WARHAMMER 40,000

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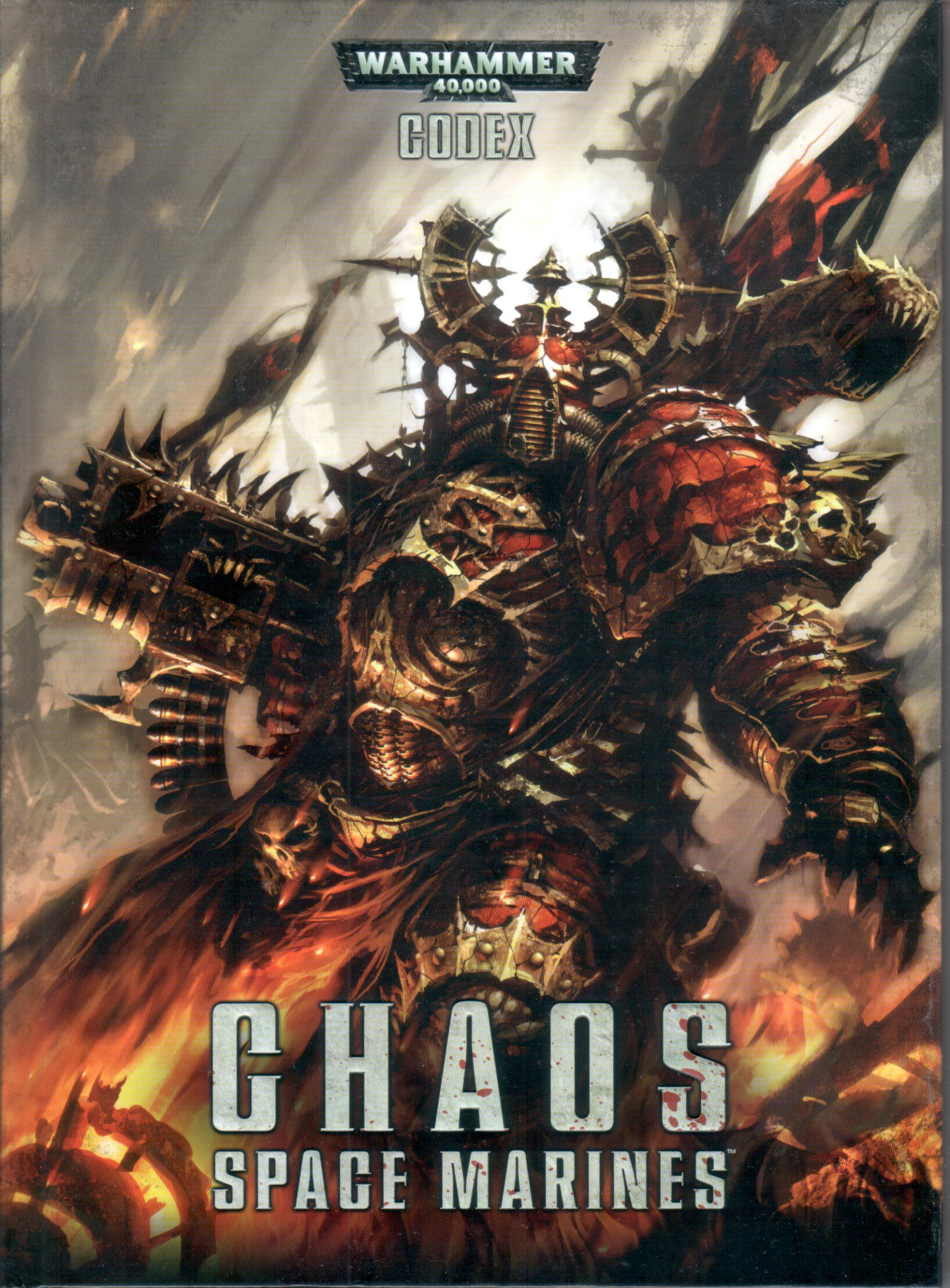

CHAOS SPACE MARINES™

Chaos Space Marines

A Tale of Bitter Betrayal and Corruption Unbound

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INTRODUCTION

The Chaos Space Marines are merciless and brutal warriors – accursed by man and god alike. Twisted beyond recognition by the fell powers they worship, their hatred of all they once held dear is writ large, corrupting their bodies just as it does their souls.

In a galaxy full of horrors, the taint of Chaos is the most insidious threat of all. It can infect even the strongest mind and blacken the most innocent soul. The Space Marines are no exception to its lure, and those who are seduced by it fall even further than mortal men. Scarred beyond redemption by the terrors of constant war, they devolve into bitter, selfish champions of the Chaos Gods. They have become mockeries of their former glory, the ultimate foils to the Adeptus Astartes, who they once called brothers. For ten thousand years, they have waged their Long War against the armies of the Emperor – a constant crusade that is fought for the fate of humanity itself. Across hundreds of worlds, the banners of traitors are held aloft and the galaxy burns in their wake. A single cry of defiance echoes across the Imperium: 'Death to the false Emperor!'

This unholy tome holds the secrets of the Chaos Space Marines, a dark brotherhood of traitors that would see the galaxy burned to ash. Within these pages, you will find treason wrought on an unimaginable scale. Better yet, you will be able to delve deep into it, and take your part in the war against the lapdogs of the Corpse Emperor.

WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. The Warhammer 40,000 *rulebook contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex allows you to turn your collection of Chaos Space Marines into a force of battle-hardened killers ready to plunder and destroy.*

CHAOS SPACE MARINES

An army of Chaos Space Marines is a fearsome sight to behold. Traitorous warriors clad in mighty power armour are accompanied by heretical sorcerers, mutated brutes and roaring Daemon-beasts. The sheer might of the Chaos Space Marines army appeals to those who want the all-round power available to Space Marines, but with a diabolical twist.

HOW THIS CODEX WORKS

Codex: Chaos Space Marines contains the following sections:

- **Let the Galaxy Burn:** The first section introduces the Chaos Space Marines, detailing the fall of the Traitor Legions in the galaxy-spanning Horus Heresy and the origins of the most famous Renegade Chapters.
- **The Lost and the Damned:** All the characters, units and vehicles available to the Chaos Space Marines are examined here. Each unit's entry covers its role on the battlefield, its rules and any unique skills it has.
- **Forbidden Armoury:** This section contains full details and rules for the strange and lethal weapons, armour and equipment used by the warbands of Chaos.
- **The Scions of Chaos:** This section contains a stunning selection of Citadel miniatures from the Chaos Space Marines range. From single models to vast armies, this showcase is sure to inspire your collection.
- **Slaves to Darkness:** The army list takes all of the units presented in the Lost and the Damned section and arranges them, with their points value, so you can choose an army for your games.

Let the Galaxy Burn

The menacing strongholds and hidden fleets of the Chaos Space Marines fester like a canker within the heart of the Imperium. In the roiling depths of the Eye of Terror, amidst the gas clouds of the Maelstrom, upon darkened moons and dead worlds, the bloodthirsty hordes of Chaos plot the downfall of their loyalist brothers. Once proud and majestic warriors armoured with faith and righteousness, the Chaos Space Marines are now bitter, selfish champions of dark and hungry gods.

The Chaos Space Marines are a dire threat and rightfully feared. They possess not only the superhuman abilities, peerless training and devastating weaponry of the Space Marines, but also power from their unholy pacts with the gods of Chaos. If that were not enough, they march to war beside arcane, daemonic machines that function through the application of forbidden knowledge far beyond that held by the Adeptus Mechanicus.

For ten thousand years, Traitor Legions and Renegade Chapters have ransacked and razed the worlds of the Emperor. The scale of their slaughter and conquest is a well guarded secret of the Inquisition, lest awareness of the heretic's existence tempt others to the service of Chaos. For ten millennia, the Long War has raged unseen and unheard by the vast majority of the Imperium, fought on countless battlefields where loyalists and rebels wage war for the future of humanity itself.

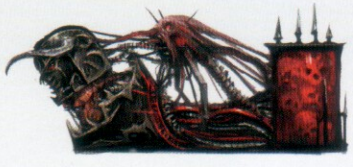
THE PATH TO DAMNATION

All men of power can choose to devote their lives to great good or great harm, and so it is with a Space Marine. Biologically engineered to be an exemplary warrior, armed and armoured to the highest standard, a Space Marine is the ultimate defender of the Emperor and Mankind. Not only is his body protected against the weapons of the foe, his mind is toughened to expunge all pain, despair and temptation. To become a Space Marine is to surrender one's own life to the protection of Mankind and dedicate one's body and soul to that single purpose. Those who prosper behind the shield of the Space Marines can never truly comprehend the sacrifice made on their behalf – the sacrifice of the very humanity the Adeptus Astartes are sworn to defend.

When a Space Marine falls from grace, he falls further than any other man. A lifetime of deprivation and selflessness is thrown aside, and the Space Marine indulges his newfound independence to its fullest extent. Freed from the shackles of tradition and responsibility, a Chaos Space Marine can exercise his every whim, whether it is for bloodshed, sensual pleasure, ambition, love or hatred. Given full rein, his incredible physical prowess and mental strength can be turned to the most despicable acts without any sense of mercy or shame. Like a dam holding back a flood, when a Space Marine's will finally breaks, the result is catastrophic.

Having been created purely to fight, most Chaos Space Marines turn to the only thing they know – war. Though their ideals and goals may have been cast aside, their superhuman bodies and military skills remain undiminished. Let loose from the confines of orders, ritual prayers and prescribed missions, a Chaos Space Marine becomes a psychopathic killer without morals or restraints. He pursues his new life to its fullest and most bloody extent, glorying in the unbridled power of his own body and his ability to inflict death and misery.

Some never grow beyond this point and will remain bloodthirsty renegades and pirates for the rest of their long lives. Others, having begun to explore the tempting and mysterious galaxy they now inhabit, will reach out in all directions to widen their experience. Having long been subservient to a Chapter and the distant Emperor, a Chaos Space Marine may now relish the opportunity to be the master rather than the servant, enslaving nations, and even worlds, to his creed. Others may feel free to pursue other avenues, such as the study of illicit texts or a passion for forbidden knowledge. Some Chaos Space Marines seek to inflict pain and pleasure upon themselves, pushing their bodies and minds to the uttermost limits as they search for a sensual reward that they were never intended to enjoy.



To be a Chaos Space Marine is to feel a god-like power over other creatures. Having long since been freed from physical fear, and now released from liability, a Chaos Space Marine does not dread retribution or punishment. For most Chaos Space Marines, all memories of the past are swiftly washed away by blood and sensation, and any thoughts of the future are little more than half-imagined cravings and dreams. By dedicating himself to the gods of Chaos, a Space Marine not only finds a patron who approves of his new life, but who will actively reward him for following it. For one whose sole existence was to live in denial and obedience, the euphoria of this realisation can be more powerful than the pride he once felt at being accepted as a Space Marine.

It is this temptation, this abyss of bloody gratification, that constantly beckons to Space Marines. They cannot claim ignorance of it, because the teachings of their Chapters and the Chaplains remind them on a daily basis of what lies on the other side of their purpose and stringent duty.

A Space Marine's life presents many opportunities to turn away from his duties and follow the path of damnation. To turn to Chaos, he must walk a different road, choosing obscene freedom in place of righteous servitude – whether done with good or selfish intentions, once made, it is a decision that cannot be recanted. From the moment he renounces the Emperor, a Space Marine is truly damned.

THE CREATION OF THE SPACE MARINES

To understand the origins of the Chaos Space Marines, one must delve deep into the prehistory of the Imperium – even as far as the Emperor's first rise to power in the Unification Wars of Terra. During the Age of Strife, swirling Warp storms, brutal alien invasions and rampant civil war had torn the galaxy-spanning dominion of Mankind apart, isolating many worlds from each other, leaving them vulnerable to attack and leading to their drastic technological decline. When, at the end of this era, the Emperor revealed himself on Terra and began his quest to reunite the race of Mankind, it was at the head of an army of altered super-warriors – the predecessors to the Space Marines. Following his success conquering the techno-barbarian tribes of Terra, the saviour of Mankind turned his eyes to the stars.

While his warriors proved more than capable of slaying the rebels and strange beasts that roamed Terra, the Emperor knew that the shadowy threats lurking in the darkness of the galaxy would require something more. He set about improving his genetic techniques, perfecting the warrior genes he would need to create an army of post-humans that could reconquer the galaxy. The pinnacle of his success was the Primarch Program, in which the Emperor used his own rich genetic code to create twenty super-beings, each with the strength of a dozen men and intelligence almost equal to that of the Emperor himself. These gods amongst men were masterpieces of arcane science, destined to reunite the scattered realms of Man.

At the Emperor's moment of triumph, disaster struck. A mysterious Warp vortex swept up the infant Primarchs and flung them through the Immaterium far from Terra, eventually depositing them upon distant human worlds. Perhaps it was during this cosmic voyage that Chaos first touched the Primarchs, whispering in their dreams and sowing the seeds of future tyrannies as they slept.

Not all was lost for the Emperor's ambitions with the disappearance of the Primarchs. He had gleaned much invaluable knowledge and data from the experiment. Using the genetic structure of the Primarchs, or 'gene-seed' as it would come to be known, the Master of Mankind created the first Space Marines.

THE LEGIONS OF HOPE

The Emperor formed twenty Legions, each using the gene-seed of one of the Primarchs. Numbering hundreds of thousands of genetically enhanced warriors and boasting fearsome weapons and starships that could carry them to battle, each Space Marine Legion was powerful enough to conquer whole worlds. With these warriors under his command, the Emperor stepped out into the turbulent galaxy and set about claiming it once more. It was the beginning of the campaign that would be known as the Great Crusade.

World after world was brought into the Imperial fold, some rejoicing at being found by the warriors of Terra, others not so willing to bow down before the might of the Emperor. It mattered not, for there was no force capable of resisting the Space Marine Legions for long. As the Great Crusade spread out from Terra, the Space Marines rediscovered the first of the lost Primarchs, and as the Legions reclaimed ever more worlds, eventually all of the Primarchs were found. Reunited with the Emperor, the Primarchs became Mankind's paramount warriors and generals.

Each Primarch was given a Legion to command – a Legion created from his own genetic material. With joyous vigour and unequalled martial prowess, the Primarchs and their Legions pushed back the boundaries of the wild galaxy, claiming many thousands of worlds in the Emperor's name and reconnecting the distant reaches of space in an ever expanding empire. The deeds of each Legion are uncountable, as are those of the Primarchs themselves, but suffice to say, this was a golden time for the armies and servants of the Emperor of Mankind.

Yet, even at the pinnacle of the Emperor's might, there arose an enemy that would almost destroy his growing Imperium. Although none of the many alien foes could match the power of the Space Marine Legions, the insidious forces of Chaos had set into motion the events of their near-destruction many decades earlier. The most dire threat to the Imperium was not to come from the xenos filth that infested the galaxy, but from amongst the ranks of the Space Marines themselves.

The leader of this rebellion, after whom the first great heresy is named, was none other than the most praised and respected of all the Primarchs – Horus.

The Horus Heresy

In the dark days of M31, the betrayal of the Emperor by his most favoured son almost tore the emergent Imperium apart. Such was Horus' burning ambition that he turned a full half of the Legiones Astartes against their battle-brothers and personally brought about the downfall of the Emperor himself. Since that cataclysmic act of treachery, the Imperium of Man has been consumed by war within and without; a war so vast it may yet bring the Imperium to its knees.

THE BIRTH OF A NEW ERA

The birth of the Imperium of Man began after the death of the Eldar race. The innate psychic abilities of that ancient people brought about their destruction by the creation of a new and terrible god – Slaanesh, the Dark Prince of Excess, whose apotheosis all but destroyed the proud Eldar.

The psychic apocalypse of Slaanesh's ascendancy had two profound effects. Firstly, the catharsis blew away the Warp storms created by the build-up to the Chaos God's birth, thus ending Terra's long isolation and allowing Mankind to ply the stars once more. Secondly, wherever the populations of Eldar were the greatest, the Warp literally spilled out through their minds and mixed with material space. This created the scattered zones of Warp/realspace overlap dotted across the galaxy, the largest and most significant of which is known as the Eye of Terror. The Eldar had come face to face with their darkest desires and had been found wanting. For Mankind, the rise of their own empire – and its inexorable slide into damnation – was only just beginning.

THE GREAT CRUSADE

The Emperor of Mankind had long foreseen the birth of Slaanesh and had made preparations for that fateful day. Though his Primarchs had been scattered by the machinations of the Chaos Gods, he strived to track each of them down and enact his vision of a superhuman army. By the time the Warp storms around Terra had ended, the Space Marines, bolstered by the Imperial Army and the Mechanicum of Mars, stood ready to begin the reconquest of the galaxy. Many worlds once claimed by Mankind had been taken over by aliens or corrupted by Chaos. The reclamation of the stars was a long, hard-fought struggle, but the Legiones Astartes were ascendant. With every victory, the Imperium grew as new worlds joined the Great Crusade.

Led by the Emperor and the Primarchs he had gathered to his side, the conquering armies of Mankind swept through the galaxy like a firestorm. Thousands of worlds and untold billions of souls were liberated by the triumphant Space Marine Legions. The dark and sinister holds of the Chaos

Gods were shattered, alien domination was overthrown, and the Imperium of Man was forged in a heroic age of conquest and rediscovery. With the unparalleled vision and skill of the Emperor driving it onwards, humanity rose to the task of rebuilding its ancient heritage. The minions of Chaos retreated to their own ethereal realms, seeking sanctuary within the Warp.

Pride and Betrayal

Despite the Great Crusade's many victories, the war against the forces of Chaos had barely begun. The seeds of corruption had already been sown far and wide across the Imperium, tainting the ambition of common men and even taking root amongst its highest echelons. The Chaos Gods whispered to the Primarchs from the Warp, disturbing their dreams with promises of limitless power. They appealed to their pride, their martial prowess, their perfectionism, and their courage – all the while casting doubt on the Emperor's plans. No single Primarch was wholly resistant. The character of each was sorely tested, and fully half of them eventually failed that test.

When the rebellion against the Emperor came, its leader was to be the Primarch least suspected of any treachery; the great and noble Warmaster, Horus. Horus had always loved and respected the Emperor as a young man looks up to a strong father, and had faithfully remained at the Emperor's side throughout the Great Crusade. After Horus' stunning victories against the Orks during the Ullanor Crusade, the Emperor announced that he was returning to Terra, elevating Horus to the ultimate rank of Warmaster in his stead and giving him free rein to prosecute the Great Crusade as he saw fit. The Emperor renamed the Luna Wolves as the Sons of Horus in honour of their mighty Primarch. Yet the announcement bred jealousy and confusion in many of the Primarchs. Did their father really intend to abandon them at this most critical time? Without explanation, the Emperor left for Terra in order to further his mysterious agenda, leaving Horus to deal with the Crusade in his wake.

The Warmaster Cometh

Horus strove to carry out the Emperor's will to the best of his ability, and either by chance or fate or sinister design, he came to lead the Sons of Horus to the haunted swamps of Davin's moon, hoping to bring the Emperor's light to that benighted orb. There, beset on all sides, Horus fell to a grievous blow from an eldritch sword. The tainted wound festered, plunging Horus into a fugue state from which he could not be awoken.

The Sons of Horus were desolate at the loss of their founding father. Under the advice of Erebus, a well-respected Chaplain of the Word Bearers, the most senior members of the Legion took their Primarch to one of the Davinite moon's warrior lodges for healing. Unbeknownst to the Space Marines, the Ruinous Powers restored Horus to his full strength, while cementing their grip upon the Warmaster's soul in the process. Awed by the 'miracle' worked by the Davinite priests, the Warmaster spread the newfound cult and the practices of its warrior lodges throughout the Sons of Horus and beyond, infesting the Legions with heretical notions disguised as beneficence.

The Slighted Sons

Horus, however, was not the first Primarch to turn to Chaos. Although superhuman in physique, they were all too human in their souls, and therefore fallible. One by one they fell: Lorgar, golden-skinned lord of the Word Bearers; Konrad Curze, the Primarch of the Night Lords, called Night Haunter; Angron, battle-hungry Primarch of the World Eaters; Mortarion, pallid lord of the Death Guard; Magnus the Red, one-eyed Primarch of the Thousand Sons, who unwittingly destroyed the great work the Emperor was striving to create; embittered Perturabo of the Iron Warriors; Fulgrim of the Emperor's Children, formerly thought beyond reproach; and Alpharius of the Alpha Legion, whose part in the heresy remains forever shrouded. This list of names should have been a roll-call of honour, a roster of mighty heroes that would make the enemies of Mankind tremble. Yet each succumbed to the honeyed promises of Chaos and reneged on their fealty to the Emperor.

Initially, even the mighty Primarchs had little idea that they had fallen to Chaos. When they rebelled, their good intentions and just causes began to fall away as their souls became saturated with the energies of the Warp. The Space Marine Legions that they led inevitably followed the fall of their commanders, blind to the faults of their genetic fathers and hungry for more conquest. The corrupting force of Chaos spread into the Imperial Army and the Mechanicum, and soon enough, the rot had seeped through to the core of the Emperor's new domain.

Heresy Unbound

The final catalyst came from a rebellion in the Isstvan system. The Imperial governor upon Isstvan III had renounced his oaths to the Emperor and declared independence. The Emperor decreed that if the commander of Isstvan went unpunished, other worlds might follow. He ordered Horus to put down the rebellion by whatever means necessary, not knowing of the subtle changes Chaos had wrought upon the Warmaster's soul.

Horus chose to end the Isstvan rebellion swiftly and without mercy, employing virus bombs against Isstvan III from orbit. The voracious life-eater virus consumed every living thing upon the planet in a matter of minutes. Whole continents and cities were burnt to ashes as the mass of gasses released by the rotting organic material ignited in the atmosphere, scouring Isstvan III clean in a devastating firestorm. Twelve billion souls died with a death scream that momentarily pulsed brighter than the Astronomican. It was a signal to the Chaos Gods that Horus was now completely theirs.

Over one hundred companies drawn from the Emperor's Children, Death Guard, World Eaters and Sons of Horus Legions had already taken up arms against the rebellion on Isstvan III's surface. Horus had ensured their numbers were almost entirely made up of those Space Marines from each Legion who were still loyal to the Emperor, intending to wipe out those who had proved incorruptible in a single deadly stroke. Of these brave warriors, fully two-thirds miraculously survived the bombardment, thanks to warning messages received from the dwindling ranks of loyal comrades left aboard the orbiting fleet of Warmaster Horus. Angron, headstrong as ever, made planetfall at the head

of fifty companies of Traitor Marines, and the ground war began in earnest, signalling the start of the greatest turmoil to ever have engulfed the Imperium.

As the forces of Horus launched their orbital barrage upon the loyal Space Marines on Isstvan III, Captain Garro, of the Death Guard, seized the frigate *Eisenstein* from the traitor fleet. His instinct had led him to warn the loyal warriors on the planet's surface of their imminent betrayal, and he determined to flee the Isstvan system. Garro's vessel was no match against the powerful battleships of Horus' blockading fleet; all Garro could hope for was that the *Eisenstein* could escape from the Isstvan system and somehow find a way to reach Terra to warn the Emperor of Horus' treachery – he was unable to prevent the coming atrocities.

The Imperium Divided

Throughout the nascent Imperium, armies turned on their commanders and traitorous generals led their troops in attacks on their former comrades. On Mars, the Tech-Priests turned ancient, forbidden weaponry upon each other, further scarring the face of the Red Planet in their bitter struggle for dominance. The Imperium tore itself apart as old feuds were revived and ambitious planetary lords seized the opportunity to declare their secession.

Having been informed of Horus' treason, the Emperor, after overcoming his dismay, ordered no fewer than seven of his Legions to hunt down the Warmaster and destroy the rebels. The Emperor's delay cost him dearly, and the loyal Primarchs had spent precious months mounting their counter-attack, allowing Horus and his rebels to consolidate their grip on the Eastern Fringe and start their advance upon Terra.

The Dropsite Massacre Of Isstvan V

The Warmaster's forces had redeployed to Isstvan V, where the first wave of loyalists made planetfall. According to the *Mythos Angelica Mortis*, the Raven Guard, Iron Hands and Salamanders Legions made up the vanguard of a massive planetary assault that was caught off-guard by the speed and ferocity of the traitors' counter-attack. As the first wave became pinned at the drop site, they attempted a breakout, only to discover that the four Legions of the second wave – the Iron Warriors, Night Lords, Word Bearers and Alpha Legion – had betrayed them. The loyalists were attacked from both sides and very few escaped the slaughter.

The Imperium was soon entirely engulfed by civil war. All across the galaxy, loyalists and rebels fought tooth and nail to destroy each other, gripped in a bitter conflict that would see all of Mankind fall – or worse, enslaved by the Ruinous Powers. Even with his Space Marines, his daemonic allies and half the Titan Legions behind him, Horus could sense that time was of the essence. He needed to crush the Emperor's followers before they could consolidate, with a blow that would break the Imperium forever – nothing less than a full-scale assault on the seat of the Emperor's power.

THE INVASION OF TERRA

Horus' numbers grew, and his hordes pushed on inexorably towards Segmentum Solar. Displaying the tactical brilliance that had once dazzled the enemies of the Imperium, Horus outwitted the Emperor's forces again and again, finally launching a well-orchestrated and audacious attack on Terra and assaulting the Emperor's Palace itself.

The siege of the Emperor's Palace was the darkest hour in human history. The skies turned black with Chaos Drop Pods and Dreadclaw Assault Pods. As the traitors assaulted the hundreds of square miles of towers, walls and bastions, the dead were piled so thickly that their corridors became blocked by the press of corpses. The forces loyal to the Emperor withstood the initial assault, but they could not prevent Horus' Space Marines from setting up siege lines. Gigantic dropships landed at Lions Gate and the other starports, bringing a second wave of Chaos Space Marines to the fight. Bloodthirsty Berzerkers of the World Eaters Legion were the first to attempt an all-out assault against the Imperial Palace, and were only hurled back by the defenders after days of bloody fighting.

With the initial attack stalled, Horus brought his entire arsenal of weapons and warriors to bear. For over a month, the gigantic cannons of the rebel army pounded the walls, foremost amongst them the siege weapons of the Iron Warriors and the Legio Mortis Titan Legion. Eventually, after heavy bombardment, part of the curtain wall came crashing down and the Traitor Legions hurled themselves at the breach to pour into the inner palace. At the heart of the fighting stood the Primarchs. The indomitable Rogal Dorn of the Imperial Fists and noble Sanguinius of the Blood Angels fought a desperate rearguard action to halt the force pouring through the breach. Angron of the World Eaters slew loyalist Space Marines by the dozen, while Mortarion of the Death Guard led his pestilent Plague Marines into the thickest fighting. To the terrified populace of Terra, it was as if their world was drowned in battle.

As the rebel forces slowly closed their grip upon the loyalist troops, the Emperor readied himself for the final conflict. The last hours of humanity had come and the few remaining gallant defenders prepared themselves for certain death. The Legions of Horus poured into the Imperial Palace in an unstoppable wave. Shouting praise to the gods of Chaos, the Traitors threw themselves at the final lines of defence. Hundreds of depraved attackers died to salvos of bolt shells and lascannon blasts, but the Chaos Space Marines were implacable in their advance.

The Final Battle

The Emperor had always been guided by his innate prescience, but even he could not be sure which way the tide of this battle would finally turn. The moment of Horus' victory was near, but progress was too slow, the defenders still stubbornly resisted. After being notified that loyalist reinforcements were soon to arrive, the Warmaster decided to take a risky gambit and lowered the shields protecting his flagship, hoping to lure the Emperor into a personal confrontation. That very instant, the Emperor felt the Warmaster's presence and saw what he had to do. Gathering his immediate companions, the Emperor teleported directly

onto Horus' battle barge with Sanguinius, Rogal Dorn, and a select group of warriors. It was the final chance at victory for both sides, and the future of the human race was at stake.

The Emperor and his entourage were scattered throughout the vessel but immediately saw the full extent of Horus' betrayal. The Warmaster had become an almighty champion of Chaos, and he and his ship writhed with the fell power of the Dark Gods. Nightmarish beyond comprehension, the sight of it drove many of the Space Marines mad. Despite the horror of his surroundings, the Emperor pressed on towards the bridge, seeking the Warmaster.

When the Emperor breached the armoured doors of the bridge, he finally came face to face with his misguided son. Horus, swollen with Chaos power, stood over the dead and broken body of the angelic Sanguinius. Horus faced his creator, and in an instant, the two were locked in deadly battle, likened ever after to a duel between gods. They battled not only with powered blade and claw, but also on the psychic plane, their bodies and spirits locked in a struggle to the death. Though Horus dealt the Emperor several grievous wounds, the Master of Mankind stalwartly withstood the Warmaster's attacks. With a last effort, the Emperor struck home, slaying his beloved son and blasting his psyche, utterly destroying Horus' presence in the Warp. The Emperor, however, paid the ultimate price for his victory, and darkness overcame him as he finally allowed his body to suffer from the terrible wounds Horus had inflicted.

With the death of the Warmaster, the Chaos armies lost the assistance of their daemonic allies along with the resolve to fight on. The Battle for Terra was over and the loyalists had won, but the cost was nearly unthinkable. The Emperor ascended to the arcane life-support systems of the Golden Throne to hold his ultimate death at bay. Terra was in ruins, her cities levelled, her peoples devastated, and even the planet's tectonic plates were shifted by the force of the traitors' relentless months of orbital bombardments. Such was the ferocity of their attacks that nothing short of the complete rebuilding of Terra could even begin to heal the wounds inflicted during the siege.

The Imperium was in tatters, and as the Traitor Legions retreated to the Eye of Terror, they knew that they would return to set the galaxy aflame once more. Chief amongst them was Abaddon, Captain of the First Company of the Sons of Horus. He took with him the body of the Warmaster, and an unquenchable thirst for vengeance.

Within the giant Warp rift, the traitor Primarchs and their Legions found sanctuary amongst the nightmarish Daemon worlds. They warred amongst themselves for dominance and territory, while factions split from the Legions to found other warbands and armies, but they have never stopped fighting against the Emperor. This struggle has lasted for ten thousand years and even now besets the Imperium. The Horus Heresy is a distant memory, but the taint of Chaos still threatens to corrupt – the Long War continues.

The Traitor Legions

The Traitor Legions have remained the sworn enemies of Mankind since the time of the Heresy. Many strange and hideous changes have been wrought upon them since their retreat, and their bodies have been reforged by the raw power of Chaos into forms more pleasing to the Ruinous Powers.

Black Legion

'Death to the false Emperor!'

First amongst the Traitor brethren, the Black Legion were once the Sons of Horus, but they fell from favour when their beloved Primarch died at the hands of the Emperor. They recovered the Warmaster's body but were devastated by a series of conflicts against the Legions they had once presumed to lead. Worse still, Horus' corpse was wrenched from them and imperfectly cloned by their rivals. Abaddon, the new commander, led the remnants of his forces to destroy their debased forefather's body and purge the distorted clones. Afterwards, Abaddon renounced Horus and declared himself Warmaster, ordering his warriors to paint their armour black in memory of their shame.

The Black Legion exemplifies the threat posed by the Chaos Legions. Abaddon's impassioned fervour has fanned the fires of resentment into an inferno and the Legion has thrived under millennia of his inspired leadership. From the gigantic dust nebulae at the edge of the Eye of Terror, this traitor elite orchestrates the downfall of Mankind.

Alpha Legion

'The Imperium is riddled with corruption and hatred. We have made sure of it.'

Like their founder, Alpharius, the warriors of the Alpha Legion are independent and disciplined to a fault. They use the many-headed hydra as their symbol in order to remind themselves of their ultimate purpose and unity of spirit, though that purpose has become corrupted beyond recovery over the course of the millennia. Endlessly striving towards their own mysterious goals, the Alpha Legion fight a covert war of sabotage and insurrection that sees entire populations rise up against the Imperium. The Inquisition holds a special loathing for the Alpha Legion for their favoured tactics of subverting Inquisitorial operations, spreading Daemon cults and cultivating the seeds of heresy.

Iron Warriors

'Iron Within, Iron Without.'

Bitter and paranoid, the Iron Warriors are cold-hearted killers who trust their wargear and precious little else. Amongst the scions of Chaos, they are the undisputed masters of siege warfare. Perturabo himself famously claimed that there was no fortress his Legion could not destroy, and his warriors take any opportunity they can to prove it. The Iron Warriors are methodical and murderously efficient in all that they do. Wherever they invade, they fortify and consolidate, embedding themselves like a barbed hook. When the enemy counter-attacks, the Warpsmiths of the Iron Warriors take an ice-cold satisfaction in drawing their foes into killing fields, methodically bombarding them until there is nothing left but ash.

Night Lords

'We are fear incarnate.'

The Night Lords are obsessed with preying upon those weaker than themselves. Since the martyrdom of their Primarch, the Legion has devolved into warbands of cynical, ruthless warriors who live to inspire terror within the teeming masses. The meticulously enacted atrocities they inflict before each battle weaken the enemy's resolve before the killing blow is delivered. The Night Lords fight for the pleasure of the kill and for material gain, not because of the dictates of any deity – in fact, most of their number look down on the faithful as naïve fools. The Night Lords put their faith in the use of fear as a weapon, the thrill of the chase, and the feast of murder at hunt's end.

Word Bearers

'Show these fools that they worship nothing more than a rotting corpse!'

The Word Bearers worship the gods of Chaos with an unholy zeal and extreme fanaticism. Dedicating every new blasphemy to the Ruinous Powers, they each venerate one of the Chaotic pantheon with manic fervour. The worlds they conquer are rebuilt into nightmare places of worship dedicated to suffering and slaughter. The frightened populations are forced to chant unholy catechisms and enact bloody mass sacrifices under the Dark Apostles that lead each black mass. The Word Bearers especially seek out the worlds of the Ecclesiarchy, casting down images of the Emperor and replacing them with their own twisted statues of the Dark Gods. Wherever they go, they leave mutilation and desecration in their wake on a planetary scale.

World Eaters

'Attack is the only order worth remembering.'

Always famous for their unparalleled martial abilities, the World Eaters gradually devolved into a Legion of blood-hungry maniacs owing allegiance only to Khorne, the Lord of Battle. Even before the turmoil of the Horus Heresy, the World Eaters had perfected rituals of psycho-surgery that forever linked their pleasure centres to the thrill of killing; rites they still impart to those they consider worthy to this day. Since being betrayed by the Chaos champion Khârn upon the world of Skalathrax, the Legion has dissolved into hundreds of scattered warbands that will fight on any battlefield, at any time, with no greater purpose than to spill blood and take skulls in the name of their grisly god. Woe betide any Chaos Lord who seeks to manipulate the World Eaters to his own ends, for he may find that his own skull joins the pile before battle's end.

Emperor's Children

'Perfect ecstasy, boundless cacophony, excessive agony. I must have more!'

The Emperor's Children are slaves to every excess the heart or mind can conceive. Its warriors are dedicated to the Dark Prince Slaanesh, and they have become so inured to everyday sensations that only the most intense stimuli can satisfy them. Corrupt and depraved beyond comprehension, in times of outright war, the decadent followers of the Lord of Pleasure scour the battlefields for new peaks of sensation to climb. The din of battle is a thrill and addiction like no other. When the killing begins, the Emperor's Children reach new extremes of debauchery, screaming in ecstasy as they add to the clamour with each foe slain. To appease their distorted notions of beauty, each bolter, chainsword and suit of armour belonging to the Emperor's Children is worked into the most extravagant shapes and colours imaginable, and many carry outlandish and obscene weapons that produce bone-shatteringly loud attacks.

Death Guard

'Great Nurgle, rain your feculent blessing upon us.'

Dripping with putrescence, the Death Guard march towards their prey as slow but sure as the onset of a pox. The Plague Marines that form the vast bulk of their forces are literally rotten from the inside out, each riddled with decay and entropy. If anything, this malfeasance only makes them stronger, their necrotic bodies so numb to pain that only total destruction can stop them. Grandfather Nurgle has been generous indeed to his favoured sons – their flesh pulses with corruption and bulges from cracked armour – and they share these gifts of suffering across the galaxy.

Thousand Sons

'Our final purity is in unchanging death'

During the Horus Heresy, the Thousand Sons sought to harness the forbidden power of Chaos to further their own enlightenment. Their tale was to end in tragedy. Hounded from their homeworld of Prospero by the Space Wolves, the sons of Magnus the Red fled into the Eye of Terror where they began to mutate horribly. In desperation, the Sorcerer Lord Ahriman worked a great and drastic spell. The Rubric of Ahriman placed his kin beyond the reach of mutation, but reduced their mortal forms to dust sealed inside suits of armour – little more than magical automatons.

War Without End

The Traitor Legions are not the only Space Marines to fall to Chaos. Each millennium, dozens of disillusioned or power-hungry Chapters defect, just as Horus did. Only the High Lords and the Inquisition have any idea of how deep the rot goes. Nonetheless, some Renegade Chapters have achieved such notoriety that their names resonate throughout entire sectors.

The ancient events of the Horus Heresy have long since passed into myth within the Imperium; the average Imperial citizen is entirely ignorant of the tumultuous events of the Imperium's founding. Ten thousand years of history have obscured those dark days when Horus almost enslaved Mankind with the shackles of Chaos. Indeed, records of the full horror of the Heresy are only preserved by the Daemon-hunting Inquisitors of the Ordo Malleus, and perhaps within the memories of the Emperor himself.

Within the Eye of Terror, however, time flows differently. Many of the same traitors who howled their praises to the Gods of Chaos before the Imperial Palace still live to this day. Their defeat gnaws at them like a cancer, and their hatred of the Imperium that they helped forge burns undimmed. Those warriors who were once dutiful, honour-bound Space Marines have become cynical and embittered reavers determined to destroy what they once protected. For these traitors, the Horus Heresy is not some distant, half-forgotten age, but a glorious war still in living memory – a war that is still being fought.

Little remains of the organised Legions that waged war upon ancient Terra. Millennia of jealousies and infighting have broken down the Legions into companies and warbands of varying size. Each is led by a captain or champion of Chaos who pursues his own destiny. The most fervent worshippers of the Dark Powers band together to form squads blessed by a patron god and bear their mark upon their bodies and armour. Most have simply sworn themselves to all of the Chaos Gods. Others give themselves over to possession by Daemons, allowing the monstrous creatures of the Warp to venture out into reality clad in the flesh of Space Marines.

In the ever-changing delirium of the Daemon worlds, most Chaos Space Marines have survived the worst of the warping influence of Chaos by keeping their sense of purpose. They are carried forth by ancient warships that have survived from the time of the Heresy but are now encrusted with millennia of baroque decoration and scarred by old battle wounds. The Traitor Legions also capture drifting space hulks and refit them to use as vast battle barges carrying thousands of troops. With these, the warbands of Chaos go forth to despoil the worlds of the Emperor, enslave his followers and steal his wealth so that they might carry out further attacks. Thus, the punitive raids of the Chaos Space Marines are an ever-present threat to the worlds of the Imperium, especially around the Eye of Terror.

CHAOS RENEGADES

Over the course of centuries, the forces of Chaos have been further swelled by Space Marines who have turned from the light of the Emperor to pursue their own agendas. Freed from the dogma and traditions of their Chapters, these Renegade Space Marines fully indulge their superhuman bodies and warrior minds. They most often become corsairs and mercenaries, using their unequalled battle skills to gather wealth and power. The most powerful then set themselves up as the tyrannical figureheads of pirate fleets and rulers of bases hidden on desolate planets.

As they explore this new freedom, these Space Marines inevitably turn at some point to the Gods of Chaos to grant them more power to do with as they will. From this point on, they are as doomed to walk the path of the Chaos champion as any Traitor from the Horus Heresy. These renegades are hunted men; they are loathed by other Space Marine Chapters, who consider it a duty of honour to crush any renegades lest their perfidious behaviour become a stain upon all Space Marines.

Though never rivalling the size and power of the Legions, a Space Marine Chapter is a potent military force. When an entire Chapter turns renegade, it is a grave threat indeed. With all of the resources of a Space Marine Chapter at their disposal, they can destroy armies, conquer worlds and despoil whole sectors of the Imperium.

Such events always warrant an extreme response from the Imperium, usually involving the intervention of other Space Marine Chapters. It is perhaps the most trying test of faith for a Space Marine to have to pit his skill, training and loyalty against another Space Marine. Though the scions of Chaos do not have the unshakeable faith of their loyalist brethren, the insidious gifts and powers that they receive from the Ruinous Powers in return for their allegiance can more than compensate. Because of this, these internecine conflicts often have a calamitous effect on other Chapters nearby. Inter-Chapter wars tend to escalate quickly, inevitably engulfing many worlds in war and bloodshed. On occasion, those forces sent to deal with the treacherous Chapter may actually end up, in whole or in part, joining with those they were sent to destroy.

Just such an occurrence infamously took place during the Obscuran Uprisings of the late 34th Millennium. During the four hundred years of anarchic separatist rebellions that were spread across much of Segmentum Obscurus, at least seven different Space Marine Chapters broke their oaths to the Emperor and took part in the looting and pillaging of hundreds of vulnerable or war-ravaged worlds. Of these Chapters, two of them – the Sons of Vengeance and the Silver Guards – had initially fought on the side of the Imperium, but then fractured into many different warbands and became renegades after their actions against the Free Council of Hannedra II.

THE SCOURGED

'The lies, the lies, the lies...'

The Scourged once worked for the Inquisition as the Seekers of Truth. Chapter Master Gallus Herodicus was an honourable man and rankled whenever ordered to execute innocents. The injustice was draining the Seekers' morale, and in the night, Herodicus prayed for a way to know when a man was lying. Unfortunately, Tzeentch was listening and granted his prayer. From that moment, Herodicus and his men could hear every lie spoken by Man. The Chapter went rogue within days. Though they could have saved the Imperium from heresy once and for all, the constant stream of falsehood in their heads has made them horribly insane.

FLAWLESS HOST

'We are the purest of all. We can do no wrong.'

The Flawless Host believe they are the embodiment of justice and purity. Their gene-seed was once free from taint, and the rigid mental training of their former incarnation, the Shining Blades, gave the Chapter an unshakeable faith in its own abilities. They were victorious in battle so many times that they convinced themselves they could not fail, leading to the Berillia Massacres of 498.M34. Their overweening pride and wilful delusion caused them to attack, in a frenzy of indignation, any who questioned their magnificence. Renaming themselves the Flawless Host, they have scarred the Imperium ever since.

BLOOD DISCIPLES

'Give bloody praise to the Skull Throne!'

In 888.M37, the Emperor's Tarot indicated a Chaos threat from the Goreworlds in the Eye of Terror. The Emperor's Wolves were sent to destabilise the threat. After weeks of searching, the 8th Company located a twisted hermit, known as the Red Prophet, as he preached to worshippers of Khorne from a pillar of gushing blood. Soaring on their jump packs, the 8th Company carved their way to the Prophet and cut him down amidst the geyser. All those touched by the blood instantly became devoted to Khorne. The Blood Disciples, as the 8th Company is now called, have led raids into Segmentum Obscurus ever since.

COMPANY OF MISERY

'Let us show these simple-minded fools that hope is less than worthless.'

Since the degradation of their gene-seed stocks in M32, the Chapter known as the Desolate Brotherhood found themselves assigned to impossibly dangerous and undesirable duties, including death worlds, space hulks and quarantine zones. Each time they believed they had won a reprieve, they were sent on an even more hazardous mission, plunging them into a spiral of dissolution and despair. After a catastrophe in the acid swamps of Misery, the Chapter took a new name and left their duties behind, forever becoming sworn enemies of the Imperium and the illusion of hope.

Crimson Slaughter

'Scour the planet, brothers!
Cleanse it with the blood of men!'

The Space Marines of the Crimson Sabres were once regarded as warriors of unimpeachable conduct, following the Codex Astartes to the letter. In 928.M41, however, their genocidal purging of the Balethu cults upon the jungle world of Umidia left a terrible shadow on their honour. The entire Chapter was haunted by the butchery of the mysterious Balethu, literally so, in fact; poltergeist activity surrounded the Crimson Sabres wherever they went. Whenever a Space Marine closed his eyes, he could see the faces of those he had killed and hear their screams in his mind. Sleep became impossible and, slowly at first, a pall of paranoid insanity spread through the Chapter like a disease.

In an attempt to burn away the harrowing memories in the fires of war, Chapter Master Sevastus Kranon declared neighbouring Demetra tainted by mere proximity to Umidia, and the killing began anew. The desperate plan worked, for the spectres of the Balethu were drowned out by a series of gore-drenched wars. The Space Marines butchered their way across the entire system, eventually being reborn as the Crimson Slaughter. A recent intercepted transmission has placed the Renegade Chapter in the Draconis System of the Nephilim Sector, though their agenda still appears to be nothing more than to wash away their sins in a tide of blood.

Red Corsairs

'The strong are strongest alone.'

The Astral Claws Chapter had been stationed outside the terrifyingly dangerous Warp rift known as the Maelstrom for over three centuries when they defected to Chaos. The Astral Claws were not submitting their gene-seed tithes as was decreed by law, and an Imperial fleet was dispatched to investigate. As the fleet entered orbit around Badab, the Chapter Master of the Astral Claws, Lugft Huron, had every Imperial ship destroyed. The eventual backlash saw several Chapters of Space Marines diverted onto a punitive mission to slay the Tyrant of Badab and his Astral Claws. However, so inspirational was Huron's rhetoric that several nearby Chapters, including the Mantis Warriors, Executioners and Lamenters, had defected to his empire. After a succession of sieges that culminated with Huron's defeat at the Palace of Thorns in 912.M41, the Imperium was finally victorious. The Astral Claws and the most corrupt of their allies were forced to flee into the Maelstrom. There they were reborn as the piratical Red Corsairs.

The Cleaved

'Call with all your soul, little one.
Call and we shall answer.'

The pallid warriors known only as the Cleaved first appeared during the insurrection of Magma Cordelian. The loyalist guardsmen of the Iridian 334th had pushed their way into the rebellious Planetary Governor's palace after a sustained bombardment. The regiment's Primaris Psykers realised too late that the architecture of the Governor's keep was actually a gigantic summoning circle. Amongst the choking fumes, the insurrectionists conjured reinforcements – not Daemons, but Chaos Space Marines with strange, oil-like blood oozing from the joints in their armour. Though the new arrivals were massively outnumbered, the power-armoured warriors exhibited an incredibly high pain threshold, fighting on through mortal wounds to eventually repel the Iridian attack and secure the planet for the insurrectionists.

The Purge

'All mortal creatures must die.
Only then can the galaxy be reborn anew.'

The Purge loathe life in all its forms. They have waged their pitiless war against Mankind and alien alike since late M36, consumed by their self-imposed quest to exterminate all living creatures. Having seen first-hand the dread threat of Chaos, they believe that the galaxy is hopelessly corrupt and that the only salvation lies in the sterility of death. The Purge know that they are too few in number to achieve this on their own, and hence they pray nightly to the God of Plagues for a mighty pandemic that will destroy all lesser creatures. Though the Purge see their purpose as pure, those who witness the pestilence and starvation they leave in their wake are under no illusion as to their true allegiance.

The Abyssal Crusade

The 37th Millennium saw thirty thousand Space Marines embark on a redemptive crusade into the Eye of Terror. Barely half returned, and many of those left behind were horribly altered, caught in thrall to the very forces they had sought to purge.

After the Ecclesiarchal Purges of 321.M37, Saint Basillius the Elder was ascendant. His 'puritas divisions' included several Chapters of Space Marines, each of which was extremely fierce in their vigilance – wherever a mutant or cultist was found, an execution would immediately follow, regardless of age, sex, station or circumstance. For once, the Ecclesiarchy worked in concert with the Inquisition and the Adeptus Astartes across the entire Segmentum Solar, making it mandatory for the populace to inform on anyone they suspected to bear the spoor of Chaos. Those few civil liberties the Imperial citizenry had left were stripped back even further, and countless false allegations were made, but the tactic was ultimately effective; the incidence of insurrection dropped to almost nil.

THE TIDES OF CHANGE

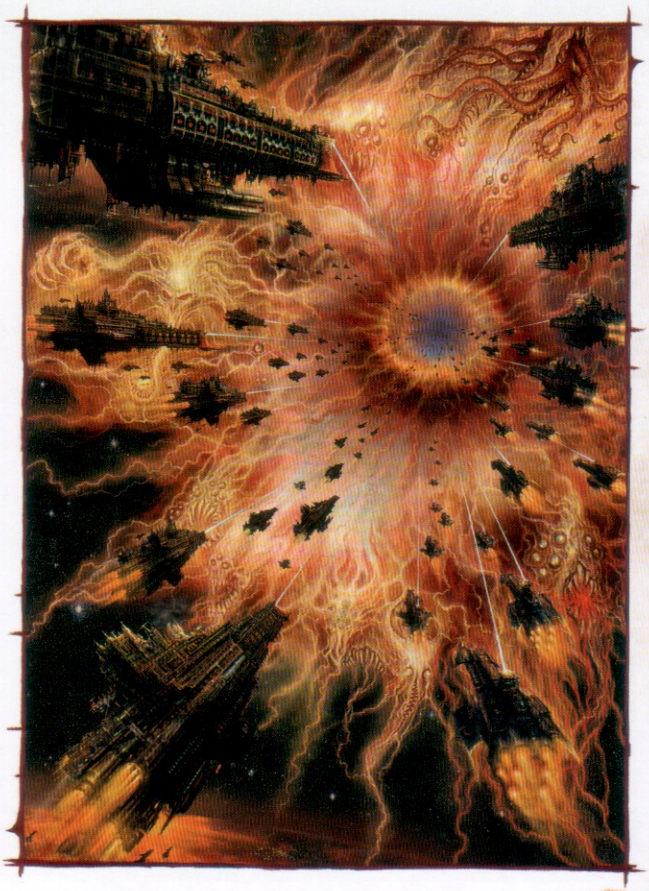
Then came Warp storm Dionys. The wrenching twist in reality caused Warp rifts over dozens of systems, and its echoes rippled along the spiral arms of the galaxy as it raged through the Empyrean. Records of mutation and cultist activity quadrupled overnight. Worse yet, it was not only the citizens who were affected by the sudden influx of Chaos. Many of the Space Marine Chapters with home worlds in the path of the Warp storm found that the secret imperfections in their gene-seed were writ large upon their new recruits, giving rise to a wave of disturbing manifestations both physical and psychological.

When the Ecclesiarchy heard of this sinister turn of events, Saint Basillius demanded that all those Chapters of the Adeptus Astartes whose home worlds had been touched by the Warp storm be rendered unto his judgement. Such was the elder's influence with the High Lords of Terra that within a year this had come to pass. After a series of stringent tests and prognostications, hundreds of Chapters were deemed unaffected by the Warp storm. No less than thirty were found wanting.

The Judged, as these fallen Chapters came to be known, volunteered for a redemptive crusade. The most militant of their number demanded the right to purify their tainted flesh in the fires of battle, to make a noble end from tragic misfortune. To the surprise of his closest advisors, Saint Basillius agreed to their proposal. He saw it fitting to send the accused into the Eye of Terror, taking the fight for the Imperium's future to the Daemon worlds inhabited by the Chaos Space Marines.

A representative from each of the doomed Chapters held an emergency Council of Dismay to discuss the proposed crusade. After scant hours of debate, they acquiesced to Basillius' demands, for they believed that martyrdom was preferable to an existence of suspicion and doubt. The last few days of 321.M37 saw a solemn procession of strike cruisers and battle barges pass through the Cadian Gate into the Eye of Terror, relay systems dormant and heraldic colours obscured by black mag-plates. One by one, the Chapters of the Judged disappeared into the iridescent dust nebulae that surrounded the Eye, flickering out of reach from Cadia's astropaths within a single night.

Less than an hour after the Judged had made transition into the Eye, a warfleet of misshapen battle craft encrusted with the sigils of Chaos emerged from the dust clouds to intercept them. Torpedoes ripped open hulls and blew out docking bays, and lance fire crackled through the ether to stab through the leviathans of the Imperial fleet. Soon, the battle raged so fiercely that all cohesion amongst the Judged fleet was lost. The sheer amount of destruction meted out caused a great turmoil in the Warp, and the fabric of space itself began to tear open. Just as the Chaos fleet retreated, the ships of the Judged were scattered to the furthest corners of the Eye.



AN ILL-FATED ODYSSEY

Were they ever to be committed to parchment, the journeys of the Judged could fill the Great Elucidan Library twice over. Each tale has a sorry ending, for one does not venture into the Eye without courting grievous misfortune.

On the pestilent world of Anathrax, the Iron Drakes Chapter made planetfall in force, smashing through bulbous fungus forests of giant puffy-eyed heads that coughed and sneezed grey mucous onto the Space Marines deploying from their Drop Pods. The Iron Drakes fought bravely, but one by one they were brought low. Though their respirators filtered the air of disease, many of the Space Marines found their power armour cracked and laid open by the torrent of bolter fire levelled upon them by hidden Plague Marines. By the time a full half of the Chapter had bulged screaming out of their armour to become fungus-trees themselves, the rest were ready to surrender, pledging their souls to Nurgle. Thus did the Iron Drakes become the Grey Death, ready and willing to spread their plague across the stars.

The ever-vigilant Sentinels Chapter quickly found signs of Chaos Space Marine infestation, making planetfall upon the fleshy crust of Oliensis. Only when their long-range scans of a nearby mountain range revealed the topography of a human face did they realise the Daemon world they had invaded took the form of a morbidly obese man curled into a foetal ball. Putting their doubts to one side, the battle-brothers of the Sentinels hunted down and exterminated the goat-headed hedonists that frolicked between the tree-trunk hairs soaring up into the fiery skies above. The ecstatic death-bleats of the cultists did not go unheard. From the planet's yawning pores came gaudily painted Slaaneshi Noise Marines, their sonic weapons splitting the night air with blood-curdling salvos. The Sentinels crashed headlong into battle with their outlandish foes, but as more and more flesh-worshippers emerged to join the fray, the planet itself stirred, awoken by the din. Lake-sized eyes gleaming, Oliensis shovelled the combatants into its waterfall gullet with a hand the size of a tectonic plate. By the time the Sentinels were regurgitated back into reality, they were unrecognisable as loyalists. They had been refashioned into the cannibalistic Corpus Brethren, every bit as deranged as the Slaanesh-worshipping heretics they now fought beside.

Meanwhile, across the Void Galathamar, the Knights Excelsior fought desperately to make sense of their new environment. The planet of Temporia was a mind-bending contradiction of cog-plateaus, helical manufactoria and spiralling stairways that clanked and span around the newcomers as if they were the epicentre of the world they had invaded. At first glance, the Knights thought the beasts that crested each of the towering buildings were no more than drake-headed gargoyles, but the creatures unfolded themselves from the spires and roofs and plummeted towards the Space Marines, their maw-mounted weapons spitting fire. Yet more Daemon Engines clattered from the sweltering forges of each cog-complex as red-hot lava rained upward towards the intruders in defiance of

physical law. Covered in the oily blood of Daemon Engines, the Knights Excelsior hacked a path back to their ships, but their escape was far from secure. The creator of the Daemon-beasts, Warpsmith Valadrak, allowed the Knights to re-embark upon their strike cruisers before setting loose an electricity-eating Daemon fashioned from tortured Machine Spirits. With the controls of their dormant warships rebelling against them and their advanced wargear pulsing with static, the Space Marines were overrun, seized up in the piston-driven claws of Temporia's Daemon Engines and thrust into the red-hot soul-forges of Valadrak's fortress. Less than a year later, the renegade Magma Hounds were seen abroad in the Cadian system, their number almost double that of previous sightings.

Upon the crone world of Belial IV, the Brothers of the Anvil scoured the tumbled spires of the original Eldar empire, only to be brought to battle and eventually captured by the xenos Kabalites that searched the ancient planet for arcane artefacts. After a year of nightmarish ordeals in the Commorrite arenas, the broken remains of the Brothers of the Anvil slaughtered their way back into realspace, where they killed every living thing they found. Chapter after Chapter fell to the perils of the Eye, for the Abyssal Crusade had entered a hell from which very few emerge unchanged.

A BITTER REDEMPTION

The tales go on, though few outside the mysterious Black Library have any idea of their extent. The Adepts of the Administratum outright deny any link between the loss of the Judged and the increased frequency of Chaos Space Marine raids thereafter. All that is known is that, almost 800 years after the Abyssal Crusade began, the remnants of some of the Judged Chapters returned from the Warp. They could barely contain their fury when they were detained by agents of the Inquisition and tested for the taint of Chaos. As they passed every test, a horrible truth came to light. Saint Basillius still lived, and the testimony of Konvak Lann, Chapter Master of the Vorpal Swords Chapter, revealed him as a false idol, guilty of sending innocents into the jaws of damnation.

The Vorpal Swords led the other survivors, blazing with righteous anger, to penetrate the defences of Basillius' palace. They found the unaccountably ancient saint and finally revealed Basillius' true nature as an apostle of Chaos. Basillius and thousands of his followers were slain, his shrines destroyed, and every relic and tome of his creed burned, as if he had never existed. Even so, the full extent of his corruption and the reach of his influence has never been discovered.

EXCOMMUNICATED CHAPTERS

POST-ABYSSAL CRUSADE, M37 (APPENDED TO THE GRIMOIRE HERETICUS OF M35)

ADEPTUS ASTARTES CHAPTER	EXCOMMUNICATE DESIGNATION
Lectors of Ixis	*Oracles of Change*
Knights Excelsior	*Magma Hounds*
Invictors	*The Unhallowed*
Lionguard	*Death Shadows*
Graven Fists	*Twisted Blades*
Lances of Pteros	*Lords of Decay*
Blades Eternal	***- PENDING -***
Brothers of the Anvil	*Deathmongers*
Sigilites	*Malefactors*
Viridian Consuls	*The Broken*
Altar Brethren	*Iconoclasts*
Vengeance Chapter	*The Flylords*
Sentinels	*Corpus Brethren*
Chorus of Eltain	***-MARTYR EXTREMIS-***
Tempest Legion	*The Revelation of Gore*
Bronze Gorgons	*Crystal Wyverns*
Prophets of Mercury	***-MARTYR EXTREMIS-***
Argent Hammers	*Talons of Anathrax*
Iron Drakes	*The Grey Death*
Illustrians	*The Black Psalm*
Doom Legion	*Vectors of Pox*
Serpents of Light	*Predator Legion*
Spears of Olympus	*Bloodlords*
Clerics of Steel	*Invocators*
Star Gryphons	*Sons of Midnight*
Fists of Olchis	***-PERDITAS-***
Justicars	*The Fractured*
Sanctors of Terra	*The Blighted Claw*
Crusaders of Dorn	*Brotherhood of Lethe*

The Black Crusades

Perhaps once in ten generations, a truly great champion of Chaos will arise in the depths of the Eye of Terror. Through the power of his implacable will and the favour of the Dark Gods, this champion brings about an unsteady alliance between the infernal scions of the Warp, drawing together a terrifying army of Chaos Space Marines, Daemons, mutants and renegades.

The hell forges of the Daemon worlds echo with the clang of monstrous machines and dark industry, churning out armour and weapons for the chosen one's followers. Daemon Engines are roused from their embittered slumbers and warring factions vie for command of the massed ranks of Chaos Space Marines.

When a Black Crusade is finally launched, the Warp vomits forth the diabolical hordes of Chaos: armies of Daemons; huge, twisted monsters the size of buildings; numberless masses of Cultists; wild tribes of mutants and ancient and terrifying Chaos Titans. Spearheading these nightmarish hosts are the Chaos Space Marine Legions, united behind their champion in their desire to wreak untold destruction upon the hated Imperium.

The most dangerous of these Black Crusades are those led by Abaddon the Despoiler. Thirteen times has Abaddon rampaged from the Daemon worlds of the Eye of Terror to wreak havoc upon his mortal enemies, each time plunging into the Imperium like an envenomed blade. Every attack has sent the Imperium reeling and ravaged worlds close to the Eye, but the Thirteenth Crusade dwarfs all those that have gone before. Many Imperial Strategos have theorised that the first twelve campaigns were mere precursors to the current invasion, each seemingly unrelated event leading to a single bloody moment – the invasion of Terra.

THE CRIMSON PATH

Abaddon intends to succeed where his predecessor Horus failed, breaking the Imperial Palace wide open and tearing the Emperor's rotting corpse from the Golden Throne. The Despoiler has proven himself, beyond any doubt, to be the chosen champion of the Chaos Gods, and he has spent many years calling in old alliances, striking daemonic bargains and invoking ancient pacts with the Traitor Legions. Thread by tenuous thread, he has woven a web of allegiance that unites the scattered and maniacal planets of the Eye under his banner.

Abaddon is confident that he can eventually smash open the Cadian system and flood into Segmentum Solar with an unprecedented number of warships, but driving his invasion across the stars to Terra is another matter – such an act would spur so many Chapters of the Adeptus Astartes to marshal against him that the Crusade would be forced into a stalemate. As tempting as a grinding, brutal war of attrition is, it cannot be allowed to come to pass.

Instead, Abaddon is throwing his might into the Cadian Gate. His plan is for his warriors to bring about so much death and destruction that his daemonic allies can breach realspace wherever they wish and be sustained indefinitely by the unbridled mayhem that rages around them. The demolition of the strange black monoliths that dot Cadia's surface is a priority; every augur and omen Abaddon's Sorcerers have consulted suggested that these pylons are instrumental in holding open the Cadian Gate. Once the Daemon legions begin to spill out of the Eye, the protective perimeters of Cadia will be breached forever, and all the manifold armies of Chaos will be free to pour into realspace like blood from a deep wound. In short, Abaddon intends to tear open the gates of hell.

Those Traitor Legions and Renegade Chapters who have sworn allegiance to the Warmaster are forming the vanguard of the invasion, a broad-headed spear to plunge deep into the heart of the Cadian system. Abaddon cares little how many casualties are amassed on each side. His only concern is that enough blood be spilled to saturate the Cadian battlefields and summon the daemonic armies to his cause. This is a strategy Abaddon can then see play out on world after world, each planetary invasion taking the Chaos Space Marines closer to Terra with the armies of the Daemon lords following in their wake.

As the Crimson Path drives ever closer to the heart of the Imperium, the devastation they cause will allow even the most powerful beings, such as the Daemon Primarchs, to re-enter realspace, sustained by the carnage wrought by Abaddon's vanguard. Once Cadia is reduced to ruin, the Eye of Terror itself can be drawn onward by the irresistible pull of Chaos, spilling out behind the Thirteenth Black Crusade until it stretches towards the holy seat of the Emperor himself. Meanwhile, dozens of the Renegade Chapters that lurk in the Maelstrom will pour out into Segmentum Solar, forcing the loyalist Space Marines to spread themselves thin as they fight a war on dozens of different fronts.

Abaddon's plan is of such unimaginable scale and ambition that it could only have come from a visionary leader. It may even yet come to pass. If the Despoiler is successful, the Eye of Terror will grow, expanding out towards Terra along the Crimson Path, driving a talon of unreality into Segmentum Solar forevermore and bringing doom to the Imperium. The High Lords of Terra live in constant fear of Abaddon's vision coming to fruition and are sending every military force they can muster to the Cadian Gate as soon as they can get them there. As the drama plays out to its desperate conclusion, just one thing is certain – there is only war.

The Long War

The Long War has raged for ten thousand years. The bitterness and spite of the Chaos Space Marines has spread throughout the galaxy, spilling from the Warp and bleeding back again for time immemorial. Though the Inquisition takes great pains to quell reports of Chaos incursions in order to spare the common populace from unconventional thought, the legends and records persist across the galaxy, handed down through the generations by the foolish and the brave.

31st Millennium

c.M31 The Great Crusade
The Emperor rises from the anarchy of sundered Terra and creates the Primarchs. The first Space Marines are created in turn. With the Warp storms that isolated Terra dissipated, the Emperor goes forth into the galaxy. Over the course of campaigns unnumbered, the Emperor's Legions unite Mankind. The Imperium of Man is born.

M31 The Horus Heresy
The galaxy is torn by bitter rebellion. Horus and his Traitor Primarchs lay waste to the Legiones Astartes and all but overthrow the Emperor of Mankind. The forces of Chaos are eventually hurled back from Terra and most are driven into the Eye of Terror.

M31 The Long War Begins
Thirsty for revenge, the Chaos Space Marines strike out against the Imperium from the depths of the Eye of Terror. The Adepts of the Administratum are horrified to find that the number of their invasions consistently increases with every passing decade.

781.M31 The First Black Crusade of Warmaster Abaddon
Warmaster Abaddon makes many bloody pacts with the dark powers. On Uralan, Abaddon recovers the Daemon sword Drach'nyen after battling his way through the haunted labyrinth to the great inner chamber where the blade has languished in stasis for millennia. The howling blade contains the bound essence of a dangerous Warp entity who has the power to rend reality apart wherever the weapon strikes. After the recovery of the malefic sword, Abaddon's power swells to inhuman proportions.

32nd Millennium

c.400.M32 Perturabo's Plague
The Daemon Primarch Perturabo perverts the eight rituals of possession, turning them against his enemies. Invoking Nurgle, Perturabo imbues his curse with extreme contagion and releases it into the mechanical systems of Toil, a vassal forge world. The raw Chaos spreads through the machines, and the hidden manufactorums begin to change. On the eighth day, giant cables burst from the earth, daemonic machines hunt the living, and many-legged cathedrals of industry prowl the wastes. The planet is ultimately scoured of all native flesh.

33rd Millennium

c112.M33 The Feral War
Whilst mining the feral world of Aggaros, the Adeptus Mechanicus engage in what at first seems like an embarrassingly one-sided battle – that is until the primitives bring their flame-tongued shamans into the fray. The armies of the Adeptus Mechanicus find themselves burnt from the inside or crushed flat by invisible forces. The retreating Tech-Priests call in an old debt from the Relictors in order to renew the attack. Four days later, the Relictors' 3rd Company fights its way through psychic pyrotechnics of bewildering force to reach the hidden city of the primitive tribes. Lining every road are dust-caked statues of the Thousand Sons, each facing a colossal effigy of Ahriman atop a pyramid of obsidian. Captain Excorius orders the statue of Ahriman torn down. As it topples, every one of the Thousand Sons comes to life, shrugging off the dust of centuries and opening fire on the Relictors with a hail of coruscating bolts. Not one of the Adeptus Mechanicus, nor their Relictors allies, survive.

34th Millennium

c.001.M34 The 4th Black Crusade of Warmaster Abaddon
Abaddon leads the charge against the adamantium gates of the famously unbreachable Citadel of the Kromarch upon El'Phanor. Only one in ten of Abaddon's spearhead reach the gates before they are trapped by heavy bolter fire. The gates are harder than diamond, but they split apart like cordwood before Abaddon's dolorous blow. The Chaos Space Marines and their daemonic allies feast upon the Kromarch and his kin that same night.

764.M34 The Shattering
Craftworld Lugganath comes under vicious attack from a psychically shielded fleet of Emperor's Children. The Eldar vessels destroy the first wave of fighters, but the sheer number of Chaos Space Marine dropships forces a breach in the craftworld's defences. After a bitterly fought boarding action, a teleport relay is established in the Plaza of Reflection and the Emperor's Children begin to deploy en masse. The Eldar seal off the breach with surgical precision, but they realise their foe's true intent too late. At the heart of the plaza, several hundred Noise Marines combine their sonic weapons into a psychic explosion that thrums louder and louder throughout Lugganath's psychoplastic architecture until the air fills with screams. Cracks appear across the craftworld's sweeping arches, and the thin spires crumble down onto the raging battle below.

35TH MILLENNIUM

437.M35 The Red Dawn of Iriad IV
Iriad IV, a fortified industrial world on the cusp of the Eye of Terror, is invaded by a tide of World Eaters. Captain Revellion, of the Ebon Knights Chapter, leads his men against his Traitor cousins in a bitterly fought war that sees the corpse count rise spectacularly quickly. The battle tears across the planet until less than a company of warriors remains on either side. Whilst the World Eaters do not care that so many of their number have fallen, Captain Revellion is driven to desperation by the loss of so many of his men and mutters a prayer into the night. Hours later, covered head to toe in blood, Revellion stalks out from the shadows with a dripping chainsword in either hand. His men shout in fierce joy as the last of the World Eaters falls, though their victory soon turns to ashes. Unstoppable, Captain Revellion hacks a swathe through the remaining Ebon Knights. He does not stop there. The rampaging Captain attacks anything that moves, including his own reflection. District after district is depopulated as Revellion's pact with Khorne bears slow but terrible fruit. Iriad IV's remaining population is evacuated and the planet is declared *perditas*.

36TH MILLENNIUM

437.M36 The Green Death
The infected Ork warbands invading the Ecclesiarchy world of Sanctia evince a terrible new barbarism. They fall upon the planet's defenders and consume them bodily, devouring the living and the dead alike, as if compelled by a daemonic hunger. Bloating and swelling, the Orks become obese monstrosities that can move only at a snail's pace. Puzzled by this strange reprieve, the Adepta Sororitas systematically purge the Orks with flame and bolter. It is then that Mortarion and his Death Guard make planetfall. The skeletally thin Daemon Primarch looms over the bodies of the Orks as he stalks to the front lines. At his passing, each Ork bursts apart in a shower of foul fluids, and dozens of Nurglings spill out from their remains to follow their master. Sanctia falls to the Green Death within twenty hours of Mortarion's arrival, and the plague spreads across the Ecclesiarchy-held system at an unstoppable pace.

836.M36 The Great Degeneration
After the unremitting violence of the xenocidal Quietus Campaign, the Annihilators Chapter finally succumbs to blood psychosis. Those of the Chapter still able to act rationally gather at their fortress-monastery in the hope of finding absolution. Instead of redeeming their sins, however, their corrupted Chaplains lead them in an ancient ritual, leaving their souls wide open to daemonic influence. Every member of the Chapter is possessed over the course of a single moonlit night, shifting forms and devolving into armoured half-Daemon monstrosities. Calling themselves the Beasts of Annihilation, the brethren go to war again, though this time it is the Imperium that feels their wrath.

37TH MILLENNIUM

321.M37 - 112.M38 The Abyssal Crusade
Warpstorm Dionys ripples across the galaxy, its ghastly energies polluting a wide swathe of star systems. In addition to billions of Imperial citizens, no less than thirty Space Marine Chapters are judged by the charismatic Saint Basillius to be tainted. The Ecclesiarchal lord gives a choice to those so judged – seek redemption in the Eye of Terror or be exterminated. Without exception, the Judged Chapters choose to embark upon a redemptive crusade aimed at purging the Daemon worlds of the Eye of Terror. Within that great Warp rift, some of the Chapters are lost forever or destroyed, and a few turn renegade in order to survive. The most resolute return to the Imperium nearly 800 years later, and discover that their accuser, Saint Basillius himself, is a servant of Chaos. The corrupted saint's demise is swift and bloody.

772.M37 Molochai's Folly
Lured by promises of power, Sevastos Molochai, the power-hungry Planetary Governor of Urskas Sol Tetra, makes long-range contact with a coven of Word Bearers Chaos Space Marines. Within eight weeks, his planet is turned from a thriving industrial world into a Daemon-infested nightmare.

c. 811.M37 The 7th Black Crusade of Warmaster Abaddon
During the course of the Ghost War, the Blood Angels join in battle against Abaddon's horde upon the world of Mackan. The Despoiler mercilessly singles out the Sons of Sanguinius, personally leading a band of Khorne Berzerkers in a gore-spattered assault against the Blood Angels' Devastator positions. Though only a handful of the traitors survive the teeth of the loyalists' guns, the Blood Angels' Assault troops are unable to reclaim the bodies of their fallen brothers which are desecrated by the Despoiler's frenzied warband.

38TH MILLENNIUM

573.M38 The 9th Black Crusade of Warmaster Abaddon
Intending to bring about the demise of the naval fortress Cancephalus, Abaddon leads his 9th Black Crusade against the heaving populations of nearby Antecanis. Monarchive, the seat of Antecanis' Imperial Commander, is besieged by Abaddon's vanguard. The Black Legionnaires burn and butcher their way through the lower levels, whilst Abaddon himself storms its inner sanctums. The hive populations are slowly drained dry. By the time the Imperial Guard from Cancephalus reinforces the desperate survivors, Abaddon and his favoured Legionnaires have already left orbit, dropping a dozen cyclonic warheads onto the ruins of Monarchive as a last gesture of contempt. The seventeen-year war that ensues robs both Antecanis and Cancephalus of their most precious resource – manpower. Without the fleets of Cancephalus to stop him, Abaddon is able to ravage the rest of the sector at will.

40TH MILLENNIUM

198-485.M40 Double-Edged Swords
For more than a dozen generations, agents of the Alpha Legion infiltrate the hive slums of Ghorstangrad, homeworld of the Emperor's Swords. Through subtle manipulation of the dominant sects and gangs, the Alpha Legion seed potential future Space Marines with all manner of deviant philosophies and subconscious triggers. Though many of these brainwashed youths are rejected by Librarians and Chaplains, some are recruited into the Chapter nonetheless – a lurking threat unknown even to the recruits themselves.

Almost three centuries later, the Alpha Legion mounts a full-scale invasion of Ghorstangrad. They are met in open battle by the Emperor's Swords. The Alpha Legion employ hypnotic and disorientating psychic attacks, releasing the nascent personalities of their unknowing infiltrators amongst the defending battle-brothers. Within hours, the Chapter disintegrates into a morass of battling factions, some of which join forces with the invaders. The loyalist Emperor's Swords are entirely destroyed, Ghorstangrad is razed and the gene-seed stores of the Chapter are stolen. The Alpha Legion withdraws to the Eastern Fringe, its numbers swollen with new renegades still covered in the blood of their brethren.

41ST MILLENNIUM

c139-160.M41 The 12th Black Crusade of Warmaster Abaddon
Abaddon leads his great fleet into the Gothic Sector, capturing two of the prehistoric star-forts known as the Blackstone Fortresses. Under Abaddon's control, the might of the Blackstone Fortresses is used to destroy entire worlds. The Despoiler's fleet is driven back at great cost, though Abaddon escapes with the Blackstone Fortresses into the Eye of Terror. The vast engines of destruction emerge once more into the material universe during Abaddon's 13th Black Crusade.

444.M41 The First War for Armageddon
Imperial forces upon the strategically vital world of Armageddon struggle to contain an armed rebellion that spontaneously breaks out across both Armageddon Prime and Armageddon Secundus. At the height of the civil war, a space hulk enters the system and disgorges a horde from the Daemon worlds of the Eye of Terror, led by Angron and accompanied by massed warbands of World Eaters. Angron and his Daemon armies carve a red path across Armageddon Prime and the conquest of the planet appears inevitable until the Daemon Primarch is delayed drawing chaotic energy to the planet. During the reprieve, the Imperial forces are reinforced not only by Space Wolves from nearby Fenris, but also by a company of one hundred Grey Knight Terminators. Though it costs the lives of all but a handful of the Grey Knights, Angron and his honour guard of Bloodthirsters are finally driven back into the Warp.

746.M41 The Constantinus Iconoclasm
The Sons of Guilliman free Nova Terra from a Tyranid attack. Afterwards, Squad Constantinus hunts down remnants of the Hive Fleet, finding Genestealer cults within the noble families of the capital. The entire ruling class is executed. The outraged population rises up against their Space Marine liberators. His patience gone, Sergeant Constantinus blames the Imperium for making him a monstrous killer and denounces the Emperor. He swears to lead the populace to a better future, and his conviction is infectious. The old order is thrown down and statues of Constantinus the Liberator are raised in their place. Other servants of the Ruinous Powers soon arrive, drawn by the anarchy and bloodshed. The rebel sergeant's megalomania escalates until it plunges the whole sector into open war. The mass rebellion ends only when Constantinus is killed by the Officio Assassinorum.

757.M41 The Plague that Walks
The first outbreak of the zombie plague occurs on Hydra Minoris after Typhus, and his Death Guard foot soldiers, penetrate to the heart of its capital hive. As the living begin to fall prey to the painful disease, its true horror is revealed; the dead victims begin to rise up and attack the living. The resultant Imperial quarantine traps 23 billion uninfected citizens alongside a rising tide of the undead.

901-912.M41 The Badab War
Lugft Huron, Chapter Master of the Astral Claws, declares himself the Tyrant of Badab and secedes from the Imperium. Eleven years of inter-system war follows, embroiling more than a dozen Chapters of the Adeptus Astartes. Huron's reign is eventually brought to an end, but despite suffering grievous wounds, he escapes into the Maelstrom vowing revenge.

920.M41 The Blood Tithe
The Tau Empire expands into uncharted territory, hoping to bring new populations into their fold. The Tau diplomats forge an uneasy peace upon the planet of Ur-Clemait, a world that has been consumed with civil war for centuries, simply by supplying one side of the warring factions with hi-tech pulse weaponry. Though most of the remaining population seems content with the Tau's enforced pacification, the elders and priests of the old faith are distraught, insisting that the Blood Tithe must continue to be met. While most of the wizened priests try to incite rebellion against the xenos, several attack the Tau directly, clawing feebly at their battlesuits or even taking their own lives in messy displays of martyrdom.

The puzzled Tau continue their mission of absorption and assimilation, but before the year is out, the Word Bearers arrive to enforce the neglected Blood Tithe. They attack the newly prosperous world of Ur-Clemait in terrible force, chanting prayers of appeasement to the Dark Gods as they cut down human and xenos alike. The Tau Fire Caste meet the invasion head-on, and the world is plunged into an ongoing war far more terrible than the ritual struggles of old that had once provided payment.

926.M41 The Vaxhallian Genocides
The vile Chaos renegades known as the Purge seek to vent their hatred of all living things, and choose the verdant Imperial world of Vaxhallia as their victim. The planet's surface is soon riddled with consumptive disease and crippling famine. Over the course of a single month, the Purge engineer the destruction of no fewer than fourteen billion Imperial citizens.

937.M41 The Wolf at Bay
Mustering five companies of Space Wolves, as well as the Cadian 301st and the Tallarn 14th, the decorated Inquisitor Pranix attempts to reclaim the nine Hollow Worlds of Lastrati from the traitorous Red Corsairs. The Drop Pods of the Space Wolves crash straight through the Hollow Worlds' algae-crusted surface, and war soon rages throughout the catacombs beneath. Huron Blackheart collapses preselected portions of his tunnel networks with cold precision and timing, isolating and destroying much of the Imperial army sent against him. The invading forces are forced to withdraw.

969.M41 The *Terminus Est*
The plagueship *Terminus Est* is sighted in the Cando System. It disappears soon after, but it is already too late. The zombie plague ravages all of the planets in the system over the following months, exposing the worst in human nature as brother turns against brother in their desperation to survive.

992.M41 Skulls for the Skull Throne
Having long ago amassed more human skulls than he knew what to do with, Roghrax Bloodhand, of the World Eaters, swears to collect a skull from every warrior species in the galaxy and offer them up for the throne of his master, Khorne. Bloodhand's masterwork takes a dramatic new turn with the coming of the Tyranid fleets into the galaxy. Making haste for the Eastern Fringe, the maniacal trophy collector leads his fleet directly into the path of Hive Fleet Kraken. Delighted at the prospect of collecting such large and impressive skulls, he reaps a grisly bounty from the Tyranids, which become more varied after every battle.

995.M41 The Night of the Steel Daemon
Unbeknownst to the settlers that make their home upon its crust, the dormant volcanic planet of Abheilüng is honeycombed with subterranean forge-vaults where the Dark Mechanicum lurk. As protein farms and hab-blocks are established high above, the Warpsmiths below use the livid heat of the planet's core to bind Daemons into their allies' strange machines. The surface settlers continue to expand, until one night, all the volcanoes across Abheilüng erupt spectacularly, incinerating millions in an immense pyroclastic cloud. Out from the molten depths climb great hosts of Daemon Engines, magma-clad horrors that spill like insects from each volcano's caldera. The mechanical horde depopulates Abheilüng in less than a month.

995.M41 The Tyrant and the Wolf
Huron Blackheart stages a counter-assault upon Parenxes, a world defended by the Death Hawks and Space Wolves. During the engagement, a series of Red Corsairs strike forces manage to board, disable and capture the Space Wolf strike cruiser, *Wolf of Fenris*.

980999.M41 The Sons of the Maelstrom
A massive Chaos Space Marine fleet emerges from the Maelstrom with three dozen Daemon-infested space hulks. The massed fleet brings the Chogoris, Kaelas and Sessec systems to their knees, establishing a stranglehold over their space lanes.

982999.M41 The Great Awakening
A ripple of psychic activity passes through the Imperium awakening the dormant powers of latent psykers across the galaxy. The resultant backlash creates innumerable Warp rifts, and countless worlds are lost to daemonic incursions. The Thousand Sons are seen in unprecedented numbers as the psychic apocalypse runs its course.

992999.M41 The Night of a Thousand Rebellions
Carefully seeded rebellions sown across Segmentum Pacificus all bear their bloody fruit upon the same night. Uprisings and discord strike at the heart of hundreds of worlds, including the supposedly secure Imperial strongholds of Enceladus, Darkhold and Minisotira. Contact is lost with large swathes of the segmentum as the Chaos Space Marines move in, revealing themselves as the orchestrators of the insurrection.

994999.M41 The Fall of Vilamus
After a series of daring raids leaves the titanic fortress monastery of the Marines Errant garrisoned only by a single company of Space Marines, Huron Blackheart sends his Night Lords allies to infiltrate the fastness and bring down its power shields and defence lasers. Teleporting in from low orbit, Chaos Terminators launch a sledgehammer assault upon the fortress' apothecarion as Huron Blackheart simultaneously moves in to steal the Chapter's relics. Caught in the horns of a dilemma, the outnumbered and outmanoeuvred Space Marines fail to repel the invasion. The Red Corsairs withdraw with nearly all of the Chapter's gene-seed, dooming the Marines Errant to a slow demise.

995999.M41 The 13th Black Crusade of Warmaster Abaddon
Under the command of Warmaster Abaddon, the Traitor Legions pour out from the Eye of Terror, emptying a hundred Daemon worlds and bursting into realspace in hitherto unforeseen numbers. The armies of Chaos start at the Cadian Gate in a great push towards Terra. Rumours persist that the Daemon Primarchs ride at the head of the armies, returned to the mortal realm to usher in the End Times. Imperial forces counter-attack, but there is no end to the forces of the Dark Gods.

...Thirteen times shall the
Traitor King go forth.
In the End Times the iron
fortress shall be cast down,
Its walls breached and its
Gate forced open.
Those that dwell beyond
shall spill through it.

The air shall burn and the
ground shall melt,
The Daemon shall lie down
with the Machine,
Brother shall slay brother
with fire and sword,
And the sky-wound shall
pour its malice forth.

The Eye shall stare
unblinking at its prize,
And the Traitor King shall
cross the bridge of stars.
He shall return to finish the
Warmonger's red work,
Upon holy soil shall the fate
of Man be decided.

- The Liber Malefact

The Lost and the Damned

This section of the book details the forces used by the Chaos Space Marines – their weapons, their units and the special characters that lead them to war. Each entry describes a unit and gives the specific rules you will need to use it in your games. The army list (pages 90-103) refers back to these entries.

CHAOS SPACE MARINES SPECIAL RULES

The Chaos Space Marines army uses a number of special rules that are common to several units, collected here for convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead.

Champion of Chaos

It is not unusual for the Chaos powers to bestow strange boons and mutations upon those who kill in their name. Not all of these boons are beneficial – the dark ones are as fickle as they are inscrutable, and even their most ardent followers are little more than pawns in a celestial game.

A model with the Champion of Chaos special rule must always issue and accept a challenge whenever possible. If there is more than one model in a combat with this special rule, you may select which model issues or accepts the challenge. Whenever a character with the Champion of Chaos special rule kills an enemy character, you must immediately check to see if the Dark Gods reward him. To do this, roll a D66 on the Chaos Boon table opposite – by this we mean roll two D6, one after the other, counting the first dice as 'tens' and the second dice as 'units'. Then refer to the table opposite to see what boon (if any) your champion has gained. So, if you roll a 3 on the first dice and a 5 on the second, you would get a D66 roll of 35 – your champion would now benefit from the Mechanoid Chaos Boon. This boon lasts for the rest of the game; make a note of it on your army roster next to that character's entry. If a boon is rolled that the character already has, the roll has no effect. If an enemy character dies as a result of multiple Wounds being allocated to it simultaneously, and one or more of those Wounds were caused by the champion, that champion still rolls on the Chaos Boon table. Note that destroying models in a Sweeping Advance does not confer a roll on the Chaos Boon table.

Warlord Traits

The warlords of the Chaos Space Marines have waged hundreds of campaigns against the weakling Imperium of Man. They enjoy the favour of the Chaos Gods and are respected and feared by their fellows as warriors and strategists alike. Some amongst them have a true talent for command, able to wield their armies as weapons on a galactic scale.

When generating his Warlord Traits, a Chaos Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or roll on the table below.

DESIGNER'S NOTE

Some rules in this book provide Preferred Enemy or Hatred (Space Marines). The category 'Space Marines' comprises all units taken from the following codexes: Space Marines, Black Templars, Blood Angels, Dark Angels, Grey Knights and Space Wolves.

Warlord Traits Table

D6	Warlord Trait
1	**Black Crusader:** *This Warlord has sworn never to rest in his eternal vendetta against his loyalist foes.* The Warlord and all friendly units within 12" of the Warlord have the Preferred Enemy (Space Marines) special rule (see designer's note above).
2	**Flames of Spite:** *This Warlord's bitterness burns so fiercely that his weapons flicker with the fires of Chaos.* All Melee weapons belonging to the Warlord and his unit have the Soul Blaze special rule.
3	**Master of Deception:** *This Warlord has studied the tactics of his foe and has mastered cunning methods of circumventing them.* Nominate up to D3 Infantry units in your army before deployment. Those units gain the Infiltrate special rule.
4	**Hatred Incarnate:** *The intense animosity that festers in this Warlord's soul spills out into those around him.* The Warlord and his unit have the Hatred special rule.
5	**Lord of Terror:** *The aura of despair and hopelessness that surrounds this Warlord hangs in the air and brings to mind all of one's worst nightmares.* The Warlord has the Fear special rule.
6	**Exalted Champion:** *Favoured amongst the Dark Gods, this Warlord is bequeathed the most powerful rewards from the Gods of Chaos he worships.* The Warlord may re-roll his rolls on the Chaos Boon table, including any rolls he makes before the game begins as a result of the Gift of Mutation (pg 67).

Chaos Boon Table

D66 CHAOS BOON

11-16 Unworthy Offering: *The champion receives no reward.*
Better luck next time!

21-22 Spawnhood: The champion is transformed into a Chaos Spawn. Place a spare Chaos Spawn model, on full Wounds, within 3" of the champion (or the vehicle in which he is embarked) and more than 1" from enemy models. Then, remove the champion model from play. If the Chaos Spawn cannot be placed, just remove the champion. The champion only counts as killed once this Chaos Spawn is removed as a casualty, or if it cannot be placed on the board. The champion is now a separate, unengaged, non-scoring unit that retains none of the champion's special rules or wargear. It does, however, retain the same Mark of Chaos (if it had one). If the champion was your Warlord, this Chaos Spawn remains your Warlord but loses his Warlord Trait.

23 Warp Frenzy: *The champion is consumed with anger.*
The champion has +1 Attack.

24 Fragment of Immortality: *The champion cheats death.*
The champion has the Eternal Warrior special rule.

25 Strength of the Berzerker: *Power flows into the champion.*
The champion has +1 Strength.

26 Arcane Occulum: *A blood-shot eye pushes through the flesh.*
The champion has +1 Ballistic Skill.

31 Cerebral Cogitator: *The champion's mind races with stimuli.*
The champion has +1 Initiative.

32 Bloated: *The champion's flesh bulges out in clammy rolls.*
The champion is returned to full Wounds. If he is already at full Wounds, he now has +1 Wound.

33 Crystalline Body: *The champion's flesh changes to diamond.*
The champion has +1 Toughness.

34 Shield of Force: *The champion is obscured by Warp energy.*
The champion has the Shrouded special rule.

35 Mechanoid: *The champion's flesh bonds with his armour.*
The champion's Armour Save improves by 1.

36 Blade of Chaos: *The champion's favoured weapon is infused with the raw power of the Warp.*
If he has one, choose one of the champion's Melee weapons – it now has the Fleshbane special rule.

41 Witch-eater: *Warp-spawned powers and their practitioners have no dominion over this champion.*
When the champion or his unit pass a Deny the Witch roll, the enemy Psyker immediately takes a S6, AP2 hit.

42 Cosmic Fate: *The champion has a touch of destiny upon him.*
The champion may re-roll failed armour saves.

43 Venomous: *The champion's very touch is toxic.*
The champion's Melee attacks have the Poisoned special rule.

44 Unholy Crusader: *For this champion, to rest is to die.*
The champion has the Crusader special rule.

45 Meteoric Charge: *The champion charges like a steel bull.*
The champion has the Hammer of Wrath special rule.

46 Icy Aura: *The champion's body exudes a deathly chill.*
Enemy models in base contact with the champion at the end of Initiative Step 1 take a S4, AP5 hit.

51 Mind of Metal: *The champion's resolve is absolute.*
The champion has the Adamantium Will special rule.

52 Gun Morph: *The champion's arm forms a fleshmetal gun.*
If he has one, choose one of the champion's ranged weapons – it now has +1 Strength (this applies to both weapons on a combi-weapon).

53 All-consuming Hatred: *The champion's ire seethes within.*
The champion has the Hatred special rule.

54 Warp Claws: *The champion's claws can cut through reality.*
The champion has the Shred special rule.

55 Lifetaker: *The champion's aura ages his foes.*
The champion's Melee attacks have the Instant Death special rule.

56 Blademaster: *The champion's blade is an extension of his arm.*
The champion has +1 Weapon Skill.

61 Voice of Horus: *The champion's voice is heavy with authority.*
The champion has the Stubborn special rule.

62 Temporal Distortion: *Time is altered around the champion.*
The champion has the Fleet special rule.

63 Masochism: *The champion has acquired a taste for agony.*
The champion has the Feel No Pain special rule.

64 Multiple Boons: Roll another D3+1 times on this table, re-rolling Spawnhood and Dark Apotheosis results.

65-66 Dark Apotheosis: The champion is transformed into a Daemon Prince equipped with power armour. This follows the rules for Spawnhood (see result 21-22) with the following exceptions:

- In every instance, replace the words "Chaos Spawn" with "Daemon Prince".
- If the champion had a Mark of Chaos, the Daemon Prince is instead a Daemon of the same Chaos god.
- If the champion was your Warlord, he retains his Warlord Trait.

Daemon Weapon

The most powerful of all weapons used by Chaos champions have Daemons bound into them, imprisoned by the complex rites of the Soul Forges. Each weapon is a unique artefact, named for the warp-entity trapped within it. Some of these bear only a flicker of sentience, but some rage so powerfully against their fate that their wielder becomes a slave, and the blade the master.

At the start of each Fight sub-phase during which the bearer of a Daemon Weapon is locked in combat, roll a D6. On a roll of a 1, the model immediately suffers a Wound with no armour saves allowed and his Weapon Skill is 1 until the end of the phase. On a roll of 2+, the bearer gains that many additional Attacks until the end of the phase. If the bearer has multiple Melee weapons, only roll a D6 if he chooses to attack with a Daemon Weapon.

Veterans of the Long War

Many Chaos Space Marine factions have been locked in a constant, grinding war against the Imperium of Man for centuries, if not millennia. The burning hate they feel for their loyalist brothers has had time to fester, now eclipsing all other emotions. This applies, above all, to the original nine Traitor Legions who flocked to Horus' banner ten millennia ago and continue their war against their loyal brethren to this day.

Models with the Veterans of the Long War special rule have the Hatred (Space Marines) special rule (see designer's note, pg 28) and +1 Leadership (remember that a model's Leadership cannot be modified above 10). When Veterans of the Long War is listed in a unit's special rules, the Leadership increase will already have been taken into account in its profile.

Marks of Chaos

If a model is given a mark from one of the Greater Powers of Chaos, this means that the warrior is claimed by one of the Dark Gods and has been given special powers in return.

A model or unit may only purchase one Mark of Chaos. An Independent Character with a Mark of Chaos may not join a unit with a different Mark of Chaos. When a Mark of Chaos is listed in a unit's special rules, its effects will have already been taken into account in its profile, where applicable.

Mark of Khorne

The Mark of Khorne is bestowed only upon those whose relentless rage and boundless ferocity pays due homage to the Blood God's own. To such disciples, Khorne grants an unholy wrath that burns as hot as the stars.

Models with the Mark of Khorne have the Rage and Counter-attack special rules.

Mark of Nurgle

Nurgle's blessing manifests not only as a suite of virulent plagues and diseases, but also as the inhuman constitution needed to survive them.

Models with the Mark of Nurgle have +1 Toughness. Additionally, a Psyker with the Mark of Nurgle must generate at least one of his powers from the **Discipline of Nurgle** (pg 71).

Mark of Tzeentch

Those dedicated to Tzeentch enjoy the protection and prescience of the Master of Manipulation.

Models with the Mark of Tzeentch have +1 to their invulnerable save (to a maximum of 3+). If given to a model that does not already have an invulnerable save, this mark confers an invulnerable save of 6+. Additionally, a Psyker with the Mark of Tzeentch must generate at least one of his powers from the **Discipline of Tzeentch** (pg 70).

For example, Thousand Sons have an aura of dark glory (5+ invulnerable save) and the Mark of Tzeentch, so have a total invulnerable save of 4+.

Mark of Slaanesh

The devotees of Slaanesh have their senses and reactions heightened to a supernatural degree, all the better to drink in the extreme, multifaceted stimuli of the battlefield. A warrior gifted in this manner will move with uncanny grace and speed, his blade lashing out like the tongue of a serpent as he revels in the ugly spectacle of death.

Models with the Mark of Slaanesh have +1 Initiative. Additionally, a Psyker with the Mark of Slaanesh must generate at least one of his powers from the **Discipline of Slaanesh** (pg 71).

Chaos Lords

'I murdered thousands for the Emperor and he gave me nothing except his damning silence. Now his lapdogs yap for every life I take, while the gods promise me the galaxy.'

A Chaos Lord is a tyrannical warrior-king who lives to bathe in the blood of worlds. He strives to bring whole star systems to their knees in the name of his patron deities. Typified by merciless ambition and fierce pride, many of these champions of disorder were once noble Chapter Masters and Captains of the Adeptus Astartes, but long years of unremitting war have twisted their souls beyond recovery.

It takes a being of exceptional willpower and personal magnetism to unite the warbands lurking in the Warp, and even then, a would-be warlord cannot be everywhere at once. Only those marked for greatness by the gods themselves can claim support from mortals and Daemons both.

All Chaos Lords are imposing in stature, their enhanced physiques made even more impressive by the protean caress of the Warp. Their wargear is often as outlandish as their physical appearance; a Chaos Lord may hack his foes apart with a massive chainaxe, blast them with an ancient combi-weapon, or slice apart enemy vehicles with a screaming Daemon sword. Regardless of affiliation, these conquerors of worlds invariably prefer to lead from the front. There, the visceral thrill of war is strong enough to eclipse any glimmering sense of betrayal they may feel as they rend their loyalist brothers limb from limb.

Lords of Khorne

Possessed of a wrath so intense it often clouds their vision, the lords of Khorne immerse themselves in indiscriminate butchery. Each lord is a looming brute in gore-stained armour. Many such lords retain their intellect, but their blood-greed is so strong that, upon the battlefield, they could easily be mistaken for mindless savages.

Lords of Tzeentch

The Changer of the Ways grants his followers access to an almost limitless supply of arcane power. Such lords have a supernatural ability to outguess their foes and often manifest mystical mutations, such as halos of dark flame, third eyes, or crystalline bodies that flicker with the screaming faces of vanquished foes.

Lords of Nurgle

The lords of Nurgle are lumbering, filth-encrusted hulks. Their guts are bloated sacs of gas and rancid fat, and their sagging skin has the waxy pallor of a corpse. Yet the devotees of Grandfather Nurgle rejoice in the grotesque splendours visited upon them and work ceaselessly to spread entropy across the stars in the name of the Father of Plagues.

Lords of Slaanesh

Lords of Slaanesh are gifted with strange sensory organs and mood amplifiers that allow them to better savour the shocking stimuli of open warfare. The life of such a lord is a whirlwind of excess, and his mind reacts so swiftly that he can fight with blurring speed and dexterity.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Lord	6	5	4	4	3	5	3	10	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Power armour (pg 68)**, bolt pistol, close combat weapon, frag grenades, krak grenades.**

SPECIAL RULES: Champion of Chaos (pg 28)**, Fearless, Independent Character.**

CHAOS WARBANDS

Champions of Chaos do not live and fight alone. Followers are drawn to them, either by the will of the gods or a champion's reputation. The most successful champions command armies not only of Chaos Space Marines but also of heretics, monsters and mutants. Champions and their warbands strive to prove their dedication to their patrons, fighting myriad opponents – and each other – for possession of artefacts, knowledge and weapons.

Sorcerers

'The crude pyrotechnics of the Imperium are the weapons of a frightened child. Only we have the courage to wield the Immaterium itself.'

Sorcerers of Chaos shape the destiny of the galaxy with forbidden rituals and unspeakable pacts. They channel the soul-blasting energies of the Warp into potent hexes and blasts of flame, and they mould the material universe with little more than a hate-filled curse. Sorcerers are inevitably haunted by corruption and insanity – they believe they are above mortal concerns – but the truth is that they, too, are pawns, raised up and then expended by the Dark Gods for their own amusement.

The line between psychic power and raw sorcery is fine indeed. The Chapters of the Adeptus Astartes may seek to deny it, but every time a Space Marine Librarian calls upon his mental might he risks tainting his soul. In the heat of battle, even the most capable psyker may overreach his abilities, and instead of recoiling in horror from the resultant carnage, he may feel a forbidden thrill. Such emotions are the first step on a path to limitless evil. From that moment on, the psyker may endure honeyed whispers in his dreams and visions of immortality. Those who succumb to such temptations become Sorcerers, able to channel the malefic powers of the Dark Gods.

Sorcerers are forever driven to expand their influence and knowledge. They see themselves as having ascended; no longer hindered by blind loyalty to the corpse-lord of the Imperium, they become even more callous and inhuman than those who follow them. Some are cold-hearted strategists who vent their hatred upon as much of the universe as possible; Ygethmor the Deceiver once orchestrated a doomsday cult that resulted in the depopulation of every inhabited world in the Corriallis System. Others act as advisors for the lords of Chaos, subtly redirecting them to their own ends under the illusion of servitude. A rare few roam the hidden paths of the universe, unlocking the secrets of the ancients to better plunge the galaxy into the embrace of Chaos.

Regardless of their goals, all Sorcerers enjoy the sadistic thrills of the Long War. It takes only a flicker of resistance to spur Sorcerers into unleashing the howling winds of the Immaterium. Their bitterness manifests upon the battlefield as a palpable force; red-hot skulls hammer down from the skies, disease chokes the souls of those nearby and men are turned into monsters in their wake. The martial prowess common to all Chaos Space Marines is magnified greatly when combined with the weapons of the Sorcerer. Should a foe come too close, these champions of the Dark Gods will strike with eldritch bolt and force staff, ripping souls from bodies with each blow.

	WS	BS	S	T	W	I	A	Ld	Sv
Sorcerer	5	4	4	4	2	4	2	10	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Power armour (pg 68)**, bolt pistol, Force weapon, frag grenades, krak grenades.**

SPECIAL RULES: Champion of Chaos (pg 28)**, Independent Character, Psyker (Mastery Level 1).**

PSYKER: A Sorcerer generates his powers from the **Biomancy**, **Pyromancy** and **Telepathy** disciplines.

THOUSAND SONS

The Thousand Sons Legion gave rise to the first Chaos Space Marine Sorcerers. Even before the Heresy, the Thousand Sons had a thirst for knowledge that proved impossible to slake. They immersed themselves in arcane lore and the practice of sorcery, and as the rebellion played out, they allied themselves with Horus. Upon the Daemon worlds of the Eye of Terror, many Sorcerers of that Legion still study magic at the feet of their Daemon Primarch, Magnus the Red, and are justifiably considered the most accomplished of all their kind.

Daemon Princes

Eternal Blasphemies, Dark Princelings,
Deathbringers, Oathsworn of the Chaos Gods

Daemon Princes are infernal monsters that tower over the mortals they lead to battle. These paragons of evil take many forms, though all exude a palpable aura of terror and power. In battle, a Daemon Prince strides through the pitiful bullets of the enemy without pause, his unnatural laughter driving men to the edge of fear. Warp energy sizzles from his eyes, and black flames curl from his mouth as he speaks dread phrases that kill as sure as any blade. These are creatures of nightmare – a living expression of Chaos given form.

The ultimate ambition of most champions of Chaos is to achieve immortality. For the devotees of the Ruinous Powers, this is far from an impossible goal. Those few who climb the path of the champion to its apex are granted the prize of eternal life. Though thousands of lesser aspirants will fall by the wayside, a supremely talented devotee will clamber over mountains of the slain until he reaches the pinnacle of his bloody craft. Over the course of centuries, such champions offer up sacrifices on an interplanetary scale, risking death and mutation in the hope of attracting the gaze of the gods. And yet murder alone is not enough. Only those who further the causes of their masters are given the precious gift of Daemonhood. They are raised up to become demigods, roaring their triumph into the night as their new bodies swell and bulge with the energies of the Warp.

The most infamous of their kind are the Daemon Primarchs. Once the favoured sons of the Emperor, it is these arch-fiends who led the Traitor Legions into darkness during the Horus Heresy. Millennia later, these dread figures still blight the galaxy. Yet a Daemon Prince is just as much a tool of the Dark Gods as his mortal followers; if anything, he becomes even more of an extension of his master's will. Daemons cannot truly be killed, only banished back to the Warp for a time – one who ascends to Daemonhood can look forward to an eternity of servitude at his patron's behest. Even death is no respite.

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	9	5	6	5	4	8	5	9	-

UNIT TYPE: **Monstrous Creature (Character).**

WARGEAR: **Close combat weapon.**

SPECIAL RULES:
Daemon, Fearless, Veterans of the Long War (pg 30).

UPGRADES:

Daemon of Khorne: Daemons of Khorne have the Furious Charge and Hatred (Daemons of Slaanesh) special rules.

Daemon of Tzeentch: Daemons of Tzeentch have the Hatred (Daemons of Nurgle) special rule. In addition, Daemons of Tzeentch re-roll all saving throw results of 1.

Daemon of Nurgle: Daemons of Nurgle have the Hatred (Daemons of Tzeentch), Shrouded and Slow and Purposeful special rules.

Daemon of Slaanesh: Daemons of Slaanesh have the Fleet, Hatred (Daemons of Khorne) and Rending special rules. They can also Run an additional 3" (usually D6+3").

Psyker: Some Daemon Princes are Psykers. If this upgrade is taken, they generate their powers from the **Biomancy**, **Pyromancy** and **Telepathy** disciplines. If the Daemon Prince is upgraded to a Daemon of Tzeentch, Nurgle or Slaanesh, he must also select at least one power from the **Tzeentch, Nurgle** or **Slaanesh** disciplines respectively.

Wings: Daemon Princes with wings change their unit type to Flying Monstrous Creature (Character).

Warpsmiths

'Shackle the soul and forge the flesh. Bind the machine and butcher the rest.'

Warpsmiths are the masters of the machine. Most can trace their origins back to the priesthood of Mars, whether through the schisms of the Magi or the rigid doctrine of the Techmarines. However, where the Adeptus Mechanicus regard technology as sacrosanct, the Warpsmiths seek to subjugate and control it.

Warpsmiths tend to be obsessive characters who believe that Mankind's ambition is limited by his mortal nature. Daemons are ultimately insubstantial of form, and the machines, though physically indomitable, are all but inert. Because of this, all Warpsmiths are engaged in an eternal quest to combine the strengths of all three elements whilst eradicating their weaknesses. They would conquer the galaxy and remould it into one giant, tainted flesh-engine if they could. The Warpsmiths themselves seek to embody this unholy fusion of man, machine and Daemon; in their search for the perfect form, they often become more metal than flesh. Some are little more than a brain and a spinal cord wired into a metallic approximation of a Chaos Space Marine – pincer limbs, mechatendrils and fusion claws sprout from the Warpsmith's altered form next to melta crucibles and searing welder blades.

Though each Warpsmith is an expert in battlefield repair and the art of siege craft, his true calling lies in the soul forges of the Warp, especially those in the Eye of Terror. There, the spirits of captured Imperial machines are driven to madness as their physical forms are rebuilt into bestial and terrifying new shapes. Daemon Princes thrust lesser Daemons into the cogs of giant, mechanoid birth-factories that crank out red-hot engines of destruction from their cabled wombs. Presiding over this infernal industry are the Warpsmiths themselves – pioneers of mechamorphosis, grim and silent as the grave save for the occasional barked order or spell of binding. When the time for conquest is finally at hand, entire armies of these growling battle engines stomp and soar into the material world under their command – the Warpsmiths' bitter ambition writ large and set loose upon the Imperium of Man.

	WS	BS	S	T	W	I	A	Ld	Sv
Warpsmith	4	5	4	4	2	4	2	10	2+

UNIT TYPE: **Infantry (Character).**

WARGEAR: **Fleshmetal** (pg 68), **bolt pistol, power axe, frag grenades, krak grenades, mechatendrils** (pg 66).

SPECIAL RULES: **Champion of Chaos** (pg 28), **Independent Character.**

Master of Mechanisms: In each of your Shooting phases, instead of firing his weapons, a Warpsmith may choose to either repair a single friendly, damaged vehicle or curse a single enemy vehicle. The Warpsmith cannot use this ability if he has gone to ground or is falling back.

- To repair a vehicle, the Warpsmith must be in base contact with it or embarked upon it. Roll a D6, (add +1 if the Warpsmith has mechatendrils). If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle, effective immediately.

- To curse a vehicle, the Warpsmith must be within 18" of it. Roll To Hit the vehicle using the Warpsmith's Ballistic Skill. If the curse hits, all of that vehicle's weapons have the Gets Hot special rule until the end of its next turn.

Shatter Defences: After deployment, but before Scout redeployments and Infiltrate deployment, nominate one piece of terrain in your opponent's deployment zone (this may not be one that he has purchased as part of his army). The terrain's cover save is decreased by one for the duration of the game. For example, a ruin (4+ cover save) would instead offer a 5+ cover save. A piece of terrain can only be shattered in this way once.

Dark Apostles

'Lords of the Warp! Fathers of entropy, bloodshed, lust and change, I call upon thee!
Grant us a portion of thy godliness, that we might reforge this day in your name!'

Dark Apostles make up the priesthood of the Dark Gods. Just as the Chaplains of the loyalist Space Marines uphold the creeds of their Chapters, the Dark Apostles devote their lives to the propagation of the unholy word, actively spreading the worship of Chaos across the galaxy. Their efforts do not go unrewarded – Dark Apostles are surrounded by daemonic auras of protection that shimmer and writhe as they chant their blasphemous prayers.

The Dark Apostles preach that, compared to the blood and thunder of their own faith, the falsehoods of the Ecclesiarchy are but cobweb-thin tissues of superstition. These are more than idle words – most Dark Apostles can act as direct conduits through which the Ruinous Powers can speak to mortal men. It is not unknown for a Dark Apostle to suddenly straighten, his eyes glazing over as his mouth spits guttural and blood-flecked gibberish. Those who can understand this glottal tongue claim that it is the language of the gods themselves.

The Dark Apostles sit high in the esteem of their brethren, and their intense charisma and burning conviction inspires men to great and terrible acts. The yoke of the Imperium fosters great resentment in those of weak character, and Dark Apostles are experts at fanning those sparks into raging blazes. When these preachers of terrible truths infiltrate an Imperial world, hidden cults are brought together and long-cultivated alliances are brought to terrible fruition. It is never long before the bodies of Adeptus Arbites, Judges and aristocrats alike are strung from spire and cable. Mutants and madmen boil out into the populace, infecting those around them with the touch of Chaos. Just as the hysterical citizenry are on the brink of devouring themselves, the Dark Apostle will draw them together into an army and lead a great crusade against the Imperium's armies.

It is not only heretics and traitors that flock to the banners of the Dark Apostles. It is not unheard of for these devotees of Chaos to subvert entire regiments of the Imperial Guard, or even stranded bands of Space Marines, to their cause. In a galaxy of unrelenting war, rebellion can spread like wildfire; there are records of single Dark Apostles inspiring entire planetary populations to chant damning hymnals until Daemons ran free in the streets. Their power is in the numberless hordes that follow them, an endless tide of the damned that crashes upon the rock of the Imperium.

A Dark Apostle arrayed for war is an imposing sight. His battle-scarred power armour is emblazoned with forbidden texts and hung with parchments of human skin that writhe with potent invocations. The Apostle's skin is tattooed with runic prayers to Chaos, and in his clenched fist he carries a defiled crozius arcanum, an evil corruption of the Chaplain's badge of office. But the Dark Apostle's most powerful weapon is his voice – a tool with which wars can be started and the gifts of the gods bestowed.

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Apostle	5	4	4	4	2	4	2	10	3+

UNIT TYPE: **Infantry (Character).**

WARGEAR: **Power armour** (pg 68)**, bolt pistol, power maul, frag grenades, krak grenades, sigil of corruption** (pg 66)**.**

SPECIAL RULES: **Champion of Chaos** (pg 28)**, Independent Character, Zealot.**

Beseech the Dark Gods: After deployment, if a character in the Dark Apostle's unit (including the Apostle himself) rolls on the Chaos Boon table, he may re-roll the result.

Demagogue: Friendly units from this codex within 6" of a Dark Apostle must use his Leadership instead of their own.

Chaos Space Marines

'Those who scale the pinnacles of glory have the furthest to plunge into the abyss.'

The Adeptus Astartes were created as the Emperor's ultimate fighting force. Implanted with the gene-seed of the Primarchs, the Space Marines stand seven feet tall, with thickened bones, two hearts, hyper-dense muscles and all manner of special organs that allow them to survive and fight in the most hostile conditions. They feel little pain and heal wounds at a remarkable rate. Their will is hardened by constant training and fighting, and they battle with dedication and zeal, brooking no hesitation, mercy or cowardice. All of these things combine with the best weaponry and armour in the galaxy to make the Space Marines the most fearsome warriors of the Imperium.

The Chaos Space Marines have all of these strengths and skills, to which are added the power of Chaos and a brutal devotion to the Chaos Gods. Ever since the Horus Heresy, Space Marines have been tempted by the path of Chaos, whether for selfish reasons or great ideals. Sundered from the Imperium, having turned their backs on the Emperor, these warriors know that there can be no peace for them, neither forgiveness nor absolution. They are wholly committed to the path they now tread, for good or ill, and they can expect no quarter from former battle-brothers.

The armament of the Chaos Space Marines differs little from that of their loyalist counterparts, for the weapons of the Adeptus Astartes are built to last. Boltguns, in various marks dating back ten thousand years, are their primary weapon, though squads that glorify close assaults and personal combat often favour bolt pistols and ritual knives, chainswords or axes. There is little uniformity between squads; much of the organisation and structure of the force's former Legion or Chapter falls by the wayside as they turn to the path of Chaos. In place of appointed sergeants, the Chaos Space Marines follow the strongest, boldest and most merciless of their brothers. These blood-soaked soldiers seek to become the favoured of the gods and eventually become mighty champions themselves. Their wargear varies dramatically and may include weapons taken as trophies from slain foes as well as arcane equipment carefully maintained since the Horus Heresy. It is the champions of these units that strive the hardest to gain recognition amongst the ranks of the Chaos Space Marines, spilling the blood of mighty foes in single combat in order to draw the gaze of the gods.

HAVOCS

Some Chaos Space Marine squads carry a high proportion of heavy weapons, the better to annihilate the hated foe. Known as Havocs, these squads provide devastating anti-infantry and anti-armour firepower, dominating large swathes of the battlefield with volley after punishing volley.

Such is the blood-pounding thrill of pouring heavy fire into the enemy ranks that many Havocs become obsessed by the power their weapons afford them. They see themselves as gods of the battlefield, blasting the insect vermin of the enemy into oblivion with each twitch of the finger. Over time, a Havoc squad that lingers within the Warp may find their weapons becoming physically part of them, extensions of their own body that can never be laid down or relinquished. Casings blend with flesh, blood plasma becomes highly volatile, and ammunition hoppers become hungry second mouths that snap and growl for more bullets. Eventually, Chaos Space Marine and weapon become one and the same. This is the way of Chaos – where the Warp bleeds into realspace, it is not nature that defines form but deadly compulsion – the ugliness in a Havoc's soul is made flesh for all to see.

CHOSEN

The most experienced and dedicated Chaos Space Marines are known as Chosen. Even at a glance, it is obvious that they are favoured amongst the bitter brotherhood of Chaos, for their baroque armour is embellished with forbidden runes and their grimacing helmets give them the aspect of raging Daemons. Equipped with the finest wargear the warband can provide, the Chosen are even more hard-bitten and callous than other Chaos Space Marines and think nothing of sacrificing the lives of their comrades to increase their own standing with the gods.

Squads of Chosen have many centuries of combat experience to draw upon and are typically found in the vanguard of any attack, fighting from the front where they can earn the most glory and take the greatest spoils. Confident in the extreme, and contemptuous even of those that march to war alongside them, the Chosen bow only to the gods themselves and to the Chaos champions who command their allegiance.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Space Marine	4	4	4	4	1	4	1	8	3+
Havoc	4	4	4	4	1	4	1	8	3+
Aspiring Champion	4	4	4	4	1	4	2	9	3+
Chosen	4	4	4	4	1	4	2	9	3+
Chosen Champion	4	4	4	4	1	4	2	9	3+

UNIT TYPE: **Infantry**. Aspiring Champions and Chosen Champions are **Infantry (Character).**

WARGEAR: **Power armour** (pg 68)**, boltgun, bolt pistol, close combat weapon** (Aspiring Champion, Chosen Champion and Chosen only)**, frag grenades, krak grenades.**

SPECIAL RULES: **Champion of Chaos** (Aspiring Champion and Chosen Champion only) (pg 28).

CHAOS BIKERS

Well armed and highly mobile, Chaos Biker squads are mounted on bladed bikes that are possessed of a sinister, mechanical sentience. Even amongst the Chaos Space Marines, their Biker squads have a reputation for cruelty. They are tireless in pursuit of an enemy and will follow a foe night and day to kill or capture them – or in the hope that they will be led to fresh victims. Some have even melded physically with their metal steeds, balefire jetting from their exhausts and oil flowing in their veins.

Chaos Bikers are excellent for reconnaissance and launching deadly raids behind enemy lines. Like those of their loyalist counterparts, Chaos bikes are rugged and well-suited to dense terrain, though they have often been twisted by Chaos into something far more unsettling than a simple machine. They are fitted with built-in boltguns that can be fired by the rider without him needing to relinquish control of his steed, and they are often festooned with blades and spurs that dismember opponents as the rider crashes past.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Biker	4	4	4	5	1	4	1	8	3+
Chaos Biker Champion	4	4	4	5	1	4	2	9	3+

UNIT TYPE: **Bike**. Chaos Biker Champion is **Bike (Character)**.

WARGEAR: **Power armour** (pg 68)**, bolt pistol, close combat weapon, frag grenades, krak grenades, Chaos bike** (pg 66).

SPECIAL RULES: **Champion of Chaos** (Chaos Biker Champion only) (pg 28).

CHAOS POWER ARMOUR

At the time of the Heresy, Crusade-pattern armour was in the process of disappearing from the Legions and being replaced by much-improved iterations of Space Marine power armour. Even so, over the fierce battles to come, both sides were forced to reinstate older marks of armour to replace their losses, as well as scavenging and cannibalising from their fallen brethren.

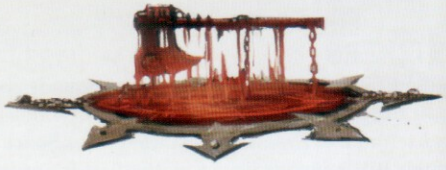
The armour of the Traitor Legions reflects these turbulent times, often featuring distinctive studded and riveted plasteel plates rather than the smooth ceramite of later designs. Exposed power cables blend with sinew and vein and many Chaos Space Marines individualise their armour with crests, horns, skulls chains and spikes. Space Marines who have only recently turned renegade may have armour that is almost untouched from their Chapter's standard wargear, except for the defilement or removal of symbols of allegiance to the Emperor. Often, though, a Chaos Space Marine's armour will have been changed by long exposure to the Warp. It might sprout spines or bony ridges, be covered in a layer of scales or flicker with coruscating energy.

Chaos Cultists

KNOWN SECTOR EXCELSIOR CULTS: Order of Crimson Dawn, Blood Fraternal, the Sinecure, Chorus of the Void, Blades of the New Sun

The teeming masses of the Imperium have colonised the galaxy from end to end. Trillions of souls labour night and day in an increasingly hostile universe. Miles-high hive cities boil with overpopulation, dense hab-complexes sprawl across continents, and industrial worlds grind and churn by the efforts of uncounted workers under the steely gaze of their high-handed overlords. But the adepts of the established order cannot be everywhere at once. A regime as restrictive and oppressive as the Imperium provides fertile ground for insurrection, and there are those that would foster this discontent for their own black ends. Rebellion festers in the foetid underbelly of almost every civilised world, a fire just waiting for a spark. Where the flames of heresy are given fuel, Chaos is quick to follow, turning desperate men into worshippers of the Dark Gods.

The Cultists of Chaos can be found, in one form or another, almost anywhere the Imperium has spread. At first glance, they are indistinguishable from normal men, but under their clothes, their flesh is tattooed and branded with sigils that hurt the eyes of any faithful who look upon them. When the Chaos Space Marines come to a planet, the true colours of the Cultists are revealed. The powers of darkness are ever quick to promise glory, and even the lowliest initiate knows that to fight alongside such legendary warriors is to court the gaze of the gods. Improvised armour is donned and long-hidden weapons are broken out as the Cultists prepare to overthrow the Imperium one hab-block at a time. Rag-tag companies band together under the demagogues that arrive in their midst, for the everyday life of an Imperial citizen is usually so hopeless that even the hint of a new order can be intoxicating. When open war breaks out, screaming gangs of Cultists rush into battle armed with primitive solid-shot weapons, the largest of their number toting heavy stubbers and industrial flamers. Despite their primitive wargear, Chaos Cultists are often able to drown a superior foe through sheer weight of numbers and a fierce desire to tear open the belly of the Imperium. Little do the Cultists realise that those same charismatic leaders who promised an eternity of grandeur would gladly expend their followers' lives with little more thought than they would a bullet.



As the witch-hunting Ordo Hereticus is keen to point out, Chaos Cultists can come from almost any background. Psychotic soldiers, cutthroat hive gangers, decadent nobles, Guardsmen deserters, persecuted abhumans and sewer-dwelling mutants all turn to Chaos in order to improve their lot. After all, even a man who has nothing can still barter away his soul. The gifts received by the most powerful Cultists are just as strange as those granted to their Chaos Space Marine masters; a favoured devotee might have muscles of living steel, flailing sucker-tentacles in place of a tongue, or the horned head of a mindless beast. All train their minds and bodies for the day when the favoured of the gods will lead them to a darkly glorious future, when they can rise up against the hated order of the Imperium and set the galaxy aflame.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultist	3	3	3	3	1	3	1	7	6+
Cultist Champion	3	3	3	3	1	3	2	8	6+

UNIT TYPE: Infantry.
Cultist Champion is **Infantry (Character).**

WARGEAR: Improvised armour (pg 68)**, autopistol, close combat weapon.**

SPECIAL RULES: Champion of Chaos (Cultist Champion only) (pg 28).

Possessed

'To give oneself to Chaos, body and soul – is there any more complete an act of devotion?'

For some Chaos Space Marines, simply dedicating their souls to the service of the gods is not enough. Those who thirst for power at any cost will offer themselves wholly to Chaos, becoming willing hosts to the immaterial creatures of the Warp. Such possession is a lengthy and agonising experience, as the Daemons within them infest their physical form, melding it to better suit their peculiar needs.

Those who offer themselves up for possession spend months in rituals of debasement and scarification, offering up sacrifices and preparing their bodies to harbour a daemonic entity. Though the personalities of these half-mad supplicants are subsumed forever, mass possessions are nonetheless great celebrations of the union between the mortal and the daemonic. They are marked by the lustful with orgiastic feasting and depravity, and by the devout with solemn hymnals of impurity.

Possessed are easily identified by their grotesque features and mutated bodies; they may have vicious claws, outlandishly warped limbs, tentacles, wings, extra mouths and eyes, or razored talons that can gouge through ceramite and steel. They are superb trackers and can even guide the fleets of the Chaos Space Marines through the shifting tides of the Warp. However, their primary role – and that which they most relish – is tearing those who deny the supremacy of Chaos limb from limb.

	WS	BS	S	T	W	I	A	Ld	Sv
Possessed	4	4	5	4	1	4	2	9	3+
Possessed Champion	4	4	5	4	1	4	2	9	3+

UNIT TYPE: **Infantry**.
Possessed Champion is **Infantry (Character).**

WARGEAR: **Power armour** (pg 68)**, close combat weapon.**

SPECIAL RULES: **Champion of Chaos** (Possessed Champion only) (pg 28)**, Daemon, Fearless, Fleet.**

Vessels of Chaos: At the beginning of each Fight sub-phase, roll a D3 on the table below for each friendly Possessed unit that is locked in combat. The mutation affects every Possessed model in the unit and lasts for the rest of the turn.

D3	Mutation
1	**Strength of the Damned**: The Possessed re-roll all failed To Wound rolls.
2	**Vorpal Claws:** The Possessed's Melee weapons are AP3.
3	**Supernatural Speed:** The Possessed gain +1 Attack and +1 Initiative.

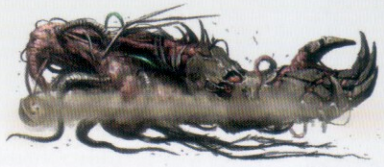
Chaos Terminators

+++ IMPERIAL DESIGNATOR: Brutus Apex. Engage with extreme caution.
CODEX DOCTRINE: Slay the Traitor: Anti-armour fire at range. +++

Chaos Terminators are heavily armoured veterans clad in debased suits of tactical dreadnought armour. They form the elite of their masters' warbands, for though they are ponderous compared to their power armour clad comrades, nothing short of a dedicated anti-tank laser can stop a Terminator in full stride. These seasoned killers often act as the personal guards of an esteemed champion of Chaos, enforcing the commands of their leader with pitiless efficiency and taking their pick of the spoils after each victory. They tend to be egotistical, brutish and crude, using their physical prowess and the favour of their lord to intimidate other members of their warband. Far from resenting such behaviour, most Chaos Space Marines simply plot to bring about the day when they can abuse such power for themselves.

As any Space Marine will recount, a suit of Terminator armour is an ancient and sacred artefact to be treasured and lovingly maintained. The armour is massively bulky and contains a full array of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace. Legend has it that the crux terminatus emblazoned on each suit's shoulder incorporates a fragment of the Emperor's own blessed armour. Each Chapter can muster only a hundred or so of these suits, and not all of their systems are properly understood, as their workmanship is from a bygone age. Nonetheless, those veterans given the honour of wearing one of these masterpieces to war are the most formidable foot soldiers in the Imperium.

The war suit worn by a Chaos Terminator, on the other hand, is as corrupt and twisted as the traitor within. Where once Imperial insignia were emblazoned upon its pauldrons and greaves, leering death's heads and the eye of Horus now stare accusingly at those brave enough to look upon them. Spiked trophy racks protrude from massive shoulders, the skulls of the enemy a barbaric testament to their wearer's martial prowess. Helmets have grown into bestial masks that sprout great tusks and razored horns, many of which have fused directly into the skulls of their wearers. When twinned with the stomping, heavy gait typical of all Terminators, these adornments conspire to give the impression of a slab-muscled, predatory hulk searching for its next meal.



Chaos Terminators are not the swiftest of troops when it comes to ground assault. To counter this, they frequently go to war in smoke-belching Land Raiders that can smash open the fortifications of the enemy. This allows their murderous passengers to reach the foe without having to first navigate the fierce bombardments so often arrayed against them. Much like their loyalist counterparts, Chaos Terminators can also be teleported directly into battle from the vaulted halls of their warships, though they are as likely to use sorcery for such a strike as they are science. The sudden appearance of a unit of Chaos Terminators within the enemy's headquarters has spelled the bloody end of many a protracted campaign.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Terminator	4	4	4	4	1	4	2	9	2+
Terminator Champion	4	4	4	4	1	4	2	9	2+

UNIT TYPE: **Infantry.**
Terminator Champion is **Infantry (Character).**

WARGEAR: **Terminator armour** (pg 68), **combi-bolter** (pg 65), **power weapon.**

SPECIAL RULES: **Champion of Chaos** (pg 28) (Terminator Champion only).

Chaos Spawn

'To strive for glory with every iota of one's being, only to be transformed into a mindless, fleshy beast. Truly the gods have a dark sense of humour.'

Although physically powerful and extremely resilient, Chaos Spawn are insane, mewling creatures with no mental powers or self-awareness. Their former intelligence has been sacrificed to their failed ambition. Many a champion of great promise has ended up as a seething mound of bone and blubber, monstrous and screaming with lunatic rage.

The Chaos Gods are generous but erratic with their favours. When blessing one of their followers, a Chaos God might make them stronger, tougher, faster, astonishingly attractive, hyper-intelligent or otherwise improve their lot in the world. Just as likely, the Chaos God may feel their loyal subject would benefit from their toes falling off, having an eye sprout in their navel or being transformed into a dribbling and imbecilic mountain of flesh. Most Gifts of Chaos take the form of some physical mutation. The more of these gifts a champion receives, the more potentially disastrous their cumulative effects can be – even the body of a Chaos Space Marine can only withstand so many mutations before he passes the point of no return.

Any champion of Chaos, regardless of prestige, can find himself on the road to becoming a Chaos Spawn, for the Dark Gods are fickle. A champion who does not earn himself the ultimate reward of Daemonhood will surely become a Spawn, unless he dies by some other means first. Such is the lot of the Chaos champion – those that survive are destined either for everlasting, diabolical glory or an ignominious end as a slavering heap of limbs and protrusions.

The outward appearance of a Chaos Spawn is utterly unpredictable and frequently changes over the course of a battle. No two are exactly alike, and their make-up owes as much to the invisible energies of Chaos as it does to physical suitability. A Spawn may have several sets of limbs, crab claws or tentacles, armour that bulges beneath the skin, tattered and useless wings, clumps of eye-stalks that wave like grass in a wind, a sinewy prehensile neck or a gaping maw of needle-thin teeth. Some Spawn have insectoid bodies or heads, others resemble featureless quivering mounds of inverted muscle covered with spines that drip acidic pus. All, however, are hideous to behold and deadly to face.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Spawn	3	0	5	5	3	3	D6	10	-

UNIT TYPE: **Beast.**

SPECIAL RULES: **Fear, Fearless, Rage, Very Bulky.**

Random Attacks: At the beginning of each Fight sub-phase, roll a D6 for each friendly Chaos Spawn unit that is locked in combat. The result is the number of Attacks (before modifiers) that all Chaos Spawn in that unit have this turn.

Mutated Beyond Reason: At the beginning of each Fight sub-phase, before rolling for their Random Attacks, roll a D3 on the table below for each friendly Chaos Spawn unit that is locked in combat. The mutation affects every Chaos Spawn model in the unit and lasts for the rest of the turn.

D3	Mutation
1	**Subcutaneous Armour:** The Chaos Spawn have an Armour Save of 4+.
2	**Grasping Pseudopods**: The Chaos Spawn unit rolls two D6 and picks the highest for their Random Attacks.
3	**Toxic Haemorrhage:** The Chaos Spawns' Attacks have the Poisoned (4+) special rule.

Obliterators

The Cult of Destruction, the Sons of Annihilation, the Metal Storm.

The monstrous warriors of the Obliterator cults are a blasphemy against nature and Machine God alike. Their forms are so altered, so thoroughly conjoined with the tools of war, that every cell in their bodies thrills with a spark of mechanical life. The technomagi of Mars dream of achieving such a symbiosis, but in truth, only their heretic brothers in the Dark Mechanicum have mastered the complete fusion of metal and flesh. It is the changeling power of the Warp that allows this process to take place, melding the inert and the animate together on a spiritual level in order to form something far greater than mere cybernetics. Because of their Chaos-born powers, Obliterators are capable of not only absorbing weaponry into themselves, but also of manifesting munitions from their titanium-laced flesh.

Obliterators tower over their Chaos Space Marine brethren, and they are usually at least as broad as they are tall, dwarfing even the Terminator-armoured escorts of their lords. Their flesh is stretched and distorted across an exoskeleton of metal and plasteel, and pistons writhe and churn under their sallow skin. They eat ammunition and drink promethium, it is said, for whatever energies an Obliterator consumes, he can replicate within himself. Each of their number is an inhuman arcano-cyborg whose blood can become roiling plasma, whose internal organs generate electricity, and whose brain is as much cognitive targeting engine as living tissue. In battle, fibre-bundle muscles split apart as blood-slicked gun barrels push through limbs and torsos. Oily fluids boil and drool out of exhaust valves as the crosshair eyes of the Obliterators settle over their prey. With a guttural roar of satisfaction, these lumbering gun-spawn let fly with devastating salvoes that annihilate man and machine alike.

Though cadres of the mysterious Obliterators are thankfully rare, they have an alarming tendency to suddenly appear wherever the fighting is thickest, manifesting in a storm of light before laying waste to their foes. The Imperium of Man has obtained grainy footage of an Obliterator cult in action, and several theories have emerged about them as a result. Some members of the Inquisition believe they are the by-product of a heretical Dark Mechanicum quest to embody the Omnissiah, whilst others proffer the notion that Obliterators are infected with some kind of Daemon-created 'technovirus'. Opponents of the latter theory say that a technovirus could not exist in the way it is claimed, and that simple daemonic possession gives Obliterators their frighteningly powerful abilities. Only the truly learned realise that the term technovirus is just a misnomer; it is Chaos itself that mutates and corrupts the machine, just as it moulds and changes the flesh of men.

Obliterators are much sought after by champions of Chaos. They are most likely to appear in the warbands of Warpsmiths, for they feel a kinship with those machine-obsessed architects of war, but ultimately they owe their allegiance only to the Dark Gods and the Daemons of the night.

	WS	BS	S	T	W	I	A	Ld	Sv
Obliterator	4	4	4	4	2	4	2	8	2+

UNIT TYPE: **Infantry.**

WARGEAR: **Fleshmetal** (pg 68)**, power fist.**

SPECIAL RULES: **Bulky, Daemon, Deep Strike, Slow and Purposeful.**

Obliterator Weapons: In each of your Shooting phases, you must choose what weapon the Obliterators in the unit will fire from the following list:

- Assault cannon
- Heavy flamer
- Lascannon
- Multi-melta
- Plasma cannon
- Twin-linked flamer
- Twin-linked meltagun
- Twin-linked plasma gun

Every Obliterator in the unit must fire the same weapon. An Obliterator unit cannot choose to fire the same weapon in two of your consecutive Shooting phases.

Mutilators

'Why wield a weapon when you can become one?'

Mutilators are the high priests of the blade and the maul. It is believed that the first of their number were originally Traitor Legion Terminators who specialised in close quarters fighting, but as with all who harbour an obsession within the Warp, they grew to become the incarnation of the murderous desires in their hearts.

Those who dedicate themselves to the act of killing in a melee cannot help but be affected by it. The satisfying impact of a bludgeon smashing into an unprotected head, the yielding of the flesh to the point of a blade, the axe's bloody bite – even the most faithful Space Marine cannot deny that these acts bring a rush, or even a thrill, to the mind and body alike. A lifetime of unrelenting battle can breed a dangerous need for such acts of violence, and when that period spans several centuries, the effects upon the psyche can be dramatic.

For those who seek refuge in the Warp, this psychosis is magnified beyond all reason. Such warriors might begin their descent into madness by constant maintenance of their weapons in between battles, by chaining themselves to their wargear, or by outright refusing to let go of their favoured tools of war under any circumstances. These dangerously focused individuals are easy prey for the corruption of Chaos. Before long, a warrior who yearns too much for the visceral charms of battle may find that he has fused with his weapon, the blade becoming as much a part of him as a hand would be to a normal man. Over time, these assault specialists come to identify more with their weaponry than with their battle-brothers. Disillusioned by the fickle nature of Mankind, they instead strive for the simple purity of the blade. As the years take their toll, such individuals leave their humanity behind altogether, becoming living weapons.

Yet these are only the first steps on the path to becoming a Mutilator. As the warrior's physicality changes, his spirit fuses with the war-spirits of destruction and butchery that flicker within his weaponry. Even the smallest scalpel has a psychic reflection in the Warp – a splinter of potential that becomes stronger the more harm the weapon causes. The eldest of weapons, having claimed the hot blood of countless victims, have strong but simple war-spirits that thirst for battle. A true relic may even have a limited sentience or be possessed of a battle lust that surpasses that of its wielder.

Mutilators seek not only to commune with such war-spirits but to absorb them, assimilating the Warp-spawned power of chainfists, power axes and lightning claws into their own souls and fleshmetal bodies so that they can manifest corrupted versions at will. However, the Mutilators are not content to stop there – eviscerators and bladed siege mauls whirr and clank into being at the ends of their grotesquely muscled arms, bringing death to the enemy. Each kill anoints and empowers the weapon-spirits that each Mutilator manifests, his dagger-sharp teeth bared in glee as he dismembers and crushes the bodies of his foes.

	WS	BS	S	T	W	I	A	Ld	Sv
Mutilator	4	4	4	4	2	4	2	8	2+

UNIT TYPE: **Infantry.**

WARGEAR: **Fleshmetal** (pg 68).

SPECIAL RULES: **Bulky, Daemon, Deep Strike, Slow and Purposeful.**

Mutilator Weapons: If a Mutilator unit is locked in combat at the start of a Fight sub-phase, they must choose one of the weapons options from the following list:

- A pair of chainfists
- A pair of lightning claws
- A pair of power axes
- A pair of power mauls
- A pair of power swords

Every Mutilator in a unit must choose the same weapons option. A Mutilator unit cannot choose the same weapons option in two consecutive Fight sub-phases.

Khorne Berzerkers

'Blood for the Blood God! Skulls for the Skull Throne!'

It was the gruesome experiments of Angron, Primarch of the World Eaters, that led to the creation of the first Berzerkers. By the ritual lobotomisation of his warriors, he removed all sense of fear and danger and then heightened the rush his soldiers experienced in combat. When the Legion swore itself to Khorne, the Berzerkers were no longer bound by Imperial battle doctrine and were given full rein to exercise their bloodthirsty skills. They have since become the ultimate close combat shock troops, entering an uncontrollable frenzy in the heat of battle.

Those who wish to fully dedicate themselves to Khorne usually join the World Eaters to undergo the complex psycho-surgery they employ. Once the procedure is complete, they are one with their angry god, feeling nothing but the desire to kill, maim and burn. After the World Eaters Legion disbanded during the fighting on Skalathrax, most Berzerkers formed separate warbands, and many bastardised practices of lobotomisation spread to other Chaos Space Marine forces with them. Abaddon, in particular, has recruited a number of highly-skilled Berzerker-surgeons to his cause, and only the Black Legion is even close to the World Eaters in their perfection of this barbaric practice.

Khorne Berzerkers are savage fighters who revel in the bloodiest hand-to-hand fighting. In their perpetual quest to offer up blood and skulls to Khorne, they carry many vicious close combat weapons into battle. Many wield roaring, adamantium-bladed chainaxes, although the chainsword is equally favoured. The champions that lead each warband can sometimes be seen hefting heavy, baroque weapons lined with diamond-hard teeth that can chew through enemy vehicles and get at the crew inside. Ritual knives and scimitars are often worn into battle, the blades of which are only ever used to hack head from neck. After they have taken the heads from every enemy soldier within arm's reach, the warriors of Khorne will even decapitate their own fallen and offer their skulls to their brazen god before plunging back into the fray. The stark truth is that the brethren of the Blood God care little how they spill the blood of those around them. As far as the Berzerkers are concerned, bare fists or a heavy rock will do if nothing else is available!

The Berzerkers of Khorne relish their role as the Blood God's sacred destroyers and are fanatical in the extreme. Their delight in pain and death is so strong that they have been known to attack their comrades in blind rage and, if no other opponent is present, even to fall upon their own weapons as sacrifices to Khorne.

	WS	BS	S	T	W	I	A	Ld	Sv
Khorne Berzerker	5	4	4	4	1	4	1	8	3+
Berzerker Champion	5	4	4	4	1	4	2	9	3+

UNIT TYPE: Infantry.
Berzerker Champion is **Infantry (Character).**

WARGEAR: Power armour (pg 68)**, bolt pistol, close combat weapon, frag grenades, krak grenades.**

SPECIAL RULES: Champion of Chaos (Berzerker Champion only) (pg 28)**, Fearless, Furious Charge, Mark of Khorne** (pg 30)**.**

THE WORLD EATERS

The World Eaters were created in the First Founding of the Legions and in their eyes, it is the later foundings that have turned from the true path and become decadent and depraved. Once renowned for their unswerving loyalty, the name of the World Eaters became a byword for terror during the Heresy. They always fought in the vanguard of the Traitor Legions, and records show that it was they who first breached the walls of the Imperial Palace. The World Eaters have only strengthened their bloody traditions while in exile, tying themselves ever closer to Khorne and his Daemons. In battle, the World Eaters charge directly into combat, roaring battle cries as they take ever more skulls for the Blood God.

Thousand Sons

'All is dust... All is dust... All is dust... All is dust... All is dust... All is dust...'

Remorseless, implacable foes, the warriors of the Thousand Sons Legion are forever cursed. They bestride the galaxy in armoured suits that are little more than sealed tombs, within which only a handful of dust remains of what was once a proud Space Marine.

When the Thousand Sons escaped to the Eye of Terror through a Warp gate opened by their Sorcerers, their rapid evasion was not without price. Coupled with decades of harnessing the energy of the Empyrean, the warping effects of Chaos began to take their toll and mutation spread rapidly and unchecked through the Legion. Ahriman, one of the greatest of all the Thousand Sons' Sorcerers, attempted to halt this process of degeneration by unleashing an incredibly potent spell called the Rubric of Ahriman. Sealing dozens of daemonic pacts, Ahriman intended to enchant all of the Thousand Sons, forever shielding them from the mutating effects of Chaos.

In a way, the Rubric of Ahriman succeeded beyond all expectation, but at a cost none could have predicted. The Sorcerers of the Thousand Sons either survived the Rubric of Ahriman with their knowledge and powers greatly augmented, or they were utterly destroyed. Those battle brethren whose psychic powers had been slight or nonexistent were permanently changed. The armour of the normal battle-brothers was sealed shut, as if every clasp and joint was welded tight. Inside the heavy shells of ceramite and adamantium, the bodies of the Chaos Space Marines were reduced to bone-dry dust. Truly, mutation would plague them no more, for their fleshless spirits were trapped inside their battle armour for all eternity.

Although these living suits still move and function, and can respond to orders just like a sentient man, they are little more than automatons. They quickly fall into inactivity unless a Sorcerer is nearby to direct them, although in the fires of battle, something of their former battle-hunger returns and they move with greater clarity and purpose. Conversely, they are far more durable than the Chaos Space Marines of their brother Legions – a plasma blast or powered blade may tear a Thousand Son's armour wide open to negligible effect, for the power of Tzeentch surrounds and sustains them better than physical armour ever could.

The Thousand Sons Sorcerers use their 'Rubricae' as bodyguards and enforcers. They make excellent guardians for the libraries of grimoires and vaults of ancient scrolls hoarded by the Sorcerers, for they have no spark of curiosity and are utterly loyal without exception. The Sorcerers will sometimes offer the services of their unliving warriors to those who promise them knowledge and magical power. In battle, the Sorcerers enchant their weapons and those of their unliving bodyguards. The bolts fired by the Thousand Sons blaze with magical flame and explode with sorcerous blasts that burn the minds of their targets just as they melt away armour and flesh.

	WS	BS	S	T	W	I	A	Ld	Sv
Thousand Son	4	4	4	4	1	4	1	10	3+
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+

UNIT TYPE: **Infantry.**
Aspiring Sorcerer is **Infantry (Character).**

WARGEAR: **Power armour** (pg 68), **boltgun** (Thousand Sons only), **bolt pistol** (Aspiring Sorcerer only), **Force weapon** (Aspiring Sorcerer only), **aura of dark glory** (pg 67), **inferno bolts** (pg 66).

SPECIAL RULES: **Champion of Chaos** (Aspiring Sorcerer only) (pg 28), **Fearless, Mark of Tzeentch** (pg 30), **Psyker (Mastery Level 1)** (Aspiring Sorcerer only), **Slow and Purposeful, Veterans of the Long War** (pg 30).

Plague Marines

'Decay and corruption of the flesh are their secret joys,
and they are abominations in the eyes of men...'

Plague Marines are Chaos Space Marines who have sworn themselves to Nurgle, the Chaos God of pestilence and entropy. The first Plague Marines were warriors of the Death Guard Legion, trapped in the Warp upon their spaceships when the virulent destroyer plague struck their fleet. Mortarion and his Legion offered themselves up to the service of the Lord of Decay in return for their lives. Their bodies became bloated and swollen with the corruption festering within them, but they no longer felt the agony of the Warp-pox and did not die from its horrific symptoms.

Since then, many Space Marines have dedicated themselves to Nurgle, though few achieve the vaunted ranks of the Death Guard. Those who truly wish to join this most foetid of cadres must first swear loyalty to the Primarch Mortarion. Only then will Nurgle bestow upon them the corrupting ague that created the Plague Marines. Outside of the Death Guard, a favoured few Sorcerers of Nurgle know the secrets of the Plague Marines, and Abaddon of the Black Legion has won many of these spellcasters to his cause. In return for fealty and long service, these blight-mages will bestow their pestilent gifts in the Warmaster's name.

Plague Marines have disgusting, rotted bodies that stink of decay. The putrescent slime that oozes from their many weeping sores corrodes their armour and boils away their skin, but despite their horrific disfigurements, the Plague Marines are fearsome warriors indeed. Their rotting brains are inured to the agony of bodily corruption, making them all but immune to the pain or debilitation caused by battle wounds. The Plague Marines prefer short-ranged firefights, where they can appreciate the festering wounds they inflict upon their enemies even as they laugh off the bolts and las-blasts directed back at them. Should the enemy close to within arm's reach, the Plague Marines will defend themselves with plague-riddled knives and toxic blight grenades. These contain virulent toxins that eat away at armour and fill the air with thick clouds of blinding spores. The most ostentatious blight grenades are 'death's heads' made from the severed heads of fallen enemies, each filled to the brim with a cocktail of disease before being sealed with ancient wax.

As well as fighting at the behest of the Lords of Chaos, the Plague Marines dedicate their lives to spreading corruption and decay across the galaxy. The fleets of Nurgle that spew from the Warp spread contagion and pestilence across dozens of star systems. Once the Plague Ships are abandoned or their crews finally destroyed, the hulks float back to the Warp and eventually, perhaps guided by the hand of Nurgle himself, find their way back to a Plague planet where they are re-crewed for new attacks.

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Marine	4	4	4	5	1	3	1	8	3+
Plague Champion	4	4	4	5	1	3	2	9	3+

UNIT TYPE: **Infantry.**
Plague Champion is **Infantry (Character).**

WARGEAR: **Power armour** (pg 68), **boltgun, bolt pistol, plague knife** (pg 64), **blight grenades** (pg 66), **krak grenades.**

SPECIAL RULES: **Champion of Chaos** (Plague Champion only) (pg 28), **Fearless, Feel no Pain, Mark of Nurgle** (pg 30).

THE CLOUD OF FLIES

During a Plague Ship's journey through the Warp, the interior of the craft erupts with large, furry black flies, which fill the ship with their decaying carcasses. When the Plague Ship reaches a world, the Plague Marines disembark to make planetfall. As soon as their transports' hatches open, a thick cloud of insects is released, ready to spread its foulness over a virgin planet.

Noise Marines

'The mind-curdling cacophony of the battlefield! Shape it, savour it, add to it until your senses shake and your minds quiver with deafening bliss!'

The origin of the Noise Marines goes back to the days and nights when Fulgrim and his Emperor's Children first heeded the silky whispers of Slaanesh, just before the outbreak of the Horus Heresy. From the warrior cults founded by the Davinite tribesmen, Horus introduced Fulgrim and his chief lieutenants to the practice of elaborate feasting and drinking, including the use of exotic narcotics and indulgence in other pleasurable diversions.

Entranced by the ecstatic celebrations, the officers of the Emperor's Children took these debased practices back to the rest of their warriors, and in this way, the cult of Slaanesh took root in the Legion. Ever since then, the Emperor's Children have sought to indulge every excess and depravity they can imagine, pushing the boundaries of their minds as far as they can, as they hone their bodies to the limit of blissful endurance.

As just one example of the rewards granted by the Prince of Pleasure to those who worship him, a Noise Marine's hearing is a thousand times more sensitive than normal. They can distinguish the subtlest pitch in tone and volume, but are only able to enjoy the most deafening of cacophonies. Such raucous sensory input electrifies the Noise Marine's brain, causing extreme emotional stimulation that makes all other sensations seem pale and worthless. The louder and more discordant the noise, the more extreme the emotional reaction provoked. Only the din of battle and screams of the dying can truly stir a Noise Marine's attention for long. On the battlefield, his mind ceases to function normally and instead becomes a mere receptacle for the sensations ignited by the music of the apocalypse, thrilling to hear the shrieks of the wounded as they dance upon the path of destruction.

Regardless of faction, Noise Marines wear armour painted in various bold colours, as their senses are so distorted that only the most extravagant shades and patterns register to their minds. Though the staccato bark and blast of the boltgun is music to the Noise Marine's ears, many specialize in the use of a variety of outlandish sound-based weapons. The most common of these are the sonic blaster, the blastmaster and the doom siren, each of which produces a series of deafeningly loud, psychosonically explosive attacks that shake and tear the enemy apart.

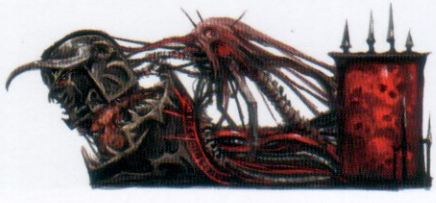
In their brightly patterned power armour, the Noise Marines took up positions in the hole left by the Defiler's passage. Their alliance with Lord Kharyun had cost the Imperials dearly, and the servants of Slaanesh took in the sensual carnage around them. They levelled their outlandish weaponry at the enemy battle line, and the whining of their weapons built steadily to an earsplitting crescendo. A second later, a wave of sonic energy ripped through the Space Marines, splitting armour and bursting organs. Those that still lived fell to the dirt, wracked with brain-damaged spasms.

	WS	BS	S	T	W	I	A	Ld	Sv
Noise Marine	4	4	4	4	1	5	1	8	3+
Noise Champion	4	4	4	4	1	5	2	9	3+

UNIT TYPE: Infantry.
Noise Champion is **Infantry (Character).**

WARGEAR: Power armour (pg 68)**, boltgun, bolt pistol, frag grenades, krak grenades.**

SPECIAL RULES: Champion of Chaos (Noise Champion only) (pg 28)**, Fearless, Mark of Slaanesh** (pg 30)**.**



Raptors

'Look at the corpse-god's runts, scrambling for safety like frightened children.
Descent, then; maximum vox. I want to see my prey debase itself in pure terror before it dies.'

The cruel terror troops known as Raptors consider themselves the elite of the Chaos Space Marine warbands. Their murder squads epitomise what has become of the Assault Marines of the Traitor Legions. Though they were once rare and highly valued Imperial troops, the Raptors have fallen to their own pride and lust for violence. They now roam the galaxy as merciless hunters, relishing the fear they cause as they plummet screaming out of the skies.

Within the Space Marine Legions of old, jump pack troops were relatively rare. Horus knew well the value of the surprise attack, and such was his military genius that the arrival of his Assault Marines was the turning point in dozens of critical battles. They would be held in reserve until the enemy exposed a weakness in its battle line, whereupon entire jump pack companies would plunge into the fray, breaking the foe's defences wide open with meltagun, flamer and chainsword.

Perhaps it was their habit of preying on lesser warriors that led to the slow corruption of the Assault companies that sided with Horus. Over time, those of their number who ventured in the Warp grew to love the exhilaration of soaring through the skies a little too much. They became addicted to the thrill of looking down upon the warriors beneath them, and as the rudimentary machine-spirits of their jump packs also became corrupted, they melded with their wargear until the power of true flight became theirs. The Chaos-tainted armour of a Raptor reflects his predatory nature, usually mimicking the appearance of a vicious bird of prey or swooping Daemon. Altered vox-casters protrude from helmet and plate, amplifying the raw hatred of their war cries and better enabling their wearers to terrify their enemies into submission before the final strike.

The Raptors' predilection for sadism and psychological warfare is a dark reflection of the Assault Marine's traditional role. Simple killing is no longer enough. The Raptors want not only to tear apart their prey, but to scare them witless beforehand – they will go to great lengths to see their grovelling prey's face distorted with fear before the final blow is struck. Wherever the Raptors prowl, ghostly voices and horrific threats are broadcast into enemy comms, the skies are haunted by daemonic faces, and evil shrieks echo through the night so that their sleep-deprived quarry is driven to the edge of madness. Needless to say, the ranks of the Night Lords, a Legion famous for its terror tactics, attract a great many Raptors to its banner.

Raptors are seen as leering, self-indulgent egotists by many of their brethren, but their unquestionable skill in battle means that champions of Chaos will gladly enlist them nonetheless. There is no battle line or fortification that cannot be demoralised and subsequently breached by a pack of Raptors. Only once the prey is at its most vulnerable will the Raptors take their grisly prize.

	WS	BS	S	T	W	I	A	Ld	Sv
Raptor	4	4	4	4	1	4	1	8	3+
Raptor Champion	4	4	4	4	1	4	2	9	3+

UNIT TYPE: Jump Infantry.
Raptor Champion is **Jump Infantry (Character).**

WARGEAR: Power armour (pg 68)**, bolt pistol, close combat weapon, frag grenades, krak grenades, jump pack** (pg 66)**.**

SPECIAL RULES: Champion of Chaos (Raptor Champion only) (pg 28)**, Fear.**

Warp Talons

+++ TRANS-DIMENSIONAL CAPABILITY EVINCED (CF. CALIXIS MASSACRES):
React to Warp breach with excessive force and commend your soul to the Emperor. +++

When a pack of Warp Talons emerges from the Warp, it appears to those on the battlefield below as if daemonic warriors have literally burst out from nothingness into fiery, vengeful life. Like the stuff of nightmares, they plummet downwards in an explosion of Warp fire, tearing into the foe with murderous intent.

Warp Talon packs are comprised of tightly knit groups of horribly altered Chaos Space Marines who possess the ability to slice open the barriers between dimensions. Like their brothers-in-arms, the Raptors, they were once part of the Legiones Astartes Assault companies, though they have followed the path of the predator for so long that they live for nothing more than cutting, slashing and carving apart. This single-minded fixation with the act of severance has been wrought into the very substance of their bodies. In place of its hands and feet, each Warp Talon has a set of crackling swords with blades so supernaturally sharp they can temporarily cut through the substance of reality itself.

Having fallen even further from mortal origins than their Raptor allies, the Warp Talons have long since lost the means to speak, to reason or to create. The violence they wreak is eloquent enough. A pack of Warp Talons is not employed so much as set loose, for champions of Chaos know that these skyborne assassins respect only the hunt and the kill at hunt's end. Instead, the Warp Talons are given something important to their prey, such as a hank of hair, a loved one's finger bone or a piece of cloth from a favourite item of clothing. It is then that the hunt begins in earnest. Soaring into the skies on plumes of daemonic fire, the Warp Talons depart, already moving as one in their single-minded pursuit. They will not be seen again until their prey is located and battle is joined.

When the din of war resounds through the air, the Warp Talons are attracted to the ephemeral echoes of anger and pain that reverberate through the Warp. These ripples in the aether are often refracted within the Immaterium, where hunting packs of Warp Talons single out the psychic signature of their prey using senses that a mortal could not comprehend. Once the Warp Talons have closed in upon the emotional reflection of their victim's psyche, they will slice their spirit-sharp talons through the air above their quarry's location, cutting deep wounds in the veil between worlds with their energised claws. In this way, they force their way out from the swirling anarchy of the Warp straight into the material dimension.

Though the lesion they slice in the fabric of realspace seals over as soon as the hunting pack has passed through, the mind-shattering nature of their attack is usually enough to stun their prey into inactivity. This moment of awestruck hesitation is often fatal, for the hellishly sharp claws of the Warp Talons part heads from necks and limbs from torsos as the hunters hurtle into the ranks of the foe.

	WS	BS	S	T	W	I	A	Ld	Sv
Warp Talon	4	4	4	4	1	4	1	8	3+
Warp Talon Champion	4	4	4	4	1	4	2	9	3+

UNIT TYPE: **Jump Infantry.**
Warp Talon Champion is **Jump Infantry (Character).**

WARGEAR: **Power armour** (pg 68)**, two lightning claws, jump pack** (pg 66)**.**

SPECIAL RULES: **Champion of Chaos** (Warp Talon Champion only) (pg 28)**, Daemon.**

Warpflame Strike: Immediately after a unit of Warp Talons has arrived from reserve by Deep Strike, all enemy units within 6" count as having been hit by a weapon with the Blind special rule.

Forgefiends & Maulerfiends

'Daemonic fury, bound into the shells of metal beasts and set loose upon the galaxy. Tell me, mortal; have you ever seen such a glorious sight?'

Daemon Engines are gigantic battle machines that prowl on mighty piston-driven limbs. Jutting from their armoured torsos are gargoyle-muzzled cannons and heavy weapon-arms that end in murderous tools of war. To compare a Daemon Engine to an ordinary vehicle is folly, for each of these beasts has its own malevolent sentience rather than a crew. Bound within the battle-scarred metal of each Daemon Engine is the essence of a raging Warp entity, imprisoned in a physically indomitable body in order to better serve the Chaos Space Marines in their long and bitter war.

The Imperium has little concept of how these affronts to sanity came into being. Fragments of ancient texts and post-action pict-captures have allowed Imperial strategos to gather that they are creatures of daemonic nature, but little else. Even amongst the ranks of the Chaos Space Marines, there are few who understand how these immortal beasts are created. With the correct rituals, a devout Sorcerer or Dark Apostle can coax a Daemon to possess the body of a mortal man, but only the brotherhood of the Warpsmiths can bind a Daemon into a machine.

Unlike the rituals of possession, the process of creating a Daemon Engine is not one of mutual assent. Using corrupt rituals and forbidden alchemy, adepts of the dark arts can force immaterial spirits into a physical shell. It is the Warpsmiths that bring hell-forged Daemon Engines into being, from Forgefiend gunbeasts to Chaos Titans. Beyond the soul forges of the Immaterium, Warp entities are bound in nooses of rope woven from the hair of murderers or with chains fashioned of scrimshawed bone. These captive Daemons are dragged biting and screaming into the flame-hearted citadels of the Dark Mechanicum. In the molten heat of the forges, the Warpsmiths trap the screaming Daemons within the rune-bound hulls of the giant metal beasts they have captured or created. The screaming machine-fiends must then be bludgeoned into submission until the time of battle is at hand. Caging a hate-filled Daemon in a physical form that can smash through a fortress wall is a hazardous business. Dozens of machine-thralls are lost with the creation of each beast, for they do not fear death or pain, but delight in bringing it to their enemies in as violent a fashion as possible.

FORGEFIENDS

The Forgefiend Daemon Engine was originally devised to sow death amongst enemy forces from afar. Roughly centauroid in form, the torso of the Forgefiend boasts twin weapon-mounts that carry hell-forged parodies of Imperial armaments. The most common Forgefiends are created with pairs of hades autocannons in place of their primary limbs, rotary gun-clusters that allow them to scythe down masses of enemy troops and even lightly armoured vehicles with contemptuous ease.

When a Daemon Engine is forged in the citadels of the Warp, part of the fire that burns there is transferred into the heart of the engine itself. It is this brimstone-scented furnace that powers the engine's mechanical motion, but also that provides the baleful energies it pours into the ranks of its foe. It is not normal bullets that fly from the muzzles of the Forgefiend's guns. Instead, it spits out red-hot phosphor shells that are extruded from the twisting, convoluted cables that churn and writhe inside. Hidden intestinal tracts feed steaming, large-bore ammunition into each autocannon's chambers, each projectile bearing the taint of daemonic flame. Forgefiends can devour metal just as easily as flesh; a well-fed Forgefiend Daemon Engine can maintain a glowing salvo of shells for several minutes before stopping to gorge-load more raw materials into its interior feed-hoppers.

The pulsing energies of a Forgefiend Daemon Engine's furnace are not always employed to produce solid ammunition. Some Forgefiends sport flex-sheathed plasma weapons of ancient design, weapons so large they would look more at home on a light aircraft than a land-bound walker. Those Daemon-beasts the Imperium have nicknamed Cerberites bear no less than three of these ectoplasma cannons, one mounted on each weapon-limb and one jutting out from their maws. These cannons were once prized artefacts, dating back to before the Heresy, but the Warpsmiths have perverted them into something far worse. Gargoyle-mouthed and drizzling balefire, the searing energies these devastating weapons hurl outwards are a hybrid of plasma and burning ectoplasm channelled straight from the Forgefiend's tainted heart.

				Armour					
	WS	BS	S	F	S	R	I	A	HP
Forgefiend	3	3	6	12	12	10	3	2	3

UNIT TYPE: **Vehicle (Walker).**

WARGEAR: **Two hades autocannons** (pg 65), **daemonic possession** (pg 68).

SPECIAL RULES: **Daemon, Fleet, It Will Not Die.**

Daemonforge: Once per game, at the start of any Shooting or Assault phase, the Daemonforge may be activated. For the rest of the phase, the model may re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed.

MAULERFIENDS

The Daemon Engines known as Maulerfiends thunder towards the foe like giant attack beasts loosed from the leash. Their eyes glow with balefire as ectoplasmic drool drizzles from their fanged maws. Their thick front limbs end in prehensile claws powerful enough to tear a Dreadnought limb from limb. Should they catch a squad of less protected warriors, they will scissor them apart or simply squeeze them into paste with a flex of their claws and a growl of satisfaction. Also known as stalker-tanks or scalers, these multi-limbed monsters have strength and agility enough to climb even the sheerest walls – nowhere is safe from a Maulerfiend once it has the scent of the enemy in its nostrils.

Chaos Lords often use Maulerfiends to disable or destroy heavily armoured targets. Once an enemy war machine or emplacement is in its grasp, the magma cutters that protrude from the Maulerfiend's torso can focus the anger that burns inside it into a white-hot flame that can melt through rockcrete as thick as bastion walls. Many an Imperial Titan has been felled by a pair of Maulerfiends clambering up its legs and shearing through its joints with grasping claws and pinpoint magma blasts.

Some Maulerfiends serve their masters as daemonic battering rams that barrel headlong through the enemy lines. They defend themselves from counter-attacks with segmented tendrils that whip out from their midsections to crush and confound those around them who would attempt to stay their advance. These 'lashers' gorge themselves on the hot flesh of their victims until their blunt muzzles drip with blood, even though they can take no sustenance from the flesh of men.

Once a Maulerfiend has latched on to an enemy war machine or fortification, its target's destruction is all but assured. If even a single Maulerfiend makes it to the walls of an enemy emplacement, it will clamber across the sheer faces, tapping with its claw-pincers until it finds a weak point before peeling open a large section and forcing its way inside. Because of their utility in siege warfare, Maulerfiends are used extensively by the Warpsmiths of the Iron Warriors. Even the most redoubtable Imperial defences will fall into deathly silence once a Maulerfiend has breached the walls and set upon the fleshy bounty within.

				Armour					
	WS	BS	S	F	S	R	I	A	HP
Maulerfiend	3	3	6	12	12	10	3	2	3

UNIT TYPE: **Vehicle (Walker).**

WARGEAR: **Two power fists, daemonic possession** (pg 68), **two magma cutters** (pg 68).

SPECIAL RULES: **Daemon, Daemonforge** (see left), **Fleet, It Will Not Die, Move Through Cover.**

Siege Crawler: Maulerfiends can move up to 12" in the Movement phase and are not slowed by difficult terrain (even when charging). In addition, in close combat, Maulerfiends add 1 to armour penetration rolls against buildings.

Heldrakes

'Out of the storm it came – a beast of brass and obsidian, of cable and bone, the wind from its jagged pinions reeking of brimstone and rotten souls...'

Heldrakes are winged Daemon Engines that plummet out of the skies like living comets, hurtling towards enemy aircraft and crashing claws-first into them from above. Each is a vicious, hell-forged predator; a Heldrake takes cruel joy in diving down upon the unsuspecting air support of the enemy in order to shred them to pieces with its scything wings and rune-carved talons.

Heldrakes were once noble fighter craft flown by Space Marine pilots, though they have become something far more hideous. The energies of the Warp have granted them a form better suited to the predatory role their twisted spirits savour. Though Heldrakes have the sweeping wings and powerful engines common to all Chaos fighter craft, the resemblance ends there, for their aspect is one of flying daemonic reptiles or pterasaurs more than any ordinary aircraft.

The miasma of wrongness that surrounds these fell creatures is due not only to their monstrous hybridisation, but also to the keening anguish of what remains of the individuals that used to pilot the machines. The steersmen inside the Heldrakes, having become consumed by the power and independence granted them by their fighter craft, have literally become one with their vehicles. At first, the transformation is of the body – the pilots shrink back into the interiors of their machines until they see with the craft's auto-senses and speak with its vox-grilles. Eventually, as the machines themselves achieve daemonic sentience, the transformation affects the pilots' souls. After so many centuries swooping through the Warp as pitiless hunters, the steersmen's spirits meld with that of their war engines until they are entirely subsumed. The pilots' physical forms become atrophied, foetal balls that burn deep in the cores where natural beasts would keep their hearts. Trapped and subservient to the murderous desires of the Daemons with which they share their prisons, the withered, blackened pilots scream in the darkness, their trauma and rage magnified by the vox-arrays of the Heldrakes into haunting cries.

Often, the first sign of a full-scale Chaos Space Marine invasion will come in the form of an attack by Heldrakes. These metallic monstrosities traverse the void between worlds by clinging to the underside of Chaos Space Marine attack ships, wings folded protectively around themselves in the manner of bats and piston-driven claws clamped onto the fuselage above. Umbilical cables, sheathed in organic webbing, probe outward from each Heldrake's body to burrow through the host warship's outer surface, drawing away raw energy as leeches draw blood. When the warships near low orbit, the Heldrakes detach themselves, unfurling their wings as they plummet towards the airspace of the victim planet. Some will soar through the skies as heralds of the destruction to come, retractable weapons pushing out from their gullets and spitting volleys of red-hot bullets that cut down the scrambling, earthbound defenders below. Others prefer to plunge through the clouds into the crucible of battle, screaming in savage joy as they crash headlong into the fight.

	Armour				
	BS	F	S	R	HP
Heldrake	3	12	12	10	3

UNIT TYPE: **Vehicle (Flyer, Hover).**

WARGEAR: **Hades autocannon** (pg 65), **daemonic possession** (pg 68).

SPECIAL RULES: **Daemon, Daemonforge** (pg 51), **It Will Not Die.**

Meteoric Descent: Heldrakes have the Vector Strike special rule. However, as they are a vehicle, they can perform a Vector Strike whilst Zooming instead of whilst Swooping. Furthermore, hits caused by a Heldrake's Vector Strike are resolved at Strength 7.

DEFILERS

'Crushing, stamping, roaring, it emerged from the mists like a graven idol given life...'

Defilers are truly massive beasts of war, twice the size of most other Daemon Engines and with a temper to match. The ground shivers and melts as they stalk towards their foes on six massive, spined legs, their great pincer-arms twitching and snipping with an impatient need to slice through warm flesh. The Defiler's crab-like body supports a daemonic torso that carries an array of deadly weaponry, ranging from reaper autocannons to racks of highly explosive missiles. It is the battle cannon mounted in its chest turret, however, that is undoubtedly its most potent armament. Each hell-forged shell that thunders out from its growling muzzle is capable of crippling a squad of Space Marines in a single earth-shaking blast.

The Warpsmiths who create these nightmarish constructions originally devised them to be walking artillery pieces, though their obsession with destruction soon saw their creations becoming ever more bestial and aggressive. Over time, the multi-legged chassis that bears the Defilers to war has been adapted to include shearing claws and spiked armour plates. Those foes fortunate enough to survive a Defiler's barrage of shells must then face its full fury at close quarters. Built with piston-driven claws to grab and crush the enemy and boasting whirring blades or whip-like flails mounted on articulated limbs, the Defiler charges into the foe, crushing and grinding as it smashes aside all opposition. Its mechanical growls drown out the cries of the wounded and dying; trampled corpses and mutilated limbs are left scattered in a red path behind it as the Defiler rampages through the enemy's ranks.

Much like lesser Daemon Engines, a Defiler is fuelled and guided by the Warp energy of a bound Daemon of Chaos. When its full immortal anger is unleashed, the Daemon within drives the Defiler forwards on clanking legs, spewing death with its guns. The Defiler rejoices in battle, for only then can it enjoy the blissful release of slaughter – once the feeble warriors of the Corpse-god have been crushed, the Defiler will once more be bound in runic chains by its masters and dragged hissing back to the forges until it is needed once more.

Adrastas watched as the loyalists dropped back into a defensive position. Bolt shells screamed back and forth between the front lines, sparkling in the firelight, exploding with small blossoms of fury. To the east, the crumbling wall of an outbuilding tumbled to the dirt as the monstrous form of the Defiler known as Corpse Tearer crashed through. Wailing and roaring, the Daemon Engine ploughed towards the approaching Space Marine Rhinos. One transport swerved aside, but the Defiler leapt forwards and grabbed the other with its huge claws, its cannons blasting away point-blank. Power armour clad warriors spilled from the hatches as the Defiler picked up the Rhino and tossed it aside. Within a few heartbeats, the survivors were caught up in those giant mechanical vices and mercilessly crushed to death.

		Armour							
	WS	BS	S	F	S	R	I	A	HP
Defiler	3	3	8	12	12	10	3	3	4

UNIT TYPE: **Vehicle (Walker).**

WARGEAR: **Battle cannon, Reaper autocannon** (pg 65), **twin-linked heavy flamer, two power fists, daemonic possession** (pg 68), **searchlight, smoke launchers.**

SPECIAL RULES: **Daemon, Daemonforge** (pg 51), **Fleet, It Will Not Die.**

Chaos Battle Tanks

Daemon-infested Hulks, Mechanis Traitori, Beasts of Thunder.

CHAOS RHINOS

The Rhino is the most common transport of the Space Marines. The chassis is based upon a Standard Template Construct, meaning that it is relatively simple to build, maintain and repair. Over the ten thousand years since the Long War began, the Chaos Space Marines have continued to use the robust Rhino as their favoured transport as well. They will even go so far as to loot them from defeated Imperial armies, though they will burn them clean of Imperial insignia as quickly as possible and festoon the stolen vehicles with spikes, blades and gory trophies taken from the dismembered bodies of their previous owners.

	Armour				
	BS	F	S	R	HP
Chaos Rhino	4	11	11	10	3

UNIT TYPE: Vehicle (Tank, Transport).

WARGEAR: Combi-bolter, searchlight, smoke launchers.

SPECIAL RULES:

Repair: If a Chaos Rhino is Immobilised, then in subsequent turns it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful Repair attempt does not restore a Hull Point.

TRANSPORT:

Transport Capacity: Ten models. Chaos Rhinos cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: Two models can fire from the top hatch.

Access Points: Chaos Rhinos have one Access Point on each side of the hull and one at the rear.

CHAOS PREDATORS

The main battle tank of the Legiones Astartes, the Predator is such a versatile war machine that it can thrive in almost any theatre of war. It can be fitted with different weapon loadouts allowing for anti-armour operations, anti-infantry firepower, or for a mixed role, depending on the enemy force's disposition. Based upon the tried and true Rhino chassis, the Predator has an armoured turret that can sport a long-barrelled autocannon or twin-linked lascannons, and it can be further armed with the addition of side sponsons mounting more heavy weaponry. By sacrificing all troop carrying capacity, the Predator is able to mount a reinforced frontal chassis that gives its hull a far greater resilience than that of its personnel carrier counterpart.

Chaos Predators are used to provide mobile support for fast-moving Chaos Space Marine attacks. Capable of laying down punishingly accurate salvos of firepower, the Chaos Predator is used to eliminate enemy armour, pave the way for an infantry assault, or throw back any enemy squads that attempt to counter-attack.

Frequently, the Predators used by the Chaos Space Marines have been in active service for hundreds, if not thousands, of years. Over that time, they have become ever more embellished with horrific decorations, fluttering pennants, leering gargoyles, beast-headed weapon muzzles and icons of Chaos, making them as much a statement of their owners' hatred of the Imperium as a weapon of war.

	Armour				
	BS	F	S	R	HP
Chaos Predator	4	13	11	10	3

UNIT TYPE: Vehicle (Tank).

WARGEAR: Autocannon, searchlight, smoke launchers.

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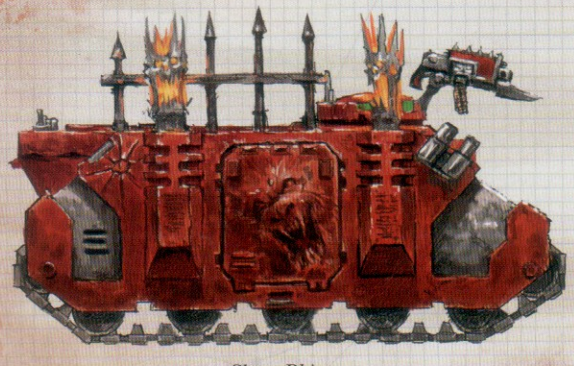
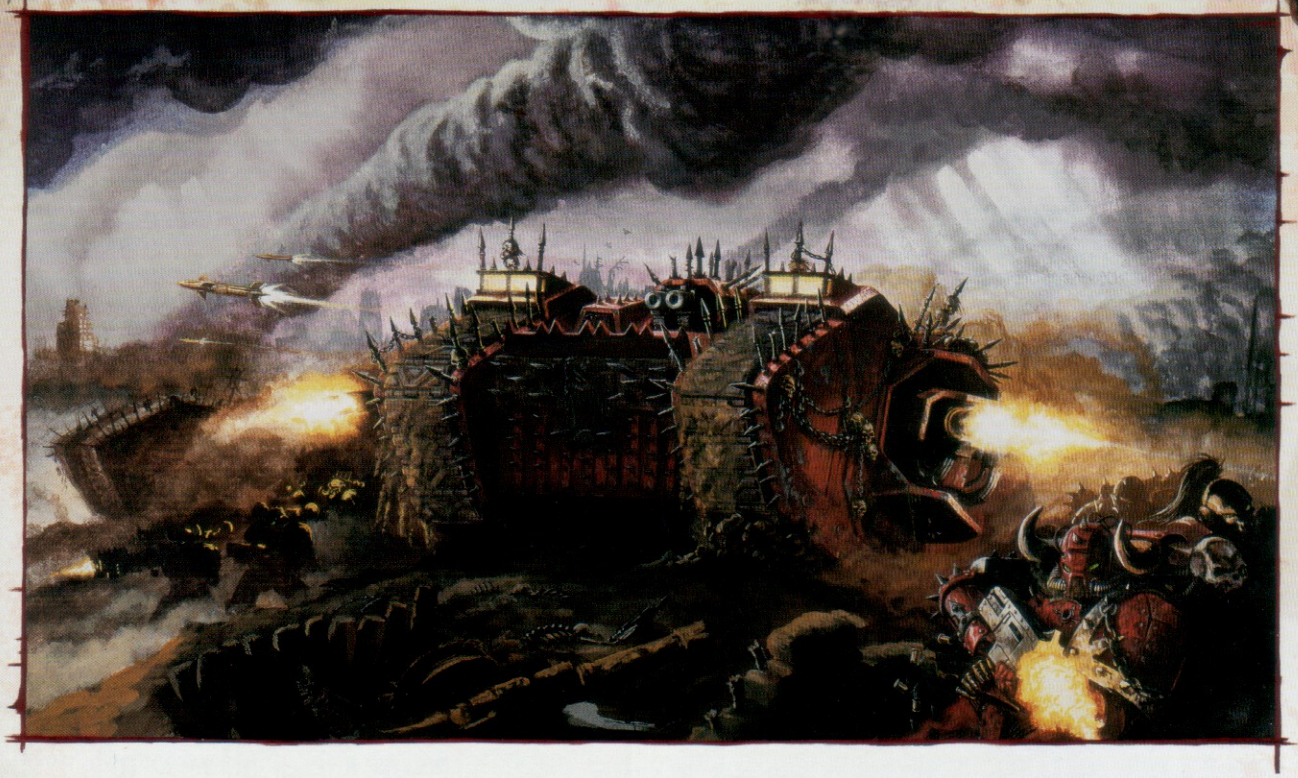


Chaos Rhino

Chaos Predator

Chaos Vindicator



CHAOS VINDICATORS

Though it is based upon the hull of the Rhino, the Chaos Vindicator sacrifices its transport capacity in favour of reinforced armour and ammunition storage. Such heavy modifications are needed to allow for the massive demolisher cannon mounted on the front of its hull, a siege weapon so large that it occupies much of the area where the transport deck would go. While it lacks the range of a standard battle cannon, the demolisher is far more potent and can breach a bunker or blast apart a tank with a single shell. Usually protected by an enormous metal siege shield that juts out from its front, the Chaos Vindicator can barge its way into position even under intense enemy fire, grinding towards the walls of a fortified stronghold until its devastating armament comes into range.

Chaos Vindicators were used extensively by the Traitor Legions during the Horus Heresy, most notably at the Siege of the Emperor's Palace, and have served the forces of Chaos continuously over the last ten millennia. The Iron Warriors, masters of seigecraft and heavy munitions, still field entire squadrons of Vindicators emblazoned with Chaos symbols and adorned with the defaced statuary of the fallen cities they have conquered.

	Armour				
	BS	F	S	R	HP
Chaos Vindicator	4	13	11	10	3

UNIT TYPE: **Vehicle (Tank).**

WARGEAR: **Demolisher cannon** (pg 65)**, searchlight, smoke launchers.**

CHAOS LAND RAIDERS

The Chaos Land Raider is the heaviest ground vehicle in a Chaos Space Marine army. Its adamantium and ceramite plates can withstand all but the deadliest anti-tank weaponry. The twin lascannons mounted in each sponson make short work of lesser vehicles that would dare to stop its rampage. Once in the thick of the enemy's lines, the trundling metal beast opens the jaws of its front assault ramp and disgorges its cargo of bloodthirsty warriors directly into combat.

The machine spirits that once dwelt inside the cogitators of these Chaos Land Raiders are distorted or entirely replaced by daemonic entities, giving these growling, snarling battle tanks a literal life of their own.

	Armour				
	BS	F	S	R	HP
Chaos Land Raider	4	14	14	14	4

UNIT TYPE: **Vehicle (Tank, Transport).**

WARGEAR: **Twin-linked heavy bolter, two twin-linked lascannons, searchlight, smoke launchers.**

SPECIAL RULES: **Assault Vehicle.**

TRANSPORT:
Transport Capacity: Ten models.

Fire Points: None.

Access Points: Chaos Land Raiders have one Access Point on each side and one at the front.

Helbrutes

'A hurricane of anger and madness imprisoned in a body of flesh-cursed steel.'

Helbrutes are twisted mockeries of the Space Marine Dreadnoughts they used to be, combining the firepower of a small tank with the mind of a frenzied maniac. Each Helbrute holds a living creature within its plated metal chest – a Chaos Space Marine driven over the edge of madness by a never-ending cycle of war.

A Helbrute is piloted by a warrior who has suffered extreme damage on the field of battle. The critically injured warrior is then bound into an amniotic sarcophagus at the walker's heart, connected by nervous system implants and mind impulse units to the controls of the battle engine. However, while loyalist members of the Adeptus Astartes consider it an honour to serve their Chapter for eternity as a Dreadnought, Chaos Space Marines consider such a fate to be little more than a living death – a torturous, mocking punishment from the Dark Gods. They abhor the thought of such a miserable half-life locked away in a dank and imprisoning womb, where they can no longer drink in the sights of battle with their own eyes or feel the kick of a boltgun in their fist. For them, it would be better to die and find final release in the maelstrom of the Warp than to spend eternity locked in an adamantium shell.

As a result, most Helbrutes are completely psychotic, even before the Warp melds the metal of their prison with the flesh inside. A creeping insanity, mingled with desperation and fury, eats away at them over the long millennia. Between battles, the sarcophagus containing the pilot is disconnected and dragged clear of its armoured shell to lie inert and seething in the darkness. The Helbrute is chained like a beast when it is not actually fighting, for fear that some residue of the pilot's soul may send it into a berserk rampage. As the ships of a Chaos Space Marine fleet approach their prey, the Helbrute's heavy weapons are prepared and loaded, its power scourges and hammer-like fists are daubed in fresh blood, and its sarcophagus is installed. The madness of the Chaos Space Marine within burns ever fiercer as he rises from his dormancy. Once the fleet's warriors have landed, the Helbrute is unleashed, a lunatic beast of flesh and metal intent upon venting its rage on everything in its path.

				Armour					
	WS	BS	S	F	S	R	I	A	HP
Helbrute	4	4	6	12	12	10	4	2	3

UNIT TYPE: **Vehicle (Walker).**

WARGEAR: **Multi-melta, power fist.**

SPECIAL RULES:

Crazed: Each time a Helbrute takes a glancing or penetrating hit but isn't destroyed, place a crazed marker by the model. At the start of each of your Movement phases, roll a D3 on the table below if the Helbrute has one or more crazed markers next to it. After rolling, remove all crazed markers from the Helbrute.

D3	Crazed Result
1	**Fire Frenzy:** The Helbrute is Immobilised until the end of your turn. If unengaged, it must fire all of its weapons twice this Shooting phase. If possible, the target must be a unit that caused one or more glancing or penetrating hits on the Helbrute in the previous turn; if not, the target must be the nearest visible enemy.
2	**Rising Fury:** The Helbrute immediately recovers from Crew Stunned and Crew Shaken results. It has the Rage special rule until the end of the turn.
3	**Blood Rage:** The Helbrute immediately recovers from any Crew Stunned and Crew Shaken results. It has the Fleet and Rage special rules until the end of the turn. If, during this turn's Shooting phase, the Helbrute is not within maximum charge range of any enemy units, it must Run as far as possible towards an enemy unit. If this is not possible for any reason, it may fire its weapons as normal.

Abaddon the Despoiler

'I am the Arch-fiend, the Despoiler of Worlds, and by my hand shall the false Emperor fall.'

The name of Abaddon, Warmaster of Chaos, has become a bitter curse within the Imperium. During the Great Crusade, Abaddon rose to Captain of the First Company of the Luna Wolves Legion. Such was his tactical skill and physical prowess, it was rumoured that Abaddon may have been a clone-son of Horus. When the Heresy came to a head, it was clear that Abaddon's loyalty lay with his Primarch. He led the Terminators of the Sons of Horus across Isstvan, Yarant, and Terra itself. Abaddon's anguish at his master's death drove him deeper into madness and hatred than any mortal should ever sink. Before retreating, Abaddon took up the Warmaster's body and fought his way out of the quickly deteriorating battle. With their cadaverous prize, the Legion fled before the Emperor's armies.

When Abaddon returned, it was at the head of a diabolic horde ravaging star systems around the Eye of Terror. His Chaos Space Marines, now the Black Legion, were at the forefront of the attack, destroying all in their path. During this first Black Crusade, Abaddon formed many bloody pacts with the Chaos Gods. Below the Tower of Silence, he recovered a Daemon sword of prodigious power, making him nigh unstoppable. Since then, Abaddon has dreamed of forging an empire of Chaos upon the ruins of the Imperium. More Black Crusades have followed, each achieving some dark purpose that even the mightiest sages of the Imperium cannot discern. It is said that he alone has the power to unite the Traitor Legions and finish the treachery begun ten thousand years ago.

Now, as Abaddon's Thirteenth Black Crusade gathers momentum, Cadia looks set to be overrun. Possession of the Cadian Gate – the only stable path from the Eye of Terror – hangs in the balance. Should Abaddon triumph, a tide of Chaos will pour from the Eye of Terror to strike at the most prized world of all – Terra.

	WS	BS	S	T	W	I	A	Ld	Sv
Abaddon the Despoiler	7	5	4	5	4	6	4	10	2+

UNIT TYPE: **Infantry (Character).**

WARGEAR: **Terminator armour** (pg 68).

WARLORD TRAIT: **Black Crusader** (pg 28).

SPECIAL RULES: **Champion of Chaos** (pg 28), **Eternal Warrior, Fearless, Independent Character, Veterans of the Long War** (pg 30).

Mark of Chaos Ascendant: If Abaddon is included in your primary detachment, he must be the Warlord. He also has all four Marks of Chaos. Note that, due to the Mark of Tzeentch, the invulnerable save provided by Abaddon's Terminator armour is increased to 4+.

Chaos Artefacts

Drach'nyen: *Abaddon carries the arcane Daemon blade known as Drach'nyen, which contains the bound essence of a writhing and powerful warp entity.*

Range	S	AP	Type
-	+1	2	Melee, Daemon Weapon, Specialist Weapon

Talon of Horus: *Abaddon wears the Talon of Horus – an archaic lightning claw with a built-in combi-bolter, which he took from his fallen Primarch after the Siege of the Emperor's Palace. This legendary weapon is the very same to have slain Sanguinius and mortally wounded the Emperor himself.*

The Talon of Horus has the profile below and also incorporates a combi-bolter (pg 65). In addition, Blood Angels have the Hatred (Abaddon) special rule.

Range	S	AP	Type
-	x2	3	Melee, Shred, Specialist Weapon

Huron Blackheart

'The Imperium is a weak old man, ready and waiting to be broken apart by his vengeful sons.'

Huron Blackheart was once Chapter Master of the Astral Claws, though he has long turned his back on the Imperium. Now, he is better known as the Tyrant of Badab.

The rebel warlord, Lugft Huron, was critically injured by a melta-blast during the fighting inside the Palace of Thorns at the end of the Badab War. His Chapter, the Astral Claws, had sworn to fight to the death protecting their Chapter Master and their world, but when they saw that Badab was lost, they seized Huron's body and fought their way past the Imperial blockade in a handful of ships. Once away from the Badab System, they plunged into the Maelstrom to evade pursuit.

The Tyrant lived. One side of his body had to be almost entirely reconstructed while the Astral Claws' ships hung in the Maelstrom. Within twelve days, Huron could stand, and he donned his power armour with grim determination. His followers hailed his recovery as a dark miracle. Huron's limited forces were still powerful enough to overwhelm the first pirate stronghold he found, slaughtering the corsairs in a matter of hours. The survivors soon learnt to fear his fury, swearing allegiance to the Tyrant and becoming his slaves. As he claimed the allegiance of ever more of the Maelstrom's denizens, Huron Blackheart was born. His power continued to grow, and he welded together a piratical empire of heretics and renegades. His Space Marines became the Red Corsairs, named for the blood-red colour they used to obliterate their old heraldries.

In recent years, the Red Corsairs' attacks have become less frequent, as though waiting for something. When Huron himself leads a raid, however, they are much more brazen, known to attack well-protected convoys and relying on speed and overwhelming force to take their prizes. The strength of the Red Corsairs grows daily, and the name of Huron Blackheart is whispered fearfully across a score of sectors.

	WS	BS	S	T	W	I	A	Ld	Sv
Huron Blackheart	6	5	4	4	3	5	3	10	3+

UNIT TYPE: **Infantry (Character).**

WARGEAR: **Power armour** (pg 68)**, power axe, frag grenades, krak grenades, sigil of corruption** (pg 66)**.**

WARLORD TRAIT: **Master of Deception** (pg 28)**.**

SPECIAL RULES: **Champion of Chaos** (pg 28)**, Fearless, Independent Character, Veterans of the Long War** (pg 30)**.**

The Hamadrya: This creature manifests curious powers.

The Hamadrya is a combat familiar (pg 67). In addition, the beast makes Huron a **Psyker (Mastery Level 1)**, granting him a randomly generated power as follows. At the beginning of each of your turns, roll a D3 on the table below. Then, randomly generate one psychic power from that discipline as if you were rolling for a Mastery Level 1 Psyker, with the exception that you cannot swap to the Primaris Power. The generated power may be used during that turn only.

D3	Psychic Discipline
1	**Biomancy**
2	**Pyromancy**
3	**Divination**

Chaos Artefact

The Tyrant's Claw: *The Tyrant's Claw is a monstrous, bear-like bionic limb that was built to replace Huron's own arm.*

The Tyrant's Claw has the profile below. It also incorporates a heavy flamer.

Range	S	AP	Type
-	+2	3	Melee, Armourbane, Shred, Specialist Weapon

KHÂRN THE BETRAYER

'KILL! MAIM! BURN! KILL! MAIM! BURN!'

Khârn has dedicated his millennia-long existence to unleashing bloody carnage upon anyone and anything within reach. He is drawn by the scent of war as a hungering hound is drawn by fresh meat, and it has become impossible to tally his slaying. Even during the Great Crusade, when he fought in the vanguard of the World Eaters Legion's Assault companies, Khârn was known to be a brilliant warrior. When the Horus Heresy came, Khârn gladly led his warriors against his brother Space Marines, most notoriously in the Isstvan V Dropsite Massacre.

During the Siege of the Emperor's Palace, Khârn was at the forefront of the assault. When Horus was defeated, Khârn already lay horribly mangled upon a mound of corpses. His fellow World Eaters carried away his lifeless remains and fought their way back to their ships. Once aboard, they discovered that Khârn still lived. Whether Khorne had breathed life back into his Berzerker Champion or Khârn's own relentless spirit simply refused to leave, it is impossible to say, but he bears the supernatural protection of his gore-loving deity to this day.

Khârn is called the Betrayer because of an incident on the Daemon world of Skalathrax. Fighting against the Emperor's Children, the World Eaters needed just one more victory over Fulgrim's warriors before the planet could be claimed in Khorne's name. The battle had to be won before Skalathrax's long, frozen night drew in and killed victor and vanquished alike. Yet the World Eaters could gain no ground against their foes and were hurled back time after time by the devastating sonic weapons of the Noise Marines. Khârn cursed his fellow warriors for failing in the attack and, seizing a flamer, he torched the nearest buildings in a gesture of contempt. He cut down those who tried to stop him and marched into the gloom, consuming the city in flames as he went and slaughtering all that he found, friend or foe. Anarchy engulfed the World Eaters as they fell upon each other, and the Legion was irrevocably split into hundreds of individual warbands. Since that bloody day, Khârn has been Khorne's most ardent warrior, who lives only to slay in the name of the Lord of Skulls.

	WS	BS	S	T	W	I	A	Ld	Sv
Khârn the Betrayer	7	5	5	4	3	5	4	10	3+

UNIT TYPE: **Infantry (Character).**

WARGEAR: **Power armour** (pg 68), **plasma pistol, frag grenades, krak grenades, aura of dark glory** (pg 67).

WARLORD TRAIT: **Hatred Incarnate** (pg 28).

SPECIAL RULES: **Champion of Chaos** (pg 28), **Fearless, Furious Charge, Independent Character, Mark of Khorne** (pg 30), **Veterans of the Long War** (pg 30).

The Betrayer: When rolling To Hit with Khârn's melee attacks, any unmodified rolls of a 1 are not discarded. Instead, they automatically hit a friendly model (but not Khârn) locked in the same combat. Randomly determine (for each roll of a 1) which model is hit, from those within 6" of Khârn. If there are no viable targets in range, these Attacks are discarded.

Blessing of the Blood God: Khârn and his unit always pass their Deny the Witch rolls on a 2+. In addition, if Khârn suffers an unsaved Wound from a Force weapon, that weapon cannot inflict Instant Death on him.

CHAOS ARTEFACT

Gorechild: *This massive chainaxe is an ancient and powerful artefact with teeth from the jaws of a mica-dragon, which Khârn has carried into battle since the Great Crusade.*

Khârn's melee attacks always hit on a 2+ (even if they would otherwise hit automatically).

Range	S	AP	Type
-	+1	2	Melee, Armourbane

Ahriman

'If the path to salvation leads through the halls of purgatory, then so be it.'

As the final acts of the Horus Heresy played out, the mutations that manifested themselves among the Thousand Sons became cripplingly severe. The Legion had failed to master the power of Chaos – instead Chaos was mastering them. With Magnus silent on the matter, their Chief Librarian, Ahriman, was forced to act. In the shadowy halls of the Thousand Sons' new city, Ahriman began to frantically study the Book of Magnus. In his desperation, he prepared his masterwork – the Rubric of Ahriman – a spell so potent it would change the Legion's fate forever.

To Ahriman, it was worth the risk; if it worked, the great spell would free the Thousand Sons from the ever-present threat of mutation. So dangerous was his plan that Ahriman's fellow Sorcerers at first refused to aid him. Only when Magnus was elevated to the ranks of the Daemon Princes did the Sorcerers finally agree to join their power together. As the spell ravaged the Legion's ranks, it quickly became clear that the Rubric of Ahriman had surpassed the Sorcerers' expectations and yet also failed horribly. The physical corruption of the Thousand Sons had been halted at a terrible cost; the survivors were now free of debilitating mutation, but many had paid the ultimate price.

Since that day, Ahriman has roamed the galaxy in search of forbidden truths, for the Daemon Primarch Magnus banished Ahriman and his cabal from the Planet of the Sorcerers for his fell deeds. In many ways, the great Sorcerer was glad to leave his dread past behind. Over the millennia, Ahriman has sought out magical knowledge, raided ancient grimoires, abducted talented psykers and stolen sorcerous artefacts from hundreds of museums and private collections. For sixteen hundred years, he sought the Athenaeum of Kallimakus before laying siege to the great library and, after drinking in the knowledge it contained, burning it to the ground. He has fostered the use of magic on dozens of worlds, many of which now worship him as a god of flame or bearer of mind-blasting truths. He has even extensively roamed the shimmering reaches of the webway, leading a great host of Thousand Sons against the Commorrite and Craftworld Eldar within.

Though his own collection of talismans, psychic weapons, amulets and grimoires now rivals even that of Magnus, Ahriman is driven by the constant hunger for more. In more recent years, Ahriman has turned all of his energy to locating the fabled Black Library of the Eldar, seeking to plunder its legendary tomes and become the ultimate master of Chaos lore.

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

UNIT TYPE: **Infantry (Character).**

WARGEAR: **Power armour** (pg 68), **bolt pistol, frag grenades, krak grenades, aura of dark glory** (pg 67), **inferno bolts** (pg 66).

WARLORD TRAIT: **Master of Deception** (pg 28).

SPECIAL RULES: **Champion of Chaos** (pg 28), **Fearless, Independent Character, Mark of Tzeentch** (pg 30), **Psyker (Mastery Level 4), Veterans of the Long War** (pg 30).

PSYKER: Ahriman generates his powers from the **Biomancy**, **Pyromancy**, **Telepathy** and **Tzeentch** disciplines.

Chaos Artefact

The Black Staff of Ahriman: *This infamous staff is a potent focus of psychic energy and symbol of Ahriman's power.*

The Black Staff has the profile below. It allows Ahriman to manifest up to three witchfire powers in the same Shooting phase, provided he has enough Warp Charge points.

Range	S	AP	Type
-	+2	4	Melee, Force

Typhus

'I shall reap a terrible bounty from the death that I sow in your name, Father Nurgle...'

Typhus, Host of the Destroyer Hive, is the most feared of all Plague Fleet commanders. From his ancient warship, the *Terminus Est,* Typhus spreads contagion and misery across the galaxy. That Typhus has been truly blessed by Nurgle is indisputable. When the Death Guard were adrift in the Warp, dying from the Destroyer Plague, Typhus absorbed the full power of the disease. Typhus became a vessel for this ultimate corruption. Swelling in size, his skin and armour bonded, and great pestilential funnels grew from his body, spewing forth a miasma of destruction. Typhus had become the host of the Destroyer Hive.

After the Horus Heresy, Typhus gathered a hideous Plague Fleet and struck out into space upon the *Terminus Est.* For ten thousand years he has been a blight upon Imperial worlds. He unleashed Nurgle's Rot upon Carandinis VII and Protheus, instigated the Jonah's World Pandemic, and has killed millions with the Destroyer Hive. In recent years, his fleet has been sighted many times near the Cadian Gate.

In the fleet's wake, a new plague has been spreading – one from which even death is no release – for it seems that even the change between life and death can be reversed by Nurgle's gift. The unfortunate victims of the contagion suffer a long, agonising demise, but those who fall to this Warp disease do not stay dead. Their bodies are soon reanimated by the Chaos infection, creating Plague Zombies whose bites carry the disease to new victims. Once it has taken hold, it is almost impossible to stop. Billions have already died and been returned to undeath, and it is likely that Typhus' victims will number in the trillions before the plague runs its course.

	WS	BS	S	T	W	I	A	Ld	Sv
Typhus	6	5	4	5	4	5	3	10	2+

UNIT TYPE: Infantry (Character).

WARGEAR: Terminator armour (pg 68), **blight grenades** (pg 66).

WARLORD TRAIT: Lord of Terror (pg 28).

SPECIAL RULES: Champion of Chaos (pg 28), **Fearless, Feel No Pain, Independent Character, Mark of Nurgle** (pg 30), **Psyker (Mastery Level 2), Veterans of the Long War** (pg 30).

The Destroyer Hive: Once per game, in any Assault phase, Typhus can unleash the Destroyer Hive instead of attacking. At the start of Typhus' Initiative Step, place a large blast marker with the hole centred over Typhus (this does not scatter). All units (friend and foe) suffer a number of hits equal to the number of models from their unit that are at least partially under the large blast marker. These hits are resolved at Strength 4 AP2 and have the Ignores Cover special rule. Do not count Typhus when working out how many hits are caused. Wounds from this attack cannot be allocated to Typhus.

Plague Zombies: Any Chaos Cultist units (see the army list, pg 95) in the same army as Typhus can be nominated as Plague Zombies. Plague Zombies are Chaos Cultists that have the Fearless, Feel No Pain and Slow and Purposeful special rules, and cannot purchase options. They are armed with a single close combat weapon – any guns are used strictly for the purposes of clubbing their victims to death!

PSYKER: Typhus must generate all of his powers from the **Nurgle** discipline.

Chaos Artefact

Manreaper: *This rusted and corrupted scythe has been dipped in the filth seeping from the throne of Nurgle itself.*

Range	S	AP	Type
-	+2	2	Melee, Daemon Weapon, Force, Unwieldy

Lucius the Eternal

'Brothers! Welcome to the feast! Tell me, which among you will be the first course?'

Many millennia ago, Lucius was a Space Marine of the Emperor's Children Legion, following his Primarch, Fulgrim, across the galaxy in the name of the Emperor. Forsaking all experience other than the art of combat, Lucius bore the scars of battle with pride and, over time, he began to equate pain with success.

By the time the Emperor's Children had been seduced by Horus' rebellion, Lucius had cut deep patterns across his face, head and chest, linking his scars in a maze of irregular patterns that distorted and deformed his features. Lucius slowly descended into madness, compelled by the whispers in his mind to ever more extreme acts, furthering an intense obsession with being a perfect swordsman.

Lucius continued to distinguish himself in the service of his Primarch as the Legion descended into Chaos worship. He fought with incredible speed and skill in the gladiatorial contests Fulgrim held when the Legion was travelling from world to unsuspecting world. Lucius was almost invincible, a force of nature that could not be bested. The champion remained undefeated until he was finally beaten and slain fighting the infamous Lord Commander Cyrius.

Slaanesh was loath to let such a promising protégé slip into oblivion. Over the next few weeks, the artificer armour Commander Cyrius wore began to warp and change. Cyrius' hair fell out in clumps, and dark lines appeared under his flesh, slowly pushing through his skin as a maze of scar tissue. Soon, Lucius had emerged completely. All that remained of his executioner was a screaming, writhing face, subsumed for eternity into Lucius' armour.

Lucius now stalks the galaxy as an arrogant slaughterer who can never truly be killed. Whoever slays him and takes even a moment of satisfaction from the act will find themselves transforming, slowly and painfully, into Lucius. The twisted, howling visages of those who once killed him writhe within his armour, affording Lucius endless gratification. His ornate sabre and a Warp-infested whip have tasted the blood of champions and kings across the galaxy. He leads his warhost of Emperor's Children with total confidence, welcoming death with as much passion as he inflicts it upon his foes.

	WS	BS	S	T	W	I	A	Ld	Sv
Lucius the Eternal	7	5	4	4	3	6	3	10	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Doom siren (pg 65)**, power sword, frag grenades, krak grenades.**

SPECIAL RULES: Champion of Chaos (pg 28)**, Fearless, Independent Character, Mark of Slaanesh** (pg 30)**, Veterans of the Long War** (pg 30)**.**

Duellist's Pride: While Lucius is in a challenge, his Attacks characteristic is equal to the Weapon Skill of his opponent.

Chaos Artefacts

Armour of Shrieking Souls: *This baroque power armour seethes with the howling souls of Lucius' many former selves.*

This armour grants Lucius a 3+ Armour Save and a 5+ invulnerable save. For each armour save or invulnerable save Lucius passes during the Fight sub-phase, the unit (or model, if he is in a challenge) that caused the Wound immediately suffers a Strength 4 AP2 hit with the Ignores Cover special rule.

Lash of Torment: *This whip writhes with a sentience of its own, ensnaring Lucius' enemies before flaying their flesh from their bones.*

The Lash of Torment reduces the Attacks of any model in base contact with Lucius by 1 (to a minimum of 1). In addition, all of Lucius' close combat attacks have the Shred special rule.

Fabius Bile

'If a man dedicates his life to good deeds, he will die unremembered. If he exercises his genius bringing misery and death to billions, his name will echo down the millennia.'

Fabius Bile is accursed throughout the galaxy and a renegade even from his own Legion. He calls himself the 'Primogenitor', claiming to have unlocked the secrets of the Emperor's work in the creation of the Primarchs. Formerly of the Emperor's Children, Bile's fascination was always with the secrets of life, not death. Amidst the carnage of the Heresy, Bile aided the Emperor's Children in their inexorable journey into the embrace of Slaanesh. He altered their brain chemistry to sharpen their senses and connected their pleasure centres more directly to their nervous systems so that every stimulus would bring them unholy joy.

Bile left Terra before Horus' defeat, accompanied by a retinue of altered followers. He moved through the war-torn Imperium, selling his services to rebel commanders for prisoners, genetic samples and ancient technologies. Many ambitious overlords came to rue the day they let Bile experiment on their armies, until his acts of genocide and other atrocities sickened even the most deranged maniacs. He eventually found his way to the Eye of Terror, where he offered his services to the highest bidders, promising the vying champions of Chaos a concoction of vile cures for their problems. He set up a new base of operations upon an old crone world – once it had been home to the brightest and best of the Eldar civilisation, now it was a darkened, twisted place of crawling madness, and it was here that Bile made his new home.

Bile's knowledge of alchemy and genetic manipulation can be attested to by every planet he has had contact with, for he has left a trail of foul deviants and twisted abominations wherever his ships have landed. Most of Bile's experiments end with his subjects dead or so horribly deformed they might wish for death. Yet the altered specimens of Bile's efforts exhibit strength many times greater than the human norm. These are Bile's proudest creations; the New Man that forms the pinnacle of his foul art.

	WS	BS	S	T	W	I	A	Ld	Sv
Fabius Bile	5	4	5	4	3	4	5	10	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Power armour (pg 68)**, bolt pistol, frag grenades, krak grenades.**

SPECIAL RULES: Champion of Chaos (pg 28)**, Fearless, Independent Character, Veterans of the Long War** (pg 30)**.**

Enhanced Warriors: One Chaos Space Marine unit (see the army list, pg 95) in the same army as Fabius Bile can be nominated as Enhanced Warriors. That unit has the Fearless special rule and +1 Strength for the entire game. Of course, what fate befalls them after the battle is anyone's guess...

Chaos Artefacts

The Chirurgeon: *This mechanical harness of spidery, segmented limbs and life-preserving hypodermics is a sinister blend of science and dark sorcery.*

The Chirurgeon gives Fabius +2 Attacks and +1 Strength (included in his profile) and the Feel No Pain special rule.

Rod of Torment: *The slightest pin-prick from this Warp-forged weapon inflicts pain throughout the entire body, which is then amplified into indescribable agony that few can endure.*

Range	S	AP	Type
-	User	-	Melee, Instant Death

Xyclos Needler: *This wicked pistol is a heavily modified surgeon's tool that now fires darts of virulent poison. The inevitable result is a hideous, painful death for Bile's targets.*

Range	S	AP	Type
18"	1	6	Assault 3, Poisoned (2+)

The Forbidden Armoury

This section of *Codex: Chaos Space Marines* lists the weapons and equipment used by the Chaos Space Marines, along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named special characters is detailed in the appropriate entry in the Lost and the Damned section (pg 57-63), while weapons and equipment used by all the other types of units are detailed here.

Melee Weapons

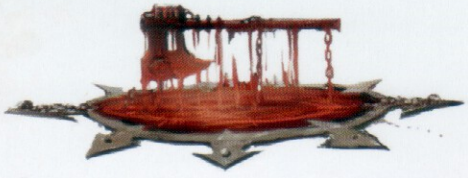
Profiles for the following Melee weapons are listed on the summary page (pg 105). Their full rules can be found in the *Warhammer 40,000* rulebook.

Chainfist
Close combat weapon
Force weapons
Lightning claws
Power fist
Power weapons
Thunder hammer

Chainaxe

A brutal variant of the chainsword that has its origins in the Horus Heresy, a chainaxe's head whirs with razor-like teeth that chew through armour, ripping and tearing the vulnerable flesh beneath.

Range	S	AP	Type
-	User	4	Melee



Plague Knife

The long, pitted knives used by the Plague Marines are encrusted and dripping with the most virulent of viruses. Their wielders believe that they are each blessed by Nurgle himself, for the rot they carry and spread is so powerful that it can lay low even the most monstrous enemies in seconds.

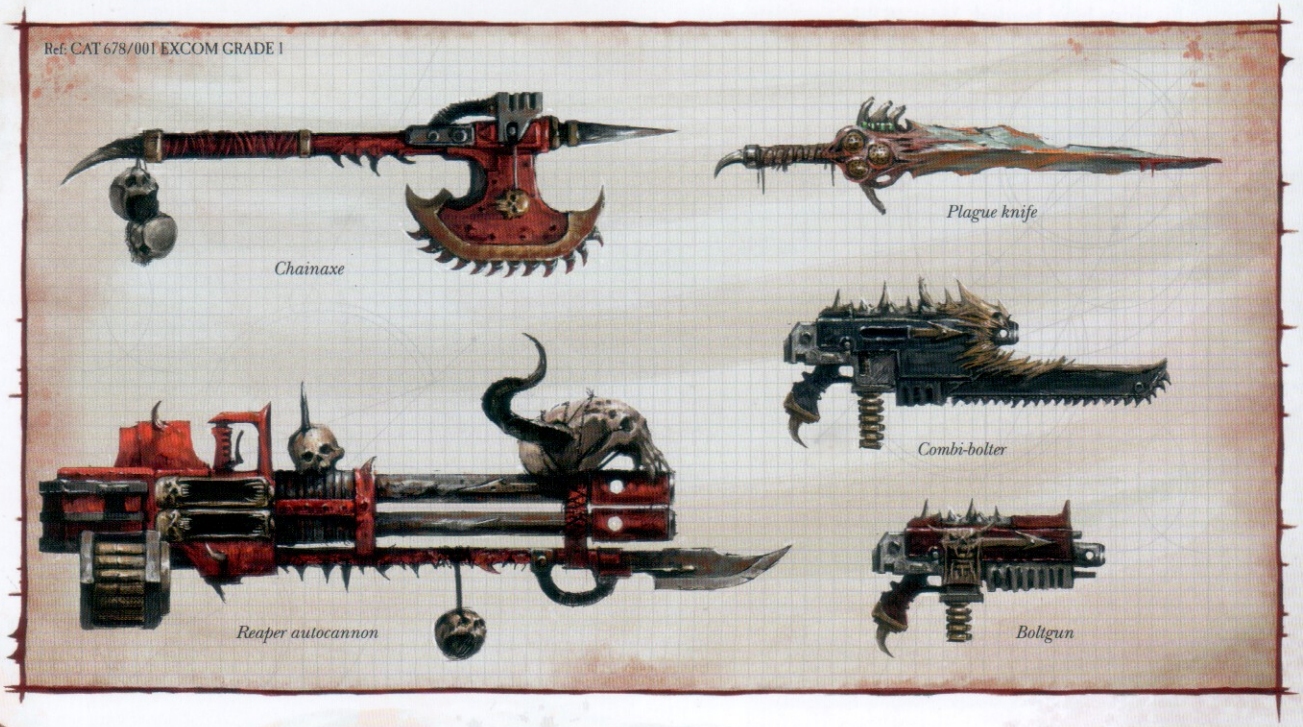
Range	S	AP	Type
-	User	-	Melee, Poisoned (4+)

Power Scourge

A power scourge is a set of jointed metal arms tipped with blades that crackle with barely suppressed energy. In combat, the scourge lashes back and forth wildly, scything through anything foolish enough to get close.

Range	S	AP	Type
-	8	2	Melee, Flail

Flail: If one or more enemy models are in base contact with a model with a Flail weapon at the beginning of the Fight sub-phase, roll a D3 and subtract the result from the Weapon Skill of those models (to a minimum of 1) for the duration of that phase.



Ranged Weapons

Profiles for the following ranged weapons are listed on the summary page (pg 105). Their full rules can be found in the *Warhammer 40,000* rulebook.

Autocannon	Heavy flamer
Autogun	Heavy stubber
Autopistol	Lascannon
Assault cannon	Meltagun
Battle cannon	Missile launcher
Boltgun	Multi-melta
Bolt pistol	Plasma cannon
Combi-weapons	Plasma gun
Flamer	Plasma pistol
Heavy bolter	Shotgun

Baleflamer

Daemon Engines are sometimes equipped with projector muzzles that allow them to heave out great gouts of the Daemon fire roiling inside their chests. The burning ichor that rains down upon their prey ignites flesh and soul alike.

Range	S	AP	Type
Template	6	3	Heavy 1, Soul Blaze, Torrent

Combi-Bolter

Essentially a twin-linked boltgun, the combi-bolter emerged from the Horus Heresy as the most tactically flexible weapon available to Space Marine Terminators. Whilst the Space Marines loyal to the Emperor developed the weapon into the storm bolter, the older combi-bolters are still abundant in the armies of the Traitor Legions.

Range	S	AP	Type
24"	4	5	Rapid Fire, Twin-linked

Demolisher Cannon

The demolisher cannon is a short ranged but devastating siege weapon designed to tear down the walls of enemy strongholds and breach their fortifications. The effect it has on living creatures is horrifically final.

Range	S	AP	Type
24"	10	2	Ordnance 1, Large Blast

Ectoplasma Cannon

Ectoplasma cannons channel the raw daemonic energy of the Warp into searing, cometary blasts that make a noise like the howls of the damned. Harnessing such energies can sometimes prove as dangerous to the wielder as to the target. Anything hit by an ectoplasma cannon is enveloped by screaming, tortured souls that dance in the flames.

Range	S	AP	Type
24"	8	2	Heavy 1, Blast, Gets Hot

Hades Autocannon

The hades autocannon is most frequently seen adorning the hideous Daemon Engines with which the Warpsmiths conquer the planets of the Imperium. Hades autocannons have six barrels and can sustain such a massive rate of fire that they are capable of tearing apart massed infantry, and even well-armoured targets, with each thunderous volley of shells.

Range	S	AP	Type
36"	8	4	Heavy 4, Pinning

Reaper Autocannon

There is a particular type of double-barrelled autocannon called the Reaper, which is no longer employed by the forces of the Emperor. It is mostly used by Chaos Terminators, allowing them to lay down a withering hail of shots, which gives them a much greater chance of hitting those unfortunate enough to be in their crosshairs.

Range	S	AP	Type
36"	7	4	Heavy 2, Twin-linked

Noise Marine Sonic Weapons

Blastmaster: *A blastmaster is a weapon that focuses a throbbing bass note into an explosive crescendo that can burst eyeballs and rupture internal organs. By varying the frequency of the blast, the effect of the weapon can be altered to produce differing effects.*

	Range	Strength	AP	Type
Varied frequency	36"	5	4	Assault 2, Ignores Cover, Pinning
Single frequency	48"	8	3	Heavy 1, Blast, Ignores Cover, Pinning

Doom Siren: *A doom siren is a bizarre weapon indeed – a complex arrangement of pipes, tubes and amplifiers that magnify the ecstatic war cries of a Noise Marine into devastating sonic attacks.*

Range	Strength	AP	Type
Template	5	3	Assault 1

Sonic Blaster: *Unleashing waves of crippling harmonics, a sonic blaster rips its target apart, whether unleashing short riffs or a long discordant wail.*

Range	S	AP	Type
24"	4	5	Salvo 2/3, Ignores Cover

Special Issue Wargear

Rules for the following grenades can be found in the *Warhammer 40,000* rulebook:

Frag grenades *
* *see assault grenades*

Krak grenades
Melta bombs

Blight Grenades

Blight grenades are the hollowed-out heads of the Plague Marines' enemies, filled with potent contagions and sealed with wax so that they burst apart on impact.

Models with the Mark of Nurgle only. Blight grenades count as both assault and defensive grenades.

Chaos Bikes

Chaos bikes are incredibly durable and versatile fighting platforms capable of firing on the move and charging into combat.

Models with a Chaos bike change their unit type to Bike, as described in the *Warhammer 40,000* rulebook. A Chaos bike is fitted with a single twin-linked boltgun.

Inferno Bolts

The shells fired by the Thousand Sons are charged with baleful sorcerous energies that make even ceramite run like molten wax.

Shots from a boltgun or bolt pistol with inferno bolts are resolved at AP3.

Mechatendrils

Reminiscent of the servo-harnesses worn by the Techmarines of the Adeptus Astartes, these writhing tentacles are worn by – or even implanted into – Chaos Warpsmiths.

Mechatendrils give the wearer +2 Attacks. Mechatendrils also include a meltagun and a flamer. In the Shooting phase, the Warpsmith can fire either both mechatendril weapons or one mechatendril weapon and one other weapon.

Jump Pack

Jump packs can lift even heavy power armour from the ground, and a warrior equipped with one can leap across the battlefield, over obstructions, and slam into combat.

Models equipped with jump packs have the Jump unit type, as described in the *Warhammer 40,000* rulebook.

Sigil of Corruption

When a Chaos Lord wins glory for the Dark Gods, the corrupted symbols he is adorned with are imbued with daemonic energies that encircle and protect him.

A model with a sigil of corruption has a 4+ invulnerable save.

Chaos Icons

The icons carried by worshippers of the Dark Gods act as magnets for the power of the Empyrean.

When determining assault results, add one to your total if there are one or more friendly units with a Chaos Icon locked in that combat. Chaos Icons also have additional effects, which are listed below.

Icon of Wrath

The red-hot curses of the Blood God resound in the minds of those in the shadow of this icon, compelling them to hurl themselves into the fray with wild abandon.

Units with the Mark of Khorne only. All models with the Mark of Khorne in a unit equipped with an icon of wrath have the Furious Charge special rule. When determining its charge range, a unit with this icon may re-roll the result.

Icon of Flame

Coruscating energies surround the icon, swathing the weapons of the devout with mutagenic flames.

Units with the Mark of Tzeentch only. All boltguns, combi-bolters, heavy bolters and bolt pistols carried by models with the Mark of Tzeentch in a unit equipped with an icon of flame have the Soul Blaze special rule.

Icon of Despair

This icon is surrounded by a miasma of disease and hopelessness, turning the thoughts of any nearby foes to the grisly and inevitable deaths that await them.

Units with the Mark of Nurgle only. All models with the Mark of Nurgle in a unit equipped with an icon of despair have the Fear special rule.

Icon of Excess

Depravity hangs about this icon like cloying musk, driving those below it into an orgy of sensation-seeking that can only be halted by the total destruction of their bodies.

Units with the Mark of Slaanesh only. All models with the Mark of Slaanesh in a unit equipped with an icon of excess have the Feel No Pain special rule.

Icon of Vengeance

These icons shine brightly in the Warp, gathering the malefic energies of Chaos to those who bear them and spurring them on to acts of suicidal bravery in their quest to seize victory from the minions of the Corpse-god.

All models in a unit equipped with an icon of vengeance have the Fearless special rule.

Chaos Rewards

Aura of Dark Glory

Some champions of Chaos are so blessed by their patron deity that they are supernaturally protected from harm. They might be surrounded by a powerful, crackling shield of energy, or else bullets aimed at them may be strangely turned aside just before they strike. In either case, it is clear that the Dark Gods are watching over them.

A model with an aura of dark glory has a 5+ invulnerable save.

Combat Familiar

A combat familiar may take nearly any form, such as that of a diabolical hound, a stunted humanoid minion, a tumbling nest of metal tentacles, a being of living Warpflame or a thousand other strange and unsettling beasts.

A model with a combat familiar makes two additional Strength 4 AP- Melee Attacks. The combat familiar is always assumed to be on the same base as its master. If you wish to represent it separately you can. However, the model itself plays no part in the game; if the model gets in the way, simply move it to one side.

Gift of Mutation

The Dark Gods have granted their champion a malign reward, which is as likely to be a razor-sharp appendage as it is to be an inconveniently placed tongue.

Before deployment, roll on the Chaos Boon table (pg 29) and mark the result on your army roster. Do not apply any Spawnhood or Dark Apotheosis results; roll again on the table instead. The model has that result for the entire game.

Ichor Blood

It is not blood that runs through this champion's veins, but searing ichor, molten brass, psychedelic narcotics, virulent pus or some such vile and deadly substance.

Any unit that causes one or more unsaved Wounds on a model with ichor blood during the Fight sub-phase immediately takes a Strength 3 AP4 hit per Wound caused.

Spell Familiar

A spell familiar may be a small creature made of bound psychic energy, such as the tutelaries of the Thousand Sons, or a living being invested with the power of the Warp. They can take any form, but are often small imps, evil-looking mannequins or twisted, dwarfish mutants.

A model with a spell familiar may re-roll failed Psychic tests. The spell familiar is always assumed to be on the same base as its master. If you wish to represent it separately you can. However, the model itself plays no part in the game; if the model gets in the way, simply move it to one side.

Daemonic Steeds

Daemonic steeds are gifts from the Chaos Gods, each a symbol of a champion's status. They confer unholy power upon their riders, bearing them into battle at great pace whilst gnashing and clawing at those who get too close.

Only Infantry models may choose daemonic steeds, and a model may only take a daemonic steed if it also has the Mark of the appropriate Chaos God.

Juggernaut of Khorne: *The champion rides to war atop a metallic monstrosity of brass and steaming fury.*

The model receives +1 Toughness, +1 Wound, +1 Attack and his unit type becomes Cavalry (see the *Warhammer 40,000* rulebook for details).

Disc of Tzeentch: *The champion soars aloft on a predatory disc of Daemon flesh.*

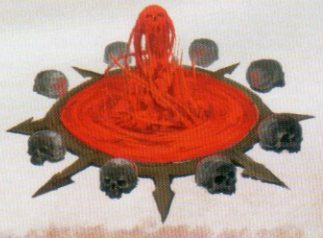
The model receives +1 Attack and his unit type becomes Jetbike (see the *Warhammer 40,000* rulebook for details).

Palanquin of Nurgle: *Dozens of giggling, pustulant Nurglings carry the champion to war.*

The model receives +2 Wounds, +1 Attack and gains the Very Bulky special rule.

Steed of Slaanesh: *The champion's long-limbed and supple steed bears him towards his unwitting foe.*

The model receives +1 Attack, and adds +3" to his Run moves. Furthermore, he gains the Acute Senses and Outflank special rules, and his unit type becomes Cavalry (see the *Warhammer 40,000* rulebook for details).



Armour

Fleshmetal
A iron-hard fusion of muscle, tendon and powered steel, fleshmetal forms a hideous exoskeleton over those devotees of Chaos whose bodies have melded with their armour.

Fleshmetal confers a 2+ Armour Save.

Improvised Armour
Chaos Cultists equip themselves with whatever they can scavenge, and their armour combines sturdy metal plates with reinforced leather and scraps of mesh-cloth. Such a motley provides scant protection at best.

Improvised armour confers a 6+ Armour Save.

Power Armour
Chaos-tainted power armour bestows great strength, though in time it grows into a carapace that can never be removed.

Power armour confers a 3+ Armour Save.

Terminator Armour
Servo-assisted Terminator armour confers the resilience of a walking tank – and quite frequently the weaponry to match.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.

Chaos Vehicle Equipment

Rules for the following vehicle upgrades can be found in the *Warhammer 40,000* rulebook:

Combi-weapons
Dozer blade
Extra armour
Searchlight
Smoke launchers

Combi-Bolter
See the combi-bolter wargear entry on page 65 for details.

Daemonic Possession
The vehicle's crew has been replaced by a bound Daemon.

The vehicle's Ballistic Skill is reduced to 3. It ignores the effects of Crew Shaken and Crew Stunned results on a roll of a 2+. Embarked units are still affected by these results.

Roll a D6 each time a unit embarks on a vehicle with the daemonic possession upgrade (including rolling at the start of your first turn if a unit begins the game embarked upon such a vehicle). On a roll of a 1, the Daemon devours a randomly chosen model in the unit – remove that model as a casualty with no saves of any kind allowed. The vehicle then recovers one Hull Point lost earlier in the battle.

Destroyer Blades
The hull of this vehicle has been modified with hideously sharp spikes, whirring blades and jagged spars.

Any unit that is Tank Shocked by a vehicle with destroyer blades takes D6 Strength 5 AP- hits. If the unit chose to make a Death or Glory attack, it instead takes 2D6 Strength 5 AP- hits.

Dirge Caster
This device emits a series of terrifying wails, screams and howls that demoralise and confuse enemies who hear them.

Enemy units within 6" of one or more vehicles with a dirge caster cannot fire Overwatch.

Havoc Launcher
Havoc launchers fire clusters of highly explosive missiles.

Range	S	AP	Type
48"	5	5	Heavy 1, Blast, Twin-linked

Lasher Tendrils
These metallic tendrils entrap their prey in an iron grip.

Each set of lasher tendrils reduces the Attacks characteristics of every model (friend and foe) in base contact with the bearer by 1 (to a minimum of 1) whilst they remain in base contact. The effects of multiple sets are cumulative.

For example, if a model is in base contact with two Maulerfiends, each of which has two sets of lasher tendrils, he has 4 fewer Attacks.

Magma Cutters
These industrial cutting tools are designed to maim and dismember.

If a Maulerfiend hits with at least one Attack in the Fight sub-phase, it may make an additional Attack with one of its magma cutters against one of the models it hit. If it hit with all of its Attacks, it instead makes two additional Attacks with its magma cutters against one of the models it hit. These Attacks hit automatically and are resolved at Initiative 1 with the following profile:

Range	S	AP	Type
-	8	1	Armourbane

Siege Shield
Tanks with siege shields can barge through the densest terrain.

A vehicle with a siege shield automatically passes Dangerous Terrain tests.

Warpflame Gargoyles
The muzzles of this vehicle's guns flicker with unnatural fire.

All weapons on a vehicle with warpflame gargoyles have the Soul Blaze special rule.

Chaos Artefacts

Chaos Artefacts are items of incredible rarity, tools of destruction that a champion of Chaos will go to any lengths to possess – Abaddon himself launched an entire Black Crusade in order to recover the Daemon sword Drach'nyen. Only one of each of the following artefacts may be chosen per army – there is only one of each of these items in the galaxy!

Axe of Blind Fury

Bound within this fabled axe is the essence of a Greater Daemon. It rages against its eternity of servitude, resulting in grievous violence against the enemy and, sometimes, its owner!

Models with the Mark of Khorne only.

Range	S	AP	Type
-	+2	2	Melee, Blinded, Daemon Weapon

Blinded: The Axe of Blind Fury's bearer has -1 Weapon Skill and Ballistic Skill, and has the Rage special rule.

The Black Mace

This malefic mace is said to have been cursed by each of the Daemon Primarchs. One who is struck by it instantly collapses into mouldering bone, while the curse spreads in a deadly shockwave.

Range	S	AP	Type
-	User	4	Melee, Cursed, Daemon Weapon, Fleshbane

Cursed: If a model suffers an unsaved Wound from the Black Mace it must immediately take a Toughness test. If the test is failed, remove the model as a casualty with no saves of any kind allowed. In addition, at the end of a phase in which the Black Mace causes one or more unsaved Wounds, all non-vehicle enemy models within 3" of the bearer, which haven't suffered an unsaved Wound from the Black Mace this phase, must take a Toughness test. Any models that fail the test suffer a Wound with no saves of any kind allowed.

Burning Brand Of Skalathrax

Khârn the Betrayer used this flamethrower at Skalathrax. While some say its power is Tzeentchian, many see it as an artefact of Khorne.

Range	S	AP	Type
Template	4	3	Assault 1, Torrent, Soul Blaze

Dimensional Key

This ancient key is carved from the thighbone of a Daemon Prince. When thrust into the heart of a dying warrior, it unlocks the barriers between worlds: a howling gale of Chaos blows, disorienting any nearby mortals not pledged to the Dark Gods. Worse still, the key guides those nearing the battlefield through the Warp.

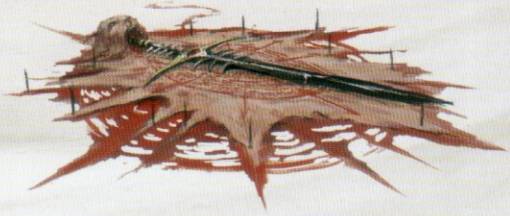
When the bearer kills an enemy model in the Fight sub-phase, he may immediately unlock the Key's power. From this point on, all enemy models that start any phase within 12" of the Key's bearer treat all terrain as both difficult and dangerous during that phase. Furthermore any friendly units from this codex that arrive by Deep Strike after the Key's power has been unlocked do not scatter.

The Murder Sword

So deadly are the wounds from this ancient blade that rumours persist that it is actually the Anathame – the very weapon used to lay Warmaster Horus low within the mist-wreathed swamps of Davin's moon. The sword is undoubtedly of eldritch provenance, for with a simple sacrificial ritual, it can be enchanted to become the bane of a certain foe above all others.

Range	S	AP	Type
-	User	3	Melee, Murder

Murder: Immediately before the start of the first turn you must nominate one enemy character to be the target of the bearer of the Murder Sword (this can even be one in reserve; remember to tell your opponent which character you have nominated). Whilst the bearer is in base contact with the nominated character, the Murder Sword's Strength becomes x2, its AP becomes 1, and it has the Instant Death special rule.



Scrolls of Magnus

These illuminated pages of skin are fragments of the repository of sorcery compiled by the Primarch of the Thousand Sons, and contain arcane lore from across the galaxy. None possess them for long and remain sane, for they have their own ghastly sentience.

Models with the Mark of Tzeentch only. At the beginning of each of his turns, the bearer of the Scrolls of Magnus may choose to gain an additional psychic power for the rest of the game. To do so, roll a D6 and consult the table below to see which discipline the new psychic power is from. Then, randomly generate a power from that discipline, as if you were rolling for a Mastery Level 1 Psyker with the exception that you cannot swap to the Primaris Power. If this results in a power the bearer already knows, roll again on the table below. Every time the bearer rolls on the table below (including re-rolls), the secrets of the Scrolls wrack his mind – he immediately takes a Strength 3 AP1 hit, with the Ignores Cover special rule.

D6	Psychic Discipline
1	**Pyromancy**
2	**Biomancy**
3	**Telepathy**
4	**Tzeentch**
5	**Telekinesis**
6	**Divination**

Psychic Powers

A rare few champions of Chaos are so physically and spiritually connected to the Warp that they can bring small portions of their deity's power into being in the material universe. Potentially far more powerful than the regulated and mentally trammelled psykers of the Imperium, these witches and sorcerers channel the raw energy of the Warp without fear, dabbling in dark arts that taint them, and those around them, forever more.

GENERATING PSYCHIC POWERS

Some Chaos Space Marine characters are Psykers, and hence have access to one or more psychic powers. Chaos Space Marine Psykers have access to the **Biomancy**, **Pyromancy**, and **Telepathy** disciplines. For each Mastery Level he has, a Psyker may make a roll on one of the tables available to him. If the Psyker has a Mark of Chaos, or is a Daemon of a particular Chaos God, they must roll at least one, and may roll up to half, of their powers on the table that corresponds to their patron deity.

For example, a Sorcerer with the Mark of Tzeentch and Mastery Level 3 could roll once on the Biomancy table, once on the Pyromancy table, and once on the Discipline of Tzeentch table, should he so wish. Alternatively, he could choose to roll twice on the Discipline of Tzeentch table and once on the Biomancy, Pyromancy or Telepathy tables.

Though the Sorcerer must generate at least one power from the Discipline of Tzeentch table, he cannot choose to generate more than two of his powers from it.

Discipline of Tzeentch

PRIMARIS POWER

Tzeentch's Firestorm ..... Warp Charge 1

The psyker conjures a storm of pink and blue fire that mutates his foes, leaving capering Daemons that claw and bite in its wake.

Tzeentch's Firestorm is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	D6+1	-	Assault 1, Blast, Inferno

Inferno: For each model that is removed as a casualty as a result of *Tzeentch's Firestorm*, the remainder of the unit immediately takes a further D3 Strength 3 AP- hits. These extra hits do not themselves generate more hits.

1-2. Boon of Mutation ..... Warp Charge 1

The psyker lays his hands upon a warrior marked for glory, channelling the warping power of Chaos into his body until his flesh wrenches and flows.

Boon of Mutation is a **blessing** that targets a single, friendly character within 2". That character takes a Strength 4 AP- hit. If the character survives, he must immediately make a roll on the Chaos Boon table (re-rolling the Dark Apotheosis result) as described under the Champion of Chaos rule on page 28.

3-4. Doombolt ..... Warp Charge 1

The psyker hurls a bolt of roiling energy that blasts its targets into terrifying new shapes. Anything caught in the explosion is hurled across the field with horrific force.

Doombolt is a **beam** with the following profile:

Range	S	AP	Type
18"	8	1	Assault 1, Detonate

Detonate: If a *Doombolt* hits a vehicle and causes an Explodes! result, roll 2D6 to determine the explosion distance.

5-6. Breath of Chaos ..... Warp Charge 2

The psyker takes a deep breath, sucking in the negative energies of the battlefield and then exhaling them in a great mutagenic cloud that leaves its victims' bodies running like wax.

Breath of Chaos is a **witchfire** power with the following profile:

Range	S	AP	Type
Template	1	2	Assault 1, Corrosion, Poisoned (4+)

Corrosion: Do not roll for armour penetration against vehicles touched by the template. Instead they suffer a glancing hit on a D6 roll of a 4+.

Discipline of Nurgle

Primaris Power

Nurgle's Rot ..... Warp Charge 1

Gurgling praise to Father Nurgle, the psyker selflessly exudes a disgusting wave of soul-pox. All those nearby are covered in a layer of toxic goo so foul it can kill in seconds.

Nurgle's Rot is a **nova** power with the profile below. Note that Daemons of Nurgle and models with the Mark of Nurgle are unaffected by *Nurgle's Rot* – in fact, they find it rather refreshing!

Range	S	AP	Type
6"	2	5	Assault D6+1, Poisoned (4+)

1-2. Weapon Virus ..... Warp Charge 1

The psyker invokes the generosity of his patron, infesting his foe's weaponry with viral decay.

Weapon Virus is a **malediction** that targets a single enemy unit within 24". All of the target unit's ranged weapons have the Gets Hot special rule whilst the power is in effect.

3-4. Gift of Contagion ..... Warp Charge 1

The psyker gathers clouds of contagion and rot-flies about his enemies, granting them Father Nurgle's blessing.

Gift of Contagion is a **malediction** that affects a single enemy unit within 48". Roll on the table below to see what effect it has on every model in the unit whilst the power is in effect. The effects of multiple *Gifts of Contagion* are cumulative.

D3	Disease Granted
1	**Flyblown Palsy:** -1 Attack and the Shrouded special rule.
2	**Muscular Atrophy:** -1 Strength and may not Run.
3	**Liquefying Ague:** -1 Strength and -1 Toughness.

5-6. Plague Wind ..... Warp Charge 2

The psyker belches forth a wind of plague that blows through his foes.

Plague Wind is a **witchfire** power with the profile below. It has no effect on vehicles.

Range	S	AP	Type
12"	1	2	Assault 1, Large Blast, Poisoned (4+)

Discipline of Slaanesh

Primaris Power

Sensory Overload ..... Warp Charge 1

Reaching out to overload the nerve centres of his foes, the psyker makes sure they are in a fit state to accept his deadly caress.

Sensory Overload is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	4	4	Assault 4, Blind, Concussive, Pinning

1-2. Hysterical Frenzy ..... Warp Charge 1

The psyker's chant goads his followers into a frantic frenzy of activity, driving them to ever greater acts of sensation-seeking destruction.

Hysterical Frenzy is a **blessing** that targets a single friendly non-vehicle unit within 12". The target unit rolls on the table below to determine what benefit all models in the unit gain whilst the power is in effect.

D3	Altered State
1	**Swollen Sensorium:** +1 Initiative.
2	**Lunatic Strength:** +1 Strength.
3	**Hyperactive Fit:** +1 Attack.

3-4. Symphony of Pain ..... Warp Charge 1

Opening his mouth unnaturally wide, the shrieking psyker emits a barrage of raw Chaos energy that rages around his foes.

Symphony of Pain is a **malediction** that targets a single enemy unit within 24". Whilst this power is in effect, that unit is at -1 Weapon Skill and -1 Ballistic Skill. Furthermore, any Attacks from sonic weaponry that hit the target unit whilst this power is in effect are resolved at +1 Strength. Note that the effects of more than one *Symphony of Pain* are cumulative.

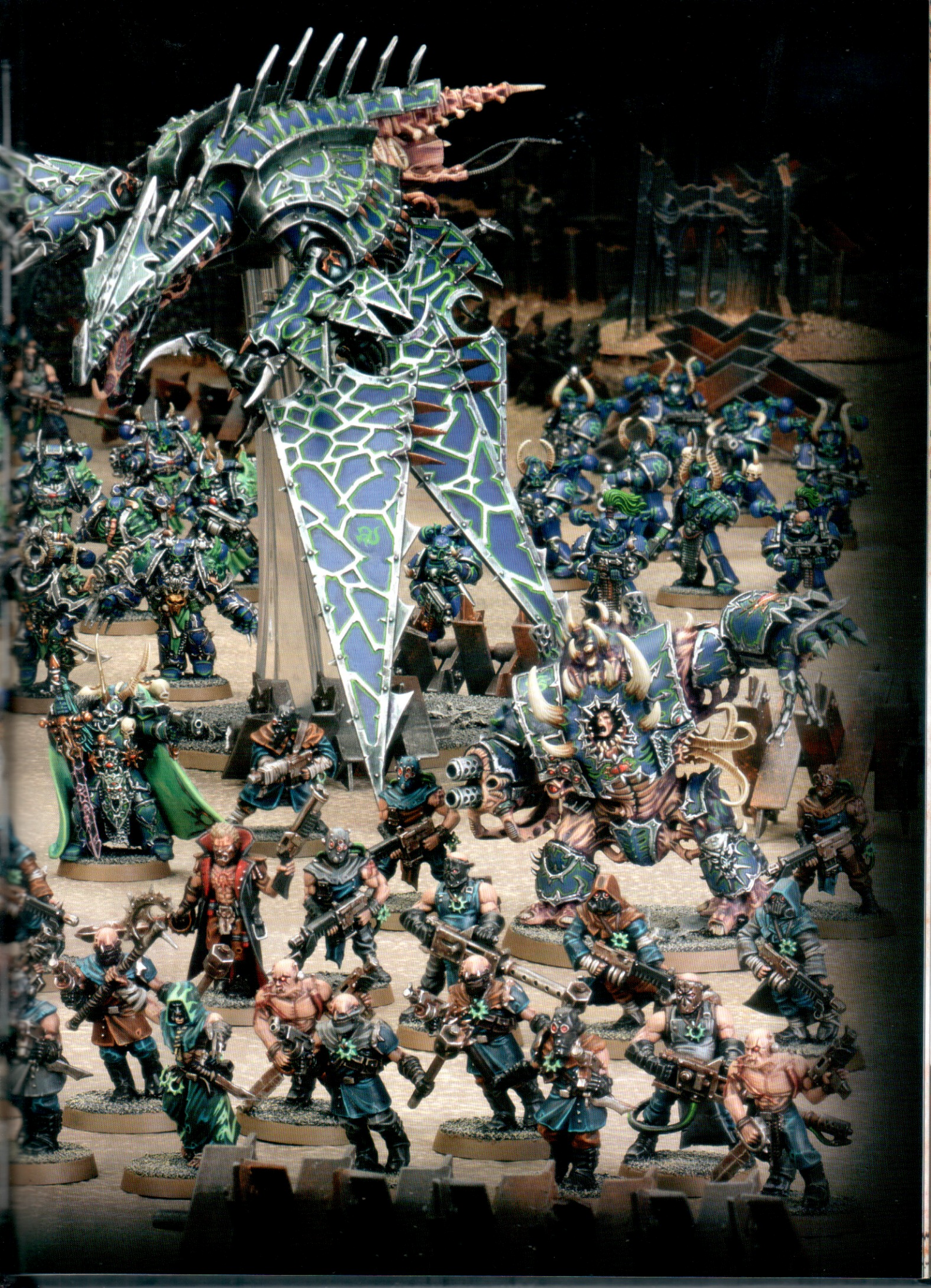
5-6. Ecstatic Seizures ..... Warp Charge 2

The din that rages around the battlefield takes on a compelling quality to the psyker's foes, and they find themselves shaking apart with ecstasy as their bodies resonate with each new sound.

Ecstatic Seizures is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	Special	-	Assault 1, Ecstasy

Ecstasy: If a unit is hit by *Ecstatic Seizures*, do not roll To Wound as normal. Instead, every non-vehicle model in the target unit takes a hit at its own unmodified Strength.



Scions of Chaos

The Chaos Space Marine army is a collector's dream. The sheer variety of its warriors and war machines is staggering, and they have a rich body of colour schemes and iconography to draw upon, from the millennia-old heraldry of the Traitor Legions to the vibrant hues of the Renegade Chapters.

Abaddon the Despoiler, Warmaster of Chaos

Black Legion Chaos Lord wearing Terminator armour

Crimson Slaughter Chaos Lord

Chosen with power axe

Chosen with lightning claws

Chosen Champion with power maul

Chosen with power fist

The crowned skull of the Crimson Slaughter is a debased Imperial symbol.

The Crimson Slaughter were once stalwart defenders of the Imperium.

Daemon Princes are Chaos Space Marines who have been granted immortality – at a price.

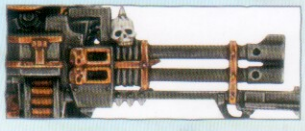
Chaos Sorcerer of the Scourged

Chaos Terminator of the Cleaved

Word Bearers Chaos Terminator with chainfist

Chaos Terminator of the Crimson Slaughter

The unblinking Eye of Horus, feared symbol of the Black Legion



Reaper autocannon

Chaos Terminators can tear out the heart of an enemy battle line.

Word Bearers Dark Apostle

Word Bearers Chaos Space Marine with boltgun

The daemonic sigil of the Word Bearers symbolises the dark pacts they make with the Chaos Gods.

Black Legion icon bearer

The Word Bearers consecrate their armour with unholy script.

Black Legion Chaos Space Marine with boltgun

The Black Legion have a bitter enmity towards the Imperium.

Aspiring Champion

Chaos Space Marine with plasma gun

Alpha Legion Aspiring Champion

The Alpha Legion bear the scales of the hydra upon their armour.

The hydra represents the myriad threats posed by the Alpha Legion.

MLXII
LXXII

The Red Corsairs are hunters beyond compare, plaguing the space lanes around the Maelstrom with their raids.

Huron Blackheart, the Tyrant of Badab

Red Corsair

Red Corsair with heavy bolter

Blackheart rules his renegades with an iron fist; a fact that is reflected in his heraldry.

Converted Chaos Lord of the Flawless Host

Scourged Chaos Space Marine

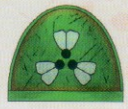
The Company of Misery

The Blood Disciples' heraldry shows a daemonic skull marked with a drop of tainted blood.

Blood Disciples Chaos Space Marine

Aspiring Champion of the Purge

The Purge wear battered armour adorned with the symbol of the plague fly.



Chaos Cultists with autopistols

Cultist Champion with shotgun

Word Bearers Chaos Cultist

Flawless Host Chaos Cultist

Chaos Cultist with autogun

Converted Death Guard Chaos Cultist

Iron Warriors Cultist Champion

Chaos Cultist with autogun

Cultist Champion

Chaos Cultist with heavy stubber

Alpha Legion Chaos Cultist

The bat-winged symbol of the Night Lords is echoed upon their wargear.

Warp Talons have claws so sharp they can cut through the fabric of reality.

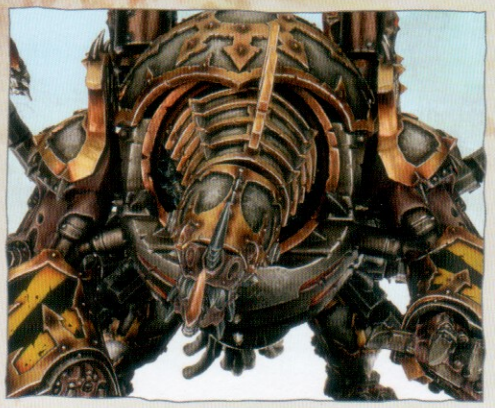
Lightning crackles across the armour of the Night Lords.

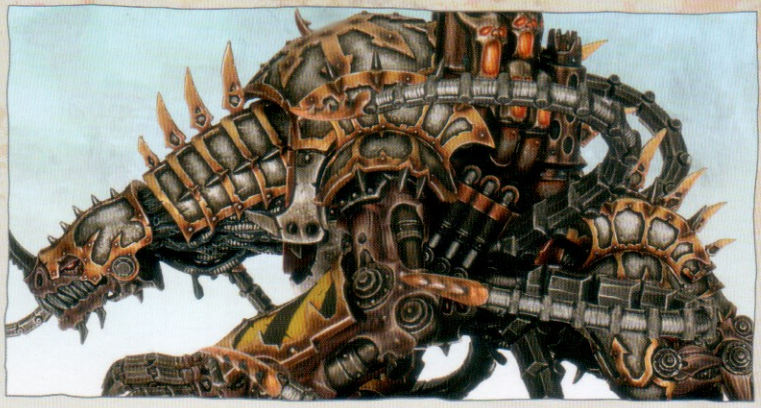
Night Lords Chaos Space Marine

Warp Talon

Night Lords Warp Talon Champion

The Night Lords stalk out from the darkness, driving a spike of terror into the souls of the foe.





Magma cutters allow Maulerfiends to carve through enemy fortifications.

A Maulerfiend of the Iron Warriors Legion, complete with lasher tendrils

The icon of the Iron Warriors is an armoured skull.

Iron Warrior with boltgun

Iron Warriors Warpsmith with mechatendrils and power axe

Raptors delight in the terror they sow amongst the enemy ranks.

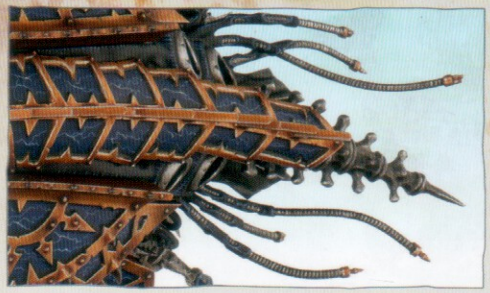
Raptor Champion with plasma pistol and power sword

Black Legion Raptor with meltagun

Black Legion Possessed

Red Corsairs Possessed

Possessed have been twisted beyond recognition by the Daemons inhabiting their bodies.



Heldrakes will dive from above to plunge claws-first into the enemy ranks.

The Heldrake's baleflamer can hurl a gout of daemonic fire.

A hades autocannon can spit volleys of red-hot ammunition into the foe.

Night Lords Heldrake

Berzerker Champion

Khârn the Betrayer

The symbol of the World Eaters is a gnashing maw consuming a planet.

Khorne Berzerker bearing an icon of wrath

Khorne Berzerker with chainaxe

Khorne Berzerkers wear the symbol of the Blood God.

The Thousand Sons bear the symbol of Tzeentch.

Thousand Sons employ bolters loaded with sorcerous inferno bolts.

The flaming serpent of the Thousand Sons consumes its own tail, just as the Legion consumed itself with magic.

Thousand Sons Sorcerer

Thousand Son

Ahriman, Chief Librarian of the Thousand Sons

Plague Marine with boltgun

Plague Champion with plague knife

The triple skulls of the Death Guard echo the sigil of their patron god, Nurgle.

Typhus, Host of the Destroyer Hive

The Death Guard are clad in the foul colours of decay.

Plague Marine with plasma gun

The winged claw of the Emperor's Children

The Emperor's Children bear the symbol of Slaanesh.

Lucius the Eternal

Noise Marine with blastmaster

Noise Marine with sonic blaster

Noise Champion with doom siren

Forgefiend with two hades autocannons

Forgefiend with ectoplasma cannons

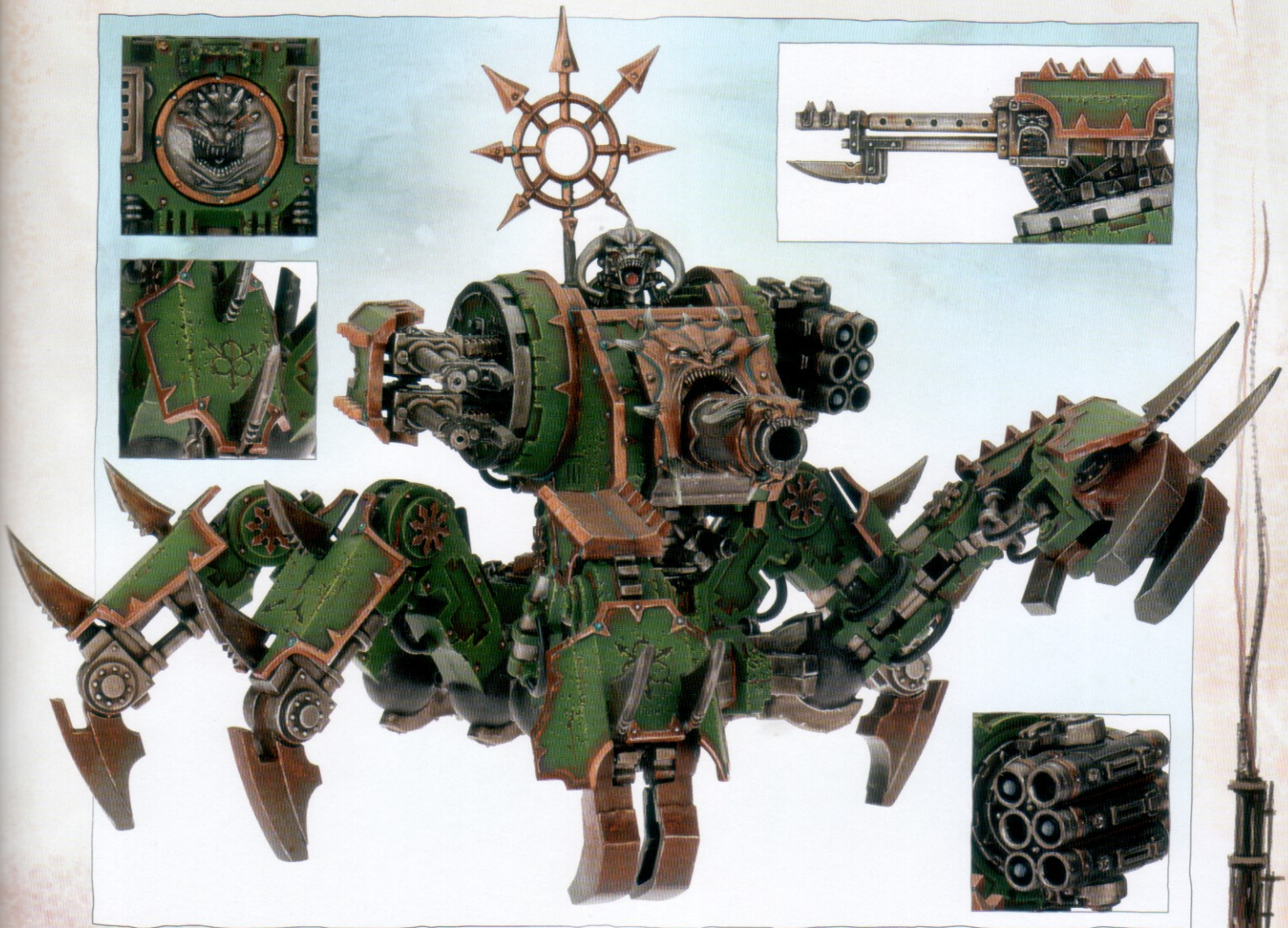
The Forgefiend – a mighty Daemon Engine fuelled by the fires of its own hatred

Mutilators have become one with the blades and axes they revere.

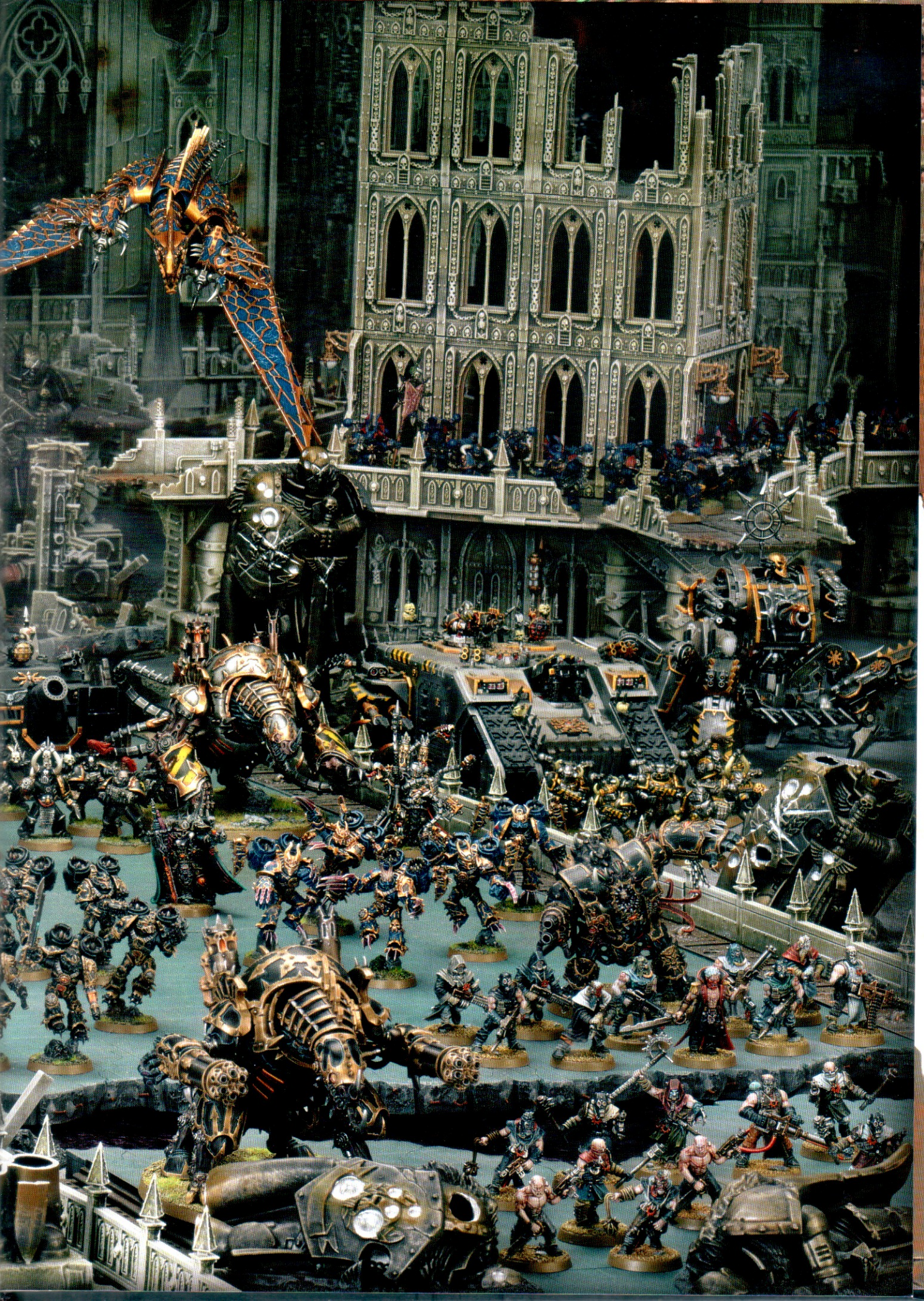
Obliterators are living, walking arsenals.

Crimson Slaughter Helbrute with multi-melta and power fist

Chaos Spawn are as deadly as they are grotesque.



Defilers are unstoppable war engines that harbour hate-filled Daemons within their metal shells.



Slaves to Darkness

The following army list enables you to field an army of Chaos Space Marines and fight battles using the missions included in the *Warhammer 40,000* rulebook.

USING THE ARMY LIST

The Chaos Space Marines army list is split into six sections: HQ, troops, dedicated transports, elites, fast attack and heavy support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army following the guidelines given in the *Warhammer 40,000* rulebook.

Army List Entries

Each entry in the army list represents a different unit.

More information about the background and rules for the Chaos Space Marines and their options can be found in the Lost and the Damned section, while examples of the Citadel miniatures you will need to represent them can be found in the Scions of Chaos section.

CHAOS CULTISTS (1) — (1) 50 Points

(2)	WS	BS	S	T	W	I	A	Ld	Sv	(3) Unit Type	(4) Unit Composition	Page
Chaos Cultist	3	3	3	3	1	3	1	7	6+	Infantry	9 Chaos Cultists	38
Cultist Champion	3	3	3	3	1	3	2	8	6+	Infantry (Character)	1 Cultist Champion	

(5) Wargear:
- Improvised armour
- Autopistol
- Close combat weapon

(6) Special Rules:
- Champion of Chaos (Champion only)

(7) Options:
- May add up to twenty-five Chaos Cultists ..... *4 pts/model*
- Any Chaos Cultist may exchange his autopistol for an autogun ..... *1 pt/model*
- For every ten models in the unit, one Chaos Cultist may replace his autopistol with one of the following:
  - Heavy stubber ..... *5 pts*
  - Flamer ..... *5 pts*

Each unit entry in the Chaos Space Marines army list contains the following information:

(1) **Unit Name:** *At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.*

(2) **Unit Profile:** *This section will show the profile of any models the unit can include, even if they are upgrades.*

(3) **Unit Type:** *This refers to the unit type rules in the* Warhammer 40,000 *rulebook. For example, a unit may be classed as Infantry, Cavalry or vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.*

(4) **Unit Composition:** *Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.*

(5) **Wargear:** *This section details the weapons and equipment the models in the unit are armed with. The cost for all this wargear and equipment is included in the points cost listed next to the unit name.*

(6) **Special Rules:** *Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Lost and the Damned section of this book or the Special Rules section of the* Warhammer 40,000 *rulebook.*

(7) **Options:** *This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'.*

Dedicated Transport: *Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transports section of the* Warhammer 40,000 *rulebook explains how Dedicated Transports work.*

Warlord Traits: *Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.*

Chaos Artefacts: *Some entries have unique Chaos Artefacts, listed here. These, like wargear, are already included in the unit's points cost.*

Chaos Wargear List

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists – in each instance, the army list entry will tell you (in bold) exactly which of these lists you may use.

Melee Weapons ..... **Page 64**
A model can replace his bolt pistol and/or close combat weapon with one of the following:
- Chainaxe ..... *8 pts*
- Lightning claw ..... *15 pts*
- Power weapon ..... *15 pts*
- Power fist ..... *25 pts*

Ranged Weapons ..... **Page 65**
A model can replace one weapon with one of the following:
- Combi-bolter ..... *3 pts*
- Combi-flamer, -melta or -plasma ..... *10 pts*
- Plasma pistol ..... *15 pts*

Terminator Weapons
A model wearing Terminator armour can replace his combi-bolter with one of the following:
- Combi-flamer, -melta or -plasma ..... *7 pts*
- Power weapon ..... *12 pts*
- Lightning claw ..... *17 pts*
- Power fist ..... *22 pts*
- Chainfist ..... *27 pts*

A model wearing Terminator armour can replace his power weapon with one of the following:
- Lightning claw ..... *5 pts*
- Power fist ..... *10 pts*
- Chainfist ..... *15 pts*

CHAOS VEHICLE EQUIPMENT **PAGE 68**
A model can take up to one of each of the following:
- Combi-bolter ..... *5 pts*
- Dirge caster ..... *5 pts*
- Dozer blade* ..... *5 pts*
- Warpflame gargoyles ..... *5 pts*
- Combi-flamer, -melta or -plasma ..... *10 pts*
- Extra armour ..... *10 pts*
- Havoc launcher ..... *12 pts*
- Destroyer blades* ..... *15 pts*
- Daemonic possession* ..... *15 pts*

**Tank models only*

Special Issue Wargear ..... **Page 66**
A model can take up to one of each of the following:
- Blight grenades [1] ..... *5 pts*
- Melta bombs ..... *5 pts*
- Jump pack [2] ..... *15 pts*
- Chaos bike [2] ..... *20 pts*
- Sigil of corruption ..... *25 pts*

Chaos Rewards ..... **Page 67**
A model can take up to one of each of the following:
- Ichor blood ..... *5 pts*
- Gift of mutation ..... *10 pts*
- Aura of dark glory ..... *15 pts*
- Combat familiar ..... *15 pts*
- Spell familiar ..... *15 pts*

A model may take one of the following daemonic steeds if it has the mark of the appropriate Chaos God:
- Juggernaut of Khorne [2] ..... *35 pts*
- Disc of Tzeentch [2] ..... *30 pts*
- Palanquin of Nurgle [2] ..... *40 pts*
- Steed of Slaanesh [2] ..... *20 pts*

Chaos Artefacts ..... **Page 69**
A model can replace one weapon with one of the following. Only one of each Chaos Artefact may be taken per army.
- Dimensional Key [3] ..... *25 pts*
- Burning Brand of Skalathrax ..... *30 pts*
- Axe of Blind Fury [5] ..... *35 pts*
- The Murder Sword ..... *35 pts*
- The Black Mace ..... *45 pts*
- Scrolls of Magnus [3, 6] ..... *45 pts*

Marks of Chaos ..... **Page 30**
A model can take one of the following:
- Mark of Khorne [4] ..... *10 pts*
- Mark of Tzeentch ..... *15 pts*
- Mark of Nurgle ..... *15 pts*
- Mark of Slaanesh ..... *15 pts*

[1] Models with the Mark of Nurgle only.
[2] Chaos Lord and Chaos Sorcerer only. Not available to models wearing Terminator armour. These pieces of wargear are all mutually exclusive. For example, a Chaos Lord with a Palanquin of Nurgle cannot also take a jump pack.
[3] Does not replace one of the character's weapons.
[4] Models with the Psyker special rule may not take this mark.
[5] Models with the Mark of Khorne only.
[6] Models with the Mark of Tzeentch only.

HQ

ABADDON THE DESPOILER — 265 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Abaddon the Despoiler	7	5	4	5	4	6	4	10	2+	Infantry (Character)	1 (Unique)	57

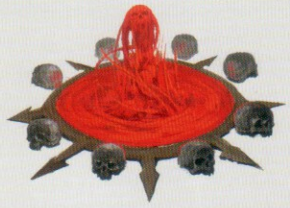
Wargear:
- Terminator armour

Chaos Artefacts:
- Drach'nyen
- Talon of Horus

Warlord Trait:
- Black Crusader

Special Rules:
- Champion of Chaos
- Eternal Warrior
- Fearless
- Independent Character
- Mark of Chaos Ascendant
- Veterans of the Long War

First Amongst Chosen:
In a primary detachment that includes Abaddon, units of Chosen are troops choices instead of elites choices.



HURON BLACKHEART — 160 Points

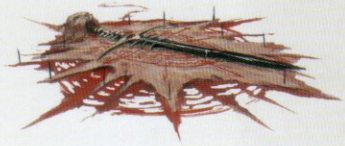
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Huron Blackheart	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 (Unique)	58

Wargear:
- Power armour
- Power axe
- Frag grenades
- Krak grenades
- Sigil of corruption

Chaos Artefacts:
- The Tyrant's Claw

Warlord Trait:
- Master of Deception

Special Rules:
- Champion of Chaos
- Fearless
- The Hamadrya
- Independent Character
- Veterans of the Long War



KHÂRN THE BETRAYER — 160 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Khârn the Betrayer	7	5	5	4	3	5	4	10	3+	Infantry (Character)	1 (Unique)	59

Wargear:
- Power armour
- Plasma pistol
- Frag grenades
- Krak grenades
- Aura of dark glory

Chaos Artefacts:
- Gorechild

Warlord Trait:
- Hatred Incarnate

Special Rules:
- The Betrayer
- Blessing of the Blood God
- Champion of Chaos
- Fearless
- Furious Charge
- Independent Character
- Mark of Khorne
- Veterans of the Long War

Nexus of Khorne:
In a primary detachment that includes Khârn, Khorne Berzerkers are troops choices instead of elites.

AHRIMAN — 230 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Ahriman	5	5	4	4	3	5	3	10	3+	Infantry (Character)	1 (Unique)	60

Wargear:
- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Aura of dark glory
- Inferno bolts

Chaos Artefacts:
- The Black Staff of Ahriman

Warlord Trait:
- Master of Deception

Special Rules:
- Champion of Chaos
- Fearless
- Independent Character
- Mark of Tzeentch
- Psyker (Mastery Level 4)
- Veterans of the Long War

Psyker:
Ahriman generates his powers from the **Biomancy**, **Pyromancy**, **Telepathy** and **Tzeentch** disciplines.

Master of the Rubricae:
In a primary detachment that includes Ahriman, Thousand Sons are troops choices instead of elites.

HQ

TYPHUS — 230 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Typhus	6	5	4	5	4	5	3	10	2+	Infantry (Character)	1 (Unique)	61

Wargear:
- Terminator armour
- Blight grenades

Chaos Artefacts:
- Manreaper

Warlord Trait:
- Lord of Terror

Special Rules:
- Champion of Chaos
- The Destroyer Hive
- Fearless
- Feel No Pain
- Independent Character
- Mark of Nurgle
- Plague Zombies
- Psyker (Mastery Level 2)
- Veterans of the Long War

Psyker:
Typhus generates his powers from the **Nurgle** discipline.

Lord of the Plague Host:
In a primary detachment that includes Typhus, Plague Marines are troops choices instead of elites.

LUCIUS THE ETERNAL — 165 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Lucius the Eternal	7	5	4	4	3	6	3	10	3+	Infantry (Character)	1 (Unique)	62

Wargear:
- Doom siren
- Power sword
- Frag grenades
- Krak grenades

Chaos Artefacts:
- Armour of Shrieking Souls
- Lash of Torment

Special Rules:
- Champion of Chaos
- Duellist's Pride
- Fearless
- Independent Character
- Mark of Slaanesh
- Veterans of the Long War

Lord of Decadence:
In a primary detachment that includes Lucius, Noise Marines are troops choices instead of elites.

FABIUS BILE — 165 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Fabius Bile	5	4	5	4	3	4	5	10	3+	Infantry (Character)	1 (Unique)	63

Wargear:
- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades

Chaos Artefacts:
- Xyclos Needler
- Rod of Torment
- The Chirurgeon

Special Rules:
- Champion of Chaos
- Enhanced Warriors
- Fearless
- Independent Character
- Veterans of the Long War

CHAOS LORD — 65 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaos Lord	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 Chaos Lord	31

Wargear:
- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:
- Champion of Chaos
- Fearless
- Independent Character

Master of Traitors:
In a primary detachment including a Chaos Lord with the:
- ***Mark of Khorne**, Khorne Berzerkers are troops choices instead of elites.*
- ***Mark of Nurgle**, Plague Marines are troops choices instead of elites.*
- ***Mark of Slaanesh**, Noise Marines are troops choices instead of elites.*

Options:
- May take items from the **Melee Weapons**, **Ranged Weapons**, **Chaos Rewards**, **Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list.
- Alternatively, the Chaos Lord may replace all of his wargear with Terminator armour, a power weapon and a combi-bolter ..... *40 pts*
  - A Chaos Lord in Terminator armour may then take items from the **Terminator Weapons**, **Chaos Rewards**, **Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list.
- May take the Veterans of the Long War special rule ..... *5 pts*
- May take a single **Mark of Chaos** from the wargear list.

HQ

SORCERER — 60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sorcerer	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Sorcerer	32

Wargear:
- Power armour
- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades

Special Rules:
- Champion of Chaos
- Independent Character
- Psyker (Mastery Level 1)

Psyker:
Sorcerers generate their powers from the **Biomancy**, **Pyromancy** and **Telepathy** disciplines.

Master of the Rubricae:
If a primary detachment includes a Sorcerer with the Mark of Tzeentch, Thousand Sons are troops choices instead of elites.

Options:
- May take up to 2 additional Mastery Levels..... *25 pts/level*
- May take items from the **Melee Weapons**, **Ranged Weapons**, **Chaos Rewards**, **Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list.
- Alternatively, the Sorcerer may replace all of his wargear with Terminator armour, a Force weapon and a combi-bolter ....*25 pts*
  - A Sorcerer in Terminator armour may take items from the **Terminator Weapons**, **Chaos Rewards**, **Special Issue Wargear** and/or **Chaos Artefacts** sections of the wargear list.
- May take the Veterans of the Long War special rule.....*5 pts*
- May take a single **Mark of Chaos** from the wargear list (except Khorne).

DAEMON PRINCE — 145 Points + options

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Daemon Prince	9	5	6	5	4	8	5	9	-	Monstrous Creature (Character)	1 Daemon Prince	33

Wargear:
- Close combat weapon

Special Rules:
- Daemon
- Fearless
- Veterans of the Long War

Options:
- **Must** be upgraded to be a:
  - Daemon of Khorne .....*15 pts*
  - Daemon of Tzeentch.....*15 pts*
  - Daemon of Nurgle .....*15 pts*
  - Daemon of Slaanesh .....*10 pts*
- May take items from the **Chaos Rewards** and/or **Chaos Artefacts** sections of the wargear list.
- May take up to 3 Mastery Levels*..... *25 pts/level*
  **A Daemon Prince with a Mastery Level has the Psyker special rule. Daemons of Khorne may not take this upgrade.*
- May take wings.....*40 pts*
- May take power armour.....*20 pts*

WARPSMITH — 110 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Warpsmith	4	5	4	4	2	4	2	10	2+	Infantry (Character)	1 Warpsmith	34

Wargear:
- Fleshmetal
- Bolt pistol
- Power axe
- Frag grenades
- Krak grenades
- Mechatendrils

Special Rules:
- Champion of Chaos
- Independent Character
- Master of Mechanisms
- Shatter Defences

Options:
- May take items from the **Ranged Weapons**, **Chaos Rewards** (except daemonic steeds) and/or **Chaos Artefacts** sections of the wargear list.
- May take the Veterans of the Long War special rule.....*5 pts*
- May take a single **Mark of Chaos** from the wargear list.

DARK APOSTLE — 105 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Dark Apostle	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Dark Apostle	35

Wargear:
- Power armour
- Bolt pistol
- Power maul
- Frag grenades
- Krak grenades
- Sigil of corruption

Special Rules:
- Beseech the Dark Gods
- Champion of Chaos
- Demagogue
- Independent Character
- Zealot

Options:
- May take items from the **Ranged Weapons**, **Chaos Rewards** (except daemonic steeds) and/or **Chaos Artefacts** sections of the wargear list.
- May take the Veterans of the Long War special rule.....*free*
- May take a single **Mark of Chaos** from the wargear list.

Troops

CHAOS SPACE MARINES — 75 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaos Space Marine	4	4	4	4	1	4	1	8	3+	Infantry	4 Chaos Space Marines	37
Aspiring Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Aspiring Champion	

Wargear:
- Power armour
- Boltgun
- Bolt pistol
- Close combat weapon (Champion only)
- Frag grenades
- Krak grenades

Special Rules:
- Champion of Chaos (Champion only)

Options:
- May add up to fifteen Chaos Space Marines ..... *13 pts/model*
- Any Chaos Space Marine may take a close combat weapon ..... *2 pts/model*
  Or replace his boltgun with a close combat weapon ..... *free*
- One Chaos Space Marine may replace his bolt pistol with a plasma pistol ..... *15 pts*
  Or replace his boltgun with a:
  - Flamer ..... *5 pts*
  - Meltagun ..... *10 pts*
  - Plasma gun ..... *15 pts*
- If the squad numbers ten or more models, an additional Chaos Space Marine may replace his boltgun with one of the following:
  - Flamer ..... *5 pts*
  - Heavy bolter ..... *10 pts*
  - Meltagun ..... *10 pts*
  - Autocannon ..... *10 pts*
  - Missile launcher (with frag and krak missiles) ..... *15 pts*
  - Plasma gun ..... *15 pts*
  - Lascannon ..... *20 pts*
- The Aspiring Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** sections of the wargear list.
- The Aspiring Champion may take a gift of mutation ..... *10 pts*
- The Aspiring Champion may take melta bombs ..... *5 pts*
- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *2 pts/model*
  - Mark of Tzeentch ..... *2 pts/model*
  - Mark of Nurgle ..... *3 pts/model*
  - Mark of Slaanesh ..... *2 pts/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of wrath ..... *20 pts*
  - Icon of flame ..... *15 pts*
  - Icon of despair ..... *10 pts*
  - Icon of excess ..... *30 pts*
  - Icon of vengeance ..... *25 pts*
- The entire unit may take the Veterans of the Long War special rule ..... *1 pt/model*
- The unit may take a Chaos Rhino as a Dedicated Transport (pg 99).

CHAOS CULTISTS — 50 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaos Cultist	3	3	3	3	1	3	1	7	6+	Infantry	9 Chaos Cultists	38
Cultist Champion	3	3	3	3	1	3	2	8	6+	Infantry (Character)	1 Cultist Champion	

Wargear:
- Improvised armour
- Autopistol
- Close combat weapon

Special Rules:
- Champion of Chaos (Champion only)

Options:
- May add up to twenty-five Chaos Cultists ..... *4 pts/model*
- Any Chaos Cultist may exchange his autopistol for an autogun ..... *1 pt/model*
- For every ten models in the unit, one Chaos Cultist may replace his autopistol with one of the following:
  - Heavy stubber ..... *5 pts*
  - Flamer ..... *5 pts*
- The Cultist Champion may take a shotgun ..... *2 pts*
- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *2 pts/model*
  - Mark of Tzeentch ..... *1 pt/model*
  - Mark of Nurgle ..... *2 pts/model*
  - Mark of Slaanesh ..... *1 pt/model*

Elites

CHOSEN — 90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chosen	4	4	4	4	1	4	2	9	3+	Infantry	4 Chosen	37
Chosen Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Chosen Champion	

Wargear:
- Power armour
- Boltgun
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:
- Champion of Chaos (Champion only)

Options:
- May add up to five Chosen ..... *18 pts/model*
- Up to four models may choose one of the following four options:
  - Replace bolt pistol with a plasma pistol ..... *15 pts/model*
  - Replace close combat weapon with one of the following:
    - Power weapon ..... *15 pts/model*
    - Lightning claw ..... *15 pts/model*
    - Power fist ..... *25 pts/model*
  - Replace bolt pistol, close combat weapon and boltgun with a pair of lightning claws ..... *30 pts/model*
  - Replace boltgun with one of the following:
    - Combi-bolter ..... *3 pts/model*
    - Flamer ..... *5 pts/model*
    - Combi-flamer, -melta or -plasma ..... *10 pts/model*
    - Meltagun ..... *10 pts/model*
    - Plasma gun ..... *15 pts/model*
- One Chosen may replace his boltgun with one of the following:
  - Flamer ..... *5 pts*
  - Heavy bolter ..... *10 pts*
  - Meltagun ..... *10 pts*
  - Autocannon ..... *10 pts*
  - Plasma gun ..... *15 pts*
  - Lascannon ..... *20 pts*
  - Missile launcher (with frag and krak missiles) ..... *15 pts*
- The Chosen Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** sections of the wargear list.
- The Chosen Champion may take a gift of mutation ..... *10 pts*
- The Chosen Champion may take melta bombs ..... *5 pts*
- The unit may take one of the following Marks of Chaos:
  - Mark of Khorne ..... *2 pts/model*
  - Mark of Tzeentch ..... *2 pts/model*
  - Mark of Nurgle ..... *3 pts/model*
  - Mark of Slaanesh ..... *2 pts/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of wrath ..... *20 pts*
  - Icon of flame ..... *15 pts*
  - Icon of despair ..... *10 pts*
  - Icon of excess ..... *35 pts*
  - Icon of vengeance ..... *25 pts*
- The unit may take the Veterans of the Long War special rule ... *2 pts/model*
- The unit may take a Chaos Rhino as a Dedicated Transport (pg 99).

POSSESSED — 130 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Possessed	4	4	5	4	1	4	2	9	3+	Infantry	4 Possessed	39
Possessed Champion	4	4	5	4	1	4	2	9	3+	Infantry (Character)	1 Possessed Champion	

Wargear:
- Power armour
- Close combat weapon

Special Rules:
- Champion of Chaos (Champion only)
- Daemon
- Fearless
- Fleet
- Vessels of Chaos

Options:
- May add up to fifteen Possessed ..... *26 pts/model*
- The Possessed Champion may take up to two gifts of mutation ..... *10 pts each*
- The unit may take one of the following Marks of Chaos:
  - Mark of Khorne ..... *3 pts/model*
  - Mark of Tzeentch ..... *5 pts/model*
  - Mark of Nurgle ..... *4 pts/model*
  - Mark of Slaanesh ..... *3 pts/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of wrath ..... *15 pts*
  - Icon of flame ..... *5 pts*
  - Icon of despair ..... *5 pts*
  - Icon of excess ..... *35 pts*
  - Icon of vengeance ..... *5 pts*
- The unit may take the Veterans of the Long War special rule ... *2 pts/model*
- The unit may take a Chaos Rhino as a Dedicated Transport (pg 99).

Elites

Chaos Terminators — 95 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaos Terminator	4	4	4	4	1	4	2	9	2+	Infantry	2 Chaos Terminators	40
Terminator Champion	4	4	4	4	1	4	2	9	2+	Infantry (Character)	1 Terminator Champion	

Wargear:
- Terminator armour
- Combi-bolter
- Power weapon

Special Rules:
- Champion of Chaos (Champion only)

Options:
- May add up to seven Chaos Terminators ..... *31 pts/model*
- Any Chaos Terminator may choose one of the following three options:
  - Replace his power weapon with one of the following:
    - Lightning claw ..... *3 pts/model*
    - Power fist ..... *7 pts/model*
    - Chainfist ..... *12 pts/model*
  - Replace his combi-bolter with a combi-flamer, -melta or -plasma ..... *5 pts/model*
  - Replace his combi-bolter and power weapon with a pair of lightning claws ..... *7 pts/model*
- For every five models in the unit, one Chaos Terminator may replace his combi-bolter with one of the following:
  - Heavy flamer ..... *10 pts/model*
  - Reaper autocannon ..... *25 pts/model*
- The Terminator Champion may take items from the **Terminator Weapons** section of the wargear list.
- The Terminator Champion may take a gift of mutation ..... *10 pts*
- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *3 pts/model*
  - Mark of Tzeentch ..... *5 pts/model*
  - Mark of Nurgle ..... *6 pts/model*
  - Mark of Slaanesh ..... *4 pts/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of wrath ..... *25 pts*
  - Icon of flame ..... *15 pts*
  - Icon of despair ..... *10 pts*
  - Icon of excess ..... *40 pts*
  - Icon of vengeance ..... *35 pts*
- The unit may take the Veterans of the Long War special rule ... *3 pts/model*
- The unit may take a Chaos Land Raider as a Dedicated Transport (pg 103).

Helbrute — 105 Points

				Armour							
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Helbrute	4	4	6	12	12	10	4	2	3	Vehicle (Walker)	1 Helbrute	56

Wargear:
- Multi-melta
- Power fist

Special Rules:
- Crazed

Options:
- May replace its multi-melta with one of the following:
  - Additional power fist ..... *free*
  - Twin-linked heavy bolter ..... *5 pts*
  - Reaper autocannon ..... *5 pts*
  - Plasma cannon ..... *10 pts*
  - Twin-linked lascannon ..... *25 pts*
- May upgrade up to two power fists to incorporate a single:
  - Combi-bolter ..... *5 pts each*
  - Heavy flamer ..... *15 pts each*
- May replace any power fist with one of the following:
  - Thunder hammer ..... *5 pts each*
  - Power scourge ..... *10 pts each*
- May replace one power fist with a missile launcher (with frag and krak missiles) ..... *10 pts*

Mutilator — 55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Mutilator	4	4	4	4	2	4	2	8	2+	Infantry	1 Mutilator	43

Wargear:
- Fleshmetal

Special Rules:
- Bulky
- Daemon
- Deep Strike
- Mutilator Weapons
- Slow and Purposeful

Options:
- May add up to two Mutilators ..... *55 pts/model*
- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *5 pts/model*
  - Mark of Tzeentch ..... *8 pts/model*
  - Mark of Nurgle ..... *6 pts/model*
  - Mark of Slaanesh ..... *6 pts/model*
- The unit may take the Veterans of the Long War special rule ..... *4 pts/model*

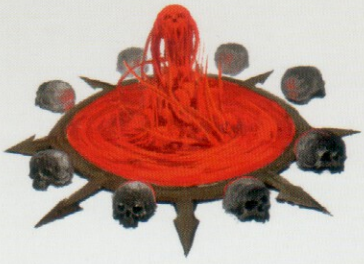
Elites

Khorne Berzerkers — 105 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Khorne Berzerker	5	4	4	4	1	4	1	8	3+	Infantry	4 Khorne Berzerkers	44
Berzerker Champion	5	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Berzerker Champion	

Wargear:
- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:
- Champion of Chaos (Champion only)
- Fearless
- Furious Charge
- Mark of Khorne



Options:
- May add up to fifteen Khorne Berzerkers ..... *19 pts/model*
- Any model may take a chainaxe ..... *3 pts/model*
- Up to two Khorne Berzerkers may replace their bolt pistol with a plasma pistol ..... *15 pts/model*
- The Berzerker Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** sections of the wargear list.
- The Berzerker Champion may take a gift of mutation ..... *10 pts*
- The Berzerker Champion may take melta bombs ..... *5 pts*
- One model in the unit may take an icon of wrath ..... *15 pts*
- The unit may take the Veterans of the Long War special rule ..... *1 pt/model*
- The unit may take a Chaos Rhino as a Dedicated Transport (pg 99).

Thousand Sons — 150 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Thousand Son	4	4	4	4	1	4	1	10	3+	Infantry	4 Thousand Sons	45
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	Infantry (Character)	1 Aspiring Sorcerer	

Wargear:
- Power armour
- Boltgun (Thousand Sons only)
- Bolt pistol (Aspiring Sorcerer only)
- Force weapon (Aspiring Sorcerer only)
- Aura of dark glory
- Inferno bolts

Special Rules:
- Champion of Chaos (Aspiring Sorcerer only)
- Fearless
- Mark of Tzeentch
- Psyker (Mastery Level 1) (Aspiring Sorcerer only)
- Slow and Purposeful
- Veterans of the Long War

Options:
- May add up to fifteen Thousand Sons ..... *23 pts/model*
- The Aspiring Sorcerer may take a gift of mutation ..... *10 pts*
- The Aspiring Sorcerer may take melta bombs ..... *5 pts*
- One model in the unit may take an icon of flame ..... *15 pts*
- The unit may take a Chaos Rhino as a Dedicated Transport (pg 99).

Plague Marines — 120 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Plague Marine	4	4	4	5	1	3	1	8	3+	Infantry	4 Plague Marines	46
Plague Champion	4	4	4	5	1	3	2	9	3+	Infantry (Character)	1 Plague Champion	

Wargear:
- Power armour
- Boltgun
- Bolt pistol
- Plague knife
- Blight grenades
- Krak grenades

Special Rules:
- Champion of Chaos (Champion only)
- Fearless
- Feel No Pain
- Mark of Nurgle

Options:
- May add up to fifteen Plague Marines ..... *24 pts/model*
- Up to two Plague Marines may replace their bolt pistol with a plasma pistol .... *15 pts/model*
  Or replace their boltgun with one of the following:
  - Flamer ..... *5 pts/model*
  - Meltagun ..... *10 pts/model*
  - Plasma gun ..... *15 pts/model*
- The Plague Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** sections of the wargear list.
- The Plague Champion may take a gift of mutation ..... *10 pts*
- The Plague Champion may take melta bombs ..... *5 pts*
- One model in the unit may purchase an icon of despair ..... *10 pts*
- The unit may take the Veterans of the Long War special rule ..... *1 pt/model*
- The unit may take a Chaos Rhino as a Dedicated Transport (pg 99).

Elites

NOISE MARINES — 95 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Noise Marine	4	4	4	4	1	5	1	8	3+	Infantry	4 Noise Marines	47
Noise Champion	4	4	4	4	1	5	2	9	3+	Infantry (Character)	1 Noise Champion	

Wargear:
- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:
- Champion of Chaos (Champion only)
- Fearless
- Mark of Slaanesh

Options:
- May add up to fifteen Noise Marines... *17 pts/model*
- Any Noise Marine may take a close combat weapon ..... *1 pt/model*
  Or replace his boltgun with one of the following:
  - Close combat weapon ..... *free*
  - Sonic blaster ..... *3 pts/model*
- One Noise Marine per ten models may replace his boltgun with a blastmaster..... *30 pts/model*

- The Noise Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** sections of the wargear list.
- The Noise Champion may take a gift of mutation..... *10 pts*
- The Noise Champion may take any of the following:
  - Melta bombs ..... *5 pts*
  - Doom siren ..... *15 pts*
- One model in the unit may take an icon of excess..... *30 pts*
- The unit may take the Veterans of the Long War special rule..... *1 pt/model*
- The unit may take a Chaos Rhino as a Dedicated Transport (see below).

Dedicated Transport

CHAOS RHINO — 35 Points

	Armour					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Rhino	4	11	11	10	3	Vehicle (Tank, Transport)	1 Chaos Rhino	54

Wargear:
- Combi-bolter
- Searchlight
- Smoke launchers

Special Rules:
- Repair

Transport Capacity:
- Ten models

Options:
- Chaos Rhinos may take items from the **Chaos Vehicle Equipment** list.

Fast Attack

CHAOS BIKERS — 70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaos Biker	4	4	4	5	1	4	1	8	3+	Bike	2 Chaos Bikers	37
Chaos Biker Champion	4	4	4	5	1	4	2	9	3+	Bike (Character)	1 Chaos Biker Champion	

Wargear:
- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Chaos bike

Special Rules:
- Champion of Chaos (Champion only)

Options:
- May add up to seven Chaos Bikers ..... *20 pts/model*
- Up to two Chaos Bikers may replace either their close combat weapon or their bike's twin-linked boltgun with one of the following:
  - Flamer ..... *5 pts/model*
  - Meltagun ..... *10 pts/model*
  - Plasma gun ..... *15 pts/model*
- The Chaos Biker Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** sections of the wargear list.
- The Chaos Biker Champion may take a gift of mutation ..... *10 pts*
- The Chaos Biker Champion may take melta bombs ..... *5 pts*
- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *2 pts/model*
  - Mark of Tzeentch ..... *3 pts/model*
  - Mark of Nurgle ..... *6 pts/model*
  - Mark of Slaanesh ..... *2 pts/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of wrath ..... *20 pts*
  - Icon of flame ..... *15 pts*
  - Icon of despair ..... *10 pts*
  - Icon of excess ..... *35 pts*
  - Icon of vengeance ..... *25 pts*
- The unit may take the Veterans of the Long War special rule ..... *1 pt/model*

CHAOS SPAWN — 30 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaos Spawn	3	0	5	5	3	3	D6	10	-	Beast	1 Chaos Spawn	41

Special Rules:
- Fear
- Fearless
- Mutated Beyond Reason
- Rage
- Random Attacks
- Very Bulky

Options:
- May add up to four Chaos Spawn ..... *30 pts/model*
- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *2 pts/model*
  - Mark of Tzeentch ..... *4 pts/model*
  - Mark of Nurgle ..... *6 pts/model*
  - Mark of Slaanesh ..... *3 pts/model*

RAPTORS — 95 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Raptor	4	4	4	4	1	4	1	8	3+	Jump Infantry	4 Raptors	48
Raptor Champion	4	4	4	4	1	4	2	9	3+	Jump Infantry (Character)	1 Raptor Champion	

Wargear:
- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Jump pack

Special Rules:
- Champion of Chaos (Champion only)
- Fear

Options:
- May add up to ten Raptors ..... *17 pts/model*
- Up to two Raptors may replace their bolt pistol with a plasma pistol ..... *15 pts/model*
  Or take one of the following:
  - Flamer ..... *5 pts/model*
  - Meltagun ..... *10 pts/model*
  - Plasma gun ..... *15 pts/model*
- The Raptor Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** sections of the wargear list.
- The Raptor Champion may take a gift of mutation ..... *10 pts*
- The Raptor Champion may take melta bombs ..... *5 pts*
- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *2 pts/model*
  - Mark of Tzeentch ..... *2 pts/model*
  - Mark of Nurgle ..... *3 pts/model*
  - Mark of Slaanesh ..... *2 pts/model*
- One model in the unit may purchase one of the following Chaos Icons:
  - Icon of wrath ..... *15 pts*
  - Icon of flame ..... *10 pts*
  - Icon of despair ..... *10 pts*
  - Icon of excess ..... *30 pts*
  - Icon of vengeance ..... *25 pts*
- The unit may also take the Veterans of the Long War special rule ... *2 pts/model*

Fast Attack

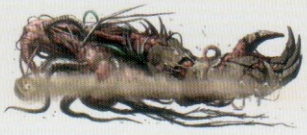
Warp Talons — 160 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Warp Talon	4	4	4	4	1	4	1	8	3+	Jump Infantry	4 Warp Talons	49
Warp Talon Champion	4	4	4	4	1	4	2	9	3+	Jump Infantry (Character)	1 Warp Talon Champion	

Wargear:
- Power armour
- Two lightning claws
- Jump pack

Special Rules:
- Champion of Chaos (Champion only)
- Daemon
- Warpflame Strike

Options:
- May add up to five Warp Talons ..... *30 pts/model*
- The Warp Talon Champion may take up to two gifts of mutation ..... *10 pts each*



- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *4 pts/model*
  - Mark of Tzeentch ..... *6 pts/model*
  - Mark of Nurgle ..... *4 pts/model*
  - Mark of Slaanesh ..... *3 pts/model*
- The unit may also take the Veterans of the Long War special rule ... *3 pts/model*

Heldrake — 170 Points

	Armour							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Heldrake	3	12	12	10	3	Vehicle (Flyer, Hover)	1 Heldrake	52

Wargear:
- Hades autocannon
- Daemonic possession

Special Rules:
- Daemon
- Daemonforge
- It Will Not Die
- Meteoric Descent

Options:
- The Heldrake may replace its hades autocannon with a baleflamer ..... *free*

Heavy Support

HAVOCS — 75 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Havoc	4	4	4	4	1	4	1	8	3+	Infantry	4 Havocs	37
Aspiring Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Aspiring Champion	

Wargear:
- Power armour
- Boltgun
- Bolt pistol
- Close combat weapon (Champion only)
- Frag grenades
- Krak grenades

Special Rules:
- Champion of Chaos (Champion only)

Options:
- May add up to five Havocs ..... *13 pts/model*
- Any Havoc may take a close combat weapon ..... *2 pts/model*
- Up to four Havocs may replace their boltgun with one of the following:
  - Flamer ..... *5 pts/model*
  - Heavy bolter ..... *10 pts/model*
  - Autocannon ..... *10 pts/model*
  - Meltagun ..... *10 pts/model*
  - Plasma gun ..... *15 pts/model*
  - Missile launcher (with frag and krak missiles) ..... *15 pts/model*
    - May also take flakk missiles ..... *10 pts/model*
  - Lascannon ..... *20 pts/model*
- The Aspiring Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** sections of the wargear list.
- The Aspiring Champion may take a gift of mutation ..... *10 pts*
- The Aspiring Champion may take melta bombs ..... *5 pts*
- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *2 pts/model*
  - Mark of Tzeentch ..... *2 pts/model*
  - Mark of Nurgle ..... *3 pts/model*
  - Mark of Slaanesh ..... *2 pts/model*
- One model in the unit may take one of the following Chaos Icons:
  - Icon of wrath ..... *20 pts*
  - Icon of flame ..... *15 pts*
  - Icon of despair ..... *10 pts*
  - Icon of excess ..... *30 pts*
  - Icon of vengeance ..... *25 pts*
- The unit may take the Veterans of the Long War special rule ..... *1 pt/model*
- The unit may take a Chaos Rhino as a Dedicated Transport (pg 99).

OBLITERATOR — 70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Obliterator	4	4	4	4	2	4	2	8	2+	Infantry	1 Obliterator	42

Wargear:
- Fleshmetal
- Power fist

Special Rules:
- Bulky
- Daemon
- Deep Strike
- Obliterator Weapons
- Slow and Purposeful

Options:
- May add up to two Obliterators ..... *70 pts/model*
- The unit may purchase one of the following Marks of Chaos:
  - Mark of Khorne ..... *4 pts/model*
  - Mark of Tzeentch ..... *8 pts/model*
  - Mark of Nurgle ..... *6 pts/model*
  - Mark of Slaanesh ..... *1 pt/model*
- The unit may take the Veterans of the Long War special rule ..... *3 pts/model*

DEFILER — 195 Points

			Armour								
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Defiler	3	3	8	12	12	10	3	3	4	Vehicle (Walker)	1 Defiler	53

Wargear:
- Battle cannon
- Reaper autocannon
- Twin-linked heavy flamer
- Two power fists
- Daemonic possession
- Searchlight
- Smoke launchers

Special Rules:
- Daemon
- Daemonforge
- Fleet
- It Will Not Die

Options:
- May replace the twin-linked heavy flamer with one of the following:
  - Havoc launcher ..... *5 pts*
  - Power scourge ..... *25 pts*
- May replace the Reaper autocannon with one of the following:
  - Power fist ..... *free*
  - Twin-linked heavy bolter ..... *free*
  - Twin-linked lascannon ..... *20 pts*
- Defilers may take items from the **Chaos Vehicle Equipment** list.

Heavy Support

FORGEFIEND — 175 Points

	Armour										
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Forgefiend	3	3	6	12	12	10	3	2	3	Vehicle (Walker)	1 Forgefiend	51

Wargear:
- Two Hades autocannons
- Daemonic possession

Special Rules:
- Daemon
- Daemonforge
- Fleet
- It Will Not Die

Options:
- May replace both Hades autocannons with ectoplasma cannons ..... *free*
- May take an additional ectoplasma cannon ..... *25 pts*

MAULERFIEND — 125 Points

	Armour										
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page
Maulerfiend	3	3	6	12	12	10	3	2	3	Vehicle (Walker)	1 Maulerfiend	51

Wargear:
- Two power fists
- Daemonic possession
- Two magma cutters

Special Rules:
- Daemon
- Daemonforge
- Fleet
- It Will Not Die
- Move Through Cover
- Siege Crawler

Options:
- May replace both magma cutters with two sets of lasher tendrils ..... *10 pts*

CHAOS LAND RAIDER — 230 Points

	Armour							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Land Raider	4	14	14	14	4	Vehicle (Tank, Transport)	1 Chaos Land Raider	55

Wargear:
- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

Special Rules:
- Assault Vehicle

Transport Capacity:
- Ten models

Options:
- Chaos Land Raiders may take items from the **Chaos Vehicle Equipment** list.

CHAOS VINDICATOR — 120 Points

	Armour							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Chaos Vindicator	4	13	11	10	3	Vehicle (Tank)	1 Chaos Vindicator	55

Wargear:
- Demolisher cannon
- Searchlight
- Smoke launchers

Options:
- May take a siege shield ..... *10 pts*
- Chaos Vindicators may take items from the **Chaos Vehicle Equipment** list.

CHAOS PREDATOR — 75 Points

	Armour							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
Chaos Predator	4	13	11	10	3	Vehicle (Tank)	1 Chaos Predator	54

Wargear:
- Autocannon
- Searchlight
- Smoke launchers

Options:
- May take two side sponsons which are both armed with one of the following:
  - Heavy bolters ..... *20 pts*
  - Lascannons ..... *40 pts*
- May replace autocannon with a twin-linked lascannon ..... *25 pts*
- Chaos Predators may take items from the **Chaos Vehicle Equipment** list.

Reference

All of the rules and tables here are condensed for ease of reference. If you need the full rule, see its entry in the main pages of the book.

Army Special Rules (pg 28-30)

Champion of Chaos: Must issue and accept challenges. When this model kills an enemy character, roll on the Chaos Boon table (see right).

Daemon Weapon: Roll a D6 at the start of the Fight sub-phase. On a 1, the model takes a Wound (no armour saves) and is Weapon Skill 1 until the end of the phase. On a 2+, the model gets that many additional Attacks until the end of the phase.

Veterans of the Long War: Hatred (Space Marines); +1 Leadership

Warlord Traits (pg 28)

D6	Warlord Trait
1	**Black Crusader:** Friendly units within 12" of Warlord have Preferred Enemy (Space Marines).
2	**Flames of Spite:** Melee weapons belonging to the Warlord and his unit have Soul Blaze.
3	**Master of Deception:** D3 Infantry units in your army can Infiltrate.
4	**Hatred Incarnate:** Warlord and unit have Hatred.
5	**Lord of Terror:** Warlord has Fear.
6	**Exalted Champion:** Warlord may re-roll Chaos Boons.

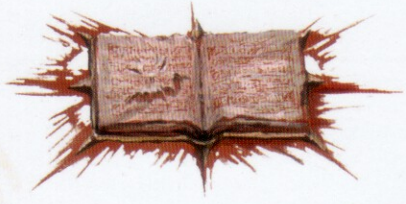
Chaos Boon Table (pg 29)

D66	Chaos Boon
11-16	**Unworthy Offering:** No reward
21-22	**Spawnhood:** Replace model with Chaos Spawn.
23	**Warp Frenzy:** +1 Attack.
24	**Fragment of Immortality:** Eternal Warrior.
25	**Strength of the Berzerker:** +1 Strength.
26	**Arcane Occulum:** +1 Ballistic Skill.
31	**Cerebral Cogitator:** +1 Initiative.
32	**Bloated:** Returned to full Wounds or, if unwounded, has +1 Wound.
33	**Crystalline Body:** +1 Toughness.
34	**Shield of Force:** Shrouded.
35	**Mechanoid:** Armour Save improves by 1.
36	**Blade of Chaos:** A Melee weapon now has Fleshbane.
41	**Witch-Eater:** Passing a Deny the Witch roll makes the enemy Psyker take a S6 AP2 hit.
42	**Cosmic Fate:** Re-roll failed armour saves.
43	**Venomous:** Melee attacks are Poisoned.
44	**Unholy Crusader:** Crusader.
45	**Meteoric Charge:** Hammer of Wrath.
46	**Icy Aura:** Enemy models in base contact at Initiative Step 1 take a S4 AP5 hit.
51	**Mind of Metal:** Adamantium Will.
52	**Gun Morph:** A ranged weapon has +1 Strength.
53	**All-consuming Hatred:** Hatred.
54	**Warp Claws:** Shred.
55	**Lifetaker:** Melee attacks have Instant Death.
56	**Blademaster:** +1 Weapon Skill.
61	**Voice of Horus:** Stubborn.
62	**Temporal Distortion:** Fleet.
63	**Masochism:** Feel No Pain.
64	**Multiple Rewards:** Roll another D3+1 times on this table; re-roll Spawnhood and Dark Apotheosis results.
65-66	**Dark Apotheosis:** Replace model with Daemon Prince.

Special Rules

Beseech the Dark Gods (pg 35): Characters in a Dark Apostle's unit (including the Dark Apostle) may re-roll Chaos Boon rolls.

Daemonforge (pg 51): For one Shooting or Assault phase per game, the model may re-roll all failed To Wounds rolls and all failed armour penetration rolls. At the end of that phase, roll a D6; lose a Hull Point (no saves) if you roll a 1.



Demagogue (pg 35): Friendly units from this codex within 6" must use Dark Apostles' Leadership instead of their own.

Master of Mechanisms (pg 34): Unless gone to ground or falling back, instead of firing in your Shooting phase, choose to a) repair a friendly, damaged vehicle or b) curse a single enemy vehicle.

- Repair: Must be in base contact or embarked upon target. Roll a D6 (+1 with mechatendrils). On a 5+, either restore a Hull Point, repair Weapon Destroyed or repair Immobilised.
- Curse: Must be within 18" of target. Roll To Hit. If it hits, the target's weapons have Gets Hot until the end of its next turn.

Meteoric Descent (pg 52): Vector Strike whilst Zooming at Strength 7.

Random Attacks (pg 41): At the beginning of each Fight sub-phase, roll a D6 for each friendly Chaos Spawn unit that is locked in combat. The result is the number of Attacks (before modifiers) that all Chaos Spawn in the unit have this turn.

Repair (pg 54): Immobilised Rhinos may attempt to repair instead of shooting. Roll a D6 in the Shooting phase; it is no longer Immobilised if you roll a 6.

Shatter Defences (pg 34): After deployment, before Scout redeployments and Infiltrate moves, one piece of terrain in your opponent's deployment zone has its cover save decreased by one.

Siege Crawler (pg 51): Move as Beasts; +1 to armour penetration rolls against buildings in close combat.

Warpflame Strike (pg 49): When Warp Talons arrive by Deep Strike, all enemy units within 6" count as having been hit by a weapon with Blind.

Obliterator Weapons (pg 42): Choose what weapon the unit will fire each turn from the following list: assault cannon, heavy flamer, lascannon, multi-melta, plasma cannon, twin-linked plasma gun, twin-linked meltagun or twin-linked flamer. Every Obliterator in the unit must fire the same weapon. An Obliterator unit cannot choose to fire the same weapon in two of your consecutive Shooting phases.

Mutilator Weapons (pg 43): Choose what weapon the unit will use each turn from the following list: a pair of chainfists, a pair of power axes, a pair of power swords, a pair of power mauls or a pair of lightning claws. Every Mutilator in a unit must choose the same weapons option. A Mutilator unit cannot choose the same weapons option in two consecutive Fight sub-phases.

Mutated Beyond Reason (pg 41): Each unit locked in combat rolls a D3 at the start of the Fight sub-phase.

D3	Mutation
1	**Subcutaneous Armour:** Armour Save of 4+.
2	**Grasping Pseudopods**: Roll two D6 and pick the highest for number of Attacks.
3	**Toxic Haemorrhage:** Poisoned (4+) special rule.

Vessels of Chaos (pg 39): Each unit locked in combat rolls a D3 at the start of the Fight sub-phase.

D3	Mutation
1	**Strength of the Damned**: Re-roll all failed To Wound rolls.
2	**Vorpal Claws:** Melee weapons are AP3.
3	**Supernatural Speed:** +1 Attack and +1 Initiative.

Crazed (pg 56): Glancing and penetrating hits give the Helbrute a crazed marker. Roll a D3 if the model has 1+ crazed markers next to it at the start of its Movement phase.

D3	Crazed Result
1	**Fire Frenzy:** Immobilised this turn. If unengaged, it must fire all of its weapons twice. If possible, the target must be a unit that caused one or more glancing or penetrating hits on it in the previous turn. If not, the target must be the nearest visible enemy.
2	**Rising Fury:** Recovers from Crew Stunned and Crew Shaken results. Has the Rage special rule this turn.
3	**Blood Rage:** Recovers from Crew Stunned and Crew Shaken results. Has the Fleet and Rage special rule this turn. Must Run if not in maximum charge range of an enemy. If this is not possible, it may fire its weapons.

PSYCHIC POWERS (PG 70-71)

DISCIPLINE OF TZEENTCH

PRIMARIS POWER

TZEENTCH'S FIRESTORM
Warp Charge 1. Witchfire.

Range	S	AP	Type
24"	D6+1	-	Assault 1, Blast, Inferno

Inferno: Each model removed causes D3 further hits at Strength 3 AP-.

1-2 BOON OF MUTATION
Warp Charge 1. Blessing.
A friendly character within 2" takes a Strength 4 AP- hit, then rolls on the Chaos Boon table (pg 29).

3-4 DOOMBOLT
Warp Charge 1. Beam.

Range	S	AP	Type
18"	8	1	Assault 1, Detonate

Detonate: Vehicles hit by *Doombolt* roll 2D6 for the range of Explodes results.

5-6 BREATH OF CHAOS
Warp Charge 2. Witchfire.

Range	S	AP	Type
Template	1	2	Assault 1, Corrosion, Poisoned (4+)

Corrosion: Vehicles suffer a glancing hit on a D6 roll of a 4+ regardless of armour.

DISCIPLINE OF NURGLE

PRIMARIS POWER

NURGLE'S ROT
Warp Charge 1. Nova.
Nurgle models are unaffected.

Range	S	AP	Type
6"	2	5	Assault D6+1, Poisoned (4+)

1-2 WEAPON VIRUS
Warp Charge 1. Malediction.
A single enemy unit in 24" has Gets Hot on all ranged weapons.

3-4 GIFT OF CONTAGION
Warp Charge 1. Malediction.
An enemy unit within 48" rolls on the table below.

D3	Disease Granted
1	**Flyblown Palsy:** -1 Attack; Shrouded.
2	**Muscular Atrophy:** -1 Strength; may not Run.
3	**Liquefying Ague:** -1 Strength; -1 Toughness.

5-6 PLAGUE WIND
Warp Charge 2. Witchfire.

Range	S	AP	Type
12"	1	2	Assault 1, Large Blast, Poisoned (4+)

DISCIPLINE OF SLAANESH

PRIMARIS POWER

SENSORY OVERLOAD
Warp Charge 1. Witchfire.

Range	S	AP	Type
24"	4	4	Assault 4, Blind, Concussive, Pinning

1-2 HYSTERICAL FRENZY
Warp Charge 1. Blessing.
A friendly non-vehicle unit within 12" rolls on the table below.

D3	Altered State
1	**Swollen Sensorium:** +1 Initiative.
2	**Lunatic Strength:** +1 Strength.
3	**Hyperactive Fit:** +1 Attack.

3-4 SYMPHONY OF PAIN
Warp Charge 1. Malediction.
An enemy unit in 24" is at -1 Weapon Skill and -1 Ballistic Skill. Any sonic weapon attacks against the unit are resolved at +1 Strength.

5-6 ECSTATIC SEIZURES
Warp Charge 2. Witchfire.

Range	S	AP	Type
24"	Special	-	Assault 1, Ecstasy

Ecstasy: Every non-vehicle model in the target unit takes a hit at its own Strength.

ARMOUR (PG 68)

Fleshmetal: 2+ Armour Save.
Improvised armour: 6+ Armour Save.
Power armour: 3+ Armour Save.
Terminator armour: 2+ Armour Save and 5+ invulnerable save. Bulky, Deep Strike and Relentless. May not perform a Sweeping Advance.

SPECIAL ISSUE WARGEAR (PG 66)

Blight grenades: Mark of Nurgle only.
Assault and defensive grenades.
Chaos bikes: Bikes unit type; equipped with a combi-bolter.
Mechatendrils: Include a meltagun and flamer, and grant the wearer 2 additional Attacks.
Inferno bolts: are AP3.
Jump pack: Model gains the Jump unit type.
Sigil of corruption: 4+ invulnerable save.

CHAOS REWARDS (PG 67)

Aura of dark glory: 5+ invulnerable save.
Combat familiar: Two additional Strength 4 AP- Attacks.
Juggernaut of Khorne: +1 Toughness, +1 Wound, +1 Attack and unit type changes to Cavalry.
Disc of Tzeentch: +1 Attack and unit type changes to Jetbike.
Palanquin of Nurgle: +2 Wounds, +1 Attack, Very Bulky.
Steed of Slaanesh: +1 Attack, +3" to Run moves, Acute Senses, Outflank and unit type changes to Cavalry.
Gift of Mutation: Before deployment, roll on the Chaos Boon table (pg 29).
Ichor Blood: Units that inflict unsaved Wounds on a model with Ichor Blood immediately take a Strength 3 AP4 hit.
Spell Familiar: Re-roll failed Psychic tests.

CHAOS ICONS (PG 66)

+1 to assault result plus additional effects depending on the icon:
Icon of Wrath: Mark of Khorne only; Furious Charge and can re-roll charge range.
Icon of Flame: Mark of Tzeentch only; boltguns, combi-bolters, heavy bolters and bolt pistols have Soul Blaze.
Icon of Despair: Mark of Nurgle only; Fear.
Icon of Excess: Mark of Slaanesh only; Feel No Pain.
Icon of Vengeance: Fearless

CHAOS VEHICLE EQUIPMENT (PG 68)

Combi-bolter: Twin-linked boltgun.
Daemonic possession: BS3; Ignore Crew Shaken and Crew Stunned on a 2+, but embarked units are still affected. Roll a D6 after a unit embarks. On a 1, remove a random model (no saves) and the vehicle recovers one Hull Point.
Destroyer blades: Tank Shocked units take D6 Strength 5 AP- hits. If they choose Death or Glory, they take 2D6 Strength 5 AP- hits.
Dirge caster: Enemy units within 6" cannot fire Overwatch.
Lasher tendrils: All models have -1 Attack for each set of lasher tendrils in base contact.
Magma cutters: If a Maulerfiend hits with at least one Attack, it may make an additional Attack. If it hit with all of its Attacks, it instead makes two additional Attacks. These Attacks hit automatically and are resolved at Initiative 1 with the following profile:

Range	S	AP	Type
-	8	1	Armourbane

Siege shield: Pass all Dangerous Terrain tests.
Warpflame gargoyles: All ranged weapons have Soul Blaze.

DAEMON PRINCE UPGRADES (PG 33)

Daemon of Khorne: Furious Charge; Hatred (Daemons of Slaanesh).
Daemon of Tzeentch: Hatred (Daemons of Nurgle); re-roll all saving throw results of 1.
Daemon of Nurgle: Hatred (Daemons of Tzeentch); Shrouded; Slow and Purposeful.
Daemon of Slaanesh: Fleet; Hatred (Daemons of Khorne); Rending; Run an additional 3".
Psyker: Generate powers from **Biomancy**, **Pyromancy** and **Telepathy** disciplines. Daemon Princes upgraded to Daemon of Tzeentch, Nurgle or Slaanesh must select at least one power from the corresponding discipline.
Wings: Flying Monstrous Creature (Character).

MARKS OF CHAOS (PG 30)

Mark of Khorne: Rage; Counter-attack.
Mark of Tzeentch: +1 invulnerable save. Psykers must generate at least one power from the **Discipline of Tzeentch**.
Mark of Nurgle: +1 Toughness. Psykers must generate at least one power from the **Discipline of Nurgle**.
Mark of Slaanesh: +1 Initiative. Psykers must generate at least one power from the **Discipline of Slaanesh**.

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Abaddon the Despoiler	7	5	4	5	4	6	4	10	2+	In (ch)	57
Ahriman	5	5	4	4	3	5	3	10	3+	In (ch)	60
Chaos Lord	6	5	4	4	3	5	3	10	3+	In (ch)	31
Daemon Prince	9	5	6	5	4	8	5	9	-	Mc (ch)	33
Dark Apostle	5	4	4	4	2	4	2	10	3+	In (ch)	35
Fabius Bile	5	4	5	4	3	4	5	10	3+	In (ch)	63
Huron Blackheart	6	5	4	4	3	5	3	10	3+	In (ch)	58
Khârn the Betrayer	7	5	5	4	3	5	4	10	3+	In (ch)	59
Lucius the Eternal	7	5	4	4	3	6	3	10	3+	In (ch)	62
Sorcerer	5	4	4	4	2	4	2	10	3+	In (ch)	32
Typhus	6	5	4	5	4	5	3	10	2+	In (ch)	61
Warpsmith	4	5	4	4	2	4	2	10	2+	In (ch)	34

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Chaos Space Marine	4	4	4	4	1	4	1	8	3+	In	37
Aspiring Champion	4	4	4	4	1	4	2	9	3+	In (ch)	37
Chaos Cultist	3	3	3	3	1	3	1	7	6+	In	38
Cultist Champion	3	3	3	3	1	3	2	8	6+	In (ch)	38

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Chaos Terminator	4	4	4	4	1	4	2	9	2+	In	40
Terminator Champ.	4	4	4	4	1	4	2	9	2+	In (ch)	40
Chosen	4	4	4	4	1	4	2	9	3+	In	37
Chosen Champion	4	4	4	4	1	4	2	9	3+	In (ch)	37
Khorne Berzerker	5	4	4	4	1	4	1	8	3+	In	44
Berzerker Champ.	5	4	4	4	1	4	2	9	3+	In (ch)	44
Mutilator	4	4	4	4	2	4	2	8	2+	In	43
Noise Marine	4	4	4	4	1	5	1	8	3+	In	47
Noise Champion	4	4	4	4	1	5	2	9	3+	In (ch)	47
Plague Marine	4	4	4	5	1	3	1	8	3+	In	46
Plague Champion	4	4	4	5	1	3	2	9	3+	In (ch)	46
Possessed	4	4	5	4	1	4	2	9	3+	In	39
Possessed Champ.	4	4	5	4	1	4	2	9	3+	In (ch)	39
Thousand Son	4	4	4	4	1	4	1	10	3+	In	45
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	In (ch)	45

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Chaos Biker	4	4	4	5	1	4	1	8	3+	Bk	37
Chaos Biker Champ.	4	4	4	5	1	4	2	9	3+	Bk (ch)	37
Chaos Spawn	3	0	5	5	3	3	D6	10	-	Be	41
Raptor	4	4	4	4	1	4	1	8	3+	In, J	48
Raptor Champion	4	4	4	4	1	4	2	9	3+	In (ch), J	48
Warp Talon	4	4	4	4	1	4	1	8	3+	In, J	49
Warp Talon Champ.	4	4	4	4	1	4	2	9	3+	In (ch), J	49

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Havoc	4	4	4	4	1	4	1	8	3+	In	37
Aspiring Champion	4	4	4	4	1	4	2	9	3+	In (ch)	37
Obliterator	4	4	4	4	2	4	2	8	2+	In	42

VEHICLES

			Armour								
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
Defiler	3	3	8	12	12	10	3	3	4	W	53
Chaos Land Raider	-	4	-	14	14	14	-	-	4	Tk, T	55
Chaos Predator	-	4	-	13	11	10	-	-	3	Tk	54
Chaos Rhino	-	4	-	11	11	10	-	-	3	Tk, T	54
Chaos Vindicator	-	4	-	13	11	10	-	-	3	Tk	55
Forgefiend	3	3	6	12	12	10	3	2	3	W	51
Helbrute	4	4	6	12	12	10	4	2	3	W	56
Heldrake	-	3	-	12	12	10	-	-	3	Fl, H	52
Maulerfiend	3	3	6	12	12	10	3	2	3	W	51

UNIT TYPES

Troop Types: *Artillery* = Ar, *Beast* = Be, *Bike* = Bk, *Cavalry* = Cv, *Flying Monstrous Creature* = FMc, *Infantry* = In, *Jump unit* = J, *Monstrous Creature* = Mc, *Character* = (ch)

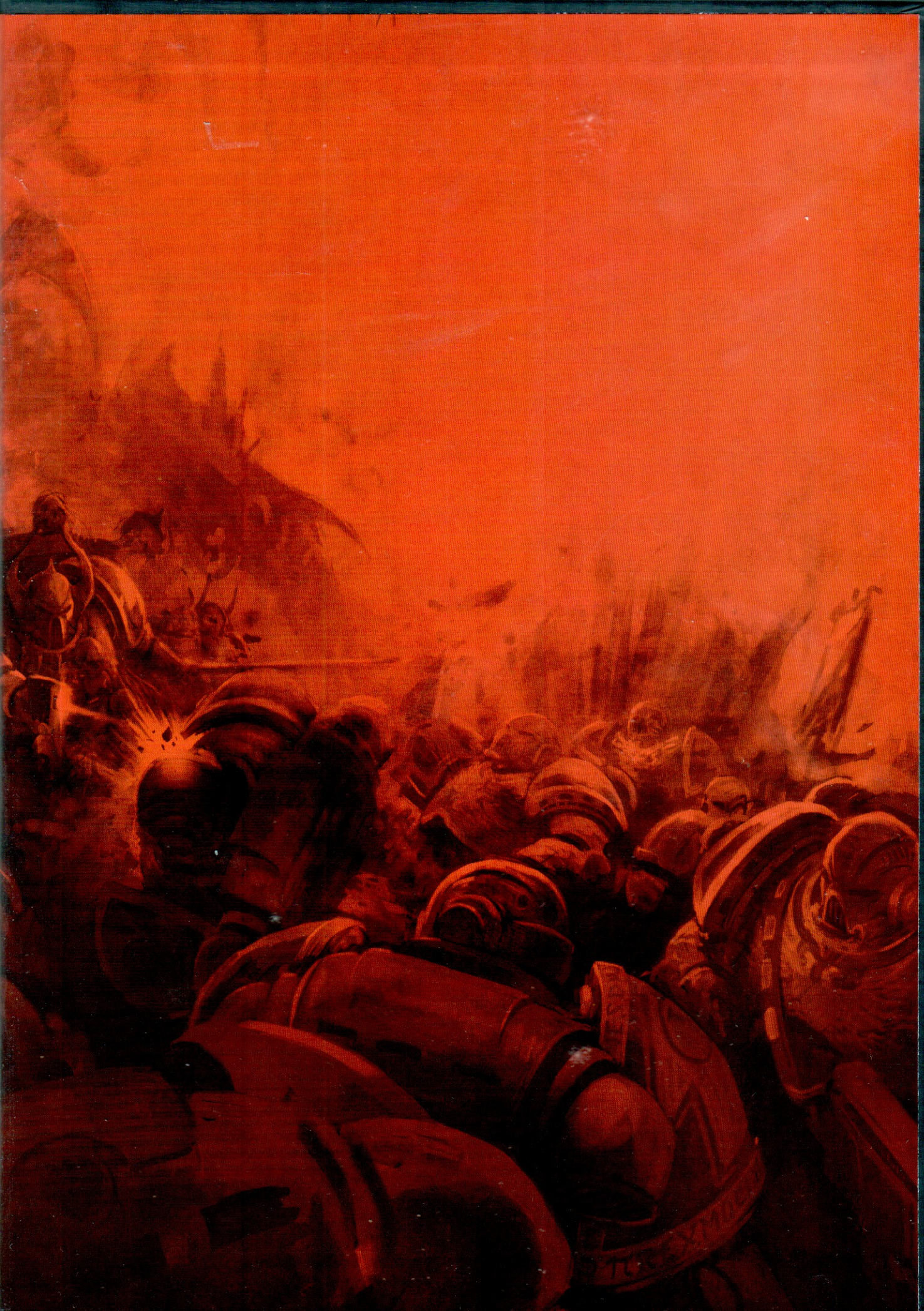
Vehicle Types: *Fast* = F, *Flyer* = Fl, *Hover* = H, *Tank* = Tk, *Transport* = T, *Walker* = W

RANGED WEAPONS

Weapon	Range	Str	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Autogun	24"	3	-	Rapid Fire
Autopistol	12"	3	-	Pistol
Baleflamer	Template	6	3	Heavy 1, Soul Blaze, Torrent
Battle cannon	72"	8	3	Ordnance 1, Large Blast
Blastmaster				
- Varied frequency	36"	5	4	Assault 2, Pinning, Ignores Cover
- Single frequency	48"	8	3	Heavy 1, Blast, Pinning, Ignores Cover
Blight grenade	8"	3	-	Assault 1, Blast
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast
Doom siren	Template	5	3	Assault 1
Ectoplasma cannon	24"	8	2	Heavy 1, Blast, Gets Hot
Flamer	Template	4	5	Assault 1
Frag grenade	8"	3	-	Assault 1, Blast
Hades autocannon	36"	8	4	Heavy 4, Pinning
Havoc launcher	48"	5	5	Heavy 1, Blast, Twin-linked
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Heavy stubber	36"	4	-	Heavy 3
Krak grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher				
- Frag	48"	4	6	Heavy 1, Blast
- Krak	48"	8	3	Heavy 1
- Flakk	48"	7	4	Heavy 1, Skyfire
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked
Shotgun	12"	3	-	Assault 2
Sonic blaster	24"	4	5	Salvo 2/3, Ignores Cover

MELEE WEAPONS

Weapon	Range	Str	AP	Type
Chainaxe	-	User	4	Melee
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Close combat weapon	-	User	-	Melee
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force
Force sword	-	User	3	Melee, Force
Krak grenade	-	6	4	-
Lightning claw	-	User	3	Melee, Shred, Specialist Weapon
Melta bomb	-	8	1	Armourbane, Unwieldy
Plague knife	-	User	-	Melee, Poisoned (4+)
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power lance	-	+1/user	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power scourge	-	8	2	Melee, Flail
Power sword	-	User	3	Melee
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy



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