

Chaos



ARMY BOOK

BY THE NETEPIC DISCUSSION GROUP

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Background

Before the rise of the Imperium, scientists hypothesized the existence of a dimension existing parallel to ours where the physical laws of our universe did not apply. They were right. They called this dimension the Warp, and it is how Imperial spaceships are able to travel between the stars - they enter the Warp in order to cross the mind-bogglingly huge distances involved in the galaxy-spanning Imperium. Within the Warp both space and time are malleable to the will of technology, so that a voyage of thousands of light-years may be accomplished in mere months. The Imperial scientists also believed that nothing could live in the harsh desolation of this alternate dimension. They were wrong.

The Warp is a vast, formless sea of energy where thought, emotion and will take precedence over physical law. Matter, energy, even time and space can be changed with a thought. It is a realm of constant change, turmoil and an unending battle for supremacy. The beings of the Warp do not have bodies of flesh and blood nor even a physical form. They are entities of thought and emotion, with only the strong-willed having any claim to freedom. The beings of the Warp are not innately evil, but their existence is utterly alien to our universe - by their very nature they break down the fabric of reality.

The great rend in space now called the Eye of Terror was once home to the heart worlds of the Eldar. In ancient times the Eldar civilization descended into madness, culminating in an orgy of death and depravity spanning thousands of Eldar worlds and uncountable billions of souls. The birth of the new Chaos God, Slaanesh, tore a wound in reality. Here, the Warp and the material universe overlap. There are other such zones scattered throughout the galaxy, but they are smaller and less significant. There are stars and worlds within the Eye of Terror, but they are unlike the familiar stars, solar systems, and planets that populate the rest of the galaxy. The energy of the Warp saturates these places and sustains a cosmology based on the inhuman perceptions of the Powers of Chaos, without regard for the logic of either astrophysics or nature.

Mighty Greater Daemons and favored Daemon Princes rule these worlds, using their powers to reshape them according to their desires; thus there are worlds which are flat like dinner plates, worlds surrounded by circling fireballs which provide light and warmth, and tiered worlds like gigantic wedding cakes rising step-by-step on supporting pillars. On one world a black sun stands in a white sky and smoky threads pour from it onto a tangled black city, while another world has boiling lakes of blood from which spheres of fire float into the sky and spread their light across the firmament. Visions of such places disturb the psychically sensitive throughout the galaxy.

Within the Eye the forces of Chaos are forever in motion. Armies of daemons and their living allies fight massive, bloody battles lasting for hundreds of years, where entire worlds become little more than vast arenas

where opposing forces are pitched against each other. The weak scheme to raise themselves at any cost and the powerful plot the destruction of their rivals. Murder, betrayal and ruthlessness are the keys to success in the realms of Chaos.

At the birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marines Legions turned against him in a bitter civil war known as the Horus Heresy. Marine fought Marine, brother fought brother and Mankind stood upon the very brink of extinction. Their defeat came only at the expense of the Emperor, who remains suspended in his Golden Throne to this day. Ten thousand years after their defeat, those same traitors still launch their Black Crusades out of the Eye of Terror, intent upon nothing less than the utter destruction of the Imperium and the death of its weakling Emperor.

Occasionally, rival Daemons put aside their differences and invade the surrounding areas of the Eye of Terror with a host of foul beasts, Warp-spawn and other servants of Chaos. Sometimes a Lesser Daemon or Aspiring Champion seeks to gain power and leads his minions in an orgy of conquest and destruction. At other times a Chaos cult achieves their goal and summons the forces of Chaos to aid them in overthrowing the world of the Imperium. And always there is the danger of Black Crusades by the traitor Space Marine Legions, twisted parodies of the Emperor's Finest that plot the downfall of the Empire they once served. These are the armies of Chaos.

The Chaos Army

The Standard Chaos Army consists of minor Chaos forces such as pirates, raiding parties, small groups of Chaos Marines, rebel Chaos cultists, aspiring champions and so on, known collectively as Chaos Renegades. If you choose to run a Standard Army you must put at least 50% of your points into the Standard Chaos List. The insidiousness of Chaos can corrupt just about everyone, so the rest of your points may go into any one Power, or any one Standard List other than Eldar or Space Marines.

If you ally with an Imperial force, it is assumed to be corrupted or traitor and therefore a Chaos force itself, not an Imperial force working with Chaos. This is a technicality however, and makes no difference when purchasing your force. Any Marines bought in a Chaos Marine army are from one of the Legions Excommunicate Traitoris.

The major Chaos Powers don't enter the field unless you dedicate 75% of your points to them. At that point you may run a Codex Army with 75% of your points into that Power and the Standard Chaos Lists. You may put up to 25% of your points into any of the other Powers, or any one Standard List other than Eldar or Space Marines.

The Chaos Marine Legions are a special case. You must put at least 75% of your points into that Legion list, the Standard Chaos List and the Standard Chaos Marine List, and may put up to 25% of your points into any of the other Powers (and the Standard Chaos List), or any one Standard List except Eldar or Space Marines.

A Chaos Titan army is simply a Codex Titan Legions army that allies with the Standard Chaos List. You may split your points between the Adeptus Mechanicus Army Book and the Standard Chaos List any way you choose.



Standard Army	At least 50% of your points into...	Up to 50% into...
Chaos	Standard Chaos List	Any one Power, or any one Standard List except Eldar or Space Marines

Codex Army	At least 75% of your points into...	Up to 25% into...
Khorne	That Power & the Standard Chaos Lists	Any (or all) of the other Powers, or any one Standard List except Eldar or Space Marines
Nurgle		
Slaanesh		
Tzeentch		
Chaos Marines	One Legion, the Standard Chaos List & the Chaos Marine List	
Chaos Titans	100% into the Adeptus Mechanicus Army Book & the Standard Chaos List	

Special Rule: Chaos Powers and Inappropriate Targets

Because of the biological or emotional nature of some attacks (mostly from Nurgle & Slaanesh), some targets should be completely immune to those attacks. For example, AIs and robots have no emotions and are unaffected by powers that depend on fear or lust, inorganic beings are likewise immune to diseases and so on. This can be resolved on a case-by-case basis, but players should spend a few minutes before the game to talk about it.

Chaos Army Types

There are three distinct types of Chaos armies: Chaos Renegades, Chaos Space Marines and the Major Power Daemon Hordes. Each has a different feel, structure and theme, giving Chaos players three very distinct styles of army to play. Rather than separate the units into army lists with lots of overlap and no room to mix & match (which IMHO is the essence of Chaos), it's up to the player to create an army to suit the needs and preferences of the moment.

If you'd like a renegade army or cultist horde, take the Standard List and ally with another army – that gives you some of the Chaos flavor units, a few Chaos Reward cards and some spiffy allies to take the brunt of the casualties. If you're more in the mood for a daemon horde, pick a Power or two and there are all the creepy crawlies you could ask for – just watch out for animosity. And if you want more of a militaristic Chaos Marine army, go for one of the Chaos Legions. You won't have quite as much in the way of weird stuff, but a lot more of the standard Space Marine equipment like tanks and artillery.



Special Rules

Chaos Marks

A Chaos Power may choose to grant special power to a favorite minion and put a Mark on it. A Mark is bought as the Special Card attached to a Company Card, and must be applied to a detachment belonging to that Power (e.g. you can't give a Mark of Khorne to Plague Marines). The cost of a Mark is 25 points for every model in the detachment you give it to. For example, applying a Mark to a Greater Daemon costs 25 points, while applying the same Mark to a detachment of Chaos Marines costs (5 stands x 25 points each =) 125 points. A detachment may not be given more than one Mark.

Chaos Reward Cards

These cards represent the raw energy of Chaos accompanying your army. They are used to augment and enhance Chaos troops from time to time during the battle. After you've purchased your army, count up how many cards you're allowed, shuffle the Chaos Reward cards and draw at random.

For every...	You get...
Greater Daemon	3 Chaos Reward cards
Daemon Prince	1 Chaos Reward card
Standard Army List Company Card	1 Chaos Reward card
Tzeentch Daemon Engine Detachment	1 Chaos Reward card
Tzeentch Warp Palace	4 Chaos Reward cards
Chaos Space Marine Century	The Unique Chaos Reward for that Legion

Each Reward may be played once and is discarded after use. The text on each card details when it may be played, what units it may be played on and what it does. All cards are kept in a common pool and do not need to be assigned to specific units before play begins. Cards may be played at any time allowed by the text on the card. Multiple cards may be played on the same detachment, and there is no limit on how many cards can be played in a turn. Cards that modify die rolls must be used before the dice are rolled – once dice are rolled the results may not be modified.

In addition to any restrictions listed on the card, Chaos Rewards may only be played upon organic infantry & cavalry stands (cultists, Marines, trolls, Disc Riders, etc), or any sort of daemon (Greater, Prince, daemonette, etc). This is due to the fact that vehicles and mechanical units warp to the effects of Chaos too slowly for the "gift" to be useful during a battle. If there's a question about a unit (e.g. guys on motorcycles – are they "organic"?), roll a d6 and on 4+ the card may be played. This doesn't mean it'll work next time, though – roll again if you want to use another card. Welcome to Chaos.

Optional Rule: Divided Powers

Chaos cards represent the influence of Chaos Gods, who look after their own and are not predisposed to take care of their rivals. If more than one Chaos Power is involved in a battle, separate the cards gained from each Power into separate piles. Each pile may be played only on units from that Power's list or the Standard list.

Optional Rule: Combined Powers

If you run a Codex Army you can buy units from all four Powers. This is a powerful advantage, and to balance it out you lose Chaos Reward Cards to represent the strain of holding such a diverse force together. Suggestions are:

- 1) For small armies (~6000 points) you lose one card for each Power you field after the first.
- 2) Larger armies gain only two cards for each Greater Daemon.

Morale Tests vs. Chaos Powers

Due to the sheer, unearthly terror that Chaos inspires, any Morale Test taken because of a Chaos effect or unit (Greater Daemons, Chaos Rewards, etc.) will always fail on a roll of "1" regardless of the morale rating of the unit. This only applies to units that actually possess a morale score, and not to Fearless or other units that are immune to morale (like robots). It also only applies to the initial check, not to subsequent Rally Checks. Certain units are immune to this effect (e.g. Grey Knights) and this will be detailed in the unit's description. This is, in fact, a restatement of the Special Ability: Daemon, listed in the Core Rules.



Greater Daemons

It is impossible to truly describe the horrors that are Greater Daemons. These are the physical manifestations of twisted Chaos entities in this dimension. They tower above mortal men and their mere presence drives the living insane with terror. Of all the followers of Chaos, they are truly the closest in nature and spirit to their overlords. Primarchs are the progenitors of Space Marines, created long ago by the Emperor, who have since fallen to the lure of Chaos. The energy and power radiating from these beings inspires nearby Chaos troops to greater fury and madness, weakens their enemies and protects the Daemon from physical harm. This is reflected in several special rules.

1. Command: Greater Daemons are Command units (for moving and shooting) but due to their size and presence are not HQ units and may be targeted normally.

2. Pinning: Greater Daemons count as knights for pinning, but as infantry for movement restrictions and entering structures. Greater Daemons that are also vehicles count as vehicles only.

3. Fearless: Greater Daemons are immune to Fear and Terror, and automatically pass Morale Tests. This does not grant immunity from having to make a morale test, in case it matters.

4. "That Didn't Hurt!": Greater Daemons can draw and use the raw energy of Chaos to protect themselves in battle. When a Greater Daemon fails an Armor Save it may surrender a Chaos Reward to "negate" the killing blow. This is done by fanning out the player's remaining Chaos Reward cards and allowing the opponent to randomly select one and discard it. Multiple failed saves may be countered on a 1 card to 1 failed save basis. Effects that do not allow an Armor Save cannot be countered.

5. Terror: Any detachment charged by a Greater Daemon must make an immediate morale check or be placed on Fall Back Orders and suffer -2 CAF in Close Combat. Units on First Fire orders may not fire upon a Greater Daemon that is charging them. This 'no First Fire' rule functions only against those enemy units that the Greater Daemon can pin. Therefore titans, praetorians & superheavies are immune to this rule, as are robotic units.

6. Inspire Minions: Any unit that is within 25 cm of a Greater Daemon and has line of sight will automatically pass any Morale Test that it is required to make. However, if any Greater Daemon is destroyed all units with 25 cm must immediately pass a Morale Test (even if they do not have line of sight) or be placed on Fall Back Orders.

7. Psychic Vulnerability: Due to their nature Greater Daemons are vulnerable to psychic powers and may not save themselves by using Chaos cards when attacked by ethereal psychic powers or Close Combat attacks that are psychic in nature. In the case of attacks from physical psychic powers, Greater Daemons may use Chaos cards to avoid destruction but they must surrender two cards instead of one, due to the fact that the Daemon must expend more power to negate this type of attack.

8: Required Support: Greater Daemons have a minimum of three Support Cards each. That is, you can't take a Greater Daemon unless you also purchase three to five Support Cards for it. These Support Cards must come from the same Power or the Standard list (e.g. minions of Slaanesh will not serve a Khorne master).

Daemon Princes

These are mortal champions who have achieved their unholy ambitions and have been elevated to daemonhood by a Chaos Power. They are excellent warriors and lordly creatures of awesome might, but have become so corrupted and changed by their contact with Chaos that it is almost impossible to tell that they were once human. They have the following special rules:

1. Command Units: Daemon Princes are Command and HQ units.

2. Pinning: Daemon Princes count as walkers for pinning and movement restrictions.

3. Fearless: Daemon Princes are immune to Fear and Terror, and automatically pass Morale Tests. This does not grant immunity from having to make a morale save, in case it matters.

4. "That Didn't Hurt!": Daemon Princes can draw and use the raw energy of Chaos to protect themselves in battle. When a Daemon Prince fails an Armor Save it may surrender a Chaos Reward to "negate" the killing blow. This is done by fanning out the player's remaining Chaos Reward cards and allowing the opponent to randomly select one and discard it. Multiple failed saves may be countered on a 1 card to 1 failed save basis. Effects that do not allow an Armor Save cannot be countered.

5. Psychic Vulnerability: Due to their nature Daemon Princes are vulnerable to psychic powers and may not save themselves by using Chaos cards when attacked by ethereal psychic powers or Close Combat attacks that are psychic in nature. In the case of attacks from physical psychic powers, Daemon Princes may use Chaos cards to avoid destruction but they must surrender two cards instead of one, due to the fact that the Prince must expend more power to negate this type of attack.

Daemon Engines

Certain vehicles serve as altars dedicated to their Daemonic patron as well as machines of war; these are known as Daemon Engines. Due to their mechanical nature, Daemon Engines cannot utilize Chaos Rewards. Each of the Powers have different effects.

Power	Daemonic Engine Special Ability
Khorne	May not have First Fire Orders. If Chaos is winning: +1D6 CAF, +1 Armor Save & To-Hit rolls.
Nurgle	Never outnumbered in Close Combat.
Slaanesh	Glamour of Slaanesh (-1 to hit modified, 4+ Psychic save)
Tzeentch	+1 Chaos Reward Card at the start of the game.



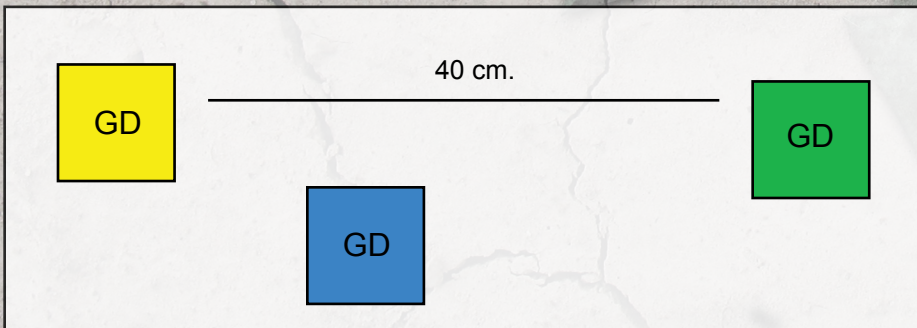
Optional Rule: Animosity

Greater Daemons don't like each other very much. In fact, some of them hate each other so much that they may be overcome by their personal hatred, ignore any mutual foes and attack their rival. This is called animosity. At the end of the Orders Phase, point to each of your Greater Daemons and roll a D6 for every other Greater Daemon that it can see and is within 50 cm. On any result of 4+, that Greater Daemon will attack the rival Greater Daemon – generally this is by placing it on Charge Orders, but be reasonable and use its most effective attack. A Greater Daemon of Tzeentch is more likely to go on First Fire and target its opponent. If there's more than one valid target, determine the lucky one randomly. Daemons from the same Power do not need to make animosity checks.

One of the annoying things about having Greater Daemons run amok is that they take the local Chaos troops with them. Greater Daemons have an aura of raw Chaos energy that inspires allies, terrorizes everyone and commands those nearby to do their bidding. This is a good thing when it comes to morale checks, but bad when animosity occurs. All Chaos troops with a model within 10 cm of a Greater Daemon under the influence of animosity receive the exact same orders as the Greater Daemon, and must direct all Charges / weapons fire at the same enemy.

To prevent players from maneuvering troops to keep their Greater Daemons from entering combat with each other, Greater Daemons will overrun things in their way. Roll a d6: 1-4 the little thing dodged, 5-6 it dies as the Greater Daemon stomps it flat. Big obstacles (like titans) are merely avoided along the way. If a Greater Daemon simply can't get to its enemy it'll attack whatever is in between (friend, foe or inanimate object).

Example: In the situation to the left, all three Greater Daemons are within 50 cm and can see each other. Three dice are rolled: one for the yellow-blue pair, one for the yellow-green pair and one for the green-blue pair. The Chaos player has bad luck and rolls 2, 5 and 4, indicating that both the yellow-green and the blue-green pairs suffer from animosity. Both the yellow and the blue Greater Daemons (and all Chaos units within 10 cm of each) will target the green one with their most effective attacks. The green Greater Daemon (and all Chaos units within 10 cm) will target one of its rivals: 1-3 the blue one gets it, 4-6 the yellow one does.



Sample Chaos Armies

Black Legion

Army Card	Cost	Notes
1) Black Legion Century	600	Legion Chaos Reward
Support: Obliterator Squad	400	
2) Black Legion Century	600	Legion Chaos Reward
Support: Rhino Squadron	50	
Support: Rhino Squadron	50	
Support: Rhino Squadron	50	
Support: Land Raider Detachment	250	
3) Black Legion Century	600	Legion Chaos Reward
Support: Chaos Dreadnaught Squad	150	
Support: Chaos Marine Bike Squadron	150	
Support: Dreadclaw Assault Shuttle	100	
Total	3000	

Grayclaw's Horde

Army Card	Cost	Notes
1) Chaos Renegades	600	1 Chaos Reward card
Special: Renegade Psyker	150	
Support: Imperial Bike Squadron	100	
Support: Ork Boyz	100	
2) Cultist Army	400	1 Chaos Reward card
Support: Cultist Detachment	200	
Support: Cultist Detachment	200	
Support: Cultist Riders	100	
Support: Rapier Battery	75	
Support: Rapier Battery	75	
3) Beastman Horde	500	1 Chaos Reward card
Support: Troll Warband	250	
Support: Minotaur Warband	250	
Total	3000	

Tzeentch's Own

Army Card	Cost	Notes
1) Greater Daemon of Tzeentch	300	3 Chaos Reward cards
Special: Tzeentch Sorcerer	150	
Support: Horror Pack	150	
Support: Flamer Pack	100	
Support: Disc Rider Squadron	200	
2) Warp Palace of Tzeentch	400	4 Chaos Reward cards
Support: Silver Towers of Tzeentch	350	
Support: Doomwing Squadron	250	
Support: Firelord	300	
3) Thousand Sons Century	600	Legion Chaos Reward
Support: Automaton Squad	200	
Total	3000	



The Powers of Chaos

Khorne the Blood God

Khorne is the lord of anger and destruction, the warrior god of Chaos whose bellows of rage echo throughout time and space. He sits upon a great throne of brass atop a mountainous pile of bleached skulls. Whenever a Champion of Khorne is slain in battle his skull is added to the pile. Khorne is a fighting god and his daemons and mortal Champions are amongst the most potent warriors of all. Khorne is a noble warrior who respects strength and bravery, who takes no joy in destroying the weak and considers the helpless unworthy of his wrath. It is said that fate will spare any brave warrior who calls upon Khorne's name and pledges his soul to the blood god. It is also said that Khorne's daemons will hunt down and destroy any warrior who betrays his honor by killing a helpless innocent or murdering in cold blood. Khorne's greatest delight is battle and the spilling of blood.

Mark of Khorne: Blood for the Blood God!

These beings enter a berserk killing frenzy. They gain +3 CAF, but you may lose control as they succumb to mindless rage. Roll 2D6 if you gave 'em Charge Orders and 1D6 for anything else. If you see a "6" (on one or both dice) the detachment reverts to Charge Orders and moves to engage the nearest models, friend or foe. Models in this mindless rage may move out of coherency.

Minions of Khorne

Bloodthirster: This is a Greater Daemon of Khorne, the Lord of Violence and Bloodlust. The Bloodthirster may, once per turn after defeating enemies in Close Combat, move an additional 10 cm and immediately fight another round of Close Combat. The Bloodthirster is considered a skimmer for movement and pinning purposes but may not make pop-up attacks.



Angron, Primarch of the World Eaters: Dedicated to war and bloodshed, this Primarch may emit a fearsome roar once per turn at any time during play (this may interrupt a player's move or shooting phase). The fearsome roar inspires fear in all units within 15 cm of Angron and they must take an immediate morale check. Units that fail are given Fall Back Orders (a "1" will always fail). This is an ethereal psychic power.



World Eaters Chaos Marines: Of all the Space Marine Legions created by the Emperor to reconquer the galaxy during the Great Crusade, none were more feared than the World Eaters. At the forefront of the bloodiest assaults and most vicious battles, the name of the World Eaters became a byword for bloodshed and terror on a horrifying scale. Always the most violent and martial of the Legions, the dedication of Angron and the World Eaters to Khorne was never in doubt.



The World Eaters fight with a determination, frenzy and martial prowess to rival even the most berserk Space Wolf Lord or highly trained Assassin. Long ago they abandoned any formal Legion structure to their fanatical bloodlust and now tend to fight wherever and whenever they can. Still, the call of their Primarch or the might of a Daemon Lord can force them together to fight for the glory of Khorne once more.

“Blood for the Blood God!” – Battle cry of the World Eaters
The World Eaters Century may take support & special cards from the Chaos Marine list.

Bloodletters: These are the lesser daemons that seek blood as a sacrifice to Khorne. They are also known as the Foot soldiers of Khorne, the Warriors of Blood, the Teeth of Death and the Horned Ones. Carrying blades quenched in the blood of fallen warriors, they march accompanied by the chanting of the names of those slain in battle. Like the raging god from which they are born, Bloodletters have no desire but to shed blood on the field of battle. These daemons are especially feared due to their Regeneration abilities.



Blood Slaughterer: During the Horus Heresy, many Imperial Dreadnaughts succumbed to the lure of Khorne and became even more deadly. Blood Slaughterers hurtle across the battlefield, spraying death from multiple heavy weapons and tearing enemies apart in hand to hand combat. The Blood Slaughterer will charge anything that gets in its way, attacking ferociously until it is destroyed. They must be placed on Charge Orders, but may also fire in the Advance Fire segment if not in Close Combat. Blood Slaughterers have a 180-degree forward arc of fire and will target the nearest model it can see, friend or foe.



Cultist Fanatics: The more crazed and fanatical cultist will often discard heavier weapons and arm themselves with pistols, axes, swords and jump packs to take the fight to the enemy. They believe that by risking their lives for the glory of their gods they will gain favor and gifts from their Chaos patron. They are immune to all Morale tests.



Daemon Prince of Khorne: A great servant of Khorne bristles at being placed in a paltry human frame, but there are good points – the human shell compounds with the daemon's natural resistance to provide a rigorous psychic defense. The Daemon Prince of Khorne has a 4+ Psychic Save.



Fleshhounds: As savage as their lord, these Hunters of Blood prey upon any who stand in their path and exist purely for the thrill of the chase and inevitable kill. They are protected by a massive iron Collars of Khorne that make them immune to all Ethereal Psychic attacks.



Juggernauts: Juggernauts are monstrously powerful riding beasts of brass and iron, part daemoniac flesh and part infernal machinery melded together by the warping power of Chaos. Ridden by savage Champions of Khorne, Juggernauts smash armored vehicles and trample enemy soldiers underfoot with their thunderous charges. The relentless charge of these beasts permit them to fight at least a single round of Close Combat even if they are slain by the charged unit. After the Close Combat is resolved all Juggernauts slain by First Fire shooting are removed as casualties, regardless of the result of the Close Combat.



Khorne Berserkers: Even amongst the ranks of the World Eaters there are those that are considered extreme. Their thirst for blood and slaughter has become such an overpowering need to the World Eaters that when battle is joined they rampage across the battlefield, roaring the name of Khorne, all strategy and tactics forgotten in their thirst for bloodshed. Khorne Berserkers are immune to Morale Checks (they are mindless killers, after all) but must always be placed on Charge Orders. In addition, if the Chaos player is winning (has the higher Victory Points total from the previous turn) then all Khorne Berserkers triple their base move.



Cannons of Khorne: These cannons are hideous constructions made by Chaos Squats for their bloodthirsty masters. These cannons fire the raw energy of Chaos and are dangerous to themselves as well as the enemy.



Each Cannon may fire independently and place a 6 cm template anywhere within line of sight. Each template scatters 2D6 cm and uses the artillery die to determine the number of Barrage Points used. If a Misfire comes up the Cannon is destroyed.

Daemon Engines of Khorne

Blood Reaper: Heavily armed with twin skull cannons, it is mostly used in an anti-vehicular role.

Brass Scorpion: This engine carries a nightmarish load of short-range firepower but it is mostly feared due to its special blades that permit this vehicle to enter woods and move normally. It may also attack buildings in the Close Combat phase, forcing an Armor Save with a -1 penalty to avoid destruction.



Cauldron of Blood: This fearsome engine carries the molten-hot blood of Daemons themselves and shoots it forth in a deadly stream. Use the large teardrop template and hit all models underneath 4+. This weapon ignores cover.



Death Dealer: These are huge, heavily armed mobile siege towers. They may Transport 5 infantry stands.



Defiler: These twisted daemon engines are part dreadnought, part walker, part tank and all dangerous. The Khorne version of the Defiler carries a huge flail and heavy flame weapons (large teardrop template) to work most effectively up close.



Doom Blaster: This engine fulfills the artillery role. It fires two templates per turn but these must be placed so that both templates touch each other.



Tower of Skulls: An enormous three towered engine of destruction with prodigious amounts of short-range support fire that can fire all around.



Nurgle the Lord of Decay

Nurgle is the god of plague, pestilence, decay and physical corruption. His body is huge and bloated, his rotting flesh swollen with decay and pock-marked with sores and lesions. Tiny daemons called Nurglings crawl over his putrid carcass, plucking at torn flesh and sucking at the leprous sores and putrid boils. Nurgle is full of morbid energy and his daemons travel through space spreading plagues and corruption. A mortal who is so much as touched by a daemon of Nurgle will catch some foul disease and from that moment is doomed to die. Those who die from Nurgle's plagues are never free of their agonies, as their souls are claimed by the plague god and they become new daemon servants in their turn.

Great Unclean One: This is a Greater Daemon of Nurgle, Lord of Pestilence and Decay. The Great Unclean One may use the Stream of Corruption once per turn. This is a vomit-blast of corruption that spews forth during the First Fire segment (when the model is activated for shooting). Use the small tear-drop template and place it touching the Great Unclean One within a 180-degree front arc. Any model under the template is destroyed on a 3+ with no saving throw (even models with a fixed save may not save). If the stream affects a Titan / Praetorian, it loses one shield or takes one hit with a 2 save modifier. This is a physical psychic attack. Numerous Nurglings always accompany the Great Unclean One; because of this the Great Unclean One never counts as being outnumbered in Close Combat, so opponents do not get any extra dice for multiple attackers.



Mortarion, Primarch of the Death Guard: Mortarion was well-educated, if narrowly. Matters of culture, history, philosophy were often alien to him, but on the subject of dealing death he was a prodigy. This Primarch wields the power of the Plague Wind. Once per turn in the First Fire phase, select an enemy model within 15 cm of Mortarion. This model must make an armor save to avoid destruction (units without armor receive a save of 6+). If the first model is destroyed by the plague another model within 15 cm may be selected and must make an armor save to avoid destruction. This process continues until a model makes its save or there are no more eligible targets within 15 cm of the last victim. This is an ethereal psychic attack.



Mark of Nurgle: Plague Touch

Models in the Marked detachment carry deadly disease, filth and pestilence. If they are engaged in Close Combat against units that have no armor save, roll a die after Close Combat. On a 3+ the enemy dies no matter what the Close Combat result.

Minions of Nurgle

Death Guard Chaos Marines: Ten millennia ago, the Death Guard was united in the defense of Mankind under the command of their fearsome Primarch, Mortarion. Their weapons and armor were rarely the most expertly artficed and certainly not the most beautifully-ornamented, but always functioned without flaw. The Death Guard did not maneuver fancifully or confound their opponents; they picked the best ground upon which to fight, then smashed their foes after they had broken themselves against the Death Guard line. There was no environment which the Death Guard feared, for what they could not compensate for, they overcame through sheer resilience.



Now, fallen to Chaos, Death Guard Legion has become a relentless and terrifying scourge upon the Imperium of Man. They are the incarnation of silent death, the virulent epidemic, the wasting disease and the remorselessness of decay. They are pestilence and pox, famine and blight, contagion and cancer, and like all of these things, they are most terrifying when they come without word or warning. Rotting and pestilent, foul and rank, the Death Guard revel in their mission to spread the disease and decay of their lord, Nurgle.

The Death Guard Century may take support & special cards from the Chaos Marine list.

Beasts of Nurgle: These beasts have a slug-like body topped by a fringe of fat, writhing tentacles constantly oozing slimy secretions. This is belied by their apparently friendly and energetic character as they bound from one group of newcomers to the next, excitedly licking at their new friends and leaving little puddles of caustic slime behind them. The touch of a Beast of Nurgle is deadly to mortals, though they do not appreciate this and only register vague disappointment as each new playmate quickly becomes still and quiet. Units in Close Combat with Beasts of Nurgle must make a Morale check: if the test is failed the unit goes on Fall-back orders, if passed the rot still imposes a -1 penalty to the unit's CAF. Beasts of Nurgle also cause Fear.



Daemon Prince of Nurgle: Sometimes a servant of Nurgle inhabits the recently-deceased corpse of a plague-ridden soul, bringing it to the field of war to further the spread of Nurgle's Rot. During the Combat Phase, the Daemon Prince may attempt to infect a nearby infantry stand with Nurgle's Rot. Pick a stand within 15 cm and roll a die. On a 4+, the stand has been infected with Nurgle's Rot. Roll for each stand with Nurgle's Rot during the End Phase of each turn. On a 4+, the stand dies. If the stand survives, roll for each other infantry stand within 15 cm of it. On a 5+, the stand is infected with the Rot as well (and may infect others, or die, in the next End Phase).



Plague Marines: These Chaos Space Marines are sworn to the service of decay and pestilence, bearing the dubious gifts of their repulsive patron. They are inured to bodily corruption, making them all but immune to damage caused on the battlefield.



Shambler: While the effect of Nurgle is usually seen upon the flesh of his victims, it also displays itself in the inorganic as well. This principle is brought to war in the form of the Shambler, a rusting and skeletal automaton which lurches across the battlefield leaving wreckage, decay, and more than a few pieces of itself in its wake. A Shambler can continue to function with supernatural vigor after having lost several pieces of itself and may Regenerate.



Nurgle Magi: Psykers who succumb to this foul lord are corpulent, maggot-ridden examples of utter deterioration. They are borne upon palanquins carried on the shoulders of stumbling zombies or ride upon a tide of constantly moving Nurglings. Due to the presence of these foul creatures, any non-Nurgle unit (friend or foe) within 3 cm of the Magi suffers -1 CAF. Nurgle Magi may use one of the following powers each turn.



1. Nurgle's Stench: All models within 15 cm that do not follow Nurgle (friend or foe) must make a saving throw (+1 TSM, and if the unit has no save it gains a save of 6+) or be destroyed. This is an ethereal psychic power.

2. Corrupting Glare: The Magi may attack D3 targets within 50 cm and in LoS, including buildings. The target is hit on 4+ and has a 2 TSM. This is a physical psychic power.

Plaguebearers: These are souls slain by Nurgle's Rot, now champions of pestilence and decay, who gleefully go about Nurgles' business of spreading disease and ruin. Units entering Close Combat with Plaguebearers must make a Morale check. If the test is failed the unit goes on Fall Back Orders, if passed the rot imposes a -1 CAF penalty. A dense cloud of flies perpetually surrounds Plaguebearers, causing Fear, and ensuring they can never be outnumbered in Close Combat (same ability as a Nurgle Daemon Engine).

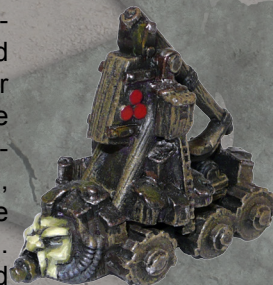


Daemon Engines of Nurgle

Breath of Nurgle: These were once standard Rhinos, but now they have become possessed by a lesser daemon and mutated to emulate their Patron God as well to further spread contagion in their wake. This foul creation rumbles forward, spewing forth a foul mix of rotted flesh, maggots, vomit and other foulness. Use the large teardrop template and place it touching the Breath of Nurgle vehicle within a 180-degree front arc. Any model under the template is destroyed on a 4+ (ignoring modifiers for cover) with no saving throw (even models with a fixed save may not save). If the stream affects a Titan / Praetorian, it loses one shield or takes one hit with a 1 TSM. This is a physical psychic attack.



Contagion Plague Engine: These devices bombard the enemy with chunks of Chaos-saturated stone, clusters of decaying corpses and other disease-infested filth. Plague Catapults ignore cover. Models destroyed by this weapon are replaced by a plague counter. In every End Phase, place a 6 cm barrage template over each plague counter and roll a d6 for every model touched. On a 4+ it must make an Armor Save to avoid destruction (models without armor save on 6+). For those Counters that caused casualties, remove the original plague counter and replace the secondary casualties with new plague counters. Next End Phase, follow the same procedure.



Plague Tower: This Praetorian-class war machine contains the essence of a Great Unclean One. This unit counts as a Daemon Engine, a Greater Daemon and a Praetorian and follows the rules for these types of units. In the case of conflicting rules, choose the ones least beneficial to the Chaos player.

The Plague Tower possesses several weapons systems that include the dreaded Plague cannon. This weapon fires a barrage template that acts as the one from a Contagion Plague Engine (above). It also has transport capabilities and may carry up to 11 stands, regardless of size (even Greater Daemons), and if the Tower is destroyed, all units inside get a bail-out roll. When the Plague Tower is in Close Combat with superheavy or larger vehicles or units in a building, troops inside the Tower can make a boarding action in which they gain +1D6 to their Close Combat score for the first round of combat only. If they wish to attack other enemy types (infantry, vehicles, etc) the occupants must disembark as normal.



Defiler: These twisted daemon engines are part dreadnought, part walker, part tank and all dangerous. The Nurgle version of the Defiler carries a huge flail and rapid fire Reaper cannon to allow for mid range firepower and the weapons to also work up close.



Slaanesh the Lord of Pleasure

The followers of Slaanesh abandon all self-restraint and inhibition to embrace the countless possibilities of mind and flesh. Slaanesh is neither male nor female, but a disturbingly beautiful amalgam of the two. It is said that any mortal who gazes upon the image of Slaanesh will become enslaved by the god's beauty and willingly obey the Lord of Pleasure's slightest whim. The very touch of the god's breath overwhelms mortal senses with the scent of delight, melting the resolve of the toughest warrior and submerging his mind in waves of pure pleasure. The slightest purr of the god's voice is enough to stimulate the senses into eternal and blissful oblivion. To the followers of Slaanesh, the mortal world is gray and insipid compared to the sensual paradise of their master's affection.

Glamour of Slaanesh:

A unit with the Glamour of Slaanesh receives the following benefits. It is harder for enemy units to hit with ranged combat. All direct shots suffer a -1 modified to their To Hit rolls and any direct fire Barrages automatically scatter. The Glamour also provides a 4+ Psychic save.

Mark of Slaanesh: Lewd Enchantments

A model that wishes to shoot at models in the Marked detachment must pass a morale check or be persuaded to shoot at another target. If a Marked model is in Close Combat, no one can fire into the melee even if the race could normally do so (e.g. Tyranids). This is an ethereal psychic power, and will not work on inorganic units such as Robots, Wraithguard and Necron.

Minions of Slaanesh

Keeper of Secrets: This is a Greater Daemon of Slaanesh, Lord of Pleasure and Forbidden Delights. A Keeper of Secrets may use the Aura of Slaanesh (once per turn) that is cast at very beginning of the Advance Fire segment before any other firing. Place a barrage template anywhere within 25 cm (no line of sight is required) and roll a D6 for any model that is at least half covered by the template. On a 4+ the victim is killed with no armor save allowed. Targets with fields / shields ignore the aura on 4+. Titans / Praetorians roll for damage against the head / bridge location if they are affected. This is an ethereal psychic attack.



Fulgrim, Primarch of the Emperors Children: Master of the intricacies of perverted pleasure, Fulgrim may entice enemy units to convert to Chaos. At the beginning of the Orders Phase, all units within 15 cm must make a Morale Check at -2. Any units that fail are controlled by the Chaos player (the Chaos player may issue orders, move and fire those units as his own) until the end of the turn. This is an ethereal psychic attack.



Emperor's Children Chaos Marines: Hedonistic and sensual, the Emperor's Children are the most perverse of the Traitor Legions. They indulge in every pleasure of the mind, body and soul and long ago sold their souls to Slaanesh, the Lord of Pleasure. One the battlefield, they immerse themselves in the hedonistic pleasure of bloodletting and pleasure-fuelled insanity. Only the most extreme sensations can provoke a reaction from these jaded warriors, who are satisfied only by the roar of explosions and the screams of the dying. They survey the galaxy with savage glee, never content to rest and always striving to surpass their latest indulgence with new, even more decadent experiences.

The Emperor's Children Century may take support & special cards from the Chaos Marine list.



Beast Riders: These are Chaos warriors mounted on strange beasts of long tongues that ensnare their prey while the rider gives the victim the killing stroke.



Daemonettes: Daemonettes have a perverse beauty, unnatural and disturbing. They exude a Euphoric Mist that may overcome the weak-willed long enough for them to close in and use their deadly pincers. Any unit in Close Combat with Daemonettes must make a Morale test at the beginning of the phase or be entranced. A unit entranced by the Euphoric mist can not roll any dice in the subsequent Close Combat. This ability does not affect inorganic units such as robots, Wraithguard and Necron.



Daemon Prince of Slaanesh: Sensuous to the point of nausea, the Daemon Prince of Slaanesh can cloud the minds of enemy troops, cluttering their senses with excessive pleasure and pain. During the combat phase, pick an infantry detachment within 25 cm. On a failed morale test the detachment may do nothing other than defend itself in Close Combat at -2 CAF.



Fiends of Slaanesh: Fiends of Slaanesh are unnatural mixtures of scorpions, reptiles and humans. With a strange and scuttling gait they pursue those who would flee the Lord of Pleasure's embrace and emit a Soporific Musk. Any unit in Close Combat with Fiends must make a Morale test or be destroyed at the end of the Close Combat, regardless of the Close Combat result (though if the Fiends lose Close Combat they are also destroyed). This ability does not affect inorganic units such as robots, Wraithguard and Necron.



Noise Marines: After millennia of exposure to pleasures that would kill a normal human, there are many amongst the ranks of the Emperor's Children whose senses have become dulled over the years. Eager for more and greater stimulation they construct strange sonic weapons and take to field to experience the perverse joys of battle once again.



Slaanesh Magi: Magi are powerful psykers that have succumbed to the lure of Chaos. They are surrounded by an Aura of Slaanesh that forces any non Slaanesh model (friend or foe) which starts the turn within 15 cm of the Magi must roll a D6 before placing orders. A roll of 1 means they may not move or shoot that turn and have -2 CAF. Units that are immune to morale effects are immune to this effect. Slaanesh Magi may use one of the following powers each turn.

1. Promise of Slaanesh: Place a barrage template within LOS and 50 cm. Each stand under the template must pass a morale check or be destroyed. This is an ethereal psychic power.

2. Temptation of Daemons: Place a barrage template within LOS and 50 cm to represent the daemons. Each model under the template must win a Close Combat with these daemons or be destroyed. Roll 3D6 for the daemons' combat score. This is an ethereal psychic power.

Daemons Engines of Slaanesh

Altar of Slaanesh: The worship of Slaanesh is often carried forth into the midst of battle on great Daemon Engines, the decadent altars taken into battle by great steeds while throngs of daemons jump and shout about it. Daemonic champions commit torturous sacrifices amid the whirls and heady scents of incense and fluids while their dark chants and the screams of the dying roll across the battlefield in palpable waves. This unit counts as a Daemon Engine, Superheavy and a Greater Daemon. The Altar controller must decide whether to discard a Chaos Reward card for "That didn't hurt" before rolling on the Superheavy table. When the Altar is activated in Combat Phase, you may choose one effect from the chart below. The same effect may not be chosen two turns in a row:



1. Weakened Resolve: All enemy units within 2D6 + 6 cm must test Morale or go on Fall Back Orders.

2. Sweeping Pleasure: All friendly units within 2D6 + 6 cm are Fearless until the End Phase.

3. Siren's Call: Enemy units within 3D6 cm must immediately move D6 cm toward the Altar. Units that were on First Fire Orders receive Advance Orders.

4. Bloodlust: Friendly units within 2D6 + 6 cm must immediately make a Charge move, D6 cm towards the nearest enemy unit.

5. Rolling Vibrations: Roll the scatter die. Draw a straight line in that direction to the edge of the board, the width of the Altar wide. Units covered that have no armor save are hit on a 4+, others on a 6+, TSM 0.

6. Waves of Destruction: All models within 3D6 + 6 cm must make an Armor Save or die.

Defiler: These twisted daemon engines are part dreadnought, part walker, part tank and all dangerous. Somewhat uncommon in a Slaanesh force, never the less Defilers can play a major role in any assault. This version carries a Reaper cannon and Havok missile rack to provide excellent medium range firepower.



Slaanesh Daemon Knights

When the Horus Heresy swept the galaxy, the aristocratic and decadent households of the Adeptus Mechanicus' Knights were easy prey for the allures of service to Slaanesh. Since that time their mighty war machines have become daemonic automatons in the service of the Lord of Pleasure. All possess a 4+ Psychic Save. They are also surrounded by the Glamour of Slaanesh, making them difficult for enemy units to shoot.

Hell-Strider: The smallest of the Daemon Knights, excelling in an anti-armor role.



Hell-Scourge: These are larger Daemon Knights that possess special telepathic links to better coordinate attacks. To represent this, detachments of Hell-Scourge Knights may use a 12 cm unit coherency instead of the normal 6 cm.



Hell-Knight: These are the largest of the Daemon Knights and are capable of hunting Titans & Praetorians with their powerful thermal lances. They may Infiltrate after setup.



Tzeentch the Changer

Tzeentch is the master of fortune and chance, and the cosmic architect of fate and destiny. His body is covered with faces which constantly shift and change, reflecting the mood of Tzeentch as his all-seeing mind probes the endless strands of fate which hold the universe together. Tzeentch schemes and plots to further his own unimaginable purposes, sometimes supporting a mortal cause, sometimes hindering them, but always manipulating for his own unfathomable reasons. Because Tzeentch's plots are so convoluted, it is impossible to divine what his true purposes or intentions are. His machinations invariably turn out to be more subtle the complex than they first appear, and even his most loyal followers are likely to discover too late that they are merely pawns in a cosmic game of the gods. Tzeentch is also the lord of mental energy and magic – the raw forces of change itself. He shows favor to those who are cunning and manipulative, and can get their way without using direct brute force.

Mark of Tzeentch: Flames of Rebirth

If a model in the Marked detachment is killed, immediately replace it with a Pink Horror. This replacement even occurs in Close Combat, but not if the Marked model is slain by a psychic effect or something that does not leave a corpse (such as a Vortex missile). Yes, this Pink Horror will split into two Blue Horrors as usual and no, the Marked model doesn't count as truly destroyed (for Break Point calculations) until both Blue Horrors are destroyed.

Minions of Tzeentch

Lord of Change: This is a Greater Daemon of Tzeentch, Lord of Magic and Change. The Lord of Change may use once per turn the Bolt of Change this is cast at the very beginning of the Advance Fire segment before any other firing. Fire at any target within 35 cm and line of sight, hit on a 3+ with -1 TSM. Units with a hit location template take a Penetrating +1 hit. If the model is destroyed it becomes a Chaos Spawn. Place the 6 cm template over the target, and all models at least half under the template are locked in combat and my only move to engage the Spawn next turn. Spawn have no movement, 0 CAF but roll 4D6 in Close Combat, and only be destroyed in Close Combat. This is an ethereal psychic power and negates after-death effects such as regeneration and Necron repair rolls. The Lord of Change is considered a Skimmer for purposes of movement but it may not make pop up attacks.



Magnus the Red, Primarch of the Thousand Sons

Magnus is the changeling Primarch, a physical giant possessed of coppery skin, fiery red hair and a single, baleful eye. Some say his massive size reflects his enormous intellect and his cyclopean eye, his single-minded strength of purpose. Magnus wields the mighty forces of sorcery and once per turn, may unleash from his cyclopean eye a Beam of Power. The beam ignores To-Hit modifiers for cover and can destroy buildings. An unshielded unit with a hit location template struck by this beam suffers a Penetrating +3 hit. This is a physical psychic attack.



Thousand Sons Chaos Marines: Even before the Horus Heresy the Thousand Sons relied upon their mastery of psychic power and sorcery to carry the day. When Horus gathered his forces against the Imperium, the Thousand Sons at first tried to warn the Emperor of the danger. Mistrustful of anything tinged by Chaos, the Emperor declared the Thousand Sons as heretics and sent the Space Wolves to devastate their home world. Fleeing this onslaught the Thousand Sons sought the patronage of the Chaos power Tzeentch, greatest wielder of magic among the Chaos lords. Tzeentch favored them well and after the Heresy ended the surviving Thousand Sons escaped to the Eye of Terror. During their time there, they began to degenerate under the warping influence of the Lord of Change. It was then that they decided to undertake the Rubric of Ahriman.



The Rubric of Ahriman was intended to enhance the power of the Thousand Sons magi and sorcerers. It did so, but most of the Space Marines were not strong enough to control the effects. In an instant, the Rubric changed the vast majority of the Thousand Sons into little more than robots. Their bodies reduced to dust, only their power armor suits remain with their trapped spirits still inside. They shamble towards their foes in a zombie-like way oblivious to any hurt done to them. The sorcerer lords of the Thousand Sons use their ghost-brethren as an implacable bulwark of gunfire, around which they construct elaborate plans. Guile, feint, confusion and misdirection are their hallmarks, all driven home with a timely application of potent magic.

"All is Dust!" – Battle cry of the Thousand Sons

The Thousands Sons Century may take support & special cards from the Chaos Marine list.

Automatons: After the casting of the Rubric of Ahriman, those least capable of magic within the ranks of the Thousand Sons were turned into walking suits of armor, their bodies destroyed and their spirits forced to inhabit their armor for all eternity. Mindless and utterly fearless, these automatons are terrifying opponents, advancing relentlessly and unflinchingly while taking horrendous damage and never falling back.

Automatons are Fearless, Unbreakable, Inorganic and never receive Fall Back Orders. As they have no bodies or minds, they are also immune to ethereal psychic attacks. Automatons may only be given orders if within 10 cm of a Chaos Champion of Tzeentch or a Greater Daemon of Tzeentch. Otherwise, the Automatons will Advance on the nearest enemy and fire at them in the Advance Fire Phase regardless of range or anyone in between. Due to their awkward and stiff motions, Automatons may never receive Charge Orders but will fight normally if engaged in Close Combat.



Daemon Prince of Tzeentch: The daemons of Tzeentch vie to fill the body of the powerful psykers chosen as their victims, eager to use their powers to full potential, coincidentally destroying the mortal husk in the process. The powerful psychic assault of the Daemon Prince of Tzeentch is represented in its profile. The Daemon Prince's blast adds +1 to all rolls on Titan damage tables.



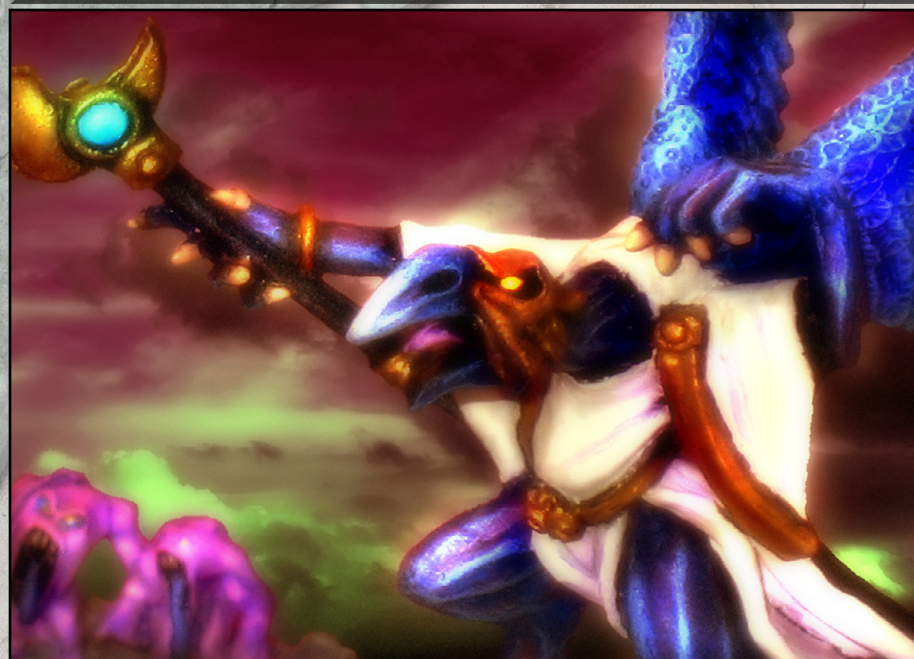
Flamers: Like Horrors, Flamers are creations of magic, soft bodied and almost transparent. Flamers move with surprising speed, leaping forward in great bounds and attacking with magical flames which they spit from orifices at the end of their trunk-like arms. Their magical flame attack laps around cover so they ignore cover modifiers. Though they are treated as skimmers for pinning and movement purposes, Flamers of Tzeentch cannot make Pop-up attacks.



Horrors: Horrors are insubstantial creatures created from the raw stuff of magic. Pink Horrors have the ability to split in two when slain. To represent this when a Pink horror is destroyed, replace it with two Blue horrors. This replacement even occurs in Close Combat, but not if the Horror is slain by a psychic effect or something that does not leave a corpse (such as a Vortex missile). Only the reduction of the total number of Horrors on the table will count for determining the detachment's Break Point.



Psychic Screamers: These glimmering sky-sharks ride upon the winds of magic as a bird glides upon the breeze. Screamers have no real conscious thought, existing merely on instinct and mindlessly hunting for mortal souls. Screamers may Deep Strike and appear anywhere on the battlefield, moving randomly thereafter. During the Compulsory Movement Phase roll 3D6 and the scatter die, and that's where the Screamers go. If they encounter a model they will enter Close Combat with it, and if they move off the board they are considered destroyed.



Tzeentch Disc Riders: Predatory and shark-like, these creatures fly across the battlefield. They are skimmers.



Tzeentch Magi: Magi are powerful psykers that have succumbed to the lure of Chaos. Each Magi may use one power once per turn.



1. Terror Wave: Place the Wave Serpent (Eldar vehicle template) template touching the Magi at the center so the arrow is pointing in the desired direction. Move the template D6 x 10 cm in that direction. Any enemy model the wave passes over must test morale. Roll a D6 for each model that fails. On a roll of 1 2 the model is destroyed, 3+ the model is immobilized. If the wave moves into contact with a unit with a Psychic Save, roll it to see if the Wave is destroyed before making the morale test. If the Wave hits a Void of Power shield it will drop one shield and vanish. Against unshielded units with a hit location template, make an armor save against the head/bridge location.

The wave remains in play and moves 2D6 x 5 cm in the Compulsory Movement Phase. If a double is rolled for movement, remove the wave after its movement. A Magi can only have one Terror Wave in play at a time and may not use other powers while it is still on the table. This is a physical psychic power, is stopped by terrain and does not affect units inside vehicles or buildings.

2. Mind Warp: This affects all enemy units within 25 cm, which must roll 5+ or else go on Fall Back Orders. If a 1 is rolled remove the model. Psykers may re-roll but the second roll is final. Titans will suffer head damage if the shields fail to nullify the power and the Titan does not roll 5 6. This is an ethereal psychic attack.

3. Inferno of Change: Place the flamer template touching the Magi. Any model under the template is hit on 4+ (ignore cover modifiers). Models hit must save (+1 TSM) or be destroyed. This is a physical psychic power.

Warp Vortex: The babbling of the insane survivors left in the wake of a daemonic invasion speak of whirling vortices of dark energies, grasping claws, and razor blades – they speak in horror of the monstrous winds evoked by it's coming and the black abyss where their fellows met their doom. A Vortex is an unnatural creation made from the very stuff of Chaos itself and is very often as dangerous to the Chaos forces as to their enemies. Use a 3 cm diameter template (the Orkish Gutbuster) to represent a Vortex, which counts as both a Skimmer and a knight-class unit. During compulsory movement a Vortex will scatter 4d6 cm as indicated by the arrow. If a bull's-eye is rolled the Chaos player may choose which direction the Vortex moves. Any unit touched by a Vortex must roll 3+ to get out of the way or be destroyed (units with a hit location template take a hit to the lowest location, with no armor save). This is an ethereal psychic attack that will not leave any sort of corpse. If the roll is made, move the unit to the edge of the Vortex template's path. Do not taunt Happy Fun Ball.

Daemon Engines of Tzeentch

The Lord of Change has a predilection for machines of destruction that fly, therefore all Daemon Engines of Tzeentch are flyers and follow the rules for such units as well as all those regarding Daemon Engines.

Defiler: These twisted daemon engines are part dreadnought, part walker, part tank and all dangerous. Tzeentch versions of the Defiler favour fire-power over close combat capability with lascannon and Havok missiles being a standard fitment.



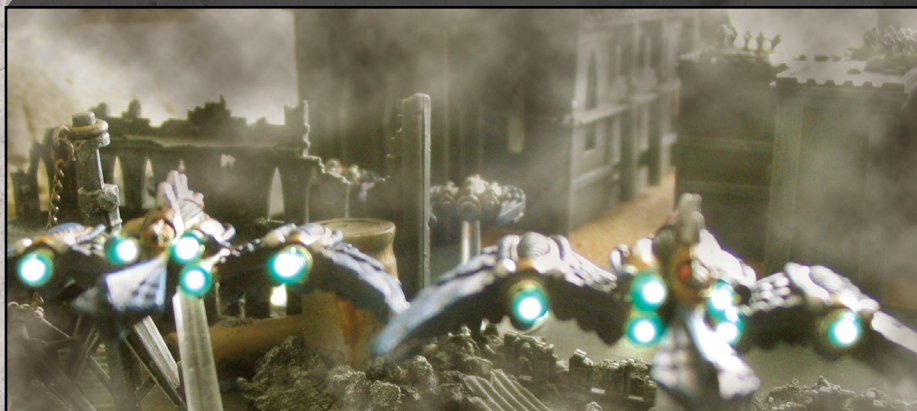
Doomwing: Doomwings are fast attack craft which streak across the skies on glittering metal wings. They possess special flame cannons that may destroy buildings but do not ignore cover modifiers to hit. A special teardrop shaped template is used (the same as for the Imperial Hellhound). Doomwings are considered flyers and follow the full rules for units of this type.



Firelord: Firelord heavy assault bombers are a soul-destroying sight as they rumble through the skies towards their targets. These enormous fliers are heavily armed and armored with two flame cannons (that operate similarly to those on the Doomwing), lascannons and Firestorm Bombs. Firestorm Bombs can be dropped during flight as up to three barrage templates, which must touch each other. Firelords are considered flyers and follow the full rules for units of this type.



Silver Tower of Tzeentch: These magnificent towers are beautiful to behold but deadly on the battlefield, as they house many Chaos Magi that channel power through the tower to slay their foes. Silver Towers possess a warp energy field that appears whenever two Silver Towers are within 10 cm of each other. The field may be produced between any two towers, even from two different detachments. The warp field makes it difficult to target units behind the screen. Any shot that traces its line of fire through the warp energy field receives a -1 penalty to hit. This penalty also applies to the towers themselves. Place a warding template (special rectangular template which is 10 cm wide and 4 cm high) to represent the warp energy field. All available Silver Towers may line up and form a warding template between each two towers, creating a very large area of protection. A Silver Tower is a Floater and an extremely stable firing platform; therefore it fires always in the first fire segment of the combat phase.



Warp Palace of Tzeentch: The Palace is an enchanted battle tower that houses the essence of a Greater Daemon of Tzeentch. The Palace counts as a Greater Daemon, a Daemon Engine, a floater, and a Superheavy and all rules and restrictions of these classes apply. The Warp Palace controller must decide whether to discard a Chaos Reward card for "That didn't hurt" before rolling on the Superheavy table. It has a 3+ Psychic Save and a 360° firing arc. Every turn roll the artillery die and this is the power available for the turn. A misfire indicates the tower does nothing. The palace may use the points as follows:



Move: 1 Power Point per 10 cm.

Psychic Shield: 1 Power Point. During the Orders Phase, select a friendly Superheavy or smaller detachment within 75 cm. This detachment receives a 3+ armor save, substituting any existing armor save.

Fortune of Tzeentch: 2 Power Points. During the Orders Phase, select a friendly Superheavy or smaller detachment within 75 cm. The detachment receives a 4+ Fixed Armor Save (in addition to any other it might have) until the End Phase.

Blue Fire of Tzeentch: 2 Power Points. Fires a bolt of physical psychic energy with range 35 cm, hits on 4+ with -2 TSM.

Tzeentch's Firestorm: 3 Power Points. Place the barrage template anywhere within 35 cm. Any model even partially under the template is hit on a 4+ with 0 TSM. For every model destroyed roll a D6. For each 6 rolled a Pink Horror is created in place of the casualty. This is an ethereal psychic attack.

Pink Fire of Tzeentch: 4 Power Points. A bolt of physical psychic energy with a range 50 cm, hits on 3+ with -4 TSM. Units with a hit location template take a Penetrating +1 hit. If the model is destroyed it becomes a Chaos Spawn. Place the 6 cm template over the target, and all models at least half under the template are locked in combat and may only move to engage the Spawn next turn. Spawn have no movement, 0 CAF but roll 4D6 in Close Combat, and only be destroyed in Close Combat. This is an ethereal psychic power and negates after-death effects such as regeneration and Necron repair rolls.

Prohibited Units

Chaos Veteran Marines and Terminators (replaced by Automatons)

Legions Excommunicate Traitoris: Chaos Marines

Ten thousand years ago, the greatest of the Emperor's Primarchs was corrupted and turned to Chaos. The Warmaster Horus rose in rebellion and led half the galaxy against the Emperor of Mankind. It was only by the narrowest of margins that the Emperor triumphed, and the traitor Marines who survived the defeat fled to the Eye of Terror. They were joined by rebels from the Imperial Guards, the Imperial Fleet and other former followers of Horus. Such is the nature of the Eye of Terror that some of the very individuals who fled there in those far off days are still alive ten thousand years later, granted vastly extended lives by their Chaos Patrons. Whether this reflects a reward for their loyalty or a punishment for their failure it is impossible to say. Chaos Undivided is composed of the Traitor Legions that have never sworn allegiance to a single Chaos power.

All of the Legions may purchase Special & Support Cards from their Codex list, in addition to the unique Cards for that Legion. They may also take Company, Special and Support cards from the Chaos Marine list. However, as with Power-specific minions, you have to purchase a Legion Company Card in order to purchase a corresponding Legion-specific Support Card. In the interest of organization, all Chaos Undivided unit descriptions have been added to the standard unit descriptions.

Alpha Legion

The Alpha Legion was the twentieth and last legion created in the first founding. During the Great Crusade the Legion became renowned for its discipline and strict organization. Though the youngest Legion, the Alpha Legion sought to outshine its brethren in all things as if to prove their worthiness amidst the older Legions. On the battlefield the terrifying co-ordination of the Alpha Legion was their hallmark, and when Horus made his pact with Chaos their martial pride was their downfall. Joyously, the Alpha Legion clashed with loyalist Space Marines. Here at last was an opponent fully as tough, as war trained, as ferocious as themselves. The Alpha Legion became entirely separated from the forces of Horus and by the end of the Heresy they were inventing objectives and missions of their own to fulfill their war-lust without reference to their allies.

Despite the failure of the Heresy, the Alpha Legion continues to fight a covert war against the Imperium. Raiding parties sally out from secret bases throughout the galaxy to catch the defenders of humanity unaware – sabotaging bases, attacking shipping, terrorizing settlements and destroying small outposts with deadly efficiency. Far more insidious and dangerous are their connections with Chaos Cultists on the settled worlds of the Imperium. The

Alpha Legion co-ordinates and directs the activities of Cultists across entire sectors to instigate massive insurrections against Imperial rule. These revolts are often used as a cover for a series of shattering Chaos Space Marine raids or as a precursor to a full-scale invasion from the Eye of Terror. The Inquisition holds a special loathing for the Alpha Legion for their part in spreading these iniquitous daemon cults and fanning the embers of heresy into the raging fires of outright rebellion.

Special Units

Cultist Infiltrator, Engineer

Special Rules

The Alpha Legion Irregular Mob may only take support cards with Cultist appearing in the title, or support cards from the Standard Chaos list.

Black Legion

The Primarch of the Luna Wolves was the infamous Horus, first and greatest of all the Primarchs. His Legion conquered countless worlds during the Great Crusade before Horus betrayed the Emperor and led a violent rebellion that devastated the Imperium. As the Heresy spread the Legion changed its name to the Sons of Horus, then again as they fled to the Eye of Terror. The Black Legion suffered significantly during the early years of exile, weakened for centuries by internal power struggles. The new leader, Abaddon, has done much to restore discipline, mainly through fear and horrendous violence inflicted on those that displease him. Horus's favored doctrine, 'tearing the throat out of the enemy' by eliminating their high command in a swift strike, remains a well-used tactic.

"For the Warmaster!" – Battle cry of the Black Legion

Special Units

Obliterators

Iron Warriors

Forming the battering ram of the Great Crusade, the Iron Warriors were hurled at every unbreakable wall or impenetrable citadel that stood between the Emperor and his foes. Now, as then, the Iron Warriors excel at siege warfare and almost invariably commence battle with a sustained bombardment utilizing every gun at their disposal. The bombardment can last for weeks as the Iron Warriors rarely seem to be short of ammunition. Where possible, the Iron Warriors will coordinate with Traitor Titan Legions to add to their own considerable firepower.

"Iron Within, Iron Without." – Battle chant of the Iron Warriors

Special Rules

All Iron Warriors HQ and Elite infantry units are heavily modified with bionic implants, and may Regenerate on a 6+ in the End Phase. Additionally, they may benefit from the saves granted by both Medic and Mechanic units (but still only get one save per stand).

Special Units

Basilisk, Bombard, Iron Dreadnaught, Vindicator, Warsmith.

Leviathan – The Iron Warriors have one captured Leviathan they use for siege operations. Your army may only ever include a single Leviathan regardless of army size. See the Adeptus Mechanicus list for rules/template.

Night Lords

Even before falling to Chaos, the Night Lords had established a brutal reputation on the eastern fringes, attacking by surprise and showing absolutely no mercy to their unfortunate victims. The Emperor was on the verge of dealing with the Night Lords' excesses when the Heresy began. Even the defeat of Horus and the assassination of Night Haunter himself could not stop them. The catalogue of atrocities they have perpetuated and continue to perpetuate are their way of sapping their enemies' will to resist. Many weak, frightened planetary governors have capitulated rather than face the wrath of the Night Lords; none has ever been spared as a consequence. The Night Lords have no holy crusade, no belief that causes them to spread murder and misery to the worlds they visit. Similarly, they have no martial creed, all concept of honor eroded by the supplanting of vicious criminals into their ranks.

The Night Lords are masters of stealth, able to infiltrate a position quickly and silently. It is very rare that the Night Lords voluntarily fight a force able to withstand them; they much prefer to attack the weak and frightened. Repeated instances have shown that the Night Lords will not give quarter, and are entirely bereft of mercy. Any poor soul offering to surrender will have his pleas answered by mutilation and painful death.

"We have come for you!" – Battle cry of the Night Lords

Special Units

Fury, Land Speeder

Word Bearers

While the vast majority of Chaos Space Marines are known for their unyielding bitterness towards the Imperium of Man, there are few who could

match the depths of hatred of the Word Bearers. Armed with zealous faith in Chaos in all its myriad forms, the Word Bearers waged an unholy war against Man even before the Horus Heresy erupted. Amongst the Word Bearers, the most distinctive leaders are their apostles – only the Word Bearers include Chaplains in their ranks and they are the zealots that drive the Legion onward.

The Word Bearers follow the words of their Dark Apostles with utter loyalty and faith in battle, and they in turn interpret the will of their Primarch Lorgar by many and varied means. The means to win a battle may be contained within the entrails of a particular captive, a particular alignment of the stars or the pattern of cast bones. Before battle, the Word Bearers gather in ritual prayer, chanting blasphemous hymns and forbidden doctrine to affirm their faith in the power of Chaos. Often these chants will be answered and it is common for the Word Bearers to fight alongside hideous daemonic entities that have made diabolical pacts with the Dark Apostles.

Special Units

Dark Apostle

Devotional Century – The Word Bearers player may pick any one type of Lesser Daemon (e.g. Plaguebearers, Bloodletters, Horrors, and Daemonettes) for the Devotional Century. Support cards of Lesser Daemons from the same power may also be purchased for the Company.

Prohibited Units

Cultists of any kind



Unit Descriptions

Special Units

Aspiring Champion: A lesser but rising mortal in the service of Chaos. They are typically given command of a small Chaos force, and those who survive the brutal selection process may go on to become Chaos Champions. They are Command and HQ units.



Chaos Champion: These are mortals that have earned the favor of the Chaos Gods. Through their acts of carnage they seek to gain more favor from their foul masters and further their own schemes of domination, revenge and conquest. They are Command, Elite and HQ units, and have a 4+ Psychic Save.



Engineer: In the war-torn battlefields it is a valuable ability to create obstacles to slow down the enemy advance while facilitating the advance of friendly units. Combat Engineers have been specially trained to perform these tasks, and scenarios may have other things for them to do.



Dark Apostle: The Word Bearers are the only Traitor Legion known to have retained Chaplains amongst their ranks, although their unshakable faith and devotion is dedicated to Chaos rather than the Emperor. They are Command, Elite and HQ units, and have the Combat Leader ability.



Forward Observer: Both speed and accuracy are vital when calling for artillery support, and the forces of Chaos has expertly trained Forward Observers to aid their artillery batteries. They are HQ units and have the Stealth ability.

Iron Dreadnought: The Iron Warriors deploy specially modified Chaos Dreadnoughts designed to lay down effective fire to support or destroy fortifications. Iron Dreadnoughts are equipped with special Siege Missiles that utilize a sonic shock-wave to undermine the foundations of buildings. These attacks may damage buildings.



Renegade Psyker: Those unfortunate psychics who possess sufficient skill in evading the Imperial forces almost invariably fall to the subtle lure of Chaos. They are twisted by the power of Chaos and become powerful weapons in a Chaos army. Renegade Psykers can be affected by the Space Marine Librarian Purge Psyker power (and other similar powers). Their own psychic powers are represented in their statistics as opposed to any actual powers, but they do have a 5+ Psychic Save.



Slave: The miserable refuse of the last victory, these troops are doomed no matter how hard they fight. Slave Squads do not follow normal orders as other troops do. During setup, select an objective marker. The entire unit of Slaves will move its full normal move towards that objective each turn, close assaulting any enemies they meet on the way. They may move around the edge of impassible terrain as long as it will let them go towards the objective marker once they pass it. Once they reach the marker, the unit will remain as near as possible to it (moving to fill in space caused by loss of stands), defending themselves in Close Combat against attackers. If at any time the unit goes onto Fall Back orders, check to see if an HQ unit is in line of sight. If one is, all the remaining stands are removed (their explosive collars have been detonated). This also happens the moment an HQ unit has line of sight to a Slave unit on Fall Back orders. Also note that if there is such a line of sight, the Chaos player may voluntarily destroy all remaining Slave stands at will, at any time.



Warsmith: The Iron Legion's version of the Techmarine. They are HQ units and have the Mechanic ability.



Drop Pods: Space Marines often employ orbital insertion pods that land them in the middle of the enemy. When Drop Pods are purchased for a Company any regular transports are lost, and both the Break Point and Victory Point value are increased. Make a list from 1 to 16 and note which troops are in each pod, and which ones are the Support and Deathwind pods. Any empty Assault Pods are lost and count as destroyed for break point calculations.



Drop Pods have the Deep Strike ability, and may transport two Infantry-class or one Walker-class unit. All Pods belonging to an Army Card must be deployed in the same Compulsory Movement Phase.

1) Determine the landing point as per the Deep Strike rules (pick a point and scatter 2D6 cm twice).

2) Resolve fire against the pods. Any unit with First Fire Orders (except artillery) may be activated to shoot at the incoming Drop Pods if the landing point is within range. A line of sight to the landing point is not required, and the normal -1 To-Hit penalty for Snap Fire does not apply. When firing at the pods the player must state which pod he is firing at, without knowing its contents. Any pod that is destroyed (by shooting or Close Combat) also destroys its contents.

3) Place the Deathwind Pods within 20 cm of the landing point and not touching any unit, and scatter them 2D6 cm. After placing them, measure a 10 cm radius from each pod. Everything underneath is hit on a 4+ with 0 TSM. These are one-shot attacks and the pods have no further effect, but the models remain on the board and may be shot at and destroyed for Break Point calculations.

4) Place the Assault and Support Pods within 20 cm of the landing point and not touching any unit, and scatter them 2D6 cm. After placing them, point to each one and roll a D6. On a 3+ it opens. If it fails, try again in each Compulsory Movement Phase until it does open. Troops disembark on Advance Orders and lose the normal 5 cm of movement for leaving a transport. Support Pods that open deploy plasma gun platforms and always fire in the First Fire Phase.

Pods that land on another model (friend or foe) cause a hit with -3 TSM. The pod itself is unharmed if it lands on a Vehicle-class or smaller unit, and is destroyed by anything larger. If the target has active shields the pod knocks down one shield before being destroyed.

Infantry

Android: These are mechanical shells imbued with the force of a minor Daemon. They are hateful creatures that will deliberately try to misinterpret orders. To represent this, after all other orders have been placed both players roll 1D6 for each Android detachment, with the high roller deciding what orders are given to the Androids. The Chaos player retains control over the unit's actions, however. Any enemy with a Morale score (including vehicles with crews) that fights an Android in Close Combat has -1 to CAF. This does not apply to Gray Knights or other units immune to Chaos effects.



Beastman: Savage, bloody followers of Chaos, these are the perfect servants bent on conquest and destruction.



Cultist: Hopeless saps in the service of Chaos, these devoted scum infest Imperial worlds and will fight with all the fanaticism of the Emperor's finest.



Cultist Infiltrator: In an attempt to undermine Imperial forces, the Alpha Legion trains special Cultist troops in the art of sabotage to disrupt Imperial forces and incite rebellion. They have the Infiltrate ability.



Chaos Marine: These are the original traitors Space Marines that followed Horus during the Heresy. Although many belong to specific legions, others pledge no loyalty to any Chaos Power but follow their own goals.



Chaos Squat: These are Squats that have embraced Chaos and are responsible of maintaining the vast arsenal of mechanical weapons of destruction.



Chaos Terminator: Wearing armor adorned with heretical icons and carrying some of the most deadly heavy weaponry in their arsenal, Chaos Terminators are feared throughout the galaxy. Upon the battlefield, a Chaos Terminator can survive a direct hit from most weapons, while being able to take on most foes either at range or in Close Combat. Protected by thick ceramite armor and armed with a variety of archaic and destructive weaponry, Chaos Terminators are the bane of the galaxy. Chaos Terminators may be teleported to the battlefield, forfeiting their Land Raiders. They are Elite.



Chaos Marine Veteran: Chaos armies, before deploying in full force on the battlefield, send in infiltrators to assess the positions of the enemy and to hit crucial forward points. They have the Infiltrate ability.



Fury: Night Legion's version of the Raptor. They cause Fear.

Gretchin: Wretched cast-offs from various Ork armies, Gretchin are mean, spiteful and just dumb enough to come back for more when sent in harm's way. Gretchin are somewhat witless in battle, and receive the same orders as the nearest unit on their side (if there are no units within sight of the Gretchin, they receive no orders for the turn).



Havok: Havoks perform the same function in Chaos Space Marine armies that Devastators do in their Imperial counterparts. Carrying a mix of autocannons, lascannons and missile launchers, Chaos Space Marine Havoks rain death upon all foes that approach them. They delight in long range destruction, laughing cruelly as explosions blossom across the battlefield before them.



Minotaur: These creatures are always summoned to the battlefield to wreak great carnage for their masters.



Obliterator: These are born-again heavy weapon specialists. They can morph their bodies to duplicate a variety of weapons, represented by their two stat lines. Every Orders phase the Chaos player must write down what configuration the Obliterators are in, or it stays the same as last turn. Due to their awkward and stiff motions, Obliterators never double movement on Charge orders.



Ogryn: Ogryn mercenaries are always eager to fight and make for a truly hard-hitting (if slow-witted) supplement to the Chaos army.



Ork: Many Chaos armies attract combat-thirsty orks, ready to charge into any enemy and plunder any city.



Raptor Marine: Raptors are the debased descendants of assault marines. Over the millennia they have evolved their own unique style of fighting: their armor has been modified to unleash a horrifying banshee howl when they charge the enemy and if this initial attack fails, the Raptors fall back before their opponents can gather their scattered wits.



Troll: Trolls are large, very stupid and difficult to destroy creatures. They are Stupid and Regenerate.



Cavalry

Biker: Troops sometimes enter battle mounted on motorcycles armed with bolters. This augments their Close Combat skills as well as maneuverability. They are Independent.



Chaos Bike: Chaos Marines sometimes enter battle mounted on motorcycles armed with bolters. This augments their Close Combat skills as well as their maneuverability.



Cultist Rider: Many cultists come from planets where horses are a common means of transport. They are Independent.



Land Speeder: Of all the Chaos Marine Legions, only the Night Lords have maintained complete squads of the complex antigravity machinery that is required.



Walkers

Chaos Dreadnought: The Chaos Dreadnought contains the near-dead carcass of a Chaos Champion who has been mortally wounded in a long-forgotten battle and is now kept alive by the Dreadnought armor. This incarceration drives the Champion insane with anger and despair, making it one of the most homicidal and dangerous foes to plague the Imperium.



Chaos Spawn: More often than not, when a champion of any given Chaos Power has received enough gifts and power that they near Daemonhood, the capricious whims of the Chaos lords turn against them and they are mutated beyond all reason or sanity. These mindless monstrosities are driven into battle, rending apart all that falls in their path. Chaos Spawn cause Fear, are Unbreakable and (before the battle), roll on the table below.

- 1) Nothing
- 2) Fast: 20" Move
- 3) Armored: 3+ Fixed Armor Save
- 4) Strong: Roll 3D6 in Close Combat instead of 2D6
- 5) Vorpal Claws: Close Combat attacks also count as Ethereal Psychic attacks
- 6) Projectile Attacks: Ranged attack with 50 cm, 2 dice, hits on 4+ at 0 TSM

Vehicles

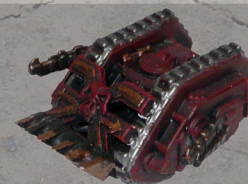
Defiler: These twisted daemon engines are part dreadnought, part walker, part tank and all dangerous. They feature in Chaos Marine armies as an alternative to the Heresy era battle tanks. These versions usually mix a blend of long range firepower with dangerous close combat weapons.



Hunter Anti-Aircraft Gun: Yet another Rhino variant, this is equipped with a combo rapid-fire anti-aircraft gun and SAM launcher. Nicknamed the "Stormwind" for the volume of fire it produces, it has the AA ability.



Land Raider: This is the main battle tank of the Chaos Marine army, heavily armored and equipped with dual twin-linked lascannons. It has Point Defense (1) and may transport two infantry stands.



Leman Russ Tank: The rugged Leman Russ is often found in the service of Chaos cults. The tank has Point Defense (1) and a turret for the primary weapon.



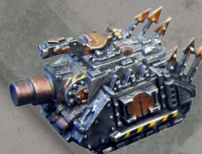
Predator: Built around the successful Rhino chassis, the Predator makes up the bulk of a Chaos army's armored attack forces and is armed with an autocannon and several las-cannons.



Rhino: This is a light APC. It has Point Defense (1) and may transport two infantry stands.



Vindicator: Built into the Rhino chassis is an enormous gun that fires a large shell capable of destroying both its target and any intervening cover. Shots from a Vindicator ignore cover modifiers.



Rapier Laser Destroyer: This is a multi-barreled weapon that provides anti-armor support to infantry advances.



Thudd Gun: This is a light artillery piece which fires high explosive shells. It shoots rapidly, its multiple barrels pumping in and out with a distinctive 'thud-thud-thud' noise, hence the name of the gun.



Zulu AA Battery: This is a light anti-aircraft gun on a static mount. If a detachment of Zulus is ever placed on Fall Back Orders it is destroyed instead - the crews rout and leave.



Light Artillery

Mole Mortar: This is a light artillery piece that, instead of firing the shell in to the air, sends it through the ground to its target; exploding underneath them. Because of this, the weapon ignores both cover and shields of all types.

If a Mole Mortar hits a titan or praetorian, roll a D6. On a 6 the target is trapped within the crater formed by the explosion. Trapped units may shoot normally but, if they wish to exit the crater, must do so on Charge Orders and forgo any ranged attacks as they leave.



Tarantula: This is a robotic point defense weapon that rapidly identifies and suppresses suitable targets. Tarantulas may not be given Advance Orders, and if on First Fire Orders they may fire in both the First Fire and Advance Fire Phases (firing twice in the same turn, but in different phases). The shot in the First Fire Phase may Snap Fire normally, and benefits from the Quickdraw advantage. Tarantulas are Inorganic and Robotic.



Heavy Artillery

Basilisk Self-Propelled Artillery Gun: This is a self-propelled rapid-fire artillery unit that may fire two barrage attacks in the same turn. These shots may be aimed at the same target or different targets.



Bombard Mobile Siege Mortar: This unit fires large shells in a high arc, and has a minimum range of 50 cm. These rounds destroy buildings on a single unsaved hit, instead of merely damaging them.



Whirlwind: Another Rhino variant, this one carrying a multiple missile launcher. It provides long-range support barrages for an advance or retreat, and can be used to pick off exposed enemy units at extreme ranges.



Off-Board Artillery Barrage: This represents a battery of long-range weapons that have been deployed some distance behind the combat zone, as well as orbital and naval artillery. Off-Board artillery has a Victory Point cost instead of a points cost, and may only be used by Forward Observers. See the Core Rules for details.

Fliers

Dreadclaw Assault Shuttle: The Chaos answer to the Thunderhawk, used for orbital insertion and tactical support. It may transport 6 infantry or 4 Walker-class units.



Hell Talon: A superheavy bomber, the Hell Talon bristles with armament and its approach heralds a world of hurt for anything it targets.

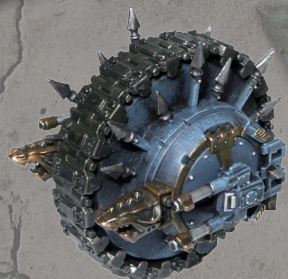


Hell Blade: Surpassing the Doomwing, the Hell Blade has but one mission – air superiority. The craft is totally optimized for dog-fighting other flying craft, and it is arguably the deadliest interceptor in the galaxy.

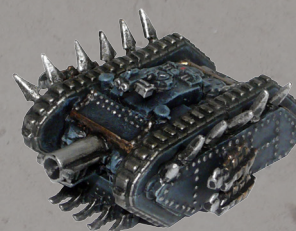


Superheavies

Death Wheel: A new war engine first encountered during the Black Crusade, the Death Wheel is an enormous construction that lumbers forward ominously, crushing foes beneath its huge bulk and gunning down anything that gets away. Protected by Void Shields and packing significant firepower it is highly dangerous.



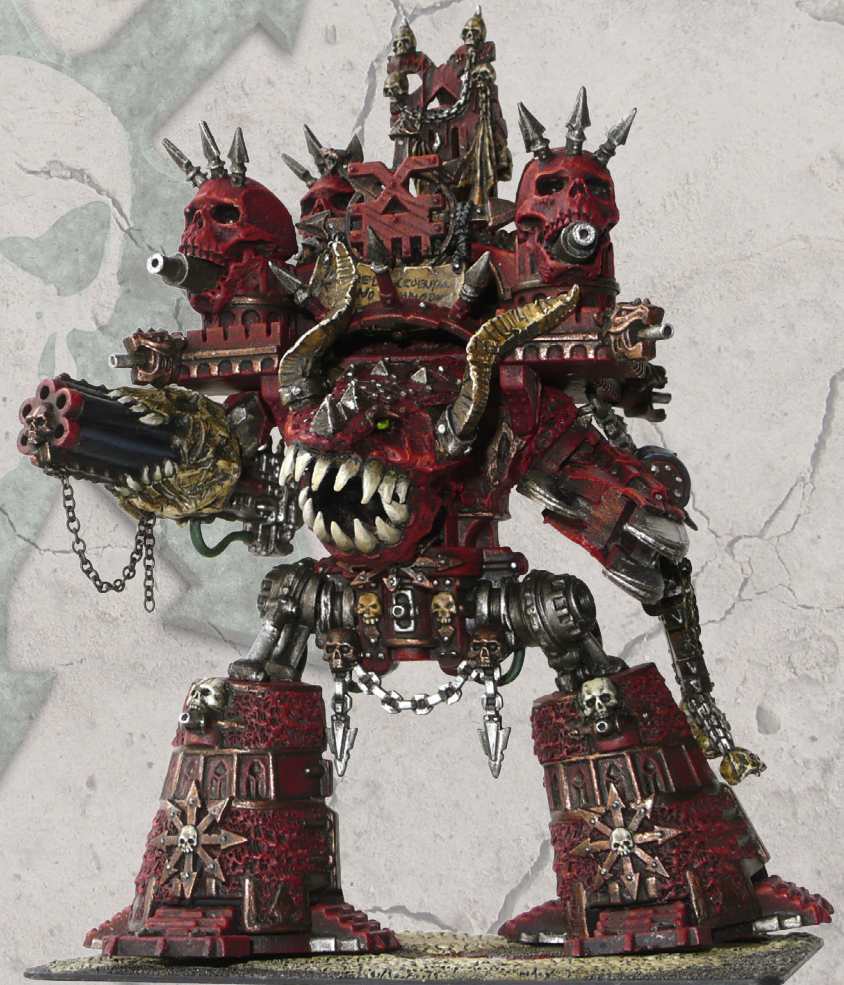
Decimator: The Decimator is an old Imperial SHT design pre-dating the Heresy. It was the design on which the later Shadow Sword was based and can still be found in some renegade armies. The Decimator mounts a massive Defense Laser giving it a powerful long ranged attack. The large dozer blade at the front of the Decimator makes it extremely tough, and it gets the benefit of a double save if attacked from the front, similar to the Imperial Gorgon.



Chaos Titans

In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. During their ten thousand years in the Eye of Terror, the warping power of chaos has twisted and corrupted the titans, for the mutable power of Chaos is not limited to creatures of living flesh. These gigantic engines of terror are feared as monstrous, brooding effigies of ancient gods of war. Chaos Titans often appear as giant effigies of their patron with fearsome heads and other unnatural appendages.

Chaos armies have many types of titans available. Some of those were originally Imperial machines captured in the Horus Heresy and mutated into new Chaos forms, while others are pure Chaos creations. Descriptions and hit location templates for the Reaver, Warlord and Warhound are in the Adeptus Mechanicus Army Book, and Chaos Titans may use all weapons in that book with the exception of the Devotional Bell. A tail may be mounted on a Warlord in the banner mount position.



Chaos Titan Descriptions

Bubonis: Once the command of Grand Master Marnic Bubon, corrupted man and Warlord titan have become one and now the daemon titan leads the much feared Festering Death Titan Legion to war against the enemies of Chaos. Bubonis counts as a Greater Daemon, is entitled to 3 Chaos Reward cards, and may use Chaos Reward cards to negate the effect of a hit. The card must be played before the damage roll.

Caustic Slime: Whenever Bubonis moves he leaves a trail of sticky contagious slime behind him (use 4 cm wide templates along the path of travel). The slime remains in play for the rest of the game and any non-Nurgle troops that touch it will take a hit at -2 TSM.

In addition, any models that engage Bubonis in Close Combat will take a hit on 4+ at -1 TSM, before Close Combat dice are rolled (this is instead of the normal titan defenses).

Ancient Plague Cannon: This weapon fires a festering ball of rotting waste infused with many sickening diseases. The Cannon is held and aimed by decaying Claws of Nurgle, which may be used as a Power Fist in Close Combat if the Cannon has not been fired. If you fire the Cannon, place the barrage template and roll To-Hit and armor saves as normal. Leave the barrage template where it is and roll on the table below during every End Phase.

Roll	Effect
1-3	The plague seeps into the ground and dissipates. Remove the template from play.
4-5	The mess of rot and disease starts to fester. Any model touching the template is hit on a 4+ at -1 TSM.
6	The plague spreads at an alarming rate! Any model touching the template is 3+ at -1 TSM. Now center the 12 cm template on the existing barrage template and everything it covers is hit on a 5+ at 0 TSM. Remove the large template but leave the small one in play.



Banelord: These Warlord titans have been dedicated to Khorne and charge into battle seeking blood and destruction. They possess the command ability and have a 3+ Psychic Save. If the Chaos player is winning (i.e. has the higher Victory Points total from the previous turn), they receive +1 on their Armor Save and To-Hit rolls, and +D6 CAF in Close Combat.



Slaanesh Scout Titans: The seductive power of Slaanesh prefers to field scout titans. These units have fixed armament and fixed-point values. All Slaanesh titans are Hard to Hit and have a 4+ Psychic Save.

Subjugator: These are fast moving scouts that carry several special weapons. The psi-pulse uses warp energy to create a physical psychic attack of great power. Normally it has 1 attack die but if it is on First Fire Orders it receives 2 attack dice.

Questor: This titan is more heavily armored than the Subjugator and carries a Tormentor cannon.



Lord of Battle: This is not just a machine – it is a Greater Daemon of Khorne in mechanical form. Its mighty pistons and grinding cog-wheels are driven by a mind as keen and determined as any of the Chaos lord's other minions. The Lord of Battle follows all rules pertaining to Titans, Greater Daemons, except that due to its mechanical nature it cannot use Chaos Rewards except to avoid destruction. They possess the command ability, and may purchase two of the following titan weapons (in addition to the hull fire throwers and the head cannon included as part of the hull): Chain Fist, Death Storm, Doom Burner, Hell Blade.



Skylok: After the start of the Horus Heresy, Grand Master Sarlon Hess of the Burning Stars Titan Legion was one of the first Imperial commanders to come under the Warmaster's sway. He announced his traitorous intentions by mounting a lightning raid upon the important Imperial fuel dump on Stienor IV, immobilising an entire Imperial fleet for a whole month. His name and all records concerning the Burning Stars were promptly stuck from Imperial records and they are now known as the Suns of Damnation. Skylok is a Flier.

Death Swoop: If Skylok is not flying high, then he may swoop down on an enemy vehicle and pick it up in his talons. To make a Death Swoop attack, Skylok must first forfeit half of his movement, then move over an enemy vehicle (vehicles only – walkers, Superheavies, etc. cannot be picked up) and roll 2+ to pick it up. The vehicle may be dropped at any time in any Movement Phase (including the current one). Once dropped the victim is automatically destroyed and anything that it falls on will be destroyed if its Armor Save is worse than that of the vehicle dropped on it. Shielded units lose one shield, and units with a hit location template take a hit to the top location (if the location's armor is worse than the victim). Skylok may only have one vehicle in his talons at a time.

Magic of Tzeentch: Place the 6 cm barrage template anywhere within 25 cm of Skylok. Units underneath are hit on a 5+ at 0 TSM. If an Infantry stand is destroyed then it will be transformed into Pink Horrors: place a Pink Horror stand where the Infantry stand used to be. The Horrors come under the control of the Chaos player in the next turn and are worth no VP.

Optional Rule: Chaos Titan Mutations

Any titan that does not have fixed weapons may make a roll on the table below. If you have customized your model to display a mutation you may choose that one instead of rolling.

Roll	Mutation
2	Chaos Cannon. A number of big guns have been attached to various parts of the titan. These have a 360° arc of fire, 50 cm range, and 2 attack dice requiring a 5+ to hit at -1 TSM.
3	Tentacles. Writhing tentacles cover the titan's body. The titan gains +1 CAF and may make a single grab attack every turn. The grab attack has a range of 10 cm and will hit on a 4+ at -2 TSM.
4	Daemonic Protection. The titan is particularly favoured by its Chaos patron who protects it from enemy psychic attacks. This gives the titan a 4+ Psychic Save (or increases an existing save by one).
5	Chaos Tail. A long sinuous tail lashes about behind the Titan. +3 CAF
6	Agile. The titan is gifted with long legs and an incredible sense of balance. This allows the titan to make an extra 0-90 degree turn if it has Advance or Charge orders.
7	The titan is not in favour with the Chaos Gods and has no useful mutation.
8	Scales. The titan is covered with a layer of hard scales that hamper incoming fire. The titan has an additional 5+ save against all weapon hits. This saving throw is modifiable as usual.
9	Chaos Head. The Titan sports a vicious looking head with snapping jaws and ominous looking gun ports. The titan gains a +2 CAF bonus and a single ranged attack with range 25 cm, 5+ To-Hit at 0 TSM.
10	Long Spines. Many sharp spines protrude from the titan's body making close assault difficult. The titan gains a +2 bonus to CAF and may no longer move through woods (the spines catch in the trees). Infantry that attack the titan suffer an additional -2 penalty to their CAF.
11	Flaming. The titan is wreathed in magical fire that burns unprotected troops. +2 CAF and any troop stands that are in contact with the titan at the beginning of the close combat phase are killed on a roll of 6 on D6.
12	Cyclops. The titan is blessed with a single penetrating eye that notices every detail. This grants a +1 To-Hit when shooting at troops in cover. This bonus may not be used in conjunction with barrage weapons.

Weapon Descriptions

Bloodletter Battle head / Lord of Battle Head: The Bloodletter Battle head is a hellish variant of the standard weapon head, horribly mutated so that it resembles the features of the demonic servant of Khorne. Jutting from the mouth of this horrific visage is a large assault cannon capable of spewing high explosive rounds at an enormous rate of fire.

Chaos Energy Whip: This is a Close Combat weapon used by Chaos Titans. The triple whip lashes against the target causing light damage to Titans and scything through opposing infantry and vehicles. The whip also acts as a conductor for a massive electrical jolt intended to overload void shields and burn out the opponent's circuitry.

The whip is used at the start of the Close Combat Segment. Roll a D6 for every enemy model in base to base contact and on a score of 4+ it takes a hit at -1 TSM. Shielded targets lose D6 shields if hit, and if they lose more shields than they have, the excess hits are added to the CAF of the titan using the whip.

Chaos Titan Tails: Chaos Titans have mutated into hellish mixtures of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, and use them to crush and gouge their enemies. A titan fitted with a tail may add +2 to its CAF. Khornate tails are fitted with a battle cannon but may not be fired and used in Close Combat in the same turn.

Deathstorm: The Deathstorm fires salvos of heavy rocket powered shells from its multiple barrels. It is extremely effective at cutting a swathe through troops or lightly armored vehicles, laying down a curtain of explosions and flying shrapnel in seconds.

Doomfist: The Doomfist is a deadly hand-to-hand weapon that combines the Close Combat abilities of a chain fist and Power Fist. In addition it is armed with a pair of melta-cannons. This weapon cannot shoot and be used as a Close Combat weapon in the same turn.

If the Doomfist is used in Close Combat it adds +D6 CAF. If the titan wins combat it may choose to make a special grab attack instead of rolling for normal damage. If the player selects to make a grab attack, he must select a location (from the Titans corresponding damage location chart) and roll a D6 with a +1 modifier. The defending player also rolls a D6, but with no modifiers. If the Titan making the grab attacks scores higher, the location the player selected receives maximum damage (the most damaging result) to that location. If the result is a tie the defender has slipped out of the grasp, but receives normal damage to that location. If the defenders score is higher, it has broken free and takes no damage.

Titans in base-to-base contact with buildings may elect, in addition to normal attacks, to hit the building once. The building must make a save at -4 TSM or be destroyed.

Hellblade: The Hellblade is a white hot, powered cleaver capable of carving through armor like a hot knife through butter! A Chaos Titan armed with a Hellblade adds +3 to its CAF and if it wins the combat it may elect to make a special slash attack. Select a location and roll for damage as usual, then roll the pair of aiming dice. If the roll indicates a hit on a different square of the Titan template, roll for damage against that location as well. A building struck with a Hellblade must make a saving throw at -2 TSM or be destroyed.

Havoc Missile Rack: The Havoc Missile rack is loaded with six deadly Havoc missiles. One or more missiles can be fired in a deadly salvo that roars towards the target at ground level to avoid enemy fire, exploding to cover a wide area in death and destruction. The Havoc missile usually occupies both carapace weapon mounts and is commonly used by Banelord Battle Titans. The missiles may be fired individually or as a salvo of one or more missiles (remember to keep track of missiles fired).

Each missile creates a barrage with 8 barrage points and if more than one is fired in a turn all these must be placed so as they touch at least one other barrage template.

Weapon Costs

Class	Description	Who Can Use It	Location	Cost
Basic	Deathstorm	R, D, W	Any	85
	Havoc Missile Rack	W	Carapace	50
	Doomburner **	R, W	Any	65
Close Combat	Doomfist	R, W	Arm	50
	Hellblade	R, D, W	Arm	25
	Chaos Energy Whip	R, W	Arm	25
Special	Bloodletter / Lord of Battle Head	W	Head	50
	Chaos Tail	W	-	25
	Khornate Chaos Tail	W	-	50

* R = Reaver Titan, W = Warlord Titan, D = Warhound Titan

Weapon Summary

Weapon	Range	Attack- Dice	To-Hit	TSM	Notes
Bloodletter Battle head	25 cm	2	4+	-1	
Chaos Energy Whip	Close Combat				Special
Chaos Tail	Close Combat				+2 CAF
Deathstorm	75 cm	6	5+	-1	
Doomburner	75 cm	1	3+	-3	Penetrating +1, Damages Buildings
Doomfist	25 cm	2	4+	-3	Destroys Buildings, fire or +1D6 CAF
Havoc Missile Rack	75 cm	8 BP	3+	-1	Limited to 6 shots
Hellblade	Close Combat				+3 CAF, Destroys Buildings
Hellstrike Cannon	50 cm	6 BP	4+	-1	Ignores Cover
Khorne Chaos Titan Tail	50 cm	1	5+	-2	Fire or +2 CAF
Lord of Battle Head	25 cm	2	4+	-2	

Examples of Chaos Titan Mutations



Banelord Template



Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
Bloodletter Battle head	Head	25 cm	2	4+	-1	90° front fire arc
Havoc Missiles (3 shots)	Right Carapace	75 cm	8 BP	3+	-1	180° front fire arc
Havoc Missiles (3 shots)	Left Carapace	75 cm	8 BP	3+	-1	180° front fire arc
Hellstrike Cannon	Right Arm	50 cm	6 BP	4+	-1	Ignores Cover
Doomfist	Left Arm	25 cm	2	4+	-3	Fire or +1D6 CAF
Khorne Titan Tail	Tail	50 cm	1	5+	-2	360° fire or +2 CAF

Move	CAF	Shields	Repair	Notes
15 cm	+14	6 Void Shields	4+	Command ability, 3+ Psychic Save, If Chaos is winning, +1D6 CAF & +1 to Armor Saves and To-Hit rolls.

Front			Side			Rear		
Weapon 2+			Weapon 2+	Weapon 2+		Weapon 2+		
Weapon 2+	Head 1+	Weapon 2+	Carapace 1+	Weapon 2+	Head 1+	Carapace 1+	Carapace 1+	Carapace 1+
Weapon 2+	Leg 2+	Weapon 2+		Weapon 2+	Weapon 2+	Weapon 2+	Reactor 2+	Weapon 2+
Leg 2+		Leg 2+		Leg 2+		Leg 2+		Leg 2+
Leg 1+		Leg 1+		Leg 2+		Leg 2+		Leg 2+

Head		Reactor	
1-2	Head weapon destroyed. Charge Orders mandated next turn.	1-2	Reactor shielding destroyed. CAF halved.
3-4	Banelord blinded. No fire this or next turn. During Mandatory Movement phase it runs amok, charging forward 5d6 cm in a straight line. Anything in the way has to fight the Banelord immediately. If the Banelord runs into impassable terrain (e.g. building), it will stop and roll damage to the reactor.	3-4	Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).
5-6	The Titan falls to the ground as a result of the explosions.	5-6	Reactor explodes!
Weapon		Leg	
1-2	Damaged.	1-2	Damaged. Speed halved and cannot enter difficult terrain.
3-4	Destroyed.	3-4	Damaged. Roll a D6 in each end phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below).
5	Weapon blown off.	5	Destroyed. May not move or turn for the rest of the game.
6	Blown off and flashback to the titan's hull. Roll a D6. On 1-3 roll for damage on the Reactor, 4-6 on the Head.	6	The leg is blown apart and the titan falls.
Carapace			
1-2	Void Shield generator damaged. No shields 'till repaired..	6	Void Shields overload and explode. The titan is destroyed but remains standing. Any models within 2D6 cm are automatically hit by debris, and must make an unmodified save to avoid destruction.
3-4	Void Shield generator destroyed. No shields.		
5	Void Shield generator about to overload. Roll D6 and on 5+ they shut down, otherwise they blow up as 6 (below).		

A detailed miniature of a Necron Lord, a large, green, armored figure with multiple tentacles and a long, segmented arm holding a sword. It stands on a circular base with a green rim.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Ancient Plague Cannon	100 cm	8 BP	3+	-1	Special
Ancient Plague Cannon	100 cm	8 BP	3+	-1	Special
Corrupting Spittle	25 cm	1	5+	-2	
Rot Spitter	50 cm	8	4+	-1	
Power Fist	Close Combat	Special			

Front			Side			Rear		
Spitter 2+	Spitter 2+	Spitter 2+	Spitter 2+	Spitter 2+	Spitter 2+	Spitter 2+	Spitter 2+	Spitter 2+
Claw 1+	Head 0+	Cannon 1+	Carapace 1+	Weapon 1+	Head 0+	Carapace 1+	Carapace 1+	Carapace 1+
Claw 1+	Leg 2+	Cannon 1+		Weapon 1+	Weapon 1+	Cannon 1+	Reactor 2+	Claw 1+
Leg 1+		Leg 1+		Leg 1+		Leg 2+		Leg 2+
Leg 1+		Leg 1+		Leg 1+		Leg 2+		Leg 2+

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Lord of Battle Template



Move	CAF	Shields	Repair	Notes
15 cm	+10	-	4+	Command Ability 3+ Psychic Save If Chaos is winning, all Lords of Battle receive +1D6 CAF and +1 to all Armor Saves and To-Hit rolls.

Weapon	Slot	Range	Attack Dice	To-Hit	TSM	Notes
Head Cannon	Head	50 cm	1	4+	-2	
Fire Throwers	Body	15 cm	6	5+	0	Ignores Cover
	Right Side					
	Left Side					

Weapon choices: Chain Fist, Death Storm, Doom Burner, Hell Blade

Front			Side		Rear		
	Head 1+			Head 1+		Body 3+	
Weapon 2+	Weapon 2+	Weapon 2+	Engine 2+	Weapon 2+	Weapon 2+	Body 2+	Weapon 2+
Wheel 2+	Body 1+	Weapon 2+	Engine 2+	Weapon 2+	Weapon 2+	Engine 2+	Weapon 2+

Head		Engine	
1-2	Head weapon destroyed. Charge Orders mandated next turn.	1-2	Engine shielding destroyed. Movement and CAF halved.
3-4	Lord of Battle blinded. No fire this or next turn. During Mandatory Movement phase, it runs amok, charging forward 5d6 cm in a straight line. Anything in the way has to fight the Banelord immediately. If it runs into impassable terrain (e.g. building), it stops and roll damage to the reactor.	3-4	Engine governor destroyed and pressure starts building up. Move the Lord of Battle 3D6 cm forward in a straight line. If it runs into impassable terrain (e.g. building), it stops and roll damage to the Body. After the move roll a D6. On 4+ the engine repairs itself, otherwise it explodes.
5-6	The Lord falls to the ground as a result of the explosions.	5-6	Engine explodes! The Lord of Battles is destroyed.
Body		Wheel	
1	Damaged. Add +1 to future Body damage rolls.	1-2	Damaged. May not turn towards that side.
2-3	Short-range weapons destroyed. Lose 1D6 CAF.	3-4	Destroyed. May not move but may turn in place.
4	Crippled. CAF halved, and only move or fire on a 4+.	5-6	The wheel is blown off and the unbalanced Lord keels over in the direction of the missing wheel.
5-6	The Lord of Battle falls to the ground.		
Weapon			
1-2	Destroyed.	6	Same as 3-5, but there is a flashback to the titan's hull. Roll a D6. On 1-3 roll for damage on the Reactor, 4-6 on the Head.
3-5	Weapon blown off.		

Plague Tower Template



Move	CAF	Shields	Repair	Notes
15 cm	+8	none	4+	Transport 11 (regardless of how big they are – think TARDIS) When in CC with a non-shielded titan/praetorian, superheavy or a building, troops inside can make a boarding action in which they gain +1D6 CAF for the first round of combat only.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Rot Cannon	50 cm	8 BP	3+	-4	
Hell Cannon	25 cm	2	4+	-2	
Plague Cannon	25 cm	4 BP	5+	-1	Ignores Cover.

Models destroyed by this weapon are replaced by a plague counter. In every End Phase place a 6 cm barrage template over each plague counter and roll a d6 for every model touched. On a 4+ it must make an Armor Save to avoid destruction (models without armor save on 6+). Remove the original plague counters and replace these secondary casualties with new plague counters. Next End Phase, follow the same procedure.

Point Defense	15 cm	8	6+	0	
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Front

	Weapon 3+	
Hull 1+	Weapon 2+	Hull 1+
Hull 1+	Weapon 2+	Hull 1+
Wheel 3+	Weapon 2+	Wheel 3+

Side

	Bell 4+	Weapon 3+		
	Hull 1+	Hull 1+	Weapon 2+	
Engine 2+	Hull 1+	Hull 1+	Weapon 2+	
Wheel 3+	Wheel 3+	Wheel 3+	Wheel 3+	Weapon 2+

Rear

	Bell 4+	
Hull 1+	Hull 1+	Hull 1+
Hull 1+	Engine 3+	Hull 1+
Wheel 3+	Engine 3+	Wheel 3+

Weapon		Engine	
1-2	Damaged.	1-2	Damaged. +1 to future Engine damage rolls.
3-4	Destroyed.	3-4	Damaged. Half speed.
5-6	Destroyed and roll for damage to the hull.	5-6	Destroyed. No movement and roll for damage to the hull.
Hull (every unsaved hit destroys a bolter)		Wheels	
1-4	Damaged. +1 to future hull damage rolls.	1-2	Damaged. +1 to future wheel damage rolls.
5-7	Damaged. +1 to future hull damage rolls and D3 random transported stands take a hit at 0 TSM.	3-5	Damaged. Lose 3 cm speed.
8+	Destroyed and titan collapses.	6	Wheels on this side destroyed and roll damage to the hull. May rotate around this side if the other wheels work.
Bell			
1-6	Any unsaved hit will destroy the Bell		

Questor Template



Move	CAF	Shields	Repair	Notes
30 cm	+5	Glamour of Slaanesh (-1 to be hit)	4+	Agile: any number of turns when moving. -1 To Hit modifier and 4+ Psychic save from Glamour of Slaanesh. Also Hard to Hit when on Charge orders.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Tormentor Cannon	50 cm	6	5+	-1	
Lascannon	75 cm	2	5+	-1	
Point Defense	15 cm	4	6+	0	

Front

	Weapon 3+	
Weapon 3+	Head 1+	Weapon 3+
Leg 2+	Weapon 3+	Leg 2+
Leg 2+		Leg 2+

Side

Weapon 3+	Weapon 3+
Weapon 3+	Head 2+
Leg 2+	Weapon 3+
Leg 2+	

Rear

	Weapon 3+	
Weapon 4+	Reactor 3+	Weapon 4+
Leg 3+	Weapon 4+	Leg 3+
Leg 3+		Leg 3+

Head		Reactor	
1	Lascannon destroyed.	1	Damaged. Half movement and -1D6 CAF.
2-3	Damaged. CAF halved and only move or fire on a 4+.	2-3	Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).
4-6	The Titan crashes to the ground as a result of the explosions.	4-6	Reactor explodes!
Weapon		Leg	
1-2	Damaged.	1-2	Damaged. Speed halved and cannot enter difficult terrain.
3-4	Destroyed.	3-4	Damaged. Roll a D6 in each end phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below).
5	Weapon blown off.	5	Destroyed and the titan may not move or turn for the rest of the game.
6	Same as 5, but there is a flashback to the titan's hull. Roll a D6. On 1-3 roll for damage on the Reactor, 4-6 on the Head.	6	The leg is blown apart, the titan crashes to the ground and is destroyed.


Skylok Template

Move	CAF	Shields	Repair	Notes
60 cm	+10	6 Void Shields	4+	Flier



Front					Side			Rear				
Wing 2+	Carapace 1+	Head 2+	Carapace 1+	Wing 2+	Wing 2+	Wing 2+	Head 1+	Wing 2+	Carapace 1+	Carapace 1+	Carapace 1+	Wing 2+
Weapon 2+		Leg 2+		Weapon 2+	Weapon 2+			Weapon 2+		Reactor 3+		Weapon 2+
	Leg 2+		Leg 2+			Weapon 2+			Leg 2+		Leg 2+	
	Leg 2+		Leg 2+			Leg 2+			Leg 2+		Leg 2+	

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Magic of Tzeentch	25 cm	4 BP	5+	0	Transforms target into Pink Horror
Lightning Cannons	50 cm	4	5+	-1	
Beam of Power	75 cm	1	2+	-4	
Death Swoop	Special	1	2+	None	May only target vehicles.

Head		Reactor	
1-2	Magic of Tzeentch attack lost and Skylok must Death Swoop attacker next turn. This damage may be repaired.	1-3	Reactor shielding destroyed. Movement, CAF and weapon ranges halved.
3	Stunned: CAF halved and no firing until next turn's End Phase. Mandated Advance Orders next turn.	4-5	Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).
4	Out of Control: Roll 4+ in each End Phase to regain control or scatter 2D6 cm. Turn after that is Stunned as 3 (above).	6	Reactor explodes! The Titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.
5 6	Skylok crashes to the ground as a result of the explosions. Scatter 3D6 cm and destroy everything underneath.		
Carapace		Wing	
1-2	Void Shield generator damaged. No shields 'till repaired..	1-2	Lightning Cannon damaged.
3-4	Void Shield generator destroyed. No shields.	3-4	Wing damaged and Lightning Cannon destroyed. Movement reduced by 15 cm until the wing is repaired.
5	Void Shield generator about to overload. Roll D6 and on 5+ they shut down, otherwise they blow up as 6 (below).	5-6	Wing destroyed and Skylok crashes. Scatter 3D6 cm and destroy everything underneath.
6	Void Shields overload and explode. The titan is destroyed but remains standing. Any models within 2D6 cm are automatically hit by debris, and must make an unmodified save to avoid destruction.		
Weapon		Leg	
1-2	Weapon damaged and cannot be used until repaired.	1-3	Leg damaged. CAF halved and no Death Swoops until repaired.
3-4	Weapon destroyed and cannot be used in this battle.	4-6	Leg destroyed. CAF halved and no Death Swoops.
5	Weapon is blown off the titan and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction.		
6	Same as 5, but there is a flashback to the titan's hull. Roll a D6. On 1-3 roll for damage on the Carapace, 4-6 on the Wing.		

Subjugator Template



Move	CAF	Shields	Repair	Notes
30 cm	+5	Glamour of Slaanesh (-1 to be hit)	4+	Agile: any number of turns when moving -1 To Hit modifier and 4+ Psychic save from Glamour of Slaanesh. Also Hard to Hit when on Charge orders.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Psi-Pulse	75 cm	1	3+	-3	2 attack dice on First Fire
Lascannon	75 cm	1	5+	-1	
Bolters	15 cm	4	6+	0	
Hell Claws	Close Combat Weapon				Penetrating +1, +D6 CAF

Front

	Weapon 2+	
Weapon 2+	Head 2+	Weapon 2+
Leg 2+		Leg 2+
Leg 3+		Leg 3+

Side

Weapon 3+		
Weapon 4+	Weapon 3+	Head 2+
	Leg 2+	
	Leg 3+	

Rear

	Weapon 3+	
Weapon 4+	Reactor 4+	Weapon 4+
Leg 3+		Leg 3+
Leg 4+		Leg 4+

Head

1	Lascannon & Psi-pulse generators destroyed.
2-3	CAF halved and the titan may only move or fire if you first roll a 4+ on 1D6. This damage may be repaired.
4-6	The Titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls. Any vehicles or troop stands that are fallen on are destroyed.

Reactor

1	Reactor damaged. Half movement and -1D6 CAF until the reactor is repaired.
2-3	Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).
4-6	Reactor explodes! The Titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.

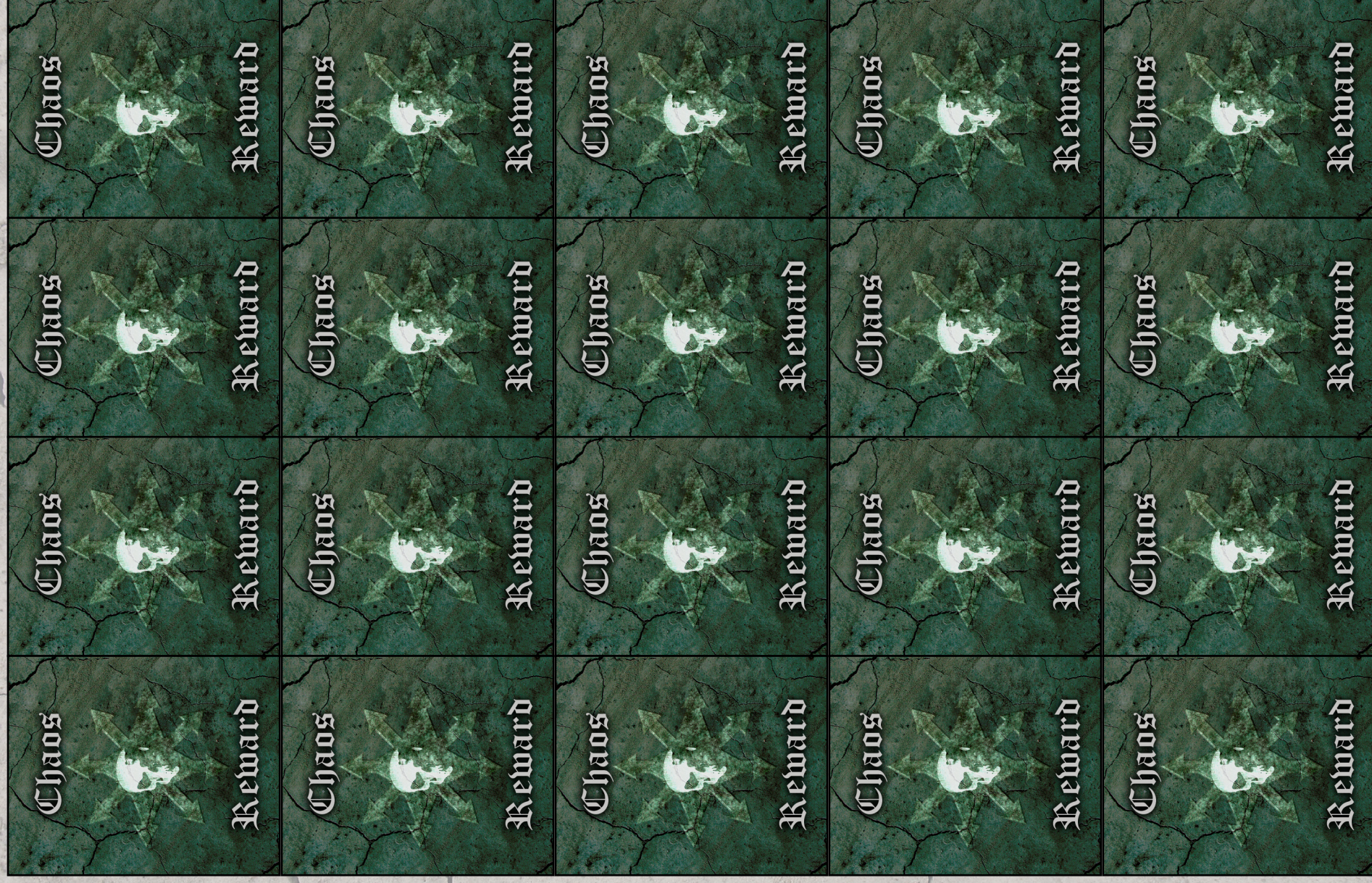
Weapon

1-2	Weapon damaged and cannot be used until repaired.
3-4	Weapon destroyed and cannot be used in this battle.
5	Weapon is blown off the titan and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction.
6	Same as 5, but there is a flashback to the titan's hull. Roll a D6. On 1-3 roll for damage on the Reactor, 4-6 on the Head.

Leg

1-2	Leg damaged. Speed drops by half and the titan cannot enter difficult terrain.
3-4	Leg is heavily damaged. Roll a D6 in each end phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below).
5	Leg destroyed and the titan is crippled. It may not move or turn for the rest of the game.
6	The leg is blown apart, the titan crashes to the ground and is destroyed. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.

BEAKED Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	BWEAPONED EXTREMITIES Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	BLOOD RAGE Play: On one of your detachments, at the end of the Close Combat segment Effect: The models in the detachment may move up to 10 cm and make a second set of Close Combat attacks.	BREATHES FIRE Play: On one of your models, just before it attacks in the Close Combat segment. Effect: The model attacks one opponent with its fiery breath before the combat is resolved. The target is automatically hit at -1 TSM.
BRIGHTLY PATTERNED SKIN Play: On one of your detachments in the Combat phase. Effect: The models in the unit become so dazzling that any ranged attacks on them this turn suffer a -1 To-Hit penalty.	BURNING BODY Play: On one of your models that is in a wood or building, at any time. Effect: The model's burning body starts a fire. Roll a D6 in the End Phase of each turn. 1 Fire goes out 2-3 Fire carries on 4-6 All models in the area are destroyed and the area may not be entered for the rest of the game.	CLOVEN HOOVES Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	CRYSTALLINE BODY Play: When one of your models is hit by an energy weapon of any kind. Effect: The model's crystal body reflects the attack back at the attacker. The attacker is automatically hit, and must make a saving throw to avoid destruction.
DUPPLICATION Play: On one of your infantry models in the orders phase. Effect: The troop stand creates an exact twin of itself by bringing a destroyed model of exactly the same type back into play. The duplicated model counts as being part of the same unit as the model it was duplicated from, and does count towards that unit's break point.	ENORMOUSLY FAT Play: On one of your models, just before it attacks in the Close Combat segment. Effect: The model attacks one opponent with a flying body-slam before the combat is resolved. The target is hit automatically and must make an armor save.	EYESTALKS Play: On one of your detachments in the Combat Phase. Effect: All models in the detachment are able to make maximum use of cover, and double any To-Hit modifiers they receive from cover this turn.	EVIL EYE Play: On one of your models in the Combat Phase. Effect: The model may make an Ethereal Psychic attack with a range of 50 cm. It hits on a 4+ with a TSM of -2.
FLAMING SKULL FACE Play: On any enemy detachment that is within 15 cm of one of your models, at any time. Effect: The unit must test morale immediately with a -1 penalty.	GROWTH Play: On one of your models, in the Close Combat segment. Effect: The model doubles in size and so doubles its base CAF this turn.	HORNS Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	HORRIBLE STENCH Play: On one of your models, in the Close Combat segment Effect: All enemy models within 2D6 cm have their base CAF halved (round down).
HYPNOTIC GAZE Play: On an enemy model in the Close Combat segment. Effect: Choose any model within 15 cm that has not attacked yet. You may take over it over and choose what it will attack, within the restrictions of its orders and the normal rules for making attacks.	INVISIBILITY Play: On one of your detachments in the Combat phase. Effect: None of the models in the detachment may attack or be attacked for the rest of the turn. Attacks declared but not yet rolled are lost.	IRON HARD SKIN Play: On one of your models that has just been eliminated. Effect: The iron hard skin deflected the attack and the model is unharmed.	LEVITATION Play: On one of your detachments at any time. Effect: All models in the detachment may make pop-up attacks this turn, as though they were skimmers.



LONG LEGS Play: On one of your detachments, during the Movement Phase. Effect: All models in the detachment double their base movement this turn.	LONG SPINES Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	MACE TAIL Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	MINDLESS Play: On one of your detachments, at any time. Effect: All models in the detachment are immune to fear, terror, morale and psychic effects that require a brain.
MULTIPLE ARMS Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	MAGICALLY RESISTANT Play: On one of your detachments, at any time. Effect: All models in the detachment gain a 4+ Psychic Save for the rest of the turn.	MANIC FIGHTER Play: On one of your detachments, or any enemy detachment that is within 15 cm of one of your models, during the Orders Phase. Effect: The unit receives Charge Orders, even if currently on Fall Back Orders.	OOZES SLIME Play: On one of your detachments, in the Combat segment. Effect: All models in the detachment increase their saving throw by +1 this turn. Models that do not normally have an armor save receive a saving throw of 6+.
PLAGUE BEARER Play: On a model that has just lost in Close Combat. Effect: Your model is eliminated as normal, but the enemy contracts a horrible disease that infects all models (friend or foe) within 2D6cm this turn. Roll for each infected model in the end phase and on 4+ it dies with no saving throw.	POISONOUS BITE Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	PREHENSILE TAIL Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	PECULIAR SOUNDS Play: On any enemy detachment that is within 15 cm of one of your models, at any time. Effect: The unit must test morale immediately.
POWER OF CHAOS Play: On one of your models at any time. Effect: Draw D6 Chaos Reward Cards at random from the deck and choose one to apply immediately to this model.	RAZOR-SHARP FANGS Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	REGENERATION Play: On one of your models that has just been eliminated. Effect: Turn the model on its side instead of removing it, and roll a D6 in the End Phase: 1-3 fails to regenerate – re-move the model 4-6 regenerates – place the model upright.	RESILIENT Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment increase their saving throw by +1 this turn. Models that do not normally have an armor save receive a saving throw of 6+.
ROTTING FLESH Play: On any enemy detachment that is within 15 cm of one of your models, at any time. Effect: The unit must test morale immediately.	SCALY SKIN Play: On one of your detachments, in the Combat segment. Effect: All models in the detachment increase their saving throw by +1 this turn. Models that do not normally have an armor save receive a saving throw of 6+.	SCORPION TAIL Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	SKULL FACE Play: On any enemy detachment that is within 15 cm of one of your models, at any time. Effect: The unit must test morale immediately.



SPITS ACID Play: On one of your models, just before it attacks in the Close Combat segment. Effect: The model attacks one opponent with its acid spit before the combat is resolved. The target is hit automatically and must make an armor save with a -1 modifier.	TELEKINESIS Play: On one of your models, in the Combat segment. Effect: Choose any non-titan model within 25 cm and move it up to 10 cm. You may move it as though it were a skimmer, ignoring impassable terrain or enemy units. Models that finish in impassable terrain are destroyed.	TENTACLES Play: On one of your detachments, in the Close Combat segment. Effect: All models in the detachment gain +1 CAF this turn.	TRANSPARENT SKIN Play: On any enemy detachment that is within 15 cm of one of your models, at any time. Effect: The unit must test morale immediately.
UNCONTROLLABLE FLATULENCE Play: On one of your models, in the Close Combat segment Effect: All enemy models within 206 cm have their base CAF halved (round down).	WARTY SKIN Play: On one of your detachments, in the Combat segment. Effect: All models in the detachment increase their saving throw by +1 this turn. Models that do not normally have an armor save receive a saving throw of 6+.	WINGS Play: On one of your detachments at any time. Effect: All models in the detachment may move as if they were skimmers this turn, and may make pop-up attacks.	WARP FRENZY Play: On one of your models at any time. Effect: Draw D6 Chaos Reward Cards at random from the deck and apply their effects immediately to this model.
BLOOD RAGE OF KHORNE Play: On a World Eaters detachment in the movement phase. Effect: All models in the detachment may make a charge move this turn even if they have other orders. Units with Charge Orders may triple their movement and gain +1D6 CAF this turn.	FEARSOME REPUTATION Play: On any Night Lords detachment at the start of the Chaos turn. Effect: All enemy detachments with a model within 10 cm of the Night Lords automatically receive Fall Back orders. Units immune to Morale Checks remain unaffected. Affected units may try to rally at the end of this turn.	LURE OF SLANESH Play: On an Emperor's Children detachment in the Movement Phase. Effect: Choose any enemy model within 25 cm that has not moved yet. You take it over for this turn and choose where it will move and what it will attack, within the restrictions of its orders and the normal rules.	MAGIC OF TZEENTCH Play: On a Thousand Sons detachment in the Combat segment. Effect: The detachment may combine their magical power to create a vortex of energy. Place the vortex template within 25 cm of the unit. The vortex acts exactly the like one produced by a vortex missile.
NURGLE'S ROT Play: On a Death Guards detachment in the End Phase. Effect: All models within 15 cm (friend or foe) contract a hideous rotting disease. Any model that is not a follower of Nurgle must make an Armor Save to survive (models without armor save on a 6+).	RELIGIOUS FERVOR Play: On any Word Bearers detachment at any time. Effect: The detachment may choose to either a) double their base move, or b) gain +1 die in any Close Combat until the end of the turn.	SIEGE BREAKER Play: On any Iron Warriors detachment at the start Close Combat Phase. Effect: If fighting in a built-up area (in buildings, rubble, trenches or fortifications) the unit triples the CAF bonus for fighting in a fortification until the end of the turn.	POWER OF CHAOS Play: On any Black Legion detachment. Effect: The detachment may be activated a second time in the same Phase (Movement or Combat).
TACTICAL GENIUS Play: On any Alpha Legion detachment at the start of the Chaos Player's turn. Effect: The detachment is treated as a Command unit for the purposes of Movement and Firing. This effect lasts until the End Phase.			



Chaos Army Cards

Standard Chaos List

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Chaos Renegades	Aspiring Champion Beastman Warband Chaos Marine Detachment Cultist Detachment	13	4	6	600
Cultist Army	Aspiring Champion 2 Cultist Detachments	11	4	4	400
Beastman Horde	Aspiring Champion 2 Beastman Warbands Ogryn Mercenaries	13	4	5	500
Daemon Horde	Minotaur Warband Troll Warband	11	3	4	400
Special Cards					
Chaos Champion	Chaos Champion stand	Stand	-	1	100
Chaos Spawn *	3 Chaos Spawn stands	3	-	2	150
Renegade Psykers	4 Renegade Psyker stands	2	4	2	150
Slave Squad *	10 Slave stands	5	4	2	150
Death Wheel *	1 Death Wheel war engine	Model	2	3	250
Reaver Titan	Reaver hull	Model	-	Varies	300
Warhound Titan	Warhound hull	Model	-	Varies	125
Warlord Titan *	Warlord hull	Model	-	Varies	500
Support Cards					
Infantry					
Android Squad	4 Android stands	2	2	1	50
Beastman Warband	10 Beastman stands	5	4	2	200
Chaos Squat Detachment	5 Chaos Squat stands	4	2	2	150
Chaos Marine Detachment	5 Chaos Space Marine stands	3	2	2	200
Chaos Marine Veterans	5 Chaos Marine Veteran stands	3	1	3	250

Cultist Detachment	10 Cultist stands	5	4	2	200
Gretchin Bandits *	4 Gretchin stands	2	5	1	50
Havok Squad *	5 Havok stands	3	2	3	300
Minotaur Warband	Aspiring Champion & 10 Minotaur stands	6	3	3	250
Ogryn Mercenaries	4 Ogryn stands	2	3	1	125
Ork Boyz	4 Boyz stands	2	3	1	100
Raptor Squad *	5 Assault Marine stands	3	2	2	200
Troll Warband	Aspiring Champion & 10 Troll stands	6	3	3	250
Walkers					
Chaos Dreadnought Squadron	4 Chaos Dreadnoughts	2	2	2	150
Cavalry					
Cultist Riders *	5 Cultist Rider stands	3	4	1	100
Biker Squad	5 Biker stands	3	4	1	100
Vehicles					
Leman Russ Squadron *	3 Leman Russ Tanks	2	4	3	250
Rhino Squadron	3 Rhinos	2	4	1	50
Light Artillery					
Rapier Battery	3 Rapier Laser Destroyers	2	4	1	75
Zulu Anti-Aircraft Battery	5 Zulu AA Guns	3	5	1	100
Fliers					
Dreadclaw Assault Shuttle *	Dreadclaw	Model	2	1	100
Hell Talon *	Hell Talon	Model	2	4	250
Hell Blade *	3 Hell Blade Interceptors	2	2	3	250
Superheavies					
Decimator *	1 Decimator Superheavy Tank	Model	2	3	300

* Optional unit. These require the consent of all players to use.

Chaos Power Lists

Khorne Army List

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Bloodthirster	Greater Daemon	Model	-	3	300
Primarch Angron	Greater Daemon	Model	-	3	300
World Eaters Century	2 Chaos Marine Detachments Khorne Berzerker Detachment	8	2	6	600
Lord of Battle	Greater Daemon hull	Model	-	Varies	400
Support Cards					
Bloodletters Pack	5 Bloodletter stands	3	1	2	150
Blood Slaughterer *	4 Blood Slaughterers	2	1	2	200
Cannon of Khorne	3 Cannons of Khorne	2	3	2	200
Cultist Fanatics *	5 Cultist Fanatic stands	3	-	2	150
Defilers	3 Khorne Defilers	2	1	2	150
Demonic Engines	Any 3 Daemon Engines of Khorne	2	1	3	250
Fleshhounds pack	5 Fleshhounds	3	1	1	100
Juggernaughts	5 Juggernaughts	3	1	2	150
Khorne Berserkers	5 Khorne Berserker stands	3	2	2	200
Special Cards					
Mark of Khorne *	Marks one detachment	-	-	-	Varies
Banelord Titan	Banelord Titan	Model	-	7	700
Daemon Prince of Khorne	Daemon Prince	Model	-	2	150

* Optional unit. These require the consent of all players to use.

Nurgle Army List

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Great Unclean One	Greater Daemon	Model	-	3	300
Primarch Mortarion	Greater Daemon	Model	-	3	300
Death Guard Century	2 Chaos Marine Detachments Plague Marine Detachment	8	2	6	600
Plague Tower	Greater Daemon Engine	Model	-	4	400
Support Cards					
Beasts of Nurgle pack	5 Beasts of Nurgle	3	1	2	200
Breath of Nurgle	3 Breath of Nurgle vehicles	2	2	2	200
Chaos Spawn	1 Chaos Spawn	Model	-	1	50
Contagion Detachment	3 Contagion Plague Engines	2	1	2	200
Defilers	3 Nurgle Defilers	2	1	2	150
Plaguebearers pack	5 Plaguebearer stands	3	1	2	150
Plague Marine Detachment	5 Plague Marine stands	3	2	2	200
Shamblers *	4 Shamblers	2	1	2	200
Special Cards					
Mark of Nurgle *	Marks one detachment	-	-	-	Varies
Bubonis Titan *	Bubonis Titan	Model	-	12	1200
Daemon Prince of Nurgle *	Daemon Prince	Model	-	2	150
Nurgle Magi	Magi stand	Stand	-	2	150

* Optional unit. These require the consent of all players to use.

Slaanesh Army List

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Keeper of Secrets	Greater Daemon	Model	-	3	300
Primarch Fulgrim	Greater Daemon	Model	-	3	300
Altar of Slaanesh *	Greater Daemon Engine	Model	-	4	350
Emperor's Children Century	2 Chaos Marine Detachments Noise Marine Detachment	8	2	6	600
House Devine Knight Company *	1 Subjugator Titan 2 Hell-Knight Packs	4	2	9	900
House Devine Scourge Company*	1 Questor Titan 2 Hell-Scourge Packs	4	2	8	800
Support Cards					
Beast Rider Squad	5 Beast Rider stands	3	2	1	100
Daemonette Pack	5 Daemonettes	3	1	2	150
Defilers	3 Slaanesh Defilers	2	1	2	200
Fiends pack	5 Fiends	3	1	1	50
Hell Strider Pack	3 Hell Striders	2	1	2	150
Hell Scourge Pack	3 Hell Scourges	2	1	4	350
Hell Knight Pack	3 Hell Knights	2	1	4	400
Noise Marine Detachment *	5 Noise Marine stands	3	2	2	200
Questor Scout Titan Squadron	2 Questor Titans	Each		2	450
Subjugator Scout Titan Squadron	2 Subjugator Titans	Each		2	450
Special Cards					
Mark of Slaanesh *	Marks one detachment	-	-	-	Varies
Daemon Prince of Slaanesh *	Daemon Prince	Model	-	2	150
Slaanesh Magi	Magi stand	Stand	-	2	150

* Optional unit. These require the consent of all players to use.

Tzeentch Army List

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Lord of Change	Greater Daemon	Model	-	3	300
Primarch Magnus the Red	Greater Daemon	Model	-	3	300
Thousand Sons Century	2 Chaos Marine Detachments Automaton Squad	5 6	2	4 2	600
Warp Palace of Tzeentch	Greater Daemon Engine	Model	-	4	400
Support Cards					
Automaton Squad	6 Automaton stands	6	-	2	200
Defilers	3 Tzeentch Defilers	2	1	3	250
Disc Rider Squad	5 Disc Riders	3	2	2	200
Doomwing Squadron	3 Doomwings	2	1	3	250
Flamer Pack	5 Flamer stands	3	1	1	100
Firelord	Firelord		1	3	300
Horrors Pack	5 Pink Horror stands	3	1	2	150
Psychic Screamer Pack *	2 Psychic Screamers	1	3	1	50
Silver Towers of Tzeentch	2 Silver Towers	1	1	4	350
Warp Vortex *	1 Warp Vortex	Model	-	1	100
Special Cards					
Mark of Tzeentch *	Marks one detachment	-	-	-	Varies
Skylok *	Skylok Titan	Model	-	10	1000
Daemon Prince of Tzeentch *	Daemon Prince	Model	-	2	150
Tzeentch Magi	Magi stand	Stand	-	2	150

* Optional unit. These require the consent of all players to use.

Codex Chaos Legion Lists

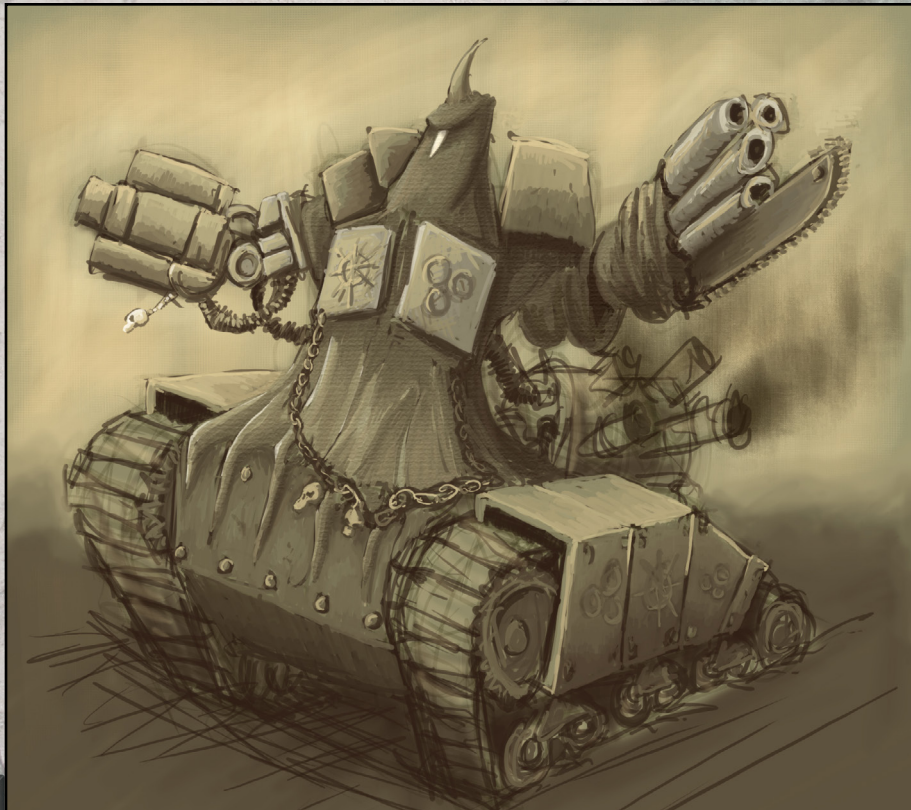
Alpha Legion					
Compay Cards	Contents	Break Point	Morale	Victory Points	Cost
Alpha Legion Century	Chaos Champion Stand 3 Chaos Marine Detachments	8	2	6	600
Alpha Legion Infiltration Century	Chaos Champion Stand Chaos Marine Veteran Detachment Cultist Infiltrator Detachment Engineer Platoon	9	2	6	550
Alpha Legion Irregular Mob	Aspiring Champion Stand 2 Cultist Infiltrator Detachments Engineer Platoon	9	3	5	450
Support Cards					
Cultist Infiltrators *	6 Cultist Infiltrator stands	3	3	2	150
Engineer Platoon	5 Engineer stands	3	4	2	150
Black Legion					
Black Legion Century	Chaos Champion Stand 3 Chaos Marine Detachments	8	2	6	600
Black Legion Battle Century	Chaos Champion Stand Chaos Marine Detachment Raptor Squad Havok Squad	8	2	7	650
Black Legion Assault Century	Chaos Champion Stand 2 Chaos Marine Detachments Obliterator Squad	8	2	7	700
Support Cards					
Obliterator Squad *	4 Obl iterators	2	1	4	400
Iron Warriors					
Iron Warriors Century	Chaos Champion Stand 3 Chaos Marine Detachments	8	2	6	600

Iron Warriors Siege Century	Warsmith stand & Command Rhino Chaos Marine Detachment Havok Squad Iron Dreadnoughts	9	2	8	800
Iron Warriors Vindicator Company	Warsmith stand & Command Rhino 3 Vindicator Squads	6	2	5	500
Support Cards					
Basilisk Battery	3 Basilisks	2	2	2	200
Bombard Battery *	3 Bombards	2	2	2	200
Iron Dreadnoughts *	5 Iron Dreadnoughts	3	1	3	300
Special Cards					
Warsmith	Warsmith stand & Command Rhino	Stand	-	1	100
Leviathan	Leviathan	Model	-	4	350
Night Lords					
Night Lords Century	Chaos Champion Stand 3 Chaos Marine Detachments	8	2	6	600
Night Lords Battle Century	Chaos Champion Stand Chaos Marine Veteran Detachment Chaos Marine Detachment Fury Squad	8	2	7	650
Night Lords Bike Century	Chaos Marine Bike HQ stand 3 Chaos Marine Bike Squads	8	2	5	450
Support Cards					
Fury Squad *	5 Fury stands	3	2	2	200
Land Speeder Squadron *	5 Land Speeders	3	2	2	200
Word Bearers					
Word Bearers Century	Chaos Champion Stand 3 Chaos Marine Detachments	8	2	6	600

Chaos Marine List

Word Bearers Battle Century	Chaos Champion Stand Chaos Marine Detachment Raptor Squad Havok Squad	8	2	7	650
Word Bearers Devotional Century	Dark Apostle stand & Command Rhino 2 Chaos Marine Detachments Lesser Daemon detachment	9	2	6	550
Special Cards					
Dark Apostle	Dark Apostle stand & Command Rhino	Stand	-	1	100

* Optional unit. These require the consent of all players to use.



Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Chaos Marine Company	Chaos Champion stand 3 Chaos Marine detachments	8	2	6	600
Havok Company *	Chaos Champion stand 3 Havok Squads	8	2	9	850
Chaos Bike Company *	Command Chaos Marine Bike 3 Chaos Marine Bike Squads	8	2	5	450
Chaos Land Raider Company	Command Chaos Land Raider 3 Land Raider Squadrons	5	2	8	750
Chaos Terminator Company	Terminator HQ & Command Chaos Land Raider 3 Chaos Terminator Detachments	10	1	10	1000
Special Cards					
	Contents	Break Point	Morale	Victory Points	Cost
Chaos Champion	Chaos Champion stand	Stand	-	1	100
Drop Pods	8 Assault, 3 Support & 3 Deathwind Pods	+7	-	+3	300
Forward Observer	Forward Observer stand and Rhino	Stand	2	1	100
Titans					
Warlord Titan	Warlord Titan hull	Model	-	Varies	500
Reaver Titan	Reaver Titan hull	Model	-	Varies	300
Warhound Titan	Warhound Titan	Model	-	Varies	125
Support Cards					
Infantry					
Chaos Marine Detachment	5 Chaos Space Marine stands	3	2	2	200

Chaos Marine Veterans	5 Chaos Marine Veteran stands	3	1	3	250
Chaos Terminator Detachment	4 Chaos Terminators & 2 Chaos Land Raiders	3	1	4	350
Havok Squad *	5 Havok stands	3	2	3	300
Raptor Squad *	5 Raptor Marine stands	3	2	2	200
Walkers					
Chaos Dreadnought Squadron	4 Chaos Dreadnoughts	2	2	2	150
Mutilator Dreadnaught Squad *	2 Contemptor, 1 each Deredeo & Furibundus	2	2	1	100
Destroyer Dreadnaught Squad *	2 each Deredeo & Furibundus	2	2	1	100
Cavalry					
Chaos Marine Bike Squad	5 Chaos Marine Bike stands	3	2	1	150
Land Speeder Squadron	5 Land Speeders	3	2	2	200
Vehicles					
Hunter Anti-Aircraft Battery	3 Hunters	2	2	2	150
Chaos Land Raider Squadron	3 Chaos Land Raiders	2	2	3	250
Defilers	3 Defilers	2	2	2	200
Predator Squadron	3 Predators	2	2	2	200
Rhino Squadron	3 Rhinos	2	2	1	50
Vindicator Squadron	3 Vindicators	2	2	2	150
Light Artillery					
Mole Mortar Battery	3 Mole Mortars	2	2	1	100
Rapier Battery	3 Rapier Laser Destroyers	2	2	1	75
Tarantula Support Battery	5 Tarantulas	3	-	2	150
Thudd Gun Battery	3 Thudd Guns	2	2	1	100
Heavy Artillery					
Whirlwind Battery	3 Whirlwinds	2	2	2	200

Light Off-Table Barrage *	One Light Orbital Barrage Round	-	-	-	1 VP
Heavy Off-Table Barrage *	One Heavy Orbital Barrage Round	-	-	-	2 VP
Fliers					
Dreadclaw Assault Shuttle *	Dreadclaw	Model	2	1	100

* Optional unit. These require the consent of all players to use.



Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Infantry									
Android	10 cm	6+	+4	Lasgun	50 cm	1	5+	0	Special
Aspiring Champion	10 cm	5+	+4	Daemon Weapon	25 cm	1	5+	0	Command, HQ
Automaton	10 cm	5+f	+3	Missile Launcher	50 cm	1	4+	-1	Special
Beastman	10 cm	-	+3	Pistols/Swords	25 cm	1	5+	0	
Beast Of Nurgle	10 cm	3+	+5	-	-	-	-	-	Fear, Special
Bloodletter	10 cm	4+	+5	-	-	-	-	-	Regeneration
Chaos Champion	10 cm	5+f	+7	Arms of Chaos	25 cm	2	4+	-1	Command, Elite, HQ, 4+ Psychic Save
Chaos Marine	10 cm	5+	+3	Missile Launcher	50 cm	1	4+	-1	Elite
Chaos Marine Veteran	10 cm	5+	+4	Missile Launcher	50 cm	1	4+	-1	Elite, Infiltrate
Chaos Squat	10 cm	-	+2	Heavy Bolters	50 cm	2	5+	0	
Chaos Terminator HQ	10 cm	4+/6+f	+7	Storm Bolter	35cm	2	4+	-1	Command, Elite, HQ, Inspirational
Chaos Terminator	10 cm	4+/6+f	+6	Storm Bolter	35 cm	2	4+	-1	Elite
Cultist	10 cm	-	0	Lasguns	50 cm	1	5+	0	
Cultist Fanatic	15 cm	-	+2	-	-	-	-	-	Jump Pack
Cultist Infiltrator	10 cm	-	+1	Las pistols	25 cm	1	5+	0	Infiltrate, Infantry
Daemonette	10 cm	4+	+4	Euphoric Mist	-	-	-	-	Special
Dark Apostle	10 cm	5+/6+f	+4	Pistols & Others	25 cm	2	6+	0	Combat Leader, Elite, HQ
Engineer	10 cm	-	0	Bolt Pistols	25 cm	1	5+	0	Combat Engineer
Fiend	15 cm	-	+1	Soporific Musk	-	-	-	-	Special
Flamer of Tzeentch	15 cm	-	+1	Flame	25 cm	1	5+	0	Ignores Cover
Forward Observer	10 cm	6+	0	Bolt Pistols	25 cm	1	5+	0	HQ, Stealth, Forward Observer
Fury	15 cm	5+	+3	Bolt Pistol & Sword	25 cm	1	5+	0	Jump Pack, Fear
Gretchin	10 cm	-	-1	Shotgun	15 cm	1	4+	0	Special
Havok	10 cm	5+	+1	Heavy Weapons	75 cm	2	5+	-1	
Horror, Blue	10 cm	-	+1	-	-	-	-	-	
Horror, Pink	10 cm	4+	+4	-	-	-	-	-	Duplicates
Khorne Berserker	15 cm	5+	+6	Swords/Axes	-	-	-	-	Special
Magi (all)	10 cm	6+	+1	Varies	-	-	-	-	Psychic Powers, HQ
Minotaur	10 cm	6+f	+5	-	-	-	-	-	
Noise Marine	10 cm	5+	+2	Sonic Blasters	50 cm	4 BP	5+	-2	Elite
Obliterator (Melee)	10 cm	5+	+5	Close Combat	-	-	-	-	Special
Obliterator (Ranged)	10 cm	5+	+1	Heavy Weapons	75 cm	2	5+	-1	Special
Ogryn	10 cm	6+f	+6	Ripper Guns	10 cm	1	4+	-1	

Ork	10 cm	-	+2	Bolters	50 cm	1	5+	0	
Plaguebearer	10 cm	4+	+4	-	-	-	-	-	Fear, Never outnumbered, Special
Plague Marine	10 cm	3+	+3	Missile Launcher	50 cm	1	4+	-1	
Raptor Marine	15 cm	6+	+3	Pistols/Swords	25 cm	1	5+	0	Jump Pack
Renegade Psyker	10 cm	-	+0	Psychic Blast	25 cm	1	3+	-2	HQ, Psyker, 5+ Psychic Save
Slave	10 cm	-	+0	Clubs	-	-	-	-	Special
Troll	10 cm	6+f	+5	-	-	-	-	-	Stupidity, Regeneration
Warsmith	10 cm	-	+1	Pistol	25 cm	1	5+	0	HQ, Command, Mechanic
Drop Pod – Assault	Special	4+	0	-	-	-	-	-	Transport 2
Drop Pod – Support	Special	4+	0	Plasma Cannon	75 cm	1	5+	-2	Always on First Fire
Drop Pod – Deathwind	Special	4+	0	Deathwind	-	6 BP	4+	0	Special
Cavalry									
Beast Rider	20 cm	-	+3	Bolters	25 cm	1	6+	0	
Cultist Rider	20 cm	-	+2	Lances	-	-	-	-	
Disc Rider	25 cm	-	+2	Lascannon	50 cm	1	5+	-1	Skimmer
Fleshhound	20 cm	-	+2	-	-	-	-	-	Immune to Ethereal Psychic effects
Biker	25 cm	-	+1	Bolters	15 cm	1	6+	0	
Juggernaut	15 cm	5+	+5	Bolters	25 cm	1	6+	0	Completes Charge
Land Speeder	30 cm	6+	+3	Multi-Melta	25 cm	1	3+	-2	Skimmer
Psychic Screamer	15 cm	5+f	+2	Psychic vampirism	-	-	-	-	Deep Strike, random movement
Chaos Marine Bike HQ	30 cm	6+	+4	Bolter	15 cm	1	6+	0	Command, HQ
Chaos Marine Bike	30 cm	6+	+3	Bolter	15 cm	1	6+	0	
Walkers									
Blood Slaughterer	10 cm	3+	+5	Missile launchers	75 cm	1	5+	-1	PD(2), Special
Chaos Dreadnought	10 cm	5+	+2	Various	50 cm	2	5+	0	PD(1)
Chaos Spawn	10 cm	5+	+4	-	-	-	-	-	Special
Contemptor Dreadnaught	15 cm	5+	+4	Heavy Bolter	50 cm	1	5+	0	
Deredeo Dreadnaught	15 cm	5+	+2	Missile Launcher	75 cm	1	5+	-1	
Furibundus Dreadnaught	15 cm	5+	0	Lascannon	75 cm	1	5+	-2	
Daemon Prince of Khorne	10 cm	3+	+8	Axe of Khorne	-	-	-	-	4+ Psychic Save, Special
Daemon Prince of Nurgle	10 cm	3+	+6	Nurgle's Rot	15 cm	1	4+	none	Special
Daemon Prince of Slaanesh	10 cm	3+	+5	Sensory Cloud	25 cm	1	3+	none	Special
Daemon Prince of Tzeentch	10 cm	3+	+4	Psychic Blast	50 cm	1	3+	-4	Penetrating +1, Special
Iron Dreadnought	10 cm	3+	+1	Missiles	75 cm	2	4+	-2	Damage Buildings
Shambler	10 cm	4+	+3	Assault Cannon Toxic Breath *	50 cm Template	3 -	5+ 4+	0 0	Regeneration, *Ignores cover
Vehicles									

Blood Reaper	15 cm	2+	+4	Skull Cannon Tower Guns	50 cm 50 cm	2 4	5 5	-2 -1	Daemon Engine
Brass Scorpion	20 cm	3+ All Around	+7	Scorpion Can. Jaw Gun	25 cm 50 cm	6 3	5 5	0 -1	Daemon Engine, Destroys Buildings in CC, Special
Breath of Nurgle	25 cm	4+	+2	Breath of Nurgle	Template	6 BP	4+	None	Daemon Engine, Ignores Cover, Special
Cauldron of Blood	15 cm	2+ All Around	+5	Blood Cannon	Template	6 BP	4+	-1	Daemon Engine
Chaos Land Raider	20 cm	2+	+3	Lascannon	75 cm	2	5+	-2	PD(1), Transport 2
Death Dealer	15 cm	2+ All Around	+7	Gatling Cannon Tower Gun Bolters	25 cm 50 cm 15 cm	6 1 4	5+ 5+ 6+	0 -2 0	Daemon Engine, Transport 5
Defiler	15 cm	4+ All Around	+6	Lascannon Defiler Cannon	75 cm 50 cm	2 1	4+ 4+	-2 -2	Count as Walker for terrain
Defiler – Khorne	15 cm	4+ All Around	+6	Heavy Flamer* Defiler Cannon	Template 50 cm	- 1	5+ 4+	-1 -2	Counts as Walker for terrain *Ignores cover, Daemon Engine
Defiler - Nurgle	15 cm	4+ All Around	+6	Reaper Cannon Defiler Cannon	50 cm 50 cm	2 1	4+ 4+	-1 -2	Counts as Walker for terrain Daemon Engine
Defiler - Tzeentch	15 cm	4+ All Around	+3	Lascannon Havok Missiles* Defiler Cannon	75 cm 50 cm 50 cm	2 3 BP 1	4+ 5+ 4+	-2 -1 -2	Counts as Walker for terrain *Ignores cover, Daemon Engine
Defiler - Slaanesh	15 cm	4+ All Around	+3	Reaper Cannon Havok Missiles* Defiler Cannon	75 cm 50 cm 50 cm	2 3 BP 1	4+ 5+ 4+	-1 -1 -2	Counts as Walker for terrain *Ignores cover, Daemon Engine
Hunter AA Gun	25 cm	4+	0	SAM Launcher	75 cm	2	5+	-1	AA
Leman Russ	20 cm	3+	+2	Battlecannon * Lascannon	75 cm 75 cm	1 1	5+ 5+	-2 -1	* Turret, PD(1)
Rhino	25 cm	4+	0						Transport 2, PD(1)
Tower of Skulls	15 cm	2+ All Around	+5	Cannon	50 cm	5	5+	-1	Daemon Engine, 360° Fire, PD(6)
Predator	25 cm	3+	0	Autocannon * Lascannon	75 cm 75 cm	1 2	5+ 5+	-1 -1	* Turret
Vindicator	20 cm	2+	0	Thunderer	50 cm	1	4+	-3	Ignores Cover
Light Artillery									
Rapier	5 cm	-	-3	Laser Destroyer	50 cm	1	4+	-3	
Tarantula	5 cm	-	-3	Lascannon	75 cm	1	5+	-2	Inorganic, Robotic, Quickdraw, RoF2
Thudd Gun	5 cm	-	-3	Thudd Gun	75 cm	2 BP@	Varies	0	
Mole Mortar	5 cm	-	-3	Mole Mortar	150 cm	1 BP@	Varies	0	Ignores Cover, Special
Zulu AA Gun	-	-	-3	Autocannon	75 cm	1	5+	-2	AA
Heavy Artillery									
Basilisk	15 cm	5+	0	Earthshaker Cannon	150 cm	2 BP@	Varies	-2	ROF 2
Bombard	10 cm	5+	0	Siege Mortar	50-150 cm	3 BP@	Varies	-3	Destroys Buildings

Cannon of Khorne	10 cm	3+	+1	Warp Cannon	LOS	Varies	Varies	-4	Special
Contagion Plague Engines	15 cm	4+	+3	Plague Catapult Vomit Cannon	75 cm 25 cm	2 BP@ 1	Varies 4-	0 -1	Daemon Engine, Special
Doom Blaster	15 cm	2+	+4	Doom Mortars	75 cm	2 x 4 BP	5+	-1	Daemon Engine, PD(2), Special
Whirlwind	20 cm	4+	0	Multi-Launcher	150 cm	2 BP@	Varies	0	
Light Off-Board Barrage	-	-	-	Orbital Barrage	Special	6 BP	4+	-1	Costs 1 VP
Heavy Off-Board Barrage	-	-	-	Orbital Barrage	Special	10 BP	2+	-2	Costs 2 VP
Fliers									
Doomwing	100 cm	4+	+6	Flame Cannon	Template	-	4+	-1	Daemon Engine
Dreadclaw	75 cm	3+	+4	Autocannon	75 cm	2	5+	-2	Flier, Transport 6
Firelord	75 cm	2+	+3	Lascannon	50 cm	4	5+	-1	Daemon Engine, Superheavy, Drop up to 3 bombs
				Flame Cannon	Template	-	4+	-1	
				Firestorm Bombs	Template	-	3+	-3	
Hell Talon	75 cm	2+	+7	Gatling Cannon	50 cm	2	5+	-1	Flier, Superheavy
				Heavy Bolters	25 cm	4	5+	0	
				Plasma Bombs	0 cm	6 BP	4+	-2	
Hell Blade	90 cm	4+	+8	Vulcan Bolter	25 cm	2	4+	0	
Silver Towers Of Tzeentch	20 cm	2+	+3	Cannons	50 cm	4	5+	-1	Floater, Daemon Engine, Special
				Beam of Power	75 cm	1	3+	-3	
Warp Palace Of Tzeentch	Special	2+	+8	Cannons	50 cm	2	5+	-1	Floater, PD(5), 3+ Psychic Save, Superheavy, Special
Knights									
Bloodthirster	10 cm	2+	+12	Axe & Whip	-	-	-	-	Greater Daemon, Skimmer, Special
Great Unclean One	5 cm	1+	+7	Stream of Corruption	Special	Special	3+	None	Greater Daemon, Special
Hell-Strider	20 cm	4+	+2	Melta-Beam	25 cm	1	3+	-2	Glamour of Slaanesh
				Lascannon	50 cm	2	5+	-1	
Hell-Scourge	30 cm	2+	+3	Castigator	50 cm	5	5+	-1	Glamour of Slaanesh, PD(2), Special
Hell-Knight	30 cm	2+	+3	Thermal Lance	50 cm	2	4+	-3	Glamour of Slaanesh, PD(2), Infiltrate
Keeper Of Secrets	10 cm	2+	+10	Aura of Slaanesh	25 cm	Special	4+	none	Greater Daemon, Special
Lord Of Change	15 cm	2+	+8	Bolt of Change	35 cm	1	3+	-1	Greater Daemon, Skimmer, Special
Primarch Angron	10 cm	2+	+12	Fearsome Roar	-	-	-	-	Special
Primarch Fulgrim	10 cm	2+	+10	Soporific Musk	-	-	-	-	Special
Primarch Magnus The Red	10 cm	2+	+10	Beam Of Power *	100 cm	1	2+	-6	Special, * Penetrating +3
Primarch Mortarion	10 cm	2+	+10	Plague Wind	-	-	-	-	Special
Warp Vortex	10 cm	4+f	NA	Vortex	-	-	-	-	Special
Superheavies									
Altar of Slaanesh	15 cm	2+	+2	Litany					Greater Daemon, Daemon Engine, Glamour of Slaanesh, Special
Death Wheel	30 cm	1+	+10	Lascannon	75 cm	2	5+	-2	2 Void Shields, Deathroller, Fear
				Autocannon	50 cm	4	5+	-1	

Decimator	5 cm	1+	+6	Defense Laser * Heavy Bolters	100 cm 25 cm	2 4	4+ 5+	-3 0	* Penetrating +1, Double Save at front
Praetorians									
Plague Tower	15 cm	Template	+8	Rot Cannon Hell Cannon Plague Cannon	75 cm 25 cm 25 cm	8 BP 2 4 BP	3+ 4+ 5+	-4 -2 -1	Daemon Engine, Greater Daemon, Special, Transport 11, PD(8)
Titans									
Banelord	15 cm	Template	+14	Lots	6 Void Shields, 3+ Psychic Save, Special				
Bubonis	10 cm	Template	+18	Lots	6 Void Shields, 3+ Psychic Save, Special				
Lord of Battles	15 cm	Template	+10	Purchase 2 weapons	Special				
Questor	30 cm	Template	+5	Tormentor Lascannon	50 cm 75 cm	6 2	5+ 5+	-1 -1	Hard to Hit, 4+ Psychic Save, PD(4), Special
Reaver Titan	20 cm	Template	+12	Purchase 3	4 Void Shields				
Skylok	60 cm	Template	+10	Lots	6 Void Shields, Flier				
Subjugator	30 cm	Template	+5	Psi-Pulse Lascannon	75 cm 75 cm	1 or 2 1	3+ 5+	-3 -1	Hard to Hit, 4+ Psychic Save, PD(4), Special
Warhound	25 cm	Template	+8	Purchase 2	2 Void Shields, Agile, Hard to Hit on Charge				

