

CODEX™

CHAOS SPACE MARINES





DEATH TO
THE FALSE EMPEROR!

**CODEx:
CHAOS SPACE MARINES**

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British Cataloguing-in-Publication Data.
A catalogue record for this book is
available from the British Library.

GAMES WORKSHOP®

UK

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LENTON,
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Games Workshop World Wide Web site:
<http://www.games-workshop.com>

Product Code: 60 03 01 02 002
ISBN: 1 869893 49 2

INTRODUCTION

There is no peace among the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.

Welcome, followers of the Dark Gods, to Codex: Chaos Space Marines. This tome has but one purpose: to teach you the mysteries of collecting, painting and gaming with a Chaos Space Marine army in Warhammer 40,000. For some of you this path leads to untold power and infamy, for others it holds nothing but endless damnation. Only your own prowess and the fickle favour of your Chaos god will determine which of these fates will be yours...

CHAOS SPACE MARINES

Ten thousand years ago the Imperium was racked by a terrible civil war called the Horus Heresy. The rebellion was led by Warmaster Horus, the most trusted of the Emperor's Primarchs, who had been led to believe by the Chaos gods that it was he, not the Emperor, who should be the leader of Humanity. Almost half of the Space Marine Legions of that time sided with Horus, plunging the Imperium into a terrible galaxy-wide war from which it has never fully recovered. The war ended with the death of Horus at the hands of the Emperor, but the Emperor himself was mortally wounded and is now only barely kept alive by a life-support unit called the Golden Throne. With the defeat of Horus, the surviving Space Marines that had followed him fled to the Eye of Terror – the greatest warp storm in the galaxy. The Chaos Space Marines of the Traitor Legions, as they are now called, lurk there to this day, consumed by their hatred of the Emperor, the Imperium and all Mankind. Twisted by continual contact with the Chaos gods, Chaos Space Marines have become a terrible canker that eats at the heart of the Imperium and they might, one day, have their revenge...

WHY COLLECT A CHAOS SPACE MARINE ARMY?

A Chaos Space Marine army is very similar to a normal Space Marine army: the bulk of its troops are elite and very tough, they wear excellent armour and are armed with a variety of devastating weaponry. The only real weakness of a Chaos Space Marine compared to his Imperial counterpart is that he has a (very sensible) desire to preserve his own skin and therefore does not benefit from the 'And They Shall Know No Fear' rule that prevents loyal Space Marines from running away.

On the other hand, a Chaos Space Marine army has access to an assortment of unique troop types not available to any other army. The most obvious of these are the myriad forms of Daemon that a Chaos Space Marine army can summon to help defeat their enemies. As Daemons must be kept in reserve, their points value is rather lower than their abilities would suggest and they make excellent assault troops with which to back up a Chaos Space Marine force. In addition to Daemons, there is a wide variety of Chaos Space Marines who follow weird and exotic cults and have exotic abilities to match. Examples of these include Khorne Berserkers, Plague Marines and Noise Marines amongst many others.



All of these different troop types have special skills and abilities at which they excel and that allow a Chaos Space Marine commander to build a force that perfectly suits his own style of play. If you dream of slashing your opponents down in frenzied close combat, then take lots of Daemons and Khorne Berserkers, while if you prefer the idea of wiping out your opponent through superior firepower then Obliterators and Noise Marines should be just the ticket!

Aside from battlefield ability, a Chaos Space Marine army has to be one of the best armies to choose in terms of modelling and painting. If you are new to the art of painting Citadel miniatures, then it is possible to paint a Chaos Space Marine army using only very simple techniques, which will still look great on the tabletop. If, on the other hand, you're an experienced painter then the army offers a wide range of troop types and colour schemes. Apart from painting, Chaos Space Marine armies are simply the best of all armies to choose if you enjoy converting models. As well as 'standard' conversions such as weapon or head swaps, there are all kinds of possibilities for making your own unique mutated or possessed models. The 'Eavy Metal showcase in the colour section of the Codex includes some examples of conversions the Studio's 'Eavy Metal team has come up with and these are really just the tip of the iceberg.

WHAT'S IN THIS BOOK

This book breaks down into two main sections, each of which illuminates a different aspect of creating your own Chaos Space Marine army and getting it into action.

The Army List. Tells you about the different characters, troops, weapons and vehicles available to Chaos Space Marines and how to work out an army for use in a Warhammer 40,000 game.

The Painting and Collecting Guide. Describes choosing an army, basic tactics, plus step by step details of assembling and painting models and vehicles. This section also shows examples of Chaos Space Marine colour schemes and markings, gives advice on choosing your own schemes and tips on modelling and converting.

"For ten thousand years we have fought the Long War and our hatred still knows no succour. Those who have defied us shall feel the full wrath of Chaos..."

"DEATH TO THE FALSE EMPEROR!"

"DEATH TO THE
WEAKLING IMPERIUM OF MAN!"

A warp/realspace interface of immeasurable magnitude, the Eye of Terror is a realm of madness and despair, where skies weep blood, ancient stars burn in multicoloured flares and the whims of the Dark Gods of Chaos hold sway. Synonymous with discord, terror, ancient secrets and insanity, no other place in the galaxy fills the mind with such dread and foreboding.

The Eye of Terror is the largest refuge of the followers of the Old Gods, the birthplace of hideous Daemons: an anarchic abode of monstrous entities who eternally crave for dominance of the material world. From within its shifting bounds, the Traitor Legions strike forth in their countless raids and forays into Imperial space. Emerging from its tumultuous reaches, armies spill forth to enslave and destroy, in an everlasting war that has been waged for ten thousand years without mercy or abatement. Constant vigil must be kept, for many times over the millennia have the Emperor's enemies slipped past like assassins in the night, leaving millions dead and worlds ravaged before they slink back to their nightmarish fastnesses within the Eye of Terror.

The Eye of Terror distorts and shatters the psychic beacon of the Astronomicon.

Surging waves of energy pulse up to a thousand light years from its heart, sweeping whole fleets thousands of light years off course or wiping them from existence in the blinking of an eye.

Of all approaches to the Eye of Terror, the area around the world of Cadia is most navigable, although still treacherous and uncertain. Why this is so cannot be fathomed, but many attribute this effect to the numerous alien artefacts, some larger than worlds, that lie in wilderness space around the region; or perhaps it is the ancient constructions on Cadia itself that somehow quiet the violent torrents of the Warp. Known as the Cadian Gate, this area is the most closely guarded of all regions in the Imperium. Orbital stations numbering in their hundreds hang in the depths of space and five thousand watch stations and listening posts can be found in planetary orbits and on otherwise deserted moons and asteroids, every eye and ear searching for some omen, some sign of impending doom and disaster.

Fully a thousand regiments of Imperial Guard stand at constant readiness to respond to an incursion and no less than ten Space Marine Chapters maintain their fortress monasteries close by to watch for any sign of invasion. Three Titan Legions

wait for the call to arms and untold vessels of Battlefleet Obscurus constantly make patrols and sweeps of the thousands of nearby star systems.

And yet, for all this watchfulness, Chaos cannot be held at bay. Lone vessels strike at Imperial shipping; agents slip through to spread their treacherous wisdom and creeds to the unfaithful who will listen; warbands constantly harry the Emperor's forces. Most terrifying of all are the Black Crusades, when a mighty leader rises from the ranks of the Chaos Space Marines, uniting them in their unholy purpose. Ancient covenants and pacts with dark beings are made in blood and Daemons are brought forth by archaic sorceries that would shrivel the mind of the uninitiated. These hosts break through the wards of the Imperium, killing and maiming all that lies in their path, revelling in unholy desecration, wanton savagery and bitter revenge. For every fleet and army turned back or destroyed, another ten lie in wait, waiting for the time when the vigil lapses, when the guards grow weary and the guns lie at rest. May that time never come - for if it does, it will be the doom of Humanity.

Extract from the *Galaxia Daemonica Perpetua* of Jerome
[By order of Inquisitor Dalma, 453.M35]



CHAOS SPACE MARINE ARMY LIST

On the following pages you'll find an army list that will allow you to field a Chaos Space Marine army in games of Warhammer 40,000. The army list lets you to fight battles using the scenarios included in the Warhammer 40,000 rulebook and also provides you with the basic information you'll need in order to field a Chaos Space Marine army in scenarios you've devised yourself or that form part of a campaign.

The army list is split into five sections. All of the squads, vehicles and characters in an army list are placed in one of the five sections depending upon their role on the battlefield. In addition, every model is given a points value, which varies depending upon how effective that model is on the battlefield. Before you can choose an army for a game you will need to agree with your opponent upon a scenario and the total amount of points each of you can spend on your forces. Having done this you can proceed to pick an army as described below.

USING A FORCE ORGANISATION CHART

The army lists are used with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list and each category may have one or more boxes. Each light toned box means that you **may make one** choice from that section of the army list, but a dark toned box means that you **must** make a choice from that section.

Note that unless a model or vehicle forms part of a squad or a squadron, it counts as a single choice from what is available to your army.



USING THE ARMY LISTS

To make a choice, look in the relevant section in the army list and decide what unit you want to have in your army, how many models there will be in the unit, and which upgrades you want (if any). Remember that you cannot field models that are equipped with weapons and wargear that is not shown on the model. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points.

Army List Entries

Each army list entry consists of the following:

Unit Name: The type of unit and any limitations on the maximum number of choices you can make for it (eg 0 1).

Profile: These are the characteristics of that unit type, including its points cost. Where the unit has different warriors, there may be more than one profile.

Number/Squad: The number of models allowed in the unit, or the number of models you may take for one choice from the force organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: Lists the different weapon/equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a squad member to a character. If a squad is allowed to have models with upgraded weaponry (ie heavy weapons, plasma guns, etc) then these may only be taken by ordinary squad members, not the character.

Special Rules: This is where you'll find any special rules that apply to the unit.

STANDARD MISSIONS

COMPULSORY

1 HQ
2 Troops

OPTIONAL

1 HQ
4 Troops
3 Elites
3 Fast Attack
3 Heavy Support



The Standard Missions force organisation chart is a good example of how to choose an army. To begin with you will need at least one HQ unit and two Troop units (dark shaded boxes indicate units that must be taken for the mission). This leaves the following for you to choose from to make up your army's total points value: up to 1 HQ unit, 0-3 additional Elite units, 0-4 additional Troop units, 0-3 additional Fast Attack units or 0-3 additional Heavy Support units.

SPECIAL RULES

There Can Be Only One

A Chaos Space Marine army is the warband of a powerful leader. To represent this, the army must be led by either a Chaos Lord or a Daemon Prince. Furthermore you may not include both a Chaos Lord and a Daemon Prince in the same army.

Summoning

Daemons are attracted to a battle through unholy prayers and the miasma of desolation and war. Greater Daemons, and units of Daemons, Daemonic Beasts and Daemonic Cavalry are kept in reserve at the start of the game, even if the mission does not normally use the Reserves scenario special rule – so do not set up Daemons, apart from Daemonic Princes, with the rest of the army.

Starting with the second turn roll a D6 for each Daemonic unit, at the start of the assault phase, in the Chaos player's turn, to see if it becomes available. If you roll equal to or greater than the number shown below the unit is available and must be summoned. **Important:** Note that Greater Daemons cannot be summoned like this and can only enter play by possessing a model (see *Daemonic Possession*).

Turn	2	3	4+
D6	4+	3+	2+

Different Daemons are more likely to appear if certain acts have been carried out on the battlefield during the turn that they are being summoned. Look up the types of Daemon below to see what modifiers apply:

Khorne: Add +1 to the dice roll if any Chaos troops are within 6" of the enemy at the start of the assault phase.

Nurgle: Add +1 to the dice roll if any enemy models were killed or there were any enemy vehicles destroyed in the shooting phase.

Slaanesh: Add +1 to the dice roll if any enemy units failed a Morale check this turn.

Tzeentch: Add +1 to the dice roll if any psychic powers were used this turn.

When they become available the Daemons are summoned and deployed on the battlefield.

To deploy a summoned Daemon pack, place the Ordnance Blast marker so that it touches at least one model in the Chaos Space Marine army. Then roll the Scatter dice. If you roll a 'Hit' then the template stays in place. If you roll an arrow it moves 2D6" in the direction indicated by the arrow on the dice. Once the template has been placed the Daemon pack may be deployed anywhere on top of the template. Summoned packs may make assault moves as normal on the turn that they appear.

Daemonic Possession

Greater Daemons can appear on the battlefield by taking over the body of one of their followers. Starting with the second turn, *instead* of rolling the dice to see if the Greater Daemon appears on the table as described above, check to see if the Daemon has possessed a model and enters play. This check is made at the start of the assault phase, either before or after summoning any other type of Daemon.

To see if a model has been possessed, pick *any* character model in the army apart from another Daemon and roll a D6. If you roll a 6 the model has been possessed as described below. Note that no modifiers apply to this dice roll. If you fail to roll a 6, pick another character model, and roll the dice again. Keep on doing this until you roll a 6, or have rolled for all of the character models in the army. Note that all characters *must* be rolled for, but the Chaos player gets to pick the order the dice rolls are made in. If no character is possessed, the Greater Daemon does not arrive this turn, but you *must* check again, following the same procedure, in the next turn.

If, or once, a model is possessed, simply remove the Chaos Space Marine model and replace it with the Greater Daemon model. The model that has been removed is destroyed in the process and counts as having been killed for victory point purposes, etc.

Corrupted

Although Chaos Space Marines were *once* true Space Marines, they have long since forsaken the ideals and aspirations of the true defenders of Humanity. They therefore do not receive the benefit of the 'And They Shall Know No Fear' ability which applies to Space Marines who remain loyal to the Emperor.



CHAOS ARMOURY

Chaos Space Marine characters have up to two single-handed weapons, or one single-handed weapon & one two-handed weapon. Each character may have one Mark of Chaos and up to 100 pts of extra wargear from the Wargear and Gifts lists. Models in Terminator armour can only use wargear and weapons marked with a (*) but may be given any Gifts. You may not take duplicate items for the same model and all wargear and weapons must be shown on the model.

SINGLE HANDED WEAPONS

Bolt pistol	1 pt
Chainfist (Chaos Terminators only)	30 pts*
Close combat weapon	1 pt
Lightning claw (single)	25 pts*
Lightning claw (pair, count as two choices)	30 pts*
Plasma pistol	15 pts
Power fist	25 pts*
Power weapon	15 pts*
Sorcerer's staff (Sorcerers only)	10 pts

TWO-HANDED WEAPONS

Bolter	2 pts
Combi-weapons: bolter-flamer	10 pts*
twin bolter	3 pts*
bolter-meltagun	15 pts*

WARGEAR

Bionics	10 pts
Chaos Armour	20 pts
Chaos Space Marine Bike (independent characters only)	45 pts
Frag grenades	1 pt
Jump pack (independent characters only)	20 pts
Krak grenades	2 pts
Master-crafted weapon	15 pts*
Melta bombs	5 pts
Sorcerer's scrolls (Sorcerers only)	5 pts
Spiky bits	5 pts
Teleport homer	5 pts*
Terminator armour (does not include weapons, independent characters only)	25 pts

MARKS OF CHAOS

Mark of Chaos Undivided	free
Mark of Khorne	5 pts
Mark of Nurgle	10 pts
Mark of Slaanesh	5 pts
Mark of Tzeentch	5 pts

CHAOS VEHICLE UPGRADES

All Chaos vehicles, apart from bikes and Dreadnoughts, can have the following extra equipment. All upgrades must be represented on the model and no duplicates may be taken for the same vehicle.

Dozer blade	5 pts
Extra armour	5 pts
Havoc missile launcher	25 pts
Pintle-mounted combi-bolter	10 pts
Searchlight	1 pt
Smoke launchers	3 pts

CHAOS UNDIVIDED GIFTS

(models with Mark of Chaos Undivided only)

Chaos Icon (standard bearer only)	20 pts
Psychic Power – <i>Doom bolt</i> (Sorcerers only)	20 pts

KHORNE GIFTS

(models with Mark of Khorne only)

Axe of Khorne	20 pts
Banner of Rage (standard bearer only)	20 pts
Collar of Khorne	30 pts
Juggernaut of Khorne	50 pts

NURGLE GIFTS

(models with Mark of Nurgle only)

Beast of Nurgle	15 pts
Blight Grenades	15 pts
Nurgle's Rot	10 pts
Plague Banner (standard bearers only)	55 pts
Plague Knife	5 pts
Plague Sword	25 pts
Psychic Power – <i>Stream of Corruption</i> (Sorcerers only)	15 pts

SLAANESH GIFTS

(models with Mark of Slaanesh only)

Doom Siren	15 pts
Psychic Power – <i>Fleshy Curse</i> (Sorcerers only)	20 pts
Rapturous Standard (standard bearers only)	40 pts
Steed of Slaanesh	20 pts

TZEENTCH GIFTS

(models with Mark of Tzeentch only)

Blasted Standard (standard bearer only)	50 pts
Disc of Tzeentch	10 pts
Talisman of Tzeentch (Sorcerers only)	5 pts
Psychic Power – <i>Flames of Tzeentch</i> (Sorcerers only)	30 pts

CHAOS VEHICLE GIFTS

The following Chaos gifts may be taken for any vehicles that are in the Chaos army. Each vehicle can be given only one Chaos gift.

Daemonic Possession (Chaos Undivided)	50 pts
Destroyer (Khorne)	10 pts
Nurgle Infestation (Nurgle)	35 pts
Coruscating Warp Flame (Tzeentch)	5 pts
Warp Amp (Slaanesh)	20 pts

HQ

0-1 CHAOS LORD

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Champion	60	5	5	4	4	3	5	3	10	3+
Mighty Champion	45	5	5	4	4	2	5	3	10	3+

Options: The Chaos Lord may have any equipment allowed from the Chaos Armoury.

Sorcerer Lord: The Chaos Lord can be upgraded to a Chaos Sorcerer Lord at a cost of +10 pts. The Sorcerer Lord will have the same characteristics as the Chaos Lord and gains psychic powers. The Chaos Sorcerer Lord can not have a Mark of Khorne.

SPECIAL RULES

Independent Character: Unless accompanied by his Retinue, the Chaos Lord is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Psychic Powers: Chaos Sorcerer Lords can use psychic powers. The powers available to them can be found in the Armoury and details of how they work are in the Wargear section.

Retinue: The Chaos Lord may be accompanied by a Retinue of Veteran Chaos Space Marines (see the Retinue entry below). Note that a Chaos Lord and his Retinue count as a single HQ choice.

CHAOS LORD'S RETINUE

See Squad below for details on profiles and points cost.

Squad: The squad consists of between five and nine Chaos Space Marines. The type of squad taken depends on the Mark of Chaos that the Chaos Lord has:

Mark of Tzeentch: Thousand Sons **Mark of Khorne:** Khorne Berzerkers

Mark of Nurgle: Plague Marines **Mark of Slaanesh:** Noise Marines

Any Mark: Veteran Chaos Space Marines

If the Chaos Lord is equipped with Terminator armour then he may take a Chaos Space Marine Terminator squad as his Retinue.

The cost of the Retinue is taken from the relevant squad choice.

Weapons: See the relevant squad choice.

Options: The standard options available to the chosen squad type are available to the Retinue. However, any number of members of the Retinue may be upgraded to Aspiring Champions, rather than just one as is normally the case (this option does not apply to members of the Thousand Sons as they are suits of animated armour!).

SPECIAL RULES

Icon Bearer: One Aspiring Champion in the Retinue can become an Icon Bearer and carry a Chaos icon chosen from the Chaos Armoury at the additional cost listed there.

"I salute you! For though our path has been long and bloody, you have served our Lord with unflinching courage and the honour of true warriors. We have seen many fall today and must remember, even as we die, that our blood too is welcome..."

Harkon Ironfist



Chaos Lords are the mightiest of the Chaos Space

Marines, rewarded by the foul Chaos gods for countless vile deeds. Chaos Lords lead groups of warriors that can range in size from a small warband made up of a couple of dozen Chaos Space Marines, through to a powerful host that can ravage entire planets.



Chaos Lords are usually accompanied by a bodyguard of veteran Chaos Space Marines.

These embittered warriors will be amongst the best fighters in the army, having fought in countless Black Crusades, committing countless deeds of savagery and evil.



Daemon Princes are the mortal champions of Chaos who have achieved their unholy ambition and been elevated to Daemonhood by the Chaos gods. They are excellent warriors, 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.



A Chaos Space Marine Librarian who pledges his soul to Chaos becomes a Chaos Space Marine Sorcerer and is gifted with new psychic powers by his patron god.

0-1 DAEMON PRINCE

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	85	6	0	5	4	3	5	3	10	5+

Weapons: All Daemon Princes are armed with a variety of weapons with which to slay their mortal enemies. Some carry more than one weapon and this has already been included on their profiles. This means that Daemon Princes do not receive an extra attack for having an additional close combat weapon.

Options: Daemon Princes may be given a Mark of Chaos and Gifts (including psychic powers) from the Chaos Armoury.

A Daemon Prince may have wings at an additional cost of +10 pts.

SPECIAL RULES

Independent Character: A Daemon Prince is an independent character and follows of all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Psychic Powers: Daemon Princes can use psychic powers. The powers that they may choose are included in the Armoury section of this list and descriptions of how they work can be found in the Wargear section.

Fearless: Daemon Princes never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

Monstrous Creature: The Daemon Prince is a huge and terribly strong opponent. It is treated as a Monstrous Creature and therefore rolls 2D6 for armour penetration and ignores its opponent's armour saves in close combat.

Invulnerable: A Daemon Prince is an unnatural creature made from the very stuff of Chaos itself and is therefore very difficult to destroy. It is treated as being *Invulnerable* and may make an armour save against any and all wounds it takes, even those that would normally pierce its armour or that allow no save to be made.

Wings: A Daemon Prince may have wings. This allows it to make a 12" assault move, ignoring any intervening terrain between it and the target.

CHAOS SORCERER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Sorcerer	30	5	5	4	4	1	5	2	9	3+

Options: The Chaos Sorcerer may be given any equipment allowed from the Chaos Armoury but may not take a Mark of Khorne.



SPECIAL RULES

Independent Character: A Chaos Sorcerer is an independent character and follows all of the Independent Character special rules in the Warhammer 40,000 rulebook.

Psychic Powers: Chaos Sorcerers can use psychic powers. The powers that they may choose are included in the Armoury section of this list and descriptions of how they work can be found in the Wargear section.

GREATER DAEMON

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Bloodthirster	140	9	0	8	6	4	4	5	10	5+
Great Unclean One	80	5	3	7	5	6	2	3	10	5+
Lord of Change	115	8	4	6	6	4	6	3	10	5+
Keeper of Secrets	105	7	0	7	6	4	4	5	10	5+

Weapons: All Greater Daemons are armed with a variety of weapons with which to slay their mortal enemies. Some, like the Bloodthirster, carry more than one weapon, but this has been included on their profiles, so they do not receive an extra attack for having an additional close combat weapon.

Psychic Powers: All Greater Daemons, apart from the Bloodthirster, have psychic powers. The powers each have are listed below and the effects of these are described in the Chaos Gifts section. The Lord of Change may use his psychic powers without having to take a Psychic test, but other Greater Daemons must take a Psychic test as normal.

Great Unclean One: Stream of Corruption

Lord of Change: Flame of Tzeentch

Keeper of Secrets: Fleshy Curse

SPECIAL RULES

Possession: A Greater Daemon must possess another model in order to enter the battlefield (see the special rules in the introduction to the army list).

Independent Character: Greater Daemons are independent characters and follow all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Fearsome: If the Greater Daemon wins an assault their opponents automatically have to fall back without a Morale check being taken. Opponents that never fall back or ignore Morale checks ignore this effect and will not fall back.

Fearless: Greater Daemons never fall back and cannot be pinned. They are assumed to automatically pass any Morale test.

Monstrous Creature: Greater Daemons are huge and terribly strong opponents. They are treated as Monstrous Creatures and therefore roll 2D6 for armour penetration and ignore their opponents' armour saves in close combat.

Invulnerable: Greater Daemons are unnatural creatures made from the very stuff of Chaos and are therefore very difficult to destroy. They are treated as being *Invulnerable* and therefore may make an armour save against any and all wounds they take, even those that would normally pierce their armour or that allow no save to be made.

Wings: The Bloodthirster and the Lord of Change have wings. This allows them to make a 12" assault move, ignoring any intervening terrain between them and the target.



The Daemon has many forms. You must know them all. You must tell the Daemon from his disguise and root him out from the hidden places. Trust no-one. Trust not even yourself. It is better to die in vain than to live in abomination. The zealous martyr is praised for his valour: the craven and the unready are justly abhorred.

The First Book of Indoctrinations



It is impossible to describe the true horrors that are the Greater Daemons.

They are the physical manifestations of the evil and despicable Chaos powers. Of all the followers of the Chaos gods, they are truly the closest in nature and spirit to their overlords.



BLOODTHIRSTER
GREATER DAEMON
OF KHORNE



LORD OF CHANGE
GREATER DAEMON
OF TZEENTCH



GREAT UNCLEAN ONE
GREATER DAEMON
OF NURGLE



KEEPER OF SECRETS
GREATER DAEMON
OF SLAANESH

ELITES



Amongst the Chaos Space Marines, the most savage and worthy warriors will rise to positions of power. Some may win themselves a suit of Terminator armour, turning them into even more awesome combatants. Protected by thick ceramite armour and armed with a variety of archaic and destructive weaponry, Chaos Terminators have been the bane of the galaxy.



Chaos Space Marine Veterans are hard-bitten, callous and deadly fighters who will think nothing of killing innocent civilians or gunning down an enemy that has already surrendered. These highly experienced and ferocious warriors are typically the vanguard of any attack, using their battle skills to infiltrate enemy lines and set up ambushes or launch surprise attacks on enemy strongpoints.

CHAOS TERMINATOR

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Terminator	36	4	4	4	4	1	4	2	10	2+

Squad: A Chaos Terminator squad consists of between five and ten Chaos Terminators.

Weapons: Combi-bolter & power weapon.

Options: Up to one Chaos Terminator can be armed with an autocannon at +20 pts or a heavy flamer at +15 pts. Any model may upgrade their combi-bolter to a combi-flamer at +2 pts or combi-meltagun at +3 pts. The power weapon may be upgraded to a power fist or lightning claw at +5 pts, or chainfist at +8 pts.

Up to one model may be upgraded to an Aspiring Champion at an additional cost of +15 pts. The Aspiring Champion has the same profile as the rest of the squad but may be given any additional equipment allowed from the Chaos Armoury.

SPECIAL RULES

Deep Strike: In the right circumstances Chaos Terminators can teleport into battle, appearing almost anywhere on the battlefield. To represent this they may set up using the *Deep Strike* rules, but only if the mission allows them to be used. If it does not then the Terminators must set up normally with the rest of the army.

Terminators: A number of special rules apply to Chaos Terminators. See the Terminator Armour entry in the Wargear section for details.

CHAOS SPACE MARINE VETERANS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	18	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+

Squad: The squad consists of between five and ten Chaos Space Marine Veterans.

Weapons: Bolter or bolt pistol & close combat weapon.

Options: Up to two models may be armed with one of the following weapons each: missile launcher at +20 pts; autocannon at +20 pts; heavy bolter at +10pts; lascannon at +35 pts; flamer at +3 pts; plasma gun at +6 pts; meltagun at +10 pts; plasma pistol at +5 pts. The entire squad may be equipped with frag grenades at +1 pt per model and krak grenades at +2 pts per model.

One Chaos Space Marine Veteran may be upgraded to an Aspiring Champion at an additional cost of +15 pts. The Aspiring Champion may be given any equipment allowed from the Chaos Armoury.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 pts.

SPECIAL RULES

Troops Choice: If the army is led by a Chaos Lord bearing the Mark of Chaos Undivided then Veteran Chaos Space Marines may be taken as an Elites or Troops choice. In any other circumstances they may only be taken as an Elites choice.

Infiltrators: Occasionally, Veterans are able to work their way into a forward position during a battle. To represent this they may set up using the *Infiltrators* rule, but only if the mission allows for it to be used and not if they are mounted in a Rhino or form part of a Chaos Lord's Retinue. If Infiltrators are not allowed then they must set up normally.

KHORNE BERZERKERS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Berzerkers	20	4	4	4	4	1	4	2	9	3+
Aspiring Champion	+18	4	4	4	4	1	4	3	10	3+

Squad: The squad consists of between five and twenty Khorne Berzerkers.

Weapons: Bolt pistol & close combat weapon.

Options: The entire squad may be equipped with frag grenades at +1 pt per model and Krak grenades at +2 pts per model. Up to two models may exchange their bolt pistols with plasma pistols at +5 pts each. One of the Chaos Space Marines may be upgraded to an Aspiring Champion at an additional cost of +18 pts. The Aspiring Champion may be given any equipment allowed from the Chaos Armoury.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 pts.



Khorne Berzerkers are Chaos Space Marines that have dedicated themselves to the Chaos god Khorne and the most famous of all Khorne Berzerkers are the Chaos Marines of the World Eaters. The link between bloodshed and pleasure has become so strong for these followers of Khorne that they are virtually uncontrollable either on or off the battlefield.

SPECIAL RULES

Troop Choice: If the army is led by a Chaos Lord bearing the Mark of Khorne then Khorne Berzerkers may be taken as Elites or Troop choices. In any other circumstances they may only be taken as an Elites choice.

Fearless: Khorne Berzerkers never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

PLAGUE MARINES

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Plague Marine	20	4	4	4	5	1	4	1	9	3+
Aspiring Champion	+20	4	4	4	5	1	4	2	10	3+

Squad: The squad consists of between five and ten Nurgle Plague Marines.

Weapons: Bolter or bolt pistol. All models have a Plague knife.

Options: Up to one Plague Marine may be armed with one of the following: meltagun at +10 pts, flamer at +3 pts, plasma pistol at +5 pts or plasma gun at +6 pts.

The entire squad may be equipped with blight grenades at +3 pts per model.

One of the Chaos Space Marines may be upgraded to an Aspiring Champion at an additional cost of +20 pts. The Aspiring Champion may be given any equipment allowed from the Chaos Armoury.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 pts.

SPECIAL RULES

Troop Choice: If the army is led by a Chaos Lord bearing the Mark of Nurgle then Plague Marines may be taken as Elites or Troop choices. In any other circumstances they may only be taken as an Elites choice.

Fearless: Plague Marines never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

Plague Knife & Blight Grenades: These items are described in the Chaos Wargear section of this Codex.



Plague Marines are Space Marines who are sworn to the Chaos god of decay and pestilence – Nurgle. They have disgusting rotted bodies that stink of decay and their armour and weapons are pitted and corroded by putrid slime that oozes from their many sores, but they are still fearsome opponents. Their decaying brains are inured to the agony of their bodily corruption, making them all but immune to any pain caused by battle wounds.

"Follow me my children and the glory of victory shall be yours. We shall cleanse ourselves in the crimson waters of our enemy. We shall bring the ecstasy of quick release to those who stand before us. We shall give bloody praise to the Lord of Pleasure and sing his name as we dance across the fallen. Follow me my children and you shall taste the undreamt joys that lie beyond the bounds of mortal sense."

Fabius Bile, Lieutenant Commander of the Emperor's Children.



Chaos Space Marines of the Thousand Sons Legion were forever damned when the Rubric of Ahriman was unleashed upon them. This immensely powerful spell sealed their armour shut and reduced their physical bodies to a handful of dust, trapping their spirits inside their armour for all eternity. Their bodiless souls are almost impossible to destroy and only the total destruction of their power armour tomb is enough to release the spirit trapped inside.



Some Chaos Space Marines forsake their humanity and give up their souls and bodies to the Chaos gods. Their body is then possessed by a Chaos Daemon, who keeps its human shell alive with the energy of the warp. Possessed Chaos Space Marines feel no pain and their bodies can be warped and mutated to suit the purpose or whim of the Daemon that inhabits them.

THOUSAND SONS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Thousand Son	23	4	4	4	4	2	4	1	9	3+

Squad: The squad consists of between five and ten Thousand Sons Chaos Space Marines.

Weapons: Boltgun.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 pts.

SPECIAL RULES

Troop Choice: If the army is led by a Chaos Lord bearing the Mark of Tzeentch then Thousand Sons Space Marines may be taken as Elites or Troop choices. In any other circumstances they may only be taken as an Elites choice.

Fearless: Thousand Sons Space Marines never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

All Is Dust: Thousand Sons Space Marines are, for all intents and purposes, animated suits of power armour that have to be blown to pieces or hacked apart in order to disable them. Because of this only shooting attacks that have a Strength of 5 or more will affect a Thousand Sons Space Marine. Note that they can be attacked in close combat normally.

Slow And Purposeful: Thousand Sons Space Marines advance in a methodical manner, laying down a constant hail of fire with their bolters. To represent this they may never charge into close combat (though they defend normally), but always count as being stationary when they fire their bolters, even if they moved in the same turn.

POSSESSED CHAOS SPACE MARINES

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Possessed Marine	30	4	4	4	4	1	4	1	9	3+

Squad: A possessed Chaos Space Marine squad consists of between five and ten possessed Chaos Space Marines.

Weapons: Bolter or bolt pistol & close combat weapon.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 pts.

SPECIAL RULES

Fearless: Possessed Space Marines never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

Possessed: Roll three times on the table below at the start of the battle to find out what effect being possessed has on the models in the squad. Any duplicate rolls have no effect and are lost (eg, if you roll 'Strong' twice the squad only gets +1 Strength and the second roll is wasted).

- Daemonically Fast.** Models in the squad move 12" in the movement phase instead of 6" (they still only have an assault move of 6" however).
- Fearsome.** If the squad wins an assault their opponents automatically have to fall back, without a Morale check being taken. Opponents that never fall back or that ignore Morale checks are not affected and will remain in combat.
- Strong.** All the models in the squad have +1 Strength.
- Frenzied.** All the models in the squad have +1 Attack.
- Vorpal Blades & Claws.** No armour saves are allowed against close combat attacks made by models in the squad.
- Invulnerable!** All the models in the squad count as having an invulnerable saving throw.

TROOPS

CHAOS SPACE MARINES

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Space Marine	15	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+

Squad: A Chaos Space Marine squad consists of between five and ten Chaos Space Marines.

Weapons: Bolter or bolt pistol & close combat weapon.

Options: Up to one Chaos Space Marine may have one of the following: missile launcher at +10 pts, autocannon at +10 pts, heavy bolter at +5 pts, lascannon at +15 pts. One other Chaos Space Marine may have one of the following: meltagun at +10 pts, flamer at +3 pts, plasma pistol at +5 pts or plasma gun at +6 pts.

The entire squad may be equipped with frag grenades at +1 pt per model and Krak grenades at +2 pts per model.

One of the Chaos Space Marines may be upgraded to an Aspiring Champion for +15 pts. The Aspiring Champion may have any equipment allowed from the Armoury.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 pts.

DAEMON PACKS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Daemon	15	4	0	4	4	1	4	2	10	5+

Pack: Daemon packs consist of between five and ten Daemons.

SPECIAL RULES

Summoned: Daemons are summoned onto the battlefield as described in the special rules at the start of the Chaos army list.

Invulnerable: Daemons are unnatural creatures who have been formed from the very stuff of Chaos itself and are therefore very difficult to destroy. They are treated as being *Invulnerable* and may make an armour save against any and all wounds that are inflicted upon them, even those that would normally pierce their armour or that allow no save to be made.

Infighting: Each different type of Daemon is the creation of one of the Chaos gods so Daemons created by different Chaos powers can not be mixed together in the same pack. Also, each type of Daemon pack has an associated special rule, which is described below.

Khorne Daemon packs: Consisting entirely of Bloodletters, Khorne Daemon packs add +1 to their Strength.

Nurgle Daemon packs: Consisting entirely of Plaguebearers, Nurgle Daemon packs add +1 to their Toughness.

Slaanesh Daemon packs: Consisting entirely of Daemonettes, Slaanesh Daemon packs add +1 to their Attacks characteristic.

Tzeentch Daemon packs: Consisting entirely of Pink and Blue Horrors, Tzeentch Daemon packs can fire magical flames. This is treated as each model having a shooting attack that hits on a roll of 4+ and which has the following profile.

Range 12" Strength 4 AP 6 Assault 2

Note that no Psychic test is required in order to use this ability.



Chaos Space Marines are deadly fighters, combining the skill and genetic engineering of a Space Marine with the bloodthirst and cruelty of Chaos. They wage an unremitting war against those who remain loyal to the Emperor, who they see as an undeserving usurper to the rulership of Humanity. Well armed and armoured, Chaos Space Marines are amongst the most deadly warriors in the galaxy.



Daemons are the foot soldiers of the Chaos gods, desiring nothing other than to rip the opponents of their master apart in close combat. There are dozens of different types of Daemons, including Bloodletters, Daemonettes, Plague Bearers, Pink Horrors and others too numerous and ghastly to mention.

TROOPS



Nurglings are the creations of the Chaos god Nurgle.

Accompanied by a babbling cacophony, hordes of Nurglings spill across the battlefield in a living tide of mayhem. Their vicious bites and clawing hands can pull down foes many times their size, sweeping away opposition by sheer weight of numbers.



NURGLINGS

	Pts/base	WS	BS	S	T	W	I	A	Ld	Sv
Nurgling	9	3	0	3	3	3	3	3	7	5+

Swarm: The swarm consists of between three and ten Nurgling Bases.

SPECIAL RULES

Not Summoned: Note that, unlike any other type of Daemon, Nurglings are *not summoned* to the battlefield and instead deploy with the rest of the army as normal.

Invulnerable: Daemons are made from the very stuff of Chaos itself and are therefore very difficult to destroy. They are treated as being *Invulnerable* and may make an armour save against all wounds they take, even those that would normally pierce their armour or allow no save.

CHAOS RHINO

	Pts	Front Armour	Side Armour	Rear Armour	BS
Chaos Rhino	50	11	11	10	4

Type: Tank

Crew: Space Marines

Weapons: The Chaos Rhino is armed with a storm bolter.

Options: The Chaos Rhino may have any of the following vehicle upgrades for the cost listed in the Armoury: dozer blades, extra armour, Havoc missile launcher, pintle-mounted storm bolter, searchlight, smoke launchers. No upgrade may be chosen more than once per vehicle.

Transport: The Rhino can carry up to ten Chaos Space Marines but may not carry Terminators.

TRANSPORTING TROOPS

Certain Chaos squads use Rhinos to move rapidly across a battlefield. The vehicle does not count as part of a squad or use up any choices on the force organisation chart.

FAST ATTACK



Some creatures of Chaos are wholly bound to the whims of their god, with no thought or intelligence of their own. Daemonic Beasts such as Flamers of Tzeentch, Khorne Flesh Hounds and Fiends of Slaanesh are fast and highly predatory, created to hunt down and tear apart those who oppose the will of their masters.

DAEMONIC BEASTS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Beast	15	4	0	4	4	1	5	1	10	5+

Pack: Daemon Beast packs consist of between five and ten Beasts.

SPECIAL RULES

Cavalry: Beasts are treated as Cavalry as described in the Warhammer 40,000 rulebook.

Summoned: Daemonic Beasts are *summoned* onto the battlefield as described in the rules at the start of the Chaos army list.

Infighting: Each different type of Beast is the creation of one of the Chaos gods and Beasts created by different Chaos powers may not be mixed together in the same pack. In addition each type of Daemon Beast pack has an associated special rule that is described below.

Khorne Beast packs: Consisting entirely of Flesh Hounds, Khorne Beast packs add +1 to their Strength.

Slaanesh Beast packs: Consisting entirely of Fiends of Slaanesh, Slaanesh Beast packs add +1 to their Attacks.

Tzeentch Beast packs: Consisting entirely of Flamers, Tzeentch Beast packs can fire magical flames. This is treated as each model has a shooting attack that hits on a roll of 4+ and has the following profile. Note that no Psychic test is needed to use this ability.

Range 12" Strength 4 AP 6 Assault 2

Invulnerable: Daemons are unnatural creatures formed from the very stuff of Chaos itself and are very difficult to destroy. They are treated as being *Invulnerable* and may make an armour save against any and all wounds they take, even those that would normally pierce their armour or that allow no save to be made.

DAEMONIC CAVALRY

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Cavalry	20	4	0	4	4	1	5	2	10	5+

Pack: Daemonic Cavalry packs consist of between three and ten models.

SPECIAL RULES

Cavalry: Daemonic Cavalry are Cavalry as described in the Warhammer 40,000 rulebook.

Summoned: Daemonic Cavalry are *summoned* onto the battlefield as described in the rules at the start of the Chaos army list.

Infighting: Each type of Daemonic Cavalry is the creation of one of the Chaos gods so Daemonic Cavalry created by different Chaos powers may not be mixed together in the same pack. Each type of Daemonic Cavalry pack has its own special rule as follows:

Slaanesh Cavalry packs: Consisting entirely of Daemonettes riding Steeds of Slaanesh, Slaanesh Cavalry packs add +1 to their Attacks.

Nurgle Cavalry packs: Consisting entirely of Plague Bearers riding Beasts of Nurgle, Nurgle Cavalry packs add +1 to their Toughness.

Tzeentch Cavalry packs: Consisting entirely of Discs of Tzeentch, Tzeentch Cavalry packs ignore intervening terrain when they move.

Invulnerable: Daemons are horrific creatures formed from the very stuff of Chaos itself and so are therefore extremely difficult to destroy. They are treated as being *Invulnerable* and may make an armour save against all wounds they take, even those that would normally pierce armour or allow no save.



Daemonic cavalry are the most dangerous troops created by the Chaos gods. They are the scourge of enemy troops, combining the strength and guile of the Daemonic rider with the speed and ferocity of his Daemonic Beast mount.

CHAOS SPACE MARINE BIKERS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Biker	40	4	4	4	5	1	4	2	9	3+
Asp. Champ Biker	+12	4	4	4	5	1	4	3	10	3+

Squad: The squad consists of between three and ten Chaos Space Marine bikers.

Weapons: Each bike is fitted with twin-linked bolters. Each Chaos Space Marine rider is armed with a bolt pistol or a close combat weapon.

Options: The squad may have frag grenades at +1 pt and Krak grenades at +2 pts per model.

Up to two Chaos Space Marine Bikers may replace their twin-linked bolters with the following weapons: meltagun at +10 pts, or plasma gun at +15 pts.

One of the Chaos Space Marines may become an Aspiring Champion at an additional cost of +12 pts. The Aspiring Champion may be given any equipment allowed from the Chaos Armoury.



Chaos Space Marine bikers make excellent reconnaissance troops and are used to launch deadly raids behind enemy lines. They are usually armed with twin-linked bolters fitted to the front cowl of their bikes and a sizable proportion have these weapons replaced with meltaguns or plasma guns to provide heavier firepower.

SPECIAL RULES

Scythes & Blades: Chaos Space Marine bikes are fitted with numerous scythes, spikes and blades. These add +1 (this has already been included in the profile) to the Attacks characteristic of the Chaos Space Marine riding the bike in addition to any other modifiers for charging, etc.

JUGGERNAUTS OF KHORNE

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Juggernauts	45	4	0	5	6	2	5	4	10	5+

Pack: Juggernaut units consist of between one and five models.

SPECIAL RULES

Summoned: Juggernauts are *summoned* onto the battlefield.

Invulnerable: Juggernauts are very difficult to destroy. They are treated as being *Invulnerable* and may make an armour save against all wounds they take, even those that would normally pierce armour or allow no save.

Juggernauts are monstrously powerful beasts – part daemonic flesh and part infernal machinery, melded together by the warping power of Chaos. Ridden by savage Bloodletters of Khorne, Juggernauts are extremely strong and tough, smashing armoured vehicles and trampling enemy soldiers underfoot with their thunderous charges.



X At the time of the Horus Heresy jump packs were a rarity and tended to be confined to small, specialised units. The Raptors are the debased descendants of these formations. Over the millennia Raptors have evolved their own unique style of fighting: their armour has been modified to unleash a horrifying banshee howl when they charge the enemy and if this initial attack fails then the Raptors fall back before their opponents can gather their scattered wits and prepare to launch a new attack.

0-1 CHAOS RAPTORS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Raptor	35	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+

Squad: The squad consists of between five and ten Chaos Raptors.

Weapons: Bolt pistol and close combat weapon, frag and krak grenades. Up to two models may have plasma pistols at +5 pts each. Up to one model may have one of the following weapons: meltagun at +10 pts; flamer at +3 pts; plasma gun at +6 pts.

One of the Raptors may become an Aspiring Champion at a cost of +15 pts. The Aspiring Champion may be given any equipment allowed from the Chaos Armoury.

SPECIAL RULES

Jump Packs: Raptors wear jump packs. The rules for these are given in the Wargear section.

Fearsome Charge: If a Raptor squad wins an assault in the same turn it charges, their opponents automatically fall back, without a Morale check being taken. Opponents that never fall back or ignore Morale checks ignore this effect and will not fall back.

Hit & Run: Raptors may choose to leave close combat. Declare this at the end of the close combat phase, after all Morale checks have been taken. The Raptors immediately fall back 3D6" and then regroup at the end of the move. Enemy models may not advance after the Raptors but can consolidate. Note that Raptors who have been forced to fall back because they lost a close combat may not choose to make a second fall back move in the same turn.

HEAVY SUPPORT



A Havocs perform the same function in Chaos Space Marine armies as Devastators do for their Imperial counterparts. Armed and equipped with a variety of heavy weapons Chaos Space Marine Havocs rain death upon all foes who approach them. They delight in long range destruction, laughing cruelly as explosions blossom across the battlefield before them.

CHAOS HAVOCS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Space Marine	15	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+

Squad: A Chaos Havoc squad consists of between five and ten Chaos Space Marines.

Weapons: Bolter or bolt pistol & close combat weapon.

Options: Up to three Chaos Space Marines may have one of the following weapons: missile launcher at +20 pts; autocannon at +20 pts, heavy bolter at +15, or lascannon at +35 pts.

One of the Chaos Space Marines may be upgraded to an Aspiring Champion at an additional cost of +15 pts. The Aspiring Champion may be given any equipment allowed from the Chaos Armoury.

Rhino: The squad may be mounted in a Rhino armoured carrier at an additional cost of +50 pts.



NOISE MARINES

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Space Marine	30	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+

Squad: The squad consists of between five and ten Chaos Noise Marines.

Weapons: Sonic Blaster.

Options: Up to three models in the squad can have either a Blastmaster at an additional cost of +20 pts each, or a Doom Siren at +5 pts. The entire squad may be equipped with frag grenades at +1 pt and Krak grenades at +2 pts per model.

One of the Chaos Space Marines may be upgraded to an Aspiring Champion armed with a bolt pistol, close combat weapon and a Doom Siren at an additional cost of +15 pts, and may be given additional equipment allowed from the Chaos Armoury.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 pts.

SPECIAL RULES

Troop Choice: If the army is led by a Chaos Lord bearing the Mark of Slaanesh then Noise Marines may be taken as a Heavy Support or Troops choice. In any other circumstances they may only be taken as a Heavy Support choice.

Fearless: Noise Marines never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

Noise Marine Weapons: Descriptions of the special Noise Marine weapons can be found in the Wargear section in this Codex.

0-1 CHAOS OBLITERATORS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Obliterators	60	4	4	5	4	1	4	2	9	2+

Squad: The squad consists of between three and six Chaos Obliterators.

Weapons: Body weapons – for details of Obliterator weapons see below. Obliterators can have more than one close combat weapon, but this has been included on their profiles already and they do not receive an extra attack for having an additional close combat weapon.

SPECIAL RULES

Fearless: Obliterators never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

Body Weapons: Obliterators have the ability to 'morph', or create, weapons. They can morph different weapons in the shooting and the assault phases if you wish. The game effects of the weapons they may create are listed below. Note that the Obliterator is not literally armed with the weapon, rather they create a weapon that mimics the desired effect. Obliterators may only morph heavy weapon equivalents if they remained stationary in the movement phase. In addition, with the exception of twin-linked storm bolters and close combat weapons, no two models may use the same type of weapon in the same turn (ie, only one model can use a lascannon equivalent, one can use a multi-melta equivalent, etc.)

Obliterator Weapons: Assault cannon, heavy bolter, lascannon, multi-melta, twin-linked storm bolter, flamer, twin-linked meltagun, power weapon and power fist.

Deep Strike: Obliterators can teleport into battle, appearing almost anywhere on the battlefield. To represent this they may set up using the *Deep Strike* rules, but only if the mission allows for Deep Strike to be used. If the mission does not allow troops to use these rules then the Obliterators must set up normally with the rest of the army.

May Not Charge: Obliterators are slow moving and prefer to rely on shooting to destroy an enemy. They may therefore not charge or move in the assault phase. If they defeat an opponent they will not pursue them and must consolidate instead.



A Dedicated to the Chaos God Slaanesh, a Noise Marine's hearing is a thousand times keener than a normal person's and can distinguish the slightest difference in pitch and volume. This affects the Noise Marine's brain causing extreme emotional reactions that make all other sensations pale and worthless. The louder and more discordant the noise the more extreme the emotional reaction provoked, so that now only the din of battle and screams of the enemy can stir a Noise Marine's emotions.



A The Obliterators are amongst the most enigmatic of all the Chaos Space Marine cults. It appears that they have an innate ability to manipulate machinery and manufactured materials to create their own immensely strong armour and weapons. The materials that make up their extraordinary armour seem to obey the Obliterators' every whim, assuming new forms and carrying out new functions as he wishes. How or why they are able to do this no-one knows, for no Obliterator has ever communicated with another living creature and none have ever been captured alive.



A The Chaos Space Marine Dreadnought is an awesome heavily armoured fighting machine, containing 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 armour. This incarceration drives the Chaos champion insane with anger and despair, making it one of the most homicidal and dangerous foes to plague the Imperium.

A Chaos Space Marines still use Predator battle tanks. The Chaos Predator is a modified version of the Chaos Rhino transport vehicle, fitted with extra armour and upgraded to carry an assortment of heavy weapons. Some Chaos Predators have survived over thousands of years, their armoured hulls and weapons mutated beyond recognition.

A Many of the vehicles used by Chaos Space Marines date back 10,000 years to the Imperium's founding. Of these, the Land Raider is the most deadly, able to transport a squad of Chaos Space Marines or Chaos Terminators into battle within its near-impenetrable armoured hull.

CHAOS DREADNOUGHT

	Points	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Dreadnought	75	4	4	6(10)	12	12	10	4	3

Type: Walker

Crew: One Chaos Space Marine

Weapons: The Chaos Dreadnought is armed with a Dreadnought close combat weapon incorporating a twin-linked bolter in one arm and one weapon from the following in the other: twin-linked autocannon at +35 pts; twin-linked lascannon at +50 pts; twin-linked heavy bolter at +30 pts; multi-melta at +40 pts; plasma cannon at +40 pts.

Options: The twin-linked bolter may be upgraded to a heavy flamer at an extra cost of +12 pts. The Dreadnought may replace its close combat weapon with a missile launcher at an extra cost of +10 pts but its Attacks are reduced to 2 if it does. The Dreadnought may be equipped with any of the vehicle upgrades and Gifts allowed from the Chaos Space Marine Armoury.

SPECIAL RULES

Fire Frenzy: Being in battle drives Chaos Space Marine Dreadnoughts into a state of insane rage. At times this will cause them to charge ferociously and lash out with their weaponry like blood-mad berserkers and at other times to blaze away randomly at imaginary foes. To represent this, roll a D6 before shooting with the Dreadnought and refer to the table below:

- 1 Blood Rage!** Instead of shooting the Dreadnought moves D6" towards the nearest enemy, only stopping if it moves within 1" of an enemy model. If this takes it within 6" of the enemy it must charge in the assault phase, but it doubles its Attacks characteristic in that assault phase (ie, it counts as having an attacks characteristic of 6 rather than 3). If the Dreadnought has been immobilised count this result as a roll of 6 instead.
- 2-5** Shoot normally.
- 6 Fire Frenzy!** The Dreadnought must fire all of its weapons twice, but may not move in the assault phase. Roll to hit for all of the shooting attacks. Then allocate each hit to a separate model, starting with the closest model to the Dreadnought (friend or foe!) and then moving progressively further away. Models in close combat may be shot at! The Chaos player may choose what order he allocates the hits that were scored. If you run out of targets then any further hits are wasted. If the Dreadnought is in base contact with an enemy model count this result as a roll of 1 instead.

CHAOS PREDATOR

	Pts	Front Armour	Side Armour	Rear Armour	BS
Chaos Predator	85	13	11	10	4

Type: Tank.

Weapons: The Predator is armed with one turret-mounted weapon from the following list: twin-linked lascannon at +35 pts or an autocannon at +15 pts.

Options: The Predator may also be upgraded with two side sponsons, each armed with one of the following weapons: heavy bolter +10 pts; lascannon +25 pts. The Predator may be equipped with any of the vehicle upgrades and Gifts allowed from the Chaos Space Marine Armoury.

CHAOS LAND RAIDER

	Pts	Front Armour	Side Armour	Rear Armour	BS
Chaos Land Raider	250	14	14	14	4

Type: Tank.

Crew: Chaos Space Marines.

Weapons: The vehicle is armed with two twin-linked lascannon and a twin-linked heavy bolter. **Options:** It may be equipped with any of the vehicle upgrades and Gifts allowed from the Chaos Space Marine Armoury.

Transport: The Chaos Land Raider can carry up to ten Chaos Space Marines or five Chaos Space Marine Terminators.



"But in the Warmaster's heart there dwelt a hidden evil and he became seduced by this evil and came to nurture Daemons and other forces of darkness. And he did march upon Terra and with him marched a third part of the hosts of the Imperium which he had seduced to his purpose. And there was terror and bloodshed and for seven days and seven nights the hosts did battle, until the Emperor - bless His honoured name! - caught Horus by the heel and cast him to that place they call the Eye of Terror and with him the third part of the hosts of the Imperium."

CHAOS WARGEAR

The rules below describe how all of the arcane weapons and devices used by the forces of Chaos work. These rules tend to be more detailed than those included in the Warhammer 40,000 rulebook, and they supersede them if they are different. **IMPORTANT:** Any items not listed here function exactly as described in the Warhammer 40,000 rulebook.

Bionics: Although unlikely to improve or enhance his abilities, Bionics may allow a Chaos Space Marine who has suffered a crippling injury to return to battle. There is a chance that an attack or shot will hit a bionic part causing less damage, eg, a shot that would cripple a leg will only cause mild damage to a bionic leg. To represent this, if a model with bionics is killed, instead of removing it, place the model on its side. Roll a D6 at the start of the next turn: on a roll of a 6 the model is stood back up with 1 wound, but on any other roll it is removed as a casualty.

Chainfist: A chainfist is simply a power fist fitted with an attachment designed to carve through armoured bulkheads or armoured vehicles. It is treated as a power fist, but 2D6 is rolled for its armour penetration.

Chaos Armour: Magically enhanced by one of the Chaos powers, Chaos Armour may be taken as an upgrade for a model wearing power armour, increasing the save to +2. Note that although Chaos armour gives the same protection as Terminator armour, items that are 'Terminators only' may not be used with it.

Chaos Space Marine Bike: Riding a bike increases a Chaos Space Marine's Toughness by +1. The bike is generally fitted with twin-linked bolters, but these can be upgraded to a meltagun or a flamer at an additional cost of +10 pts each. Characters that have a Retinue or are otherwise part of a unit may only be given a bike if all of the models in the unit also have bikes. Chaos Space Marine bikes are fitted with scythes and blades which add +1 to the rider's Attacks characteristic.

Close Combat Weapon: This is a term that covers a wide variety of weapons used by Chaos Space Marines in close combat. Common examples include chainswords, hand flammers and chain-axes. A model armed with two close combat weapons, or a close combat weapon and another weapon that can be used in close combat, such as a bolt pistol or power weapon, may roll an additional Attack dice.

Combi-weapons – bolter-flamer & bolter-meltagun: Essentially two weapons joined together, in the case of bolter-flamers and bolter-meltaguns, combi-weapons give the model a choice of two weapons to fire. A Chaos Space Marine armed with a bolter-flamer or bolter-meltagun may choose to fire one of the weapons in the shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle. Note that you may not choose to fire both weapons at the same time.

Combi-weapons – twin bolter: This special form of combi-weapon is most commonly used by Chaos Space Marine Terminators and was the precursor of the Space Marine's storm bolter. It is treated as a twin-linked bolter as far as the rules are concerned. Note that twin bolters may be rapid fired.

Jump Packs: Models wearing jump packs can move 12" per turn in the movement phase and can ignore difficult terrain as they move. Models that are part of a unit may only be given a jump pack if all the models in the unit have jump packs. Models wearing Terminator armour or riding a bike may not be given jump packs.

Chaos Space Marine models equipped with jump packs can be dropped from low flying Doomlord attack craft and use their jump packs to swoop down on to the battlefield. To represent this tactic they can set up using the *Deep Strike* rules, but only if the mission allows for Deep Strike to be used. If the mission does not allow troops to use these rules, then the model must set up normally with the rest of the army.

Lightning Claws: Lightning claws count as a power weapon. In addition the model may re-roll any To Wound rolls that fail to wound. Models armed with a lightning claw only receive the +1 Attack modifier for an additional close combat weapon if the second weapon is another lightning claw. Because of this lightning claws are often used in pairs.

Master-crafted Weapons: A master-crafted weapon follows the normal rules, except that you may re-roll one failed To Hit roll per turn for an attack made by the master-crafted weapon. Master-crafted weapons are taken as an upgrade for a weapon already being carried by a model and they should be represented by a suitably ornate weapon on the model itself. Note that you may not master-craft grenades!

The cost of a master-crafted weapon is in addition to the normal cost of the weapon. However, only the actual upgrade will count against the 100 point limit on Wargear taken by a model (so a master-crafted power weapon would count as 15 points towards the 100 point limit, not 30 points). Confusing, isn't it – but hey, nobody said playing this game was going to be simple!

Power Weapons: This type of weapon generates a crackling energy field that can cut through an opponent's armour like a hot knife through butter. Chaos Space Marines use a variety of power weapons, including power swords, power axes and power maces. In game terms, power weapons allow a model armed with one to ignore an opponent's armour saves.

Sorcerer's Scroll: A Sorcerer's scroll allows the Sorcerer to re-roll a Psychic power test. The scroll may only be used once per battle.

Sorcerer's Staff: A Sorcerer's staff is counted as a close combat weapon. In addition it also adds D6" to the range of any psychic powers used by the Sorcerer. Roll the D6 each time a power is used. Note that this power can not be used with the psychic power *Stream of Corruption*.

Spiky Bits: Chaos Space Marines often add ornate and fearsome spikes to their armour. Why they do so, no one is sure, though some say it may be in praise of the minor Chaos powers Mo'rrck, Phraz-Etar and An'sl. Whatever the reason, a Chaos Space Marine adorned with spiky bits may re-roll one close combat To Hit dice per assault phase.

Teleport Homer: Teleport homers produce a signal that can be locked onto by teleporting troops, enabling them to find a landing point with far greater precision. If the template used by a teleporting Chaos Terminator unit to make a Deep Strike is centred on a model with a homer, then the unit won't scatter. Note that the homer only works for troops who are teleporting, not for troops entering play using jump packs, drop pods or any other means. Also note that the teleport homer must be on the table at the start of the turn it is used.

Terminator Armour: Chaos Space Marines in Terminator armour are capable of moving and firing with heavy weapons, thanks to the powerful exo-skeleton and power sources built into the armour. In addition, they may move and shoot twice up to 12" or once up to 24" with rapid fire weapons. On the other hand Chaos Terminators are somewhat cumbersome, so they are not able to pursue a more lightly armoured foe when they flee. To represent this, Terminators who win a close combat can only consolidate, not advance.

Any model that is equipped with Chaos Terminator armour has a 2+ armour save and also adds +1 to its Attacks characteristic.

In addition to this, any models who are wearing Chaos Terminator armour can be teleported onto the battlefield and set up using the Deep Strike rules – but only if the mission allows for these rules to be used. If the mission does not allow troops to use the Deep Strike rules, then the models must set up as normal with the rest of the army.

CHAOS SPACE MARINE VEHICLE UPGRADES & GIFTS

Just as with choosing wargear for your Chaos Space Marine troops and characters, the upgrades you choose for your vehicle should be represented on the model itself, eg, if you choose to upgrade your vehicle with searchlights, then the model of your vehicle should have searchlights on it too. Note that when choosing upgrades no vehicle can have the same upgrade more than once.

Coruscating Warp Flame: The vehicle is covered in weird gargoyles that constantly chatter incantations and frequently exhale great gouts of Tzeentch warp fire. This covers the vehicle in a sheet of sorcerous warp flames that consume enemy troops. Any enemy models making a close combat attack on the vehicle suffer a single hit just before they attack the vehicle. The hit has a Strength of D6 and a AP value of 4.

Daemonic Possession: This upgrade may not be chosen for open-topped vehicles. The vehicle does not have any crew: instead the vehicle is possessed by a Daemon, hatches are all welded shut and sealed with sigils. Runes of the Chaos power that has possessed it will be prominently displayed all over the vehicle's hull. If the vehicle had a troop carrying capability then it can no longer carry any troops. The Daemon controls the vehicle and may ignore the effects of any 'stunned' and 'shaken' results on the Vehicle Damage tables – such damage has no effect on a Daemonically possessed vehicle.

Destroyer: This device is favoured by Chaos Space Marines that worship Khorne, the Blood God and may only be fitted to Land Raiders, Predators and Rhinos. The vehicle is equipped with all manner of spikes, slicing blades, scythed wheels, grabbing claws and torture implements. If the vehicle makes a 'tank shock' attack on an enemy unit and the enemy don't fall back, then roll a D6 for each model forced to move out of the way of the vehicle. On a D6 roll of 4+ they are caught on the blades or rollers and suffer a wound. Armour saves are taken as normal.

Dozer Blade: Vehicles equipped with dozer blades may re-roll a failed Dangerous Terrain test as long as they are not moving more than 6" that turn.

Extra Armour: It is not uncommon for vehicle crews to add additional armour plating to their vehicle to provide a little extra protection. Vehicles equipped with any extra armour count 'crew stunned' results on the Damage tables as a 'crew shaken' result instead.

Havoc Missile Launcher: Some Chaos Dreadnoughts are equipped with an additional weapon system atop their twisted sarcophagi, known as a Havoc missile launcher. The Havoc missile launcher may only be taken by Chaos Dreadnoughts, and has the following profile. If a 1 is rolled on a To Hit roll for the Havoc launcher, the missile prematurely detonates and it is destroyed. The exploding missile launcher will not damage the Dreadnought itself.

Rng: 48" Str: 4 AP: 6 Heavy 2, Blast

Nurgle Infestation: The vehicle has been infected by Nurgle's Rot and is infested with pestilence – decaying limbs and tentacles begin to grow from it. The vehicle is rotten to the core, slimy ooze covers the tank and Nurglings swarm all over it. The armour value of each of the vehicle's locations is increased by +1 point, up to a maximum of 14 points.

Pintle-mounted Combi-bolter: The combi-bolter is the standard armament for Chaos Space Marine Terminators. However, it is not uncommon to find them mounted on Chaos Space Marine vehicles for additional firepower. Pintle-mounted combi-bolters are located on the outside of a vehicle and can be used by crewmen from an open hatch or by remote control from inside the vehicle. They are treated as an extra twin-linked bolter which may be used in addition to any other weapons the vehicle can fire. This means that a vehicle that moves can fire one weapon and also the pintle-mounted combi-bolter.

Searchlight: Searchlights are only of any use in missions where the rules for night fighting are being used, such as the Night Fight mission. They allow one enemy unit spotted by the vehicle to be fired at by any other Chaos Space Marines that are in range and have a line of fire (the enemy unit has been illuminated by the vehicle's searchlight). However, a vehicle that uses a searchlight can be fired on by any enemy units in their next turn, as they can see the searchlight shining out into the dark.

Smoke Launchers: Some vehicles have small launchers mounted onto them that carry smoke charges. These are used to temporarily hide the vehicle behind concealing clouds of smoke, especially if the vehicle is moving out in the open. Once per game, after completing its move, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show it is concealed. The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next shooting phase count as glancing hits. After the enemy's turn the smoke disperses.

Warp Amp: You can only take this if your army has at least one squad of Noise Marines and it may only be fitted to Land Raiders, Predators, Rhinos and Dreadnoughts. The vehicle is equipped with a devastating device, designed to amplify emotions and sensations by projecting resonant warp energies from rune-encrusted horns and pipes that sprout from the vehicle. The closer a creature comes to the amp, the harder it is for it to maintain discipline and conscious thought. Enemy models within 18" of the warp amp suffer -1 to their Leadership when taking Morale tests. If they are within 12" this is increased to -2 and within 6" it is increased to -3.

ABADDON THE DESPOILER, WARMASTER OF CHAOS



Commit to: Imperial AAA 05/110,
Inquisitoria 6660 1/101
Crossfile To: Black Crusades AB,
Input Date: 4789921M41
Input Clearance: Inquisitor Durrus
Author: Inquisitor Hellar
Transmitter: Astropath Primus Zareba



I have pieced together a few more recent fragments of information pertaining to that most terrible of traitors known as Abaddon the Despoiler.

A fiend who has led many Black Crusades against our blessed Imperium; an inhuman monster whose name has become a curse for the ten thousand years of terror he has inflicted upon the galaxy.

It is now confirmed that Abaddon was once a Space Marine, a captain of the Lunar Wolves' 1st Company during the Great Crusade. He worshipped his Warmaster, the accursed Horus, who treated him as his most favoured son. I have uncovered rumours that Abaddon

was the clone-son of the Primarch himself, a product of the earliest Primogenitor experimentation, but there is nothing to substantiate this. When the heresy came, it is clear that Abaddon's loyalty was to his Primarch and not to the beneficent Emperor of Mankind. His anguish at Horus' defeat in that final conflict drove him into madness and hatred so deep that it has endured ten millennia. Such fragmentary records as I have located in the archive indicate that he was aboard the Warmaster's battle barge when the traitors fled at the conclusion of the siege of the Imperial Palace. When Abaddon returned it was at the head of a diabolic horde which

ravaged entire systems around the Eye of Terror. Planet after planet fell in an apocalypse of fire and steel before his traitor legionaries. The hordes of Abaddon were only driven back at a bitter cost by the combined efforts of our Titan Legions and Space Marine Chapters and this was but the first of Abaddon's Black Crusades against the Imperium.

All military sources conclude that he does not seek conquest but utter destruction. His hatred burns strong and he seeks to overthrow the righteous.

During the first Black Crusade Abaddon made many bloody pacts with the infernal powers. On Uralan he recovered a potent Daemon Sword from a heavily protected sanctum. With this in his possession, Abaddon became all but unstoppable.

At El'Phanor he led the charge against the gates of the Citadel of Kromarch and their night Daemons

feasted upon the Kromarch and his slaughtered kin.

When the Blood Angels battled against the horde at Mackan, Abaddon singled them out with implacable fury. He led a band of Khorse Berzerkers into the teeth of the Blood Angels' Devastator positions. Even the Blood Angels' own assault troops could not dislodge the frenzied warband and recapture the bodies of their comrades.

Abaddon has led twelve Black Crusades against the Imperium to date. Some have been great invasions of whole legions, others have been vicious raids with only a few companies of the most deadly Chaos Space Marines under his command. Each attack has ravaged worlds close to the Eye of Terror. I, for one, fear the day that Abaddon unites all of the Traitor Legions into a terrible horde and returns to complete the treachery begun by Horus ten thousand years ago.

"Horus was weak.
Horus was a fool.
He had the whole
galaxy within his
grasp and he let it
slip away."

Abaddon the Despoiler

A Chaos Space Marine army of 2,000 points or more may be led by Abaddon. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below and may not be given extra equipment from the Chaos Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: *Talon of Horus*, *Daemon Sword Drach'nyen*, Chaos Terminator armour, Mark of Chaos Undivided.

ABADDON THE DESPOILER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Abaddon	240	6	5	4	5	3	7	3(+1)	10	2+

SPECIAL RULES

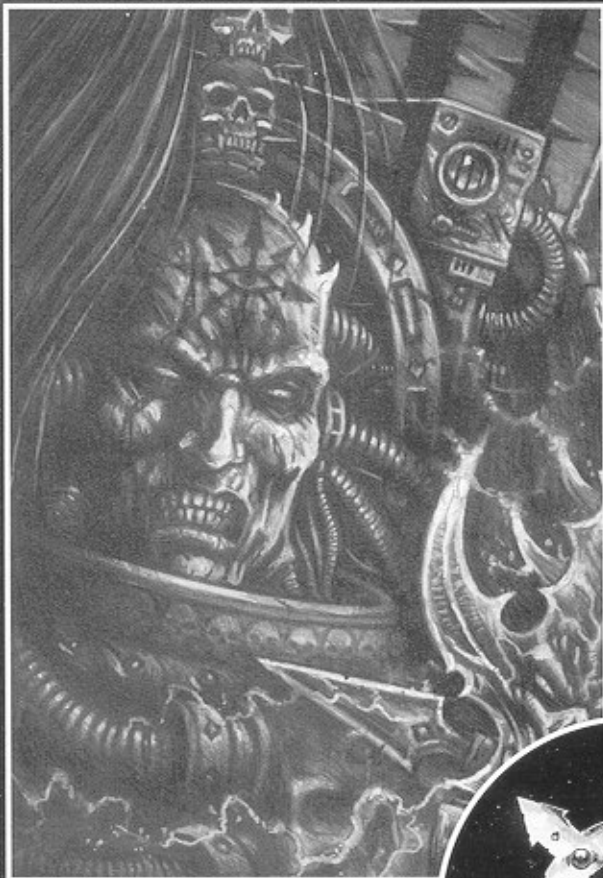
Talon of Horus: With this armoured claw Horus fought the Emperor and strangled the Primarch Sanguinius. It was torn from Horus' armour by Abaddon and is now fused to his own. The Talon mounts an early version of the Imperial storm bolter on its back, (which Abaddon may shoot with in the shooting phase) and is treated as a lightning claw in close combat. The Talon is an icon of evil incarnate to the Imperium, so all Imperial units with a model within 6" of Abaddon must subtract -1 from their Leadership. The only exception to this are Blood Angel Space Marines, who hate the Talon because it was used to slay their Primarch and therefore add +1 to their Leadership if they are within 6" of it.

Daemon Sword Drach'nyen: This arcane blade contains the bound essence of Drach'nyen, a writhing warp entity that can rend reality apart. In close combat Abaddon can make one attack with Drach'nyen in addition to his normal three attacks with the *Talon of Horus*. The sword may not make more than one attack per turn and no attack bonuses can increase this. Any hit inflicted wounds automatically with no saving throw allowed for armour, though invulnerable saves may be taken as normal. Vehicles struck by the blade are penetrated automatically. Any model wounded by the sword is slain outright no matter how many wounds it has.

Chaos Terminator Armour: Blessed by the fickle powers of Chaos, Abaddon's Terminator armour not only has the abilities of normal Terminator armour but it also provides a 4+ invulnerable save against attacks that penetrate armour automatically. The armour will also nullify any psychic power used against Abaddon, or that includes him in its area of effect, on a D6 roll of 4+. Note that Abaddon may take either the Chaos Terminator armour's normal 2+ armour save or its 4+ invulnerable save, not both.

Independent Character: Unless accompanied by a Retinue, Abaddon follows the Independent Character special rules in the Warhammer 40,000 rulebook.

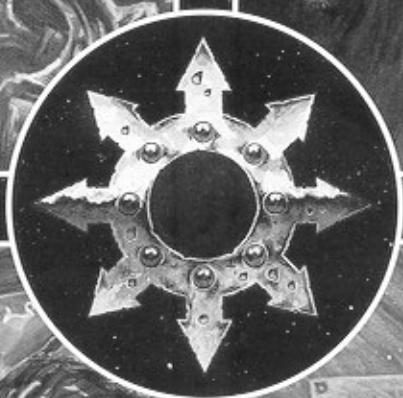
Retinue: Abaddon may be accompanied by a bodyguard of his finest warriors. See the Retinue entry in the army list for details.



Abaddon the Despoiler



Ahriman of the Thousand Sons



Doomrider



Cypher

AHRIMAN OF THE THOUSAND SONS



A Chaos Space Marine army may include Ahriman as long as it includes at least one squad of Thousand Sons Chaos Space Marines. If you take him then he counts as one of the HQ choices for the army. He must be used exactly as described below and may not be given extra equipment from the Chaos Armoury. In addition, he may only be used in a battle where both players have agreed to the use of special characters. Ahriman is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Wargear: Bolt pistol, frag & krak grenades, *Black Staff of Ahriman*, inferno bolts, Mark of Tzeentch & *Talisman of Tzeentch*.

Psychic Powers: Flames of Tzeentch, Stream of Corruption, Fleshy Curse, Doom Bolt.

AHRIMAN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ahriman	174	5	5	4	4	4	7	3	10	3+

SPECIAL RULES

Master of Sorcery: Over the centuries Ahriman has stolen the secrets of his sorcerous opponents. He is therefore able to use the *Doom Bolt*, *Stream of Corruption* and *Fleshy Curse* psychic powers even without the appropriate Mark of Chaos. What's more, the Mark of Tzeentch that he bears means that he is able to use all of his psychic powers without having to take a Psychic test.

The Black Staff of Ahriman: The Black Staff is a potent focus of psychic energy. Whenever Ahriman uses a psychic power roll a D6. On a roll of 4+ he may use a psychic power again in the same turn and may re-use the same power if he desires. If Ahriman succeeds in using a psychic power for a second time (ie, he rolls a 4+), then he may go for further attempts, but these subsequent attempts will only work on a D6 roll of 6. As soon as Ahriman fails a dice roll he may no longer use any psychic powers that turn, but may use them again normally in his next turn.

Inferno Bolts: Inferno bolts are sorcerous bolt pistol shells which have been inscribed with arcane runes that writhe with blue-white fire. Ahriman uses the bolts instead of normal ammunition whenever he fires his bolt pistol. In addition, such is Ahriman's skill that he may use the pistol even if he uses a psychic power that counts as a shooting attack in the shooting phase and which would normally stop him firing the pistol as well. Targets with invulnerable saves or saving throws against psychic attacks may take them as normal against inferno bolts, otherwise all other armour saves are ignored.

Range 12"

Strength 4

AP X

Pistol

DOOMRIDER



A Chaos Space Marine army may include Doomrider as a special character. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below and may not be given extra equipment from the Chaos Armoury. In addition, he may only be used in a battle where both players have agreed to the use of special characters. Doomrider is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Wargear: Chaos Space Marine bike fitted with a twin-linked meltagun. Doomrider carries a plasma gun, bolt pistol and a power weapon.

DOOMRIDER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Doomrider	150	6	5	5	5	3	5	4	10	4+

SPECIAL RULES

Wheels of Fire: Although not a skimmer, Doomrider's bike has an unearthly ability to 'leap' over things and so moves as if it had a jump pack.

Invulnerable: Although once mortal, Doomrider has been raised to Daemonhood by the Chaos God Slaanesh. He is treated as being invulnerable and may therefore make his armour save against any and all wounds he takes, even those that would normally pierce his armour and allow no save to be made.

Summoned: Doomrider must be summoned to the battlefield in the same way as a unit of Daemons. See the rules for summoning Daemons at the start of the Chaos army list. Note that he does not possess models as a Greater Daemon does.

He Comes, He Goes: Roll a D6 for Doomrider at the end of each Chaos turn that he is on the table. On a 1 he disappears as mysteriously as he appeared and will not be able to come back in the same battle. Note that it is possible for Doomrider to vanish on the same turn that he appears! Doomrider does not count as having been killed for the purposes of Victory points, etc., if he vanishes in this way.

Classification: Secretis Primaris
 Date: 2707998M41
 Subject: Ahriman of the Thousand Sons
 Planet of Birth: Prospero
 Status: Former Chief Librarian of the
 Traitor Legion Thousand Sons
 Psychic Level: Exterminis Majoris
 Current Location: Unknown

INQUISITION: The heretic Ahriman has fought the rightful rule of the most beneficent Emperor for the last ten thousand years. He is said to be linked with the Rubric of Ahriman (see file 32118.4532). He is currently involved with the search of Inquisitor Czevak to gain access to the Black Library (see file 821666). If his blasphemous powers were united with the knowledge of the Black Library, there is a danger that his powers would come to rival the Dark Gods themselves. All Inquisitors are hereby ordered to spare no means when attempting to exterminate Ahriman.

Crimes against the Imperium:
 Blasphemy, open rebellion, worship of forbidden gods, treachery, heresy, murder, witchcraft.
 (For the lesser offences, see Appendices VII-CMXXVII)

"Oh great Lord Slaanesh, send forth your servant, the Daemon Prince Doomrider!

Let our enemies tremble in raptured awe before his fearsome visage!

Grant them an exquisite death crushed beneath the flaming wheels of his chromium steed!

Permit them the ecstasy of being slaughtered by Doomrider's throbbing Daemon sword and his pulsating gun of gushing plasma!

Bestow on them one fleeting moment of pleasure as they stare in wonder and orgasmic delight at one of your most divine creations before dying at his hand!

Oh great Lord Slaanesh, for these reasons and many others that tease and titillate our imagination, we beseech you, send forth your servant, the Daemon Prince Doomrider!

Cultist invocation recorded at the Battle of the Plain of Sighe, during the Brannon's planet uprising.

CYPHER

"... Much has been said of Cypher, but most of it is lies, or rumours, or hearsay. Why, I met some that believed the Emperor dead and Cypher ascended the throne in his place! Ha, the gullibility of those that believe but do not question." [Subject screams as punishment is administered for his blasphemy.] "Th-th-thank you brother, I had forgotten that it was such questioning that led me here... As for Cypher, this much I know to be true, for I have followed him and fought at his side. He is a man haunted by our guilt, by the shame that we Fallen Ones bear. He is a man with a mission, a mission to redeem us for that... that act which was done all those long millennia ago and which brought our downfall. He rarely speaks, but when he does his words ring true and bring comfort to us... to us that have not known comfort for long, dark years. And we know he will be our saviour, for he carries at his side the broken sword of our Lord and Primarch, the Lion Blade - bless its name!" [Subject screams as punishment is administered for his blasphemy.] "Y-y-you fool, what is pain to one such as I... all that matters, all you need to know, is that when the sword is reforged we Fallen will be saved, and our long purgatory will be at an end."

Excerpt from transcript of interrogation of the Fallen One formerly known as Brother Galotha.

CYPHER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Cypher	151	5	6	4	4	3	8	3	10	3+

Special Character: A Chaos Space Marine or Imperial Guard army (yes Imperial Guard!) may include Cypher as a special character. If you take him then he counts as an Elites choice. He must be used exactly as described and may not be given extra equipment from the Chaos Armoury. Cypher is an independent character.

Wargear: Master-crafted bolt pistol, master-crafted plasma pistol, *C'Tan Phase Knife* (counts as a power weapon).

SPECIAL RULES

Space Marine: The *'And They Shall Know no Fear'* rule applies to Cypher.

Animosity: The presence of Cypher ferments discord and animosity. If Cypher is in an army you must roll 1D6 for any squad he joins at the start of each turn. On a roll of 1 members of the squad argue amongst themselves, and may not do anything at all for the rest of the turn, though Cypher may carry on as normal. Note that the Animosity rule only affects squads or their equivalent, it has no effect on individual characters and vehicles. In addition, this rule does not affect any squads of Fallen Angels.

Divine Protection: Cypher is protected by an unknown Chaos power who spirits him away at the last moment if danger threatens. This is represented by allowing Cypher a 4+ invulnerable save on 3D6 against any attack or other damage that reduces his wounds to 0. This is a special save that is made when Cypher is killed and may be taken after his armour save. If Cypher makes the saving throw then he suddenly disappears from the battlefield. Remove the model as if he had been killed, but do not award any Victory points to the opposing player.

Gunfighter: Cypher is able to aim and fire a pistol with each hand. This enables him to fire with two weapons in the shooting phase: once with his master-crafted bolt pistol and once with the master-crafted plasma pistol. If he remains stationary he may rapid fire the two pistols at the same time, letting him take four shots!

Fallen Angels: If Cypher is included in an army you may take one squad of Fallen Angels. Fallen Angels are chosen from the Chaos Space Marine army list and are treated as Veteran Chaos Space Marines and have the same points value and options. However, the Fallen Angels use the *'And They Shall Know no Fear'* rules which apply to all loyal Space Marines. They are immune to Animosity as described above but detest Space Marines of the Dark Angels Chapter and must charge them if they are able to.

Hunted by Dark Angels: Cypher and the Fallen Angels are being hunted by members of the Deathwing and Ravenwing Companies of the Dark Angels Chapter. All members of the Deathwing (including all Dark Angels characters) and the Ravenwing despise Cypher and any other Fallen Angels and must therefore charge them if they can. Therefore as long as Cypher is involved in the battle, members of the Deathwing (only) must move each turn so that they end up at least 6" closer to him in the movement phase.

Khârn the Betrayer

Commit to: Imperial Record AAA 05/1102
 Crossfile To: Berzerkers KL/Black Rage BA
 Input Date: 4787921M41
 Input Clearance: Inquisitor Swinlok
 Author: Inquisitor Heller
 Transmitted: LC III (classified)
 Transmitter: Astropath Primus Zuikka



Brother, my continuing investigations have revealed significant insights into that blood-soaked ravager Khârn, also known as the Betrayer, one of the most insane and deadly of the Khornate Berzerkers.

Khârn has dedicated his existence to unleashing bloody carnage upon anything within reach. He is drawn by the scent of war like a hungry hound. In the Great Crusade he fought in the assault companies of the World Eaters legion among whom he was reputed to be a brilliant but unstable warrior. Indeed the whole World Eaters legion was known to be excessively bloodthirsty and over-zealous in its campaigns. In the Heresy Khârn led his warriors against his Brother Marines, most notoriously in the drop site massacres on Istvaan V.

Ancient vid-logs I have found of the siege of the Imperial Palace show him at the forefront of every assault. When Horus was defeated, Khârn already lay horribly mangled upon a mound of corpses at the walls of the inner palace. Yet by some dark miracle Khârn lived and since the Heresy he has survived the bloodiest battles of his age and never come so close to death again.

He is called the Betrayer because he will slay those that follow him almost as readily as those that oppose him. Deep scans of captured Berzerkers has shown that the World Eaters learned that bitter lesson as they fought against the Legion of the Emperor's Children for possession of a Dæmon World called Skalathrax in the Eye of Terror.

On Skalathrax the World Eaters drove the Emperor's Children back from city after city with their bloody assaults. At the last and greatest city the World Eaters sensed that victory was near: they needed only to gain one more victory to claim the planet as their own. The battle needed to be won soon, for in the long, dark night of Skalathrax anyone not in shelter would freeze.

The World Eaters hurled themselves at the foe with the strength of madmen until only a few pockets of resistance survived. There the attack was halted as darkness fell. But Khârn cursed his fellow warriors for seeking shelter while their enemies still lived. He burned the city and slaughtered anyone that he found, friend or foe.

After that night of madness, the World Eaters were scattered into separate companies, fighting all across the Eye of Terror. Many still bear a burning hatred of Khârn for his actions but others admire his single-minded devotion to slaughter. Khârn has led warbands of Khornate Berzerkers and other forces in uncounted battles. Victory is always his but his followers seldom survive to see it. Now only the most dedicated, or insane, will follow him, but this is of no consequence to Khârn, who lives only to slay in the Blood God's name.



Khârn the Betrayer

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Khârn	189	7	5	5	4	4	7	4	10	2+

A Chaos Space Marine army may include Khârn as long as it also includes at least ten Khornate Berzerkers. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below and may not be given extra equipment from the Chaos Armoury. He also may only be used in a battle where both players have agreed to the use of special characters. Khârn is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.



Wargear: Plasma pistol, bolt pistol, frag & Krak grenades, Chaos armour, *Gorechild*. Mark of Khorne (bonus included above), *Collar of Khorne*.

SPECIAL RULES

Furious Charge. Such is Khârn's ferocious enthusiasm to get to grips with the enemy that he may add +D6" to his move in the assault phase. However, he can only use this bonus if it will actually get him into hand-to-hand combat that turn and it may not be used if he can not reach the enemy.

Gorechild: Khârn's huge and ancient chain-axe, *Gorechild*, is an artefact from the Great Crusade when the Space Marines reaved across the galaxy. *Gorechild's* jagged whirring teeth were torn from the jaws of mica-dragons on Luther McIntyre, its haft is forged of adamantium and its head is a full three spans across. It is a deadly weapon capable of splitting an armoured Space Marine from head to crotch with one blow and is doubly dangerous in the hands of Khârn. He is so skilled with *Gorechild* that in hand-to-hand combat the enemy's WS is ignored and all his close combat attacks always hit on a roll of 2+. This aside, *Gorechild* is treated as a normal power weapon.

The Betrayer: Khârn may attack anyone nearby in his berserk fury, friend or foe alike! To represent this, roll to hit, but then each player takes it in turn to distribute the hits, starting with the Chaos player (ie, the Chaos player allocates and works out the effect of the first hit, his opponent allocates and works out the effect of the second hit, and so on). The normal restrictions for allocating hits apply, so they must be allocated against models in base contact with Khârn first, then on models within 2" of him if all models in base contact are slain. Within these restrictions a hit may be allocated against any model, including Chaos models, so it makes sense for the Chaos player to keep Khârn as far away from models on his own side as possible!

Fearless: Khârn is completely fearless and automatically passes any Leadership based tests he is called upon to take. In addition he cannot be pinned by enemy fire.

FABIUS BILE

Brother, this final epistle deals with that most loathsome corruptor of Humanity – Fabius Bile. He has travelled the galaxy more widely than any other lord of the Traitor Legions. On Dinnamar he is known as the Chem-master, on Arden IX and in the Bray system he is called Manflayer, to the wretched tribes living among the ravaged hives of Paramar V he is the Clonelord. He calls himself Primogenitor, claiming to have unlocked the secrets of the Emperor's creation of the Primarchs and the first Space Marines.

Indeed Bile's alchemical knowledge and skills at genetic manipulation can be attested to by every planet he has had contact with, for he has left a trail of deviants and abominations wherever his ships have landed. Whole populations have been wiped out by the Adeptus Astartes as they attempt to purge Bile's creations. Mostly they find once-civilised planets populated by hordes of debased monsters.

However, in several battles the Emperor's Space Marines have encountered fierce resistance from a cadre of enhanced humans, who fight with the cunning of devils. These are Bile's proudest creations, the New Man he would see spread throughout the galaxy: fickle, selfish, obsessive, aggressive, treacherous and murderous. Each of Man's worst traits has been bred into these creatures and married with the psychology of a tyrant and the strength of a madman. Even we of the Inquisition do not know how many of these abominations have escaped into the galaxy.



FABIUS BILE

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Fabius	114	D6+1	D6+1	D3+2	D3+2	D6	D6+2	D3+1	10	3+

A Chaos Space Marine army may be led by Fabius Bile. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below and may not be given extra equipment from the Chaos Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters. Fabius is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Wargear: *Rod of Torment*, *Xyclos Needle*, bolt pistol, frag & krak grenades, *Chirurgion* and the Mark of Chaos Undivided.

ENHANCED WARRIORS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Warrior	25	4	4	5	5	1	4	2	9	3+

Squad: The squad consists of between five and nine Enhanced Chaos Space Marines.

Weapons: Bolter or bolt pistol & close combat weapon.

Options: Up to two Warriors may be armed with the following weapons: flamer at +3 pts; plasma gun at +6 pts; meltagun at +10 pts. The entire squad may be equipped with frag grenades at +1 pt per model and krak grenades at +2 pts per model.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at a cost of +50 pts.

SPECIAL RULES

Genetic Corruption: Fabius' attempts to enhance his warriors don't always work out as well as he hoped. To represent this, roll a D6 for each Enhanced Warrior at the start of the battle, after both sides have set up, but before the first turn takes place. On a D6 roll of a 1 roll again on the table below:

1 Berserk Rage! The warrior goes insane and attacks his comrades. Remove the model and D3 randomly selected models from the squad.

2-5 Meltdown. The warrior's immune system totally breaks down and he dies horribly within a few moments. Remove the model as a casualty.

6 Created A Monster. The warrior's abilities are boosted to superhuman levels. Add +1 to all his characteristics, apart from his save, for the battle. Sadly the human body can not survive for long boosted to such extremes and after the battle ends the warrior will die (assuming he didn't die during it) and he counts as having been killed for Victory point purposes etc.

SPECIAL RULES

Characteristics: Fabius Bile has probably subjected himself to more experimentation than any other creature. To represent the fact that his physical capabilities vary tremendously according to his most recent undertaking, Fabius Bile's characteristic profile is generated randomly before each game (preferably in the presence of your opponent). Roll the appropriate dice and modify them as noted in Bile's profile. This profile will not remain constant and is re-rolled before each game.

The Chirurgion: This is a complex, part magical, part technological device which is attached to Bile's spine and extends its spidery limbs over his shoulders. It could be said that the Chirurgion is Bile's life work, or that the Chirurgion works to keep Bile alive. It pumps life-giving black ichor around his body, daemonic ichor charged with the immortal energy of the warp. The direct effects of this in the game are to give Fabius an additional 4+ invulnerable save against any wounds he suffers. This save may be taken instead of his usual 3+ save, not as well as it.

Enhanced Warriors: If Fabius Bile is the commander of a force he can enhance some of the warriors under his control through genetic manipulation and drugs. Up to one squad of Enhanced Warriors may be taken as Fabius Bile's Retinue (see below). Note that Fabius and his Retinue count as a single HQ choice.

Rod of Torment: Fabius Bile has an abiding interest in pain and the daemon-forged Rod of Torment amplifies the slightest pin prick into a raging weal of agony. The Rod of Torment counts as a close combat weapon. However, any opponent suffering one or more wounds from the Rod of Torment is immediately disabled by the pain and removed as a casualty even if they have any remaining wounds.

Xyclos Needle: This gun fires a dart of virulent poison into the victim's blood stream, causing them to explode! It has the following profile:

Rng: 12" Str: n/a AP: 6 Assault 1

The weapon does not have a Strength value as such, and always wounds on a D6 roll of 2+. If the target is killed place a Blast marker centred on the exploding model and roll to hit other models using the rules for blast weapons. The attacks have a Strength equal to the exploding model's Toughness, and an AP value equal to the victim's saving throw (ie, models hit by an exploding Space Marine would take a S4 hit with AP 3). The Needle counts as having a Strength of 1 if fired at a vehicle.

CHAOS GIFTS

Axe of Khorne: The model is gifted with a mighty Axe of Khorne, suffused with chaotic power and laden with death! A hit from the Axe of Khorne ignores armour saves. In addition, any to hit rolls of 6 allow the model to make an additional attack in close combat. As long as you keep on rolling 6s you can keep on making additional attacks. These additional attacks may be allocated against new opponents if desired.

Banner of Rage: The Banner of Rage contains the bound souls of the most bloodthirsty of Khorne's servants. It radiates palpable waves of anger and lust for slaughter which beat upon the minds of those near it, driving them into a killing frenzy. The banner may be used once per battle, in any assault phase (including your opponent's). Any models from the Chaos army (apart from those bearing the Mark of Slaanesh) that are within 2D6" of the standard, may add +1 to their Strength characteristic.

Beast of Nurgle: The model is accompanied by a Beast of Nurgle. The characteristics for the Beast are shown below. The creature will attempt to remain within 2" of his master at all times. In effect the two form a special unit and must obey all the Unit Coherency rules.

	WS	BS	S	T	W	I	A	Ld	Sv
Beast	3	0	3	5	2	3	D6	6	5+

Special Rules: The Beast of Nurgle has an Invulnerable save and D6 attacks in close combat. Roll to see how many attacks the Beast may make each time it fights a round of close combat.

Blight Grenades: These are made from the shrunken heads of those killed by Nurgle's favourite plagues. The head of the victim is filled with virulent pus and infected, biting flies and then its orifices are sealed with wax. When the grenade is thrown it splatters across the target area, forming puddles of purulent slime and noisome clouds of buzzing flies.

An enemy unit that has one or more models charged by a model armed with blight grenades suffers a -1 to hit modifier. These effects also count against Chaos models in base contact with models from the enemy unit unless they are followers of Nurgle (ie, Plague Marines, Nurgle Daemons or characters with the Mark of Nurgle). Note that the whole unit is affected, not just the troops fighting the model armed with the blight grenades. There is no additional effect if a unit is attacked by two or more models armed with these grenades.

Blastmaster: The Blastmaster is a Noise Marine weapon that focuses a thrumming bass note into an explosive crescendo. The frequency of the Blastmaster can vary tremendously so that some blasts will be far more powerful than others. The weapon has the following profile:

	Range	Str	AP	Notes
Blastmaster	48"	D6+4	5	Heavy 1 blast

Blasted Standard: Riddled with the power of change, the standard's design shifts constantly throughout the battle. Energy and power grow through it and when an enemy unit approaches, the energy is unleashed in a fearsome roar. The standard contains a magic spell which may be cast once per battle in any assault phase, after models have moved but before attacks are resolved. Any wounds

inflicted count towards the combat result. The spell inflicts 2D6 S6, AP 4 hits, which may be distributed on any enemy models within 6" of the standard. No enemy model may be allocated two hits until all enemy models within 6" have been allocated a hit.

Chaos Icon: This powerful Daemonic standard is surrounded by potent spells of summoning. At the start of the battle, nominate one unit that must be summoned to be enslaved to the Icon. At the start of any Chaos turn, this unit can be automatically summoned – no roll to summon or scatter is required, simply place the Daemonic unit within 6" of the Icon. The unit can move in the movement phase and may make assaults as normal.

Collar of Khorne: The Collar of Khorne that hangs around the model's neck is said to be forged from the heat of Khorne's rage at the very foot of the Blood God's throne of brass. The collar is able to suck the energy of the warp from around it, fortifying the wearer and also protecting it from psychic attack. As a result, force weapons lose their special ability to kill the wearer outright, and psychic powers that target the wearer or include him in their area of effect are nullified and will not work on a D6 roll of 2+.

Disc of Tzeentch: A model mounted on a Disc of Tzeentch moves as if he were equipped with a jump pack. Models in Terminator armour, with wings, or riding a bike may not be given a Disc of Tzeentch.

Doom Siren: Certain Noise Marines are fitted with a complex arrangement of pipes and tubes around their helmets which project a short ranged sonic attack. The Doom Siren may be used in the shooting phase instead of the Noise Marine shooting with another weapon. It has the following profile:

	Range	Str	AP	Notes
Doom Siren	Template	D6+4	6	Assault 1

Roll once for Strength each time that the Doom Siren is used.

Juggernaut: A model mounted on a Juggernaut gains +2 Toughness and +2 Attacks. Models in Terminator armour may not be mounted on a Juggernaut. Note that models mounted in Juggernauts do *not* count as cavalry – Juggernauts are not noted for their speed!

Nurgle's Rot: After normal attacks in close combat, roll a D6 for each living model (friend or foe!) in base contact with the bearer of this gift. On a roll of 6 they contract Nurgle's Rot and suffer a single wound, with no armour save allowed. Invulnerable saves may be taken as normal. Note that this only applies to living foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

Plague Banner: This is a frightening creation of rotted hide flapping in a pestilent breeze. Powerful magic holds a great spell in check within it until the time is right to send disease and decay scything through the enemy's ranks. The banner contains a potent spell of destruction which may be cast once per battle. The spell inflicts D6 wounds which may be distributed on any enemy models within 6" of the standard, but no more than 1 wound may be applied per enemy model. No armour saving throws apply. Note that this only applies to living foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

Plague Knife: Dripping with venomous slime, a wound from a Plague Knife will kill mortal creatures outright on a D6 roll of 6, regardless of how many wounds they have. On a roll of 1-5 it merely causes 1 wound. Note that this only applies to mortal foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

Plague Sword: The Plague Sword drips with venomous slime. No armour saves are allowed against wounds inflicted by a Plague Sword. In addition, a wound from this weapon will kill mortal creatures outright on a D6 roll of 4 or more, regardless of how many wounds they have. On a roll of 1-3 the Plague Sword only causes 1 wound. Note that this only applies to mortal foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

Rapturous Standard: Containing the bound essence of innumerable Slaanesh followers who died in blissful slaughter, the air around the Rapturous Standard is filled with their ecstatic howls and the overpowering waves of heady, exotic musk. Any unit with a model within 6" of the

standard is rendered immune to fear by the overwhelming waves of sensation radiating from it and will pass all Morale checks they are required to take automatically.

Sonic Blaster: Unleashing wave after wave of devastating harmonics, a sonic blaster literally rips its target apart. It has two profiles depending on whether it is used to unleash short riffs or a long solo. The sonic blaster has the following profile:

	Range	Str	AP	Notes
Sonic Blaster	24"	4	5	Assault 2 or Heavy 3

Steed of Slaanesh: A model mounted on a Steed of Slaanesh gains +1 to his Attack characteristic and counts as Cavalry. Models in Terminator armour may not be given a Steed of Slaanesh.

Talisman of Tzeentch: If an army includes a model with this talisman, opposing psykers suffer a -1 modifier to their Leadership for Psychic tests. If both sides have this gift, they cancel out each other and the normal rules apply.

CHAOS PSYCHIC POWERS

Doom Bolt: Doom Bolt is a psychic power that may be used in the model's shooting phase instead of it shooting a weapon. A Psychic test must be passed in order to use the power. When used, Doom Bolt counts as a weapon with the following profile. Roll to hit, etc., as normal.

	Range	Str	AP	Notes
Doom Bolt	18"	5	4	Assault 3

Flame of Tzeentch: The Flame of Tzeentch is a psychic power that may be used in the model's movement phase instead of moving. When used, the Flame of Tzeentch counts as a weapon with the following profile. Roll to hit, etc., as normal.

	Range	Str	AP	Notes
Flame of Tzeentch	48"	9	2	Heavy 1

Fleshy Curse: A Chaos Sorcerer may use this psychic power in the assault phase instead of making his normal close combat attacks. Pick an enemy model within 2" of the Sorcerer and then take a Psychic test in order to use the power. If the test is successful, roll a D6. If you roll over the victim's Toughness, or you roll a 6 no matter what the victim's Toughness is, then the victim is slain, with no

armour or cover saves allowed (Invulnerable saves may be taken as normal). In addition they turn into a Chaos Spawn if you have a Chaos Spawn model to represent them, but if you do not have a suitable model, simply remove them as a casualty. Chaos Spawn have the same characteristics and special rules as a Beast of Nurgle (see Chaos Gifts above), except that they are treated as independent characters. They are counted as being part of the Chaos army from the moment they are transformed and may attack in that assault phase, as long as they have not already done so previously. Models turned into Chaos Spawn are treated as having been killed for Victory point purposes, even if the Spawn survives the battle.

Stream of Corruption: Stream of Corruption is a psychic power that may be used in the model's assault phase instead of moving (the model may fight as normal). A Psychic test must be passed in order to use the power. Place the flamer template so that its narrow end is touching the model using this power. Any models fully or partially under the template suffer 1 wound on a D6 roll of 4+, with no armour or cover saves allowed (Invulnerable saves may be taken as normal).

MARKS OF CHAOS

Chaos Space Marines may dedicate themselves to one of the Chaos powers by bearing their Mark. The effect of each Mark of Chaos is described below. In addition, bearing the Mark of a Chaos power allows the model to take certain items of Wargear and can affect what units count as troops in the main army list.

Mark of Khorne: Models bearing this Mark add +1 to their Strength.

Mark of Nurgle: Models bearing this Mark add +1 to their Toughness.

Mark of Slaanesh: Models bearing this Mark add +1 to their Attacks.

Mark of Tzeentch: Models bearing this Mark don't need to pass a Psychic test to use a psychic power. They may use it automatically.

Mark of Chaos Undivided: Models bearing this Mark may re-roll failed Morale checks.



Flares of light flashed across the turbulent skies as Adelphos V's gaseous clouds billowed and burned through the dense atmosphere. Beneath the actinic display, tracer rounds raced across the night and blossoms of explosions rippled along the rocky hillside. A huge shell detonated just to Bekanor's right, smashing three of his fellow Chaos Space Marines to bloody pulp, shards of their armour scattering slowly through the thick air. Deep within his soul he felt a flicker of anguish at the loss of his battle-brothers, but the emotion faded as quickly as it appeared. Wincing with pain, Bekanor stretched his right arm, feeling the bones inside crunching and grating against each other. The multiple fractures inflicted by his latest transformation were not quite knitted together. Still, the bony blades that protruded from his hand were an admirable weapon and many foes had fallen to them in the past three days of fighting; as always with the gods of Chaos, every boon had its price. At the back of his mind, the Daemon dwelling within stirred and Bekanor was struck by a moment of dizziness. The emissary had assured him that this would pass with time; that a mortal host often had to undergo such discomforts to achieve greater glory. And who was Bekanor to argue with an emissary of his Dark Masters? As the Possessed Marine advanced with the rest of his squad towards the Imperial forces on the brow of the hill, he felt a mental imperative thrust into his brain.

KILL!

Bekanor smiled grimly to himself. He and his emissary knew how to please each other. The spilling of blood made him feel good and the pain would subside for a while.

MAIM!

Bekanor had only been a host for a few months and he had not yet totally absorbed his emissary. The emissary was still shaping Bekanor's body to suit its needs, turning his weak flesh into something more worthy and suitable. The pain had been intolerable at first – the fangs were most discomfiting originally and his arm had been useless for two weeks. He could feel other changes too, glimpses of strange images of warp space just on the other side of reality sweeping across his vision. Now, if he concentrated, he could see the small, flickering spirits of the Imperial Guardsmen ahead – tiny candlelights that hardly lit the gloom of his Daemon-altered eye. Turning to the other Possessed, the emissaries inside their bodies could be seen much more clearly – swirling nebulae of stars and energy, with bright eyes that seared the soul.

DESTROY!

Bekanor dimly noticed that the Guardsmen were shooting at him and blood dripped from a wound in his leg. He was not surprised to see that it was dripping black, oozing in thick rivulets down his armoured thigh. Bekanor could feel the Daemon's rage at having its mortal body damaged.

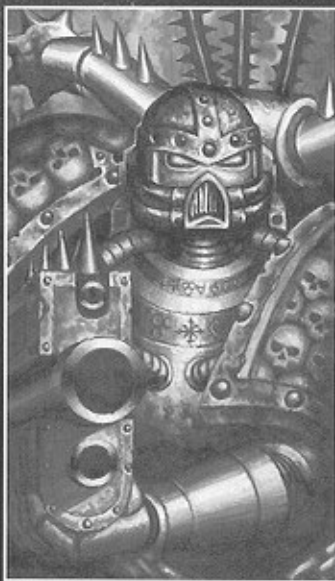
ANNIHILATE!

The surviving Possessed reached the top of the hill and the slaughter began. When Bekanor snapped the neck of one of the frail humans with a short punch, he noticed its soulflame dim and disappear. Another fell to his claws, his internal organs ripped free from their fleshy vessel to spill across the dusty, rock-strewn ground. The emissary, whose name he was not yet allowed to know, was whispering constantly now.

DEATH! SLAUGHTER! BLOOD! BLOOD! KILL! KILL!

The psychic shout made Bekanor stagger as pain flooded his body. He renewed his attack, pumping bolt shells into the Guardsmen around him, slicing off limbs and heads with sweeps of his blood-slicked claws. The pain abated and he realised that all the Guardsmen were dead. Elation and triumph filled Bekanor's soul and his body seemed to burn with invigorating fires. His exhilaration drained away as, once more, the emissary gave its command.

DESTROY!



"I can taste your fear, human. It is a tangible thing. I can run my fingers over it and drink deep of its sickly aroma. If this terror is the food of hatred, let me feast upon it and in the feasting destroy you utterly."





Summary report on the Traitor
Legions of Chaos Space Marines,
compiled by Scribe Adolphus
Neld, at the behest of Inquisitor
M. Horst

Priority: Most Urgent

Authorisation Code: Horst

Date: 7838433.M41

Most noble lord, it is both my honour and duty to compile for you this report. Although much has been forgotten in the millennia since the dark days known as the 'Horus Heresy', we can say with certainty that at least nine of the huge Space Marine legions of those days went over to Chaos. Even though defeated and forced to retreat into the area of space known as the Eye of Terror, thanks to the nature of the warp and the arcane power of the Chaos gods, the survivors of those legions still harry the Imperium to this day. The remainder of this report presents a brief description of each of these Traitor Legions. My researches have drawn extensively on surviving archives from the days of the Horus Heresy, for which a huge volume of material still survives. Information on the Traitor Legions since they retreated into the Eye of Terror is considerably more difficult to obtain and my conclusions should be looked upon as informed opinion rather than hard fact.



THE NIGHT LORDS

When the Horus Heresy erupted, the Night Lords had no hesitation in joining Horus against the Emperor. The legion had already earned a reputation for ferocity and savagery and there is compelling evidence that the Emperor was already planning to disband the legion before the Horus Heresy made such action impossible. In any case, once they had sided with the Warmaster the Night Lords embarked on a campaign of terror and genocide that has rarely, if ever, been equalled. Even after Horus had been defeated the Night Lords continued to attack the Imperium from their homeworld deep in the wilderness area of space known as the Eastern Fringes, though increasingly without any discernable plan or motivation for their steadily more murderous attacks. Finally the Imperial Assassin M'Shen was able to infiltrate the Night Lords' base and slay their Primarch and with this act the Night Lords quickly stopped being an organised threat to the Imperium.

The survivors made their way to the Eye of Terror, where they continue to take part in raids on the Imperium to this day. All of the evidence appears to indicate that they do not worship any of the Chaos gods and have become instead cynical, hard-bitten and frighteningly ruthless warriors who fight for the pleasure of fighting and the material rewards it can bring. Some reports imply that this breeds a contemptuous attitude toward their more dedicated brethren, be they fanatical Chaos Space Marines such as Khorne Berserkers, or zealous loyal Space Marines like the Dark Angels or Ultramarines.

THE DEATH GUARD

When Horus led his attack on the Emperor, the rebel Death Guard Legion was marooned in the warp where a mysterious contagion began to spread from ship to ship. The stinking pestilence bloated the gut, distended the flesh and turned its victims rotten from the inside. Eventually Mortarion became infected and in his delirium he called upon the powers of Chaos to aid the Space Marines. Mortarion's fevered ravings were answered by Nurgle and Mortarion became Nurgle's Champion.

The Death Guard, newly dedicated to Nurgle, arrived in time to take part in Horus' attack on earth and fought in all of the major battles of the campaign. As disease began to disfigure the Death Guard, their appearance changed into the disgusting form they still bear today and the once tall and noble Space Marines of the Death Guard became Plague Marines of Nurgle. Following Horus' defeat, Mortarion led his Death Guard in a merry dance of destruction over a score of planets until finally retreating with the remnants of the legion into the Eye of Terror.

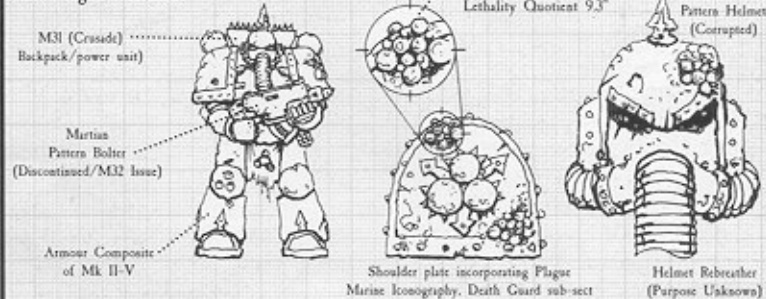
Following their retreat from the material universe, it becomes difficult to say with certainty what happened to the Death Guard. However, it seems likely that Mortarion received Nurgle's ultimate reward and became a fully-fledged Daemon Prince, ruling over a Plague world in the Eye of Terror. From this dark and slimy orb Mortarion launches fleets of Plague ships into the warp to carry their contagions through the galaxy.

EMPEROR'S CHILDREN

The Emperor's Children were among the units assigned to crush Horus and his rebel Chapters on Istvaan V. During a parley the legion's Primarch, Fulgrim and his highest ranking officers were corrupted by the decadent pastimes that Horus and his Chaos worshippers offered. Drugged, pleased beyond endurance and finally broken, they agreed to aid Horus. The rot quickly spread to the whole legion and the Emperor's Children willingly embraced Chaos in all its indolent depravity. The Imperial Cult was quickly supplanted by the more gratifying worship of Slaanesh.

As one of the Traitor Legions, the Emperor's Children invaded Earth, but took little part in the actual fighting around the Imperial Palace. When the assault failed, the Emperor's Children fled into the Eye of Terror with the rest of the Traitor Legions. They were the first to begin raiding Imperial worlds for captives and plunder. Their excesses soon knew no bounds and simple raiding could not supply enough raw human material for their orgies of worship. At this point it appears that the Emperor's Children turned on the slaves and servants of the other Traitor Legions, an action which began a series of bloody wars within the Eye of Terror. If there was indeed a civil war, it now seems to have been resolved or, at least, temporarily forgotten, for there have been proven cases of warriors of the Emperor's Children legion taking part in joint raids on the Imperium during the last several millennia.

Subject: Death Guard Traitor Legionary
Ref: Plague Marines



THE LEGION OF THE THOUSAND SONS

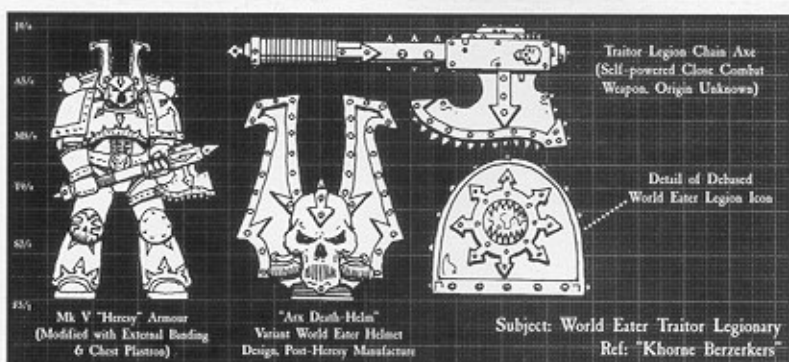
The path of damnation for the Thousand Sons legion was longer than most. Even before the Heresy they studied arcane lore and sorcery despite the Emperor's warnings to stay clear of such matters. When Horus gathered his forces against the Imperium, the Thousand Sons at first tried to use their occult powers to warn the Emperor. Mistrustful of anything tinged by Chaos, the Emperor declared them heretics and sent the Space Wolves to devastate the Thousand Sons' homeworld of Prospero.

Fleeing this onslaught the Thousand Sons sought the patronage of the Chaos power Tzeentch, greatest wielder of magic among the Chaos gods. Tzeentch favoured them well and the Thousand Sons escaped to the Eye of Terror, where they settled on the world which became known as the Planet of the Sorcerers. As ever with events that take place within the Eye of Terror, it is difficult to find confirmatory evidence, but it appears that as time passed many Thousand Sons declined into mutation and madness under the warping influence of the Lord of Change. The sorcerers became increasingly disturbed by the degeneration of their brethren until they eventually risked undertaking the drastic Rubric of Ahriman which purged the Thousand Sons of those members that were considered 'unworthy', and which created the strangely robotic Thousand Sons Chaos Space Marines that are encountered today.

THE IRON WARRIORS

The Iron Warriors once formed the Emperor's most able body of siege troops. The Iron Warriors' Primarch, Perturabo, excelled in siege and trench warfare above all else and his treatise on fortifications and their destruction formed the basis of several sections of the *Tactica Imperium*.

For reasons long forgotten, the Iron Warriors betrayed their oaths to the Emperor in the wake of the drop site massacres on Istvaan V and declared their allegiance to Horus. After Istvaan the Chapter split up to fight on a dozen other worlds and contingents of Iron Warriors led assaults against the Imperial Palace. Wherever Iron Warriors fought they built huge evil citadels in their wake and held them against all comers. Even after Horus' defeat the Iron Warriors were only removed from Imperial worlds at a terrible price. The surviving Iron Warriors were driven back into the Eye of Terror, but their skills are still called upon for assaults on fortresses of the Imperium today, as the destruction of the Cadians' 'impregnable' bastion line on Magnot Four-Zero well demonstrates.



THE BLACK LEGION

The Black Legion is the only Traitor Legion to have changed its name in its ten thousand years of exile. The legion was originally created in the first founding as the Luna Wolves, but it was as the Sons of Horus that the legion fought in the Horus Heresy, serving as his praetorians throughout his campaigns. They were the first to remove the symbol of the Imperial eagle from their armour and banners and replace it with the Eye of Horus symbol which became such a dread icon of Chaos to the Imperium. When Horus was defeated, factions in the other Traitor Legions later blamed the Sons of Horus for beginning the rout from Earth by retreating into warp space with the body of their beloved Warmaster, leaving the horde leaderless below.

Although it is very difficult to be sure, it appears that once in the Eye of Terror the Sons of Horus fought ferocious battles with the other legions for possession of key worlds and resources, fighting to re-establish themselves as the prime legion. Although evidence is fragmentary at best, it seems that these internecine conflicts eventually culminated in the destruction of the Sons' final fortress by a combined force of Traitor Legions. To add to the ignominy the Warmaster's body was removed and cloned, much to the disgust of the remaining Sons. Denied their Warmaster, the Sons of Horus swore allegiance to Abaddon, captain of the First Company, as their new Warmaster.

THE WORLD EATERS

Even before the Heresy the World Eaters were noted for their savagery and were censured by the Emperor for their use of psycho-surgery on new recruits to turn them into frothing madmen. Nonetheless the World Eaters were invaluable troops in the Great Crusade and fought at the forefront of all of the greatest campaigns. However, their ferocity made it a simple matter for Horus to quickly pervert the World Eaters' bloody legion rituals to the worship of Chaos.

Once renowned for their unswerving loyalty to the Emperor, the World Eaters became renowned for carnage and terror during the Heresy. They always fought in the vanguard of the Traitor Legions and their legion records show that it was they and not the Sons of Horus who first breached the walls of the Imperial Palace. The World Eaters retreated from Terra only grudgingly and fought their way to the Eye of Terror, carving a bloody swathe through anything that impeded them. All the evidence points to the World Eaters continuing and strengthening their blood traditions while in exile. All pretence of forming balanced, tactical forces has now fallen away and they are now armed entirely with pistols and close combat weapons, chain-axes and chainswords becoming the favoured tools of bloodshed.

THE ALPHA LEGION

The Alpha Legion was the twentieth and last legion created in the First Founding. Though the youngest, or perhaps because of it, the Alpha Legion sought to outshine its brethren in all things, as if to prove their worthiness amidst the older legions. Their pride led to a number of incidents where members of the Alpha Legion clashed with and even fought against members of the other legions in existence at that time. In particular there seems to have been a strong mutual hatred between the Alpha Legion and the Imperial Fists as they had clashed on more than one occasion prior to the Heresy.

When Horus made his pact with Chaos, the martial pride of the Alpha Legion was their downfall and they were among the first to join him. The legion clashed with loyal Space Marines on Istvaan V and in the campaigns thereafter, any need for restraint forgotten. Even after the Heresy failed the legion has continued to fight a covert war against the Space Marines and there are dozens of well-documented instances of their raiding parties sallying out from secret bases to catch the defenders of Humanity unaware: sabotaging bases, attacking shipping fleets and destroying small outposts with deadly efficiency.

CHOOSING A CHAOS SPACE MARINE ARMY

If you're new to Warhammer 40,000, then collecting your first army can be rather daunting: after all, you don't want to invest a lot of time and effort collecting an army that will lose every battle it takes part in! To help, we've provided a few simple guidelines to help you get started on building up your first Chaos Space Marine army.

WHERE TO BEGIN?

The main aim of any Warhammer 40,000 gamer is to collect an army that can be fielded in battle. The number of different types of squad you can include in an army is dictated by the army list and the force organisation charts. Of these, the Standard Missions force organisation is the most commonly used. If you collect an army with its squad allowances in mind, you'll end up with a force that can be used in any scenario.

As you can see from the Standard Missions chart to the right, an HQ unit and two squads of Troops are compulsory. These are the foundation of your army and a good starting point for collecting and painting. Once you have this core force, you can fight a standard scenario (although a fairly small one).

The photograph below shows an example of a starting army. We've chosen Chaos Space Marines as our

Troops choice because they are flexible and can perform most tasks well. Although we've used two ten-man squads, a squad can actually consist of from five to ten models. This means that once you've painted ten Chaos Space Marines and a Chaos Lord, you have a 'legal' army and can start to play.



*Chaos Space Marine
of the
Night Lords Legion*

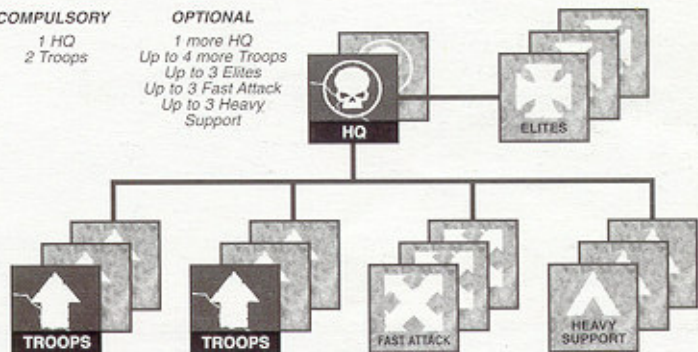
STANDARD MISSIONS

COMPULSORY

1 HQ
2 Troops

OPTIONAL

1 more HQ
Up to 4 more Troops
Up to 3 Elites
Up to 3 Fast Attack
Up to 3 Heavy Support



A basic Chaos Space Marine force, consisting of two squads of Chaos Space Marines (Troops) and a Chaos Lord (HQ)

**HQ****CHAOS LORD**

Chaos Lords are excellent in close combat, have strong armour, and access to a wide range of additional equipment from the Chaos Armoury. However, you may only have one in your army.

**DAEMON PRINCE**

Daemon Princes are even better in close combat than a Chaos Lord (which is saying something!), but have a much more limited range of upgrades and extra equipment and can't be given a retinue.

✠ ELITES ✠**CHAOS SPACE MARINE TERMINATORS**

Chaos Terminators are very well armed and armoured. Although very effective in close combat, their main strength is in a firefight, where they can expect to succeed against all but the toughest opponents. Their only real vulnerability is to opponents armed with power weapons.

↑ TROOPS ↑**CHAOS SPACE MARINES**

Chaos Space Marines are good all-round troops, with excellent characteristics, good armour and access to a wide variety of powerful weaponry.

**DAEMON PACKS**

Daemon packs make excellent assault troops, but have no guns. They can be summoned to the battlefield near to the enemy and therefore will take fewer casualties as they close in.

✕ FAST ATTACK ✕



DAEMONIC BEASTS & CAVALRY

Like Daemon Packs, Daemonic Beasts and Cavalry make excellent assault troops. They are extremely fast, but can be vulnerable to enemy shooting.

CHAOS SPACE MARINE BIKES

Chaos Space Marine bikers combine firepower, speed, toughness, strong armour and good close combat ability, making them one of the best troop types in the Chaos Space Marine army list.

▲ HEAVY SUPPORT ▲



CHAOS DREADNOUGHT

Chaos Dreadnoughts have good firepower and close combat ability, but sometimes go out of control.



HAVOCS

Havocs are armed with an array of deadly heavy weapons, but need to be protected from enemy assault troops.

OBLITERATORS

Obliterators have the ability to create the perfect weapon to take on the target they are attacking each turn. Fortunately for the enemy, they are few in numbers.



⚙ CULTS

(CULTS COUNT EITHER AS ELITE CHOICES OR TROOP CHOICES AS DESCRIBED ON PAGES 7-18)



NOISE MARINES

Noise Marines are good close range support troops, and can lay down a withering hail of fire against opponents within 24'. They're also fearless, so won't fall back or become pinned.

KHORNE BERZERKERS

Arguably the best assault troops in the Chaos Space Marine army!



PLAGUE MARINES

With Toughness 5, an armour save of 3+, fearlessness and good close combat ability, Plague Marines are the ideal troops to hold an objective once it's been captured.

EXPANDING YOUR ARMY

NIGHT LORDS CHAOS SPACE MARINE ARMY



Heavy Support Choice: Havocs



Elites Choice: Chaos Terminators

Once you've got an HQ unit and two Troops units, you have the start of a Chaos Space Marine army and can begin playing. Soon you'll want to expand your army by adding new units to it, though the huge choice of models available can be a bit intimidating.

If you get stuck, then it's a good idea to consider getting one of each of the unit types not already included in your army. In other words get a Fast Attack unit, a Heavy Support unit and an Elite unit. In addition, think about getting a Rhino transport vehicle to make one of your Troop units more mobile. At this stage, you can be fairly certain that whatever you get will prove useful. Dotted about this page, we've given a few recommendations as to good starting unit choices. The army pictured above is made from the core force shown on page 33, along with some extra forces added using the ideas discussed above.

Before expanding your army even further you should play some games with it. As you play, you'll start thinking to yourself how useful it would be to have this or that unit in your army, and these insights will help you to plan what to collect next. You'll also start thinking up your own tactics, and these again will affect what you add to your army.



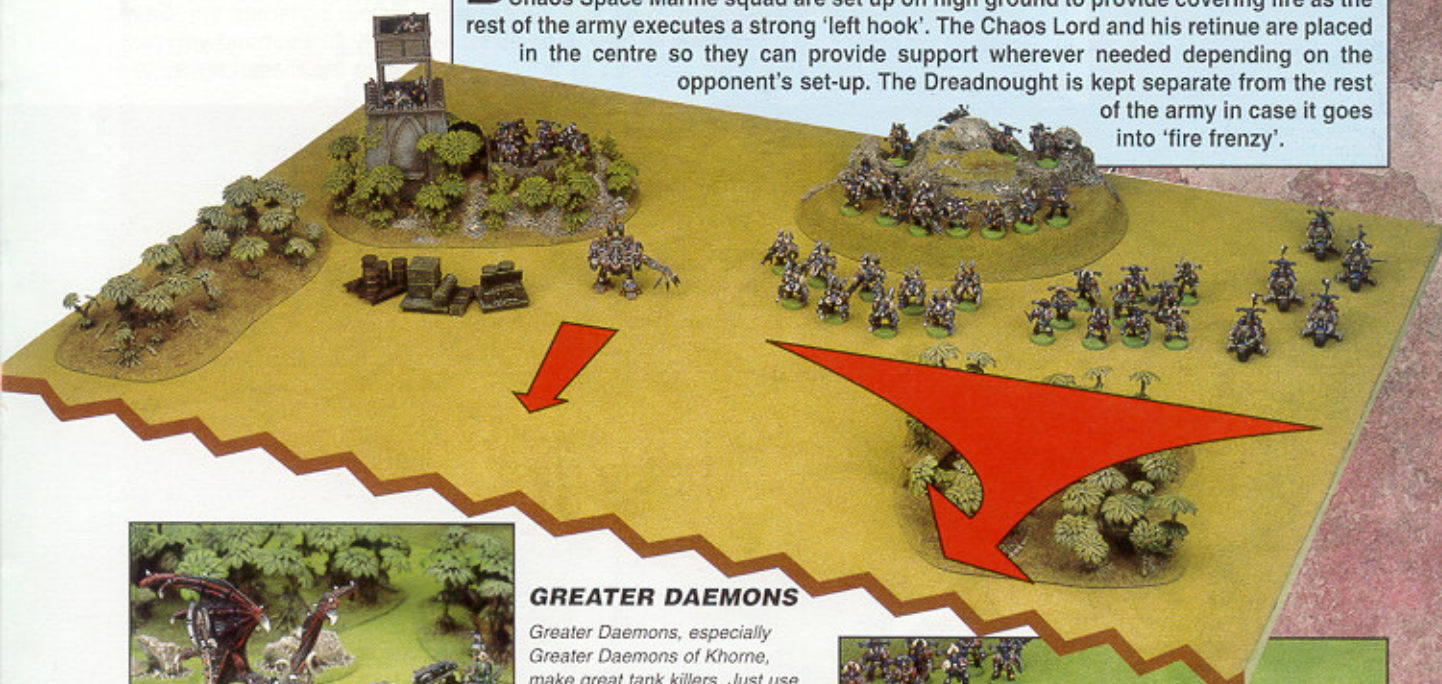
Converted Night Lords Rhino

THEMED ARMIES

The method described above for collecting an army allows it to evolve over time as you use it and learn more about it. Sometimes though, experienced players decide to collect what we've called a *themed army*, for want of a better term. You might decide to collect a themed army because it has a distinctive appearance or style of play, or reflects an aspect of the Chaos Space Marines' background that appeals to you. As an example, you could have a Khornate army that includes lots of Khorne Berzerkers, only has Khornate Daemons, and only includes characters bearing the Mark of Khorne. As well as reflecting an aspect of the background, such an army would look distinctive (all those reds!) and have a distinctive style of play (very close combat orientated). Although themed armies take forward planning, they give you an opportunity to collect a really characterful army unlike any other.

CHAOS SPACE MARINE TACTICS

Below is a good standard set-up for a Chaos Space Marine army. The Havocs and one Chaos Space Marine squad are set up on high ground to provide covering fire as the rest of the army executes a strong 'left hook'. The Chaos Lord and his retinue are placed in the centre so they can provide support wherever needed depending on the opponent's set-up. The Dreadnought is kept separate from the rest of the army in case it goes into 'fire frenzy'.



GREATER DAEMONS

Greater Daemons, especially Greater Daemons of Khorne, make great tank killers. Just use them to assault your opponent's most powerful vehicles, where their high Strength and 2D6 roll for armour penetration will slice through even the toughest armour.

CHAOS SPACE MARINE BIKES

Try to set up your bikes in a position where they can approach the enemy around some sort of cover. Their high speed will allow them to get into position quickly, while the cover will block the enemy's line of sight and prevent them firing at the bikes until you choose to assault them (by which time it will hopefully be too late!).



Approaching around the cover provided by some woods.

SUMMONING DAEMONS

When you summon Daemons to the battlefield, try to set them up as close to the enemy as possible, preferably within 6" of an enemy squad, as this will allow them to charge into close combat immediately, before the enemy can shoot at them.

If you can't set them up within charge range of an enemy unit, then try setting them up in some sort of cover or out of sight. This protects them from enemy fire until you're ready to use them.



HAVOCS

If possible try to set up your Havocs on high ground in a central position. This will give them a good field of fire, and will hopefully mean that they will not have to move during the game, allowing them to fire their heavy weapons in every turn. It's best if they can also be set up in cover, but this is not vital as their saving throw of 3+ will protect them against most enemy fire.



THE COLOURS OF CHAOS

Each picture shows a white or black dot, indicating what colour was used to undercoat the model.

On this page is a selection of photographs showing the different paint schemes you can use for your army. Experienced painters sometimes invent their own colour schemes, but most players tend to stick with one of the colour schemes the 'Eavy Metal team comes up with. If you're new to painting, we highly recommend you pick one of the simpler colour schemes such as the Iron Warriors or the Black Legion.

CHAOS SPACE MARINE LEGIONS



LEFT SHOULDER CHAPTER BADGE



IRON WARRIORS



LEFT SHOULDER CHAPTER BADGE



NIGHT LORDS



LEFT SHOULDER CHAPTER BADGE



BLACK LEGION



LEFT SHOULDER CHAPTER BADGE



ALPHA LEGION



RIGHT SHOULDER CHAPTER BADGE



WORD BEARERS

CHAOS SPACE MARINE CULTS



RIGHT SHOULDER SYMBOL OF NURGLE



PLAGUE MARINES



LEFT SHOULDER SYMBOL OF KHORNE



KHORNE BERZERKERS



RIGHT SHOULDER SYMBOL OF SLAANESH



THOUSAND SONS



LEFT SHOULDER SYMBOL OF TZEENTCH



NOISE MARINES

CHAOS SPACE MARINE MARKINGS

ALPHA LEGION



Hydra Motif

BLACK LEGION



Eye of Horus

IRON WARRIORS



Iron Skull Motif

NIGHT LORDS



Winged Skull Motif

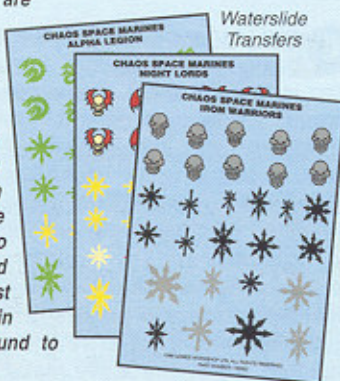
WORD BEARERS



Flaming Skull Motif

Chaos Space Marine armour is usually adorned with icons proclaiming which Legion the wearer belongs to and which of the Chaos gods he worships. A selection of typical icons are shown here, and (fortunately!) are available as waterslide transfers, saving you the hassle of having to try and paint them.

You may want to invent your own icons, but if you do then try and keep them simple or you'll drive yourself mad trying to paint them (what seemed like a good idea on the first model can wear very thin by the time you get round to painting the fortieth!)

Waterslide
TransfersAlpha
LegionBlack
LegionIron
WarriorsNight
LordsWord
Bearers

DAEMONS



PLAGUEBEARERS



BLOODLETTERS



DAEMONETTES



FLAMERS



BLUE HORRORS



PINK HORRORS



All Daemons are Falsehood. They are lies given the shape of creatures by the fell power of Chaos.

PAINTING CHAOS SPACE MARINES

If you are painting an army you'll find it's best to paint miniatures in batches of five to ten models, rather than painting each one individually. Painting in batches has a number of benefits. Firstly, you can get into a steady routine so that you don't start from scratch for each model. Secondly, by the time you've painted a colour on the last model, the first model should be ready for the next colour, so you're not sitting around watching paint dry!

Once you've decided what models are going to make up your army, the next step is to paint them. Some players play games with unpainted miniatures (shudder!), and this is okay as a short term measure while you're getting the army ready, but prolonged use of unpainted miniatures will get you labelled as a tinboy and is something to be avoided. The thought of painting can be intimidating for new players, especially if they think they've got to try and match the standard set by the 'Eavy Metal team on these pages.

The truth of the matter is, of course, that you don't have to match their standard, and it's possible to get a really good looking army by using straightforward methods. Just remember that you're painting an army to play games with – each model doesn't have to be a masterpiece! On the tabletop, the overall

impression of a unit of Chaos Space Marines counts for far more than how each individual model has been painted.

If you're new to painting Citadel miniatures, the method below describes a fairly straightforward way of painting Chaos Space Marines in the colours of the Iron Warriors Legion. By the time you've got a couple of dozen models painted up you'll find you start improving both how well and how quickly you paint, given a little patience and practice. After a while, you'll be ready to try out new paint schemes and more difficult challenges. Over time you'll start to develop your own methods, which may be very different to those we describe here. This is as it should be – as with the strategy and tactics you use for your army, there is no one 'right' way to paint Citadel miniatures, which is why Warhammer 40,000 is such a fascinating hobby.



After cleaning up your Iron Warriors and assembling them, the first thing to do is give them an undercoat. We've used black aerosol spray to undercoat this model.

Spray undercoating is a real time-saver, as you can spray a whole batch of models in one go, rather than having to undercoat each one individually with a paintbrush. Once the models are all undercoated, set them aside to dry.



Now you're ready to paint the first coat of colour onto your Iron Warriors. Using Boltgun Metal paint and a large drybrush, load the brush with some paint, and then wipe away most of it onto some tissue, until all that's left on the brush is a small residue of paint. Now brush this lightly over the entire model and keep repeating the process until you've covered the whole model in Boltgun Metal paint. The idea is to lightly cover raised surfaces with the paint, while still leaving recesses black.



Next use Burnished Gold to pick out the trims around shoulder pads and at the joints of armour. You can also paint other details, such as chest runes, skulls, or anything else you think would benefit from being a different colour to the rest of the armour.



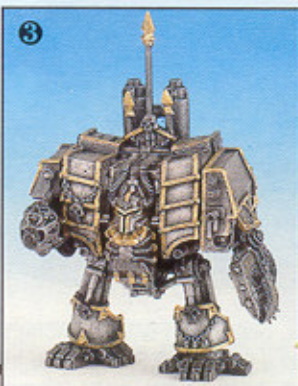
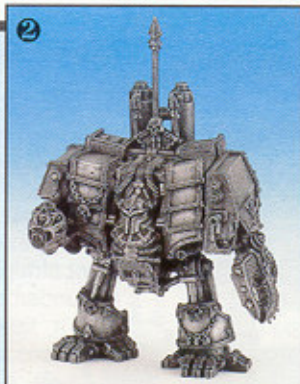
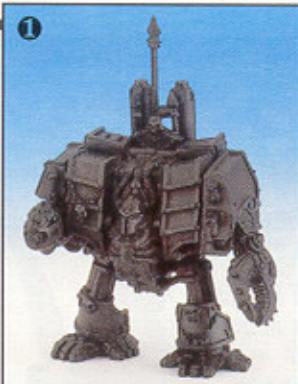
Now it's time for the last few finishing touches. Use Blood Red to paint the horns and the eyes. Use Chaos Black to paint the gun casing and the model's chest cables. Finally, paint the bases of your models with Goblin Green (or whatever colour suits the surface you play your battles on).



If you'd like to try a different colour scheme from the one above, then the colours of the Night Lords Legion are also fairly straightforward. Start off by giving your models a black undercoat. Next, paint the Night Lords with Midnight Blue (you can leave their bolters black, though). Once dry, use Dwarf Bronze to pick out the shoulder pad trims, the edges of armour, and any other raised gilding on the models. Next, paint the helmet horns with Bleached Bone. Now pick out the cables on the helmet and backpack, as well as the eyes and parts of their bolters with Boltgun Metal. Finally, paint their bases Goblin Green and your Night Lords are complete!

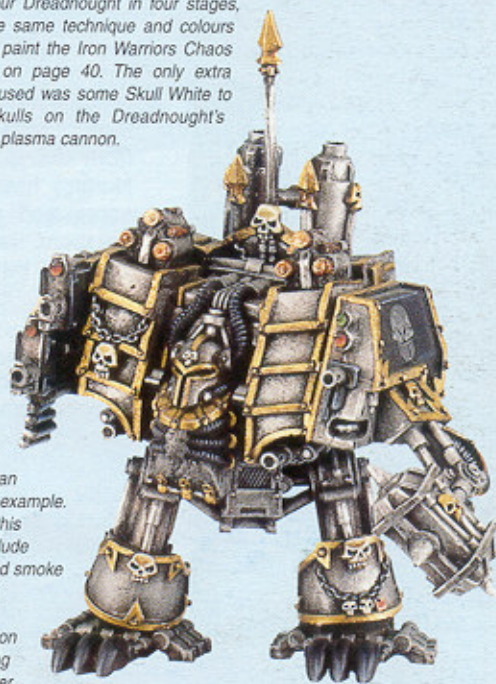
PAINTING IRON WARRIORS DREADNOUGHTS

In the step by step example below, we show you a straightforward way of painting Iron Warriors Dreadnoughts. This same process can also be applied to any kind of Iron Warriors vehicle – from bikes to Predators.



We've painted our Dreadnought in four stages, using exactly the same technique and colours that we used to paint the Iron Warriors Chaos Space Marines on page 40. The only extra colour that was used was some Skull White to pick out the skulls on the Dreadnought's banner pole and plasma cannon.

Right: Another Iron Warriors Dreadnought, this one taken slightly further than our step-by-step example. Extra details on this Dreadnought include shoulder-mounted smoke launchers, and a transfer of the Legion's symbol on the armour plating of the left shoulder.



The finished Iron Warriors Dreadnought on the tabletop, along with a squad of five Iron Warriors Chaos Space Marines painted using the method on page 40. Note that the Chaos Space Marines have since had some flock glued to their bases to match the tabletop playing surface.

PAINTING & MODELLING TIPS

The models below are simple conversions using plastic and metal parts from other models. The first uses the head from a Warhammer Chaos Sorcerer, while the other is a Plaguemarine with the arm of a Warhammer Chaos Spawn.



This page details a variety of different painting and modelling tips that you may find useful when painting or converting Chaos Space Marines and Daemons. While we can fit only a few tips on this page, more painting and modelling articles and tips can be found in *White Dwarf* magazine.

PAINTING PUSTULES

Some Chaos Space Marine and Daemon models (especially from the forces of Nurgle) have open sores and pustules on them. The best way of painting pustules is to overload your brush with paint and 'blob' it onto each spot. The thick glob of paint on each pustule will make them stand out even more and look truly ... erm ... gross! You can even add a small pink, black or yellow dot in the centre of each pustule to make them look even more disgusting.



QUICK & EASY BLOODLETTERS

A really simple way of getting the wet, blood-slicked look of Bloodletters' skin is to paint any areas of bare skin on the model solely using red ink. Undercoat the Bloodletters with white paint, and then paint straight on top of the undercoat with red ink. It takes about three coats of ink to get a really deep, blood colour. The great thing about inks is that they dry looking slightly shiny, making skin look wet and blood-soaked.



PAINTING HORNS

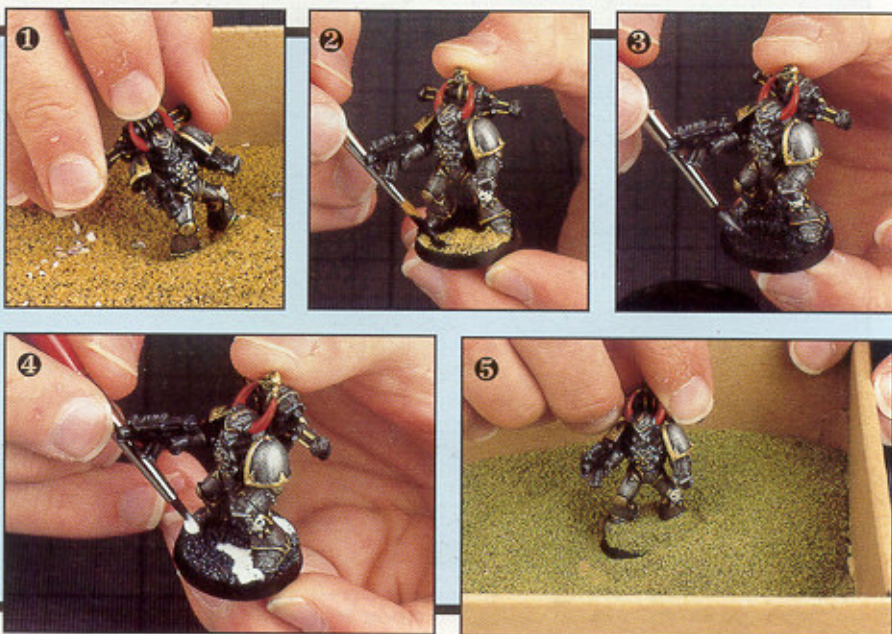
To paint horns, coat them with Bleached Bone. Next add a little bit of Skull White at the tip of the horn. Now paint some Chestnut ink from the base of the horn to about half way up. You can even paint some thin black lines near the base of the horns to simulate bony ridges.

Great looking bases are easy to make with just some sand, flock and PVA glue. First paint some PVA over the top of the base and then dip the model into a box of sand while the glue is still wet. Shake off any excess sand from the model and leave it to dry. Now paint over the sand covered base with Chaos Black. If you want, you can add a highlight of Codex Grey over the top of the black.



Now paint some patches of PVA on the base again, but don't cover the whole of it. Finally, dip the base in some flock, and you end up with a textured base that has sparse grassy patches.

The finished base (with the rim painted Goblin Green).



Most Chaos Space Marine players convert Space Marine vehicles before they use them in their army, although it's only really mandatory for vehicles that have been given Chaos gifts. Chaos Space Marine vehicles come with an accessory sprue that includes all kinds of spikes, chains and other bits and pieces you can use to make a suitably chaotic looking vehicle. In addition you might like to try out some of the ideas shown on this page.

Right: This Chaos Predator's Daemonic Possession takes the form of tentacles and leering faces stuck all over the tank. The tentacles are from a Warhammer Chaos Spawn model, while the faces were moulded onto the tank with 'Green Stuff' (a type of modelling clay available from Games Workshop).

DAEMONIC POSSESSION



CORUSCATING WARP FLAME



Above: The warp flame on this tank gouts forth from the many brass heads mounted to the bodywork (made from the heads of various Warhammer monsters and painted with Brazen Brass).

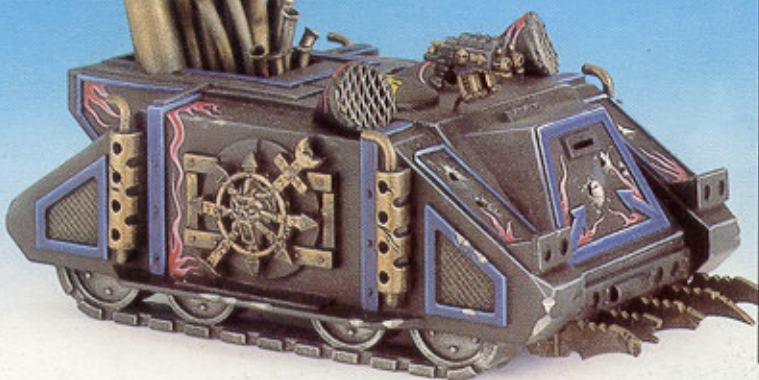
Below: The Destroyer has a length of plastic tubing at the front, connected to the tank by two lengths of brass tubing. Metal spikes have been glued all around the plastic tube (spear tips are good for this). Each end of the plastic tube is capped by Khornate icons taken from Chaos Space Marine Icon Bearers.



DESTROYER



WARP AMPLIFIER



The Warp Amplifier is made with plastic and aluminium tubing (available from model shops). The speakers are Talisman playing counters with aluminium mesh glued on. Slaaneshi icons on the sides of the tank are from Daemonette Standard Bearers.



HEAVY METAL[®]

SHOWCASE

Below: Deadly Chaos Obliterators, designed by Dave Andrews.



Right: Chaos Dreadnought, designed and painted by Dave Andrews. Dave has added spent shell casings to the Dreadnought's base (made from small lengths of cocktail stick). The metal mesh texture on the base is made from some aluminium mesh which was cut to fit the base. (You can get aluminium mesh in places such as Halfords.)



Left & Above Left: Khornate Chaos Space Marine conversions, by Fred Reed. Chief among the things Fred has added to the models are the claws from a Daemonette (used for the top model) and a plastic Ork Power Claw taken from a plastic Ork heavy weapons sprue (used on the model to the left).



Right: Khârn the Betrayer, designed by Jes Goodwin.

A mighty Bloodthirster, Greater Daemon of Khorne, designed by Trish Morrison.



Converted Chaos Space Marine Bike, by Dave Perry.





Left: Daemon Prince of Slaanesh, converted and painted by Mark Leake.

Below: Cypher, bane of the Dark Angels, designed by Dave Andrews.



Above: Abaddon the Despoiler, Warmaster of Chaos. Abaddon's armour has been painted using black and brass – the colours of the Black Legion.



Above: The Chem-master Fabius Bile (designed by Jes Goodwin) accompanied by a bodyguard of genetically enhanced warriors (designed by Shane Hoyle).

Below: Converted Chaos Predator by Simon Smith. The rotating scythe blades at the front of the tank are made from parts taken from a plastic Imperial vehicle accessories sprue (including dozer blades, hatch tops and the weapon mounts for hunter-killer missiles).



Below: Another of Trish Morrison's amazing Greater Daemons: The Lord of Change.



EAVY METAL[®]

SHOWCASE



Above: Tzeentchian Chaos Lord conversion by Graham Davey. The Lord uses Kharn the Betrayer's body, with a Space Marine Chaplain's head and the power fist from the Chaos Renegade Champion. The flying disc is constructed from Necromunda Wyrds Ripperjacks, pressed into 'Green Stuff' molded over a spray can lid!



Iron Warriors Rhino by Fred Reed. Among the many details Fred's added to this conversion are a Gorkamorka speargun, as well as a gunner made using the top half of a Necromunda Wyrd Pyromaniac.



Below: Ahriman of the Thousand Sons, painted by Mike McVey.



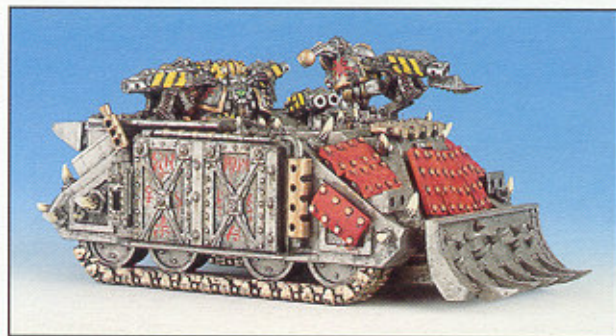
Right & Above Right: These converted Khorne Berzerkers are a collaboration between Fred Marcarini (who converted the models) and Lorenzo Palla (who painted them). The main feature of the models are the extravagant head swaps (which Fred pilfers from all kinds of different Citadel miniatures!)



Right: The obscene and blasphemous Daemon Prince of Slaanesh.

Left: The festering abomination that is the Great Unclean One, Greater Daemon of Nurgle.



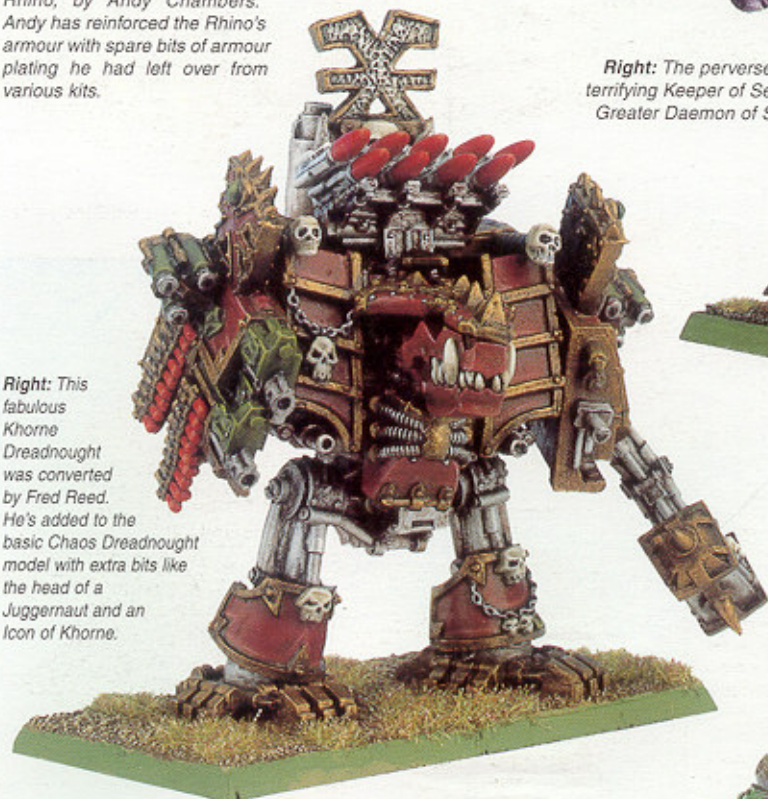


Above: Converted Iron Warriors Rhino, by Andy Chambers. Andy has reinforced the Rhino's armour with spare bits of armour plating he had left over from various kits.



Right: The perverse and terrifying Keeper of Secrets, Greater Daemon of Slaanesh.

Right: This fabulous Khorne Dreadnought was converted by Fred Reed. He's added to the basic Chaos Dreadnought model with extra bits like the head of a Juggernaut and an Icon of Khorne.



Above: Converted Thousand Sons Chaos Space Marine, by Neil Hodgson.



Left: Converted Black Legion Chaos Space Marine, by Paul Muller. The model started out as a Space Marine Veteran Sergeant, and had spikes added to the sides of its legs, as well as bullet holes gouged out of its chest armour with a modelling knife.

Right: Another great conversion by Fred Reed. The fleshy texture on this Predator was made by covering most of the surface with 'Green Stuff', and then cutting into it while it was still soft.

