

BL1.0 THE FORCES OF CHAOS

Ten thousand years ago, the Imperium of Man was beset by a devastating civil war known as the Horus Heresy. Several Space Marine Legions rebelled against the "False Emperor" under the persuasive-yet-corrupt leadership of Warmaster Horus, a former lieutenant of the Emperor who fell under Chaos' sway. Space Marine fought brother Space Marine, culminating in a final battle at the Imperial Palace on Holy Terra.

Though the forces of the Imperium were victorious, the Emperor of Mankind was mortally wounded and encased in the Golden Throne to sustain his life. Meanwhile, the surviving rebel Space Marines fled for the Eye of Terror, a massive Warp storm on the northeastern edge of the galaxy. Here, warp-space mixed with realspace and the Daemons of Chaos could manifest themselves.

The traitor Space Marines took refuge in the Eye of Terror, launching raids and Black Crusades from their maelstrom base. These Chaos Space Marines became an endless plague upon the Imperium, wreaking havoc in the name of their Chaos Gods.

Chaos Space Marines have most of the capabilities of regular Space Marines, though they also have Chaos abilities and gear that make them unique. Each of the four Chaos Gods have Chaos Space Marines devoted to their cult, be they Noise Marines in service of Slaanesh to Plague Marines in service of Nurgle. They can unleash untold horrors on their opponents, from Daemon Packs to Chaos Defilers. They can be organized in an infinite number of ways, which is appropriate because Chaos embodies disorder itself. In the end, Chaos Space Marine armies are feared opponents that are seen as highly unpredictable by those who fight them.

The Black Crusades

Perhaps once or twice in a millennia a truly great Champion of Chaos will arise in the Eye of Terror. Through the power of his implacable will and the favour of the Dark Gods this Champion can weld together an unsteady alliance between the infernal regions of the Eye. How the Champion brings the crusade together depends upon his nature and his patron god. Some use manipulation, others extortion, others domination, others intimidation. Most simply use all of the considerable powers at their disposal.

Preparations for a Crusade can take years, or weeks depending on the whims of the gods. The forges of the hell worlds belch out armour and weapons for the chosen one's followers, daemon engines are aroused from their dark slumber with blood sacrifices, factions vie for command of the massed ranks of crusaders or are mercilessly crushed into obedience.

When the Black Crusade is launched the Eye of Terror vomits forth the diabolic hordes of Chaos: armies of daemons and ancient and terrifying Chaos Titans. Spearheading it all are the Chaos Space Marine Legions, united in their lust for booty and their desire to bring destruction upon the hated Imperium.

The Imperium keeps strong forces stationed around the Eye to fend off these invasions. Entire Titan Legions, Space Marine Chapters and massed regiments of Imperial Guard defend the most vital systems in close proximity to the Eye. But even powerful fighting formations like these cannot guarantee victory over the infernal throng. All too often the black tide of Chaos expands and recedes leaving entire systems ravaged and burned. Whole planetary populations are irrevocably tainted by Chaos, cities and industries are crushed by the thunderous pounding of diabolic engines of destruction, uncounted citizens are dragged away to serve as slaves and playthings to the damned

souls and their daemonic masters at the edge of reality.

Every city ruined, every planet burned brings the Imperium a little closer to dissolution. In an Imperium of a million worlds how much can a single world matter? Enough to have to defend each one against the infernal host, enough to bring the curse of Exterminatus upon those that bend the knee and bow down to daemon-kind. A Black Crusade may come crashing forth from the Eye only once in a thousand years, but the damage it inflicts can never be undone.

Chaos Powers

Khorne



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

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Tzeentch



Tzeentch is the god of fortune and chance and the cosmic architect of fate and destiny. His body is covered with faces which constantly shift and change, reflecting the mood of Tzeentch as his all seeing mind probes the endless strands of fate

which hold the universe together. Tzeentch schemes and plots to further his own unimaginable purposes, sometimes supporting a mortal cause, at other times hindering it, but constantly manipulating the vastly complex strands of fate which hold the secrets of life and death. Because Tzeentch's plots are so convoluted it is impossible to divine what his true purposes or intentions are. His machinations invariably turn out to be more subtle and complex than they first appear, and even his most loyal followers are likely to discover only too late that they are just pawns in a cosmic game of the gods. Tzeentch is also the god of mental energy and magic - the raw forces of change themselves.

Nurgle



Nurgle is the god of plague, pestilence, decay and physical corruption. His body is huge and bloated, his rotting flesh swollen with decay and pock-marked with sores and lesions. Tiny daemons

called Nurglings crawl all over his putrid carcass plucking at torn flesh and sucking at the leprous sores and putrid boils. Nurgle is full of morbid energy and enthusiasm, and his daemons travel through time and space spreading plagues and corruption as they perform their Dance of Death round cities and towns they wish to infect. Mortals who die from Nurgle's plague are never free of their agonies, as their souls are claimed by the plague god and they become new daemon servants in turn. A mortal so much as touched by a daemon of Nurgle will catch some foul disease, and is doomed from that moment on to die. It is held that a mortal who is dying of sickness can forestall his death by calling upon Nurgle and pledging his soul to the Lord of Decay.

Slaanesh



Slaanesh is the Lord of Pleasure whose followers abandon all self-restraint and inhibition to embrace the countless possibilities of mind and flesh. Slaanesh is neither male nor female, but a disturbingly beautiful amalgam of the two. It is

said that any mortal who gazes upon the image of Slaanesh will become enslaved by the god's beauty and willingly obey the Lord of Pleasure's slightest whim. The very touch of the god's breath overwhelms mortal senses with the scent of delight, melting the resolve of the toughest warrior and submerging his mind in waves of pure pleasure. The slightest purr of the god's voice is enough to

stimulate the senses into eternal and blissful oblivion. To the followers of Slaanesh the mortal world is grey and insipid compared to the sensual paradise of their master's affection.

Chaos Titans

In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. The Tech Priests of Mars were pitched into a bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions split into loyalist and traitor factions, with over half of the Titan Legions joining Horus.

Throughout the Heresy innumerable battles were fought between Titans, and whole cities shook beneath the heavy tread of these awesome war machines. With the failure of the Heresy the renegade Titan Legions were driven into the Eye of Terror, where they still dwell ten thousand years on, waiting to board space hulks or ancient transport vessels and ravage the worlds of the Imperium again.

During their long sojourn among the daemon worlds the renegade Titans have been warped and mutated, for the mutable power of Chaos is not limited to creatures of flesh and bone. These gigantic engines of terror are universally feared as they wander the daemon worlds from battle to battle, eternally wreaking the carnage they were built for. No-one knows quite whether these machines retain their original crews, their lives unnatural prolonged by their close contact with the powers of the warp, hidden in the Eye of Terror where time means nothing. Some say they are possessed by the spirits of daemons, whose rage at their entrapment drives the machine to ever greater acts of destruction. Chaos Titans are feared and respected amongst the followers of the Dark Gods as monstrous brooding effigies of ancient gods of war. The Imperium fears the Chaos Titan as the avenging revenants of a horrific past.

Chaos Navy

Long ago, when the Emperor of Mankind led his Space Marine Legions across the stars in what was to become known as the Great Crusade, Primarchs captained his armies. Each Primarch commanded not only a Legion of Space Marines but also vast fleets of warships and innumerable armies of Guardsmen. The military might at the disposal of each of them was immense. Then came the Horus Heresy and fully half the Primarchs rebelled against the Emperor. The history of the Heresy is well known, it was a dark and terrible time in which civil war almost destroyed the Imperium. In its aftermath, it was clear to the High Lords that too much power had been at the disposal of the traitor Primarchs.

The Codex Astartes of Roboute Guilliman was the main reform. The huge Space Marine Legions were broken down into Chapters of a thousand warriors and equipped with specialist barges and strike

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cruisers. The fleet was reorganised into battlefleets dispersed between the major worlds of each Segmentum. The Imperial Guard was reorganised to more clearly define who could authorise the formation and deployment of additional regiments. The measures were successful insofar that although there have been rebellions since the Heresy they have always lacked the capacity to tear the Imperium apart as Horus almost did.

The defeated Traitor Marines were never a part of these reforms however. When the Ultramarines were spawning numerous successor Chapters, the Black Legion, the World Eaters and all the others were establishing territories in the Eye of Terror using all the forces they had managed to salvage from the defeat on Terra. To this day Chaos fleets are subordinate to the Lords of the Chaos Space Marine Legions.

Abaddon

Abaddon the despoiler. Abaddon the arch-fiend. Abaddon who has led endless Black Crusades against the horrified worlds of mankind's fragile Imperium. An inhuman monster whose name has become a tenfold curse for the ten thousand years of terror and desolation he has rained upon the galaxy he once helped conquer in the name of the Emperor of Mankind.

Long ago Abaddon was a great hero, a mighty warrior who battled in humanity's wars of expansion and retribution. He was captain of the Luna Wolves' 1st Company during the Great Crusade, and followed Horus from ancient Terra to conquer the distant stars. The Luna Wolves battled across uncounted worlds to free them from alien tyranny or the taint of Chaos, and Abaddon was ever at the fore. He worshipped the Warmaster like a god and Horus treated him as his most favoured son, indeed some whispered that he was in truth the clone-son of the Primarch himself, product of the earliest Primogenitor experimentation. None were prouder than he when the Emperor renamed the Legion the Sons of Horus in honour of the Warmaster's accomplishments in the Ullanor Crusade.

Abaddon has led thirteen Black Crusades against the Imperium. Some have been great invasions of whole Legions of the lost and the damned, others have been vicious raids with only a few companies of the the most deadly Chaos Space Marines at his command. Each attack has sent the Imperium reeling and ravaged worlds close to the Eye of Terror. The High Lords of Terra live in fear of the day that Abaddon unites all of the Traitor Legions into an unstoppable horde and returns to play out the last acts of treachery begun by Horus ten thousand years ago.

BL1.1 Chaos Special Rules

BL1.1.1 Initiative & Strategy Rating

All Chaos Marine, Daemon, Chaos Titan Legion and Chaos Navy formations have an initiative rating of 2+. Chaos Black Legion armies have a strategy rating of 4.

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemons to add to the Daemon Pool (see BL1.1.3). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove 1D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

BL1.1.2 Factions

Each formation in an army of the Black Legion belongs to a faction that owes allegiance to one of the gods of Chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. With the exception of those formations that worship Chaos Undivided, the different factions do not get along well, and some factions hold a millennia-old hatred of each other. Although the factions will often unite under a powerful Warlord to fight a common enemy, their enmity can cause problems during a battle. This is represented by the following rules:

Formations belonging to Khorne hate those belonging to Slaanesh, and vice-versa. Formations belonging to Tzeentch hate those belonging to Nurgle, and vice-versa.

A formation that has no friendly units from a hated formation within 30cm of any of its units receives a +1 modifier to its Initiative test. If even one hated friendly unit is within 30cm then this bonus is lost. This modifier only ever applies to units that are on the battlefield; aircraft, spacecraft and any other formations that are not in play never receive the modifier.

BL1.1.3 Summoned Units

Formations that purchase the Daemonic Pact upgrade (see the army list below) are able to summon daemons to the battlefield. In order to summon daemons a players must first purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon. Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and

greater daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a general rule greater daemons cost 8 summoning points and all other units cost 1 summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

Faction	Daemons
Khorne	Bloodthirster: Greater Daemon of Khorne, Bloodletters
Nurgle	Great Unclean One: Greater Daemon of Nurgle, Plaguebearers
Slaanesh	Keeper of Secrets: Great Daemon of Slaanesh, Daemonettes
Tzeentch	Lord of Change: Great Daemon of Tzeentch, Flamers
Any Faction	Daemonic Beasts

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when a summoned unit is destroyed it does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation

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outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll. If a formation loses an assault (see Core Rules 1.12.8 Loser Withdraws) you remove extra hits from the formation before it is considered broken and all the remaining summoned units are removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see LD 1.1.5 below). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after

the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

BL1.1.4 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see BL 1.1.3 Summoning Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

BL 1.1.5 Daemonic Focus

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken.

Example: A Chaos player begins her army creation process by purchasing a Daemon Pool to be used by her summoning formations. She purchases 14 lesser daemons and 2 greater daemons. These daemons are not affiliated with any particular faction until they are summoned. When purchasing formations she chooses the Daemonic Pact upgrade for two formations; a Khorne and a Nurgle formation. During her first turn she indicates that the Nurgle formation will be summoning daemons.

She rolls 2D3 and gets 5 summoning points. She decides to summon 5 Plaguebearers, each stand costing a single summoning point. She removes 5

lesser daemons from the Daemon Pool leaving 9 lesser daemons left and places 5 Plaguebearers on the table. In her second turn she decides to summon daemons using the Khornate formation. She also purchased a Chaos Champion for this formation so she rolls 2D3, the base amount she gets to summon, and then rolls an additional 2D3 because of the Champion's Augment Summoning ability. She receives 12 summoning points. She uses 8 points to summon a Bloodthirster, 2 points to summon 2 Daemonic Beasts and the last 2 points to summon 2 Bloodletters.

This leaves her with 5 lesser daemons and 1 greater daemon in her Daemon Pool.

BL2.0 Black Legion Chaos Army List

The Black Legion were originally known as the Luna Wolves and later as the Sons of Horus. Abaddon the Despoiler rose to command of the legion following their defeat during the Horus Heresy, and commanded that their armour be painted jet black to mirror their shame. From that time on they have been known as the Black Legion. The Black Legion are the most diverse of the Traitor Legions and at any one time will include factions loyal to each of the Chaos Gods. Occasionally the bitter rivalry between the followers of the different Chaos gods can lead to problems, but in general the different factions are united by the implacable will of Abaddon the Despoiler.

Thus companies including Khorne Berzerkers will march side by side with companies that include Sorcerers of Tzeentch, and either or both could be commanded by a Chaos Lord that bears the mark of Chaos Undivided. At the time of the Heresy the Space Marines were organised into huge armies known as Legions. There were only twenty such Legions, but each was many, many times greater in size than the Space Marine Chapters of the 41st Millennium. The purpose of the Legions was to carve out a new empire for mankind, a task that they carried out with great success until the Horus Heresy caused them to turn on themselves and bring the Emperor's re-conquest of the galaxy to a premature end.

Because of this the formations in a Space Marine Legion were rather larger than those found in the later Space Marine Chapters, as the Space Marine Legions were intended to deliver hammer blows against an enemy rather than a surgical strike. This rather different organization is sustained to this day amongst the Traitor Legions, who still operate in much larger formations than their loyal counterparts that follow the teachings of the Codex Astartes.

BL2.1 Using The Army List

The following army list allows you to field a Chaos Space Marine army based on Abaddon's Black Legion. It can also be used as a 'stand in' army list for other Traitor Legions, such as the Death Guard,

World Eaters, Night Lords and Iron Warriors. Note that the army does not include Chaos cultists, which will be covered instead by the separate Lost and Damned army list.

Chaos Space Marines are organised into formations called retinues or companies. Each retinue or company is made up of four or more units, and may also include a number of extra units called upgrades. The companies that may be taken are shown on the chart below. The chart also shows what units comprise the company, what upgrades are allowed, and its points cost. For example, a Black Legion Retinue consists of eight Chaos Space Marine units and a Chaos Lord character for 275 points, and may include a number of upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the retinue or company, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each formation can only take a maximum of four (4) upgrades. Each upgrade may only be taken once per formation.

Black Legions armies may be supported by Black Legion War Engines, Aircraft and Spacecraft. Up to a third of the points available to the army may be spent on these formations.

BL2.1.1 Chaos Warlord

One Chaos Space Marine Lord character in the army **must** be selected to be the Chaos Warlord. All other Chaos Space Marine Lord characters must be either Chaos Lords or Sorcerer Lords.

BL2.1.1.1 Chaos Lord Upgrade

The Chaos Lord upgrade can only be applied to one of the Core units of a Black Legion Formation. For example, the Chaos Lord (or Chaos Warlord) upgrade for a Black Legion Retinue could only be added to the Chaos Space Marine units in that formation. It could not be added to any units, such as Obliterators or Cult Marines purchased as an Upgrade.

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Black Legion Formations			
Formation Type	Core Units	Upgrades Allowed	Points Cost
o-1 Raptor Cult	One Chaos Space Marine Lord character upgrade and from four to eight Raptor units	Daemonic Pact	35 points each
o-2 Black Legion Chaos Terminators	One Chaos Space Marine Lord character upgrade and from four to six Chaos Terminator units	Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince	65 points per unit
Black Legion Retinue	One Chaos Space Marine Lord character upgrade and eight Chaos Space Marines units.	Rhinos, Havocs, Dreadnought, Defilers, Dreadclaws, Cult Marines, Chaos Land Raiders, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince	275 points
o-1 Black Legion Forlorn Hope per Black Legion Retinue	Four Chaos Space Marines, (Chaos Space Marines in the formation receive the Scout ability for free)	Dreadclaws, Rhinos, Daemonic Pact	125 points
Black Legion Bike Company	One Chaos Space Marine Lord character upgrade and eight Chaos Space Marines Bike units	Daemonic Pact, Icon Bearer	300 points
Black Legion Armoured Company	Four to eight vehicles (may choose either Chaos Predators or Chaos Land Raiders or a combination of the two)	Defilers	50 points per Predator and 75 points per Land Raider
o - 2 Black Legion Assault Company	One to three vehicles (may choose Decimators or Death Wheels or a combination of the two)	Defilers	225 points per Decimator or 275 points per Death Wheel
Daemon Pool	Lesser Daemon Greater Daemon (Note: Daemons purchased for the Daemon Pool are not Faction specific and are used to represent a Daemon from any faction.)		+20 points each +100 points each

Black Legion Upgrades		
Upgrade	Units	Cost
Rhinos	Up to eight Rhinos. If you choose to take this option then you <u>must</u> take <u>exactly</u> enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it.	10 points each
Cult Marines	Four units belonging to the Cult associated with the Retinue's faction: Berzerkers (Khorne), Noise Marines (Slaanesh), Plague Marines (Nurgle), Thousand Sons (Tzeentch).	150 points
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25 points
Obliterators	Up to three Obliterators	75 points each
Dreadnought	Up to three Dreadnoughts	50 points each

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Chaos Land Raiders	Up to four Chaos Land Raiders	75 points each
Defilers	Up to three Defilers	75 points each
Dreadclaw Drop Pods	These work in exactly the same manner Marine Drop Pods. They may not be taken by formations that include any vehicles other than Dreadnoughts. In addition they require a Devastation class cruiser or Despoiler class battleship in order to be used.	5 points per unit in the formation
Havocs	Four Havoc units	150 points
Icon Bearer	One Icon Bearer character upgrade	+50 points
Daemon Prince	Replace the unit in the formation that includes the Chaos Lord or Warlord character with a Daemon Prince <u>unit</u> . One Daemon Prince may be included in an army for each Chaos faction present in the army.	+50 points
Chaos Champion	One Chaos Champion character upgrade	+ 50 points

Chaos Titan Legion War Engines	
Banelord Titan	800 points each
Ravager	650 points each
Feral	300 points each

Chaos Navy and Aerospace Units	
Swiftdeath Interceptor	200 points for three
Helltalon Fighter-bomber	300 points for two
Devastation Class Cruiser	150 points
Despoiler Class Battleship	250 points

Chaos Space Marine Units

Chaos Space Marine Lord

Chaos Lords are the most powerful of the Chaos Space Marines. With the genetic advantages of a Space Marine, millennia of combat experience and the blessings of the Dark Gods there are few more dangerous entities in the galaxy. Chaos Lords and Sorcerer Lords are warriors who have the will, skill and strength to be the greatest of Mankind's enemies.

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Daemon Weapon	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	
Warp Bolt	(15cm)	Small Arms	Macro Weapon, Extra Attack (+1)	

Notes: Chaos Space Marine Lords can be one of three types: Chaos Warlord, Sorcerer Lord or Chaos Lord. All are Characters and have the Commander, Leader and Invulnerable Save abilities. Chaos Warlords and Chaos Lords carry a Daemon Weapon. Sorcerer Lords have the Warp Bolt weapon (listed in the weapon section above) instead of the Daemon Weapon. A Chaos Warlord also has the Supreme Commander ability. There can only be one Chaos Warlord in an army (see BL2.1.1).

Daemon Prince

The ultimate prize for every Commander of the Traitor Legions is the ascension from the mortal realm to the position of Daemon Prince. Only the most favored Lords are able to accept the full gifts of the Chaos Gods and the Warp and make this transition from mighty, yet still mortal, Lord into a supremely powerful Daemon Prince. As powerful as a Greater Daemon, those that have risen to being a Daemon Prince wield power in both the mortal realm and the Warp which even the fabled Primarchs could merely dream of.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm(30cm)	3+(4+)	3+	3+
Weapon	Range	Firepower	Notes	
Possessed Weapon	(base contact)	Assault Weapon	Titan Killer (1), Extra Attack (+2)	
Warp Blast	(15cm)	Small Arms	Extra Attack (+1), Titan Killer (1)	

Notes: Commander, Leader, Fearless, Reinforced Armour, Teleport. The Daemon Prince may have wings. If this option is taken he counts as having a jump pack and his speed is increased to 30cms. However his armour save is reduced to 4+. The different values for taking wings are shown in (brackets) above. If taken as a replacement for a Warlord then the Daemon Prince also counts as a Supreme Commander.

Champion of Chaos

Whilst Chaos Marines are led by mighty Lords and Sorcerers who have killed for thousand of years to lead their brethren, within their ranks are Chaos Marines who have risen to the status of Champion of Chaos through ferocity in battle or through pacts with daemons and Gods themselves. These mighty warriors stand alongside their Lords but stand ready should anything unfortunate happen to their Commander.

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Daemon Artifact	(base contact)	Assault Weapon	Extra Attack (+1), First Strike	
Daemon Bolt	(15cm)	Small Arms	Extra Attack (+1), First Strike	

Notes: Character, Invulnerable Save, Augment Summoning (+2D3). A Champion of Chaos is outfitted depending on the faction of the formation they are attached to: Khornate, Nurgle and Undivided Champions wield the Daemon Artifact. Slaanesh and Tzeentch Champions are equipped with the Daemon Bolt.

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Icon Bearer				
<i>To reinforce their embrace of a particular Dark God retinues of Chaos Marines often display unholy banners to their God. These banners depict heretical Icons flaunting their dark allegiance and bringing favour from their chosen God. Often woven from the bodies of their victims and daubed with their blood these Icons sow terror and madness in those unlucky enough to gaze upon them.</i>				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
None	-	-	-	
Notes: Character, Leader, Daemonic Focus, Invulnerable Save				

Chaos Space Marine				
<i>Chaos Space Marines, or Traitor Marines, were once loyal Space Marines, charged with defending Mankind in the name of the Emperor. They have since renounced their vows of loyalty and allied themselves with the dark Gods of Chaos, putting their own selfish lust for power above all else. Their armour, weapons and even their physical form have changed to reflect their new loyalties and the darkness of their souls.</i>				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Autocannon	45cm	AP5+/AT6+		
Notes: none				

Chaos Space Marine Bikes				
<i>There was a time when Bikes were simply another piece of equipment to the Traitor Legions but years within the warp have changed this. The bike is almost an extension of its rider, both covered in cruel spikes and jutting horns. The roar of the bike s engine is the growl of a snarling beast that fires the damned soul of its rider to acts of greater recklessness.</i>				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Chainswords	(base contact)	Assault Weapons		
Notes: Mounted				

Chaos Black Legion Army List

Chaos Terminators

The Chaos Terminators are the elite of a Chaos Space Marine army. Drawn from the most experienced and capable veteran warriors of the Traitor Legions, they have literally thousands of years of experience. Wearing precious suits of Terminator power armour twisted and warped to reflect their allegiance to the ruinous powers these men have ruled planets, led armies and destroyed civilizations.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Combi-bolters	(15cm)	Small Arms		
Power Weapons	(base contact)	Assault Weapons	Macro Weapon, Extra Attacks(+1)	
2 x Reaper Autocannon	30cm	AP4+/AT6+		
Notes: Reinforced Armour, Thick Rear Armour, Teleport				

Berzerkers

Berzerkers are Chaos Space Marines dedicated to the worship of Khorne. They are frightening, unrelenting warriors who fight with a manic frenzy to claim skulls for the Skull Throne of Khorne. Every member of the World Eaters Legion is a Berzerker, although not every Berzerker originates from that Legion. Many Chaos Marines feel the call of Khorne appealing alternately to their martial pride and their vengeful bloodlust and become Berzerkers as a consequence.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	2+	5+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms		
Chainaxe	(base contact)	Assault Weapons		
Notes: Fearless				

Noise Marines

Noise Marines are followers of Slaanesh who crave all manner of visceral sensation. Their practices are both despicable and unspeakable, their history of atrocity going all the way back to the Horus Heresy. Their cravings have led to the use of a range of sonic weapons. Noise Marines hear the subtlest changes in pitch and volume and this in turn affect their brain, causing extreme emotional reactions. The louder and more discordant the noise, the greater the effect.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Sonic Blasters	(15cm)	Small Arms		
Blast Master	30cm	AP5+/AT6+	Disrupt	
Notes: Fearless				

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Plague Marines				
<i>Plague Marines are followers of Nurgle who have chosen to be the vessel for all manner of contagion and pestilence in return for immunity from their effects. Bloated and diseased Plague Marines are horrific to behold but can endure tremendous punishment thanks to Grandfather Nurgle's blessings. The Death Guard Legion was the sole source of all the original Plague Marines although since the Heresy there have been many whose will to live was strong enough to make them sacrifice their souls for continued existence.</i>				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Plague Knives	(base contact)	Assault Weapons		
Notes: Fearless				

Thousand Sons				
<i>The Thousand Sons Legion of Space Marines serves Tzeentch and has always included many Sorcerers capable of wielding powerful psychic energies. Since the Heresy many other initiates with a talent for sorcery have turned to Tzeentch but there is one category of warrior that will always be unique to the Legion. In an attempt to arrest fast-spreading mutation within the Legion the Sorcerer Ahriman cast a spell known as the Rubric of Ahriman, which was s potent that every member of the Thousand Sons who was not a Sorcerer was turned to dust and bound forever in his armour as a disembodied spirit.</i>				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Notes: Reinforced Armour, Fearless				

Obliterators				
<i>Obliterators have dwelt too long in the Eye of Terror and have contracted a contagion that sears their flesh to their armour. Marine and armour become one entity, growing down the centuries into hulking, weirdly baroque leviathans able to reshape their forms to spew death at their enemies. Obliterators are no longer even Chaos Space Marines instead they are an amalgam of Marine, Daemon and Armour, each part inseparable from the rest.</i>				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	2+
Weapon	Range	Firepower	Notes	
3 x Body Weapons	45cm	AP5+/AT5+/AA5+		
Notes: Reinforced Armour, Thick Rear Armour, Invulnerable Save, Fearless, Teleport				

Chaos Black Legion Army List

Raptors

At the time of the Horus Heresy, the Adeptus Astartes made very limited use of jump packs. Those that escaped to the Eye of Terror with their were a rare breed who, after millennia swooping and soaring in the burning skies of Daemon Worlds, became a faction that cut across the boundaries of the Traitor Legions, unified by the thrill of the hunt. Down the centuries their equipment has mutated in the way of Chaos, fusing the original machinery with daemonic power.

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Melta Weapons	(15cm)	Small Arms		
Chainswords	(base contact)	Assault Weapons		

Notes: Jump Packs

Havocs

Chaos Havocs are Chaos Space Marines with a preference for killing at range with their powerful weaponry. Each Chaos Havoc's heavy weapon is a trusted ally of a thousand battles, its wielder completely familiar with its every operation. Together weapon and Chaos Space Marine touch every part of the battlefield with death and destruction.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
2 x Autocannon	45cm	AP5+/AT6+		

Notes: None

Dreadclaw Drop Pod

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	5+	-	-
Weapon	Range	Firepower	Notes	
Deathwind	15cm	Ap5+/AT5+	Special	

Notes: Planetfall, Transport (may carry one formation that includes only Chaos Space Marine, Chaos Terminators, Bezerker, Noise Marine, Plague Marine, Thousand Son, Obliterator, Havoc, Daemon Prince and Chaos Dreadnought units).

After the Dreadclaw lands, its Deathwind attacks all enemy units within 15cms. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty as normal. Then any troops carried in the Dreadclaw must disembark within 5cms of the drop pod *or* within 5cms of another unit from the same formation that has already landed, so long as all units are placed within 15cms of the drop pod. The Dreadclaw model is only used as a marker and does not count as a unit in any respect. It may not be used to claim crossfire and the armour value is for comparative purposes only.

Chaos Black Legion Army List

Chaos Rhino				
<i>The Traitor Legions still make extensive use of Rhinos even if these vehicles are twisted and warped so as to be nearly unrecognizable. Spikes, trophy racks, and the bodies of the victims of the Traitor Marines adorn every surface and the power of Chaos has even fused driver and Rhino into one.</i>				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Combi-bolter	(15cm)	Small Arms		
Notes: Transport (May transport two of the following units: Chaos Space Marines, Berzerkers, Noise Marines, Plague Marines, Thousand Sons, Havocs)				

Chaos Predator				
<i>The Predators of the Chaos Legions are a legacy of pre-heresy times, although now they are barely recognizable to those familiar with the Imperial version. Daemonic maws adorn every gun barrel, dark icons cover every surface and their hulls are twisted and mutated.</i>				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin-linked Lascannon	45cm	AT4+		
2 x Heavy Bolter	30cm	AP5+		
Notes: None				

Chaos Land Raider				
<i>The mighty Land Raider is without doubt the most powerful battle tank ever built. When the Chaos Legions fled into the Eye of Terror they took with them hundreds of these precious machines. Now, whenever the Legions issue forth on another Black Crusade these same Land Raiders are ever in the vanguard, demonstrating that even after ten thousand years there is no better engine of destruction.</i>				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+		
Twin Heavy Bolter	30cm	AP4+		
Notes: Reinforced Armour, Thick Rear Armour, Transport (May transport one Chaos Terminator unit or two of the following units: Chaos Space Marines, Berzerkers, Noise Marines, Plague Marines, Thousand Sons, Havocs)				

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Chaos Dreadnought				
<i>Whilst in the Imperium the Dreadnought is a living icon venerating a great warrior from the past, in the Chaos Legions the Dreadnought is a symbol of the unending pain and torment of the damned. The occupants of these infernal sarcophagi are kept alive but are in constant howling agony. Inevitable insanity does not curb the pain and within each machine the Chaos Space Marine rages against the world outside, a terrifying and unpredictable beast that needs to be shackled when not in battle.</i>				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Twin Autocannon	45cm	AP4+/AT5+		
Power Fist	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks(+1)	
Notes: Walker, Fearless.				

Defiler				
Though the Defiler was a more common sight upon the battlefields of Cadia, perhaps the most terrifying of Abaddon's daemonic constructions was the mighty Death Wheel. Standing as tall as a scout titan these massive tracked wheels festooned with baroque spikes, guns and blades were first encountered by the Cadian 8th near Kasr Vasan when a large force of Black Legion armour accompanied by several Death Wheels forced the Cadians to disengage their pursuit of the Volscani Cataphracts.				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Defiler Cannon	75cm	AP4+/AT4+		
or	75cm	1BP	Indirect Fire	
Twin Lascannon	45cm	AT4+		
Defiler Heavy Flamer	15cm	AP4+	Ignore Cover	
or	(15cm)	Small Arms	Extra Attacks(+1), Ignore Cover	
Battle Claws	(base contact)	Assault Weapon	Extra Attacks(+1), Macro Weapon	
Notes: Fearless, Invulnerable Save, Walker.				

Chaos Titan Legions

Death Wheel

Though, during the 13th Black Crusade, the Defiler was a more common sight upon the battlefields of Cadia perhaps the most terrifying of Abaddon's daemonic constructions was the mighty Death Wheel. Standing as tall as a scout titan these massive tracked wheels festooned with baroque spikes, guns and blades were first encountered by the Cadian 8th near Kasr Vasan when a large force of Black Legion armour accompanied by several Death Wheels forced the Cadians to disengage their pursuit of the Volscani Cataphracts.

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
2 x Reaper Autocannon	30cm	AP4+/AT6+	Left Side	
2 x Reaper Autocannon	30cm	AP4+/AT6+	Right Side	
Battle Cannon	75cm	AP4+/AT4+	Left Side	
Battle Cannon	75cm	AP4+/AT4+	Right Side	

Notes: 2 Void Shields, Damage Capacity 4, Reinforced Armour, Fearless.

Critical Hit Effect: The Death Wheel's gyroscopic stabiliser is damaged. The Death Wheel rolls 3D6cms in a random direction (stopping if it contacts impassable terrain or another war engine) inflicting a hit on any unit run over or into, and then tips over and is destroyed.

Decimator

When the followers of Horus turned from the light of the Emperor they had at their command millions of Imperial Guardsmen who also embraced the Dark Gods. Like the Imperial Guard of today they made extensive use of tanks, artillery and other machines of war. The Decimator is a super-heavy tank now superseded by the Shadowsword and Baneblade in the ranks of the Guard. The forces of Abaddon still make widespread use of the Decimator though the mutating power of Chaos means the Decimators are very different from when they served the Imperium.

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Reaper Autocannon	30cm	AP3+/AT5+	Left Side	
2 x Twin Reaper Autocannon	30cm	AP3+/AT5+	Right Side	
Decimator Cannon	45cm	3BP	Macro Weapon, Fixed Forward, Ignore Cover	

Notes: Damage Capacity 3, Reinforced Armour, Fearless.

Critical Hit Effect: The Decimator's boiler explodes. The Decimator is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6.

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Banelord Titan				
<i>The Banelord is perhaps the most horrific of Chaos Titans, its living crew have long since died or become melded with their weapons, leaving the Titan a living, raging machine with an unquenchable thirst for carnage. Typically aligned to the blood god Khorne it has been warped into a daemonic slaughterer, leading the blood thirsty legions of Khorne into battle. Washed in the blood of thousands of sacrifices and mutated to bear the face of a Bloodletter, the Banelord carries weapons from Khorne's great weapon forges, deep in the heart of the Eye of Terror. A once proud war machine has become the living incarnation of war. The other Ruinous Powers are also known to create twisted versions of the Banelord as well. The Nurgle Plaguelord, Slaanesh Painlord and Tzeentch Warplord Titans are malevolent cousins to the Banelord, all built for the same dark purpose.</i>				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	4+
Weapon	Range	Firepower	Notes	
Havoc Missile Rack	60cm	6 x 2BP	Indirect Fire, Single Shot, Forward Arc	
Hellstrike Cannon	60cm	3BP	Macro Weapon, Ignore Cover, Forward Arc	
Doomfist	30cm	4 x AP4+/AT4+	Forward Arc	
or	(base contact)	Assault Weapon	Extra Attacks(+2), Titan Killer (D3)	
Battlehead	(15cm)	Small Arms	Extra Attacks(+2), Fixed Forward	
Tail	75cm	AP4+/AT4+		
or	(base contact)	Assault Weapon	Extra Attacks(+1)	
Notes: 6 Void Shields, Damage Capacity 8, Walker (May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide), Reinforced Armour, Thick Rear Armour, Fearless.				
Critical Hit Effect: The Banelord is driven into a daemonic rage and immediately moves 3D6cm in a random direction. If this move takes the Banelord into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If the Titan rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally).				

Ravager Titan				
The Chaos Ravager Titan is a foul parody of the Imperial Reaver Titan. The Legions they were part of threw in their lot with the corrupted Warmaster in the Horus Heresy. Now, like the Chaos Warlords they are crewed by insidious thing melded to their machines and have long since ceased to be human.				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Doomburner	45cm	MW2+	Titan Killer, Ignore Cover, Fixed Forward Arc	
2 x Death Storm	45cm	4 x AP4+/AT4+	Forward Arc	
Battlehead	(15cm)	Small Arms	Extra Attacks(+2), Fixed Forward Arc	
Tail	75cm	AP4+/AT4+		
or	(base contact)	Assault Weapon	Extra Attacks(+1)	
Notes: 4 Void Shields, Damage Capacity 6, Walker (May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide), Reinforced armour, Fearless.				
Critical Hit Effect: The Ravager's plasma reactor has been damaged. Roll a D6 for the Ravager in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Ravager, on a roll of 2-3 the Ravager suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Ravager will be hit on a roll of 5+.				

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Feral Titan				
Warhound Titans possessed by the spirits of chaos become marauding beasts. Fueled by chaotic energies, they scour the terrain like starving wolves, feeding on energies of destruction and carnage rather than the flesh of their prey				
Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Death Storm	45cm	4 x AP4+/AT4+	Forward Arc	
Battlehead	(15cm)	Small Arms	Extra Attacks(+2), Fixed Forward Arc	
Hellmouth	30cm	3BP	Macro Weapon, Ignore Cover, Fixed Forward Arc	
Notes: 2 Void Shields, Damage Capacity 3, Walker, Reinforced Armour, Fearless.				
Critical Hit Effect: The Feral is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Feral into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).				

Chaos Navy

Swiftdeath Fighter

Forged within the Eye of Terror itself these agile fighters were present in vast numbers in the skies of the planets of the Cadian sector. Fused into one with their pilots and bristling with malevolent energy the Swiftdeaths were instrumental in the establishment of supremacy in the air for the Black Legion as they scoured the Imperial Thunderbolts and Lightnings from the skies.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	-	-
Weapon	Range	Firepower	Notes	
Stormbolters	15cm	AP5+/AA5+	Fixed Forward	
Heavy Bolter	30cm	Ap5+/AA6+	Fixed Forward	
Notes: None				

Hell Talon

Significantly larger than their cousins the Swiftdeaths the Helltalons were also used in large numbers by the Archenemy. Massed bombing runs by Helltalons on the Viklas and Cadus lines had much to do with the eventual rout of Imperial forces in the area.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-bomber	5+	-	-
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward	
Havoc Launcher	45cm	AP5+/AT6+	Fixed Forward	
Incendiary Bombs	15cm	2BP	Fixed Forward	
Notes: None				

Devastation Class Cruiser

The Devastation Class Cruisers were a valuable part of the Imperial fleets and indeed many are still used in reserve fleets. However, like so many Imperial ships, several have turned traitor and disappeared into the Eye of Terror. Though some have since been destroyed there are still more than a few in Abaddon's fleets.

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	-	-	-	-
Weapon	Range	Firepower	Notes	
Orbital Bombardment	-	3BP	Macro Weapon	
Pin-point Attack	-	MW2+	Titan Killer(D3)	
Notes: Spacecraft. May carry up to twenty units that can be deployed with Dreadclaws.				

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Despoiler Class Battleship				
<i>The Despoiler Class Battleships were built in the mid-36th millennium however the thinking behind the design was abandoned and only three out of a proposed class of fifteen were completed. These ships were put in backwater fleets and patrols but one at a time they were reported missing or fired on friendly vessels and fled into the Eye. It is only with the advent of the 13th Crusade that all three - The Merciless Death, Damnation s Fury and Fortress of Agony, have been confirmed as members of Abaddon's fleets.</i>				
Type	Speed	Armour	Close Combat	Firefight
Spacecraft	-	-	-	-
Weapon	Range	Firepower	Notes	
Orbital Bombardment	-	3BP	Macro Weapon	
3 x Pin-point Attack	-	MW2+	Titan Killer(D3)	
Notes: Spacecraft. May carry up to forty units that can be deployed with Dreadclaws. Slow and Steady				

Chaos Daemons

Daemonic Beasts

Many of the more primal Daemonic entities are used as hunting beasts by the Traitor Legions. Whilst they lack the calculating evil of their anthromorphic kin, they combine feral cunning and bestial power in the most terrifying way.

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons		

Notes: Invulnerable Save, Infiltrator. Costs one point to summon.

Bloodthirster: Greater Daemon

Of all those who shed blood in the name of Khorne, the Bloodthirster is the most terrifying, the most proficient and the most utterly savage. Wearing archaic armour forged at the base of the Blood God's throne and bearing a whip of hell-fire and an axe larger than a man, the Bloodthirster throws itself into battle upon wings that block out the light of the sun. None save the Primarchs of old were truly its equal in battle.

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Axe of Khorne	(base contact)	Assault Weapon	Extra Attacks (+2), Titan Killer	
Bloodthirster's Whip	(base contact)	Assault Weapon	Extra Attacks (+1), Titan Killer	

Notes: Damage Capacity 3, Inspiring, Walker, Wings (count as Jump Pack), Invulnerable Save, Reinforced Armour, Fearless. Costs eight points to summon

Critical Hit Effect: The Greater Daemon is hurled back into the warp and destroyed. **Any** summoned daemon units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.

Bloodletters

Though the Bloodthirster is the terrifying embodiment of Khorne, Bloodletters are no less deadly. Many an army has broken and run in the face of thousands of Bloodletters charging towards them with one purpose - blood, death and skulls.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	-
Weapon	Range	Firepower	Notes	
Hellblades	(base contact)	Assault Weapons	Extra Attacks (+1)	

Notes: Invulnerable Save. Costs one point to summon.

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Great Unclean One: Greater Daemon				
<i>Wreathed in swarms of giggling Nurglings, the Great Unclean One shambles across the battlefield spreading disease and pestilence wherever it passes. To the mortal eye it is the foulest of the servants of the Ruinous powers, appearing as a malformed being of weeping pustules and exposed, diseased organs; few men have the stomach, let alone the ability to oppose such a being.</i>				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Nurgling Swarm	(base contact)	Assault Weapon	Extra Attacks(+1)	
Stream of Corruption	15cm	Small Arms	Ignore Cover, Extra Attacks (+1)	
<i>and</i>	Flame Template	AP4+/AT5+	Ignore Cover, Disrupt	
Notes: Damage Capacity 4, Inspiring, Walker, Invulnerable Save, Reinforced Armour, Fearless. Costs eight points to summon				
Critical Hit Effect: The Greater Daemon is hurled back into the warp and destroyed. Any summoned daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.				

Plaguebearers				
Far smaller than the Great Unclean One though no less foul Plaguebearers are found whenever the power of Nurgle, the God of Decay has been embraced. Surrounded by clouds of flies and noxious fumes Plaguebearers pour across the battlefield spreading disease and death.				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	5+
Weapon	Range	Firepower	Notes	
Plague Swords	(base contact)	Assault Weapons		
Plague of Flies	(15cm)	Small Arms		
Notes: Invulnerable Save. Costs one point to summon.				

Lord of Change: Greater Daemon				
<i>To face a Lord of Change in battle is to stand against a master of fate itself. It unravels and deciphers what will come to pass, and uses the knowledge to confound its enemies plans. The ultimate master of the medium of the Warp, the Lord of Change is second only to Tzeentch itself in mystic power. Its appearance reflects its capricious nature; the Lord of Change is a bizarre creature of multihued skin, massive feathered pinions and a bird-like face with eyes that shine with the ruinous light of the very depths of the Warp.</i>				
Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
Withering Gaze	45cm	2 x MW3+	Macro Weapon	
<i>and</i>	(15cm)	Small Arms	Extra Attacks (+1), Macro Weapon	
Bedlam Staff	(base contact)	Assault Weapon	Extra Attacks (+1), Macro Weapon	
Notes: Damage Capacity 3, Inspiring, Walker, Wings (count as Jump Pack), Invulnerable Save, Reinforced Armour. Fearless. Costs eight points to summon				
Critical Hit Effect: The Greater Daemon is hurled back into the warp and destroyed. Any summoned daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.				

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Flamers				
<i>Flames are the most common of the smaller daemons dedicated to Tzeentch, they accompany the worshippers of their master into battle bathing their enemies in the flames of the warp to further the machinations of the Lord of Change.</i>				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Flames of Tzeentch	(base contact)	Assault Weapons		
<i>and</i>	(15cm)	Small Arms	Extra Attacks (+1)	
Notes: Invulnerable Save. Costs one point to summon.				

Keeper of Secrets: Greater Daemon				
To look upon a Keeper of Secrets is to surrender every last shred of self-will. It knows the most secret desires of every mortal being, and will use this horrific knowledge to gain power over its foes, seducing them with promises none can resist. But the Keeper of Secrets is not just a master of the psyche; on the field of battle it is a lithe and dextrous killer, gifting all with the most delicate of killing strokes and the most deadly of caresses.				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Gaze of Slaanesh	30cm	3 x MW 4+	Macro Weapon	
and	(15cm)	Small Arms	Extra Attacks (+1), Macro Weapon, First Strike	
Lash of Torment	(base contact)	Assault Weapon	Extra Attacks (+1), Macro Weapon, First Strike	
Notes: Damage Capacity 3, Inspiring, Walker, Invulnerable Save, Reinforced Armour, Fearless. Costs eight points to summon				
Critical Hit Effect: The Greater Daemon is hurled back into the warp and destroyed. Any summoned daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.				

Daemonette				
<i>Beautiful yet grotesque, beguiling yet deadly , the Daemonettes of Slaanesh glide effortlessly around the battlefield of the Cadian sector transfixing their foes with their unnatural beauty before gracefully despatching their unresisting prey.</i>				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Daemonic Talons	(base contact)	Assault Weapons		
Notes: First Strike, Invulnerable Save. Costs one point to summon.				

Appendix A: Other Daemonic Forces

These units either do not have models or are old models of units that are not in the tournament list. These stats can be used in friendly games if your opponent agrees.

Daemonettes on Riding Beasts				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	-
Weapon	Range	Firepower	Notes	
Daemonic Talons	(base contact)	Assault Weapons		
Notes: First Strike, Invulnerable Save. Costs one point to summon.				

Screamers				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons		
Notes: Jump Packs, Invulnerable Save. Costs one point to summon.				

Horrors				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Daemonic Fire	(15cm)	Small Arms		
Notes: Invulnerable Save. Costs one point to summon.				

Nurglings				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	-
Weapon	Range	Firepower	Notes	
Tiny Sharp Teeth	(base contact)	Assault Weapons		
Notes: Invulnerable Save. Two may be summoned for one point to summon.				

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Flesh Hounds				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons		
Notes: Invulnerable Save. Costs one point to summon.				

Furies				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	6+	4+	-
Weapon	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapons		
Aerial Assault	30cm	AA6+		
Notes: Wings (count as Jump Pack), Invulnerable Save, Scouts. Costs one point to summon. The aerial assault attack represents the Furies flying over to <i>mob</i> enemy aircraft as they approach. Even though it is not a ranged flak attack as such, it is treated as one in the game.				

Chaos Spawn				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	-
Weapon	Range	Firepower	Notes	
Horrific Mutations	(base contact)	Assault Weapons	Extra Attacks (+D3)	
Notes: Invulnerable Save, Fearless				