Liber - Chaos
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Army Lists

Minions of Tzeentch

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **Chaos Marine Champion**
- **Herald of Tzeentch**
- **Lord of Change**
- **Demon Prince**

Core:

- **Reaver Squads**
- **Havoc Squads**
- **Cult of the Raptor**
- **Biker Squads**
- **Chosen Squads**
- **Terminator Squads**
- **Cult of the Possessed**
- **Horrors of Tzeentch**

Support:

- **Cult of the Obliterator**
- **Chaos Spawn**
- **Dreadnought**
- **Defiler**
- **Soul Grinder**
- **Predator**
- **Rhino**
- **Vindicator**
- **Land Raider**
- **Flamers of Tzeentch**
- **Screamers of Tzeentch**

Army Rules:

All units must have the Mark of Tzeentch.

Units may only dedicate to the Thousand Sons.

Legion: Thousand Sons

Requires the Mark of Tzeentch

Special Rules: +2 Resilience, Fearless

Characters must become Sorcerers

Only Characters and Squad Champions may change their options and wargear

Squad Champions gain Psyker; replace chain sword or power weapon with force weapon, and gain psychic nullifier for +20 points.

Minions of Khorne

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **Chaos Marine Champion**
- **Herald of Khorne**
- **Bloodthirster**
- **Demon Prince**

Core:

- **Reaver Squads**
- **Havoc Squads**
- **Cult of the Raptor**
- **Biker Squads**
- **Chosen Squads**
- **Terminator Squads**
- **Cult of the Possessed**
- **Bloodletters of Khorne**
- **Bloodcrushers of Khorne**

Support:

- **Cult of the Obliterator**
- **Chaos Spawn**
- **Dreadnought**
- **Defiler**
- **Soul Grinder**
- **Predator**
- **Rhino**
- **Vindicator**
- **Land Raider**
- **Flesh Hounds of Khorne**

Army Rules:

All units must have the Mark of Khorne.

Units may only dedicate to the World Eaters.

Characters may not become Sorcerers

Legion: World Eaters

Requires the Mark of Khorne

Special Rules: +1 Strength, Martial Prowess, Fearless

Minions of Slaanesh

Formation:

- a minimum of 1 Command choice must be chosen for the detachment.
- 1 Command choice must be chosen as the force leader (declared before rolling for missions).
- no more than 50% of the detachment total may be spent on Command.
- At least 25% of the detachment total must be spent on Core units.
- No more than 50% of the detachment may be spent on Support units

Command:

- Chaos Marine Champion
- Herald of Slaanesh
- Keeper of Secrets
- Demon Prince

Core:

- Reaver Squads
- Havoc Squads
- Cult of the Raptor
- Biker Squads
- Chosen Squads
- Terminator Squads
- Cult of the Possessed
- Daemonettes of Slaanesh
- Seekers of Slaanesh

Support:

- Cult of the Obliterator
- Chaos Spawn
- Dreadnought
- Defiler
- Soul Grinder
- Predator
- Rhino
- Vindicator
- Land Raider
- Fiends

Army Rules:

All units must have the Mark of Slaanesh.

Units may only dedicate to the Emperor's Children.

Legion: Emperor's Children

Requires the Mark of Slaanesh

Special Rules: Resist Injury, Martial Prowess, Exceptional Shots

Units may replace Bolter Rifles or Combi-Bolters with Sonic Blasters for free
special / heavy weapons may take the big guns instead
champions may take the thingys

Minions of Nurgle

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **Chaos Marine Champion**
- **Herald of Nurgle**
- **Great Unclean One**
- **Demon Prince**

Core:

- **Reaver Squads**
- **Havoc Squads**
- **Cult of the Raptor**
- **Biker Squads**
- **Chosen Squads**
- **Terminator Squads**
- **Cult of the Possessed**
- **Plaguebearers of Nurgle**

Support:

- **Cult of the Obliterator**
- **Chaos Spawn**
- **Dreadnought**
- **Defiler**
- **Soul Grinder**
- **Predator**
- **Rhino**
- **Vindicator**
- **Land Raider**
- **Beasts of Nurgle**
- **Nurgling Swarms**

Army Rules:

All units must have the Mark of Nurgle.

Units may only dedicate to the Death Guard.

Legion: Death Guard

Requires Mark of Nurgle

Special Rules: Health +1
Wargear: Stun Grenades
Any model may replace its Chain Sword with a Plague Sword for free

Word Bearers

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **1+ Chaos Marine Champion**
- **Demonic Herald**
- **Lord of Change**
- **Bloodthirster**
- **Great Unclean One**
- **Keeper of Secrets**
- **Demon Prince**

Core:

- **Reaver Squads**
- **Havoc Squads**
- **Cult of the Raptor**
- **Biker Squads**
- **Chosen Squads**
- **Terminator Squads**
- **Cult of the Possessed**
- **Horrors of Tzeentch**
- **Bloodletters of Khorne**
- **Daemonettes of Slaanesh**
- **Plague Bearers of Nurgle**
- **Bloodcrushers of Khorne**
- **Seekers of Slaanesh**

Support:

- **Cult of the Obliterator**
- **Chaos Spawn**
- **Dreadnought**
- **Defiler**
- **Soul Grinder**
- **Predator**
- **Rhino**
- **Vindicator**
- **Land Raider**
- **Flamers of Tzeentch**
- **Screamers of Tzeentch**
- **Flesh Hounds of Khorne**
- **Fiends of Slaanesh**
- **Beasts of Nurgle**
- **Traitors**
- **Mutants**

Army Rules:

Units may have any Mark.

Units may only dedicate to the Word Bearers.

Characters with a Mark may only join units with the same or no Mark

Legion: Word Bearers
Special Rules: all Demons get +1 Skill

Iron Warriors

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **Chaos Marine Champion**
- **Demon Prince**

Core:

- **Reaver Squads**
- **Havoc Squads**
- **Cult of the Raptor**
- **Biker Squads**
- **Chosen Squads**
- **Terminator Squads**
- **Cult of the Possessed**
- **Cult of the Obliterator Cult**

Support:

- **Chaos Spawn**
- **Dreadnought**
- **Defiler**
- **Predator**
- **Rhino**
- **Vindicator**
- **Land Raider**

Army Rules:

Units may have any Mark.

Units may only dedicate to the Iron Warriors.

Legion: Iron Warriors
Special Rules: Tank Hunters, Resist Injury

Night Lords

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **Chaos Marine Champion**
- **Demon Prince**

Core:

- **Reaver Squads**
- **Havoc Squads**
- **Cult of the Raptor**
- **Biker Squads**
- **Chosen Squads**
- **Terminator Squads**
- **Cult of the Possessed**

Support:

- **Cult of the Obliterator**
- **Chaos Spawn**
- **Dreadnought**
- **Defiler**
- **Predator**
- **Rhino**
- **Vindicator**
- **Land Raider**

Army Rules:

Units may have any Mark.

Units may only dedicate to the Night Lords.

Legion: Night Lords
Special Rules: Infiltrate, Negotiate Obstacles, Disengage

Alpha Legion

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **Chaos Marine Champion**
- **Demon Prince**

Core:

- **Reaver Squads**
- **Havoc Squads**
- **Cult of the Raptor**
- **Biker Squads**
- **Chosen Squads**
- **Terminator Squads**
- **Cult of the Possessed**
- **Traitors**
- **Mutants**

Support:

- **Cult of the Obliterator**
- **Chaos Spawn**
- **Dreadnought**
- **Defiler**
- **Predator**
- **Rhino**
- **Vindicator**
- **Land Raider**

Army Rules:

Units may have any Mark.

Units may only dedicate to the Alpha Legion.

Legion: Alpha Legion
Special Rules: Vanguard

Black Legion

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **Chaos Marine Champion**
- **Demon Prince**

Core:

- **Reaver Squads**
- **Havoc Squads**
- **Cult of the Raptor**
- **Biker Squads**
- **Chosen Squads**
- **Terminator Squads**
- **Cult of the Possessed**

Support:

- **Chaos Spawn**
- **Dreadnought**
- **Defiler**
- **Predator**
- **Rhino**
- **Vindicator**
- **Land Raider**
- **Cult of the Obliterator**

Army Rules:

Units may dedicate to the Thousand Sons if they have the Mark of Tzeentch
Units may dedicate to the World Eaters if they have the Mark of Khorne
Units may dedicate to the Emperor's Children if they have the Mark of Slaanesh
Units may dedicate to the Death Guard if they have the Mark of Nurgle

Units may dedicate to the Night Lords, Iron Warriors and/or Alpha Legion regardless of Marks

Characters with a Mark may only join units with the same or no Mark.
Characters dedicated to a Legion may only join units with the same Legion dedication.

Demonic Incursion

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **Herald of Tzeentch**
- **Herald of Khorne**
- **Herald of Slaanesh**
- **Herald of Nurgle**
- **Lord of Change**
- **Bloodthirster**
- **Keeper of Secrets**
- **Great Unclean One**
- **Demon Prince**

Core:

- **Horrors of Tzeentch**
- **Bloodletters of Khorne**
- **Daemonettes of Slaanesh**
- **Plaguebearers of Nurgle**
- **Bloodcrushers of Khorne**
- **Seekers of Slaanesh**

Support:

- **Soul Grinder**
- **Flamers of Tzeentch**
- **Screamers of Tzeentch**
- **Flesh Hounds of Khorne**
- **Fiends of Slaanesh**
- **Beasts of Nurgle**
- **Nurgling Swarm**

Army Rules:

Characters with a Mark may only join units with the same Mark.

the Lost and the Damned

Formation:

- **a minimum of 1 Command choice must be chosen for the detachment.**
- **1 Command choice must be chosen as the force leader (declared before rolling for missions).**
- **no more than 50% of the detachment total may be spent on Command.**
- **At least 25% of the detachment total must be spent on Core units.**
- **No more than 50% of the detachment may be spent on Support units**

Command:

- **Apostate Cardinal**
- **Traitor General**
- **Rogue Psyker**

Support:

- **Stalk Tank**
- **Chaos Spawn**

Core:

- **Traitors**
- **Mutants**

Army Rules:

Characters with a Mark may only join units with the same Mark.

NOT STARTED YET, NEEDS LOTS OF WORK

Infantry

Chaos Marine Champion

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Exalted	1	7	3	5	3	0	9	9
Favoured	1	6	3	5	2	0	9	8
Aspiring	1	5	2	5	1	0	8	8

Composition:
- 1 Aspiring, Favoured or Exalted

Cost:
- Aspiring: 30 points
- Favoured: 40 points
- Exalted: 50 points

Unit Type:
- Infantry
- Living

Special Rules:
- Character

Wargear:
- Armour: Marine Plate
- Weapon: Bolter Rifle
- Weapon: Bolter Pistol
- Weapon: Chain Sword
- Grenades: Blast
- Grenades: Piercing

Replace Bolter Rifle, Bolter Pistol and/or Chain Sword with:
- Combi-Bolter or Combi-Weapon for +5 points
- Power Blade or Plasma Pistol for +10 points
- Man Reaper for +10 points *(Death Guard only)*
- Power Fist or Lightning Claw for +20 points
- Daemon Weapon for +30 points

Or replace Marine Plate, Bolter Rifle, Bolter Pistol, Chain Sword, Frag and Krak Grenades with:
- Terminator Plate with Combi-Bolter and Power Blade for +40 points

Replace Terminator Plate's Combi-Bolter with:
- Combi-Weapon for free
- Lightning claw +10 points

Replace Terminator Plate's Power Weapon with:
- Power Fist or Lightning Claw +10 points
- Man Reaper for +10 points *(Death Guard only)*
- Daemon Weapon for +20 points

If Terminator Plate is not chosen, may have one of the following:
- Replace Bolter Rifle with Jet Pack for +5 points
- Replace Bolter Rifle and Bolter Pistol with Chaos Marine Bike for +5 points
- Replace Bolter Rifle with Juggernaught of Khorne for +10 points *(Mark of Khorne only)*
- Replace Bolter Rifle with Steed of Slaanesh for +10 points *(Mark of Slaanesh only)*
- Replace Bolter Rifle with Disc of Tzeentch for +10 points *(Mark of Tzeentch only)*
- Replace Bolter Rifle with Palanquin of Nurgle for +10 points (Mark of Nurgle only)

May take any of the following:
- Conversion Field for +40 points or Refractor Field for +20 points
- Death Mask for +20 points *(Word Bearers only)*
- Inspiring Presence or Synapse for +30 points *(Word Bearers only)*
- Servo Arm for +10 points *(Iron Warriors only; may not have Jet Pack or Bike)*
- Replace Marine Plate with Demon Plate for +15 points

May select one to three Veteran Skills
- +5 points per skill

May select a Mark of Chaos:
- +5 points each

May dedicate to a Legion:
- +5 points *(May require a Mark of Chaos)*

May become a Sorceror for +40 points
- Replace Chain Sword or Power Blade with Force Weapon, add Psychic Nullifier and Special Rule: Psyker

Entomb the Champion in a Dreadnought, replacing all wargear. This unit no longer counts as a Character. See the Dreadnought entry in the Behemoths section.
- +90 points

Elevate the Champion to a Demon Prince, replacing all wargear. This unit no longer counts as a Character. See the Demon Prince entry in the Behemoths section.
- +90 points

Herald of Tzeentch

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Dread Fiend	0	2	2	9	3	0	7	9
Abomination	0	2	1	9	2	0	7	9
Abhorrence	0	1	1	9	1	0	7	8

Composition:
- 1 Abhorrence, Abomination or Dread Fiend

Cost:
- Abhorrence: 24 points
- Abomination: 32 points
- Dread Fiend: 40 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Character
- Psyker
- Mark of Tzeentch
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:
- Weapon: Warp Lightning
- Item: Psychic Nullifier

May have any of the following:
- Force Weapon for +20 points
- Warp Fire for +10 points
- Fire Control for +5 points
- Icon of Chaos for +10 points

May have the following:
- Disc of Tzeentch for +10 points

Herald of Khorne

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Brute	0	6	2	7	3	0	7	8
Beast	0	5	2	7	2	0	7	8
Feral	0	4	1	7	1	0	7	7

Composition:
- 1 Feral, Beast or Brute

Cost:
- Feral: 24 points
- Beast: 32 points
- Brute: 40 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Character
- Mark of Khorne
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:
- Weapon: Power Blade

May have any of the following:
- Martial Prowess for +5 points
- +1 Strength for +5 points
- Tank Hunters for +5 points
- Vanguard for +5 points

May have the following:
- Juggernaut of Khorne for +10 points

Herald of Nurgle

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
	0	4	2	7	4	0	7	8
	0	3	2	7	3	0	7	8
	0	3	1	7	2	0	7	7

Composition:
- **1 something**

Cost:
- **Feral: 24 points**
- **Beast: 32 points**
- **Brute: 40 points**

Unit Type:
- **Infantry**
- **Demonic**

Special Rules:
- **Character**
- **Mark of Nurgle**
- **Instability**
- **Stealth**
- **Fearless**
- **Terror**
- **Deep-Strike**

Wargear:
- **Weapon: Plague Sword**

May have any of the following:
- **Martial Prowess? for +10 points**
- **+1 Strength for +10 points**
- **Psyker for +20 points**

A Psyker may have:
- **Psychic Nullifier for +10 points**

May have the following:
- **Palanquin of Nurgle for +10 points**

NEEDS MORE WORK

Herald of Slaanesh

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Sycophant	0	6	4	7	3	1	7	8
Courtier	0	5	4	7	2	1	7	8
Adulator	0	4	3	7	1	1	7	7

Composition:
- 1 Adulator, Courtier or Sycophant

Cost:
- Adulator: 24 points
- Courtier: 32 points
- Sycophant: 40 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Character
- Mark of Slaanesh
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:

May have any of the following:
- Psyker for +20 points
- +3 Strength for +10 points
- Warp Lightning for +10 points
- Warp Fire for +10 points
- Martial Prowess for +5 points

A Psyker may have:
- Psychic Nullifier for +10 points

May have the following:
- Steed of Slaanesh for +10 points

Chaos Marine Reaver Squad

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Chaos Reaver	1	4	1	5	1	0	7	7
Reaver Champion	1	4	1	5	1	0	7	7
Aspiring Champion	1	5	2	5	1	0	8	8

Composition:
- 1 Reaver Champion
- 4 Chaos Reavers

Cost:
- 100 points

Unit Type:
- Infantry
- Living

Special Rules:

Wargear:
- Armour: Marine Plate
- Weapon: Bolter Rifle
- Weapon: Bolter Pistol
- Weapon: Chain Sword
- Grenades: Blast
- Grenades: Piercing

Reaver Champion may upgrade his profile to:
Aspiring Champion for +10 points

Squad may include up to fifteen additional Chaos Reavers:
- 20 points per Chaos Reaver

Champion may replace Bolter Rifle, Bolter Pistol and/or Chain Sword with:
- Combi-Bolter or Combi-Weapon for +5 points
- Power Blade, or Plasma Pistol for +10 points
- Power Fist or Lightning Claw for +20 points

One Chaos Reaver may replace his Bolter Rifle with:
- Flamer, Melta Gun or Plasma Rifle for +20 points

If the squad numbers ten or more men, one Reaver may replace his Bolter Rifle, Bolter Pistol and Chain Sword with:
- Heavy Bolter, Las Cannon or Multi-Melta for +30 points
- Plasma Cannon or Missile Launcher for +40 points

If the squad numbers ten or more men, and the above option wasn't taken, one Reaver may replace his Bolter Rifle with:
- Flamer, Melta Gun or Plasma Rifle for +20 points

One model *(not the champion)* may take an Icon of Chaos
- +10 points

May select a Mark of Chaos:
- +5 points per model

May dedicate to a Legion:
- +5 points per model

Champion may replace Marine Plate, Bolter Rifle, Bolter Pistol, Chain Sword, Frag and Krak Grenades with: *(Iron Warriors Only)*
- Terminator Armour with Combi-Bolter and Power Blade for +40 points

Replace Terminator Armour's Combi-Bolter with:
- Combi-Weapon for free
- Lightning claw for +10 points

Replace Terminator Armour's power sword with:
- Lightning Claw or Power Fist for +10 points
- Chain Fist for +20 points

Chaos Marine Havoc Squad

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Chaos Havoc	1	4	1	5	1	0	7	7
Havoc Champion	1	4	1	5	1	0	7	7
Aspiring Champion	1	5	2	5	1	0	8	8

Composition:
- 1 Reaver Champion
- 4 Chaos Reavers

Cost:
- 90 points

Unit Type:
- Infantry
- Living

Special Rules:

Wargear:
- Armour: Marine Plate
- Weapon: Bolter Rifle
- Weapon: Bolter Pistol *(Champion only)*
- Weapon: Chain Sword *(Champion only)*
- Grenades: Blast
- Grenades: Piercing

Havoc Champion may upgrade his profile to:
Aspiring Champion for +10 points

Squad may include up to fifteen additional Chaos Havocs:
- 18 points per Chaos Havoc

Champion may replace Bolter Rifle, Bolter Pistol and/or Chain Sword with:
- Combi-Bolter or Combi-Weapon for +5 points
- Power Blade, or Plasma Pistol for +20 points
- Power Fist for +40 points
- Lightning Claw for +50 points

Up to four Havocs may replace their Bolter Rifle with:
- Heavy Bolter, Las Cannon or Multi-Melta for +30 points
- Plasma Cannon or Missile Launcher for +40 points
- Flamer, Melta Gun or Plasma Rifle for +20 points

One model (not the champion) may take an Icon of Chaos
- +10 points

May select a Mark of Chaos:
- +5 points per model

May dedicate to a Legion:
- +5 points per model

Champion may replace Marine Plate, Bolter Rifle, Bolter Pistol, Chain Sword, Frag and Krak Grenades with: (Iron Warriors Only)
- Terminator Armour with Combi-Bolter and Power Blade for +40 points

Replace Terminator Armour's Combi-Bolter with:
- Combi-Weapon for free
- Lightning claw for +10 points

Replace Terminator Armour's Power Weapon with:
- Lightning Claw or Power Fist for +10 points
- Chain Fist for +20 points

Cult of the Raptor

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Chaos Raptor	1	4	1	5	1	0	7	7
Raptor Champion	1	4	1	5	1	0	7	7
Aspiring Champion	1	5	2	5	1	0	8	8

Composition:
- 1 Raptor Champion
- 4 Chaos Raptors

Cost:
- 125 points

Unit Type:
- Infantry
- Living

Special Rules:
- Disengage
- Mob Mentality
- Controlled Landing
- Deep-Strike

Wargear:
- Armour: Marine Plate
- Weapon: Bolter Pistol
- Weapon: Chain Sword
- Grenades: Blast
- Grenades: Piercing
- Item: Chaos Jet Pack

Raptor Champion may upgrade his profile to:
Aspiring Champion for +10 points

Squad may include up to fifteen additional Chaos Raptors:
- 25 points per Chaos Raptor

Champion may replace Bolter Pistol and/or Chain Sword with:
- Combi-Bolter or Combi-Weapon for +5 points
- Power Blade or Plasma Pistol for +10 points
- Lightning Claw or Power Fist for +20 points

For every five Raptors, one may replace his Bolter Pistol with:
- Flamer, Melta Gun or Plasma Rifle for +20 points
- Plasma Pistol for +10 points

One model *(not the Champion)* may take an Icon of Chaos
- +10 points

May select a Mark of Chaos:
- +5 points per model

Chaos Marine Terminator Squad

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Chaos Terminator	0	5	2	5	1	0	8	8
Aspiring Champion	0	5	2	5	1	0	8	8

Composition:
- 1 Aspiring Champion
- 2 Chaos Terminators

Cost:
- 120 points

Unit Type:
- Infantry
- Living

Special Rules:
- Deep-Strike

Wargear:
- Armour: Terminator Plate
- Weapon: Combi-Bolter
- Weapon: Power Blade

Squad may include up to five additional Chaos Terminators:
- 40 points per Chaos Terminator

Any model may replace Terminator Plate's Combi-Bolter with:
- Combi-Weapon for free
- Lightning claw for +10 points

Any model may replace Terminator Plate's Power Blade with:
- Lightning Claw or Power Fist for +10 points
- Chain Fist for +20 points

One model per five may choose one of the following:
- Replace Combi-Bolter with Heavy Flamer for +30 points
- Replace Combi-Bolter with Twin-Linked Auto Cannon for +30 points

The Squad may choose one Veteran Skill
- +5 points per model

One model (not the champion) may take an Icon of Chaos
- +10 points

May select a Mark of Chaos
- +5 points per model

May dedicate to a Legion:
- +5 points per model

Chaos Marine Chosen Squad

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Chaos Chosen	1	5	2	5	1	0	8	8
Aspiring Champion	1	5	2	5	1	0	8	8

Composition:
- 1 Aspiring Champion
- 4 Chaos Chosen

Cost:
- 150 points

Unit Type:
- Infantry
- Living

Special Rules:

Wargear:
- Armour: Marine Plate
- Weapon: Bolter Rifle
- Weapon: Bolter Pistol
- Weapon: Chain Sword
- Grenades: Blast
- Grenades: Piercing

Squad may include up to five additional Chaos Chosen:
- 30 points per Chaos Chosen

Any model may replace Bolter Rifle, Bolter Pistol and/or Chain Sword with:
- Combi-Bolter or Combi-Weapon for +5 points
- Power Blade or Plasma Pistol for +10 points
- Power Fist or Lightning Claw for +20 points
- Flamer, Melta Gun or Plasma Rifle for +20 points

Any Chosen may replace his Bolter Rifle, Bolter Pistol and Chain Sword with:
- Heavy Bolter, Las Cannon or Multi-Melta for +30 points
- Plasma Cannon or Missile Launcher for +30 points

One model *(not the champion)* may take an Icon of Chaos
- +10 points

The Squad may choose one Veteran Skill
- +5 points per model

May select a Mark of Chaos:
- +5 points per model

May dedicate to a Legion:
- +5 points per model

Champion may replace Marine Plate, Bolter Rifle, Bolter Pistol, Chain Sword, Frag and Krak Grenades with: *(Iron Warriors Only)*
- Terminator Armour with Combi-Bolter and Power Blade for +40 points

Replace Terminator Armour's Combi-Bolter with:
- Combi-Weapon for free
- Lightning claw for +10 points

Replace Terminator Armour's Power Blade with:
- Lightning Claw or Power Fist for +10 points
- Chain Fist for +20 points

Cult of the Possessed

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Possessed	3	4	2	10	2	1	8	8

Composition:
- 3 Possessed

Cost:
- 120 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Fearless
- Terror

Wargear:
- Weapon: Bolter Pistol
- Weapon: Chain Sword

Squad may include up to five additional Possessed:
- 40 points per Possessed

The entire squad may replace Bolter Pistols and/or Chain Swords with:
- Power Blades or Man Reapers for +10 points per model
- Power Fists or Lightning Claws for +20 points per model

May select a Mark of Chaos:
- +5 points per model

The entire squad may select any of the following:
- Resist Injury for +5 points per model
- Stealth for +5 points per model
- Warp Lightning for +5 points per model
- Warp Fire for +5 points per model
- Psyker (Unit) for +5 points per model *(may not have Mark of Khorne)*

Cult of the Obliterator

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Obliterator	1	4	2	5	2	0	9	9

Composition:
- 1 Obliterator

Cost:
- 60 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Deep-Strike

Wargear:
- Armour: Terminator Plate
- Weapon: Power Fist
- Weapon: Las Cannon
- Weapon: Multi-Melta
- Weapon: Plasma Cannon
- Weapon: Heavy Flamer

Squad may include up to two additional Obliterators:
- 60 points per Obliterator

Horrors of Tzeentch

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Horror	0	1	1	9	1	0	7	7

Composition:
- 5 Horrors

Cost:
- 80 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Psyker (unit)
- Mark of Tzeentch
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:
- Weapon: Warp Lightning

Squad may include up to fifteen additional Horrors:
- +16 points per Horror

One model may take an Icon of Chaos
- +10 points

Bloodletters of Khorne

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Bloodletter	0	4	1	7	1	0	7	7

Composition:
- 5 Bloodletters

Cost:
- 80 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Mark of Khorne
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:
- Weapon: Power Blade

Squad may include up to fifteen additional Bloodletters:
- +16 points per Bloodletter

One model may take an Icon of Chaos
- +10 points

Daemonettes of Slaanesh

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Daemonette	0	4	3	7	1	0	7	7

Composition:
- 5 Daemonettes

Cost:
- 80 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Mark of Slaanesh
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:

Squad may include up to fifteen additional Daemonettes:
- +16 points per Daemonette

One model may take an Icon of Chaos
- +10 points

Plaguebearers of Nurgle

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Plaguebearer	0	3	1	7	2	0	7	7

Composition:
- 5 Plaguebearers

Cost:
- 80 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Mark of Nurgle
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:
- Weapon: Plague Sword

Squad may include up to fifteen additional Plaguebearer:
- +16 points per Plaguebearer

One model may take an Icon of Chaos
- +10 points

Mounted

Chaos Marine Biker Squad

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Chaos Biker	1	4	1	5	1	6	7	7
Biker Champion	1	4	1	5	1	6	7	7
Aspiring Champion	1	5	2	5	1	6	8	8

Composition:
- 1 Biker Champion
- 2 Chaos Bikers

Cost:
- 75 points

Unit Type:
- Mounted
- Living

Special Rules:

Wargear:
- Armour: Marine Plate
- Weapon: Chain Sword
- Grenades: Blast
- Grenades: Piercing
- Item: Chaos Bike

Biker Champion may upgrade his profile to:
- Aspiring Champion for +10 points

Squad may include up to seventeen additional Chaos Bikers:
- 25 points per Chaos Biker

Champion may replace Chain Sword with:
- Combi-Weapon for +5 points
- Power Blade or Plasma Pistol for +10 points
- Power Fist or Lightning Claw for +20 points

Up to three Chaos Bikers may replace their Chain Sword with:
- Flamer, Melta Gun or Plasma Rifle for +20 points

One model *(not the champion)* may take an Icon of Chaos
- +10 points

May select a Mark of Chaos:
- +5 points per model

May dedicate to a Legion:
- +5 points per model

Bloodcrushers of Khorne

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Bloodcrusher	0	4	1	7	1	1	7	7

Composition:
- 1 Bloodcrusher

Cost:
- 30 points

Unit Type:
- Mounted
- Demonic

Special Rules:
- Mark of Khorne
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:
- Weapon: Power Blade
- Item: Juggernaut

Squad may include up to five additional Bloodcrushers:
- +30 points per Bloodcrusher

One model may take an Icon of Chaos
- +10 points

Seekers of Slaanesh

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Seeker	0	4	3	7	1	6	7	7

Composition:
- 3 Seekers

Cost:
- 90 points

Unit Type:
- Mounted
- Demonic

Special Rules:
- Mark of Slaanesh
- Instability
- Stealth
- Fearless
- Terror
- Poisoned
- Deep-Strike

Wargear:
Item: Steed of Slaanesh

Squad may include up to nine additional Seekers:
- +30 points per Seeker

One model may take an Icon of Chaos
- +10 points

Behemoths

Chaos Marine Dreadnought

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Chaos Dreadnought	5	???	???	15 / 15 / 11	4	0	???	???

Composition:
- 1 Chaos Dreadnought

Cost:
- Purchased as Character upgrade

Unit Type:
- Behemoth
- Construct

Special Rules:
- Fearless
- Stupidity
- Large Target
- Fire Control

Wargear:
- Weapon: Power Fist with Combi-Bolter (Left arm)
- Weapon: Power Fist with Combi-Bolter (Right arm)

Left and/or Right arm Power Fist may be replaced with:
- Lightning Claw

Entire Left arm may be replaced with:
- Twin-Linked Heavy Bolter
- Twin-Linked Auto Cannon
- Twin-Linked Missile Launcher

Entire Right arm may be replaced with:
- Twin-Linked Heavy Flamer
- Multi-Melta
- Twin-Linked Heavy Bolter
- Twin-Linked Auto Cannon
- Plasma Cannon
- Twin-Linked Lascannon

May choose any of the following:
- Ablative Armour for +30 points
- Reinforced Armour for +30 points

Demon Prince

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Demon Prince	4	???	???	14 / 14 / 14	4	0	???	???

Composition:
- 1 Demon Prince

Cost:
- Purchased as Character upgrade

Unit Type:
- Behemoth
- Demonic

Special Rules:
- Instability
- Stealth
- Fearless
- Terror
- Large Target
- Deep-Strike

Wargear:

May choose any of the following:
- Wings for +10 points
- Marine Plate for +10 points

May choose one of the following:
- Power Blade for +10 points
- Power Fist for +20 points
- Demon Weapon for +30 points

May select a Mark of Chaos:
- +5 points

If not given the Mark of Khorne, may choose the following:
- Psyker for +20 points

A Psyker may have the following:
- Psychic Nullifier for +10 points

Defiler

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Defiler	5	3	2	15 / 15 / 11	4	0	7	6

Composition:
- 1 Defiler

Cost:
- 160 points

Unit Type:
- Behemoth
- Construct

Special Rules:
- Fearless
- Large Target
- Fire Control

Wargear:
- Weapon: Power Fist (Left arm)
- Weapon: Power Fist (Right arm)
- Weapon: Twin-Linked Auto Cannon
- Weapon: Missile Launcher
- Weapon: Battle Cannon

May choose any of the following:
- Ablative Armour for +30 points
- Reinforced Armour for +30 points

May replace Twin-Linked Auto Cannon with:
- Twin-Linked Las Cannon
- Power Fist (+1 to Attacks)

May replace Missile Launcher with:
- Power Fist (+1 to Attacks)

Soul Grinder

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Soul Grinder	5	4	3	15 / 15 / 12	6	0	7	7

Composition:
- 1 Soul Grinder

Cost:
- 160 points

Unit Type:
- Behemoth
- Demonic

Special Rules:
- Fearless
- Large Target
- Fire Control
- Stealth
- Instability
- Deep-Strike

Wargear:
- Weapon: Power Blade
- Weapon: Warp Fire
- Weapon: Warp Lightning

May choose any of the following:
- Ablative Armour for +30 points
- Reinforced Armour for +30 points

May select a Mark of Chaos:
- +5 points

Lord of Change

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Lord of Change	5	3	2	17 / 17 / 17	5	0	7	9

Composition:
- 1 Lord of Change

Cost:
- 200 points

Unit Type:
- Behemoth
- Demonic

Special Rules:
- Fearless
- Large Target
- Mark of Tzeentch
- Stealth
- Instability
- Deep-Strike
- Terror
- Psyker

Wargear:
- Weapon: Warp Lightning
- Item: Chaos Jet Pack
- Item: Psychic Nullifier

May have any of the following:
- Force Weapon for +20 points
- Warp Fire for +10 points
- Fire Control for +10 points

Bloodthirster

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Bloodthirster	7	9	2	15 / 15 / 15	5	0	7	8

Composition:
- 1 Bloodthirster

Cost:
- 200 points

Unit Type:
- Behemoth
- Demonic

Special Rules:
- Fearless
- Large Target
- Mark of Khorne
- Stealth
- Instability
- Deep-Strike
- Terror

Wargear:
- Item: Chaos Jet Pack
- Weapon: Power Blade

May have any of the following:
- Martial Prowess for +10 points
- +1 Strength for +10 points

Keeper of Secrets

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Keeper of Secrets	5	8	5	15 / 15 / 15	5	2	7	8

Composition:
- 1 Lord of Change

Cost:
- 200 points

Unit Type:
- Behemoth
- Demonic

Special Rules:
- Fearless
- Large Target
- Mark of Slaanesh
- Stealth
- Instability
- Deep-Strike
- Terror

Wargear:

May have any of the following:
- Psyker for +20 points
- Power Blade for +10 points
- Warp Lightning for +10 points
- Warp Fire for +10 points
- Martial Prowess for +10 points

A Psyker may have:
- Psychic Nullifier for +10 points

Great Unclean One

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Great Unclean One	5	3	2	15 / 15 / 15	8	0	7	8

Composition:
- 1 Great Unclean One

Cost:
- 200 points

Unit Type:
- Behemoth
- Demonic

Special Rules:
- Fearless
- Large Target
- Mark of Nurgle
- Stealth
- Instability
- Deep-Strike
- Terror

Wargear:

May have any of the following:
- Psyker for +20 points
- Power Blade for +10 points
- Warp Lightning for +10 points
- Warp Fire for +10 points
- Regeneration for +10 points
- Inhuman Strength (1) for +10 points

A Psyker may have the following:
- Psychic Nullifier for +10 points

Beasts

Chaos Spawn

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Chaos Spawn	3	3	3	7	3	0	6	5

Composition:
- 1 Chaos Spawn

Cost:
- 30 points

Unit Type:
- Beast
- Living

Special Rules:
- Fearless
- Stupidity
- Resist Injury

Wargear:

Squad may include up to eight additional Spawn:
- 30 points per Chaos Spawn

Flamers of Tzeentch

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Flamer	0	2	1	9	2	0	7	7

Composition:
- 3 Flamers

Cost:
- 90 points

Unit Type:
- Beast
- Demonic

Special Rules:
- Mark of Tzeentch
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:
- Weapon: Warp Fire
- Item: Chaos Jet Pack

Squad may include up to three additional Flamers:
- +30 points per Flamer

Screamers of Tzeentch

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Screamer	0	1	1	9	2	18	7	7

Composition:
- 1 Screamer

Cost:
- 24 points

Unit Type:
- Beast
- Demonic

Special Rules:
- Mark of Tzeentch
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike
- Disengage
- Fly

Wargear:
- Weapon: Warp Jaws

Squad may include up to eleven additional Screamers:
- +24 points per Screamer

Flesh Hounds of Khorne

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Flesh Hound	3	3	2	7	1	6	7	7

Composition:
- 3 Flesh Hounds

Cost:
- 72 points

Unit Type:
- Infantry
- Demonic

Special Rules:
- Mark of Khorne
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:

Squad may include up to five additional Flesh Hounds:
- +24 points per Flesh Hound

Fiends of Slaanesh

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Fiend	4	5	4	7	2	6	7	7

Composition:
- 1 Fiend

Cost:
- 30 points

Unit Type:
- Beast
- Demonic

Special Rules:
- Mark of Slaanesh
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:

Squad may include up to five additional Fiends:
- +30 points per Fiend

Beasts of Nurgle

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Beast	1	3	3	7	3	6	7	7

Composition:
- 1 Beast

Cost:
- 30 points

Unit Type:
- Beast
- Demonic

Special Rules:
- Mark of Nurgle
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:
- Weapon: Plague Sword

Squad may include up to six additional Beasts:
- +30 points per Beast

Nurgling Swarm

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Nurgling	0	2	3	7	5	0	7	7

Composition:
- 3 Nurgling Swarms

Cost:
- 72 points

Unit Type:
- Beast
- Demonic

Special Rules:
- Mark of Nurgle
- Instability
- Stealth
- Fearless
- Terror
- Deep-Strike

Wargear:

Squad may include up to five additional Nurgling Swarms:
- +24 points per Nurgling Swarm

Vehicles

Predator

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Predator	5	1	0	15 / 15 / 11	5	6	8	7

Composition:
- 1 Predator

Cost:
- 150 points

Unit Type:
- Vehicle
- Construct

Special Rules:
- Fearless
- Fire Control
- Large Target

Wargear:

Must choose one of the following turret weapons:
- Auto Cannon for +30 points
- Twin-Linked Las Cannon for +50 points

May choose one of the following side sponsons:
- Heavy Bolters or Las Cannons for +50 points a pair

May choose any of the following:
- Pintle-mounted Combi-Bolter for +10 points
- Missile Launcher for +30 points
- Dozer blade for +10 points
- Ablative Armour for +30 points
- Extra Armour for +30 points
- Demonic Possession for +80 points
- Smoke Launchers for +5 points
- Search Light for +5 points

Vindicator

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Vindicator	5	1	0	15 / 15 / 11	5	6	8	7

Composition:
- 1Vindicator

Cost:
- 200 points

Unit Type:
- Vehicle
- Construct

Special Rules:
- Fearless
- Fire Control
- Large Target

Wargear:
- Weapon: Demolisher Cannon

May choose any of the following:
- Pintle-mounted Combi-Bolter for +10 points
- Missile Launcher for +30 points
- Dozer blade for +10 points
- Ablative Armour for +30 points
- Reinforced Armour for +30 points
- Demonic Possession for +80 points
- Smoke Launchers for +5 points
- Search Light for +5 points

Rhino

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Rhino	4	1	0	13 / 13 / 11	5	6	8	7

Composition:
- 1 Rhino

Cost:
- 100 points

Unit Type:
- Vehicle
- Construct

Special Rules:
- Fearless
- Fire Control
- Large Target
- Transport (12)

Wargear:
- Weapon: Combi-Bolter

May choose any of the following:
- Pintle-mounted Combi-Bolter for +10 points
- Missile Launcher for +30 points
- Dozer blade for +10 points
- Ablative Armour for +30 points
- Reinforced Armour for +30 points
- Demonic Possession for +80 points
- Smoke Launchers for +5 points
- Search Light for +5 points

Land Raider

Unit	Strength	Melee	Attacks	Resilience	Health	Travel	Morale	Skill
Land Raider	7	1	0	16 / 16 / 16	8	6	8	7

Composition:
- 1 Land Raider

Cost:
- 300 points

Unit Type:
- Vehicle
- Construct

Special Rules:
- Fearless
- Fire Control
- Large Target
- Transport (16)

Wargear:
- Weapon: Turret-Mounted Twin-Linked Heavy Bolter
- Weapon: Sponson-Mounted Twin-Linked Lascannons

May choose any of the following:
- Pintle-mounted Combi-Bolter for +10 points
- Missile Launcher for +30 points
- Ablative Armour for +30 points
- Reinforced Armour for +30 points
- Demonic Possession for +80 points
- Smoke Launchers for +5 points
- Search Light for +5 points

Chaos Ranged Weapons

Weapon	Range	Rate of Fire		Strength	Damage	Special
		Aimed	Burst			
Bolter Pistol	18"	1	2	2	1	Pistol
Bolter Rifle	48"	1	3	2	1	
Combi-Bolter	48"	2	4	2	1	
Heavy Bolter	48"	3	6	3	1	

Weapon	Range	Rate of Fire		Strength	Damage	Special
		Aimed	Burst			
Las Pistol	18"	1	2	0	1	Pistol
Las Rifle	48"	1	3	0	1	
Las Cannon	96"	1		10	1D3	

Weapon	Range	Rate of Fire		Strength	Damage	Special
		Aimed	Burst			
Plasma Pistol	18"	1		7	1D2	Pistol
Plasma Rifle	48"	1	2	7	1D2	
Plasma Cannon	48"	1		7	1D2	Small Blast

Weapon	Range	Rate of Fire		Strength	Damage	Special
		Aimed	Burst			
Melta Gun	12"	1		12	1D6	
Multi-Melta	18"	1		12	1D6	

Weapon	Range	Rate of Fire		Strength	Damage	Special
		Aimed	Burst			
Missile Launcher - Frag	96"	1		1		Small Blast
Missile Launcher - Krak	96"	1		8		
Grenade Launcher - Frag	24"	1		0		Small Blast
Grenade Launcher - Krak	24"	1		5		

Weapon	Range	Rate of Fire		Strength	Damage	Special
		Aimed	Burst			
Shotgun	12"	1		0	1	Small Blast
Auto Cannon	96"	2	3	5	1	

Weapon	Range	Rate of Fire		Strength	Damage	Special
		Aimed	Burst			
Flamer	12"	1		2		Flame Template
Heavy Flamer	12"	1		3		Flame Template

Weapon	Range	Rate of Fire		Strength	Damage	Special
		Aimed	Burst			
Battle Cannon	96"	1		8	1D6	Large Blast
Demolisher Cannon	24"	1		10	1D6	Large Blast

Weapon	Range	Rate of Fire		Strength	Damage	Special
		Aimed	Burst			
Warp Lightning	24"	2	4	3	1	
Warp Fire	12"	1		5	1D6	Flame Template

Chaos Melee Weapons

Combat Blade
Strength: 1, Damage: 1

Chain Sword
Strength: 2, Damage: 1

Power Blade
Strength: 5, Damage: 1

Lightning Claws
Strength: 7, Damage: 1, Paired

Force Weapon
Strength: 5, Damage: 1D3, Poison (5), Holy (5)

Man Reaper
Strength: 7, Damage: 1, Two-Handed

Power Fist
Strength: 10, Damage: 1D3

Chain Fist
Strength: 10, Damage: 1D3, Acid (5)

Plague Sword
Strength: 2, Damage: 1, Poison (3)

Warp Jaws
Strength: 13, Damage: 1D6

Chaos Equipment

Weapons

Combi-Weapon
Counts as a Bolter Rifle. Once per game, may fire as melta gun, plasma rifle or flamer, as chosen during detachment creation.

Armour

Terminator Plate
+10 Armour.+1 Health. Deep-Strike.
May only be transported in Land Raiders. Bulky. May not Infiltrate.

Marine Plate
+5 Armour

Demon Plate
+9 Armour

Vehicles

Ablative Armour
+1 Health (not cumulative)

Reinforced Armour
+1 Resilience to all facings (not cumulative)

Bulldozer Blade
gives Negotiate Obstacles

Smoke Launchers
alternate to shooting. Vehicle gains 'Hard Cover' for the rest of the turn. One use only.

Search Light
Used when shooting. One target doesn't count as night fighting, but shooting vehicle also doesn't count as night fighting. Until end of turn

Demonic Possession
Grants Stealth, Terror, Regeneration
Change type to Demonic

Items

Chaos Bike
+1 Resilience. Requires one hand to steer. Change Travel to 12. Change type to 'Mounted'. Equipped with a Twin-Linked Bolter Rifle. May not be transported.

Conversion Field
+5 Resilience

Item: Refractor Field
+3 Resilience

Chaos Jet Pack
Grants alternate movement: Fly, Travel 6.
Bulky. Deep-Strike.

Death Mask
Unit causes Terror.

Item: Icon of Chaos
Each turn, that player gains 1 dice reroll for each Icon of Chaos that is on the table and not in a transport. If an all-Demonic unit Deep-Strikes within 6" of the Icon, it gains the Precise Landing special rule while it does so.

Servo Arm
gives +1 Power Fist attack in Melee
gives Repair ability

Juggernaut of Khorne
+4 Resilience, +1 Health, Change Travel to 1, Change Type to 'Mounted'. May not be transported in a vehicle.
Gives +1 Power Fist Attack

Steed of Slaanesh
+1 Resilience, Change Travel to 6, Change Type to 'Mounted'. May not be transported in a vehicle.
Gives +2 Strength: 1, Damage: 1, Poison (4), Attacks

Palanquin of Nurgle
+2 Resilience, +3 Health, Change Travel to 0, Change Type to 'Mounted'. May not be transported in a vehicle.
Gives +3 Strength: 0, Damage: 1, Attacks

Disc of Tzeentch
Change Travel to 18. Gives 'Fly' rule to movement.
Change type to 'Mounted'. May not be transported in a vehicle.

Skills and Abilities

Rituals (Champion)

Relentless Assault
For every successful unsaved Attack caused in melee, gains another Attack. These attacks cannot generate further Attacks.

Veteran Skills

Tank Hunters
+1 Strength
Disengage
Martial Prowess
Infiltrate
Fire Control
Vanguard
Controlled Landing

Marks of Chaos

Mark of Tzeentch

- **+2 Strength to all ranged weapons (and pistols in melee)**
- **Squad Characters become Psykers free (but gain no additional options)**
- **gains Instability. This does not apply to Thousand Sons.**

Mark of Khorne

- **+1 Melee, +1 Attacks, +1 Strength**

Mark of Slaanesh

- **+2 Travel, Fearless, Disengage, Grenades: Stun**

Mark of Nurgle

- **+1 Health, Resist Injury**