

CHAOS SPACE MARINES

H:OR

CODEX: CHAOS SPACE MARINES

CODEX: CHAOS DAEMONS

IMPERIUM NIHILUS: VIGILUS ABLAZE

This Team List uses the special rules and wargear lists found in the above Codices. If a rule differs from its original form, it will be clearly stated as *amended*.

Amended rules are to be used exactly as presented in this Opus; parts of these rules may have intentionally been left out entirely.

The points are intended for the model WITHOUT the equipment listed, you need to add the costs of the wargear you can find in Points Values section of the Codex.

DAEMONIC RITUAL, AMENDED

Instead of moving in the movement phase, a team leader may attempt to summon a daemon from the immaterium. When doing so, roll a D6 and add the result to the current Battle Round number. If the total exceeds the points cost of the daemon you're attempting to summon, the attempt is successful.

Daemon	Value
Bloodletter	7
Plaguebearer	7
Daemonette	7
Pink Horror	8

Leaders with a Mark of Chaos other than Undivided can only summon the corresponding daemon type, but need only match (or beat) the points value required. Chaos Undivided leaders can summon any of the daemons listed but must roll higher than the value required.

You do not need to pay reinforcement points for these daemons, with one exception. If you want your Pink Horrors to be able to split into Blue and Brimstone horrors, these must be paid for with reinforcement points as in WH40K.

Place the summoned daemon within 12" of your Leader and at least 9" from any enemy models. It may not move this turn but can otherwise act normally. Summoned Daemons are ignored for Rout purposes.

<LEGION> TRAIT

You may choose a Trait from the list in Codex: Chaos Space Marines to apply to your entire team. If none of the Traits appeal to you, you may instead gain a single bonus Tactical Point.

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

RENEGADE TRAITS

You may choose any of the Renegade Chapter traits from Vigilus Ablaze in place of a Legion trait. The following amendments apply:

Brazen Beasts and Flawless Host work exactly as presented in Vigilus Ablaze.

Red Corsairs: Change the “in addition” portion of the Trait to “you gain an additional Tactical Point. If more than half the points in your team were spent on CHAOS SPACE MARINES models and/or upgrades for such models, you gain an additional three Tactical Points instead.

Crimson Slaughter: Whenever a model with this Trait causes an enemy model to be removed as a casualty in the Fight phase, roll a D6. On a 5+, gain a Tactical Point. Once you have gained 3 Tactical Points in this way, models with this Trait automatically pass any Leadership test they are required to make, and no more Tactical Points can be gained in this manner.

The Scourged: You can reroll the first failed roll to Hit, to Wound and saving throw that you take in each game, as long as the reroll is used for a model with this Trait, The “in addition” portion of the Trait is unchanged.

The Purge: Add the following to the Trait: Leader and Special models with this Trait can fire ranged weapons of any kind at enemy models even if a friendly model is within 1” of the target. These attacks cannot be rerolled for any reason and if they fail to Hit, they hit a randomly determined friendly model within 1” of the target. Weapons which hit automatically, when fired in this way, hit both the target and a friendly model within 1” of it for each hit scored.

CHAMPION OF CHAOS

Special choices that share ALL their keywords with your Leader may be chosen as Core instead. Core choices with a restriction on available numbers that share ALL their keywords with your Leader may double the available number. None of this affects model availability in any way.

ICONS OF CHAOS

Icons work slightly differently in Heralds of Ruin. Rather than only affecting the unit they are carried by, Icons of Wrath, Excess and Vengeance affect all models (friend or foe) with the relevant Mark of Chaos within 6” of the bearer.

The Icon of Flame and Icon of Despair work *exactly* as presented in the Codex.

TEAM LEADERS

ASPIRING CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aspiring Champion	6"	3+	3+	4	4	4	2	8	3+	28
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Boltgun - Frag grenade - Krak grenade 									
RULES	- Death to the False Emperor (pg 116)									
OPTIONS	<ul style="list-style-type: none"> - May replace his bolt pistol and boltgun with items from the Champion Equipment list. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Chaos Space Marine									

SORCERER'S APPRENTICE										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sorcerer's Apprentice	6"	3+	3+	4	4	4	2	8	3+	45
EQUIPMENT	<ul style="list-style-type: none"> - Force Sword - Bolt pistol - Frag Grenade - Krak Grenade 									
RULES	- Death to the False Emperor (pg 116)									
OPTIONS	<ul style="list-style-type: none"> - May replace force sword with a force axe or force stave. - May replace bolt pistol with one item from the <i>Pistols</i>, <i>Combi-Weapons</i> or <i>Melee Weapons</i> lists. - May take a Jump Pack, increasing Move to 12" and gaining the FLY, JUMP PACK keywords and the Jump Pack Assault rule for 20 points. - May take items from the Armoury 									
PSYKER	An Aspiring Sorcerer can attempt to manifest one psychic power each friendly Psychic phase and attempt to deny one power each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one power from the Dark Hereticus discipline, or two powers from Dark Hereticus. It may not know <i>Gift of Chaos</i> .									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Psykers, Sorcerer									

CULTIST CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Cultist Champion	6"	4+	4+	3	3	3	2	6	6+	14
EQUIPMENT	- Autogun									
RULES	<ul style="list-style-type: none"> - Least Favoured: If you roll a 1 for this model's Daemonic Ritual, it takes a mortal wound. - Mere Mortals: CULTIST models do not benefit from <legion> traits - Upstart: Only CULTIST models can benefit from a Cultist Champion's Inspiring Presence rule. 									
OPTIONS	<ul style="list-style-type: none"> - May replace his autogun with a shotgun or an auto pistol and brutal assault weapon. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Chaos Cultist									

TERMINATOR CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Terminator Champion	5"	3+	3+	4	4	5	3	9	2+	40
EQUIPMENT	<ul style="list-style-type: none"> - Combi-bolter - Chainaxe 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Terminator armor (pg 137) - Teleport Strike 									
OPTIONS	<ul style="list-style-type: none"> - May replace his combi-bolter with one item from the Combi- weapons list. - May replace his power axe with one item from the Terminator Melee Weapons list. 									

	<ul style="list-style-type: none"> - May replace his combi-bolter and power axe with a pair of lightning claws. - May take items from the Armoury
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS	Infantry, Terminator, Chaos Terminators

BERZERKER CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Berzerker Champion	6"	3+	3+	5	4	4	3	8	3+	34
EQUIPMENT	<ul style="list-style-type: none"> - Chainsword - Bolt pistol - Frag grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Blood for the Blood God (pg 132) 									
OPTIONS	<ul style="list-style-type: none"> - May replace his bolt pistol and chainsword with items from the Champion Equipment list. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, Khorne, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Khorne Berzerkers									

ASPIRING SORCERER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aspiring Sorcerer	6"	3+	3+	4	4	4	2	8	3+	35
EQUIPMENT	<ul style="list-style-type: none"> - Force stave - Inferno bolt pistol 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Favored of Tzeentch (pg 133) 									
OPTIONS	<ul style="list-style-type: none"> - May replace his force stave with a force axe or force sword. - May replace his inferno bolt pistol with a warpflame pistol. 									

	- May take items from the Armoury
PSYKER	An Aspiring Sorcerer can attempt to manifest one psychic power each friendly Psychic phase and attempt to deny one power each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one power from the Dark Hereticus, or discipline of Change. It may not know <i>Gift of Chaos</i> . When an Aspiring sorcerer manifests the <i>Smite</i> psychic power, it inflicts one mortal wound, regardless of the result of the roll to manifest the power.
FACTION KEYWORDS	Chaos, Tzeentch, Heretic Astartes, <Legion>
KEYWORDS	Infantry, Psykers, Rubric Marines

PLAGUE CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Plague Champion	5"	3+	3+	4	5	4	2	8	3+	40
EQUIPMENT	<ul style="list-style-type: none"> - Plague knife - Boltgun - Blight grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Disgustingly Resilient (pg 134) - Vectors of Death and Disease (pg 134) - Plague Weapon (pg 134) 									
OPTIONS	<ul style="list-style-type: none"> - The Plague Champion may replace his plague knife with a plaguesword. - The Plague Champion may replace his boltgun with a bolt pistol, a plasma pistol or a plasma gun. - The Plague Champion may take a power fist. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, Nurgle, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Plague Marines									

NOISE CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Noise Champion	6"	3+	3+	4	4	4	3	8	3+	33
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Boltgun - Frag grenades - Krak grenades 									
RULES	- Death to the False Emperor (pg 116)									

	- Music of the Apocalypse (pg 135)
OPTIONS	<ul style="list-style-type: none"> - May replace his boltgun with a chainsword or sonic blaster - May replace his bolt pistol and boltgun with items from the Champion Equipment list. - May take a doom siren - May take items from the Armoury
FACTION KEYWORDS	Chaos, Slaanesh, Heretic Astartes, <Legion>
KEYWORDS	Infantry, Noise Marines

CHOSEN CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chosen Champion	6"	3+	3+	4	4	4	3	9	3+	31
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Boltgun - Frag grenades - Krak grenades 									
RULES	- Death to the False Emperor (pg 116)									
OPTIONS	<ul style="list-style-type: none"> - May replace his boltgun with a chainsword - May replace his bolt pistol and boltgun with items from the Champion Equipment list. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Chosen									

GREATER POSSESSED										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Greater Possessed	7"	2+	3+	5	5	5	5	8	3+	70
EQUIPMENT	- Daemonic Mutations									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Daemonic - Locus of Power - Mighty Host: If a Greater Possessed is your Leader, you may take up to five Possessed as Core choices. Additional Possessed take up Special slots as normal. 									

OPTIONS	- May take items from the Armoury but may not replace its Daemonic Mutations
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>
KEYWORDS	Infantry, Daemon, Greater Possessed

FALLEN CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Fallen Champion	6"	3+	3+	4	4	4	3	9	3+	29
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Boltgun - Frag grenades - Krak grenades 									
RULES	- Fallen Angels (pg. 121)									
OPTIONS	<ul style="list-style-type: none"> - May replace his boltgun with a chainsword - May replace his bolt pistol and boltgun with items from the Champion Equipment list. - May take items from the Armoury 									
FACTION KEYWORDS	Imperium, Chaos, Fallen									
KEYWORDS	Infantry									

BIKER CHAMPION										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chaos Biker Champion	14"	3+	3+	4	5	4	2	8	3+	49
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Combi-bolter - Frag grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Turbo-boost (pg 139) 									
OPTIONS	<ul style="list-style-type: none"> - May replace his bolt pistol with one item from the Champion Equipment list. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Biker, Chaos Bikers									

RAPTOR CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Raptor Champion	12"	3+	3+	4	4	4	2	8	3+	35
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Chainsword - Frag grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Raptor Strike (pg 141) - Fearsome Visage (pg 141) 									
OPTIONS	<ul style="list-style-type: none"> - May replace his bolt pistol and chainsword with items from the Champion Equipment list. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Jump Pack, Fly, Raptors									

WARP TALON CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warp Talon Champion	12"	3+	3+	4	4	4	2	8	3+	34
EQUIPMENT	<ul style="list-style-type: none"> - Lightning Claws 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Warpflame Strike (pg 141) - Daemonic (pg 141) 									
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Daemon, Jump Pack, Fly, Warp Talons									

LEGION EXECUTIONER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Master of Executions	6"	2+	3+	4	4	4	4	9	3+	66
EQUIPMENT	<ul style="list-style-type: none"> - Axe of Dismemberment - Bolt Pistol - Krak Grenade - Frag Grenade 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Trophy Taker - Warp-Sighted Butcher 									
OPTIONS	- May take items from the Armoury									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Character, Master of Executions									

RUINOUS INVOKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Ruinous Invoker	6"	3+	3+	4	4	4	2	9	3+	80
EQUIPMENT	- Accursed Crozius									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Sigil of Corruption - (The Demagogue rule is superseded by the Inspiring Presence rule from HoR) 									
OPTIONS	- May take items from the Armoury									
PRIEST	This model can chant Prayers. It knows Dark Zealotry and a single prayer from Prayers to the Dark Gods. At the start of each Battle Round, pick a prayer it knows and roll a D6. On a 4+ the prayer is heard and takes effect until the end of the Battle Round.									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Character, Priest, Dark Apostle									

ARCH-POSSESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Arch-Possessor	6"	3+	3+	4	4	4	2	9	3+	82
EQUIPMENT	<ul style="list-style-type: none"> - Force Stave - Bolt Pistol - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Daemonkin - Rite of Possession - Ritualist: If this model takes a wound as a result of attempting a Daemonic Ritual, roll a D6: on a 5+ the wound is not lost 									
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury 									
PSYKER	<p>This model can attempt to manifest one psychic power in each friendly psychic phase and attempt to deny one psychic power in each enemy phsync phase. It knows Smite and two powers from the Malefic discipline.</p>									
FACTION KEYWORDS	<p>Chaos, <Mark of Chaos>, Heretic Astartes, <Legion></p>									
KEYWORDS	<p>Infantry, Character, Psyker, Master of Possession</p>									

CORE

CHAOS SPACE MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+	13
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Boltgun - Frag grenade - Krak grenade 									
RULES	- Death to the False Emperor (pg 116)									
OPTIONS	<ul style="list-style-type: none"> - May replace his boltgun with a chain sword. - One Chaos Space Marine may replace his bolt pistol with a plasma pistol or replace his boltgun with one item from the Special Weapons of Heavy Weapons list. - If there are 10 or more models with the keyword Chaos Space Marine in a team, one additional model may replace his bolt pistol with a plasma pistol or replace his boltgun with one item from the special weapons of heavy weapons list. - One model may take a Chaos Icon. 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Chaos Space Marine									

CHAOS CULTIST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	5
EQUIPMENT	- Autogun									
OPTIONS	<ul style="list-style-type: none"> - May replace their autogun with an auto pistol and brutal assault weapon. - For every 10 models with the Chaos Cultist Keyword in a team, one chaos cultist may replace their autogun with a heavy stubber, or a flamer. 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Chaos Cultist									

0-2 DARK DISCIPLE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Dark Disciple	6"	4+	5+	3	3	1	1	6	5+	5
EQUIPMENT	- Close combat weapon									
OPTIONS	- You may take a maximum of two Dark Disciples - In a team which is not led by a Ruinous Invoker, Dark Disciples are a Special choice									
ABILITIES	- Relic of Corruption - Followers, amended: A Dark Disciple has the CHARACTER keyword while it is within 2" of a Ruinous Invoker who is not Hiding.									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Dark Disciple, (Character)									

CHAOS BIKER

You may only take a maximum of three Chaos Bikers in your Kill Team

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chaos Biker	14"	3+	3+	4	5	2	1	7	3+	22
EQUIPMENT	- Bolt pistol - Combi-bolter - Frag grenades - Krak grenades									
RULES	- Death to the False Emperor (pg 116) - Turbo-boost (pg 139)									
OPTIONS	- May replace his bolt pistol with a chainsword. - Up to two Chaos Bikers in a team may either take one additional item from the Special Weapons list, or replace their bikes combi-bolter with one item from the Special Weapons list. - One model in a team may take a Chaos Icon.									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Biker, Chaos Bikers									

RAPTOR

You may only take a maximum of five raptors in your Kill Team

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Raptor	12"	3+	3+	4	4	1	1	7	3+	17
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Chainsword - Frag grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Raptor Strike (pg 141) - Fearsome Visage (pg 141) 									
OPTIONS	<ul style="list-style-type: none"> - Up to two raptors may replace their bolt pistol and chainsword with a plasma pistol and chainsword or with one item from the Special Weapons list. - One model in a team may take a Chaos Icon. 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Jump Pack, Fly, Raptors									

SPECIAL

CHAOS TERMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chaos Terminator	5"	3+	3+	4	4	2	2	8	2+	26
EQUIPMENT	<ul style="list-style-type: none"> - Combi-bolter - Chainaxe 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Terminator armor - Teleport Strike 									
OPTIONS	<ul style="list-style-type: none"> - May replace his combi-bolter with one item from the Combi- weapons list. - May replace his chainaxe with one item from the Terminator Melee Weapons list. - May replace his combi-bolter and power axe with a pair of lightning claws. - For every 3 models in the team with the Chaos Terminators keyword, one Chaos Terminator may replace his combi-bolter with a heavy flamer or reaper autocannon. - One model in a team may take a Chaos Icon - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Terminator, Chaos Terminators									

KHORNE BERZERKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Khorne Berzerker	6"	3+	3+	5	4	1	2	7	3+	16
EQUIPMENT	<ul style="list-style-type: none"> - Chainsword - Bolt pistol - Frag grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Blood for the Blood God (pg 132) 									
OPTIONS	<ul style="list-style-type: none"> - May replace his bolt pistol or chainsword with a chainaxe. - Two Khorne Berzerkers in a team may replace their bolt pistol with a plasma pistol - One Khorne Berserker in a team may take an Icon of Wrath - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, Khorne, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Khorne Berzerkers									

RUBRIC MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Rubic Marine	5"	3+	3+	4	4	1	1	7	3+	18
EQUIPMENT	- Inferno boltgun									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - All is Dust (pg 133) - Favored of Tzeentch (pg 133) 									
OPTIONS	<ul style="list-style-type: none"> - May replace his inferno boltgun with a warpflamer. - If your teams contains five or more Rubric Marines, one Rubric Marine may replace his inferno boltgun with a soulreaper cannon. - One Rubric Marine in a team may take an Icon of Flame. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, Tzeentch, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Psykers, Rubric Marines									

PLAGUE MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Plague Marine	5"	3+	3+	4	5	1	1	7	3+	17
EQUIPMENT	<ul style="list-style-type: none"> - Plague knife - Boltgun - Blight grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Disgustingly Resilient (pg 134) - Vectors of Death and Disease (pg 134) - Plague Weapon (pg 134) 									
OPTIONS	<ul style="list-style-type: none"> - Up to two Plague Marines in a team can each replace their boltgun with either a plague spewer, plague belcher, a blight launcher, a meltagun or a plasma gun - Any Plague Marine can replace their boltgun with either a bubotic axe or a second plague knife. - Up to two Plague Marines can each replace their boltgun with a mace of contagion and a bubotic axe. - Up to two Plague Marines can each replace their boltgun with either a great plague cleaver or a flail of corruption - One Plague Marine in a team may take an Icon of Despair - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, Nurgle, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Plague Marines									

NOISE MARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Noise Marine	6"	3+	3+	4	4	1	2	7	3+	15
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Boltgun - Frag grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Music of the Apocalypse (pg 135) 									
OPTIONS	<ul style="list-style-type: none"> - May replace his boltgun with a chainsword or sonic blaster - One Noise Marine may replace his boltgun with a blastmaster. If the team contains 10 or more models with the Noise Marines keyword, a second noise marine may do this. - One Noise Marine may take an Icon of Excess - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, Slaanesh, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Noise Marines									

CHOSEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chosen	6"	3+	3+	4	4	1	2	8	3+	16
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Boltgun - Frag grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) 									
OPTIONS	<ul style="list-style-type: none"> - May replace his boltgun with a chainsword - Up to four chosen in a team may choose one of the following options: <ul style="list-style-type: none"> - Replace his bolt pistol with a plasma pistol. - Replace his boltgun with one item from the Combi-weapons, Special Weapons, or Melee Weapons lists. - Replace his boltgun and bolt pistol with two lighting claws. - One chosen may replace his boltgun with one item from the Special Weapons or Heavy Weapons lists. - One Chosen in a team may take a Chaos Icon. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Chosen									

POSSESSED

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Possessed	7"	3+	3+	5	4	2	*	8	3+	22
EQUIPMENT	<ul style="list-style-type: none"> - Horrifying Mutations 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor (pg 116) - Daemonic (pg 137) - Writhing Tentacles (pg 137) 									
OPTIONS	<ul style="list-style-type: none"> - One model in a team may take a Chaos Icon - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Daemon, Possessed									

FALLEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Fallen	6"	3+	3+	4	4	1	2	8	3+	13
EQUIPMENT	<ul style="list-style-type: none"> - Bolt pistol - Boltgun - Frag grenades - Krak grenades 									
RULES	<ul style="list-style-type: none"> - Fallen Angels 									
OPTIONS	<ul style="list-style-type: none"> - May replace his boltgun with a chainsword - Up to four Fallen in a team may choose one of the following options: <ul style="list-style-type: none"> - Replace his bolt pistol with a plasma pistol. - Replace his boltgun with one item from the Combi-weapons or Special Weapons lists - Replace his boltgun and bolt pistol with two lighting claws. - Take one item from the Melee Weapons list. - One Fallen may replace his boltgun with one item from the Special Weapons or Heavy Weapons lists. - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, Imperium, Fallen									
KEYWORDS	Infantry									

MUTILATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Mutilator	4"	3+	3+	5	4	3	3	8	2+	42
EQUIPMENT	<ul style="list-style-type: none"> - Fleshmetal weapons 									
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Fleshmetal weapons - Daemonic - Teleport Strike 									
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury 									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Cult of Destruction, Daemon, Mutilators									

WARP TALON

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warp Talon	12"	3+	3+	4	4	1	1	7	3+	15
EQUIPMENT	- Lightning Claws									
RULES	- Death to the False Emperor - Warpflame Strike - Daemonic									
OPTIONS	- May take items from the Armoury									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Daemon, Jump Pack, Fly, Warp Talons									

CHAOS SPAWN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+	33
EQUIPMENT	- Hideous Mutations									
RULES	- Fearsome - Mutated Beyond Reason									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Beast, Chaos Spawn									

ANNIHILATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Obliterator	4"	3+	3+	5	4	3	3	8	2+	65
EQUIPMENT	- Fleshmetal guns									
RULES	- Death to the False Emperor - Fleshmetal guns - Daemonic - Teleport Strike									
OPTIONS	- May take items from the Armoury									
FACTION KEYWORDS	Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>									
KEYWORDS	Infantry, Cult of Destruction, Daemon, Obliterators									

DAEMONIC RITUAL UNITS

Note that these units cannot be chosen as part of your team, and may only be acquired through a successful Daemonic Ritual (see page 1). They are included here for the purposes of clarifying amended rules and, in the case of the lesser Horrors, helping you work out your Reinforcement Points.

BLOODLETTER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	7
EQUIPMENT	- Hellblade									
RULES	- Daemonic - Unstoppable Ferocity									
FACTION KEYWORDS	Chaos, Khorne									
KEYWORDS	Daemon, Bloodletters									

PLAGUEBEARER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+	7
EQUIPMENT	- Plaguesword									
RULES	- Daemonic - Disgustingly Resilient									
FACTION KEYWORDS	Chaos, Nurgle									
KEYWORDS	Infantry, Daemon, Plaguebearers									

DAEMONETTE										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Daemonette	7"	3+	3+	3	3	1	2	7	6+	7
EQUIPMENT	- Piercing Claws									
RULES	- Daemonic - Quicksilver Swiftiness									
FACTION KEYWORDS	Chaos, Slaanesh									
KEYWORDS	Infantry, Daemon, Daemonettes									

HORROR OF TZEENTCH

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Pink Horror	6"	4+	4+	3	3	1	1	7	6+	8
Blue Horror	6"	5+	-	2	3	1	1	7	6+	5
Brimstone Horror (pair)	6"	5+	-	1	3	1	2	7	6+	3
EQUIPMENT	- Coruscating Flames (Pink Horrors Only)									
RULES	- Daemonic - Ephemeral Form - Split, amended: Replace all instances of "add X to its unit" with "replace the slain model with X, which must each be 1" or less from where the model was slain."									
FACTION KEYWORDS	Chaos, Tzeentch									
KEYWORDS	Infantry, Daemon, Horrors									

ARMOURY

ITEM	DESCRIPTION
Covenant of Blood	KHORNE leader only. 5 pts. Khorne's hatred for the arcane arts burns in his champion's heart too. This model can attempt to deny one psychic power per enemy turn as though it was a psyker.
Covenant of Excess	SLAANESH leader only. 5 pts. Gifted with disturbing grace by the Dark Prince, this warrior dances through his foes. If this model charged in the preceding Charge phase, it gains an extra attack in the Fight phase.
Covenant of Plague	NURGLE leader only. 10 pts. The Father of Disease seeds many sicknesses in his champions, perhaps to help, perhaps to test. At the beginning of any battle round this model may take a mortal wound. If it does so, it and friendly models within 3" of it are targeted at -1 to hit for that battle round. The mortal wound can be discarded by an ability such as Disgustingly Resilient.
Covenant of Change	TZEENTCH leader only. 5 pts. The Architect of Fate takes great delight in binding the fates of mortals, watching them twist the skeins of destiny tighter around themselves as they struggle to escape. When attempting to Deny a psychic power manifested by this model, the model making the attempt suffers Perils of the Warp on a double 1 or double 6, in addition to any other effects.
Covenant of Tyranny	CHAOS UNDIVIDED Leader only. 8 pts. Fear is the key to loyalty. If another friendly model within this model's Inspiring Presence takes a Leadership test of any kind, you may reroll dice that show a 6.

Familiars	<i>A Team Leader may take up to two familiars in any combination, but having more than one of the same kind does not confer the same bonus twice. Other models may take a maximum of one familiar. Familiars can be represented by small separate models that have no effect on the game, or by modelling them onto existing miniatures.</i>
Reloader Familiar	10 pts. Frantically squirting ichor into fuel tanks or teleporting fresh bolt shells into depleted magazines, this tiny bound daemon helps its master keep up a torrent of firepower. This model re-rolls 1s to Wound when firing ranged weapons.
Linkdevil Familiar	5 pts. A daemon bound into a long and horribly animated chain, that strikes snakelike at those it perceives as weak. If an enemy model or models falls back from the bearer, the bearer may immediately make a single melee attack or pistol shot against one of them.
Combat Familiar	X pts. X=double the bearer's unmodified Strength. A portion of the bearer's martial pride made manifest. At the end of the Fight phase, if this model is still alive, it makes 2 additional attacks as though it were armed only with a close combat weapon (S: user AP: 0 DMG: 1)
Spell Familiar	Psyker only. 8 pts. A minor warp entity has made a deal with this Sorcerer and entered the material realm. You may reroll a single die per friendly psychic phase, but if it shows the same result again, it counts as a double (ie. If you reroll a 1 and get another 1, you suffer Perils of the Warp, even if the other die was not a 1.)
Regeneration Familiar	Leader only. 12 pts. This Heretic Astartes has made a pact with a powerful dark entity, of which this familiar is but a tiny part. It keeps him from harm, but at what cost? At the beginning of each friendly turn, you may roll a D6. On a 4+, this model regains a wound lost earlier in the game. On a 1, it takes a mortal wound.
Armour Upgrades	<i>Upgrades to armour can be taken in any combination, but must follow all the relevant keyword restrictions.</i>
Bloodslicked Warplate	KHORNE model without Terminator Armour only. 8 pts. Gore that never dries shines like oil on the Marine's armour, making it difficult to find purchase. This model may reroll failed armour saves against weapons with an AP of 0.
Pox-Crusted Adamantium	NURGLE model without Terminator Armour only. 14 pts. Unspeakable filth covers the warrior almost entirely, gumming up joints and weak points alike. This model always moves and charges as though through terrain, but improves its Toughness by 1 and gains a 6+ invulnerable save.
Ectoplasmic Armour	TZEENTCH model without Terminator Armour only. 9 pts. Shifting endlessly, this barely-real power armour confounds the enemy's aim by threatening madness at any who look upon it too long. Enemy models may not reroll to Hit for any reason when firing ranged weapons at this model.
Diaphanous Battleplate	SLAANESH model without Terminator Armour only. 6 pts. As power armour augments the wearer's natural strength, so this warp-forged suit of translucent, lightweight plate feeds its owner's agility and speed. When attacking this model with a weapon or model that has a variable number of attacks, you must roll two dice and discard the highest result when determining the number of attacks.
Spiky Bits	10 pts. It's what it sounds like... If this model charged successfully in the preceding phase, roll a D6 at the beginning of the Fight phase. On a 6 the enemy player allocates a single mortal wound to one of their models within 1" of this model.

Oculi Maledictum	5 pts. Through lenses tinted with the blood of heroes, the champion of Chaos perceives his prey wherever it skulks. Any Hidden enemy model within 12" of this model is immediately revealed.
Haunted Adamantium	10 pts. Emitting clouds of exhaust smoke that screech obscenities, sprouting incessantly arguing faces or followed eternally by a tiny freak weather system, this armour is extremely unnerving to its wearer's foes. This model may never hide, but enemy models within 6" suffer a -1 penalty to Leadership. If this model has Inspiring Presence, the distance is increased to the extent of its Inspiring Presence.

ITEM	DESCRIPTION
<i>The following items replace a weapon of your choice unless otherwise stated.</i>	
The Arch-Summoner's Staff	Leader Only. 12 pts. Crafted by one gifted in calling forth the immaterium, this staff has planted the seeds of many a Daemonic incursion. Functions as a Force Stave, and in addition: when rolling for Daemonic Ritual, you may roll 2D6 and pick the highest result. If you roll any double, this model takes a mortal wound. If you attempt to reroll any of the Daemonic Ritual dice and roll the same result again, the bearer is slain. Getting creative mid-summoning is inadvisable! Replaces a single weapon.
Ti'Lath's Boon	Tzeentch Leader Only. 9 pts. Once per battle, when the bearer successfully denies a psychic power, you may choose a new target for the power and apply its effects to that target. The new target counts as having any keywords required for the power to affect it for the duration of the power's effects, and must be visible to the bearer of Ti'Lath's Boon and no further from it than the power's range.
The Edges of Madness	Khorne Leader Only. 16 pts. Anger is a gift. The bearer is extremely gifted. This paired axe and sword each contain a bound bloodletter, and each daemon blames the other for their incarceration, and believes it can win its freedom by outdoing its fellow in the spilling of blood. Replaces all weapons. The bearer counts as being armed with a power sword and power axe, and gains +1 Attack when attacking with either. In addition, for each Hit scored on the bearer by Overwatch in the preceding Charge phase, the bearer gains +1 Attack for the following Fight phase.
The Death Toll	Nurgle Leader Only. 15 pts. Ask not for whom the bell tolls. The peal of this rusted, dripping bell brings waves of nausea and despair to the hardest of warriors, and has made whole civilian settlements give themselves to Nurgle without a shot being fired. Profile below.
The Killing Caress	Slaanesh Leader Only. 12 pts. A six-tailed whip, each tail topped with six narcotic-laced barbs, that seems to whisper dark secrets as it hisses through the air. The bearer of the Killing Caress always fights first in the Fight phase, even if it did not charge. If the opposing player has charging units or units with similar abilities, alternate units to Fight starting with the player whose turn it is. Profile below.
<i>The following items do not replace anything, but represent additional wargear carried by your team.</i>	
Smoke Grenade	8 points. One use only. You may purchase more than one of this item per model. Instead of Shooting, you may choose a point within 8" of the bearer. Until the start of your next turn, all models (friend and foe) within 3" of the chosen point are targeted at -1 to hit by attacks in the Shooting phase. Models can draw line of sight into and out of the affected area, but not through it.

Screaming Engines	10 points. Biker or FLY model only. Once per game, when this model charges, you may roll 3D6 for the charge distance and discard the lowest result.
Hypercharger	5 points. Choose one of the bearer's ranged weapons. When firing that weapon, you may increase its Strength by up to +2. For each +1 increase in Strength, the bearer takes a -1 penalty to their rolls to Hit. As this requires some careful calibration, you may not use it when firing Overwatch, or on weapons which hit automatically
Bloodseeker Ammunition	8 points. Choose one of the bearer's ranged weapons. You may not choose a weapon that hits automatically. When you roll a 6 to Wound with this weapon, that shot's AP is improved by 3. (E.g. AP -1 becomes AP -4.)
Willing Sacrifice	8 points. When attempting a Daemonic Ritual, if this model is within 6" of your Team Leader, you may choose to have it suffer a mortal wound. If you do, the Ritual succeeds automatically.
Relic of Caliban	Fallen Only. 5 points. Enemy Dark Angels models that are able <i>must</i> target this model with shooting attacks, psychic powers, charges and melee attacks, choosing it as a secondary target if necessary. If this model is slain in action against a Dark Angels team, or by a Dark Angels model, the opposing player gains +1 Victory Point.
Suspensors	5 pts. This model does not suffer the -1 to Hit penalty for moving and firing a Heavy weapon, though the weapon's range is halved (rounding up) when doing so.
Personal Teleporter	Cult of Destruction and Terminator models only. 5 points. Instead of moving, the model may teleport. If you decide to teleport, roll 2D6 and move the model that number of inches in any direction as though it had the FLY keyword (though it still may not fall back and shoot) This counts as Moving for any relevant purposes.
Targeter	5 points. If the bearer did not move in the preceding Movement phase, it may reroll to Hit rolls of 1 in the Shooting phase.
Hungering Grimoire	Psyker Only. 10 points. If the bearer kills an enemy model in the Psychic or Fight phase, roll a D6. On a 5+ the bearer regains a wound lost earlier in the game. They may gain a maximum of one wound per player turn in this way.
Tome Malefic	Ruinous Invoker only. 5 points. Once per battle, before chanting a prayer, this model may replace either of the prayers it knows with another prayer it is able to learn from Prayers to the Dark Gods.
Daemonic Visage	7 points. Reduce the result of Charge distance rolls against this model by 1.

Armoury Weapon Profile						
Name	Type	Range	Strength	AP	Dmg	Abilities
The Death Toll	Pistol D6	12"	3	-1	1	This weapon hits automatically. Any enemy model that takes an unsaved Wound from this weapon reduces its Weapon Skill by 1 for the rest of the battle round.
The Killing Caress	Melee	Melee	User	0	2	This weapon never needs to roll higher than 4+ to Wound, regardless of the target's Toughness.

TACTICAL POINTS

Chaos Space Marine teams have exclusive access to some Philosophies and Tactical Actions. Unless a restriction prevents it, you can mix those listed in this Opus with those in the Heralds of Ruin rules.

Philosophy: Whim of the Gods: +1TP	You may never use a Tactical Re-Roll.
Philosophy: Mind Games: +2TP	You may not be the first player to use a Tactical Action.
Philosophy: For the Legion!: +3TP	You may only use your own <legion> only Tactical Action.
Action: The Galaxy Burns: -2TP	Use at the beginning of any Fight phase. All friendly <legion> units gain +1 Attack until the end of the phase.
Action: Beseech the Dark Gods: -2TP	Use immediately before attempting a Daemonic Ritual. If the Ritual is successful, summon D3 of your chosen Daemon instead of 1.

Action: Chaos Boon: -1TP	Use at the end of a Fight phase in which your Team Leader killed either an enemy character or 3 or more enemy non-character models. Roll on the Chaos Boon table (pg 158) but reroll any instances of Spawndom or Daemonhood. The effects last until the end of the game.
Action: Escape Artist: -1TP	Use when a Fallen model is slain. Roll a D6. On a 3+ the model is still removed from play as a casualty, but does not count as slain for any victory point purposes. (First Blood, kill points etc)
Action: Murderous Descent: -2TP	Night Lords only. Use at the beginning of your turn. Any models with FLY that arrive from reserves this turn can reroll charge distances this turn.
Action: Misdirection: -1TP	Alpha Legion only. Use at the beginning of the first battle round but before the first turn starts. Choose up to two friendly non-cultist models and redeploy them, according to any rules they or the scenario allow. You may use multiple instances of this Action at once.
Action: Iron Bastion: -1TP.	Iron Warriors only. Use during your turn. Choose a piece (or area no larger than 6x6") of terrain with a friendly model in it. The cover bonus granted by that terrain is permanently increased by 1. Cannot be used on the same terrain twice.

Action: Fury Unleashed: -2TP	World Eaters only. Use at the beginning of any Fight phase. Your team leader gets +1 Attack for every enemy model within 1" of it. Every attack it misses hits a friendly model within 3", if there are any. Resolve these exactly as though attacking an enemy.
Action: Dark Zealotry: -3TP.	Word Bearers only. One use only. Use at the start of a battle round. For this battle round, the range of your Leader's Inspiring Presence is doubled. Friendly models inside their Inspiring Presence automatically pass Leadership tests, including Rout tests. You may not voluntarily Rout while this Action is in effect.
Action: Traitors Ascendant: -1TP.	Black Legion only. Use before deployment begins. Extend your own deployment zone by 3".
Action: Unholy Perfection: -3TP	Emperor's Children only. Use at any time. Choose the rolled value of a single die you are about to roll, instead of rolling it.
Action: A Taste of Freedom: -2TP.	Renegade Chapters only. One use only. Use at the beginning of any phase of either player's turn. You must reroll all 1s until the end of that phase, unless another rule would forbid it

CHANGES 08-4-19

Vigilus Ablaze! Renegade traits added. Mere Mortals and Upstart added to cultists and their champion. Obliterator kept at old profile. Dark apostle, executioner and master of possession have leader-lite. Changed some armoury costs. Changed sorcerer's apprentice cost to base 45 to make viable vs aspiring sorcerer.