Chaos: <ul style="list-style-type: none"> - Mark of Khorne 3 pts - Mark of Slaanesh 3 pts - Mark of Nurgle 4 pts - Mark of Tzeentch 5 pts • May take Veterans of the Long War for 2 pts. • One Possessed in your team may take one of the following Icons: <ul style="list-style-type: none"> - Icon of Despair 5 pts - Icon of Flame 5 pts - Icon of Vengeance 5 pts - Icon of Wrath 15 pts - Icon of Excess 25 pts
<ul style="list-style-type: none"> • Power Armour • Close Combat Weapon 										

WARP TALON

30 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
4	4	4	4	1	4	1	8	3+	<ul style="list-style-type: none"> Models may take Veterans of the Long War for 3 pts May take one of the following Marks of Chaos*: <ul style="list-style-type: none"> - Mark of Slaanesh 3 pts - Mark of Khorne 4 pts - Mark of Nurgle 5 pts - Mark of Tzeentch 5 pts
Unit Type: Jump Infantry				Special Rules: <ul style="list-style-type: none"> • Daemon • Warpflame Strike 					
Wargear: <ul style="list-style-type: none"> • Power Armour • Lightning Claws • Jump Pack 									

CHAOS TERMINATOR

31 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
4	4	4	4	1	4	2	9	2+	<ul style="list-style-type: none"> Models may take Veterans of the Long War for 3 pts May take a Teleporter for 5 pts.
Unit Type: Infantry				Special Rules: <ul style="list-style-type: none"> • Bulky • Deep Strike • Relentless 					
Wargear: <ul style="list-style-type: none"> • Terminator Armour • Combi-Bolter • Power Weapon 									
				Options: <ul style="list-style-type: none"> May replace power weapon with: <ul style="list-style-type: none"> - Lightning Claw 3 pts - Power Fist 7 pts - Chainfist 12 pts May replace Combi-Bolter with: <ul style="list-style-type: none"> - Combi-Flamer,-Melta,-Plasma 5 pts May replace both their weapons with a pair of Lightning Claws for 7pts One Terminator in your team may replace his Combi-Bolter with: <ul style="list-style-type: none"> - Heavy Flamer 10 pts - Reaper Autocannon 25 pts May take one of the following Marks of Chaos: <ul style="list-style-type: none"> - Mark of Khorne 3 pts - Mark of Slaanesh 4 pts - Mark of Tzeentch 5 pts - Mark of Nurgle 7 pts One Terminator in your team may take one of the following Icons: <ul style="list-style-type: none"> - 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 May take wargear from the Chaos Space Marine Armoury including Terminator only items. 					

CHAOS SPAWN

30 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
3	0	5	5	3	3	D6	10	-	<ul style="list-style-type: none"> May take one of the following Marks of Chaos*: <ul style="list-style-type: none"> - Mark of Khorne 2 pts - Mark of Slaanesh 3 pts - Mark of Tzeentch 4 pts - Mark of Nurgle 7 pts
Unit Type: Beast				Special Rules: <ul style="list-style-type: none"> • Fear • Fearless • Mutated Beyond Reason • Rage • Random Attacks • Very Bulky • Non-Learning 					

OBLITERATOR

70 points

WS	BS	S	T	W	I	A	Ld	Sv	
4	4	4	4	2	4	2	8	2+	
Unit Type: Infantry					Special Rules:				
Wargear:					<ul style="list-style-type: none"> • Bulky • Daemon • Deep Strike • Obliterator Weapons • Slow and Purposeful 				
<ul style="list-style-type: none"> • Fleshmetal Armour • Power Fist 					Options: <ul style="list-style-type: none"> • May take one of the following Marks of Chaos: <ul style="list-style-type: none"> - Mark of Slaanesh 1 pts - 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 • May take a Teleporter for 5 pts 				

MUTILATOR

55 points

WS	BS	S	T	W	I	A	Ld	Sv	
4	4	4	4	2	4	2	8	2+	
Unit Type: Infantry					Special Rules:				
Wargear:					<ul style="list-style-type: none"> • Bulky • Daemon • Deep Strike • Mutilator Weapons • Slow and Purposeful 				
<ul style="list-style-type: none"> • Fleshmetal Armour 					Options: <ul style="list-style-type: none"> • May take one of the following Marks of Chaos: <ul style="list-style-type: none"> - 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 • May take a Teleporter for 5 pts 				

FORGESMITH

65 points

WS	BS	S	T	W	I	A	Ld	Sv											
4	5	4	4	2	4	2	9	2+											
Unit Type: Infantry (Character)					Special Rules:														
Wargear:					<ul style="list-style-type: none"> • Champion of Chaos • Master of Mechanisms • Shatter Defences 														
<ul style="list-style-type: none"> • Fleshmetal Armour • Bolt Pistol • Power Axe • Frag Grenade • Krak Grenade • Forge-Arm* 					Options: <ul style="list-style-type: none"> • May replace Forge Arm with Mechatendrils for 25 pts • May take items from the Ranged Weapons List. Plasma Pistols are Reduced to 10pts. • May take any of the following: <ul style="list-style-type: none"> - 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: <ul style="list-style-type: none"> - Mark of Khorne 3 pts - Mark of Slaanesh 5 pts - Mark of Tzeentch 5 pts - Mark of Nurgle 8 pts • May take wargear from the Chaos Space Marine Armoury. If the model is a Team Leader 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:																			
<table border="1"> <thead> <tr> <th>Name</th> <th>Range</th> <th>S</th> <th>AP</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Forge-Arm</td> <td>-</td> <td>X2</td> <td>1</td> <td>Melee, Unwieldy, Specialist Weapon</td> </tr> </tbody> </table>										Name	Range	S	AP	Type	Forge-Arm	-	X2	1	Melee, Unwieldy, Specialist Weapon
Name	Range	S	AP	Type															
Forge-Arm	-	X2	1	Melee, Unwieldy, Specialist Weapon															

SCARAB OCCULT TERMINATOR

40 points

Can only be taken in a Thousand Sons Legion Team.

WS	BS	S	T	W	I	A	Ld	Sv	
4	4	4	4	1	4	2	10	2+	
Unit Type: Infantry					Special Rules:				
Wargear:					<ul style="list-style-type: none"> • Fearless • Mark of Tzeentch • Veterans of the Long War 				
<ul style="list-style-type: none"> • Terminator Armour • Inferno Combi-Bolter • Power Sword 					Options: <ul style="list-style-type: none"> • One Scarab Terminator may replace his Inferno Combi-Bolter with: <ul style="list-style-type: none"> - Heavy Warpflamer 15 pts - Soulreaper Cannon 30 pts • One Scarab Terminator may take: <ul style="list-style-type: none"> - Hellfyre Missile Rack 20 pts • May take wargear from the Chaos Space Marine Armoury, including Terminator items. 				

CHAOS SPACE MARINES 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, Terminator armour or Daemonic Steed.

Chaos Hound (Leader Only) – 10 pts

The model is accompanied by a Chaos Hound. Chaos Hounds follow the A Team of Heroes rule, 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					Special Rules:				
Wargear:					<ul style="list-style-type: none"> • Rage • Fearless 				
<ul style="list-style-type: none"> • Teeth 									

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 home world 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 (Psyker 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:

Name	Range	S	AP	Type
Staff of Warpfire	Tem-plate	5	4	Assault 1, Soul Blaze

Tome of Hunger (Psyker 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. Models equipped with Jump Pack, Daemonic Flight or Bike do not benefit from this bonus, as the flies cannot keep up with their speed!

Combat Drugs (Mark of Slaanesh Only) – 15 pts

Slaanesh champions have access to a wide variety of combat drugs. At the start of the game, roll a D6. The effects lasts until the end of the game.

1. Gains +1 Weapons Skill
2. Gains +1 Ballistic Skill.
3. Gains +1 Initiative.
4. Gains +1 Strength.
5. Gains +1 Toughness.
6. Gains +1 Attacks.

Allure of Slaanesh (Mark of Slaanesh Only) – 10 pts

When in combat with an enemy model, it must immediately make a Leadership test. If failed, reduce the enemy model's number of Attacks 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) – 5 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

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

Teleporter (Terminator, Mutilators and Obliterators Only) – 5 pts

Instead of moving, a model 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. Weapons taken from the Chaos Space Marines Armoury cannot be Master-Crafted.

Tainted Blade – 10 pts (Leader only)

*This weapon was forged in the blood of the innocent, and had a minor daemon binded into it. One of the bearer's melee weapons gets the **Dark Whispers** rule.*

Dark Whispers:

At the beginning of each assault sub-phase roll a D3: the bearer gains that many attacks during that sub-phase.

At the end of the phase roll a D6: on a 1 the bearer suffers a S4 AP2 hit.

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. Weapons taken from the Chaos Space Marines Armoury cannot be Overcharged.

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:

Name	Range	S	AP	Type
Smoke Grenades	8"	-	-	Assault 1, One Shot, Large Blast, Smoke

Smoke:

Any model that is hit by this weapon gains the Shrouded special rule 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 reroll To Hit rolls of 1 when shooting.

Sigil of Corruption – 20 pts (Aspiring Champion only)

Grants a 4+ Invulnerable save.

Fleshmetal Armour – 10 pts (Leader only)

This armour grants a 2+ save to the bearer. Cannot be taken by Cultists Champion, non-Infantry models (infantry subtypes like Jump Infantry can take it) and Very Bulky models.

CHANGELOG

- 12/21/2016

Added Scarab Terminators, Tzaangors and their leader
Changed almost all legion tactics
Changed the Combat drugs
Changed the Allure of Slaanesh
Reduced cost of Inferno Bolts

-27/12/2016

Corrected Warpsmith to be a Character

-09/02/2017

Added missing powers to Scarab Occult Sorcerer
Amendments only for Legion rules
Cloud of Flies limited to non-jump pack non-bike leaders
Corrected costs on the Sorcerer Marks

16/02/2017

added votlw to TL
death guard now has SnP instead of Relentless

17/02/2017

leaders table formatting
slightly changed the Cloud of Flies wording, to avoid confusion whether a Nurgle sorc on a bike would still benefit from it since the CoF comes with the MoN

22/02/2017

dark acolyte marks rollback
Price reduction for Icons
changed the wording for the Chaos Hound to be a separate entity from Leader, following the A Team Of Heroes rule

23/03/17

DG legion rules change

20/04/17

raised Mark of Nurgle cost