

WARHAMMER
40,000

CHAOS SPACE MARINES



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CHAOS SPACE MARINES



By Gav Thorpe & Alessio Cavatore

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INTRODUCTION

Welcome, Favoured of the Gods, to **Codex: Chaos Space Marines**, your definitive guide to collecting, painting and playing with a Chaos Space Marines army in the Warhammer 40,000 tabletop wargame.

THE WARHAMMER 40,000 GAME

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures in the war-torn universe of the 41st Millennium. Every army has its own Codex book that works with these rules and allows you to turn your collection of miniatures into an organised force, ready for battle. This particular Codex details everything you need to know about the Chaos Space Marines, and allows you to use them in your games of Warhammer 40,000.

WHY COLLECT CHAOS SPACE MARINES?

Space Marines are amongst the most powerful warriors of the 41st Millennium. They are not human, but gene-enhanced superhumans, armed with the mighty bolter and protected by suits of power armour. Though few in number, each is a formidable warrior the equal of a score of mortal men and is able to call upon a fearsome array of weapons, equipment and vehicles. The Chaos Space Marines are Space Marines who have forsaken their oaths of loyalty in order to dedicate themselves to piracy, bloodshed and glory! They have sworn themselves to the Dark Gods in exchange for power and immortality.

HOW THIS CODEX WORKS

This Codex is split into four main sections that deal with different aspects of the army:

- **Chaos Space Marines:** The first section introduces the Chaos Space Marines and their part in the Warhammer 40,000 universe. It includes details of their bloodthirsty ambitions and their life as roving warbands, the infamous events of the Horus Heresy, as well as information and colour schemes for many Traitor Legions and Renegade Space Marines.

- **Forces of Chaos:** Each character, troop type and vehicle in the Chaos Space Marines army is examined in this section. Firstly, you will find a full description of the unit, detailing its place within the army and the Warhammer 40,000 universe as a whole. Secondly, you will find complete rules for the unit and details of any unique powers they possess or specialist wargear they carry into battle.

- **Glory to Chaos:** This section contains photographs of the Citadel miniatures available for your Chaos Space Marines army, gloriously painted by Games Workshop's famous 'Eavy Metal team. Markings for the various troop types and vehicles are also included, as well as guides for many different colour schemes and painting techniques.

- **Chaos Space Marines Army List:** The army list at the end of this Codex takes all of the units presented in the Forces of Chaos section and arranges them so that you can choose an army for your games of Warhammer 40,000. A force organisation chart categorises the units you can pick into HQ, Elites, Troops, Fast Attack and Heavy Support choices. Each unit type also has a points value to help you pit your force against an opponent's in a fair battle.

FIND OUT MORE

While *Codex: Chaos Space Marines* contains everything you need to play a game with your army, there are always more tactics to use, different battles to fight and painting ideas to try out. Our monthly magazine *White Dwarf* contains articles about all aspects of the Warhammer 40,000 game and hobby, and you can also find articles specific to the Chaos Space Marines on our website:

www.games-workshop.com



LET THE GALAXY BURN!

A deadly canker lurks within the Imperium. In the roiling depths of the Eye of Terror, amidst the shadowy gas clouds of the Maelstrom, upon darkened moons and dead worlds, lie the menacing strongholds and hidden fleets of the Chaos Space Marines. From these lairs, the bloodthirsty hordes of Chaos launch their attacks against the realm of the Emperor of Mankind. Once proud and majestic warriors armoured with faith and armed with righteousness, the Chaos Space Marines are now bitter, selfish champions of dark, hungry gods, with no cause other than personal ambition and the increase of their own power.

Where formerly they cleansed the galaxy with holy bolter and purifying flamer, the Chaos Space Marines are now a vile threat to everything the Emperor strived to build. They are traitorous warlords intent upon looting, domination and bloodshed – the most loathsome and deadly warriors ever to assail the Imperium. Devoted to arcane powers of the Warp, Chaos Space Marines care nothing for loyalty or honour, sacrifice or obligation, for they have bargained away their lives and souls to the Chaos Gods, discarding their oaths of allegiance to the Emperor for material power, sensual freedom and the chance for daemonic immortality.

The Chaos Space Marines are a foe to be greatly feared, for they possess not only the superhuman abilities and devastating weaponry of the Space Marines, they have also gained power from their unholy pacts with the gods of Chaos, and have access to arcane machines and arsenals that go far beyond the knowledge of the Adeptus Mechanicus. Chaos Space Marines consort with the servants of the Chaos Gods, gathering daemonic energy for their sorceries and summoning Daemons to aid them on the battlefield.

For ten thousand years, Traitor Legions and Renegade Chapters have ransacked and razed the worlds of the Emperor, and all knowledge of their slaughter and conquest has been ruthlessly expunged from history by the Inquisition, lest awareness of their existence serve to tempt others to the service of Chaos. For ten millennia, the Long War has raged unseen and unheard by the masses of the Imperium, as loyalists and rebels violently clash over nothing less than the future of Humanity itself.

Across dozens of worlds as the banners of traitors are held high and the galaxy burns, a single shout of defiance echoes across the Imperium:

“Death to the false Emperor!”



CHAOS SPACE MARINES

Born of fire and rebellion, the legions of the Dark Powers are a scourge upon the galaxy. The Chaos Space Marines are fierce warriors, war-hungry masters of battle dedicated to the service of the obscene Gods of Chaos.

All men of power can choose to devote their lives to great good or great harm, and so it is with Space Marines. Biologically engineered to be a superhuman 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 for the protection of Mankind, to dedicate one's body and soul to this 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 Space Marines 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 new-found independence to its fullest extent. Freed from tradition, constraint and responsibility, a Chaos Space Marine can exercise his every whim, whether it is for bloodshed, sensual pleasure, ambition, love or hatred. Given full reign, his incredible physical prowess and mental strength can be turned to the most diabolic acts, without any sense of mercy or shame. Like a dam holding back a lake, when a Space Marine's will finally breaks, the result is catastrophic as the whole edifice of his purpose and self-being tumble into disarray.



Having been created to fight, 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 and prescribed missions, a Chaos Space Marine becomes a psychopathic killer without morals or restraints. He pursues his bloody life to its fullest extent, glorifying in the power of his own body and his ability to inflict death and misery.

Some never grow beyond this point and will remain as 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. Once subservient to their 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 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, searching for a sensual reward that they were never intended to enjoy.



To be a Chaos Space Marine is to feel a godlike 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 dark abyss, which constantly beckons to Space Marines. They cannot claim ignorance of these facts, because the teachings of their Chapter and the Chaplains remind them on a daily basis of their purpose and duty. A Space Marine does not casually slip away from these bonds, no matter what occurs in his life. For a Space Marine to turn to Chaos, he must consciously decide to walk a different path, to choose obscene freedom in place of righteous bondage. Once made, it is a decision that cannot be recanted – from the moment he renounces the Emperor, a Space Marine is truly damned.

CREATION OF THE SPACE MARINES

During the Age of Strife, warpstorms, alien invasion and civil war tore apart the galaxy-spanning dominion of Mankind, isolating worlds from each other, leading to their technological decline and leaving them vulnerable to attack. When the Emperor revealed himself on Earth to embark on his quest to reunify scattered Mankind, it was at the head of an army of altered super-warriors – the predecessors to the Space Marines. With the conquest of the steppe techno-barbarians, and the other tribes paying homage to the Emperor, the saviour of Mankind turned his eyes to the distant stars.

His warriors were far greater than anything they had fought on Earth, but the Emperor knew much about the grotesque beasts and shadowy threats that lurked out in the darkness of the galaxy. He set about improving his genetic alteration techniques, to perfect the warrior genes he would need to create an army capable of reconquering the galaxy. The pinnacle of his success was the Primarch program, within 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.

At the Emperor's moment of triumph, disaster struck. The gods of Chaos, jealous of the Emperor's power and fearful of his ambitions, swept up the infant Primarchs. With the power of the warp the Dark Gods flung them far from Earth, casting the Primarchs adrift upon distant human worlds. Perhaps it was during this cosmic abduction that Chaos first touched the Primarchs, whispering constantly in their dreams as they slept in their incubators, sowing the seeds of future greatness and tyranny.

Not all was lost with the disappearance of the Primarchs. The Emperor had still gleaned much invaluable knowledge and data from the experiment. Using the genetic structure of the Primarchs, their gene-seed as it would come to be known, the Emperor created the Space Marines.

The Emperor created twenty Legions in all, each Legion using the gene-seed of one of the Primarchs. Numbering hundreds of thousands of genetically-enhanced warriors, with fearsome weapons and starships to carry them to battle, each Space Marine Legion was powerful enough to conquer worlds. With these warriors at his back, the Emperor stepped out into the turbulent galaxy and set about claiming it once again for Humanity. It was the beginning of the campaign that would be known as the Great Crusade.

World after world came into the Imperial fold, some rejoicing at being found by the warriors of Earth, 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 of the Emperor. As the Great Crusade spread out from Earth, the Space Marines rediscovered the first of the Primarchs, and as the Legions reclaimed 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 the Primarchs returned to lead his Legions, the Emperor went back to Earth to continue his research and pave the way for the new dawn of Man. With joyous vigour and unequalled martial prowess, the Primarchs pushed back the boundaries of the wild galaxy, claiming thousands of worlds in the Emperor's name. The deeds of each Legion are uncountable, as are the deeds 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 no alien foe could match the power of the Space Marines, Chaos had sown the seeds of their near-destruction many decades earlier. The most dire threat to the Imperium was not to come from the xenos filth of the galaxy, but from among the Space Marines themselves. The leader of this rebellion, after whom the first great heresy is named, was none other than the best and most praised of the Primarchs – Horus.



GODS AND CHAMPIONS

Service to the Chaos Gods promises great reward but it carries with it immeasurable risk. Those who willingly pledge their lives to the Chaos Gods, devoting their body and soul to the cause of the Ruinous Powers, become Champions of Chaos.

In the Warp, similar thoughts and emotions gather together like rivulets of water running down a cliff face. They form streams and eddies of anguish and desire, pools of hatred and torrents of pride. For billions of years these tides and waves flowed unceasingly through Warpspace, and such is their power that they formed creatures made of the stuff of Warpspace.

These instinctual, formless beings gained rudimentary consciousness and the Chaos Gods were born – vast psychic presences made of the dreams and nightmares of mortals. As the races of the galaxy prospered and grew, so too did their hopes and dreams, their rage and wars, their love and hatred, feeding the Chaos Gods and nurturing their power. Eventually, the gods reached into the dreams of mortals to demand their praise and servitude.

A Chaos God can only grow in power through the actions and thoughts of mortals. Those that worship a Chaos God and behave in a way that feeds it are rewarded with strange gifts, extraordinary powers and, potentially, immortality as Daemon Princes. As the Chaos Gods battle in the Warp, so their followers wage war upon each other in the material universe. The victors of these battles earn more power for their unworldly master, although the twisted plans of the Chaos Gods are such that often victory is not necessary, merely the sacrifice and battle.

When followers of Chaos die, their souls in the Warp do not fade and disappear like the spirits of others. Instead their immortal energy, their souls, are swallowed into the greatness of their gods, sustained forever, increasing the eternal power of Chaos.





KHORNE

Khorne is the Blood God, an angry and murderous God of Chaos whose bellows of insatiable rage echo throughout time and space. His great brass throne sits upon a mountain of skulls in the midst of a plain of splintered bones and lakes of blood; the remains of his followers slain in battle and those killed in his name. Khorne embodies mindless and absolute violence, destroying everyone and everything within reach, slaying both friend and foe alike.

The followers of Khorne are always ferocious warriors, for the Blood God abhors the trickery of magic and cowardly sorcerers. Men turn to Khorne for the power to conquer, to defeat their enemies in battle, to wreak bloody vengeance and to attain unimaginable martial prowess. The most fanatical and dedicated of his followers, those trapped fully within his clawed grasp, know that he desires only wild slaughter. Khorne cares not from whence the blood flows, only that it does.

CHAMPIONS OF CHAOS

Although there are untold billions who worship the Chaos Gods, for the majority of followers the Chaos Gods offer simply the chance for power and wealth in a universe where such things are not easily attained. Then there are the few men and women who dedicate their lives to becoming the warriors of the Chaos Gods. For these followers, the allure of Chaos is even stronger. The Champions of Chaos have a deep, fervent belief in the Chaos Gods, and their commitment is total: they swear their lives and deaths to Chaos.

Those who dedicate themselves to the service of Chaos in this way are doomed to an all-or-nothing existence as Champions in the service of one Dark Power or another. The reward for those that please their god is ultimate power; for those that fail it is endless oblivion. To achieve greatness in the eye of their Chaos God, the Chaos Champions will carry out any act, no matter how vile.

A Champion of Chaos does not simply praise and venerate the Gods of Chaos, he swears his life and soul to their service, bargaining his own being in exchange for power and patronage. Granted the knowledge and strength of Chaos, a Champion can go on to lead armies, conquer worlds and achieve greatness and immortality. At the same time, the gods who choose to favour this Champion can influence him, so that even as he furthers his own ambition, he also

further the dominance of his patrons. Chaos Champions are the leaders of the forces of Chaos, and the majority of them were once in the Adeptus Astartes, though a few have less vaunted histories. It is a great irony that the abilities that make Space Marines the finest defenders of the Emperor are also tremendous preparation for success as warriors of the Chaos Gods.

The physical transformations required to make a Space Marine create a body that is strong and resilient, making most Space Marines resistant to the mutating effects of Chaos, allowing a Chaos Space Marine to better survive the attentions of his capricious masters. Just as their bodies benefit from changes wrought upon them by the ancient technologies of the Imperium, so too are the minds of Space Marines honed to an incredible focus and force of will. These are qualities that stand a man in great stead if he is to become a Chaos Champion – those who have no driving clarity of thought, who lack the mental steel to succeed, will be engulfed by the swirling anarchy of Chaos or swiftly overthrown by more ambitious and ruthless underlings.



TZEENTCH

Tzeentch is known by many titles, including the Changer of the Ways, Master of Fortune, Great Conspirator and Architect of Fate. He is the Great Sorcerer, the god of magic and master of the mutable stream of destiny and time. Tzeentch is the most weirdly disturbing of all the Chaos Gods. His skin crawls with constantly changing faces that leer at and mock those who look upon him. As mighty Tzeentch speaks, these faces repeat his words, often with subtle but important differences of intonation and meaning.

Plotters and schemers find themselves drawn to Tzeentch, especially those who crave magical power to achieve their goals. Politicians and leaders, magisters and cultists, all are inexorably drawn along convoluted paths of fate, using Tzeentch to achieve their dreams and aspirations but ultimately they are led into Tzeentch's eternal schemes. No man could fully comprehend the full nature of the intricately woven, multi-layered plots of Tzeentch, and even to attempt to do so is to court insanity. In fact, Tzeentch does not have a grand plan, an ineffable goal to fulfil. For Tzeentch the mere act of plotting and endlessly entwining the brief fates of mortals is fulfilment enough. There is no end to his scheming for he desires no end. Tzeentch can never achieve an ultimate aim for it would be the end of ambition and hence the end for the Lord of Destiny.

"In the embrace of great Nurgle, I am no longer afraid, for with His pestilential favour I have become that which I once most feared: Death."

Kulvain Hestarius of the Death Guard

CHAOS WARBANDS

Except perhaps a few dedicated to Khorne, Champions of Chaos do not live and fight alone. Other Chaos followers are drawn to them, either by the will of the gods, or through a Champion's growing glory and reputation. These are the warbands of Chaos, and they can vary in size from a handful of individuals to mighty hosts that rival an Imperial Guard regiment in power. The most successful Champions of Chaos command vast armies of devoted warriors. For Chaos Space Marines these warbands are mostly composed of comrades they fought alongside in the Legions or their Chapter. However, it is not uncommon for renegades with very different histories to find a common cause in their service to the Ruinous Powers of Chaos.



NURGLE

Nurgle is the great Lord of Decay who presides over physical corruption and morbidity. Disease and putrefaction, the inevitable entropic decline of all things, are the wonders he bestows upon the universe. The god's immense body is bloated with corruption and exudes a sickly, diseased stench. His skin is greenish, leathery and necrotic, its surface pock-marked with boils, running sores and infestations. From his exposed guts spill tiny Daemons, the Nurglings, who sup upon the filthy juices that pour from Nurgle's festering wounds.

It is to free themselves from despair – the mortal dread of illness, starvation and death – that men turn to Grandfather Nurgle. He is a warm, welcoming god, who prides himself on the achievements of his followers, gifting them with hideous diseases even as he protects them from pain and the ravages of death. The fear of death can be found in the hearts of all sentient creatures, and so there is no shortage of mortals willing to sacrifice their immortal souls in return for the corrupted preservation of their physical bodies.



SLAANESH

Slaanesh is the youngest of the Chaos Gods and known as the Prince of Chaos, or the Prince of Pleasure. Alone of all the Chaos Gods, Slaanesh is divinely beautiful. He is as seductive as only an immortal can be, disarming in his innocence, utterly beguiling in his manner and irresistibly tempting in his words. Slaanesh can assume male, female or hermaphroditic form at will, and it is impossible for a mortal to look upon him without losing his soul and becoming a slave to Slaanesh's slightest whim.

Mortals that seek charisma and fellowship turn to Slaanesh, for his gifts can make one popular and inspiring. Poets and artists are drawn into his gaze by the promise of inspiration and fame, while even the hardest warriors might seek the adulation of the masses and the unflinching loyalty of their followers. Yet as one continues in the service of Slaanesh, such pleasures grow stale, and his servants are driven on to search for ever greater sensations, ever higher acts of self-fulfilment and worship, until only the most decadent and debased acts can stir their emotions.

The warbands compete with each other as much as they fight against aliens and the forces of the Imperium. Resources are precious and hard-won in the Eye of Terror, and control of cities, continents and worlds is vital to maintain power. Most valued of all is the favour of the Chaos Gods. Champions and their warbands must constantly prove their dedication to their patrons.

Champions earn rewards from their gods by destroying their patron's enemies and achieving obscure missions and quests. On the Daemon worlds in the Eye of Terror, hundreds of warbands strive in battle to best each other for possession of diabolic artefacts, ancient knowledge and great weapons and machines of war. They are pitched into eternal conflict for sacrifices to make to their gods and the power to summon daemoniac warriors to their cause.

When not battling each other, warbands of Chaos Space Marines are a roving threat; roaming bands of warriors intent on slaughter and loot. From bases hidden in asteroid fields and upon the surface of deserted moons, aboard painstakingly maintained starships that pre-date the Horus Heresy, they watch and wait, preying upon the vulnerable, gathering in strength where a cruel blow can be struck against the despised Imperium of Man.

SPAWNDOM AND DAEMONHOOD

There are ultimately but three fates that await a Champion of Chaos. A life of war is a dangerous one, and most will die upon some field of battle, forgotten by their god but sometimes immortalised in legend by their followers and comrades. These Champions become nothing more than blood-soaked sacrifices to Chaos, their goals unachieved, their ambitions unfulfilled.

A Champion of Chaos that survives the constant battles will gain more and more favour from his god. These gifts can come in many forms. Some Champions may be 'sent' more followers. Those with a mind for such things might learn potent spells, while all Champions eventually exhibit strange, inhuman powers. Most of the gifts of the gods take the form of physical changes – mutations. Some mutations are beneficial, some harmless, and others can be debilitating.

Though such rewards can make a Chaos Champion a fearsome fighter, he risks receiving so many gifts, and becoming so mutated, that he loses all control of himself and becomes a Chaos Spawn. Even the superhuman body of a Space Marine can only withstand so much corruption, can contain only so much unnatural power. When this limit is breached,

the Space Marine that once was is gone forever, and all that is left is a gibbering Chaos Spawn. Insane and physically bizarre, the Chaos Spawn are nothing more than mindless, howling monsters of mutated flesh. Most die quickly, their contorting bodies ripped apart by rampant mutations. Of those that do not die instantly, some are abandoned by their warbands to wander the daemon worlds until they are killed, while others are kept as pets and beasts of war by those that were once their followers.

The third fate of the Champion is the one for which all these risks are taken, to which the Champion has dedicated his life to achieving: daemonhood. The Champion is elevated to a Daemon Prince. His flesh becomes the immaterial substance of the Warp, and his mortal life is cast aside.

A follower of Chaos who becomes a Daemon Prince is an immortal and all-powerful warrior, who will serve his god for eternity. Some Daemon Princes leave behind their mortal followers and join the nightmarish Daemon hosts to plague worlds across space and time. Others remain the leaders of their warband, now granted an eternity to bask in the adoration of their minions and earn even greater power in the eyes of their gods.



THE HORUS HERESY

As the Great Crusade brought the light of civilisation back to the benighted worlds of Mankind, it seemed as if the Emperor would found a new age of enlightenment. The Gods of Chaos would not be beaten so easily.

The Chaos Gods continued to whisper to the Primarchs from the Warp, disturbing their dreams with promises of power, appealing to their pride, their martial prowess, and their courage. No single Primarch was wholly resistant to such temptations. The character of each was sorely tested, and fully half of them would eventually fail that test.

By appealing to their virtues, the Chaos Gods tempted the Primarchs to lead their Space Marine Legions against the Emperor. Initially, even the Primarchs had little idea that they had fallen to Chaos; when they rebelled their good intentions fell away as their souls were saturated by Chaos. The Space Marine Legions that they led inevitably followed the fall of their commanders. The corrupting force of Chaos also spread to the Imperial Army and the Adeptus Mechanicus, until the rot had seeped through to the core of the Emperor's new domain.



When the rebellion came, its leader was to be the Primarch least suspected of any treachery – the great and noble Warmaster Horus. He had stood by the side of the Emperor throughout the long years of the Great Crusade. They had fought back-to-back at the Siege of Reillis where the Emperor has saved Horus' life. On the battlefield of Gorro, Horus had repaid the debt when he hacked the arm from a frenzied Ork Warlord as it struggled to choke the Emperor to death. Yet from such familiarity bred a simmering contempt, as the Chaos Gods continued to seed doubt in the Warmaster's mind. When the Emperor returned to Earth, Horus was given free reign to wage war as he saw fit, further fuelling the Warmaster's growing arrogance.

The flame that ignited the fuel of treachery in the Primarchs came from rebellion in the Istvaan system. The Imperial commander there renounced his oaths to the Emperor and declared independence. The Emperor decreed that if the commander of Istvaan went unpunished other worlds might follow suit, and so he

ordered Horus to put down the rebellion by whatever means necessary, not knowing of the subtle changes Chaos had wrought in the Warmaster's soul.

Horus chose to end the Istvaan rebellion swiftly and without mercy, and virus bombed Istvaan III from orbit. The voracious life-eater virus consumed everything on the planet in a matter of minutes. Whole continents and cities were charred to ashes as the mass of oxygen released by the instant rotting of all organic material on the planet burned in the atmosphere, covering Istvaan III with a firestorm. Twelve billion souls died with a death scream that momentarily pulsed brighter than the Astronomican. It was a blaze of psychic light signalling to the Chaos Gods that Horus was now theirs.

On the planet's surface had been over one hundred companies of Space Marines drawn from the Emperor's Children, Death Guard and World Eaters Legions, still loyal to the Emperor. Of these, fully two-thirds miraculously survived the bombardment, thanks to warning messages they received from loyal comrades aboard the orbiting fleet of Warmaster Horus.

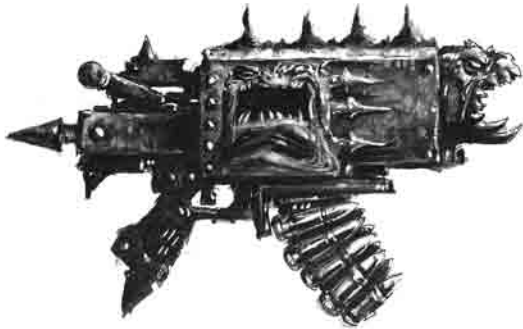
Whilst Horus resolved what to do with these survivors, Angron, headstrong primarch of the World Eaters, made planetfall at the head of fifty companies of Space Marines. Horus was incensed by this rash move, but Angron had forced his hand and the Warmaster despatched the remaining Sons of Horus, Emperor's Children and Death Guard units. The ground fighting began and signalled the start of the greatest civil war to ever have engulfed the Imperium.



As the traitorous forces of Horus launched their orbital barrage on the loyal Space Marines on Istvaan III Captain Garro of the Death Guard seized the frigate *Eisenstein*. Garro was a staunch loyalist. A Terran, he had fought countless battles alongside the Emperor during the Great Crusade. The unfolding events at Istvaan III were hard for him to fathom. His instinct had led him to warn the loyal warriors on the planet's surface and with seventy fellow loyalists, he determined to flee the Istvaan system and make for Earth.

Garro's lightly armed cruiser was no match against the powerful battleships of Horus' blockading fleet and took many hits as it sped past their massive gun batteries. The crippled ship limped away from Istvaan III. It was severely damaged, all the Astropaths aboard had perished in the firefight and its lone Navigator was mortally wounded. The ship was incapable of interstellar communication and had little chance of successfully navigating its way across the Immaterium. All Garro could hope for was that the *Eisenstein* could escape from Istvaan and somehow find a way to get to Earth to warn the Emperor of Horus' treachery.

As the battle between the Space Marines raged across the ruined landscape of Istvaan III, more evidence of Horus' perfidy was revealed as loyalists encountered strange newcomers. Amongst these were black-robed cyborgs, using macabre weapons and sporting archaic runes on their clothing. It was clear that Horus had won to his side at least a number of servants of the Mechanicum of Mars. The implications of this were clear to the loyal Space Marines. If Horus had control of the Mechanicum he would be able to call upon the services of the mighty Collegia Titanica and their gargantuan Titan war machines. Furthermore, if Mars were allied with the Warmaster, it would provide him with the perfect launching point for an attack on Terra and the Imperial Palace.



THE IMPERIUM DIVIDED

Horus' fall came as a great shock to the Emperor. Stunned by the extent of the treachery by his most favoured son, the Emperor committed a grave error and hesitated. Unwilling to believe the extent of Horus' corruption, the Emperor sent his agents into the Imperial Army and the Adeptus Mechanicus to root out all Chaos followers, but fighting immediately broke out between the factions of these massive organisations. 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 unleashed ancient, forbidden weaponry upon each other, further scarring the face of the Red Planet in their bitter struggle for dominance.

The corrupted Imperium tore itself apart as old feuds were revived and ambitious planetary lords seized the opportunity to declare their secession or side with the Warmaster. It is doubtful that many of them realised what manner of monster they were now allying themselves with, but no few embraced Chaos fully and

so sacrificed their worlds to the service of the Dark Gods. The Imperial fleet, those that remained loyal, were dispersed and leaderless, succeeding only in driving a few rebel warships from the Terran system before suffering such heavy casualties that they were blockaded at the Lunar bases.

After an almost fatal delay, the Emperor finally acted, convinced of the betrayal of Horus. He ordered seven of his Legions to hunt down the renegade Warmaster and destroy him and his rebels. Only with the death of Horus, Champion of Chaos and despotic figurehead of the rebels, would the loyalists gain control again. However, one does not simply send fleets halfway across the galaxy in a day, and the loyal Primarchs spent precious months planning their counter-attack, time that allowed Horus and his rebels to consolidate their grip on the Eastern Fringe, and then start their advance upon Earth.

DROPSITE MASSACRES OF ISTVAAN V

The assault by the loyalist Legions against Horus' strongholds on Istvaan V was a disaster. The Legions struck with their customary ferocity and cunning, but this time they fought brother Space Marines. Both sides possessed troops as fully capable and hardened as each other, knowing every stratagem and plot the other would employ.

In the end strategy was overturned by treachery. Four of the seven Legions sent against Horus had been tainted by Chaos and now sided with the Warmaster. Instead of supporting the landings, they turned on the three loyal Legions. The initial wave of three loyalist Legions was heavily mauled during the landings and then all but destroyed in the subsequent fighting. Only five Space Marines, bearing the gene-seed of their butchered brethren, escaped the slaughter to carry the disastrous news back to the Emperor.

During the drop site massacre, the veteran companies of the Iron Hands Legion fought gallantly beside their Primarch Ferrus Manus, but they were hopelessly outnumbered by the sudden appearance of the full strength of Horus' Legions. In moments the Iron Hands were swamped by foes too numerous to count. World Eaters, Death Guard, Emperor's Children and Sons of Horus Space Marines poured over the Urgall Hills. The loyal Space Marines struggled to maintain order and cohesion in their perimeter as they desperately tried to stave off the seemingly never-ending onslaught launched by the traitors.

Meanwhile the Salamanders and Raven Guard Legions fell back to the dropsite to regroup and rendezvous with four Legions – the Word Bearers, Iron Warriors, Alpha Legion and Night Lords. Vulkan and Corax, the Legions' respective Primarchs, were still unaware that their erstwhile allies had sworn to Horus. This soon became apparent as the four newly arrived Legions began firing on them. The Salamanders and Raven Guard were later caught between two traitor armies as the Iron Hands veterans were killed to a man, failing to hold off the counter-attack launched by Horus.

The Salamanders and Raven Guard were massively outnumbered. Lesser troops would simply have given up in the face of such overwhelming opposition, but the warriors of Vulkan and Corax were Space Marines and so they fought with all of the strength they possessed. Even so it was a massacre!

Horus now controlled nine Legions and had succeeded in destroying three loyalist Legions in the process. All across the galaxy, loyalists and rebels were at each other's throats, gripped in a bitter conflict that would see all of Mankind destroyed – or worse, enslaved to the Ruinous Powers. However, even with his Space Marine Legions, Horus could sense that soon the tide would turn against him, for his uprising would lose heart in the face of staunch loyalist resistance. He needed to crush the hearts of the Emperor's followers, and he chose to launch a full-scale assault on the seat of all Imperial power: Earth.



THE ATTACK ON EARTH

All across the galaxy many of the Emperor's greatest works had fallen and his forces were in disarray, having either been corrupted by Chaos or locked in bloody conflict with the servants of the Chaos Gods. Such was the position when the forces of Horus gathered around Earth. The Lunar bases, bastion of the fleet, fell to Horus following brief but hard fighting, and soon the rebel fleet was in control of orbital space around Earth. Raining fire down upon the Imperial Seat, Horus' battleships duelled with planetary defence lasers, crushing them with a heavy bombardment from space – the Space Marine Legions had been created with planetary assault as their primary role and it was a strategy they had perfected during the Great Crusade. The last squadrons of loyal starfighters poured volley after volley into the traitor ships, but could not penetrate their shields. Seeing no other course of action, the pilots rammed their fighters into the hulls of the orbiting rebel fleet. It was a defiant gesture, nothing more.

The Traitor Legions' drop ships fell like deadly rain upon the Imperial Palace and the starports surrounding it, disgorging thousands upon thousands of Space Marines warped and bolstered by the power of Chaos. The defenders refused to give way, and the attackers forced their way forward step-by-step over the fallen of both sides. As the traitors assaulted the hundreds of square miles of towers, walls and bastions, the dead were piled so thickly that corridors were blocked by the press of corpses.

Still, the forces loyal to the Emperor withstood the initial assault but could not prevent Horus' Space Marines setting up siege lines. Gigantic dropships landed at Lion's Gate and the other starports bringing a second wave of Chaos Space Marines. Bloodthirsty Berzerkers of the World Eaters Legion were the first to attempt an all-out assault against the Imperial Palace, and were hurled back after days of bloody fighting.

With the initial attack stalled, Horus opted to bring forth his entire arsenal of weapons and warriors to overthrow the Emperor. For over a month, the gigantic cannons of the rebel army pounded the walls, foremost amongst them the siege weapons of the Legio Mortis Titan Legion, which had turned to Chaos in the earliest days of the Heresy. 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.

Along banner-lined corridors, through mile-long galleries, the loyalists and rebels tore at each other. At the heart of the fighting stood the Primarchs. Rogal Dorn of the Imperial Fists and 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 pustulent Plague Marines into the thickest fighting.

As the rebel forces slowly closed their grip upon the loyalist troops, the Emperor readied himself for the final battle, surrounded by his bodyguard of loyal Space Marines and the formidable Custodians. Rogal Dorn and Sanguinius stood with him, their Terminator-armoured veterans with them. The last hours of humanity had come and the few remaining gallant defenders prepared themselves for certain death.

THE EMPEROR AT BAY

The Legions of Horus poured into the Imperial Palace in an unstoppable wave. Shouting praise to the gods of Chaos, the Traitor Legions hurled themselves at the final lines of defence. Hundreds of depraved attackers died to the salvos of bolt shell and lascannon blast but still the Chaos Space Marines implacably advanced.

It was now, at the very moment of his triumph that Horus made his one and only mistake. None can say for sure why he did it, but Horus lowered the defence shields on his battle barge as this last cataclysmic battle began. It is surmised that without the shields he was able to better witness the forthcoming destruction of the Emperor and his Imperium.

As Horus lowered the defence screens, the Emperor immediately became aware of his presence. Where he had paused at the start of the Heresy, now at the end the Emperor did not hesitate for a moment. Quickly locking on to the Warmaster's position, the Emperor relayed the co-ordinates to the great teleporter banks of the Imperial Palace and within seconds he and his bodyguard transported to the traitor Warmaster's battle barge. They struck at the heart of the viper's nest.

THE FINAL BATTLE

As the Emperor and his entourage materialised inside the Warmaster's battle barge they saw firsthand the full extent of Horus' betrayal. Horus had become an almighty Champion of Chaos, and he and his ship writhed with the dark power of the Chaos Gods. Nightmarish beyond comprehension, the sight of it drove many of the Space Marines mad, its unworldly presence seared into their minds as faces leered from bulkheads, daemonic voices taunted them and hideous, shapeless monstrosities grabbed and clawed at them from impossibly dark shadows. Gibbering and wailing filled the air, which seethed with Chaos energy, and the floors and bulkheads shifted and twisted to the mad whims of Chaos.

Despite the horror of his surroundings, the Emperor pressed on towards the bridge, seeking the Warmaster. In those scant few minutes, many brave Space Marines died in those ghastly, warped corridors. With bolt and flame they slew hordes of things no longer human as they battled onwards.

When they breached the armoured doors of the bridge, the Emperor came face-to-face with his misguided son. Horus, swollen with Chaos power, held something bloody and limp in his hands and as the Emperor entered, the Warmaster cast it to the deck. It was the body of noble Sanguinius, whose teleport had sent him into the heart of the Warmaster's lair and where he had fallen to Horus' fury.

The Emperor attacked at once. Both he and Horus knew that whichever of them triumphed would inherit the rule of the galaxy and become the undisputed Master of Mankind. If Horus was victorious, Chaos would rule supreme and all of humanity would become mere playthings to the whims of bloodthirsty and tyrannical gods.



The Emperor and Horus waged their war not only in the material universe with powered blade and claw, but on the psychic plane, their bodies and spirits locked in a struggle to the death. Though Horus dealt the Emperor grievous wounds, the Leader of Mankind fought not only for himself, but for the fate of untold billions across the galaxy and he ignored the agony within his battered body. As the Emperor withstood the Warmaster's attacks, Horus faltered in his physical and psychic assault. Perhaps some small, repressed shred of his humanity and loyalty betrayed Horus, preventing him from dealing the fatal blow.

The Emperor, appalled at what Horus had become, seeing his son and friend as nothing more than a pawn of the Chaos Gods, redoubled his counter-attack, dismissing all thoughts of what Horus had once been. With a last effort, the Emperor struck home, shredding the mind of his former friend even as he carved apart his body. The Emperor destroyed the last vestiges of his chosen son, though the effort of doing so all but drained the Emperor of his energy.

With the death of Horus, whose will had welded the selfish followers of Chaos to this single cause, the Chaos armies lost the resolve to fight on. The Traitor Legions abandoned their attack on Earth and fled, while all across the galaxy, those not too long in the service of Chaos saw the error of their ways and switched sides, hoping to earn some redemption in the eyes of their master.

Rogal Dorn found the blasted remains of the Emperor, all but dead, and transported his near-lifeless corpse to the life-sustaining arcana of the Golden Throne. For a short while the Emperor was able to communicate in a semi-coherent manner, but over time even this passed and he fell silent; his great intellect and psychic might had passed on from the material realm. Though the Horus Heresy was over, it would take dozens of long, hard years for the forces of the Emperor to reclaim lost star systems, and rebuild all that had been destroyed.

In the decades that followed the Horus Heresy, the Imperium faced many challenges. Rebellion, inspired by Horus' actions and by the machinations of the Dark Gods of Chaos, was rife across the worlds of humanity. Horus had unleashed a tide of treachery and betrayal; many would attempt to follow in his path. The Traitor Legions and their twisted Primarchs continued to fight – no longer for the Imperium but for their own survival. War was so incessant that at times the threat to the safety and sanctity of the Imperium was almost as great as during the Heresy.

The loyal forces of the Emperor dedicated themselves to ridding the galaxy of the Traitors and their allies. The wars that would come to be known as 'The Scouring' lasted for many years and the effort nearly exhausted the forces of Terra. City-by-city, world-by-world, the forces of the Emperor reclaimed the galaxy once again from the armies of darkness. The Space Marines loyal to the Emperor fought and fought and eventually hounded the Traitors into the 'Eye of Terror' – that strange area of space where warp space and realspace are bound together. This bizarre region became the prison of the traitors – and their greatest stronghold. Guardian fleets patrolled its borders and nearby planets became garrison worlds ever ready to combat raiding forces from the 'Eye'.

Within the giant warpstorm, the traitor Primarchs and their Legions found sanctuary amongst the nightmare daemon worlds. They warred amongst themselves for dominance and territory, while factions split from the Legions to found other warbands and armies. Thus started the struggle that has lasted for ten thousand years and even now besets the Imperium.



THE LONG WAR

Since the Horus Heresy, the Chaos Space Marines have been a constant threat to the Imperium. Their raids and assaults are a grave menace, and every few generations, the forces of Chaos spill forth in massive invasions, spreading misery and destruction across dozens of star systems.

ETERNAL HATRED

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 now by the daemon-hunting Inquisitors of the Ordo Malleus, and perhaps within the memories of the Emperor himself.

However, within the Eye of Terror time flows differently and 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. These deadly warriors who were tall, powerful Space Marines, proud fighters clad in plasteel and ceramite armour, have become cynical and embittered reavers determined to destroy what they once protected. For these warriors 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 their patron god, and bear his 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 a living man.

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 weapons and wealth so that they might carry out further attacks. Thus the raids of the Chaos Space Marines are an ever-present threat to the worlds around the Eye of Terror.

CHAOS RENEGADES

Over the turn of centuries, the forces of Chaos have been further swelled by Space Marines that have turned from the light of the Emperor to pursue their own agendas. Freed from the dogma and traditions of their Chapter, 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, rising as tyrannical figureheads of pirate fleets and rulers of bases hidden on desolate planets.

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

RENEGADE CHAPTERS

Though never rivalling the size and power of the Legions, a Space Marine Chapter is a potent military force and 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, the Renegades of Chaos destroy armies, conquer worlds and despoil whole sectors of the Imperium. Such events warrant an extreme response from the Imperium, not to mention other Space Marine Chapters. It is perhaps the most trying test of faith for a Space Marine to fight another Space Marine and these internecine conflicts often have a calamitous effect on other Chapters nearby. In these circumstances, such inter-Chapter wars tend to escalate quickly, engulfing many worlds with 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.

Such an occurrence infamously took place during the 'Obscuran Uprisings' of the late 34th millennia. During four hundred years of anarchic separatist rebellions across much of the Segmentum Obscuras, at least seven Space Marine Chapters broke their oaths to the Emperor and took part in the looting and pillaging of hundreds of worlds. Of these Chapters, two of them – the Sons of Vengeance and the Silver Guards – initially fought on the side of the Imperium but became renegades after their actions against the Free Council of Hannedra II.

Brutally crushing the rebellion that had overthrown the Imperial Commander of the world, the two Chapters ran wild, slaughtering and looting in the name of the Emperor. Soon the renegades dropped even the pretence of punitive action against the rebels when the Sons of Vengeance took their campaign to the neighbouring system of Laskaria, which at the time was still loyal to the Emperor. By the time news of the betrayal reached the Adeptus Terra, the two Chapters had split into dozens of warring warbands and turned fourteen star systems into their battleground as they split each other's blood in a savage war for dominance.

This and many other cataclysmic events have bloodily punctuated the history of the Adeptus Astartes, right up to the present day. Though there are no complete accounts even in the archives of the Inquisition, the lords of the Ordo Malleus believe that as many as fifty Space Marine Chapters have fully fallen to the wiles of Chaos since the end of the Horus Heresy. The Fall of Khartoth, the League of Deliverance, the Cycle of Restitution, the Reign of Blood, the Fourth Quadrant Rebellion; throughout all of these momentous events and wars the loyalty of the Space Marines has proven fallible and the lures of Chaos strong. The most recent was the turning of the Angels of Flame Chapter during an extended mission of reconquest on the rim of the galaxy near the Ghouls Stars. Even now planetary governors, Imperial Inquisitors and military commanders in the region wait with trepidation for the bloodshed that will surely follow.

THE CONSTANTINUS ICONOCLASM

While Renegade Chapters are a grave threat to the Imperium it is thankfully rare that a Chapter turns to Chaos in its entirety. More often, individual Space Marines succumb to the temptations of the Chaos Gods. Despite extensive psycho-doctrination and the constant attention of a Chapter's Chaplains, the seed of heresy can take root in the heart of any Space Marine. If allowed to grow unchecked such sins as indulgence, ego and ambition can turn a Space Marine from the role of Defender of Humanity to self-appointed judge and executioner.

Desertion amongst the ranks of the Adeptus Astartes is extremely uncommon. However, when a Space Marine Chapter is fully stretched, its warriors scattered across many battlezones, it is impossible for the officers and Chaplains to monitor every battle-brother. Alone or as small groups, Space Marines on extended patrol can become divorced from the Chapter's teachings. They feel their skills are wasted or their dedication overlooked, and from such thoughts grow doubts. With no reassurance from the Chaplains, no comradely brotherhood to give him succour, a Space Marine might then decide that he has sacrificed enough for Mankind and turn to more selfish goals.

This was the case with Sergeant Constantinus of the Sons of Guilleman. As part of the Fourth Company of the Chapter, Constantinus and his squad fought in freeing the populace of Nova Terra from Tyranid attack.



ALPHA LEGION
Ref: Traitoris Extremis;
Recent sighting: Caradryas Raid,
796.M41



ANGELS OF ECSTASY
Former Sons of Ulthunas, turned
Renegade during Ganymethian
Betrayal



APOSTLES OF MINTHRAS
1st sighting: Eye of Terror, M33



BLEAK BROTHERHOOD
Possible Warp Ghosts faction
Last sighting: Cadian Gate



BROTHERHOOD OF DARKNESS
Ref: Qabbalis Heresy, M40



CLAWS OF LOREK
Sighted: MacIstrom
Notes: Possible Astral Claws
splinter group [query?]



DEATH GUARD
Ref: Traitoris Extremis
Cross-ref: Plague Fleets; zombic
plague; Nurgle's Rot



COMPANY OF MISERY
Cross-ref: Brethren of Mysery;
Desolate Brotherhood.
1st sighting: Maddcan IV, M37



Squad Constantinus was one of a handful of units left on Nova Terra to combat any resurgent Tyranid organisms that had survived the war, and to monitor the populace for sign of Genestealer or other Tyranid infiltration or infection. For three years Sergeant Constantinus led his squad on endless patrols through the cave systems of Nova Terra's volcanic plateau where the Tyranids had made planetfall, cleansing nestling broods with flamer and chainsword, not once seeking reward. However, when rumours led Constantinus to possible Tyranid infection in the city of Cirtus he found a growing Genestealer cult had pervaded the city's ruling aristocracy.

As righteous as ever, Constantinus hunted down the infected nobles and their families and swiftly ended the threat. Far from being grateful, the people of Cirtus were enraged by the summary executions of their leaders and rose up in revolt. Disgusted by this behaviour, his will and patience finally exhausted, Constantinus fuelled the fires of rebellion. He led his squad on search and destroy missions throughout Cirtus, burning down entire city sectors. Soon the city was ablaze and the fume-choked avenues were awash with blood and rioting mobs, the palaces of the nobles nothing but charred ruins. Constantinus turned on those of his own squad who tried to stop him and cut them down with his powersword. He appeared before the power-hungry crowd and declared himself the new ruler of Cirtus. The former sergeant bitterly decried the Emperor and his minions, claiming that it was the Sons of Guilleman that had turned him into such a monster, and he swore to lead the people of Cirtus to freedom.

The few who spoke out against Constantinus were quickly silenced, by the renegade himself or his rapidly expanding army of zealous followers. They looted the great cathedral of Cirtus and melted down its idols and icons to create a great golden edifice dedicated to 'Constantinus the Liberator'. Over many months, the revolt spread from city to city until Constantinus stormed the mansion of the Imperial Commander at the head of an army nearly three million-strong. Constantinus beheaded the Imperial Commander and declared that Nova Terra was now free of the Emperor's iron grip.

The renegade sergeant renamed the world Constantinium and under his rule the mob was given free rein. Constantinus plunged his newly conquered world into an anarchic age of darkness as bloodthirsty crowds bayed in the streets and sacrifices were made to the Ruinous Powers. Called by their dark gods, dozens of Chaos Space Marine warbands travelled to Cirtus to join the renegades. Constantinus fought the best Champions of Chaos to arrive and defeated them, claiming their warbands for himself. He then embarked on a terrifying pogrom of other planets in neighbouring systems, and within a decade his rampage engulfed the whole sector.

Eventually Imperial forces arrived to reclaim the world, and war raged for thirteen years, only ending with the death of Constantinus. Even now, some three hundred years later, pockets of rebels still hold out in the volcanic plateau and whisper of the greatness of Constantinus the Liberator.

A BITTER WAR

While renegade Space Marines may provide new converts to Chaos, the Traitor Legions have not given up their ancient war. For ten thousand years they have raided and despoiled the realms of the Emperor, for the glory of the Chaos Gods or simply to undermine the rule of the Imperium.

The Word Bearers, once fanatically devoted to the Emperor, have turned their pious nature to the worship of Chaos and on the worlds they conquer, they raise dark cathedrals dedicated to suffering and sacrifice. In particular, they seek out those worlds where the Ecclesiarchy can be found in strength – Cardinal Worlds, Sepulchre Planets and Relic Worlds – and cast down the images of the Emperor to replace them with their own twisted statues and trophies.

Alone of the Traitor Legions, the Word Bearers still have Chaplains – the Dark Apostles, as they are known – who enforce a strict regime of religious observance upon their brethren. Their Primarch Lorgar expects all Word Bearers to spend a considerable period of each day in acts of ritual sacrifice, occult study or dark prayer. Wherever a warband of the Word Bearers passes, they leave mutilation and desecration in their wake, while the fire pits of the Chaos cathedrals on their daemon world blaze with the corpses of the Emperor's faithful.

DIVIDE AND CONQUER

Chaos cults have existed since the dawn of the Imperium, whether operating covertly or flaunting the rule of the Emperor in open rebellion. The Inquisition hold a special loathing for the Chaos Space Marines of the Alpha Legion for their part in spreading these iniquitous daemon cults and fanning the embers of heresy into raging fires of bloody rebellion.

After the Horus Heresy ended, the Alpha Legion continued to fight the Imperium by the most covert means. Small units of Alpha Legion warriors set up hidden bases in asteroid fields, space hulks and barren systems throughout the galaxy, each an autonomous warband. Raiding parties still sally forth from these secret bases to catch the defenders of Mankind unawares – sabotaging outposts, attacking ships, terrorising settlements and destroying garrisons with deadly efficiency.

From these hiding places, the Alpha Legion warbands coordinate and direct the activities of magisters and covens from one end of the galaxy to the other, instigating massive insurrections and subverting governments to their cause. These revolts are usually nothing more than diversions and shields for the Alpha Legion's other activities, misdirecting the forces of the Emperor, leading them away from the Imperial worlds the Alpha Legion want to attack.



DEATH SHADOWS
Ref: Salamis Exculpation
Note: Sabotage and terror tactics specialists



DISCIPLES OF DESTRUCTION
1st sighting: 988.M41



HAKANOR'S REAVERS
Leader: Hakanor [Daemon Prince], formerly Chapter Master Prometian



EMPEROR'S CHILDREN
Ref: Traitoris Extremis
Last sighted: Orpheus IV Enslavement



THE FLAWLESS HOST
Autopsy Notes: Extreme combat drug usage; Emperor's Children gene-seed markers



DRAGON WARRIORS
Note: Close range specialist troops; favour meltas and flamer weapons



IRON WARRIORS
Ref: Traitoris Extremis
Specialisms: Grand Batteries; Engineers; Sigeworks



KNIGHTS OF BLOOD
Note: Frenzied warriors
Cross-ref: Cadon, Obsus Prima and Helka II massacres

Over the centuries, the Alpha Legion have used this method of warfare to pull Imperial forces to neighbouring sectors, before attacking in force, their warships and ruthless soldiers pouring out of the Eye of Terror to assail a now-unprotected world.

It was agents of the Alpha Legion who led to the eventual destruction of the Emperor's Swords Chapter midway through the 40th Millennium. For more than a dozen generations, agents of the Alpha Legion infiltrated the hive slums of Ghorstangrad, the Emperor's Swords' home world. Through subtle manipulation of the most dominant sects and gangs, the Alpha Legion began to take control of the disordered urban nightmare from which the Emperor's Swords recruited, seeding potential future Space Marines with all manner of deviant philosophies and subconscious triggers. Certain images and phrases used in clandestine rituals on the very young inculcated following generations to react in predetermined ways. Over many decades, though many of these brainwashed youths were rejected by the Librarians and Chaplains, some were recruited by the Emperor's Swords – a lurking threat unknown even to the recruits.

Almost three centuries after they had first put their plan into motion, the Alpha Legion broke out of the Eye of Terror and attacked Ghorstangrad. When the Emperor's Swords met them in combat, the Alpha Legion

unleashed all manner of hypnotic and disorientating psychic attacks, releasing the nascent personalities hidden deep within the minds of the unknowing infiltrators. Dazed and distressed, these few deranged Space Marines turned on their battle brethren, and within hours the Chapter disintegrated into a morass of battling factions, some of which joined forces directly with the Alpha Legion and others who simply fought on for their own survival. The Emperor's Swords were destroyed, Ghorstangrad was razed, and the gene-seed of the Chapter was stolen. Many of the Chapter's Space Marines have gone on to become infamous reavers in their own right, either leading warbands of their own or in the colours of the Alpha Legion.

The Emperor's Swords were not the first Chapter split by the corruption of Chaos, and certainly will not be the last. Battle brother against battle brother, Company against Company, the Dark Gods of Chaos can bring division and death even to Chapters that few would ever doubt. Sometimes the Chapter never recovers, sometimes the loyalists triumph, hunting down and destroying their wayward battle brethren, and on occasion the renegades escape justice and flee the wrath of their former comrades. It is a great stain upon the honour of a Chapter for its warriors to turn renegade and it will be scrutinised heavily for centuries after such events, as agents of the Adeptus Terra and Inquisition seek to root out any lingering malfeasance.

<p>LORDS OF DECAY Cross-ref: Space Hulk Monolith of Woe, currently pursued in the Mentieth sector</p>	<p>NIGHT LORDS Ref: Traitoris Extremis Notes: Rapid attack, guerilla hit-and-run assaults</p>	<p>ORACLES OF CHANGE Notes: Led by Sorcerer Amadeus Volkstein (formerly Epistolary Vannus)</p>	<p>PUNISHERS Origins Unknown Location Unknown</p>
<p>THE SANCTIFIED Cross-ref: Word Bearers Location: Siege of Tasselian Hive, Hancock's Landing</p>	<p>THE REBORN Notes: Corroded armour; antiquated weaponry 1st sighting: 795.M40 [query?]</p>	<p>THE PURGE Participation in Vaxhallian genocides, responsible for 14,000,000,000+ deaths</p>	<p>SKULLTAKERS Ref: Formerly Berserkers of Kharadon; contact lost 153.M34-184.M39</p>

THE BLACK LEGION

The Black Legion is the only one of the Traitor Legions to have changed its name in its ten thousand years of exile. The Legion was originally created in the First Founding as the Luna Wolves. The Emperor subsequently bestowed a new name upon the Legion to recognise its achievements and those of its Primarch during the Ullanor campaign – they became the Sons of Horus.

It was as the Sons of Horus that the Legion fought in the Horus Heresy, serving as the Warmaster's personal guard throughout his campaigns. They were the first to remove the symbol of the Imperial eagle from their armour and banners, and replace it with the Eye of Horus – an icon that has become such a dread symbol to the Imperium for ten thousand years. They fought with pride and unthinkable ferocity, knowing that they were the chosen amongst the Warmaster's new order. When the Emperor defeated Horus the Legions' morale was extinguished; their patron, their father, had been taken from them and they launched a costly but successful raid to recover Horus' body from the loyalists.

The Sons of Horus worshipped one Chaos God after another and as centuries passed they were decimated by a succession of bloody conflicts with other Legions. These internecine wars eventually culminated in the destruction of the Sons of Horus' last fortress by a combined force of the Traitor Legions. To add to the ignominy of defeat, the

Warmaster's body was stolen and the other Traitors attempted to clone Horus, much to the disgust of his remaining Sons. Denied their genetic and spiritual father, the Sons of Horus swore allegiance to their commander, Abaddon, and to him they bestowed the title Warmaster.

Abaddon's first edicts rejected the name of Horus and their ancient Legion title. He ordered his remaining Chaos Space Marines to repaint their armour black in eternal memory of their shame, and then led them in a lightning raid to destroy Horus' body and the mewling clones created from it. The Legion's gigantic battle barge and its attendant fleet disappeared into an enormous dust nebulae at the very edge of the Eye of Terror, to serve as a base for the Black Legion's future operations. Ever since, Abaddon's Black Legion and their warships have been seen in many parts of the galaxy, disappearing as mysteriously as they appear.

Abaddon and his warriors still fight hard to rebuild their pride and reputation, battling in the most dangerous conflicts they can find. At first Abaddon won the grudging respect of the surviving Traitor Legions, but as his deeds have grown bolder and mightier, respect is turning into support. His impassioned words have fanned the smouldering dissent of the Traitor Legions into raging fires of hatred. Champions of many Legions and gods now vie to fight for Abaddon in the colours of the Black Legion.



POWER ARMOUR
Black armour with gold, silver or other metallic trim forms the standard colour scheme of the Black Legion.

LEGION BANNER
This banner was first raised above the ruined battlements of Castle Wernerstein, former fortress of the Word Bearers.



CHAINAXE
A standard issue weapon for assault units before the Horus Heresy, this chainaxe has additional decoration.



VARIANT SCHEME
Within the overall 'uniform' of the Black Legion, different warbands and companies may choose to adopt a more individual rendering of the colour scheme and iconography. This particular variation was sighted during a Chaos attack on Calypsa Proximus in 774.M40.



BOLT PISTOL
This is an archaic pattern bolt pistol, with a drum-fed magazine and combat attachment no longer in wide service with the Adeptus Astartes.



EYE OF HORUS
The symbol of the Black Legion, this incorporates elements of the Legion badge of the Sons of Horus with the eight-pointed star of Chaos.



MARK VI HELMET
With complete suite of auto-senses, marked with the Black Legion's symbol.



CHAOS STRONGHOLDS

The forces of Chaos can be found everywhere, the length and breadth of the galaxy. In the Eye of Terror Chaos Space Marines hold sway over the daemon worlds. The Maelstrom is the lair of the thrice-cursed Red Corsairs. Warbands such as the Brothers of Darkness, the Company of the Shadow and the Fire Reavers still rule over the home worlds once gifted to them by the Imperium. Like black cankers amidst the light of the Imperium, these worlds offer refuge to the hateful and disaffected. They are lawless lairs where the most brutal hold power and only the ruthless prosper. All are havens for piratical fleets, dens of depravity ruled over by warring Champions. The Imperium cannot rescue these worlds from Chaos, for they have become so corrupted over hundreds of years, the soil and air are fouled with the taint of Chaos. The only action available in these heinous cases is Exterminatus, for a world lost to Chaos cannot be allowed to survive.

Destroying an entire world is not so easily achieved as the High Lords might sometimes wish. This is particularly the case with a world defended by ferocious Chaos Renegades and Traitor Marines. Fleets of warships protect the approaches, and any orbital attack is likely to be met with not only horrifically powerful ground defences but also boarding actions launched by savage Chaos Space Marines. Sometimes the whole world may be cloaked in sorcerous energies, home to daemonic beings or otherwise protected by Chaos.

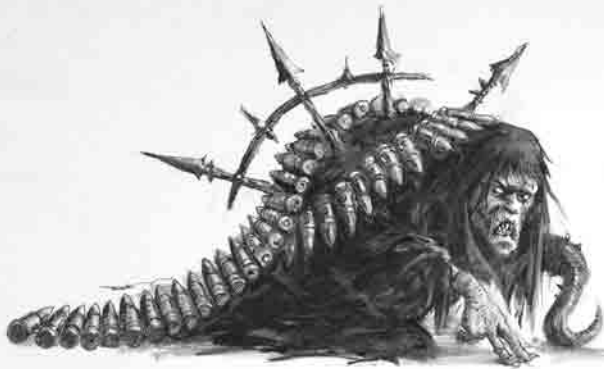
THE PLANET OF STEEL

Thus it is with Brigannion Four, referred to by Navigators as the Well of Hunger. Though not a daemon world proper, Brigannion Four writhes with daemonic energy that can waylay those passing by in the Warp. It was first conquered by the Night Lords on a foray from the Eye of Terror during the Age of Apostasy. In rituals that lasted for a year, the Night Lords sacrificed a great part of the population to the Chaos Gods in return for unimaginably powerful spells of warding and daemonic protection. Since then, several Traitor Legions have fought for possession of this strategically important world.

Lying just outside the Eye of Terror, close to the stable warp route known as the Cadian Gate, Brigannion Four has been claimed not only by the Night Lords but also the Black Legion, the Death Guard, the Sons of Hate and the Brotherhood of Blood. It is now an unimaginably vast fortress of corrupt magic and machine, made all the more impregnable by its current ruler, Manneus Drath of the Iron Warriors.

The Iron Warriors once formed the Emperor's most able body of siege troops. They fought alongside the Imperial Fists on hundreds of worlds during the Great Crusade, laying siege to alien citadels and the palaces of heretics who denied the Emperor's rule. The Iron Warriors' Primarch, Perturabo, excelled in siege and trench warfare above all else, and his treatise on fortifications and their destruction formed the basis of

several sections of the *Tactica Imperialis*. Now that expertise is used in casting down the strongholds of the Emperor and constructing fortresses of darkness from which to launch further attacks against the Imperium.



Wherever the Iron Warriors fight, they throw up jagged towers mounting heinous weapons of destruction. Fields of trenches and forests of razorwire surround the Iron Warriors' strongholds such that loyalists dread the bloody assaults needed to destroy them. Brigannion Four is no exception, and seventeen attacks launched against it in the last millennium, from within and without the Eye of Terror, have all been weathered and beaten back by Manneus Drath and his Iron Warriors; earning Brigannion Four the name Planet of Steel.

THE BLACK CRUSADES

It is the nature of Chaos that infighting and rivalry keep the Chaos Space Marines from permanently uniting. However, once or twice in a millennium, a truly great Champion of Chaos arises in the Eye of Terror. Through the power of his implacable will and the favour of the Ruinous Powers, this Champion welds together an unsteady alliance between the infernal regions of the Eye of Terror. How the Champion brings such 'Black Crusades' together depends upon his nature and his patron god. Some use manipulation, others extortion, others domination, others intimidation. Most must use all of the considerable powers at their disposal.

When a mighty warlord of Chaos launches a Black Crusade, the Eye of Terror vomits forth the vast and diabolic hordes of Chaos. Armies of daemons, numberless masses of cultists, wild tribes of beastmen, ancient and terrifying Chaos Titans all spill forth to bring death and carnage. Spearheading this unholy host are the Chaos Space Marines, temporarily united in their lust for plunder and desire to bring destruction upon the Imperium. Worlds burn, planetary populations are put to the sword and the Chaos Gods gorge on the death and suffering inflicted in their name. Eventually, as it loses momentum, the Black Crusade splinters into disparate fleets and warbands once more, each pursuing its own goals, their bloodlust sated for the time being.



SKYRAR'S DARK WOLVES
1st sighting: Fenris Sector
Note: Close combat specialists



SONS OF VENGEANCE
Current location: Cadia



SWORDS OF KHARGOTH
Origin: Swords of Praesium;
Acropolis Vega colony schism



STEEL BROTHERS
Notes: Extensive use of transports
and drop pods



THOUSAND SONS
Ref: Traitoris Extremis
Cross-ref: Magnusite Heresy



UNKNOWN



WARRIORS OF MAYHEM
1st Sighting: 925.M41



WORLD EATERS
Ref: Traitoris Extremis
Notes: Psycho-doctrinal
lobotomisation

FORCES OF CHAOS

This section of the book details the forces used by the Chaos Space Marines – the various units and a selection of famous special characters that you can choose to field in your army. Each entry in this ‘Forces’ section describes the unit and gives the rules needed to use your corresponding models in the Warhammer 40,000 game.

On the following pages are the complete rules for the models in the Chaos Space Marines army. Each entry includes the model’s characteristics profile, its special rules, and any unique wargear it may be equipped with. Normally, this information is used by players in combination with the army list given later to create a force that can be used in a one-off game using the missions in the Warhammer 40,000 rulebook.

However, some players may want to design scenarios with specific forces involved. With the rules provided here it is possible to recreate one of the battles detailed in the background, or run a series of games in a campaign, both of which may well use the information in this section without recourse to the army list.

SPECIAL RULES

Many troop types have special rules to reflect their unique abilities. To save space and repetition, where a model has a Universal Special Rule, only the name of the rule is given in this section. Refer to the Universal Special Rules section of the Warhammer 40,000 rulebook for the full details of how the rule works.

MARKS OF CHAOS

Most Chaos Space Marines worship Chaos in all its glory, which means they dedicate their lives to the Four Greater Powers of Chaos (Khorne, Tzeentch, Nurgle, Slaanesh) with equal fervour. If a model is given the Mark of one of the Four Greater Powers of Chaos, this means that the warrior has been claimed as its own by one of the Four, and given special powers in return.

Mark of Khorne

Models with the Mark of Khorne gain +1 Attack.

Mark of Tzeentch

Models with the Mark of Tzeentch gain +1 to their Invulnerable save (to a maximum of 2+). If given to a model that does not normally have an Invulnerable save, this Mark confers an Invulnerable save of 5+.

Mark of Nurgle

Models with the Mark of Nurgle gain +1 Toughness. Like the Toughness bonus from riding a Bike, this Mark does not affect the model’s Toughness in regards to the Instant Death rule.

Mark of Slaanesh

Models with the Mark of Slaanesh gain +1 Initiative.

WARGEAR

Only wargear unique to each troop type is detailed in the Forces section. Consult the army list on pages 89-102 for the standard wargear carried by each model, and the different options available to a unit. These options often cost extra points, and this should be borne in mind when designing forces for scenarios, campaigns and other games where the army list is not being used.

Later on in this volume is the Wargear section, which contains descriptions and rules for the majority of the weapons and other equipment used in the Chaos Space Marines army. Where a piece of wargear is only used by single troop type, you will find its rules in this Forces section. The Wargear section contains page references for these unique options for the players’ reference during play, and starts on page 81.



CHAOS SPACE MARINES

The Space Marines were created as the Emperor's ultimate fighting force. Implanted with the gene-seed of the Primarchs, Space Marines are giant warriors that 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. They have the best equipment, including formidable power armour that boosts their already considerable strength and protects them against all but the most destructive weapons. Their will is hardened with constant training and fighting, and the Space Marines battle with dedication and zeal, brooking no hesitation, mercy or cowardice. Their weapons, armour and vehicles are highly suited to their shock role. All of these things combine to make the Space Marines the most fearsome warriors in 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 greater ideals. Sundered from the Imperium, having turned their backs on the Emperor, these super-warriors know that there can be no peace for them, no forgiveness nor absolution. They are wholly committed to the path they now tread, for good or ill.



The armament of the Chaos Space Marines differs little from that of their Loyalist counterparts. The boltgun is their primary weapon, in various marks dating back ten thousand years, though squads that glorify close assault and personal combat often favour the bolt pistol and a knife, sword or axe. Many squads supplement these basic weapons with various grenades and other wargear. Chaos Space Marine squads sometimes also use heavier weaponry such as lascannons, heavy bolters and autocannons, and they have access to specialised weapons in the form of flamers, meltaguns and plasma guns.

Much of the organisation and structure of the squad's former Legion or Chapter has disappeared, and in place of appointed sergeants, the Chaos Space Marines follow the strongest, boldest and most brutal of their brothers. These blood-soaked soldiers seek to become the favoured of the gods and so are known as Aspiring Chaos Champions. Their wargear varies dramatically, including weapons taken as trophies from slain foes, as well as arcane equipment carefully maintained since the Horus Heresy. They are fearsome fighters, always at the forefront of the squad, urging them on to greater feats in the eyes of the Chaos Gods.

CHAOS ICONS

Most Chaos Space Marines worship the Chaos Gods in equal measure, giving praise to and asking favours from Khorne, Tzeentch, Nurgle and Slaanesh with no preference. There are some squads, though, who dedicate their lives and souls to a single god. As a body of warriors, they take up the symbol of their god, his Mark of Chaos, and the deeds they perform are done in their god's name alone.

Squads with the Mark of Khorne are ferocious fighters in close combat; squads dedicated to Tzeentch benefit from the arcane magical protection of their master; those sworn to Nurgle can withstand incredible injuries and survive; while those marked by Slaanesh have heightened senses that allow them to act and react with incredible speed (for rules see page 81).

HAVOCS

Some Chaos Space Marine squads carry a high proportion of heavy weapons to lay down supporting fire for their brethren. Known as Havocs, these squads provide devastating anti-infantry and anti-armour firepower, and dominate large swathes of the battlefield with their merciless volleys of fire.

Havocs often employ Rhino troop transports. This allows a Havocs squad to speedily claim high ground or some other strategically important vantage point, from which they can decimate the enemy with their heavy weapons. A Chaos Rhino also allows Havocs to redeploy rapidly, should all their targets be destroyed or an enemy assault is imminent. In this way, the Havocs always stand ready to lend their supporting firepower.

THE CHOSEN

The most experienced and dedicated Chaos Space Marines are the Chosen, and other Chaos Space Marines see them as being particularly favoured by the Ruinous Powers. Chosen are even more hard-bitten, callous and deadly 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 Chaos Space Marines have many decades, often centuries, of combat experience and have learnt how to make best use of cover to survive the battlefields of the 41st Millennium. These highly experienced and ferocious warriors are typically in the vanguard of any attack, fighting from the front where they can earn the most glory and take the greatest spoils. Sometimes the Chosen will use their battle skills to infiltrate enemy lines and set up ambushes, or outflank an enemy army to launch surprise attacks on the opposition's strongpoints.

CHAOS BIKERS

Well armed and highly mobile, Chaos Space Marine Bikers make excellent reconnaissance troops and are used to launch deadly raids behind enemy lines. Chaos Space Marine bikes are rugged vehicles with large engines that are powerful enough to carry their heavily armoured riders. They are fitted with on-board weaponry that can be fired by the rider without him needing to relinquish control of his machine, and they are often festooned with blades and spurs that are used to cut and snare opponents as the rider smashes past.

Even amongst the ruthless Chaos Space Marines, bikers have a reputation for cruelty. They are merciless in pursuit of an enemy, following a vanquished foe for many miles to kill or capture them – or in the hope that they will lead the bikers to fresh victims and plunder.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Space Marine	4	4	4	4	1	4	1	9	3+
Chosen	4	4	4	4	1	4	1	10	3+
Aspiring Champion	4	4	4	4	1	4	2	10	3+
Chaos Biker	4	4	4	4(5)	1	4	1	9	3+
Biker Champion	4	4	4	4(5)	1	4	2	10	3+

CHAOS SPACE MARINES

Unit Type: Infantry

CHAOS CHOSEN

Unit Type: Infantry

Special Rules: Infiltrate

CHAOS BIKERS

Unit Type: Bikes

CHAOS POWER ARMOUR

At the time of the Heresy, Crusade pattern armour had all but disappeared from the Legions, having been replaced by the much improved Codex pattern, with the exception of those Legions still fighting on the Eastern Fringe. 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 armour from the battlefields. The armour of the Legions of the Eye of Terror reflects these turbulent times, often featuring distinctive studded and riveted plasteel plates rather than the smooth ceramite of later designs. Exposed power cables remain a common feature and many Chaos Space Marines individualise their armour with crests, horns, skulls and chains. Quite often 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 within coruscating energy. Competition for new or replacement armour parts is fierce. Space Marines who have only recently turned renegade may have armour that is almost untouched from their Chapter livery, except for the defilement or removal of symbols of allegiance to the Emperor. Some Chaos Space Marines thus have the advanced Mark VIII armour, which is much coveted by their fellow Chaos Marines and earns them extra prestige.



CHAOS TERMINATORS

Many veteran Chaos Space Marines enter battle wearing the revered and rightly feared Tactical Dreadnought Armour, or Terminator armour as it is more commonly known. The armour is massively bulky and contains a full artificial skeleton of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace. A Terminator can move and operate with remarkable freedom and agility considering the sheer mass of the actual armour, which provides as much protection as an armoured tank hull.

A Chaos Space Marine in Terminator armour usually holds a ranged weapon, typically a combi-weapon of some type, and a chain-axe, shock mace, power claw or other powerful close combat weapon. This combination of devastating anti-personnel firepower and close quarters punch certainly makes a Chaos Space Marine Terminator a highly-feared opponent. Some Chaos Space Marines Terminators carry heavier and more powerful weapons to provide supporting fire for their comrades, such as the double-barrelled Reaper autocannon and the terrifying heavy flamer. Others prefer to enhance their abilities in close combat and wield a pair of Lightning Claws with which to carve up the enemy, or wear a chainfist for cutting through armoured vehicles and bulkheads.

Chaos Space Marine Terminators are not the swiftest of troops when it comes to reaching the enemy battleline. To counter this, they often use a Land Raider as a transport vehicle. Alternatively, they can be teleported into battle, either through arcane technology or sorcerous power. This allows the Terminators to arrive in the midst of the foe.

Chaos Terminators stand in great favour with their leader. Many of them are Aspiring Champions, who have left their brethren to elevate themselves in the eyes of the Ruinous Powers. So scarce is Terminator armour that sometimes an Aspiring Champion can only claim a suit for himself by killing the current wearer, whether in ritual combat or by more devious means.

Chaos Terminators often act as the personal guard of an esteemed Champion. Within the warband they enforce the will of their leader and take the pick of the spoils of victory. They tend to be egotistical, brutish men, who use their physical prowess and the Champion's favour to intimidate other members of the 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.



	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	10	2+
Terminator Champion	4	4	4	4	1	4	3	10	2+

Unit Type: Infantry

Special Rules

5+ Invulnerable save, Deep strike.

CARNAGE AT CORILIA

During the Gothic War, Abaddon sent a fleet to attack the hive world of Corilia in the Quinox Sound. Under the command of Vastakel Khyre, fifty Terminator-armoured Black Legionnaires teleported from orbit into Patricius Hive, the seat of the Imperial Commander. Meanwhile, other forces descended in drop pods to surround the capital and seal it off from the rest of the world.

Corilian defence forces were rushed to the capital, but it was three days before they could gain entry, thousands of them having died at the hands of the Black Legion as the Imperial army attempted to break through their cordon. The inside of the hive was a charnel house. Thousands had been slaughtered by Khyre's Terminators. Many more, including the Imperial Commander, were captured and their fate, perhaps for the better, remains unknown.

POSSESSED SPACE MARINES

For some Chaos Space Marines, simply dedicating their souls to the gods is not enough. Pledging themselves fully to the service of Chaos, they allow daemons to possess their bodies, becoming willing hosts to these immaterial creatures. Such possession is usually agonising, as the daemons writhe within their new physical form, changing it to better suit their needs.

In the most fanatical warbands, such as the Word Bearers, Brothers of Livos and Fire Reavers, Possessed are seen as superior to normal Chaos Space Marines. Those offering themselves up for possession spend months in rituals of maculation and debasement, offering up sacrifices and preparing their bodies for the daemonic entity that is to use them as a host for its energy. These mass possessions are events of great celebration, marked by some with orgiastic feasting and depravity, or with solemn, droning hymnals of impurity by others.

Possessed Chaos Space Marines are easily distinguished by their grotesque features and mutated bodies; they might have vicious claws, outlandishly warped muscles, waving tentacles, disfigured faces, whipping tails, spines, antlers and all manner of other physical abnormalities. Many have vicious talons, razor-sharp horns or huge fangs that they can use to rip through enemy armour and even gouge through the side of a tank. The daemon within a Possessed gives him great speed, strength and resilience, and it is for this reason that the Possessed are so willing to undergo such traumatic transformations. However, the life of a Possessed can be horribly short, as those unable to contain the daemonic essence within their bodies eventually mutate beyond all recognition and are consumed from within by the dark fire of Chaos.

Possessed Marines have other uses apart from being able to tear apart enemies with their bare hands. The inhuman senses of the Daemon trapped inside the body of a Possessed allow a Chaos Marine to latch onto the warp presence of other creatures. This makes them superb trackers and scouts, able to unerringly locate enemy positions and hunt down potential victims without being seen. Aboard the fleets of the Chaos Space Marines, the daemonic nature of the Possessed is used by Sorcerers to aid navigation of the warp.



	WS	BS	S	T	W	I	A	Ld	Sv
Possessed	4	4	5	4	1	4	2	10	3+
Possessed Champion	4	4	5	4	1	4	3	10	3+

Unit Type: Infantry

Special Rules

Fearless, 5+ Invulnerable save.

Daemonkin: At the beginning of each game, after deployment, roll a dice on the table below. The Possessed unit will have the special rule or extra equipment indicated in the table for the entire game.

POSSESSED ABILITIES TABLE

D6	RESULT
1	Scouts. Filled with bloodlust, the Possessed leap forward on the hunt for their prey.
2	Furious Charge. The Possessed can gouge and gore their enemies with their horns and spines.
3	Fleet of Foot. With powerful legs, or daemonic wings, the Possessed advance swiftly.
4	Rending. The fangs and claws of the Possessed are razor-sharp and cut through thick armour.
5	Feel No Pain. The Daemons within the Possessed care little for mortal pain and injury.
6	Power Weapon. A shimmering daemonic aura surrounds the weapons of the Possessed.

CHAOS LORD

The Chaos Gods care nothing for the petty hierarchies and ranks of mortals, and bestow their gifts and punishments according to their own unfathomable laws. Chaos Space Marines owe their loyalty not to men of ascribed rank or function, but to those who are powerful, charismatic, strong of will and who evidence the support of the Chaos Gods.

The most favoured servants of the Dark Gods are the Champions of Chaos, who dedicate their utter being to ambition and the increasing of their god's power. The greatest Chaos Champions are the Chaos Lords – men with the incredible vision and strength to bind the forces of Chaos to their will. Chaos Lords are supreme warriors, having fought and led men in battle for hundreds of years. The Chaos Lord's undying devotion is rewarded with numerous gifts of power, unholy artefacts and physical mutation.

A Chaos Lord might be the commander of a piratical fleet, the Master of a renegade Chapter, a tyrannical overlord of a fortified world or simply the leader of an army of fanatical Chaos Space Marines. Some Chaos Lords are devious and cunning manipulators, some lead through brute strength and tyranny, some are egotistical maniacs bent on personal aggrandisement, while others have a twisted spirituality and a zealous dedication to the worship of their Dark Gods.



CHAMPIONS OF KHORNE

Champions of the Blood God are savage fighters who lust after the spilling of blood and the roar of battle. They are formidable warriors well-versed in all weaponcraft, who glory in destroying their enemies in hand-to-hand fighting and are possessed of a blood-greed that only the most horrendous acts of carnage can satiate.

CHAMPIONS OF TZEENTCH

The Champions of the Changer of Ways are gifted with the arcane knowledge and sorcerous power of Tzeentch. With these, a Champion of Tzeentch weaves protective wards about himself, prophesies the future, and foretells the enemy's intent. Champions of Tzeentch may be little more than pieces in the eternal, convoluted game that Tzeentch plays with all mortals, but those pieces that prove useful are well-protected so that they can be used again in the future.

CHAMPIONS OF NURGLE

Champions of Nurgle, the Lord of Decay, are swollen with corruption, their armour barely containing their bloated bodies. Their bodies are dulled with disease and partly rotted away, meaning that Champions of Nurgle feel little pain and can endure incredible injury without discomfort.

CHAMPIONS OF SLAANESH

Slaanesh is the Prince of Pleasure, and his Champions exist on the outermost edge of excitement and experience, revelling in the joy of life and death found in battle. They take a perverse pleasure in all experience, no matter how terrifying or bizarre. Constantly seeking new stimulation and diversion, a Champion of Slaanesh has touch, sight and hearing beyond even the boosted levels of a Space Marine. Their minds react so fast that they fight with blurring speed and dexterity.

"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."

Svane Vulfbad

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

Unit Type: Infantry

Special Rules

Independent Character, Fearless, 5+ Invulnerable Save.

SORCERER OF CHAOS

A Space Marine Librarian who pledges his soul to Chaos becomes a Sorcerer, and is gifted by his new gods. It is appropriate to think of these gifts as magical, for those who receive them come to think of themselves as having the energy of the universe at their command.

The first Chaos Space Marine Sorcerers come from the Thousand Sons Legion. Even before the Heresy the Thousand Sons became involved with arcane lore and the practice of sorcery, and once the Heresy began they had little choice but to ally with Horus. They continue their study of magic under the guidance of their Primarch, Magnus the Red, and are considered the most accomplished of all Sorcerers. Some, though, have since been exiled from the Legion by Magnus. These dispossessed Sorcerers lend their skills to other Champions in return for sacrifices and the chance to hunt down hidden lore and recover ancient artefacts.

During the Heresy, Librarians in other Legions dedicated themselves to Chaos and received new psychic powers. The only exception were the Librarians of the World Eaters, who were hunted down and slain by their brethren as a bloody sacrifice to Khorne, for the Chaos God of anger hates all practitioners of sorcery.

Not only during the Horus Heresy have Librarians been tempted to draw upon sorcery. For those who already tread a fine line between righteous power and damnation, the temptation to wield the energy of Chaos for selfish means can be overwhelming. Although Space Marine Librarians are tested for the mental fortitude to withstand daemonic possession and the lures of the Dark Gods, and are constantly monitored by the Chapter, there are those who still succumb.

The line between psychic power and raw sorcery is blurred, and every time a Librarian uses his powers he is risking corruption. He may overreach his abilities, unwittingly drawing on more power than he can control, and by these means attract the attention of the Chaos Gods. From that moment, he must endure cold whispers in his dreams, visions of immortality and promises of untold power.

Most Chaos Sorcerers are esoteric, selfish madmen. The vistas of possibility opened to their minds are beyond mortal comprehension, and once they have glimpsed these unachievable realms, Chaos Sorcerers are forever driven to expand their power and knowledge to an impossible level.

DAEMONIC PACTS

Psychic power derived from the Warp can be immensely powerful, but the greatest conjurations can only be achieved with daemonic energy. A Sorcerer who makes a daemonic pact bargains some service or favour with a daemon, in exchange for a portion of that daemon's own essence. With this conduit, the Sorcerer can tap directly into the Warp and unleash staggering amounts of psychic energy, in the same way that daemons sustain themselves on the material plane. The grandest sorcerers have dozens of daemonic pacts to power their spells, and by these means can achieve seemingly impossible feats of destruction, prophecy and protection. However, as with all such pacts, eventually a price must be paid...

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

Unit Type: Infantry

Special Rules

Independent Character, 5+ Invulnerable Save.

Force weapon: Sorcerers carry a weapon (a staff, sword, axe, etc) through which they can focus their psychic power. The rules for Force Weapons can be found in the Warhammer 40,000 rulebook.



DAEMON PRINCE

The ultimate ambition of all Champions of Chaos is to achieve daemonhood. For centuries a Chaos Lord risks death and mutation, slaying the enemies of his master, in the hope of attracting the gaze of the gods. The most dedicated Chaos Champions have sacrificed entire armies and slaughtered the populations of dozens of worlds in order to achieve recognition in the eyes of the Gods and, ultimately, earn themselves immortality.

The Daemon Princes are those who had, as mortals, the strength and will to please the Chaos Gods over a lifetime of war. Though most fall upon the path, there are always those willing to risk everything for such rewards.

The Daemon Princes who lead warbands of Chaos Space Marines were once Space Marines themselves. They are great Chaos Lords and Sorcerers, still clad in the twisted remnants of their armour, still driven on by their hatred of the Imperium. Though their appearance can vary greatly – some have wings and horns, others great fangs or spiralling tusks – all Daemon Princes are immense in stature and tower above even Space Marines. Made of daemonic energy, they have a strength and resilience far beyond mortal creatures, and exhibit many strange and devastating powers such as the ability to breathe fire or hurl bolts of lightning.



The most infamous Daemon Princes come from amongst those Primarchs who sided with Chaos during the Horus Heresy. These are those Primarchs who turned on the Emperor and led their Legions into damnation. Yet for all of the Imperium's hatred levelled at them by the Inquisition, the Daemon Primarchs Angron, Magnus, Mortarion and Fulgrim are content to wage wars against their enemies within the Eye of Terror. It is almost unheard of for them to lead forth their warriors from their Daemon worlds, preferring to leave such petty tasks to favour-seeking, fanatical underlings.

Although the Daemon Primarchs are perhaps the most infamous and abhorred Daemon Princes, there are a few who are older and even more powerful. There are Daemon Princes who bartered their souls to Chaos long before humankind left Earth, brutal dictators and bloodthirsty warriors who gained power as mighty civilisations rose and fell throughout Humanity's war-torn, tortured history.

Daemon Princes often lead Chaos Space Marine warbands, lending their unnatural might to the cause. Some Daemon Princes ally themselves with Chaos Champions, lending their patronage to followers of Chaos as the whims and commands of their gods dictate.

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	7	5	6	5	4	5	4	10	3+

Unit Type: Monstrous Creature

Special Rules

Fearless, 5+ Invulnerable Save.

Eternal Warrior: Having been elevated by the Chaos Gods, the Daemon Prince has little to fear from mortal weapons. A Daemon Prince is immune to the Instant Death rule.

DOOMBREED

Khorne was the first of the Great Gods of Chaos to awake fully, and Doombreed was one of the first of his servants. His true name has long been forgotten, but he was once human, a mighty warlord who led armies that ravaged entire nations on Earth long, long ago. His acts of genocide and murder pleased the young god Khorne, who rewarded him and made him one of his first Daemon Princes. Since then Doombreed has continued to serve Khorne well. Over the millennia, Doombreed has returned to slaughter the warriors of humanity countless times, his presence always inspiring bloodshed and war on an apocalyptic scale. Doombreed fought for his bloody master at the side of Warmaster Horus during the Heresy, and was aboard the Warmaster's battle barge when the Emperor attacked and Horus was slain. Of Doombreed's subsequent wars, there is no record.

CHAOS SPAWN

The Chaos Gods are generous but irresponsible with their favours. They either cannot distinguish the difference in value of their manifold gifts, or simply have no interest in the matter. When blessing one of his followers a Chaos God might make him or her stronger, tougher, faster, astonishingly attractive, hyper-intelligent or otherwise improve their lot in this world. But equally, the Chaos God may feel their loyal subject would benefit from having their toes fall off, their mind constantly dazzled with whirling colours, a third eye in their navel, or to be a dribbling imbecilic lump of flesh. It's all the same thing to a Chaos God!

A god might grant a fabulous weapon or magnificent steed to their favoured Champion, or give them some insight into the nature of the universe, or bestow a Sorcerer with magical energy. However, most Gifts of Chaos take the form of some physical mutation. The more of these gifts a Champion of Chaos receives, the more potentially disastrous their cumulative effects can be. Extreme mutations tend to affect the recipient in all kinds of unfortunate ways. Even the engineered body of a Chaos Space Marine can only withstand so many mutations before he passes the point of no return and devolves into a Chaos Spawn.

Any Champion of Chaos can find himself heading on the road to Spawndom. Even a Chaos Champion who enjoys the favour of his god may suffer this fate, while those that continue to fail in their tasks may well avoid Spawndom for many centuries. A Champion who does not earn himself the ultimate reward of daemonic immortality will certainly become a Spawn unless he dies by some other means first. Such is the lot of the Chaos Champion – he is destined for everlasting diabolic glory or an ignominious end as a mindless, slaving heap of twisted limbs and quivering protrusions.

The outward appearance of a Chaos Spawn is utterly unpredictable. No two are exactly alike, and their make-up owes as much to the random whims of the gods as it does physical suitability. A Spawn may have several sets of limbs, bizarre attributes like crab claws, a chitinous carapace, tattered and useless wings, clumps of eyestalks 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 muscle covered with dozens of spines that drip with acidic pus. A Spawn's skin might be blistered with weeping sores, or covered in steel scales. Its flesh can be torn with open wounds or shrieking mouths, or nests of serpents might erupt constantly from its warped form.

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.



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

Unit Type: Beast

Special Rules

Fearless, Slow and Purposeful.

Mindless: Units of Chaos Spawn always move as far as they can towards the closest enemy. They must always try to assault the closest enemy. In close combat each Spawn has D6 Attacks – roll every time they are about to attack. Units of Chaos Spawn never count as scoring units.

FOULSPAWN

Foulspawn was one of the most diseased and disgusting of all Nurgle's Champions. It was said that the sight of him was so horrifying that hardened warriors who saw him gagged and wretched in disgust. Nurgle was deeply fond of his unsightly Champion, and eventually blessed him with Spawndom. While most Chaos Spawn die within hours of their transformation, such was not the fate of Foulspawn. He not only survived, he grew and prospered. By some strange quirk of will and fate (or equally strange whim of Nurgle) Foulspawn survives by absorbing the fleshy tissues and bodily fluids of living creatures, which he achieves by grabbing his prey with his sticky, toad-like tongue, and then swallowing the living creature whole!

CHAOS RAPTORS

Chaos Space Marine assault troops are known as Raptors. They consider themselves an elite group of warriors – a belief that stems from the shock attack role of jump troops during the Horus Heresy. The Raptors have egotistically perpetuated this belief for ten thousand years. Within the Space Marine Legions, jump packs were comparatively rare, but such was the effectiveness of these assault troops that their commitment to battle often proved to be a turning point. Able to drop from aircraft overhead or cross the battlefield with long bounds, the assault companies of the Emperor and Horus were usually held in reserve and then sent into action against the weakest part of the enemy line. This concept of preying on the vulnerable has led to the Raptors becoming vicious hunters, who can strike anywhere, at any moment.

Many who join the ranks of the Raptors modify their armour to give themselves a more terrifying appearance, and the Raptors often fit amplifiers and voxcasters that emit piercing wails and screams. Their armour can be highly stylised, mimicking the appearance of a vicious bird of prey or swooping daemon. All Raptors are easily identifiable by their large jump packs, with their arched intakes and thrusters.



Units of Raptors fall upon the enemy like a shrieking, furious gale, tearing their foes apart with bolt pistols and vicious chainswords. Some Raptors exchange these close combat weapons with flamers or meltaguns, allowing the squad to destroy enemy transports or drive their adversaries out of fortified positions. Having forced their prey into the open, the Raptors then strike swiftly and mercilessly, cutting their foes down when they are at their most vulnerable.

While the Raptors may think of themselves as an elite, many other Chaos Space Marines consider them to be preening, self-indulgent egotists. Rivalry between the Raptors and other squads is commonplace, and often Raptors will not fraternise with other members of the warband, further displaying their arrogance. Whatever their personal feelings on the matter, most Chaos Champions recognise the effectiveness of a Raptor attack and will gladly recruit Raptors into their warband – having the services of such consummate assault troops outweighs the inter-squad conflict fostered by their presence. Some Chaos Space Marine commanders deliberately stoke the fires of division, believing that only through such struggles can the strongest prosper and the weakest be weeded out.

	WS	BS	S	T	W	I	A	Ld	Sv
Raptor	4	4	4	4	1	4	1	9	3+
Aspiring Champion	4	4	4	4	1	4	2	10	3+

Unit Type: Jump Infantry

Special Rules
Deep Strike.

THE CADIAN GATE

The Warp is a swirling and unpredictable place, crossed by eddies and currents and riven with storms. Around the Eye of Terror, where warp space and realspace clash and strain with each other, navigation is even more fraught with peril. Although this prevents the forces of the Emperor from launching major attacks against the daemon worlds of the Traitor Legions, it also effectively imprisons them. There are a few stable warp routes out of the Eye of Terror – rivulets and pathways that can be navigated more safely. Those that are known to the Imperium are heavily guarded, and none more so than the Cadian Gate. Situated around the garrison world of Cadia, the Cadian Gate is maintained by strange pre-Imperial pylons on the planet's surface. Only here can the largest fleets enter or exit the Eye of Terror, making the Cadian system and neighbouring sub-sectors the site of perpetually fierce fighting between the Chaos Space Marines and the armies of the Emperor.

OBLITERATORS

The machineries of the Chaos Space Marines include many monstrous, daemonic creations heaving with warp-power and arcane technology. Not even the adepts of Mars possess anything but the most rudimentary knowledge of how these bizarre war engines work, and likely neither do most Chaos Space Marines. Yet there is a cadre of warriors who have dedicated their lives to the pursuit of alchemical and mechanical perfection through the power of Chaos, and have turned their bodies into living weapons.

These are the Obliterators. Often once Techmarines of the Emperor's Space Marines, Obliterators are obsessed with the overlap of the material and immaterial, the organic and the inert. They use arcane knowledge they have gleaned from the powers of Chaos, and the sinister adepts of the Dark Mechanicus, to blur the boundaries between biological, technological and daemonic. Infused with this energy they are hulking warriors that can fashion weapons out of their own bodies, grow armoured plates and repair injuries that would fell lesser creatures. They are inhuman, grotesque arcano-cyborgs whose blood can become white hot plasma, whose internal organs generate electricity, whose bones are fused with titanium, and whose brains are as much machine as living flesh.

There is much speculation on the nature of the infernal bond between the Obliterators and the Chaos Gods. They do not sport obvious marks of allegiance to any particular deity, and do not bear the colours of any single legion or renegade warband. Although their exact numbers can only be guessed at, it is obvious that the Obliterators are exceedingly rare fighters. They exist outside of the warbands, moving from one to the other, exchanging their services for the opportunity to claim ancient technologies or capture exotic wargear from the Imperium and alien races.

Some Magos of Mars and members of the Inquisition have proffered the notion that Obliterators are infected with some kind of warp-based, daemon-created virus that alters reality within and around them. These theories are highly contentious, for there is little evidence to back up these claims. Opponents of the theory say that a simple virus could not exist in the way it is claimed, and that it is simple daemonic possession, in a limited way, that gives Obliterators their power. For those that face Obliterators, such discussions are irrelevant. Whatever the source of their unique abilities, Obliterators are much sought after by Chaos Lords. Whole wars have been waged to provide a cadre of these monstrous warriors with the archeotech they seek, in return for future support.

"Flesh and bone are weak and mutable, and yet the daemonic is ultimately insubstantial and impotent. To be master of both matter and energy, and blend this mastery with ultimate control of one's consciousness, is to achieve true immortality – neither confined by the material, nor divorced from it."

Heretical teachings of Magos Elizah Kaudge

	WS	BS	S	T	W	I	A	Ld	Sv
Obliterator	4	4	4	4	2	4	2	9	2+

Unit Type: Infantry

Special Rules

Fearless, 5+ Invulnerable save, Slow and Purposeful, Deep Strike.

Obliterator Weapons: Obliterators may fire one weapon from those available in each Shooting phase, and the entire squad must choose the same weapon. The weapons available are: lascannon, multi-melta, plasma cannon, twin-linked plasma gun, twin-linked meltagun, twin-linked flamer.



KHORNE BERZERKERS

**“KILL! MAIM! BURN! KILL! MAIM!
BURN! KILL! MAIM! BURN!”**

Kharn the Betrayer

It was the experiments of Angron of the World Eaters that led to the creation of the first Berzerkers. By careful lobotomisation of his warriors he removed all sense of fear and danger, and heightened the hormonal rush his soldiers experienced in combat. When the Legion swore itself to Khorne, the Berzerkers were given full rein to exercise their bloodthirsty skills and they have become the ultimate close combat fighters, 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 involved, but from that moment on they are one with their angry god, feeling nothing but the desire to kill, maim and burn. After the World Eaters Legion disintegrated during the fighting on Skalathrax, most Berzerkers formed separate warbands and many bastardised practices of lobotomisation have spread to other Chaos Space Marine forces with them. Abaddon and his Black Legion in particular have recruited a number of highly-skilled Berzerker-Surgeons to their cause, and of all the other Legions, only the Black Legion is equal 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 eagerness to offer up blood and skulls to Khorne they carry many vicious close combat weapons into battle. Often they wield an axe – or more preferably a roaring, adamantium-bladed chainaxe – as these are seen to be the preferred weapons of the Blood God, although the chainsword is almost equally favoured and 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, to even fall upon their own weapons as sacrifices to Khorne.

	WS	BS	S	T	W	I	A	Ld	Sv
Berzerker	5	4	4	4	1	4	2	9	3+
Skull Champion	5	4	4	4	1	4	3	10	3+

Unit Type: Infantry

Special Rules

**Fearless, Furious Charge,
Mark of Khorne (included in profile).**

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

Harkan Ironfist

THE DOMINION OF FIRE

In the mid-38th Millennium Angron, Primarch of the World Eaters, rampaged from the Eye of Terror at the head of an army of fifty thousand Khorne Berzerkers. For nearly two hundred years the World Eaters burned and slaughtered their way across three dozen star systems. Behind the vanguard of the Blood God's chosen, other warbands followed, looting everything not destroyed by Angron's horde. In the wake of the carnage, the flames of war and rebellion burned across seventy sectors for a further two and a half centuries, and saw the deaths of countless Imperial servants. Many Imperial Commanders threw off the yoke of the Emperor's rule and petty warlords reigned over the cowering populace. Eventually four Space Marine Chapters, two Titan Legions and over thirty Imperial Guard regiments crusaded to cleanse the fallen worlds. After a total of seven centuries, ninety percent of the affected sectors were once more under Imperial law and the Dominion of Fire was brought to an end.

THOUSAND SONS

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 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 Chaos Sorcerers of the Thousand Sons either survived the Rubric of Ahriman and had their knowledge and powers greatly augmented, or they were utterly destroyed. On the other hand, their battle brethren whose psychic powers had been slight or non-existent were permanently changed. The armour of the normal battle brothers was sealed shut, as if every clasp and joint had been welded tight. Inside the heavy shell of ceramite and adamantium the bodies of the Chaos Space Marines had been reduced

to a handful of dry dust. Truly mutation would plague them no more, but their spirits lived on 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 Thousand Sons Sorcerer is nearby to direct them, although in the blaze and fire of battle something of their former battle-hunger returns and they move with greater clarity and purpose.

The Thousand Sons Sorcerers use their 'Rubric Marines' as bodyguards and enforcers. They make excellent guardians for the great libraries of grimoires and vaults of ancient scrolls held by the sorcerers, for the Thousand Sons Marines have no spark of curiosity and are utterly loyal. The Sorcerers 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 Marines blaze with magical flame and explode with sorcerous blasts that burn the souls of their targets as much as they do physical damage.

"The minds of gods are not for mortals to know, or to judge. Accept that Tzeentch has a place for all of us in his grand scheme, and be happy in the part you have to play."

Proclamation of Magnus the Red

	WS	BS	S	T	W	I	A	Ld	Sv
Thousand Son	4	4	4	4	1	4	1	9	3+
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+

Unit Type: Infantry

Special Rules

Fearless, Slow and Purposeful (not Sorcerer), 4+ Invulnerable save (including the Mark of Tzeentch).

The Sorcerer Commands: The Aspiring Sorcerer who leads the squad is a psyker. If the Aspiring Sorcerer is killed, the Thousand Sons Marines roll a single dice for their Slow and Purposeful movement, unless the squad includes an Independent Character with the Mark of Tzeentch from the beginning of the turn.

Inferno Bolts: The shells fired by the bolters of the Thousand Sons Marines and the Aspiring Sorcerer's pistol are charged with baleful sorcerous energies, against which most mundane armour is no defence. The AP value of their bolt weapons is 3 instead of the normal 5.



PLAGUE MARINES



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 having their lives spared. 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.

Though many other Space Marines have dedicated themselves to Nurgle since the Horus Heresy, few ever achieve the ranks of the Plague Marines. Those who truly wish to join this most elite of foetid cadres swear loyalty to the Death Guard and their 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 most of these foetid spellcasters to his cause. For many favours and service, these blight-carriers will bestow the gift of Plague Marinehood to the worthy who swear loyalty to Nurgle and to the Black Legion.

Plague Marines have disgusting, rotted bodies that stink of decay. The putrescent slime that oozes from their many weeping sores pits and corrodes their armour, but the Plague Marines are still fearsome, skilled warriors.

Their decaying brains are inured to the agony of their bodily corruption, making them all but immune to any pain or discomfort caused by battle wounds. The Plague Marines prefer short-ranged firefights, where they can see the festering wounds inflicted upon their enemies even while they laugh off the bullets and las-bolts directed back at them. Should the enemy close to within assault range, the Plague Marines can defend themselves with 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. The brains are infected and pustulent, and maggots, slime and other noxious ingredients are added, before the head is sealed with ancient wax.

As well as fighting in the armies of the Chaos Lords, the Plague Marines dedicate their lives to spreading corruption and decay. The Plague fleets of Nurgle that spew from the Eye of Terror are captained by the Plague Marines, spreading contagion and pestilence across dozens of star systems. The Plague Fleets carry followers of Nurgle to inhabited worlds, where the Plague Marines' destructive raids are inevitably followed by outbreaks of no less destructive contagions. 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 the Plague Planet where they are re-crewed for new attacks.

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Marine	4	4	4	4(5)	1	3	1	9	3+
Plague Champion	4	4	4	4(5)	1	3	2	10	3+

Unit Type: Infantry

Special Rules

Fearless, Feel no Pain, Mark of Nurgle (included in profile).

Blight Grenades: These are defensive grenades, which means that enemy units do not gain their bonus Attacks for charging if they are assaulting a unit of Plague Marines.

THE CLOUD OF FLIES

During a Plague Ship's journey through the Warp, the interior of the craft erupts with large furry black flies. They burst from every surface, covering the insides of the ship, filling whole rooms with their decaying carcasses. When the Plague Ship reaches a world, the Champions disembark by atmospheric craft or by landing the ship itself. As soon as the transport's hatches are opened, a thick cloud of insects is released, each a tiny bearer of disease ready to spread the foulness of Nurgle over a virgin planet. Even when the Plague Marines disembark by teleporter enough flies are transported with them to form a dense cloud of choking darkness.

NOISE MARINES

The birth 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 upon the world of Davin, just before the outbreak of the Horus Heresy. In the warrior lodges of the Davin tribes, Horus introduced Fulgrim and his chief lieutenants to all manner of elaborate feasting and drinking, exotic narcotics and 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, honing their bodies to the limit of blissful endurance.

Dedicated to Slaanesh, and every excess their bodies can experience, a Noise Marine's hearing is a thousand times keener than a normal person's and can distinguish the subtlest pitch in tone and volume. This affects the Noise Marine's brain directly, causing extreme emotional stimulation that makes all other sensations pale and worthless. The louder and more discordant the noise, the more extreme the emotional reaction provoked, until only the din of battle and screams of the dying can stir a Noise Marine. His mind ceases to function and becomes a mere receptacle for the sensations ignited by the music of the apocalypse and the shrieks of the wounded as they dance upon the path of destruction.

Noise Marines wear armour painted in a variety of bold colours, as the Noise Marines' senses are so distorted that only the most extravagant colours and patterns register on their minds. They are armed with a variety of outlandish weapons – the Sonic Blaster, Blastmaster and Doom Siren – that produce deafeningly loud, psycho-sonically and pyrotechnically explosive attacks.



	WS	BS	S	T	W	I	A	Ld	Sv
Noise Marine	4	4	4	4	1	5	1	9	3+
Noise Champion	4	4	4	4	1	5	2	10	3+

Unit Type: Infantry

Special Rules

Fearless, Mark of Slaanesh (included in profile).

SONIC WEAPONRY

Sonic Blaster: Unleashing waves of devastating harmonics, a sonic blaster rips its target apart. It has two profiles depending on whether it is used to unleash short riffs or a long discordant wail. The whole unit must choose the same firing mode.

Range	Str	AP	Type
24"	4	5	Assault 2 or Heavy 3

Doom Siren: A Doom Siren is an arrangement of pipes and tubes that magnifies the war cry of the Noise Marine to make a sonic attack. Instead of shooting with another weapon, the wearer can make a shooting attack using the following profile:

Range	Str	AP	Type
Template	5	3	Assault 1

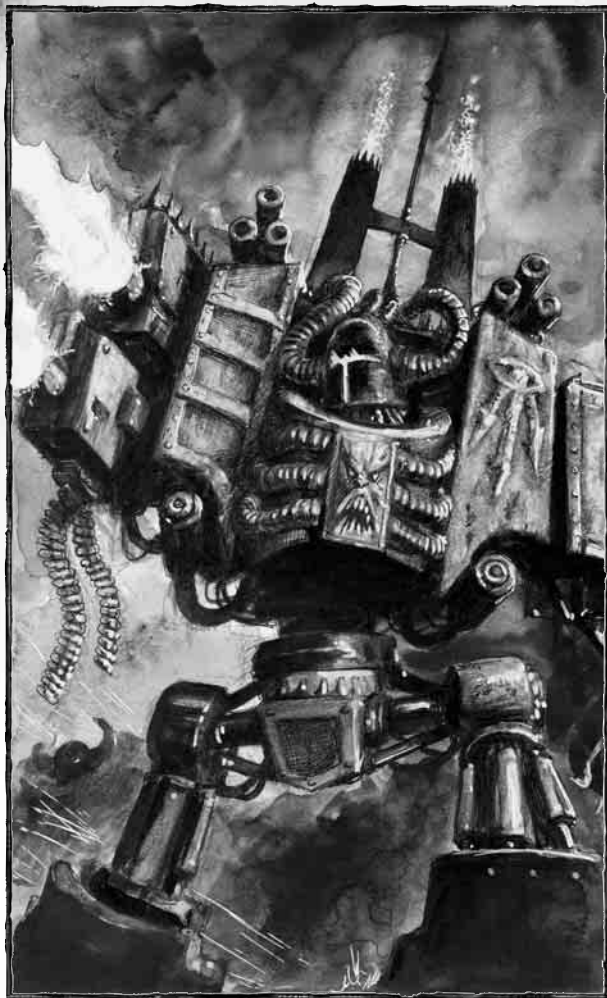
Blastmaster: The Blastmaster is a weapon that focuses a throbbing bass note into an explosive crescendo that can burst eyeballs and rupture organs. By varying the frequency of the blast, the effect of the weapon can be altered to produce differing effects.

Announce which frequency is being used by a model armed with a Blastmaster when nominating the enemy unit being targeted.

Varied Frequency			
Range	Str	AP	Type
36"	5	4	Assault 2, pinning

Single Frequency			
Range	Str	AP	Type
48"	8	3	Heavy 1, Blast, pinning

CHAOS DREADNOUGHT



D6 RESULT

1 Fire Frenzy. The Chaos Dreadnought may not move or assault this turn. At the beginning of the Shooting phase it must pivot on the spot towards the closest visible unit (friend or foe!) and fire all of its weapons against it – twice! If the Chaos Dreadnought cannot fire any ranged weapons, treat this result as a ‘2-5 Sane’ result instead.

2-5 Sane. The player controls the model normally.

6 Blood Rage. In the Movement phase, the Chaos Dreadnought must move as far as possible towards the nearest enemy. In the Shooting phase the Chaos Dreadnought may not shoot, but gains the Fleet special rule, and must run towards the nearest enemy, ending its move facing towards this target. The Chaos Dreadnought must then assault this enemy in the Assault phase, if able. If the Chaos Dreadnought is immobilised, treat result as a ‘2-5 Sane’ result instead.

Dreadnoughts are giant, bipedal armoured war machines that fight alongside troops in battle. A Dreadnought is piloted by a single crewman installed in a foetal-like position at the Dreadnought’s heart and connected by nervous system implants and mind impulse units. Dreadnoughts provide invaluable support blasting the enemy with heavy weapons or smashing opponents aside in hand-to-hand combat with gigantic claws and blades. The secrets of building Dreadnoughts are incredibly old and virtually lost. Most of the Dreadnoughts of the Traitor Legions date back to the Horus Heresy. It is rare for the veteran warrior entombed in a Space Marine Dreadnought to turn renegade, though on occasion a Dreadnought succumbs to battle psychosis built up over centuries, even millennia, of constant warfare.

Dreadnoughts used by the Chaos Space Marines are truly ancient machines that have been salvaged and rebuilt many, many times over a hundred centuries of warfare. While it is considered an honour amongst the Loyalist Space Marines to be interred for eternity into a Dreadnought, the Chaos Space Marines consider being consigned to a Dreadnought as a living death – a torturous, mocking punishment from the Dark Gods.

The Chaos Space Marines abhor the thought of a half-life locked away inside the imprisoning womb of a Dreadnought, where they can no longer see battle with their own eyes or feel the kick of a bolter in their fist. For them, it is better to die and find final release in the surging maelstrom of the warp than spend eternity locked in an adamantium shell, fighting the Long War as a maniacal machine. As a result, most Chaos Space Marine Dreadnoughts are completely psychotic. A creeping insanity mixed of fear and fury has riddled their brains over the long millennia. Between battles, the sarcophagus containing the trapped body of the Dreadnought pilot is disconnected and dragged clear of the Dreadnought’s armoured shell. Even so, the Dreadnought itself is kept chained like a beast when it is not actually fighting, for fear that some residual spark of the pilot’s soul may remain within it and send it into a berserk rampage of death and mutilation.

As the raiding ships of a Chaos Space Marine fleet approach their prey, the Dreadnought’s weapons are prepared and loaded, and its sarcophagus is installed. The madness of the interred Chaos Space Marine grows as he rises from his dormancy. It is at this point that the lunatic beast of flesh and metal is unleashed once more upon the enemy.

	Armour							
	WS	BS	S	F	S	R	I	A
Dreadnought	4	4	6	12	12	10	4	3

Unit Type: Vehicle (Walker)

Special Rules

Crazed: At the start of the Chaos Movement phase, roll on the table opposite for each unengaged Dreadnought.

CHAOS DEFILER

The origins of the war machines known as Defilers are shrouded in mystery. No one truly knows how they came into existence, but there are tantalising clues and forgotten fragments of ancient texts that point to how such an affront came into being. Post-action reports and pict-skull images have allowed Imperial Strategos to piece together the nature of this diabolical creation.

Standing on six mighty, piston-driven limbs, the Defiler's body supports a daemonic turret armed with an array of deadly weaponry, ranging from reaper autocannons to racks of high explosive missiles. A Defiler's most potent ranged armament is a battle cannon mounted in the turret, which is capable of blowing apart vehicles and destroying enemy squads with a single blast. Those foes fortunate to survive this barrage of shells must face the fury of the Defiler at close quarters. With two massive claws to grab and crush the enemy and whirring blades or whip-like flails, the Defiler charges into the enemy and smashes aside all opposition as its mechanical growls echo over the cries of the wounded and dying.

Unlike the battle tanks of the Imperial Guard and Space Marines, the Defiler is not operated by a human crew. Instead a Defiler is fuelled and guided by the warp energy of a bound daemon of Chaos. Using complex arcane rites, the adepts of the so-called Dark Mechanicus work with Chaos Space Marine Sorcerers to draw forth the essence of a daemon from the Warp, and trap it within the rune-bound hull of a Defiler. Enraged by this intrusion, the daemon needs to be sedated with spells of appeasement and pacification, which are lifted at the start of battle.

Its full immortal anger unleashed, the daemon within drives the Defiler forward on its powerful legs, spewing death with its guns. It rejoices in battle, crushing the enemy with its monstrous claws and ripping apart everything in its path, all the while roaring inhumanly from its vox-grilles. Unconcerned for its survival, the bound Daemon ignores the blasts of missiles and detonations of shells against its armoured hide, advancing through the heaviest fire without hesitation or fear.

	Armour							
	WS	BS	S	F	S	R	I	A
Defiler	3	3	6	12	12	10	3	3

Unit Type: Vehicle (Walker)

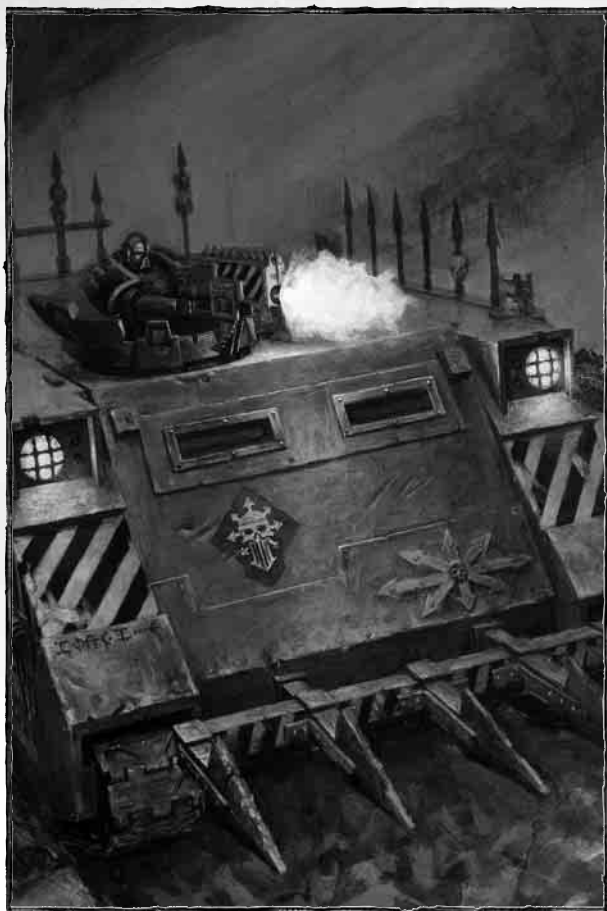
Special Rules
Fleet.

THE SHADOWHIVE

Far out on the Eastern Fringe, at the very limits of the Astronomican, lies the world of Bastonbeil. A night-shrouded hive world, Bastonbeil was a primary recruiting ground for the Death Falcons Space Marine Chapter. However, at the dawn of the 41st Millennium, even as the Death Falcons' Chapter Master renewed his oaths to the Emperor at the Conclave of Gathalamor, Bastonbeil fell. Something ancient and terrible rose from the underhive of Bastonbeil's capital, something that fed upon the souls of the living, devouring them in their millions. The Death Falcons responded in their entirety, to destroy the mindless zombies left by the creature, and to hunt down the beast itself. It is not known what happened in those dark depths, but after three months the Death Falcons were no more. Instead, the Company of the Shadow emerged. Space Marines with grey armour that writhed with the faces of the damned stormed the upper reaches of the hive, and overthrew the Imperial Commander. Over the last nine hundred years they have enslaved Bastonbeil and from their dark base launched many bloody attacks against neighbouring systems.



CHAOS RHINO



SCOUND'S FALL

One of the most daring Chaos Space Marine raids took place on the planet of Scound's Fall, a mere hundred light years from Terra. Having slipped through the Cadian Gate, a small flotilla of ships from the Night Lords Legion spent months in the Warp evading detection by Imperial patrols and pickets. Scound's Fall was chosen as a target because of its large Schola Progenium Abbey. Here future Admirals, Commissars, Storm Troopers and Sisters of Battle were housed and trained by the Ministorum.

The viciousness of the Night Lords' attack left no survivors after seven days of fighting, and butchered remains of both sides were laid out in talismanic patterns to help with the summoning of a daemonic horde. Having gorged themselves on the souls and bodies of the Emperor's faithful, the daemons rampaged across half the world while the Night Lords left, eluding the Imperial warships intent on their capture.

For the Night Lords to have struck so decisively and so far from the Eye of Terror sent shockwaves through the military organisation of the Segmentum Terra and eventually led to the court martial and penitent exile of Lord Commander Solar Jaxon.

The Rhino is the ubiquitous transport vehicle of the Space Marines, and at the time of the Horus Heresy each Legion had access to hundreds of these armoured vehicles. Its chassis is based on Standard Template Construct design, meaning that it is relatively simple to build and maintain, and capable of using a variety of engines and fuels. These qualities have ensured that the Rhino has seen use over the length and breadth of the galaxy and is almost as much a symbol of the mighty Adeptus Astartes as the boltgun or power armour.

Over the ten thousand years of the Long War, the Chaos Space Marines have continued to use the Rhino as their principle transport vehicle, allowing them to strike swiftly and precisely at their target. The Chaos Space Marines also loot Rhinos from defeated enemies, defacing all Imperial insignia, attaching banners proclaiming their allegiance to the Chaos Gods and festooning the vehicles with spikes, blades and grisly trophies.

Squads mounted in Chaos Rhinos can close rapidly with the enemy, protected from small arms fire, or they can swiftly redeploy to another part of the battlefield to outmanoeuvre their adversaries. A Chaos Rhino is often upgraded with short-ranged Havoc Rocket Launchers to turn it into a more powerful fighting vehicle.

	BS	Armour		
		F	S	R
Chaos Rhino	4	11	11	10

Unit Type: Vehicle (Tank)

Transport: Ten models. Note that models in Terminator armour, Obliterators and Summoned Daemons, even though they are Infantry, cannot be transported.

Fire Points - 1: The Chaos Rhino has a large hatch on top of its hull, which can be used as a fire point. This does not leave the Chaos Rhino open-topped as its passengers wear power armour.

Access Points - 3: The Chaos Rhino has two side hatches and a rear ramp, any of which can be used as access points by the passengers.

Special Rules

Repair: If a Chaos Rhino is immobilised, the crew may attempt a repair in their Shooting phase (this stops the vehicle from shooting). To do so, roll a D6 – on a 6 the immobilised damage result is repaired and the Chaos Rhino is free to move again in later turns.

**“Cast down the idols! Destroy the temples!
Slay the priests! Show these fools that they
worship nothing more than a rotting corpse!”**

Dark Apostle Harzhan of the Word Bearers

CHAOS PREDATOR

The Predator is the main battle tank of the Space Marines, and can be fitted with different weapons allowing for anti-armour operations, anti-infantry firepower or a mixed role. Based upon the versatile Rhino chassis, the Predator has an armoured turret that can sport an autocannon or lascannons, and can be further armed with the addition of side sponsons mounting extra heavy weaponry. By sacrificing all troop carrying capacity, the Predator is also protected by a reinforced chassis within its armoured plates.

Chaos Predators are used to provide mobile support to fast-moving Chaos Space Marine attacks. Capable of laying down terrifying firepower, the Chaos Predator can eliminate enemy armour to pave the way for an infantry assault, or unleash a blaze of fire to decimate enemy squads attempting to counter-attack.

Frequently, the Predators used by the Chaos Space Marines have seen service for hundreds, if not thousands, of years. They are embellished with horrific decorations, fluttering banners, daemonic gargoyles, beast-headed weapon muzzles and the icons of Chaos, making them as much a statement of the Chaos Space Marines' hatred of the Imperium as a weapon of war.

	BS	Armour		
		F	S	R
Chaos Predator	4	13	11	10

Unit Type: Vehicle (Tank)



CHAOS VINDICATOR

The Vindicator is another Space Marine vehicle based upon the Rhino Standard Template Construct data. The Vindicator sacrifices its transport capacity in order to mount reinforced armour, additional internal bracing and ammunition storage. This is needed for the massive Demolisher cannon mounted on the front of the hull, supported by thick recoil suppressors. Protected by an enormous armoured plate at the front, the Vindicator can move into position under intense enemy fire, approaching the walls of an enemy stronghold until its devastating armament is within range.

The Demolisher cannon fires a large bore shell packed with high explosives. While it lacks the range of a standard battlecannon, the Demolisher is more potent and can breach a city wall or obliterate a tank. It is ideal for levelling bunkers and fortifications, for blasting infantry out of trenches and foxholes, or for smashing through the gates of a citadel.

Chaos Vindicators were used extensively by the Traitor Legions during the Siege of the Imperial Palace, and have

seen service in the Legions and with Renegade warbands all across the galaxy in the last ten thousand years. The Iron Warriors, the loyal followers of Perturabo, still field entire squadrons of Vindicators, emblazoned with Chaos symbols and adorned with the wreckage of fallen cities as trophies of victory.

During the Dominion of Fire, two Chaos Vindicators belonging to the Brothers of Anarchy spearheaded the Chaos Space Marine attack on Fortress Secundex, battering their way through its fifteen metre-thick rockcrete curtain wall over the course of three days. With a breach opened, the Brothers of Anarchy poured in, and the citadel fell within the next few hours.

	BS	Armour		
		F	S	R
Chaos Vindicator	4	13	11	10

Unit Type: Vehicle (Tank)

CHAOS LAND RAIDER

The Land Raider is the heaviest ground vehicle used by the Space Marines, and is more akin to a mobile strongpoint than a battle tank. With equally heavy armour on its sides and rear, it can plough into the enemy army with virtual impunity, its thick adamantium and ceramite plates withstanding all but the deadliest anti-tank weaponry. The Land Raider's capacious hull can carry a full squad of Chaos Space Marines or, more usually, a detachment of deadly Chaos Terminators. Once in position, a Land Raider opens its front assault ramp to disgorge its cargo of bloodthirsty warriors directly into combat with the foe, while providing supporting fire with its multiple weapon systems.

Land Raiders are highly prized by the Chaos Space Marines, and their numbers are very limited. Warmasters and Chaos Champions often use a Land Raider as their transport to proclaim their status and power, adorning their mechanical behemoth with large banners, decorating its hull with the bodies of the slain and symbols of the Dark Gods. With its lascannons blazing and enemy shots sparking harmlessly off its armoured hull, a Land Raider is a bastion of strength that can spearhead an attack or form a mobile rallying point when in defence.

"Those dark arts named Daemomancy excel in the summoning, conjuration, exhortation and control of diabolic entities from the Immaterium. The Daemomancer knows the intonations, offerings and promises that will gather the attention of these infernal phantasms. Through researched study of the cabalistic formulae and liturgy, the impure celebrant can increase his influence over the Great Powers. With such increased power, the entreatment of diabolic forces becomes more secure, the response to pleas for treacherous reward greater."

The Black Sorceries of Daemomancy rely upon certain elements, some physical, others spiritual. The offering of these components in correct quantities and order is paramount to Daemomancy. Blood, sweat, hair, bone, fear, loathing and hatred are the Ingredientia Majoris, common to all conjurations and summonings. Dependant upon the Nefarious Power to be entreated, certain Ingredientia Minoris will also be required."

*Liber Malificorum –
Of Daemons and the Diabolic, Vol.3 mcccxxvii*



"The revelation of spirit when encountering the power of Chaos is as freeing for the machine as it is for the mortal mind. It is our duty to create this blessed state of union."

Teachings of Gaiak Krustellam, Dark Magos

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

Unit Type: Vehicle (Tank)

Transport: Ten models. Models in Terminator armour count as two models. Note that Obliterators and Summoned Daemons, even though they are Infantry, cannot be transported.

Fire Points - 0: The top hatches are for the use of the Chaos Land Raider's crew, and cannot be used by passengers as firing ports.

Access Points - 3: The Chaos Land Raider has a large frontal access ramp and a hatch on each side of the hull, any of which may be used to embark or disembark.

Special Rules

Assault Vehicle: Models disembarking from a Chaos Land Raider may Assault in the same turn.

NO MERCY, NO FORGIVENESS

Adrastus watched impassively as the loyalist column halted. His autosenses picked up the crunch of pulverised rubble and the growl of engines, and he crossed stealthily to the other side of the tower to look east. Here, beyond the cracked outer wall of the fortress, two Rhino troop transports crawled forwards, supported by a Predator battle tank and two lumbering Dreadnoughts. All were painted in the livery of the Heralds of Vengeance Chapter. From his high vantage point, he could see the Scouts pushing further ahead into the burning remains of what was once the town of Indelheim. Just a little further, thought Adrastus, as the Scouts continued to move forwards, until the flames and smoke hid them from view.

"Lord Kharyun, it is time," Adrastus whispered gleefully into his comm, unable to keep the excitement from his voice.

From out of the flames and smoke, the Chaos Space Marines of Lord Kharyun's warband attacked. Komyn and his Havocs laid down covering fire with their missile launchers from a position to the west, while Corgaddock and Berechon led their squads forward with bolt pistols and chainswords ready. The loyalists dropped back into a defensive position as bolt shells screamed back and forth between the forces, sparkling in the firelight, exploding with small blossoms of crimson fury. Explosions tore through the ruins as missiles detonated, while to the east the crumbling wall of an outbuilding tumbled to the dirt as the monstrous form of a Defiler crashed through. Wailing and roaring, the daemon engine ploughed towards the Rhinos. One transport swerved aside, but the Defiler leapt forwards and grabbed the other in its huge claws, the daemon engine's cannons blasting point-blank at the Rhino. Armoured 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 mechanical claws and mercilessly crushed.

Noise Marines in their brightly patterned armoured suits, Emperor's Children allies of Lord Kharyun, took up position in the hole left by the Defiler's passage. A shrieking whine built up for a moment before the autosenses of Adrastus' armour cut off the ear-splitting scream. A second later, an invisible wave of psychosonic energy ripped through the scattering Space Marines, kicking up a wave of grit and rocks, splitting armour and bursting internal organs. Those loyalists that still lived flopped to the rocky dirt like grounded fish, wracked with brain-damaged spasms.

"Move," Adrastus snarled, pulling his powersword free and pressing the activation rune. He followed his squad down the rubble-strewn spiral staircase of the tower into the courtyard below. The loyalists were entirely focussed to the perimeter, unaware of the Chosen in their midst. Adrastus led the charge into the rear of the Heralds of Vengeance, even as a crazed Chaos Dreadnought, its combat scythes flailing madly, flung itself at its Imperial counterpart.

One of the loyalists heard the pounding of their armoured boots and turned, his bolter ready. The muzzle of his bolter

flared and Adrastus felt three solid impacts to the left side of his chest. Spitting back a curse, he hurled himself at the Space Marine.

"Die, cowardly dog!" bellowed Adrastus, firing his bolt pistol into the face of his victim.

The Space Marine recoiled under the salvo, but brought up his bolter in time to smash aside Adrastus' sword arm as it swung down for the killing blow. Adrastus launched himself at the Imperial, bearing both of them to the ground. The loyalist gripped Adrastus' pistol in his right hand, forcing it away from his face. Adrastus reversed his grip on his powersword and plunged it down. The glowing blade sheared through the abdominal armour of his foe, and bit into the ground beneath them. Spitting wordless hate, Adrastus pulled the sword clear of the struggling Marine and pushed the tip of the powered blade into the vulnerable spot between the chest plastron and shoulder pad of his enemy – just as he had done countless times before. The blade slid effortlessly through the loyalist's fused ribcage, penetrating both hearts. That's how you gut an Imperial dog, thought Adrastus proudly.

Standing up, Adrastus wrenched the power sword free, blood hissing from its energised blade, and held it aloft. Exultation surged through him and he bellowed joyously to his men.

"Let none escape! Slaughter them all!"



ABADDON THE DESPOILER

WARMASTER OF CHAOS

Abaddon the Despoiler. Abaddon the arch-fiend. An inhuman monster whose name has become a tenfold curse for the ten thousand years of terror he has heaped upon the galaxy he once helped to conquer in the name of the Emperor.

During the Great Crusade, Abaddon rose to the position of Captain of the First Company of the Luna Wolves Legion. As the Legion battled across a hundred worlds, he became famed for his tactical skill and physical prowess, and he worshipped Horus as a son loves a father. It is rumoured that Abaddon may have been a clone-son of Horus himself, a direct creation of the Primarch's gene-seed. None were prouder than Abaddon when the Legion was renamed the Sons of Horus after the Ullanor Crusade.

When the Heresy came it was clear that Abaddon's loyalty lay with his Primarch and not the Emperor. He led the Terminator squads of the Sons of Horus in bloody campaigns across Istvaan, Yarrant, and in the siege of the Imperial Palace. Abaddon fought Terminators of the Imperial Fists aboard Horus' battle barge, and his anguish at Horus' death drove him deeper into madness and hatred than any mortal should ever sink. Before the Sons of Horus retreated to the Eye of Terror, it was Abaddon who led a sudden and savage counter-attack that reclaimed the fallen Warmaster's body. With their prize in hand, the Sons of Horus then fled before the wrath of the Emperor's armies. Abaddon passed from mortal space into legend.

When Abaddon returned it was at the head of a diabolic horde that ravaged entire star systems around the Eye of Terror before the Imperium could muster the strength of arms to halt it. His Chaos Space Marines, now renamed the Black Legion, were the spear thrust of the attack, destroying everything in their path.

During his first Black Crusade, Abaddon made many bloody pacts with the infernal powers. In the crypts below the Tower of Silence on Uralan, Abaddon recovered a daemon sword of prodigious power. With the howling blade in his fist, Abaddon became nigh-on unstoppable. Whole cities were burned in sacrifice to the ever-hungry daemons of Chaos, and Abaddon was lavishly rewarded. Since then, Abaddon has dreamed of forging an empire of Chaos, built upon the blazing ruins of the Imperium. Each world, each city destroyed, is a step closer to wiping the canvas clean so that Abaddon can make his mark upon the galaxy and humanity.

Abaddon has led twelve more Black Crusades against the Imperium since his first horrific onslaught. Each attack has sent the Imperium reeling and ravaged worlds close to the Eye of Terror. With every assault Abaddon leads, the strength of his Black Legion grows. In the minds of the Chaos Space Marines, success is a sign of the Chaos Gods' favour, and Abaddon is now seen by many as the natural successor to Horus. Only the Daemon Primarchs wield as much power as the Warmaster of the Black Legion. The High Lords of Terra dread the day that Abaddon truly unites all of the Traitor Legions and returns to Earth to play out the last acts of treachery begun by Horus ten thousand years ago. Their fear is not without just cause.

In Abaddon's latest attack, the fortress world of Cadia was overrun by Abaddon's Black Legion and their allied hordes. Bitter fighting still rages on the surface of Cadia and a dozen surrounding worlds for possession of the Cadian Gate – the only stable path through the Warp from the Eye of Terror. Should Abaddon's armies triumph, the floodgates will be open and a never-ending tide of Chaos will pour out of the Eye of Terror to despoil the Imperium, and perhaps once again strike at the most prized of worlds – Terra.

	WS	BS	S	T	W	I	A	Ld	Sv
Abaddon	7	5	4(8)	4(5)	4	6	4*	10	2+

Wargear

Abaddon is equipped with Terminator armour, twin-linked-bolter, Personal Icon, the Daemon Sword Drach'nyen and the Talon of Horus (see below).

Special Rules

Fearless, Independent Character.

Mark of Chaos Ascendant: Abaddon has attained the favour of each of the Chaos powers in turn, and has proved the equal of his mentor Horus in that he has resisted becoming the pawn of any individual patron. Over the millennia Abaddon has melded the Marks of Chaos granted to him, and now bears a unique Mark

that combines all of the gifts. Because of the Mark of Tzeentch, the invulnerable save provided by his armour is increased to 4+. The other benefits are included in his profile. Finally, because the Mark is proof that the Dark Gods have a plan for Abaddon, he is immune to the Instant Death rule.

Daemon Sword Drach'nyen and Talon of Horus

Abaddon has been gifted the arcane blade Drach'nyen, which contains the bound essence of a writhing warp entity, and wears the Talon of Horus, legendary weapon of the great Warmaster. The effect of these two powerful artefacts means that Abaddon counts as equipped with a Daemon Weapon that doubles his Strength (to Strength 8, as shown in his profile) instead of the normal +1, and he may re-roll any failed roll to wound in close combat.

**Abaddon has +D6 Attacks from his Daemon Weapon.*



KHÂRN THE BETRAYER

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 hungry 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 yet unstable warrior. When the Heresy came, Khârn gladly led his warriors against his brother Space Marines, most notoriously in the Istvaan dropsite massacres.

During the siege of the Imperial 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 by some dark miracle 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.

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 and the planet would 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 devastating sonic weapons. Khârn cursed his fellow warriors for abandoning the attack and seizing a flamer he torched the nearest buildings in a gesture of contempt. He cut down those that tried to stop him and marched into the gloom, the serpent's tongue of his flamer licking out again and again to consume the city. Through the mayhem strode Khârn, slaughtering all that he found, friend or foe. Anarchy engulfed the World Eaters as they fought each other, and the Legion was irretrievably split into hundreds of warbands. Since that bloody day Khârn has been Khorne's most ardent warrior, who lives to slay in the name of the Lord of Skulls.



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

Wargear

Khârn is equipped with power armour, a plasma pistol, frag & Krak grenades, Gorechild, Personal Icon and the Mark of Khorne (bonus included in his profile above).

Special Rules

Independent Character, Fearless, 5+ Invulnerable save, Furious Charge.

Gorechild: Khârn's huge and ancient chainaxe is an artefact from the Great Crusade. Gorechild's jagged whirring teeth were torn from the jaws of mica-dragons on Luther McIntyre, its haft is forged of adamantium, and its head is a full three spans across. Khârn's close combat attacks always hit on a roll of 2+. In addition, Gorechild is treated as a power weapon and, against vehicles, adds an extra D6 to Khârn's armour penetration rolls.

The Betrayer: Khârn may attack anyone nearby in his berserk fury, friend and foe alike! Any of Khârn's to hit rolls of 1 in close combat have hit his own side. Resolve the hits on a random friendly unit engaged in the same combat, as if they were hit by the enemy, using Khârn's weapons and profile. If there are no other units in the same combat as Khârn, these attacks simply miss.

Blessing of the Blood God: Khârn is immune to the effects of psychic powers, and force weapons count as normal power weapons against him.

LET THE BLOOD FLOW...

"Artillery on the ridge, Brother-Slaughterer!" Horkal barked through the vox-grille of his power armour. As if to punctuate his point, another shell exploded atop the roof of the half-ruined cathedral, showering dust and masonry down onto the assembled World Eaters.

"Spotting teams in the chancellery, seventy metres, north-east," added Thiron, as he peered out of the shattered stained glass window to the left of the barred doors. Flecks of blue and white paint from the cracking mural over their heads dusted the Berzerkers' red power armour.

Brother-Slaughterer Mandrathrax and his followers had been pinned down in the cathedral for almost half an hour. There were only five of them left now, after an ill-judged attempt to break out had seen fourteen of his warband cut down by heavy weapons fire a few minutes earlier. He weighed up his options.



"When the next shell hits, we charge while they reload," Mandrathrax declared. "Keep together, take out the spotters and send their souls to Khorne. Then we'll wreak our revenge on these petty Guardsmen."

There were grunts and shouts of approval from the Berzerkers. They waited, crowding behind the splintered doors. Mandrathrax slid out the heavy iron bar and tossed it to one side.

"Wait," he cautioned, as he felt his bloodthirsty warriors pressing in behind him, eager to be free of the disquieting confines of the holy Imperial building.

They waited impatiently for what seemed an age, and with a glance at the chronometer in his helmet display, Mandrathrax saw that five minutes had passed since the last shell had been fired.

"Out of ammunition?" suggested Horkal, as he also realised how long they had been waiting.

"Kill them all!" roared Mandrathrax, shouldering open the door and launching himself forward. He raised his bolt pistol, expecting an instant salvo of lasfire to engulf him, but there was nothing.

The square outside the cathedral was deserted, except for piles of bodies and pools of blood. Thick smoke billowed from the ridge to the north where the artillery had been.

"Impressive," muttered Thiron as the others spread out, surveying the carnage.

BLOOD FOR THE BLOOD GOD!

The thunderous shout rang through the minds of the Berzerkers as much as it resounded in the autosenses of their armoured suits. Mandrathrax turned and saw an unmistakable red-armoured figure pounding around the corner of the cathedral towards them. Bloodstained chains hung from his arms and he wielded a massive chainaxe in one hand, its teeth glittering brightly, and a smoking plasma pistol in the other.

"Khorne protect us," whispered Horkal.

"Khârn!" yelled Mandrathrax, but it was too late.

The chainaxe swept through the helmet of Urkan first, sending half of his head spinning away in a crimson spray. With a blinding blast Khârn fired his pistol, its incandescent shot smashing a hole through Thiron's chest and hurling him backwards onto the cathedral steps.

With a leap over Urkan's sprawling corpse, Khârn swayed past Jorath's chainsword and lopped off his arm with a casual backward sweep of Gorechild. Following through with the momentum of the blow, Khârn swung around and smashed the butt of his pistol into Jorath's face, splintering his helmet and cracking back his head. A downward cleaving blow chopped the Berzerker in half.

Bolts from Horkal's pistol sparked from the Betrayer's armour, leaving small craters in the blood-red ceramite. Khârn dropped his overheated pistol and grabbed one of Jorath's legs, flinging the severed lower half of the Berzerker's body at Horkal. Before Horkal could pick himself up, Khârn was on him with an underarm sweep of his chainaxe, Gorechild slamming up through Horkal's groin armour and splitting him to the chest. With a fountain of viscera that spattered his armour, Khârn ripped his chainaxe free and turned on Mandrathrax.



The Brother-Slaughterer knew he was doomed. He let his arms drop to his sides and stretched his head backwards to expose his neck to Khârn.

"Accept this humble offering, Lord of Skulls," said Mandrathrax, a moment before the chainaxe sliced through his neck in one swinging blow and sent his head clattering down the steps.

Khârn stooped to pick up his pistol, and then headed off across the plaza in search of new sacrifices to Khorne, roaring his praise.

SKULLS FOR THE SKULL THRONE!

AHRIMAN

EXILE OF THE THOUSAND SONS

Towards the end of the Great Crusade, Magnus the Red compiled a truly monumental tome of sorcery called the *Book of Magnus*. Sometimes known as the *Book of the Thousand Sons*, this grimoire is filled with arcane lore from across the galaxy. As Chief Librarian, Ahriman was keeper of the book on the Thousand Sons' home world of Prospero. Like his Primarch, Ahriman had become obsessed with arcane mysteries as he fought through the galaxy on the Great Crusade. He had encountered isolated cultures where magic had re-emerged as the dominant form of power after the machines had failed. Ahriman studied Magnus' grimoire and explored its inner

secrets extensively. His power gradually grew as he grasped the subtle nuances of magic discovered by wise men across the millennia. Like all of the Thousand Sons Ahriman believed that the power of the Warp could be harnessed for the good of Mankind. Only weakness of the mind and spirit prevented ordinary men from utterly controlling this untapped energy.

Over time, the most powerful and influential of the Legion's brethren began to think of themselves as Sorcerers, and they devoted more and more time to uncovering the mystical secrets of the universe, rather than fighting the Emperor's continual wars. Knowing that no man, be he the lowest beggar or a mighty Primarch, could truly withstand the temptations of Chaos once they began to dabble in its power, the Emperor unleashed the Space Wolves against Prospero. Delicate towers of vast antiquity were smashed to rubble by energy beams from above, vast libraries of incalculably precious works were burned beneath a rain of fusion fire.

Stunned by the magnitude of this unexpected attack, the Thousand Sons saved what they could and fled. They summoned sorcerous wards to protect themselves, and then broke the Space Wolves' blockade in their surviving ships to seek sanctuary with Horus. Thus the fate of the Thousand Sons was sealed.

"Knowledge is power, and with the key to the Black Library I shall claim it all."

Ahriman of the Thousand Sons

Only after Horus' defeat did the other aspects of Tzeentch's patronage begin to impinge on the Thousand Sons. The first visible signs were the grotesque mutations that manifested themselves among the battle brethren. With Magnus remaining silent on the matter, Ahriman was foremost amongst the Sorcerers to decry this turn of events, and their horror turned to fear when some of their own number began to warp and change. They had failed to master the power of Chaos – instead Chaos was mastering them.

Ahriman vowed that the long path to knowledge they had trodden would not end in madness and abomination. In the shadowy halls of the Thousand Sons' new city, Ahriman began to study the *Book of Magnus* with a desperate fervour, seeking some way to prevent the Legion devolving any further. In time he prepared the Rubric of Ahriman, a spell so potent it would unleash forces far beyond his control. He formed a secret conclave of the most powerful Sorcerers that had resisted the insidious spread of mutation, though he knew that even together their powers might not be enough to direct the Rubric of Ahriman as he intended. To Ahriman it was worth the risk – if it worked, the great spell would free the Thousand Sons from the taint of mutation for all of eternity.



The cabal of Sorcerers at first refused to aid Ahriman, so dangerous was his plan. Yet when Magnus was elevated to the ranks of the Daemon Princes, it became clear that the last vestiges of humanity were being driven from the Legion. At last the Sorcerers agreed to join their power together and a terrible cataclysm of magic surrounded the Planet of the Sorcerers.

It is said that even the Daemons fled before the roaring maelstrom of magic Ahriman and the others unleashed upon their world. Crackling clouds of multi-coloured energy descended from the skies and enveloped the great silver towers of the Thousand Sons. Forking bolts of blue and yellow lightning struck down the corrupted Space Marines one after the other. No sorcerous ward or physical defence could keep the wild powers at bay. The storm of magic raged for an eternal night, which could have been days or centuries, until finally Magnus himself used his unearthly powers to end it.

It became clear that the Rubric of Ahriman had surpassed the Sorcerers' expectations and failed horribly. All battle brethren of little or non-existent sorcerous power had been reduced to piles of dust within their sealed armour suits, though their souls lived on after a fashion within their armour. Though these warriors had been as good as wiped out, Ahriman declared that he was satisfied with the outcome. The physical corruption of the Thousand Sons had been halted at the cost of a terrible price.

Though Magnus knew that all plots and schemes are but twists in the convoluted plans of Tzeentch, he also knew that the conspirators who had done this terrible thing to his Legion could not go unpunished. The Daemon Primarch banished Ahriman and his cabal from the Planet of the Sorcerers for all eternity. He doomed them to wander the Eye of Terror and beyond in a perpetual search for perfect understanding.

Over the millennia, Ahriman has sought out magical artefacts, ancient arcane books, talented psykers and any aspect of sorcerous knowledge or power. Though his own collection of talismans, amulets and grimoires rivals that of Magnus, Ahriman is driven by the constant hunger for more knowledge. To acquire such things, Ahriman has attacked museums and the private collections of antiquarians, much to the mystification of his victims.

In many instances, magical artefacts are acquired by local Chaos cults, and Ahriman merely comes to take them away, together with any talented cultists who might make promising adepts. It often comes as an unpleasant surprise to a cult Magus to find that his efforts to summon help from the Thousand Sons merely result in losing his cult's treasured possessions and the most gifted of his coven! Over recent years Ahriman has turned all of his energy to locating the fabled Black Library of the Eldar Harlequins, seeking to plunder its legendary tomes of gathered Chaos lore.

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

Wargear

Ahriman is equipped with power armour, a bolt pistol, frag & Krak grenades, personal icon, the Black Staff of Ahriman, and the Mark of Tzeentch.

Special Rules

Independent Character; Fearless; 4+ Invulnerable save (including the Mark of Tzeentch).

Master of Sorcery: Over the centuries, Ahriman's powers have grown to the point that his knowledge of the Dark Arts is rivalled only by the Greater Daemons of his patron. Ahriman has the following psychic powers: Doombolt, Warptime, Wind of Chaos, Gift of Chaos, Bolt of Change.

The Black Staff of Ahriman: The Black Staff is a potent focus of psychic energy. It counts as a force weapon, and in addition it allows Ahriman to make up to three Psychic tests in the same turn (one of these may be to use the special ability of his force weapon). It even allows him to use several powers that count as firing a weapon in the same Shooting phase (he must target the same unit with all of them, however).

Inferno Bolts: Shots from Ahriman's bolt pistol are resolved with AP 3 instead of the normal AP 5.

THE ATHENAEUM OF KALLIMAKUS

During the Great Crusade, scribes known as Remembrancers accompanied the Space Marine Legions. It was their duty to record the deeds of the Space Marines. One of the Remembrancers of the Thousand Sons was Kallimakus, who followed Magnus and his warriors over dozens of warzones. When the Heresy came, Kallimakus realised his records were a collection of mystic rites. He feared for his safety and fled Prospero with his works. After the Space Wolves destroyed that world, none spared a thought for the missing Remembrancer. It was only after his casting of the Rubric and exile by Magnus that Ahriman recalled the writings of Kallimakus. For sixteen hundred years Ahriman sought the books of the Remembrancer. He eventually found them on the world of Appollonia. In the millennium and a half since Kallimakus' flight, a priesthood had grown up around the books, guarded by a fanatical sect of warriors. A citadel housed the library of works, called the Athenaeum of Kallimakus. Beneath the citadel, in a vault lined with protective runes, the books sat amidst smouldering sorcerous flames. When Ahriman led his Thousand Sons to claim the books the wardens of the Athenaeum fought with zealous determination, if little skill. Aided by his fearless and deadly warriors, Ahriman eventually triumphed after a bitter month-long siege. The Sorcerer plundered the writings of Kallimakus, before burning the library to ashes so that only he would hold the secrets it had contained.

FABIUS BILE

Fabius Bile has travelled the galaxy more than any other lord of the Traitor Legions. On Dimmamar he is known as the Chem-master, on Arden IX and in the Bray system he is called Manflyer, to the wretched tribes living among the ravaged hives of Paramar V, he is the Clonelord. He calls himself 'Primogenerator', claiming that he has unlocked the secrets of the Emperor's work in the creation of the Primarchs and the first Space Marines.

Bile's alchemical knowledge and skills at genetic manipulation can be attested to by every planet he has had contact with, for he has left a trail of foul deviants and twisted abominations wherever his ships have landed. His name has become a curse to the Adepts of Terra as his pollution of mankind's gene-pool has become ever more apparent. Whole populations have been wiped out by the Adeptus Astartes and Inquisition as they attempt to purge Bile's creations with fire and sword. Mostly they find once-civilised planets populated by ragged hordes of debased, shambolic monsters.

Bile is a renegade even from his own Legion. He held the position of Lieutenant Commander in the Emperor's Children at the time of the Heresy. Perhaps it was during the debauched excesses of the Emperor's Children during the attack on Earth that Fabius Bile started along the dark pathway that would bring such woe to whole planetary populations. He was certainly foremost in experimenting on living prisoners, keeping them alive for weeks at a time. Even amidst the carnage of the Heresy his fascination was with life, not death. Bile aided the Emperor's Children as they slipped further into the embrace of Slaanesh, altering their brain chemistry to sharpen their senses even further, connecting their pleasure centres more directly to their nervous systems so that any stimulus would bring them unholy joy.

Bile left Earth before Horus' defeat, accompanied by a retinue of altered followers. He moved through the war-torn Imperium, exchanging his services with 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. Like most of the living flotsam and jetsam left after the Horus Heresy, Bile eventually found his way to the Eye of Terror.

Here he found the Traitor Legions in disarray, warring amongst themselves. Forever an opportunist, Bile offered his services to the highest bidders, promising the vying Champions a concoction of vile cures for their problems. Whilst moving from planet to planet, Bile's ship became trapped in the gravity well of one of the daemon worlds – a Crone World that had been the seat of the ancient Eldar empire. 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.

Most of Bile's experiments end with his subjects dead or so horribly disfigured and deformed they might wish for death, but in several battles the Emperor's Space Marines have encountered fierce resistance from a hardened cadre of enhanced humans who fight with the strength and cunning of devils. These altered specimens of Bile's experimentation exhibit strength, speed and intelligence many times greater than the human norm. These are Bile's proudest creations; the New Man that forms the pinnacle of his foul art.

All of Man's worst traits have been bred into these creatures, married with the ambition of a tyrant and the physique of the most prized warriors. Fabius Bile would see these creations spread throughout the galaxy, leading rebellions and usurping rule from the Imperial Commanders. Even the Inquisition does not know how many of these abominations have escaped into the galaxy, but they do know they are almost impossible to locate until their incipient psychosis sends them on a manic killing spree. With such warriors at his command, it is no surprise that Fabius Bile is considered one of the direst threats the Imperium currently faces.



“If a man dedicates his life to good deeds and the welfare of others, he will die unthanked and unremembered. If he exercises his genius bringing misery and death to billions, his name will echo down through the millennia for a hundred lifetimes. Infamy is always more preferable to ignominy.”

Fabius Bile at the Desecration of Kanzuz IX

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

Wargear

Fabius Bike is equipped with power armour, the Rod of Torment, the Xyclos Needler, bolt pistol, frag & krak grenades, and the Chirurgeon.

Special Rules

Independent Character, Fearless.

The Chirurgeon: This is a complex part-magical, part-technological device that is attached to Fabius Bile's spine and extends its spidery limbs over his shoulders. It pumps life-giving ichor around his body, charged with the immortal energy of the Warp. The direct effects of this in the game are to give Fabius two extra Attacks and +1 Strength (included in his profile) and confers the Feel no Pain special rule.

Xyclos Needler: This gun fires a dart of virulent poison into the victim's blood stream. It has the following profile:

Range: 18" Str: n/a AP: 6 Assault 3

The weapon does not have a Strength value as such, and always wounds on a D6 roll of 2+.

Rod of Torment: The Daemon-forged Rod of Torment amplifies the slightest pin prick into a raging weal of agony. The Rod of Torment is a close combat weapon. Any opposing model suffering one or more wounds from the Rod of Torment is immediately disabled by the pain and suffers Instant Death, regardless of its Toughness.

Enhanced Warriors: If Fabius Bile is included in a force, he can enhance some of the warriors in the army through genetic manipulation and drugs. For +3 pts per model, any number of Chaos Space Marine squads can be 'enhanced' by Bile's treatment. Fabius' attempts to enhance his warriors, however, don't always work out as well as he hopes. At the start of the battle, after both sides have set up but before the first turn takes place, roll a D6 for each enhanced squad and consult the table opposite.



ENHANCED WARRIOR TABLE

D6 Result

- | | |
|-----|---|
| 1 | Berserk Rage! The warriors attack each other in an animalistic fury. Make an Armour save for each warrior, removing any who fail. Survivors are Fearless and at +1 Strength for the remainder of the game. |
| 2-5 | Stable Mutation. Bile's experiments have proved successful (this time) and the Enhanced Warriors are Fearless and at +1 Strength for the entire game. |
| 6 | Created a Monster. The abilities of each warrior are temporarily enhanced to superhuman levels. The warriors are Fearless and add +2 to their Strength for the entire game. Unfortunately, not even the Enhanced Warriors' constitutions can withstand this level of performance for long. At the end of every owning player's turn, one of the squad's members is removed as a casualty (owner's choice). |

LUCIUS THE ETERNAL

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. He led his bodyguard of Assault Marines with such passion and skill that Fulgrim honoured him with the rank of Lord Commander. Forsaking all experience other than the art of combat, Lucius bore his many battle scars with pride, and over time, he began to equate pain with success.

By the time the Emperor's Children were dispatched to challenge the rebellion of Horus, Lucius had cut deep patterns across his face, head and chest, linking the scars of centuries of battle in a maze of irregular patterns that distorted and deformed his features. His near-constant and self-inflicted flagellation was seen by his fellow Space Marines as a mark of commendable devotion and piety. The truth, however, was far darker.

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 unable to visit hell upon an unsuspecting world. He was almost invincible, a force of nature that could not be bested. Lucius remained undefeated until he finally met his match fighting the infamous Lord Commander Cyrius.

Lucius' agonising death was an experience of transcendent pleasure, and Slaanesh was loath to let such a promising protégé slip into the realm of the dead. Over the next few weeks, the artificer armour 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, and all that remained of his executioner was a screaming, writhing face, subsumed for eternity into Lucius' armour.

Thus it is that Lucius stalks the galaxy as an arrogant and sadistic slaughterer who can never truly be killed. Whoever slays him and takes even a moment of triumph from the act will find themselves transforming, slowly and painfully, into Lucius.

The armour Lucius wears now writhes with the howling soul-remnants of many such unfortunates, affording him endless satisfaction. He is immensely skilled with his chosen weapons, an ornate sabre and a daemon-infested whip, and they have tasted the blood of champions and kings across the breadth of the galaxy. He leads his warhost with unnatural charisma and 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	7	5	4	4	3	6	3	10	3+

Wargear

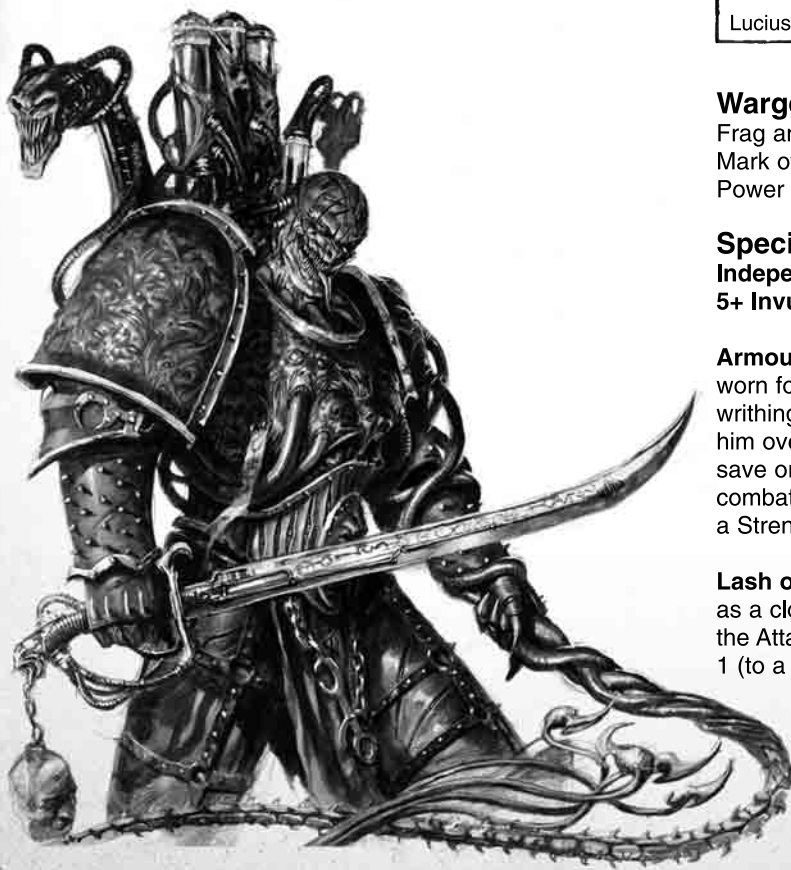
Frag and Krak grenades, Armour of Shrieking Souls, Mark of Slaanesh (included in profile), Personal Icon, Power Sword, Lash of Torment, Doom Siren.

Special Rules

Independent Character, Fearless, 5+ Invulnerable save.

Armour of Shrieking Souls: The armour Lucius has worn for countless millennia is a baroque monstrosity writhing with the howling souls of those that have killed him over the aeons. For each successful Power armour save or Invulnerable save Lucius makes in close combat, the unit causing the wound immediately suffers a Strength 4 hit that ignores armour saves.

Lash of Torment: This writhing whip of Chaos counts as a close combat weapon, and in addition it reduces the Attacks of any model in base contact with Lucius by 1 (to a minimum of 1).



TYPHUS

HOST OF THE DESTROYER HIVE

The most feared of all the Plague Fleet commanders is Typhus. From his ancient warship the *Terminus Est*, Typhus has led countless attacks against the Imperium, spreading contagion and misery on scores of worlds.

That Typhus has been truly blessed by Nurgle is indisputable. When the Death Guard were trapped in the Warp, adrift and dying from the Destroyer Plague, Typhus was the only survivor of the *Terminus Est's* crew. Rather than dying from the virulent disease that had rampaged through his crew, Typhus absorbed the full power of the Destroyer Plague. His body became a vessel for this ultimate corruption, swelling in size, his organs distending and writhing with foul energy. 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.

When Mortarion and the Death Guard settled on the Plague Planet, there were those amongst the Legion who split from their Primarch. Typhus chose to remain with the *Terminus Est* and recruited a new crew. Several other captains joined him, and Typhus' Plague Fleet left to find

its own fate. For ten thousand years, Typhus has been a blight upon Imperial shipping and worlds around the Eye of Terror. He unleashed Nurgle's Rot upon Carandinis VII and Protheus, instigated the Jonah's World Pandemic, wiped out half the population of Florins with the Red Flux, and has killed millions with the Destroyer Plague. In recent years, the Plague Fleet of Nurgle has been sighted many times in the area around the Cadian Gate.

In its wake, a Zombie Plague has been spreading. The unfortunate victims of this contagion die a long, agonising death, but their suffering does not end there. Those that fall to this Warp-disease do not stay dead – their bodies are reanimated by the Chaos infection, creating Plague Zombies whose bite carries the disease. Like a stain spreading across the stars, the Zombie Plague has been carried by Typhus' fleet to more and more star systems, and once it has taken hold, it is almost impossible to stop. Millions have already died and been returned to undeath, and it is likely that Typhus' victims will number in the billions before the plague runs its course. By then, Typhus will doubtless be enacting a new and deadly diabolic plot.

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

Wargear

Mark of Nurgle (included in profile), Terminator armour, personal icon, Manreaper,

Special Rules

Independent Character, Fearless, Feel no Pain.

Herald of Nurgle: Typhus is a Psyker and has the Wind of Chaos and Nurgle's Rot psychic powers. In addition, Typhus always successfully passes his Psychic tests when using these two powers (and so is also immune from the effects of Perils of the Warp).

Manreaper: This lethal instrument of death is shaped like a gigantic scythe. The Manreaper is both a Daemon Weapon and a Force weapon. Treat the Manreaper as a normal Daemon Weapon, and in addition any model wounded but not killed by the Manreaper can be killed by Typhus with a successful Psychic test, following all the rules for a normal force weapon. Typhus may take this test even if he has used one of his psychic powers in the same turn.

Destroyer Hive: Typhus' body is host to a horrific plague that manifests as a swarm of insects that pour from the cracks and vents in his armour. Typhus counts as using frag and blight grenades (See page 38).



HURON BLACKHEART

MASTER OF THE RED CORSAIRS

Lufgt Huron, Chapter Master of the Astral Claws, Tyrant of Badab – Huron Blackheart, Master of the Red Corsairs, Lord of the Maelstrom, the Blood Reaver. Two insane and power-hungry enemies of the Imperium at different times – one and the same individual. Huron was critically injured by a melta-blast near to the end of the siege of Badab in the fighting inside the Palace of Thorns. 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 fought their way past the Imperial blockade in a handful of ships. Once away from the Badab system, they dived into the Maelstrom to evade the pursuing Imperial ships and so joined the horde of aliens, renegades and heretics that make the Maelstrom their lair.

The Tyrant lived. One side of his body had to be almost entirely reconstructed with bionics, the Techmarines and Apothecaries standing long vigil over him while the Astral Claws' ships hung in the shifting gas and dust of the Maelstrom. On the eighth day, the Tyrant could speak again and ordered the fleet to seek a new world to conquer. By the twelfth day Huron could stand and donned his power armour once more. His fanatical followers hailed his recovery as a miracle, but if it was a miracle of any kind it was a dark one.

Huron's limited forces were still great enough to easily overwhelm the first pirate stronghold he found, slaughtering the corsairs in a matter of hours. The survivors swore allegiance to the Tyrant and became his slaves, soon learning to fear his fury. Huron Blackheart was born. With more ships and men, the Blackheart could again embark on building an empire worthy of his rule.

Huron's power spread quickly as he welded together a piratical empire of heretics and renegades. His dreaded Space Marines became the Red Corsairs, after the blood-red colour they used to obliterate their old Imperial heraldry and symbols. The artifice pleased Huron greatly and all of the renegade Space Marines who have since joined him have taken these colours as their own to show their new allegiance.

The Red Corsairs have grown into a military force to be reckoned with and their raids out of the Maelstrom have become more frequent and bloody over the decades. Worst of all, the Inquisition has become increasingly disturbed by the number of individual Space Marines, and sometimes whole squads, who have disappeared only to reappear in the armies of Huron Blackheart.

In recent years shipping close to the Maelstrom has adopted a convoy system. Dozens of merchant vessels, protected by Imperial navy escorts, make the perilous journey to worlds such as Morgan's Reach, Tarturga VI, Verkruz and Zathatethus Grand. This has made life more difficult for Huron and his pirates.

The Red Corsairs' attacks have become more patient, targeting a straggler, or seizing a moment when another threat draws away the naval ships. When Huron himself leads a raid, the Red Corsairs are much more brazen. They have been known to attack well-protected convoys, relying on speed and overwhelming force to take their prizes before the attendant escorts can respond. By these means, the strength of the Red Corsairs grows, and the name of Huron Blackheart is whispered fearfully across a score of sectors.



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

Wargear

Power armour, Power weapon, Frag and Krak grenades, Personal Icon, the Tyrant's Claw.

Special Rules

Independent Character, Fearless, 5+ Invulnerable save.

The Hamadrya: Huron has a pet creature of unknown nature, which he calls his Hamadrya. The beast appears semi-intelligent and stays with him at all times, perching on his shoulder or hiding behind him if things get too dangerous. The creature never fights or tries to help its master directly, but it seems to manifest curious psychic powers, which Huron uses to his advantage.

The Hamadrya is treated as a Familiar, except that its effects are to make Huron a psyker and give him the Wargear psychic power.

The Tyrant's Claw: The Tyrant's Claw is a monstrous, bear-like bionic arm and shoulder that was built to replace Huron's own arm. The Claw is a power fist that incorporates a built-in heavy flamer.

THE UNHOLY HARBINGER

As well as ancient Chapter or Legion warships, Chaos Space Marines make use of space hulks to travel the Warp. Space hulks are massive vessels comprising asteroids, derelicts and other debris that have been smashed together into a single immense structure by the tides of the Warp. Most space hulks drift randomly upon warp eddies, but sometimes Chaos Renegades will activate antiquated engines and employ the power of Chaos Sorcerers to steer a space hulk towards a target.

One of the most infamous space hulks is known by the Inquisition as the Unholy Harbinger. The Unholy Harbinger is used as a mobile base by a large contingent of Chaos Space Marines, at various times including warriors from the Black Legion, Death Guard, Sons of Vengeance, Anointers of Blood and the Pyre. Its first appearance is recorded in a request for aid and advice from the Cloras system – a request that was not met in time, with the Black Templars arriving some four weeks later to find the system in ruins and half of its population taken into slavery.

The Unholy Harbinger was also reportedly sighted in the later stages of the Gothic War, and before the Sacking of Garipedes during the three centuries-long schism in the Segmentum Solar known as the Tournament of Fear. Most recently, the ill-regarded vessel has been sighted several times near the Cadian Gate, presumably drawn to the sector by the launch of Abaddon's 13th Black Crusade. It was positively identified by Inquisitor Czevak as part of the invading fleet that attacked Belis Corona, and is believed to have also participated in fleet actions around Dentor.

THE BADAB WAR

587.M41 - The Astral Claws Space Marine Chapter stationed at Badab, keeping the south and western fringes of the Maelstrom secure.

723-900.M41 - Astral Claws submission of gene-seed for analysis is infrequent and incomplete. Badab's planetary tithes are not met.

900.M41 - The Inquisition sends an armed fleet to Badab.

901.M41 - The Master of the Astral Claws, Lufgt Huron, orders the destruction of the Imperial investigation fleet as it enters orbit around Badab. Over 23,000 agents of the Imperium killed. Huron declares himself Tyrant of Badab and announces the system's secession from the Imperium.

902.M41 - First punitive expedition sent by the Imperium is destroyed by the Astral Claws.

903.M41 - Second punitive expedition sent by the Imperium against Badab is destroyed.

903.M41 - Three other Chapters – the Mantis Warriors, Executioners and Lamenters – pledge their support to the Astral Claws and the rebellion escalates drastically.

904.M41 - A ship belonging to the Fire Hawks Chapter is attacked and captured by Mantis Warriors. The Fire Hawks retaliate immediately and five whole Chapters are involved.

905.M41 - The Marines Errant are recalled from the Eastern Fringe but quickly find themselves fully occupied protecting Imperial transports in transit.

906.M41 - More loyal Space Marine Chapters are brought in to stabilise the situation and their presence eliminates nearly all threats to Imperial shipping.

907.M41 - Ork expansions in the Ultima Segmentum require the redeployment of several Space Marine Chapters and Imperial Navy task forces replace them patrolling shipping routes. The Badab system is blockaded and its worlds besieged by Imperial forces. Additional Chapters are brought in to aggressively investigate worlds occupied by the Executioners and Mantis Warriors.

908.M41 - The bulk of the Lamenters Chapter is caught in an ambush and surrenders after bloody ship-to-ship fighting. Their loss is a great blow to the forces of Huron.

908-912.M41 - A succession of sieges reduces the strongholds of the Tyrant of Badab until Badab is surrounded and invested.

912.M41 - The Astral Claws are defeated at the Palace of Thorns and roughly two hundred survivors escape into the Maelstrom with the wounded Huron.

912.M41 - Present day - Surviving Lamenters, Mantis Warriors and Executioners found to be redeemable undertake century-long crusades of penitence.

THE WOLF OF FENRIS

One of the most infamous tales of the Red Corsairs concerns the capture of the *Wolf of Fenris*. Lured into an ambush, this Space Wolves strike cruiser fell during fierce fighting around Parenxes.

More than any other resource, Huron Blackheart and his Red Corsairs need ships. Without their fleet, the renegades of the Maelstrom would be unable to launch their raids on the Imperium, nor be able to evade the punitive Imperial fleets sent after them. The Red Corsairs need not any kind of starships, but ships capable of interstellar travel through the warp – and the crews to man them. The ancient vessels of the Astral Claws forms the core of their fleet, but the majority of their other ships are small merchantmen that have been refitted as makeshift warships. When Huron's scout ships returned with reports that a Space Marine patrol was waiting to intercept him as he travelled to raid the world of Parenxes, the Blood Reaver determined to capture one of the vessels for his armada.

THE BATTLE OF PARENXES

Forewarned of the Astartes task force, Huron left several of his ships in reserve. He then took a more circuitous route to Parenxes than was necessary, arriving in the system on the opposite side of the star. As the Death Hawks' and Space Wolves' vessels moved to intercept the Red Corsair fleet, Huron's reinforcements attacked from the opposite direction. The Space Marines were caught between the two renegade fleets and desperately tried to break out of the trap. The fighting was fierce and short-ranged, and several of the Space Marines managed to fight their way clear. Rather than pursue them, as he would normally have done, Huron chose to concentrate his efforts on the two remaining vessels.

Huron despatched one of his ships to watch the retreating Astartes, in case they should return. Meanwhile, he manoeuvred his fleets into a wide net that forced the trapped Space Marines closer and closer to the Parenxes star. Knowing the Space Marines would turn and fight, and possibly self-destruct their vessels rather than allow them to fall into enemy hands, Huron deliberately left a gap in his closing fleet. Or so it seemed. In reality, Huron placed his flagship there, on minimal power so that it could not be detected at long range. Sure enough, the Space Marines noted the seeming flaw and broke through the opening. One of them, a Flame Hawks cruiser, was so badly damaged during its break-out that Huron let it escape, knowing he did not have the resources to repair it. The other ship, the strike cruiser *Wolf of Fenris*, suffered a crippling hit to its engines as it broke free. There was still a good chance the Space Wolves would attempt to destroy their own vessel if they realised it might be captured, so Huron's battle barge remained hidden. Instead of a full-scale boarding attack, Huron despatched his Red Corsairs in boarding torpedoes – some one hundred and twenty warriors in total.

THE INITIAL ASSAULT

Drifting almost silently through the void, the boarding torpedoes of the Red Corsairs split into three waves. Five of them, with their complement of fifty renegades, used small bursts of their attitude thrusters to direct themselves towards the aft section of the *Wolf of Fenris*. Their task was to capture the engine rooms and plasma reactors, thereby rendering the Space Wolves incapable of destroying the ship by the quickest means.

Only when the torpedoes were less than half a dozen kilometres away were they detected by the auguries of the Space Wolves' ship. For several seconds, defence turrets opened up a furious bombardment around the torpedo wave. Despite the intensity of the barrage, only one torpedo was destroyed and the surviving four struck home. With explosive melta-charges the boarding torpedoes smashed their way through the armoured hull of the strike cruiser. Frag launchers mounted in their tips exploded, filling the interior of the ship's chambers with a storm of shrapnel to clear defenders. Lightly armoured Chapter serfs – the majority of any Space Marine vessel's crew – were scythed down in their dozens. As strobing photon flash fields detonated, blinding and disorientating any survivors, the fronts of the torpedoes opened up like the petals of a flower and the Red Corsairs stormed out.

Their auto-senses unaffected by the visual barrage unleashed by the torpedoes' entry, the renegades let loose a hail of fire with their bolters. Any serfs that survived the volley were quickly cut down by axe and sword, and within half a minute the Red Corsairs were in control of the antechambers around the plasma core. A counter-attack led by one of the Space Wolves' Iron Priests was short-lived, as the Red Corsairs deployed their lascannons and melta-guns to the attack. Melta-bombs were used to breach the main reactor chamber itself. Within five minutes of their first detection, Huron's warriors were in complete control of the aft section of the *Wolf of Fenris*.

THE MAIN ATTACK

Aided by his knowledge of Space Marine combat doctrine and the common layout of Space Marine Strike Cruisers, Huron had directed his second wave to attack a point roughly a third of the way from the ship's prow. Cutting into storage vaults, thirty Red Corsairs encountered initial resistance from two Space Wolves squads in the breached bay. The two sides clashed, head-on, exchanging short-ranged bolter fire and then engaging in ferocious hand-to-hand fighting. They tore into each other with bolt pistols, chainswords, knives, and on the part of the Space Wolves, fangs. Though the fighting was bloody it was brief, and the Red Corsairs succeeded in seizing the chamber and spreading a

MAIN POINTS OF THE ATTACK

1. Initial Red Corsairs assault targets engine chambers and aft section.

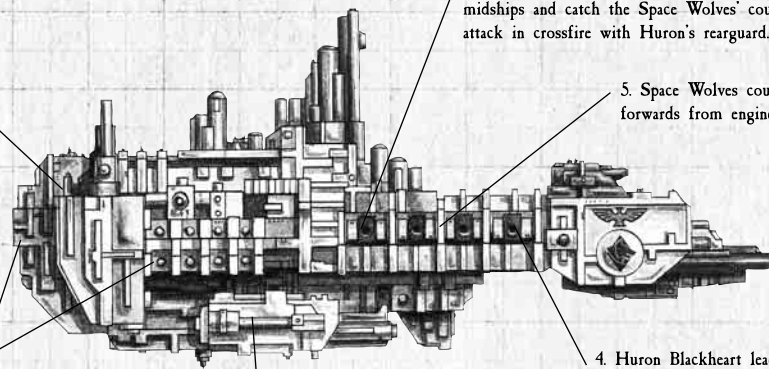
2. Space Wolves engage in and around plasma chamber and engine rooms.

3. Reserve Red Corsairs squads board in mid-section.

6. Reserve squads move forward from the midships and catch the Space Wolves' counter attack in crossfire with Huron's rearguard.

5. Space Wolves counter-attack forwards from engine rooms.

4. Huron Blackheart leads third assault against bridge.



REF: Strike Cruiser - Wolf of Fenris - Parenxes System.

perimeter into the surrounding corridors and vaults. As Huron had calculated, by this point the Space Wolves' counter-attack against the renegades in the engine rooms was gathering momentum. The Red Corsairs had improvised additional barricades and sited their heavy weapons to rain heavy bolter fire and lascannon blasts down the access corridors. Advancing directly into the teeth of this resistance, the Space Wolves squads faltered, and were eventually pinned down in several areas surrounding the ship's plasma reactor and the adjoining antechambers.

It was now that Huron launched the third phase of his attack. At the head of the remaining Red Corsairs squads, the Blood Reaver struck directly for the bridge. Huron guided his flotilla of boarding topedoes to smash a breach less than fifty metres from the control deck, Huron led a headlong charge towards the massive armoured doors leading to the bridge, mercilessly cutting down a squad of Space Wolves that blocked his path, With the entry portal secured, the Red Corsairs brought up a phase field generator to breach the titanium-reinforced doors, tended to by the former head of the Astral Claws' Techmarines, Armanneus Valthex. As the phase field generator was being prepared, Huron readied his men for the Space Wolves' response.

The commanders within the bridge called for reinforcements to move forward from the engine bays. While several squads were left behind to ensure no counter-attack was launched from the aft sections, the Space Wolves advanced to attack Huron's position outside the bridge. At this point the three squads of the Red Corsairs' second wave launched their ambush, catching the Space Wolves between their assault and the rear guard of the Blood Reaver's squads in the prow. The Space Wolves suffered heavy casualties in the first few minutes and were forced to divert their strength away from Huron, breaking towards the starboard gundecks. Here the Space Wolves were pinned in place by continuous fire from the Red Corsairs of the second attack, reinforced by two more squads despatched by Lord Huron.

THE WOLF FALLS

With his rear quarter secured, Huron had his Techmarines activate the phase field generator. Projecting a localised warp field, the generator vaporised a perfect circle of the armoured gateway. With a cluster of frag grenades proceeding their attack, the Red Corsairs stormed into the bridge, Huron leading from the front. The deck crew numbered only a few Space Wolves and they fought to the death. The ship's commander, Gnyrll Bluetooth, struck Huron repeatedly with his glowing poweraxe, but could not damage the Tyrant's heavily armoured augmetics. In reply, Huron ripped apart the Space Wolves commander with the Tyrant's Claw, and pulled out his fangs to keep as a trophy. With the bridge and engines under his control, Huron brought the *Wolf of Fenris* to a full stop and signalled to his battle barge to power up and move in for a full boarding assault.

With overwhelming numbers now on his side, Huron was able to sweep the vessel from prow to stern, eliminating all resistance. In the port gunnery decks the Space Wolves fought with vigour and determination, selling their lives dearly as a scarred, grizzled Wolf Priest roared and bellowed his hatred of the renegades. On the starboard side, it seemed at first that the Red Corsairs might be held out of the gun decks. Then without warning, several of the Space Wolves turned on their brethren, attacking them from behind before surrendering to the mercy of the Blood Reaver. They recanted their oaths to the Space Wolves, Leman Russ and the Emperor, and swore new pledges of loyalty to Huron. As a reward for their treachery, Blackheart granted them command of the *Wolf of Fenris*.

In all, the boarding action had taken nearly four hours, and had cost the lives of many Red Corsairs. Their geneseed was collected, along with that of the dozens of slain Space Wolves, and passed on to Lord Garreon, once Chief Apothecary of the Astral Claws and now known as the Corpsemaster.

Thus it was that Huron Blackheart claimed his greatest prize, the *Wolf of Fenris*.



SUMMONED DAEMONS

The Chaos Space Marines summon Daemons to aid them in their fighting. These do not deploy like ordinary units, and this section looks at how Summoned Daemons are brought to the battlefield.

The Warp is the realm of Daemons, as well as psychic predators such as Enslavers and Vampyrs. Formed of psychic energy, Daemons are manifestations of Chaos, given presence within the Warp, and capable of assuming semi-corporeal form in the material universe. Some Daemons are weak, flittering things created from base emotions but with little personality or direction. They are creations of unnamed fear, general dread and foreboding. Though persistent, they lack the power and direction of the Daemons of a Chaos God.



Each Chaos God is a coalescence of countless souls, greater than the sum of its parts but capable of investing its essence into the creation of Daemons. Many of these Daemons, known as Lesser Daemons and Daemonic Beasts, are nothing more than appendages, wholly slaved to the will of the Chaos God

and capable of little more than acting on their rudimentary instincts. Other Daemons, the Greater Daemons of Chaos, are capable of independent thought and action, deriving their power and personality from their Chaos God, but also one step removed, continuing their existence within but also apart from the gestalt whole.

Where the boundaries between realspace and the Warp are exceptionally thin, such as in Warpstorms, Daemons can manifest themselves with bodies of psychic ectoplasm. The Daemon can escape the Warp fully, feeding off its energies whilst maintaining itself in the material universe. This can be incredibly taxing for the Daemon, depending on how strong its link back to the Warp is, and usually only a handful of Daemons can manifest themselves in this way in any one place.

Most commonly, the rites and practices of mortal Chaos worshippers will allow a few Daemons to break through from the Warp. These summoned Daemons are not nearly as strong as they are during a Daemonic incursion, but they still have power enough to do the summoner's bidding for the short time they are on this material plane.

SUMMONING DAEMONS

Units of Daemons always start the game in Reserve, even in Missions that do not normally allow the Reserves rule to be used. When a Daemon unit becomes available from Reserve, it must be deployed as detailed below.

Once deployed, the Daemons cannot do anything else in that turn's Movement phase, but after that they are free to act as normal (they can Assault in the same turn that they enter the game).

Greater Daemons

When it becomes available from Reserve, the Greater Daemon possesses the body of either a Champion, Aspiring Sorcerer, Sorcerer of Chaos or Chaos Lord to enter the game. The controlling player chooses any suitable model in his own army and removes it from play, replacing it with the Greater Daemon model.

If there are no suitable models on the table at the time the Greater Daemon becomes available, the Greater Daemon cannot enter the battle and is destroyed (models that have arrived from Reserve in the same turn cannot be possessed).

If the model that is possessed by the Greater Daemon is inside a transport, the possessed model is killed and the Daemon is deployed anywhere within 2" of one of the vehicle's access points. If the possessed model was engaged in close combat the Greater Daemon is placed as close as possible to the spot it occupied, but at least 1" away from any enemy models.

Lesser Daemons

A unit of Summoned Lesser Daemons is deployed in the same way as a unit that arrives from Reserve using the Deep Strike rule, and the first model must be placed within 6" of an Icon of Chaos. If there are no Icons of Chaos on the table at the time the summoned unit becomes available, the unit cannot enter the battle and is destroyed (Icons belonging to other units that have arrived from Reserve in the same turn cannot be used). As normal, because they always appear within range of an Icon of Chaos, the Deep Striking Daemons do not roll for scatter. If the model carrying the icon is inside a transport when the Daemons become available from Reserve, the Daemons must Deep Strike within 6" of the vehicle (and will not scatter).

SUMMONED

GREATER DAEMON



Amongst the wide daemonic pantheon of Chaos, Greater Daemons are the most powerful. They are incarnations of their god, embodiments of everything Chaos represents. They are the guardians of their god's realm and executors of his will. Often the Greater Daemons lead incursions into the mortal world, and act as heralds of the powers of Chaos to Champions and magisters. They have their own ambitions and plans, each contributing a part to the great consciousness that is the Ruinous Powers.

In realspace, Greater Daemons manifest as huge, terrifying creatures capable of slaying scores of warriors and destroying battle tanks. They have strange powers and are virtually impervious to mortal weapons. Summoning such a creature demands a high price, for it takes a tremendous amount of energy for a Greater Daemon to corporealise. The price is always a sacrifice, a living being that acts as a gateway into the material realm. The rampant energy of the daemon passing through inevitably destroys this host. As such, the sacrifice is not usually the one doing the summoning...

	WS	BS	S	T	W	I	A	Ld	Sv
Greater Daemon	8	0	6	6	4	4	5	10	-

Unit Type: Monstrous Creature

Special Rules

Fearless, 4+ Invulnerable save.

Clad in black and red armour, the Dark Reapers of Alaitoc Craftworld stood at the crest of a barren ridge. Below them the forces of the Great Enemy advanced through the scattered boulders and gulleys, their bright armour a stark contrast to the grey ash and rock of this dying world. Lightning danced in the sky and the wind howled, as the Chaos Space Marines unleashed volleys of bolts, while hurricanes of deadly Eldar shurikens sliced the air.

Their Exarch directed the squad's attention to enemy soldiers who had flanked the Eldar army through a narrow crevasse. As the Chaos Marines emerged from the dried-out river bed, the Dark Reapers turned purposefully. Settled on their new target, the joints of their armour locking into position to hold them steady against the recoil of their weapons, they raised their missile launchers in unison. It was then that the enemy squad came into full view, an icon bearer amongst them holding aloft a wicked talisman made from contorted Eldar bones. Even as the Dark Reapers fought against the revulsion and nausea rising in them, reality tore apart.

Lascivious shapes, alluring yet repellent, lashed and squirmed within the pulsing miasma, and after a few moments, they leapt through. They were female in form – mostly. Their eyes were large and hypnotic, filled with a dark lust that made them glimmer. Their bodies were lithe, gracious, almost serpentine in their movements. The daemons had vicious claws; wicked, serrated weapons that were covered in a slick sheen.

As the Dark Reaper Exarch fought through his fugue, the Daemonettes of Slaanesh bounded forwards and were upon them. The Daemonettes' vicious screams of delight drifted down the ridge to where the rest of the Eldar army battled at close quarters.

Attacking then moving then attacking again, the Eldar Army wove a complex and deadly dance around the Chaos Space Marines. Yet for all of their guile, the forces of Alaitoc were being pushed back. The leader of their host, a revered Autarch who had led them to victory for two-dozen decades, led the counter-attack.

SUMMONED

LESSER DAEMON

The legions and servants of the Dark Gods are countless and diverse. These are the warriors, the guard beasts, the messengers and the tallymen of Chaos – the teeming masses of daemonkind that exist solely to serve their creator’s dreams and whims. The Lesser Daemons and Daemonic Beasts are the armies of Chaos, who wage a never-ending war with the hordes of the other gods for power and dominance. Lesser Daemons are slaves to the will of their master, created and discarded without effort or thought.

Though nothing more than lowly minions in the Realm of Chaos, such Daemons are nevertheless powerful fighters in the material plane. Their otherworldly nature grants them speed, strength and resilience beyond that of Men. For those with the knowledge and will, it is possible to tear through the barriers between worlds and allow the Daemons to spill forth. Once they are through, the Daemon packs fall upon the foe with relentless ferocity, for their time in the mortal world is limited. They crave every moment and experience before their power fades and they are banished back to the Realm of Chaos.

	WS	BS	S	T	W	I	A	Ld	Sv
Lesser Daemon	4	0	4	4	1	4	2	10	-

Unit Type: Infantry

Special Rules

Fearless, 5+ Invulnerable save.



The Autarch’s glowing halberd cut down enemy after enemy as around him shrieking, bone-coloured Howling Banshees charged forwards. With the full battle-fury of the Aspect Warriors unleashed upon them, the Chaos Space Marines began to fall back.

While others retreated, a champion of the Great Enemy stood his ground, his armour carved from pale marble etched with ever-shifting runes inlaid with gold. As the Autarch stepped forward to meet his foe, he paused, suddenly anxious. There was something amiss. The vile Champion fell to his knees, dropping the great sword he was carrying. He arched back as if screaming and flung his arms out to his sides. A presence, ancient and terrible seemed to descend from the skies into his flailing body.

With a crack like thunder, the Champion gorily exploded with shards of armour and bone scattering across the rocky ground. In the pulsating mass of flesh that was left, something hideous took shape. Jewelled eyes formed, and curling horns sprouted from the remains. Ripped tendons

knitted and twisted, forming four sinewy arms ended with crab-like claws. Its pale skin rippling with magical energy, ethereal silks whipping around its body, the Keeper of Secrets rose to its feet and stared down at the Autarch with its sparkling eyes.

Long forgotten, forbidden songs filled the Autarch’s mind. Memories from ten thousand years past flooded up, and the distant baying of a depraved mob swept the Autarch away. He tasted blood in his mouth, and it was sweet. He could smell intoxicating perfumes, befuddling his mind, arousing feelings he had spent his long life suppressing.

Utterly mesmerised and helpless, the Autarch could do nothing as the Greater Daemon of Slaanesh tore him asunder with its slender claws. Nonchalantly, the Keeper of Secrets stooped and plucked the spirit stone from the remnants of the Autarch’s armour. Lewdly it ran its long tongue over the surface of the stone, tasting the soul within. With a smile it swallowed the glowing stone, dooming the Autarch’s spirit to eternal torment.

GLORY TO CHAOS

So you've decided to burn, pillage and despoil your way to glory over the bodies of your foes? The Chaos Space Marines army has everything a Chaos Overlord could desire.

As Chaos Space Marines are an elite army, you need only a relatively small number of models to get a battle-ready force, and even your Troops units are formidable warriors who can crush all opposition. It's possible to collect a varied army composed entirely of plastic models, which is great for those just starting out, and for those more experienced players who want to add even more personality to their collection with simple conversions. The forces of Chaos are immensely varied and so there are numerous tactical options for you to explore, as well as a great number of themes to shape your collection.

THE BASICS

The core of any Warhammer 40,000 army is its Troops units – these are the warriors that make up the backbone of your force. The Standard force organisation chart includes two compulsory Troops units that you are required to take, but this is certainly no hardship with Chaos Space Marines. With five different units to choose from, there are plenty of ways to shape these foundations.

To start with, it's best to concentrate on 'ordinary' Chaos Space Marines squads. Armed with bolters as well as close combat wargear, your Chaos Space Marines are tactically flexible. This makes them great while you are familiarising yourself with the Chaos Space Marines army, and will always prove useful wherever your collection and tactics take you. With power armour to protect them, Chaos Marines can trade firepower with most enemy units, or they can close in for assault and overwhelm weaker foes. Your Chaos Space Marine squads also have access to heavier or more specialist weaponry, to allow them to be tailored to more specific roles. You might take a lascannon for longer ranged anti-tank punch, or a flamer for destroying enemies in cover. Until you have a few games under your belt with your new army, it's probably best to give each squad a mix of anti-tank and anti-personnel weapons. Once you have a clearer idea about your overall tactics you can think about tailoring different squads to more specific roles. This also includes adding specialist units such as the devastating anti-infantry Noise Marines or ultra-resilient Plague Marines.

For units that you intend to close with the enemy, a Rhino transport is a cheap and effective option, giving a unit the mobility to capture objectives or hit the enemy army where it will do the most damage. For example, a five-man unit with a melta gun can be mounted in a Rhino to quickly cover the ground to the enemy. At short range their melta gun can be used to destroy a battle tank worth more Victory points than the squad, and if they survive, they can assault enemy support squads in subsequent turns.

A STRONG LEADER

You also need to field a HQ of some choice, and again there's a tough decision to make here. A Chaos Lord is very flexible, with many different wargear options to equip him for various different roles. A jump pack and a Daemon Weapon turns your Chaos Lord into a rampaging meteor of destruction, while Terminator armour will protect your commander admirably and allow him to serve the Dark Gods over many battles.

On the other hand, you can have a Daemon Prince. Towering over his minions, he's a close combat monster (literally!) and can fight toe-to-toe with the commanders of any force, including Eldar Avatars and Ork Warbosses. He is a highly visible threat though, and will attract a lot of enemy fire in the early turns of the game, so if you do take a Daemon Prince, be sure to keep him safe until he can strike.

Of course, if you have the points to spend, why not take both a Chaos Lord **and** a Daemon Prince?

THEMES

Beyond the compulsory requirements, your options are wide open. Most players traditionally view Chaos Space Marines as an assault-favouring force. You certainly have access to some devastating close combat troops such as Khorne Berzerkers, Chaos Raptors, Chaos Dreadnoughts, the Defiler and Summoned Daemons. However, don't overlook the fact that your army is comprised of Space Marines (even if somewhat twisted and selfish) and can field some very heavy units.

The Predator and Land Raider tanks can both lay down punishing amounts of firepower, while Obliterators are perhaps the best heavy weapon infantry in Warhammer 40,000, as they can change their weapons from turn-to-turn. Of course, these don't come cheap in points terms, and often the 'humble' Havocs squad, with its multiple heavy weapons, can be your best option for providing long range firepower.

It's often best to start with a balanced force, combining close combat, medium-range and support elements together. This certainly works well with Chaos Space Marines, because your basic troops are versatile enough to stay back and fire against very assault-orientated foes (such as Tyranids), or to join the close attack against armies that prefer to keep their enemies at arm's length (like the Tau).

Whether you choose to butcher your enemies in close combat or pound them into oblivion from afar, take a good look at your Elite, Fast Attack and Heavy Support choices to ensure that each and every unit has a role to play in your plan.

COLOURS OF CHAOS

It's also important to spare a little thought for your army's colour scheme. Painting models is always more enjoyable if you have a scheme that you find stimulating and evocative. There are many different roving warbands of Chaos across the galaxy, from the ancient Traitor Legions to renegades who have only recently thrown off the shackles of the Emperor's rule. Your colour scheme can represent a single warband, painted in the same colours across all of the units, or you can mix and match warbands and Legions together. There are examples of both kinds of armies throughout the following pages. You can find out much more about painting your army in the book *How to Paint Citadel Miniatures*.

MASTER OF YOUR OWN DESTINY

Perhaps more than any other army, Chaos Space Marines are the force onto which you can really stamp your own style. The flexibility of the army list enables you to create an army whose tactics suit your style of play, rather than dictating the kind of strategy you must employ. There are many simple colour schemes to choose from, or you can go for more outlandish painting. There is plenty of scope for conversions and personalisation if that's what you enjoy the most. Overall, the best advice is to collect a force that excites you, because this means you'll enjoy painting it and will spend many hours devising the best plans and tactics to bring the lackeys of the Emperor to heel and destroy the enemies of the gods!



This army uses the Chaos Space Marines Battleforce and plastic Chaos Lord. Nearly all of the units are painted in the colours of the Black Legion, with the exception of the Khorne Berzerkers who still display their World Eaters colours.



This army is led by Huron Blackheart and consists of units from the Red Corsairs, the Cleaved, Obliterator cult and the Death Guard Legion.

LORDS OF CHAOS

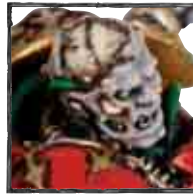
The greatest warriors and most ruthless leaders rise to positions of power amongst the Chaos Space Marines. Able to weld together a force from the anarchic slaves to darkness, these Chaos Lords are infamous reavers loathed by the Imperium. Included on these pages are the Chaos Space Marine special characters whose histories and rules are presented in the Forces section.

▼ ABADDON THE DESPOILER

Abaddon is the heir to Horus' legacy and as Warmaster of the Black Legion is the most powerful of all the Chaos Lords.



Talon of Horus



Huron's bionics



Heavy Flamer



▲ HURON BLACKHEART

Once Chapter Master of the Astral Claws, Huron Blackheart heads the largest pirate fleet in the eastern Imperium.



A Daemon Prince of Nurgle accompanied by a squad of noisome Plague Marines.



The Staff of Ahriman



▲ AHRIMAN

Now exiled from the Thousand Sons, it was Ahriman who both saved and doomed his former Legion.



Combat stimms

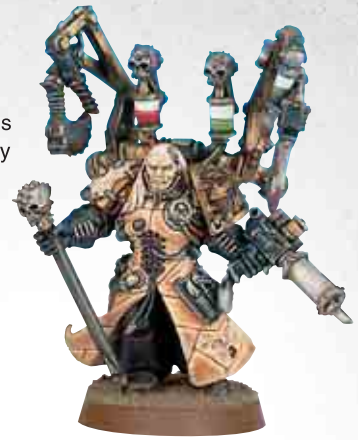


▶ FABIUS BILE

A demented experimenter and manical egotist, Fabius Bile creates squads of unpredictable yet deadly 'enhanced warriors'.



Revivifying elixirs of the Chirurgeon



▶ TYPHUS

Captain of the Plagueship *Terminus Est*, Typhus' Terminator armour is host to a swarm of flies that carry the deadly Destroyer Plague.



The Destroyer Hive



Fly icon of Nurgle

▲ LUCIUS THE ETERNAL

His soul passed on to those that slay him, Lucius has marauded across the Imperium for ten thousand years.



Skull rune of Khorne



Plasma pistol

▲ KHÂRN THE BETRAYER

A bloodthirsty slayer dedicated to Khorne, Khârn will eagerly destroy allies as quickly as enemies.

CONVERTING MINIATURES

Chaos Space Marine models are ideal for conversion, offering endless themes to explore. You can make simple head and weapon swaps, up to fully modelled characters like this one.



This Chaos Lord was modelled and painted by 'Eavy Metals Neil Langdown, using parts from several plastic kits. The Lord is painted in the colours of the Flawless Host warband.



ARMIES OF CHAOS

Countless Space Marines have turned to the power of Chaos over the ten thousand years of the Imperium. They exist now as roving warbands of varying sizes. Some share a single origin, many are disparate bands brought together by fate, the gods, a strong leader or a common cause. On the following pages we look at a variety of troop types and colour schemes that you may want to use for your army, or perhaps just as inspiration.

▼ THE CLEAVED

These mysterious warriors first appeared during a raid on Magma Cordelian. A strange, oil-like blood oozes from the joints of their armour. Battlefield reports suggest that the Cleaved have an exceedingly high pain threshold, sustaining seemingly mortal wounds and fighting on to victory. What remains of the Chaos Space Marines within their sealed armour, none can say.



Weeping eye sockets



Oozing joints



▼ IRON WARRIORS

The warbands of the Iron Warriors Legion make wide use of armoured vehicles and the heaviest weaponry.



An Iron Warriors 'Warsmith' and squad, supported by a Land Raider, Dreadnought and Predator.

THE BLOOD DISCIPLES

Formerly members of the Emperor's Wolves' 8th Company, the Blood Disciples were lost in the Warp for decades. They use their jump packs to launch lightning-fast attacks against the forces of the Emperor.



Chaos Raptors



Jump pack detail



Chaos Lord with jump pack and lightning claws.

BEASTS OF ANNIHILATION

Corrupted beyond recognition, these once-proud warriors are sworn to the service of the Dark Gods, and allow Chaos Daemons to possess their superhuman bodies.



Chaos Possessed



Chaos Lord

ALPHA LEGION

The warriors of the Alpha Legion are identified by distinctive scales marking their armour.



HAKANOR'S REAVERS

The armour of these warriors burns with a magical heat, causing it to constantly crack and reform like lava.



WORD BEARERS

Zealous fighters, the Word Bearers are identified by the device of a flaming daemonic face.



NIGHT STALKERS

These shadowy warriors hail from the daemon-infested nightworld of Cthonis Ultra. They are masters of ambush, appearing from nowhere.

WARRIORS OF AGGANNOR

During the Reign of Blood, the Chaos Lord Aggannor gathered together many renegades for an attack on Calibos III.



A Daemon Prince leads Aggannor's forces from the Word Bearers and Night Lords.

THE SCOURGED

Blessed by Tzeentch, the Scourged are said to hear every lie spoken by Man. Though this gives them unparalleled knowledge, it eventually drives them mad with the constant voices in their heads.



Tzeentch Sorcerer Lord



Icon of Tzeentch

NIGHT LORDS

Corsucating energy plays across the armour of the Night Lords, who favour swift, decisive assaults.



Raptor

SKULLTAKERS

Devotees of Khorne, the Skull Takers polish their armour with the powdered bones of their enemies.



DEATHMONGERS

The Deathmongers exist to destroy and have razed whole worlds.



THE PURGE

The Chaos Space Marines of the Purge despise life in all of its forms. They have waged war against mankind and aliens alike for three thousand years, in an attempt to exterminate all life from the galaxy. Where they attack, pestilence and famine soon follow.



Chaos star icon



Terminator Lord with lightning claws

RED CORSAIRS

The Red Corsairs make their lair in the Maelstrom, and recruit from all manner of renegades and rebels.



Red Corsairs Chaos Space Marine squad, Predator, and Terminators, led by Huron Blackheart.

▼ PLAGUE MARINES

The pustulent Chaos Space Marines of Nurgle fight alongside renegades and Traitor legionnaires all across the galaxy. Where there is death and misery, the Plague Marines will swiftly follow.



▼ OBLITERATORS

Shrouded in mystery, the Obliterators go where their own hidden goals and plans take them, and will sell their services to Chaos Lords in exchange for weapons and technology.



▼ KHORNE BERZERKERS

Khorne Berzerkers will fight wherever there is blood to be spilt and skulls to be taken.



Khorne Berzerkers of the World Eaters Legion ravage an Imperial city.

THOUSAND SONS

The Aspiring Sorcerers of the Thousand Sons lead their automaton warriors in the service of many masters.



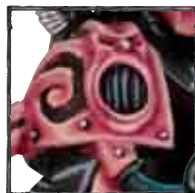
A squad of Thousand Sons guard an Aspiring Sorcerer while two Chaos Spawn charge headlong towards the enemy.

NOISE MARINES

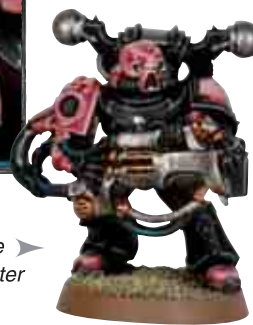
Addicted to sound and sensation, the Noise Marines seek out the most extreme stimuli they can find. This often leads them to fight alongside other Chaos forces, experiencing the full exhilaration of battle whenever they can.



Aspiring Champion
with Doom Siren



Noise Marine
with sonic blaster



Noise Marine
with blastmaster



Not all of the Emperor's Children have become Noise Marines. Some of them still fight with the traditional weaponry of the Chaos Space Marine Legions. ➤

THE BLACK LEGION

The Black Legion is a coalition built upon the remnants of the Sons of Horus Legion. Uniquely, some of the Black Legion's warriors have joined from other forces and sworn themselves to Abaddon's cause. This means that units such as Khorne Berzerkers and Noise Marines can be found wearing Black Legion colours.



Terminator Lord



Chaos Lord



Chaos Sorcerer



Aspiring Champion



Icon of Chaos Glory



Chaos Biker



An impressive variant scheme for painters with a steady hand!

The Black Legion contains warriors who have sworn their loyalty to Abaddon above their former masters. Below are some examples of how you might incorporate the colours of these specialists into a Black Legion scheme.



Khorne Berzerker



Thousand Son



Plague Marine



Noise Marine



Hatch



Air vent



*The impressively armoured
Chaos Vindicator*



Black Legion Terminators advance in support of a Chaos Dreadnought.



BLACK LEGION ARMY

This army is painted in the colours of the Black Legion (with the exception of an allied Sorcerer). It is a 1,600 points army – a good size for a game that can be played in a couple of hours yet gives the players a wide selection of units. The army is centred on infantry. The Chaos Space Marines and Chosen are supported by Khorne Berzerkers mounted in a Chaos Rhino, and a squad of Possessed, to give the army some dedicated close combat troops. The Chaos Spawn provide a couple of expendable units that can be used to tie-up enemy squads in an assault for a turn or two.

- 1 Chaos Lord** 145 pts
With Terminator Armour, Daemon weapon.
- 2 Chaos Sorcerer** 185 pts
With Terminator Armour, Mark of Tzeentch, Bolt of Change, Doombolt, and Combi-melta.
- 3 5 Chaos Terminators** 210 pts
With one powerfist, one chainfist, one Reaper, one combi-melta, and one combi-flamer.



4	10 Chaos Space Marines	255 pts	7	8 Khorne Berzerkers	233 pts
	<i>With plasma gun, Icon of Khorne, and Aspiring Champion with power fist, plasma pistol and meltabombs.</i>			<i>Two plasma pistols, and Skull Champion with plasma pistol and meltabombs.</i>	
5	5 Chosen Chaos Space Marines	145 pts	8	Rhino for Berzerkers	50 pts
	<i>Icon of Chaos Glory, and Aspiring Champion with power weapon, plasma pistol and meltabombs.</i>			<i>With Havoc launcher.</i>	
6	5 Possessed	140 pts	9	2 Chaos Spawn	80 pts
	<i>Possessed Champion</i>		10	Defiler	150 pts
				Total	1593pts





VEHICLES

The warbands of the Chaos Space Marines make use of a wide variety of vehicles. Some are crewed by mortals, others are daemonic constructs driven forward by the power of the Warp. All of them display the colour scheme of their warband, as well as grisly trophies of victory and symbols of allegiance.



*Chaos Dreadnought
of the Night Lords.*

*Black Legion Rhino,
with Havoc Launcher.*



*Defiler, from the Beasts of Annihilation,
armed with reaper autocannon
and close combat weapon.*



Battle cannon

WARGEAR

The following pages contain the rules for equipment used by Chaos (note that wargear that is unique to a particular unit is included in the Forces section instead). The Wargear section is divided into subsections (heavy weapons, armour, etc.), each of which lists its items in alphabetical order for ease of reference during play.

HEAVY WEAPONS

Autocannon

Auto cannon are automatic, self-loading weapons that fire large calibre, high velocity explosive shells. A masterful unification of rate of fire and destructive power, autocannon rounds are most effectively used against light vehicles or particularly tough infantry. They are the weapon of choice when facing the larger of the Tyranid bioconstructs, as well as the ramshackle buggies utilised by the Ork tribes.

Range	Strength	AP	Type
48"	7	4	Heavy 2

"It is the fate of the weak to die unknown,
and the destiny of the strong to rule for
eternity. Give me glory, or give me death!"

Gauwe Psgas

Heavy Bolter

Larger versions of the boltgun, heavy bolters are deadly weapons that fire fist-sized bolts at the enemy. With a staggering rate of fire and shells even more lethal than the standard boltgun, heavy bolters put the fear of the Dark Gods into enemy infantry.

Range	Strength	AP	Type
36"	5	4	Heavy 3

Heavy Flamer

A larger version of the flamer, a heavy flamer is the ultimate weapon for sweeping fortifications clear and destroying the ranks of the enemy at close quarters. Used by Terminator squads, Defilers and Dreadnoughts, only the best armoured and most resilient foes can withstand the fiery blasts of a heavy flamer.

Range	Strength	AP	Type
Template	5	4	Assault 1

ICONS OF CHAOS

Chaos Space Marines sometimes carry into battle an Icon of Chaos. These holy effigies are charged with the coruscating energies of raw Chaos, and sometimes mark a squad that has been claimed by one of the Four Powers as their own.

Icons act as psychic beacons, allowing Sorcerers in the Chaos fleet to easily locate them from orbit and direct towards them any warriors that are teleporting to the battlefield. In the same way, Daemons that are answering the compelling call of a summoning use these Icons as guiding lights through the Warp.

ICONS AND DEEP STRIKE

If models in Terminator armour or Obliterators are deployed onto the battlefield via Deep Strike and choose to do so within 6" of a model carrying an Icon, then they won't scatter. If the Icon bearer is inside a transport, then the range of the Icon is 6" from the transport vehicle itself. Lesser Daemons must enter the game by Deep Striking within 6" of an Icon (see Summoned Daemons on page 61 for more details). Note that Icons only work for models in Terminator Armour, Obliterators and Lesser Daemons, not for units entering play using jump packs or other means of transport. Also note that an Icon must already be on the table at the start of the turn for it to be used.

PERSONAL ICONS

These Icons simply guide teleporting models and Daemons (see Icons and Deep Strike).

SQUAD ICONS

These Icons are available to squads, and each has an additional effect on top of the one described in Icons and Deep Strike. If the Icon Bearer is killed, all the effects of the icon are lost.

Icon of Chaos Glory

The unit may re-roll failed Morale checks.

Icon of Khorne

All models in the unit, except Independent characters joining the unit, have the Mark of Khorne.

Icon of Nurgle

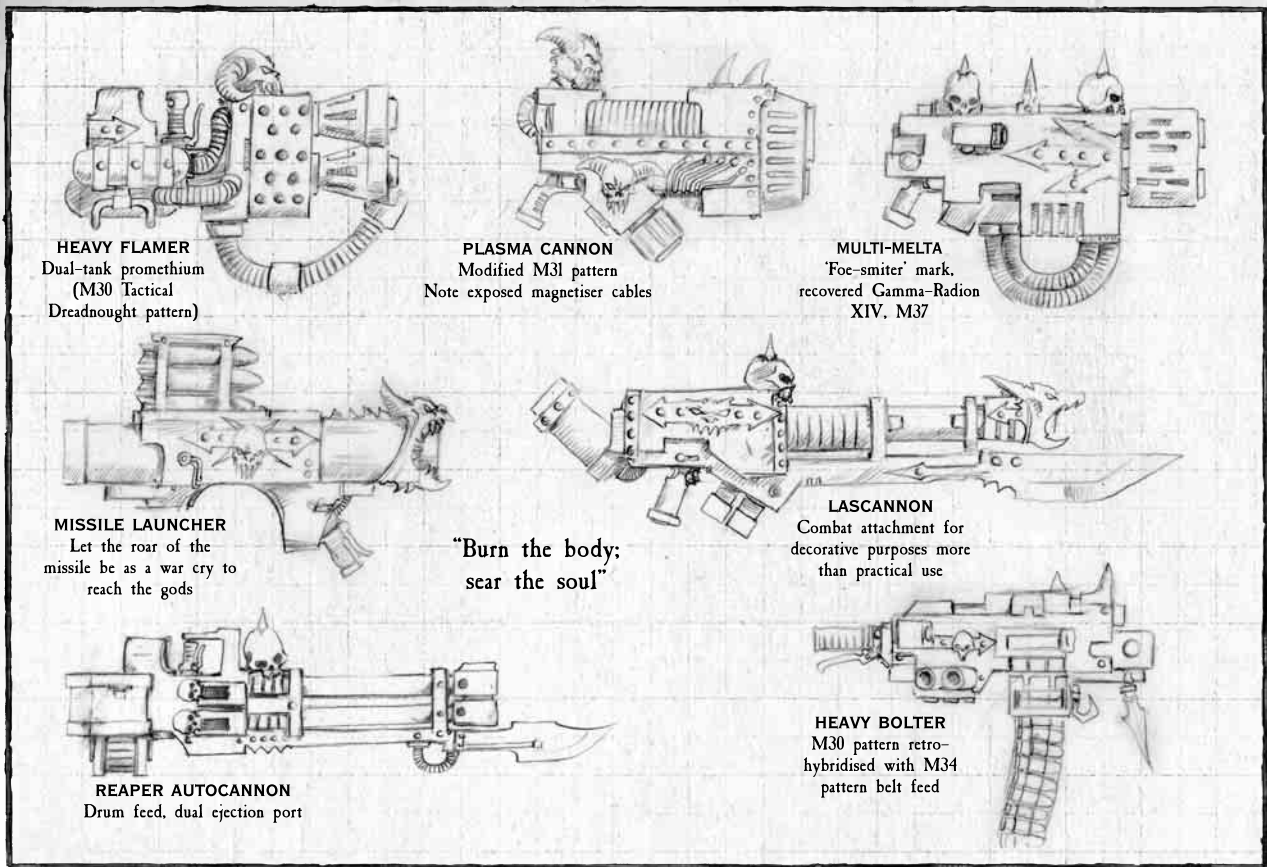
All models in the unit, except Independent characters joining the unit, have the Mark of Nurgle.

Icon of Slaanesh

All models in the unit, except Independent characters joining the unit, have the Mark of Slaanesh.

Icon of Tzeentch

All models in the unit, except Independent characters joining the unit, have the Mark of Tzeentch.



HEAVY FLAMER
Dual-tank promethium
(M30 Tactical
Dreadnought pattern)

PLASMA CANNON
Modified M31 pattern
Note exposed magnetiser cables

MULTI-MELTA
'Foc-smiter' mark,
recovered Gamma-Radion
XIV, M37

MISSILE LAUNCHER
Let the roar of the
missile be as a war cry to
reach the gods

"Burn the body;
scar the soul"

LASCANNON
Combat attachment for
decorative purposes more
than practical use

REAPER AUTOCANNON
Drum feed, dual ejection port

HEAVY BOLTER
M30 pattern retro-
hybridised with M34
pattern belt feed

Lascannon

Lascannons are enormous heavy weapons, deployed specifically to destroy heavily armoured targets. At long range there are few finer weapons for tank hunting than the lascannon. Within the gun itself is a laser chamber that charges an explosive energy blast capable of piercing the armour of enemy vehicles.

Range	Strength	AP	Type
48"	9	2	Heavy 1

Missile Launcher

Chaos Space Marine missile launchers can fire either super-krak or frag missiles. Frag missiles are designed to wreak havoc in lightly armoured infantry formations, while super-krak missiles can break open all but the most heavily armoured targets. With an ample supply of both types of ammunition, a missile launcher is the most versatile weapon available.

Each time a missile launcher fires, the controlling player may choose the type of missile being used.

	Range	Strength	AP	Type
Frag	48"	4	6	Heavy 1, Blast
Krak	48"	8	3	Heavy 1

Multi-melta

A larger, more destructive version of the meltagun, a multi-melta has a greater range than its smaller cousin. Multi-meltas are perfect for destroying bunkers and enemy tanks.

Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta

Plasma Cannon

Plasma weapons are deadly, both to their targets and to those that risk using them. Plasma weapons fire a plasma 'bolt' that explodes on impact, generating the destructive heat of a small sun. Because of the deadly energies contained within them, plasma guns are prone to misfire and overheating.

Range	Strength	AP	Type
36"	7	2	Heavy 1, Blast; Gets Hot!

Reaper Autocannon

There is a particular type of double-barrelled autocannon called the Reaper, no longer employed by the forces of the Emperor. It is mostly used by Chaos Terminators to allow them to lay down a hail of shots, giving them a much greater chance of hitting their target.

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

RANGED WEAPONS

Boltgun

The boltgun, or bolter, is a compact weapon that fires small rockets, or 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target, blowing the enemy apart from the inside.

Range	Strength	AP	Type
24"	4	5	Rapid Fire

Bolt Pistol

Bolt pistols are smaller versions of bolters, firing the same ammunition. Thanks to their smaller size, they are perfect sidearms for Chaos Space Marines.

Range	Strength	AP	Type
12"	4	5	Pistol

Combi-weapons

Combi-weapons are bolters that have been converted to house another weapon; a meltagun, plasma gun or flamer. This extra weapon carries limited ammunition, allowing the weapon a single shot, perfect for shots of opportunity. A model armed with a combi-weapon (combi-meltagun, combi-plasma gun or combi-flamer) may choose to fire either the bolter, or the other weapon. The bolter may be fired every turn, but the other weapon may only be used once per battle. You may not fire both weapons in the same turn.

Flamer

Flamers are flame throwers that spew promethium, a highly volatile liquid chemical that ignites on contact with air, throwing out a great belch of flame. Flamers are perfect for scouring the enemy from any defended position, slaughtering the foe in a roaring conflagration of burning death!

Range	Strength	AP	Type
Template	4	5	Assault 1

Inferno Bolts

See page 37.

Meltagun

Meltaguns are lethal anti-armour weapons, and are also used when undertaking assaults against heavily fortified defence lines and bunkers. Marvels of technology, they superheat their target with sub-molecular thermal agitation, literally cooking and melting away armour plates. Most effective at very short range, the meltagun is capable of reducing rock, metal and living matter to molten slag or ash.

Range	Strength	AP	Type
12"	8	1	Assault 1, Melta

Noise Marine Sonic Weapons

See page 39.

Plasma Gun

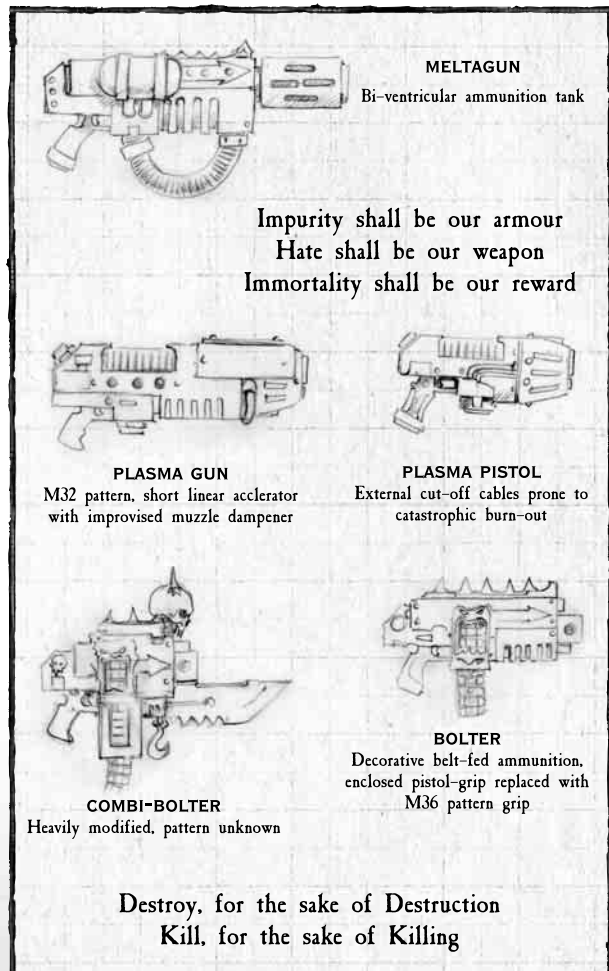
Smaller than the plasma cannon, a plasma gun does not fire a blast in quite the same fashion, rather several smaller 'pulses' of plasma instead. Despite the risks it poses to the bearer, Chaos Space Marines often select plasma guns from the armoury, willing to take the risk in exchange for their devastating power.

Range	Strength	AP	Type
24"	7	2	Rapid Fire, Gets Hot!

Plasma Pistol

Plasma pistols are the smallest variant in the plasma weapon family. Each shot from a plasma pistol contains all the destructive fury of a larger plasma gun, although the range and rate of fire is less. A plasma pistol can be used as a close combat weapon, though it confers no Strength bonus or particular armour penetration advantages.

Range	Strength	AP	Type
12"	7	2	Pistol Gets Hot!

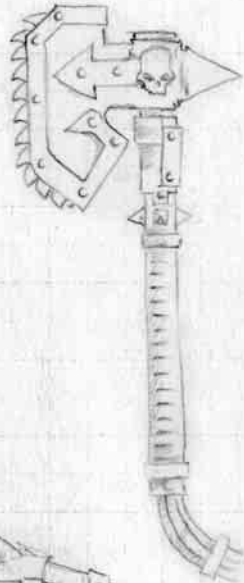


CLOSE COMBAT WEAPONS

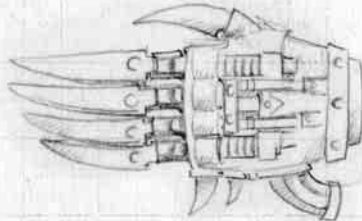
Chainfist

A chainfist is a power fist fitted with chainblade attachment designed to carve through armoured bulkheads or vehicles with its whirring adamantite teeth. Originally intended for use in boarding actions, chainfists can be fitted to a suit of Terminator armour and have been found to make deadly weapons against any form of armoured target. A chainfist is treated exactly as a power fist, but rolls Strength +2D6 (rather than +D6) for armour penetration.

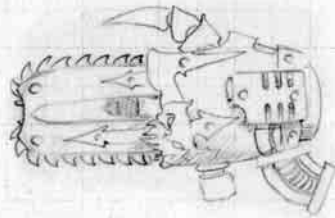
CHAINAXE
Energy supply from
backpack power plant



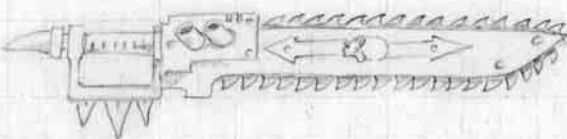
"Let no good deed
go unpunished.
Let no evil deed
go unrewarded."



LIGHTNING CLAWS
Crusade Armour-pattern,
external power feed



CHAINFIST
Dual rotor power source,
recurve laceration-pattern teeth



CHAINWORD
Remodelled hilt and guard, M37 gas fuel motor block

Close Combat Weapon

Chaos Space Marines utilise an array of close combat weapons, from the dripping blades welded by Plague Marines to the bloodstained chainaxes carried by Khorne Berzerkers. All are equally deadly in the hands of an expert warrior. Chainswords, chainaxes and combat blades are close combat weapons, as described in the Assault Phase chapter of the Warhammer 40,000 rulebook.

Daemon Weapon

Daemon weapons contain the power of a Greater Daemon, gifted only to the most powerful Chaos Lords. See page 93 for the full rules and details of the different kinds of Daemon weapon.

Force Weapon

A Force weapon is usually a sword or axe, though is sometimes a staff or rod. It channels the psychic energy of the wielder to rip the life force from those enemies it strikes. See the Warhammer 40,000 rulebook for details of Force weapons.

Lightning Claws

Lightning claws consist of heavily armoured gloves, reinforced and fitted with long slashing talons sheathed in a rippling power field. Used most effectively in pairs, lightning claws slice through armour, flesh and bone with the same terrifying effectiveness. A model armed with lightning claws only receives the additional close combat weapon attack bonus if it is armed with a pair of lightning claws. Lightning claws ignore Armour Saves and re-roll any To Wound dice that fail to cause a wound.

"Honour your blades! Consecrate your guns!
Anoint them with the hot blood of the
strongest foes!"

Darius Khanan, Lord of the Blood Brotherhood

Power Fist

A power fist is a powered, armoured gauntlet surrounded by a disruptive energy field, used to deliver crushing blows to the enemy. Traditionally attached to suits of Terminator armour (although warriors in power armour often choose to use them too), power fists are a deadly weapon easily capable of felling the toughest foes. See the Warhammer 40,000 rulebook for details of power fists.

Power Weapon

A power weapon (typically a sword or axe, but sometimes a glaive, halberd, whip or mace) is sheathed in the lethal haze of a disruptive energy field. Power weapons are capable of chopping through the toughest armour. See the Warhammer 40,000 rulebook for details of power weapons.

SPECIAL EQUIPMENT

Blight Grenade

See page 38.

Chaos Space Marine Bike

Chaos Space Marine bikes are fitted with powerful engines, bulletproof tyres, and are incredibly durable. Each bike is a versatile fighting platform capable of firing its armament on the move and launching devastating charges into combat. Models equipped with Chaos Space Marine Bikes follow all of the rules for Bikes as described in the Warhammer 40,000 rulebook. Chaos Space Marine Bikes are fitted with twin-linked bolters as standard.

Familiar

A familiar may be a small creature made of psychic energy, 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 Sorcerer with a Familiar may be given one psychic power more than normal. The Familiar is always assumed to be on the same base as its master, although it is permissible to represent it separately for modelling purposes. It does not count as an extra model and is only removed if its master is killed.

Frag Grenade

Frag grenades are hurled at the enemy prior to an assault, causing a storm of shrapnel that drives opponents further under cover. See the Warhammer 40,000 rulebook for details of using frag grenades.

Jump Pack

Jump packs contain jets or turbines that can lift even heavy power armour from the ground. A warrior equipped with a jump pack can make great bounding leaps across the battlefield. A jump pack allows the wearer to travel incredibly quickly, passing over obstructions and racing swiftly into close combat.

Models equipped with jump packs are Jump Infantry, as described in the Warhammer 40,000 rulebook.

In addition, models that are wearing jump packs can be dropped from low-flying gunships, using their jump packs to swoop down onto the battlefield. To represent this they can be kept in reserve and arrive using the Deep Strike rules (see the Mission Special Rules section of the Warhammer 40,000 rulebook).

Krak Grenade

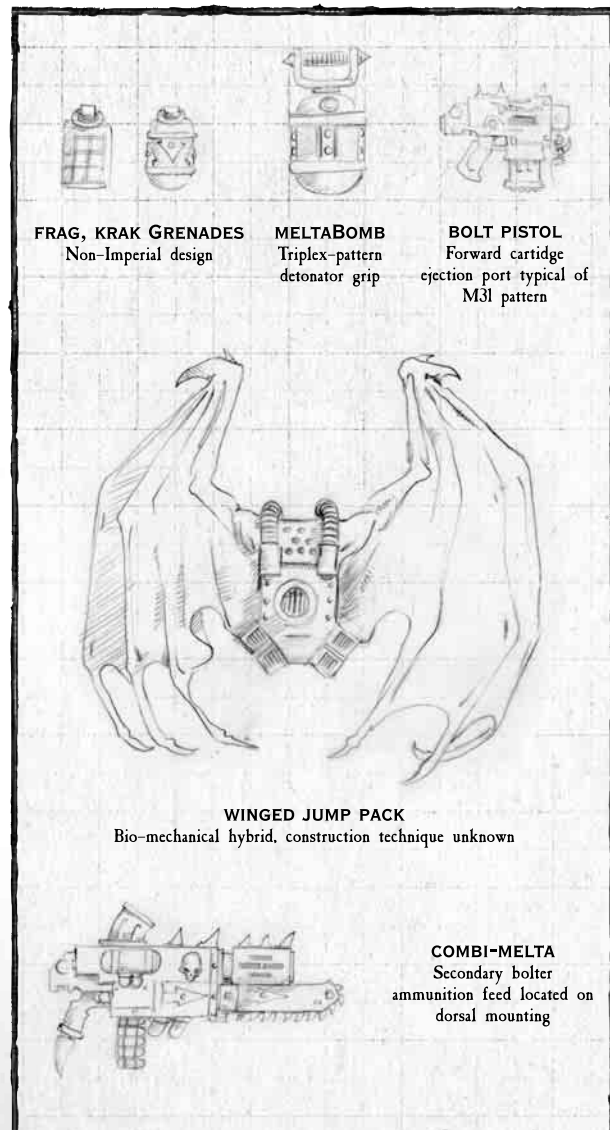
Krak grenades are specialist anti-tank explosives, designed to disable lightly armoured vehicles such as enemy walkers. See the Warhammer 40,000 rulebook for details of using Krak grenades.

Meltabomb

Meltabombs are deadly demolition charges, powered by a subatomic charge, capable of melting through even the most heavily armoured targets. They are much bulkier than krak grenades, with a more sophisticated detonation mechanism. Chaos Space Marines carry melta bombs to destroy enemy tanks and bunkers. See the Warhammer 40,000 rulebook for details of how to use meltabombs.

Wings

Wings enable the wearer to sweep effortlessly across the battlefield and glide over short distances. Wings allow the flyer to travel incredibly quickly, passing over obstructions and swiftly racing into close combat. Models equipped with wings move in the same way as Jump Infantry, as described in the Warhammer 40,000 rulebook. In addition, models that have wings can be dropped from low-flying gunships. They can be kept in reserve and arrive using the Deep Strike rules (see the Mission Special Rules section of the Warhammer 40,000 rulebook).



ASTARTES POWER ARMOUR

Comprised of various Marks
Sighted: Cadia 999.M41

Pre-Codex pattern
helmet, origin
unrecognisable

Backpack with expanded
venting required for stacked
cell power plant



Auto-reactive
shoulder plate

Exposed power cabling

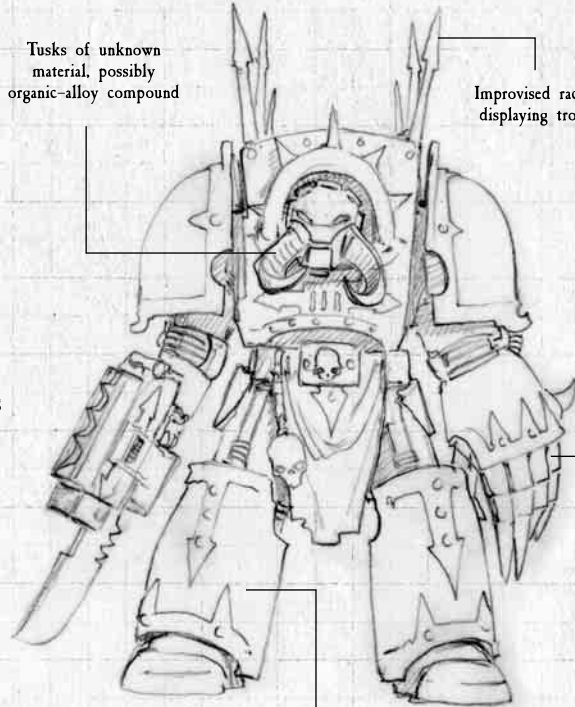
Non-Codex plasteel
chainmail, additional
protection negligible

Modified Mark III
armoured greaves with
mercury-thread stabilisers

TACTICAL DREADNOUGHT ARMOUR

Tusks of unknown
material, possibly
organic-alloy compound

Improvised rack for
displaying trophies



Quintuple-bonded
plasteel-admantium-
ceramite outer shielding

Powerfist,
design unknown

ARMOUR

Power Armour

Power armour is the standard protection for Chaos Space Marines and its distinctive outline casts fear into the enemies of the Ruinous Powers. Made from thick ceramite plates and electrically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour offers some of the best protection armour can provide.

Models equipped with power armour receive a 3+ Armour Save.

Terminator Armour

Originally designed for close fighting aboard space hulks and in other confined areas, Terminator armour is capable of withstanding almost any attack.

A model wearing Terminator armour has a 2+ Armour Save and a 5+ Invulnerable Save. Models in Terminator armour are capable of moving and firing with heavy weapons and may assault after firing rapid fire and heavy weapons. On the other hand, models in Terminator armour may not Sweep Advance after assaults.

Also, any model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in Reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played.

DAEMONIC STEEDS

Gifts of the Chaos Gods, Daemonic Mounts are a symbol of a Champion's status. Each Ruinous Power has its own favoured steed. A model may only take a Daemonic Steed if it also has the Mark of the same Chaos God.

Mount of Slaanesh

This Daemonic Steed confers to the rider +1 Attack and changes the unit type of the model from Infantry to Cavalry.

Disc of Tzeentch

This Daemonic Steed confers to the rider +1 Attack and changes the unit type of the model from Infantry to Jump Infantry.

Juggernaut of Khorne

This Daemonic Steed confers to the rider +1 Attack and +1 Strength. The model cannot be carried in transports, exactly as if it was a Cavalry model.

Palanquin of Nurgle

This Daemonic Steed confers to the rider +1 Attack and +1 Wound. The model may not be carried in a Chaos Rhino. It may be carried in a Chaos Land Raider, but counts as two models.

VEHICLE ARMOURY

Battlecannon

Range	Strength	AP	Type
72"	8	3	Ordnance 1, Large Blast

Daemonic Possession

The vehicle's crew has been replaced by a Daemon, bound within the warped, rune-carved hull. The vehicle ignores Shaken and Stunned results altogether (though transported passengers are affected normally), but its BS is reduced to 3.

Demolisher Cannon

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

Dirge Caster

This device emits terrifying screams and wails to demoralise the enemy. When the vehicle Tank Shocks, the enemy suffer an extra -1 modifier to their Ld.

Dozer Blade

Dozer blades are heavy ploughs, rams, blades or scoops, used to clear obstacles from the vehicle's path. A vehicle equipped with a dozer blade can re-roll a failed Difficult Terrain test as long as it is not going to be moving more than 6" that turn.

Extra Armour

Some vehicle crews add additional armour plating to their vehicles to provide a little extra protection. Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.

Havoc Launcher

The havoc launcher fires a cluster of high explosive missiles. Havoc Launchers have the profile below.

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

Pintle-mounted combi-weapon

Pintle-mounted combi-weapons are used by Chaos Space Marines to provide additional close range firepower to their vehicles. Pintle-mounted weapons are treated as an additional weapon, with the profile of a normal combi-weapon, which can always be fired in addition to other weapons if the vehicle did not move more than 6". See the combi-weapon Wargear entry for details.

Pintle-mounted twin-linked bolter

Pintle-mounted twin-linked bolters are fitted to Chaos Space Marine vehicles to provide additional firepower. Pintle-mounted twin-linked bolters are treated as an additional weapon, with the profile of a normal twin-linked bolter, which can always be fired in addition to other weapons if the vehicle did not move more than 6". See the twin-linked bolter wargear entry for details.

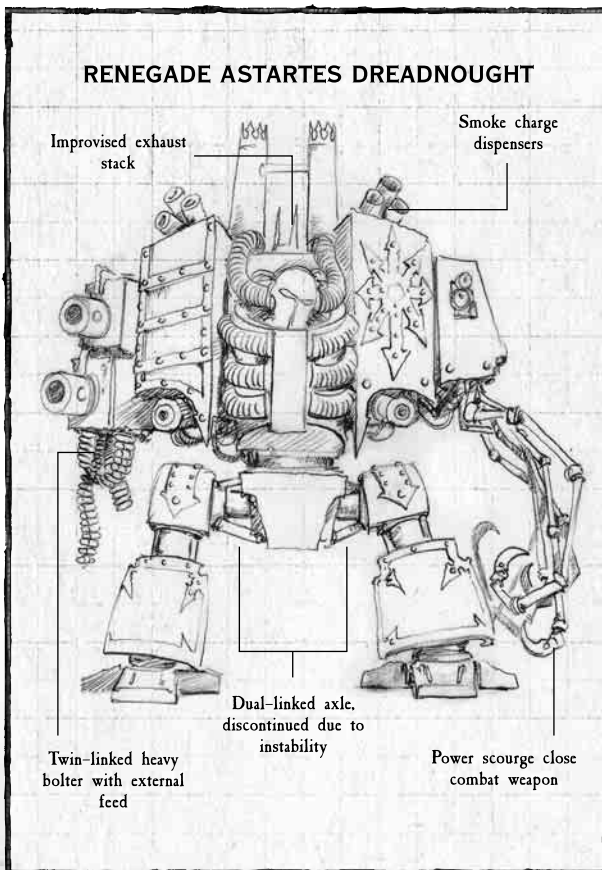
Searchlight

Chaos Space Marines often fit searchlights to pierce the twilight gloom of the daemon worlds. Searchlights are of use when the Night Fighting rule is in effect. If a vehicle has a searchlight it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting rule. However, a vehicle using a searchlight can always be targeted during the following enemy turn, ignoring the Night Fighting rules, as the enemy see the searchlight.

Smoke Launchers

Smoke launchers are used to obscure the vehicle, allowing it to cross open areas.

See the Warhammer 40,000 rulebook for details of smoke launchers.



PSYCHIC POWERS

A psyker may only attempt to use one psychic power per turn. The only exception to this is a model with the Mark of Tzeentch, which can attempt to use up to two psychic powers per player turn (but not two powers that both count as firing a weapon, as models can only fire one weapon per Shooting phase).

Doombolt

The psyker blasts the enemy with a succession of bolts made of raw Chaos energy.

Doombolt may be used in the model's Shooting phase instead of using another ranged weapon. A Psychic test must be passed in order to use the power. When used, Doombolt counts as a weapon with the following profile (roll to hit and wound as normal):

Range	Strength	AP	Assault
18"	4	3	3

Warptime

The psyker surrounds himself with a dimensional instability, which warps the passage of time and grants the target the opportunity to place his attacks with supernatural precision.

The power is used at the start of any player's turn. If successful, the psyker may re-roll all rolls to hit and rolls to wound for the entirety of that player's turn.

Gift of Chaos

The psyker unleashes a whirling flash of Chaos energy, which envelops the target and rapidly mutates them. As the power of Chaos flows through the target, the unfortunate victim's bones writhe, its flesh distorts and agonising mutations tear the enemy apart.

A psyker may use this power at the beginning of his turn. The psyker may be in close combat at the time as may the target. Pick an enemy model and then take a Psychic test. If the test is successful and the target is found to be within 6" of the psyker, roll a D6.

If the D6 roll scores **over** the victim's Toughness, the victim is transformed into a shapeless blob of flesh and is removed as a casualty (and, as no wounds are taken, no saves apply!). Use the model's base Toughness (not the modified Toughness for being on a Bike for example), and a roll of 6 is always successful regardless of the target's Toughness value. Models without a Toughness characteristic cannot be affected.

If the player using this power has a Chaos Spawn model available, he may replace the victim with a Spawn. The Spawn is immediately under the Chaos player's control (and is worth 40 Victory points if killed). If the model was in base contact with friendly models, they now are engaged in combat with the Spawn.

Wind of Chaos

This power takes different forms depending on the Sorcerer. Worshippers of Nurgle project a stream of bilious, acidic slime that burns and infects the target, while sorcerers of Slaanesh create a golden cloud that sets every nerve end alight with rapturous agony.

Wind of Chaos may be used in the model's Shooting phase instead of using another ranged weapon.

A Psychic test must be passed in order to use the power. If successful, this is resolved in the same way as firing a template weapon. Any models fully or partially under the template suffer one wound on a D6 roll of 4+, with no armour or cover saves allowed. Vehicles touched by the template suffer a glancing hit on a D6 roll of 4+.

Lash of Submission (Slaanesh only)

A glowing whip of immaterial energy snakes out from the sorcerer's hand and lashes across the battlefield. Those caught within its ethereal barbs are momentarily in thrall to the psyker's will.

A psyker may use this psychic power in the Shooting phase instead of using another ranged weapon. Pick any non-vehicle enemy unit visible to the psyker and within 24", and then take a Psychic test in order to use the power. If the test is successful, the target is moved 2D6" by the Chaos player. This move is not slowed by difficult terrain, but dangerous terrain tests are taken as normal. Victims may not be moved off the table, into impassable terrain or within 1" of enemy models. After this, the affected unit must take a Pinning test.

Nurgle's Rot (Nurgle only)

Gurgling praise to Grandfather Nurgle, the sorcerer belches forth a disgusting miasma of disease.

A psyker may use this power in the Shooting phase instead of using another ranged weapon. The psyker may be in close combat at the time, as may the targets. If the psychic test is successful, all enemy models within 6" of the psyker suffer a Strength 3 hit with AP-.

Bolt of Change (Tzeentch only)

The sorcerer hurls a ball of rolling energy, formed of raw magic, which causes rapid mutation, tearing the target apart.

Bolt of Change may be used in the model's Shooting phase instead of using another ranged weapon. If the psychic test is successful, Bolt of Change counts as a weapon with the following profile (roll to hit and wound as normal):

Range	Strength	AP	Assault
24"	8	1	1

CHAOS SPACE MARINES

ARMY LIST

The following army list enables you to field a Chaos Space Marines army and fight battles using the scenarios included in the Warhammer 40,000 rulebook. It also provides you with points values for the various units should you wish to use points in scenarios you've devised yourself, or as part of a campaign you are running.

This army list allows you to pick an army based on a warband of one of the Traitor Legions or one of the many different renegade armies, and typically includes a selection of warriors who worship all of the gods. The army list also includes various special characters, should you wish to field an army themed around the most notorious renegades and traitors to have ever plagued the Imperium of Mankind.

The army list is split into six sections. All of the units in the army are in one of these depending upon their role on the battlefield. Each model is also given a points value based on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent the total number of points each of you will spend. You can then proceed to pick your army as described below.

THE FORCE ORGANISATION CHART

The army lists are used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection – one that you must take. We've included the chart used for Standard Missions to the right.

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

SUMMONED DAEMONS

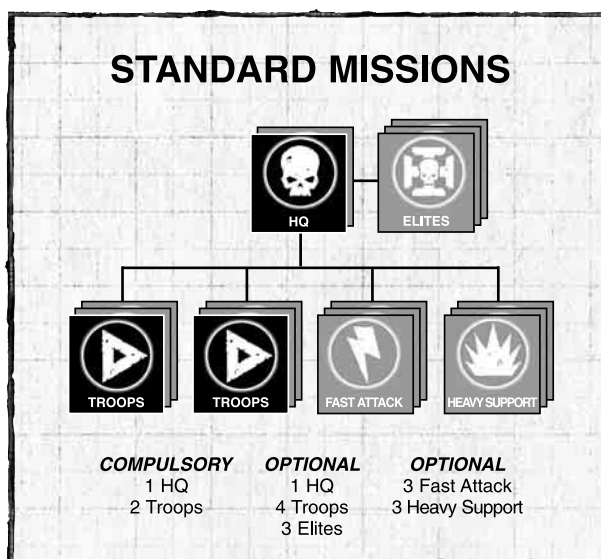
This army can include a Summoned Greater Daemon and Summoned Lesser Daemons. They exist outside of the force organisation chart and are chosen in addition to your normal minimums and maximums, as outlined in the section at the back of the army list.

MISSIONS & POINTS

These army lists are primarily designed for use with the Combat Patrol and Standard Missions from the Warhammer 40,000 rulebook. They may also be used with any other missions that use the force organisation charts, but please note that play balance may be affected if they are used for anything other than a

Combat Patrol or Standard Mission. In addition, the mission you decide to play will determine what (if any) restrictions apply when choosing your army. See the Combat Patrol or Standard Missions sections of the Warhammer 40,000 rulebook for details of the restrictions that apply.

If you decide to fight a Combat Patrol or Standard Mission then this will dictate the number of points used to select the army. Combat Patrol armies are always 400 points each, while for Standard Missions each player selects an army of 500 points or more. The more points you use, the longer the game will be.



USING THE ARMY LIST

Before putting your army together for a game, agree with your opponent on the size of each force. Many players like to play games of 1,500 points per side, which provides around two hours of play, or the best part of an afternoon or evening. Look in the relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any). Any upgrades that are taken must be shown on the model. Once this is done subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. Then you're ready to do battle!

HQ

ABADDON THE DESPOILER COST: 275 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Abaddon	7	5	4(8)	4(5)	4	6	4*	10	2+

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Terminator Armour
- Twin-linked bolter
- Personal icon
- Drach'nyen
- Talon of Horus

Special Rules:

- Fearless
- Independent Character
- Mark of Chaos Ascendant



FABIUS BILE COST: 160 POINTS

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

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Power Armour
- Rod of Torment
- Xyclos Needler
- Bolt pistol
- Frag grenades
- Krak grenades
- Chirurgeon

Special Rules:

- Fearless
- Independent Character
- Feel no Pain
- Enhanced Warriors



HURON BLACKHEART COST: 170 POINTS

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

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Power Armour
- Power weapon
- Frag grenades
- Krak grenades
- Personal Icon
- Tyrant's Claw

Special Rules:

- Fearless
- Independent Character
- 5+ Invulnerable save
- Hamadrya

Psychic Powers:

- Warptime



TYPHUS COST: 225 POINTS

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

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Terminator armour
- Personal Icon
- Manreaper
- Mark of Nurgle

Special Rules:

- Fearless
- Independent Character
- Feel No Pain
- Destroyer Hive
- Herald of Nurgle

Psychic Powers:

- Wind of Chaos
- Nurgle's Rot

HQ

KHÂRN THE BETRAYER COST: 165 POINTS

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

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Power Armour
- Plasma pistol
- Frag grenades
- Krak grenades
- Gorechild
- Personal icon
- Mark of Khorne

Special Rules:

- Fearless
- Independent Character
- 5+ Invulnerable save
- Furious Charge
- The Betrayer
- Blessing of the Blood God

AHRIMAN COST: 250 POINTS

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

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Power Armour
- Bolt Pistol, with Inferno Bolts
- Frag grenades
- Krak grenades
- Personal Icon
- Black Staff of Ahriman
- Mark of Tzeentch

Special Rules:

- Fearless
- Independent Character
- 4+ Invulnerable save (Includes bonus)

Psychic Powers:

- Doombolt
- Warptime
- Wind of Chaos
- Gift of Chaos
- Bolt of Change

LUCIUS THE ETERNAL COST: 160 POINTS

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

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Frag grenades
- Krak grenades
- Power Sword
- Personal Icon
- Lash of Torment
- Doom Siren
- Mark of Slaanesh
- Armour of Shrieking Souls

Special Rules:

- Fearless
- Independent Character
- 5+ Invulnerable save

INDIVIDUAL CHARACTERS

All of the characters presented on these two pages are unique individuals, and a Chaos Space Marines army may only include each of them once (you cannot field two Abaddons, for example).

HQ

DAEMON PRINCE COST: 110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	7	5	6	5	4	5	4	10	3+

Unit Type:

- Monstrous Creature

Number/squad:

- 1

Wargear:

- A Daemon Prince always counts as armed with a single close combat weapon.

Special Rules:

- Fearless
- 5+ Invulnerable save
- Eternal Warrior

Options:

- May have Wings for 20 pts.
- May have one of the following Marks of Chaos:
 - Mark of Khorne for 10 pts
 - Mark of Slaanesh for 5 pts
 - Mark of Nurgle for 20 pts
 - Mark of Tzeentch for 20 pts
- If it does not have the Mark of Khorne, a Daemon Prince may be a Psyker by taking one of the following psychic powers (models with the Mark of Tzeentch may take up to two):

- Doombolt for 10 pts
- Warptime for 25 pts
- Wind of Chaos for 30 pts
- Gift of Chaos for 30 pts
- Nurgle's Rot for 15 pts (models with the Mark of Nurgle only)
- Bolt of Change for 25 pts (models with the Mark of Tzeentch only)
- Lash of Submission for 20 pts (models with the Mark of Slaanesh only)

CHAOS LORD COST: 90 POINTS

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

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Power Armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules:

- Fearless
- Independent Character
- 5+ Invulnerable Save

Options:

- May have one of the following:
 - Mark of Khorne for 10 pts
 - Mark of Slaanesh for 5 pts
 - Mark of Nurgle for 20 pts
 - Mark of Tzeentch for 15 pts
- May replace bolt pistol with a plasma pistol for 15 pts.
- May replace close combat weapon with one of the following:
 - Power weapon for 15 pts
 - Power fist for 25 pts
 - Single lightning claw for 25 pts
 - Pair of lightning claws for 30 pts
 - Daemon Weapon for 40 pts
- May take one of the following:
 - Twin-linked bolter for 5 pts
 - Combi-weapon for 10 pts
- May take any of the following:
 - Melta Bombs for 5 pts
 - Personal Icon for 5 pts
- May take one of the following:
 - Jump Pack/Wings for 20 pts
 - Bike for 30 pts
 - Daemonic Steed for 30 pts (see page 86)

- May instead replace all wargear with Terminator armour, twin-linked bolter and power weapon for 30 pts. In this case may only choose options from the following list:

- May have one of the following:
 - Mark of Khorne for 10 pts
 - Mark of Slaanesh for 5 pts
 - Mark of Nurgle for 20 pts
 - Mark of Tzeentch for 15 pts
- May have a Personal Icon for 5 pts
- May replace twin-linked bolter with a combi-weapon for 5 pts.
- May replace power weapon with:
 - Power fist for 10 pts
 - Chainfist for 15 pts
 - Single lightning claw for 10 pts
 - Daemon Weapon for 25 pts
- May replace his twin-linked bolter and power weapon with a pair of lightning claws for 10 pts.

HQ

CHAOS SORCERER COST: 100 POINTS

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

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Power Armour
- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades

Special Rules:

- Independent Character
- 5+ Invulnerable Save

Options:

- A Sorcerer is a Psyker and must have one of the following psychic powers (models with the Mark of Tzeentch may choose one additional power):
 - Doombolt for 10 pts
 - Warptime for 25 pts
 - Wind of Chaos for 30 pts
 - Gift of Chaos for 30 pts
 - Nurgle's Rot for 15 pts (models with the Mark of Nurgle only)
 - Bolt of Change for 25 pts (models with the Mark of Tzeentch only)
 - Lash of Submission for 20 pts (models with the Mark of Slaanesh only)
- May take one of the following:
 - Jump Pack/Wings for 20 pts
 - Bike for 30 pts
 - Daemonic Steed for 30 pts (see page 86)

- May have one of the following:
 - Mark of Slaanesh for 5 pts
 - Mark of Nurgle for 20 pts
 - Mark of Tzeentch for 30 pts

- May replace bolt pistol with a plasma pistol for 15 pts

- May take any of the following:
 - Melta Bombs for 5 pts
 - Personal Icon for 5 pts
 - Familiar for 5 pts

- May instead replace all wargear with Terminator armour, twin-linked bolter and force weapon for 15 pts. While wearing terminator armour, he can be given all of the options listed in this entry except for melta bombs, plasma pistol, jump pack/wings, bike and daemonic steed. In addition, he may replace his twin-linked bolter with a combi-weapon for 5 pts.

DAEMON WEAPONS

A symbol of greatness as much as a weapon of war, the powers of a Daemon Weapon vary with the nature of the god who gifted it. A Chaos Lord has a Daemon Weapon appropriate to their patron god.

A Daemon Weapon:

- Requires two hands to use.
- Is a power weapon.
- Adds an extra D6 Attacks in close combat. Roll the dice every time the model is about to attack. If the result is a 1, the bound Daemon within the weapon rebels – the model may not make any attacks in this round and suffers one wound with no armour saves allowed.
- Has an additional ability that varies depending on the Mark given to the bearer, as described below.

Daemon Weapon (Lords with no Mark of Chaos)

This blade may take the form of a wicked scimitar, great broadsword, or simply an axe or mace. The wielder attacks with +1 Strength in close combat.

Bloodfeeder (Lords with Mark of Khorne)

Usually taking the form of an axe, a Bloodfeeder is infused with the essence of a raging Bloodthirster. A model with a Bloodfeeder gains 2D6 attacks rather than D6. If either of the dice rolls a 1, the model does not attack and suffers one wound as described above (not one wound for each 1 rolled).

Plaguebringer (Lords with Mark of Nurgle)

Encrusted with filth, a Plaguebringer carries a deadly contagion that can fell even the toughest foe. A model with a Plaguebringer has Poisoned Attacks that wound on a 4+ (see the Warhammer 40,000 rulebook).

Deathscreamer (Lords with Mark of Tzeentch)

Appearing as a blade of fire, or a twisted gun, the Deathscreamer hurls a magical blast. The Deathscreamer can be fired in the Shooting phase, with the following profile. If a 1 is rolled for the number of shots, no shots are fired and the wielder suffers a wound with no armour save allowed.

Range	Strength	AP	Type
24"	4	3	Assault D6

Blissgiver (Lords with Mark of Slaanesh)

A slender blade or writhing whip, those wounded by a Blissgiver are pitched into an ecstatic coma from which there is no recovery. Any wounds caused on the enemy by a Blissgiver inflict Instant Death, regardless of the target's Toughness.

ELITES

CHOSEN CHAOS SPACE MARINES COST: 18 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chosen	18	4	4	4	4	1	4	1	10	3+
Aspiring Champion	+10	4	4	4	4	1	4	2	10	3+

Unit Type:

- Infantry

Number/squad:

- 5-10

Wargear:

- Power Armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Close combat weapon
- Bolter

Special Rules:

- Infiltrate

Icon:

- One model may be given one of the following Icons:
 - Chaos Glory for 10 pts
 - Slaanesh for 20 pts
 - Khorne for 30 pts
 - Nurgle for 50 pts
 - Tzeentch for 40 pts

Character:

- One model may be upgraded to an Aspiring Champion for 10 pts.

Options:

- Any models may have meltabombs for +5 pts per model.
- One model may replace his bolter with one of the following:
 - Heavy bolter for 15 pts
 - Missile launcher for 20 pts
 - Autocannon for 20 pts
 - Lascannon for 35 pts
 - Flamer for 5 pts
 - Meltagun for 10 pts
 - Plasma gun for 15 pts

- Up to four models may choose one of the following four options:

Either replace bolt pistol with a plasma pistol for 15 pts per model.

Or replace close combat weapon with one of the following:

- Power weapon for 15 pts per model
- Lightning claw for 25 pts per model
- Power fist for 25 pts per model

Or replace bolt pistol, close combat weapon and bolter with a pair of lightning claws for 20 pts per model.

Or replace bolter with one of the following:

- Flamer for 5 pts per model
- Meltagun for 10 pts per model
- Plasma gun for 15 pts per model
- Twin-linked bolter for 5 pts per model
- Combi-weapon for 10 pts per model

Transport:

- The squad may have a Chaos Rhino dedicated transport vehicle (see the Chaos Rhino transport entry on page 96).

CHAOS TERMINATORS COST: 30 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Terminator	30	4	4	4	4	1	4	2	10	2+
Terminator Champion	+10	4	4	4	4	1	4	3	10	2+

Unit Type:

- Infantry

Number/squad:

- 3-10

Wargear:

- Terminator armour
- Power weapon
- Twin-linked bolter

Characters:

- Any models may be upgraded to Terminator Champions for 10 pts per model.

Icon:

- One model may be given one of the following Icons:
 - Chaos Glory for 10 pts
 - Slaanesh for 15 pts
 - Khorne for 30 pts
 - Nurgle for 40 pts
 - Tzeentch for 35 pts

Transport:

- The squad may have a Chaos Land Raider dedicated transport (see page 101).

Options:

- Any models may replace their power weapon with one of the following:
 - Lightning claw for 10 pts per model
 - Power fist for 10 pts per model
 - Chainfist for 15 pts per model

- Any models may replace their twin-linked bolter with a combi-weapon for 5 pts per model.

- Any models may replace their twin-linked bolter and power weapon with a pair of lightning claws for 10 pts per model.

- One model may replace his twin-linked bolter with one of the following:
 - Reaper autocannon for 25 pts
 - Heavy flamer for 5 pts

If the unit is at full strength (10 man strong) a second model may replace his twin-linked bolter with one of the weapons above.

ELITES

POSSESSED CHAOS SPACE MARINES COST: 26 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Possessed	26	4	4	5	4	1	4	2	10	3+
Possessed Champion	+10	4	4	5	4	1	4	3	10	3+

Unit Type:

- Infantry

Number/squad:

- 5-20

Wargear:

- Power Armour
- Possessed count as equipped with a single close combat weapon.

Special Rules:

- Fearless
- 5+ Invulnerable save
- Daemonkin

Character:

- One model may be upgraded to an Aspiring Champion for 10 pts.

Icon:

- One model may be given one of the following Icons:
 - Glory for 5 pts
 - Slaanesh for 20 pts
 - Khorne for 30 pts
 - Nurgle for 50 pts
 - Tzeentch for 40 pts.

Transport:

- The squad may have a Chaos Rhino dedicated transport (see the Chaos Rhino transport entry on page 96).

CHAOS DREADNOUGHT COST: 90 POINTS

	WS	BS	S	Armour				I	A
				F	S	R			
Dreadnought	4	4	6	12	12	10	4	3	

Unit Type:

- Vehicle (Walker)

Wargear:

- Smoke launchers
- Searchlight
- Dreadnought close combat weapon incorporating a twin-linked bolter in one arm.

Special Rules:

- Crazy

Options:

- The other arm must be armed with one of the following:
 - twin-linked autocannon for 20 pts
 - twin-linked lascannon for 35 pts
 - twin-linked heavy bolter for 15 pts
 - multi-melta for 10 pts
 - plasma cannon for 15 pts
 - an additional Dreadnought close combat weapon incorporating a twin-linked bolter for 10 pts. This will add +1 to the number of Attacks on the profile above.

- May have extra armour for 15 pts.
- A single twin-linked bolter may be upgraded to a heavy flamer for 5 pts.
- One close combat arm (along with its twin-linked bolter) may be replaced with a missile launcher for no additional cost. If the Dreadnought is left with no close combat arms, its Attacks are reduced to 2, and it is no longer armed with a Dreadnought close combat weapon.

TROOPS

CHAOS SPACE MARINES COST: 15 POINTS EACH

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

Unit Type:

- Infantry

Number/squad:

- 5-20

Wargear:

- Power Armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Close combat weapon
- Bolter

Character:

- One model may be upgraded to an Aspiring Champion for 15 pts.
- He may replace his bolter with one of the following:
 - Twin-linked bolter for 5 pts
 - Combi-weapon for 10 pts

- He may replace his close combat weapon with one of the following:
 - Power weapon for 15 pts
 - Power fist for 25 pts

- He may replace his bolt pistol with a plasma pistol for 15 pts

- He may have meltabombs for 5 pts

Icon:

- One model may be given one of the following Icons:
 - Chaos Glory for 10 pts,
 - Slaanesh for 20 pts,
 - Khorne for 30 pts,
 - Nurgle for 50 pts,
 - Tzeentch for 40 pts.

Options:

- One Chaos Space Marine may replace his bolt pistol with a plasma pistol for 15 pts, or instead replace his bolter with one of the following:
 - plasma gun for 15 pts
 - meltagun for 10 pts
 - flamer for 5 pts
- If the squad numbers ten or more models, a second Chaos Space Marine may replace his bolter with one of the following:
 - Missile launcher for 10 pts
 - Autocannon for 10 pts
 - Heavy bolter for 10 pts
 - Lascannon for 20 pts
 - Plasma gun for 15 pts
 - Meltagun for 10 pts
 - Flamer for 5 pts

Transport:

- The squad may have a Chaos Rhino dedicated transport (see the Chaos Rhino transport below for more details).

CHAOS RHINO COST: 35 POINTS

Certain Chaos Space Marine units have the option of selecting a Chaos Rhino. This vehicle choice does not use up any force organisation chart selections, but otherwise functions as a separate unit. See the Transport Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

	Armour			
	BS	F	S	R
Rhino	4	11	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Twin-linked bolter
- Smoke launchers
- Searchlight

Fire Points:

- 1

Access Points:

- 3 – side and rear hatches.

Special Rules:

- Repair

Options:

- Dozer blade for 5 pts
- Extra armour for 15 pts
- Daemonic Possession for 20 pts
- One of the following pintle mounted weapons:
 - twin-linked bolter for 5 pts
 - combi weapon for 10 pts
 - havoc launcher for 15 pts

Transport:

- The Chaos Rhino can carry up to ten models.
- Models in Terminator armour, Obliterators and Summoned Daemons, even though they are Infantry, cannot be transported.

TROOPS

PLAGUE MARINES COST: 23 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Plague Marine	23	4	4	4	4(5)	1	3	1	9	3+
Plague Champion	+15	4	4	4	4(5)	1	3	2	10	3+

Unit Type:

- Infantry

Number/squad:

- 5-20

Wargear:

- Power Armour
- Bolter
- Blight grenades
- Frag grenades
- Krak grenades
- Close combat weapon
- Bolt pistol

Special Rules:

- Mark of Nurgle (included in profile)
- Fearless
- Feel no Pain

Icon:

- One model may be given a Personal Icon for 5 pts.

Character:

- One model may be upgraded to a Plague Champion for 15 pts
- He may replace his close combat weapon with one of the following:
 - Power weapon for 15 pts
 - Power fist for 25 pts
- He may replace his bolt pistol with a plasma pistol for 15 pts

- He may replace his bolter with one of the following:
 - Twin-linked bolter for 5 pts
 - Combi-weapon for 10 pts
- He may have meltabombs for 5 pts

Options:

- Up to two Plague Marines may replace their bolt pistol for a plasma pistol for 15 pts per model, or replace their bolter with one of the following:
 - Plasma gun for 15 pts per model
 - Meltagun for 10 pts per model
 - Flamer for 5 pts per model

Transport:

- The squad may have a Chaos Rhino dedicated transport (see the Chaos Rhino transport entry on page 96).

NOISE MARINES COST: 20 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Noise Marine	20	4	4	4	4	1	5	1	9	3+
Noise Champion	+15	4	4	4	4	1	5	2	10	3+

Unit Type:

- Infantry

Number/squad:

- 5-20

Wargear:

- Power Armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Close combat weapon
- Bolter

Special Rules:

- Mark of Slaanesh (included in profile)
- Fearless

Character:

- One model may be upgraded to a Noise Champion for 15 pts.
- He may replace his close combat weapon with one of the following:
 - Power weapon for 15 pts
 - Power fist for 25 pts
- He may take any of the following:
 - Doom Siren for 15 pts
 - Meltabombs for 5 pts

Icon:

- One model may be given a Personal Icon for 5 pts.

Options:

- Any model may replace his bolter with a sonic blaster for 5 pts.
- One Noise Marine may replace his bolter with a Blastmaster for 40 pts.

Transport:

- The squad may have a Chaos Rhino dedicated transport (see the Chaos Rhino transport entry on page 96).

TROOPS

KHORNE BERZERKERS COST: 21 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Berzerker	21	5	4	4	4	1	4	2	9	3+
Skull Champion	+15	5	4	4	4	1	4	3	10	3+

Unit Type:

- Infantry

Number/squad:

- 5-20

Wargear:

- Power Armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Close combat weapon

Special Rules:

- Mark of Khorne (included in profile)
- Fearless
- Furious Charge

Character:

- One model may be upgraded to a Skull Champion for 15 pts.
- He may replace his close combat weapon with one of the following:
 - Power weapon for 15 pts
 - Power fist for 25 pts
- He may replace his bolt pistol with a plasma pistol for 15 pts.
- He may have meltabombs for 5 pts.

Icon:

- One model may be given a Personal Icon for 5 pts.

Options:

- Up to two Berzerkers may replace their bolt pistol with a plasma pistol for 15 pts per model.

Transport:

- If it numbers ten or less models, the squad may have a Chaos Rhino dedicated transport (see the Chaos Rhino transport entry on page 96).

THOUSAND SONS COST: 23 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Thousand Son	23	4	4	4	4	1	4	1	9	3+
Aspiring Sorcerer	60	4	4	4	4	1	4	2	10	3+

Unit Type:

- Infantry

Number/squad:

- 1 Aspiring Sorcerer and 4-19 Thousand Sons Chaos Space Marines

Wargear:

All:

- Power Armour

Aspiring Sorcerer:

- Bolt pistol
- Force weapon

Thousand Sons:

- Bolter

Special Rules:

- +4 Invulnerable save (including Mark of Tzeentch)
- Fearless
- Slow and Purposeful
- The Sorcerer Commands
- Inferno Bolts

Character:

- The Aspiring Sorcerer is a psyker and must be given one of the following Psychic powers:
 - Doombolt for 10 pts
 - Warptime for 25 pts
 - Wind of Chaos for 30 pts
 - Gift of Chaos for 30 pts
 - Bolt of Change for 25 pts
- He may have meltabombs for 5 pts.

Icon:

- One model may be given a Personal Icon for 5 pts.

Transport:

- The squad may have a Chaos Rhino dedicated transport (see the Chaos Rhino transport entry on page 96).

FAST ATTACK

CHAOS BIKERS COST: 33 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Biker	33	4	4	4	4(5)	1	4	1	9	3+
Biker Champion	+15	4	4	4	4(5)	1	4	2	10	3+

Unit Type:

- Bikes

Number/squad:

- 3-10

Wargear:

- Power Armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Close combat weapon
- Chaos Bike with twin-linked bolter

Icon:

- One model may be given one of the following Icons:
 - Chaos Glory for 10 pts
 - Slaanesh for 20 pts
 - Khorne for 30 pts
 - Nurgle for 50 pts
 - Tzeentch for 40 pts.

Options:

- Up to two Chaos Bikers may replace their close combat weapon with one of the following:
 - Plasma gun for 15 pts per model
 - Meltagun for 10 pts per model
 - Flamer for 5 pts per model

Character:

- One model may be upgraded to a Biker Champion for 15 pts.
- He may replace his close combat weapon with one of the following:
 - Power weapon for 15 pts
 - Power fist for 25 pts
- He may replace his bolt pistol with a plasma pistol for 15 pts.
- He may have meltabombs for 5 pts.

CHAOS RAPTORS COST: 20 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Raptor	20	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+

Unit Type:

- Jump Infantry

Number/squad:

- 5-20

Wargear:

- Power Armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Close combat weapon

Character:

- One model may be upgraded to an Aspiring Champion for 15 pts.
- He may replace his bolt pistol with a plasma pistol for 15 pts.
- He may have meltabombs for 5 pts.

- He may replace his close combat weapon with one of the following:
 - Power weapon for 15 pts
 - Power fist for 25 pts
- He may replace his bolt pistol and close combat weapon with a pair of lightning claws for 25 pts.

Icon:

- One model may be given one of the following Icons:
 - Chaos Glory for 10 pts
 - Slaanesh for 20 pts
 - Khorne for 30 pts
 - Nurgle for 50 pts
 - Tzeentch for 40 pts

Options:

- Up to two Raptors may replace their pistol with a plasma pistol for 15 pts per model, or take one of the following:
 - Plasma gun for 15 pts per model
 - Meltagun for 10 pts per model
 - Flamer for 5 pts per model

CHAOS SPAWN COST: 40 POINTS EACH

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

Unit Type:

- Beast

Number/squad:

- 1-3

Special Rules:

- Fearless
- Slow and purposeful
- Mindless

Your army may include any number of units of Chaos Spawn. Units of Chaos Spawn do not use up any force organisation chart selection, but are otherwise treated as a Fast Attack unit. All of the Spawn in the force must be divided into as few squads as possible.

HEAVY SUPPORT

CHAOS HAVOCS COST: 15 POINTS EACH

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

Unit Type:

- Infantry

Number/squad:

- 5-20

Wargear:

- Power Armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Close combat weapon
- Bolter

Character:

- One model may be upgraded to an Aspiring Champion for 15 pts.
- He may replace his bolter with one of the following:
 - Twin-linked bolter for 5 pts
 - Combi-weapon for 10 pts
- He may replace his bolt pistol with a plasma pistol for 15 pts.
- He may have meltabombs for 5 pts.
- He may replace his close combat weapon with one of the following:
 - Power weapon for 15 pts
 - Power fist for 25 pts

Icon:

- One model may be given one of the following Icons:
 - Chaos Glory for 10 pts
 - Slaanesh for 20 pts
 - Khorne for 30 pts
 - Nurgle for 50 pts
 - Tzeentch for 40 pts

Options:

- Up to four Havocs may replace their bolter with one of the following:
 - Lascannon for 35 pts per model
 - Missile launcher for 20 pts per model
 - Autocannon for 20 pts per model
 - Heavy bolter for 15 pts per model
 - Plasma gun for 15 pts per model
 - Meltagun for 10 pts per model
 - Flamer for 5 pts per model

Transport:

- The squad may have a Chaos Rhino dedicated transport (see the Chaos Rhino transport entry on page 96).

OBLITERATOR CULT COST: 75 POINTS EACH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Obliterator	75	4	4	4	4	2	4	2	9	2+

Unit Type:

- Infantry

Number/squad:

- 1-3

Wargear:

- A single power fist
- Obliterator weapons (one per turn from lascannon, multi-melta, plasma cannon, twin-linked plasma gun, twin-linked meltagun, twin-linked flamer)

Special Rules:

- Fearless
- 5+ Invulnerable save
- Slow and Purposeful
- Deep Strike

CHAOS PREDATOR COST: 70 POINTS

	Armour			
	BS	F	S	R
Predator	4	13	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Turret-mounted autocannon
- Smoke launchers
- Searchlight

Options:

- Upgrade the turret's autocannon to a twin-linked lascannon for 35 pts
- Take side sponsons with heavy bolters for 30 pts, or with lascannons for 60 pts.
- Dozer blade for 5 pts.
- Extra armour for 15 pts.

- Daemonic Possession for 20 pts.
- Dirge Caster for 5 pts
- One of the following pintle mounted weapons:
 - Twin-linked bolter for 5 pts
 - Combi weapon for 10 pts
 - Havoc launcher for 15 pts

HEAVY SUPPORT

CHAOS VINDICATOR COST: 125 POINTS

Chaos	Armour			
	BS	F	S	R
Vindicator	4	13	11	10

Unit Type:

- Vehicle (Tank)

Wargear:

- Hull-mounted Demolisher Cannon
- Smoke launchers
- Searchlight
- Dozer Blade

Options:

- Extra armour for 15 pts.
- Daemonic Possession for 20 pts.
- Dirge Caster for 5 pts
- One of the following pintle-mounted weapons:
 - Twin-linked bolter for 5 pts
 - Combi weapon for 10 pts
 - Havoc launcher for 15 pts

CHAOS DEFILER COST: 150 POINTS

Defiler	Armour							
	WS	BS	S	F	S	R	I	A
Defiler	3	3	6	12	12	10	3	3

Unit Type:

- Vehicle (Walker)

Wargear:

- Two Dreadnought close combat weapons (extra attack already included in the profile above)
- Battle cannon
- Reaper autocannon

- Twin-linked heavy flamer
- Daemonic Possession
- Smoke launchers
- Searchlight

Special Rules:

- Fleet

Options:

- The heavy flamer can be replaced with one of the following:
 - Close combat arm (+1 Attack) for free
 - Havoc launcher for 5 pts
- Reaper autocannon can be replaced with one of the following:
 - Twin-linked heavy bolter for free
 - Close combat arm (+1 Attack) for free
 - Twin-linked lascannon for 20 pts

CHAOS LAND RAIDER COST: 220 POINTS

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

Unit Type:

- Vehicle (Tank)

Wargear:

- Two sponson-mounted twin-linked lascannons
- One hull-mounted twin-linked heavy bolter
- Smoke launchers
- Searchlight

Special Rules:

- Assault Vehicle

Options:

- Dozer blade for 5 pts
- Extra armour for 15 pts
- Daemonic Possession for 20 pts
- Dirge Caster for 5 pts
- One of the following pintle mounted weapons:
 - Twin-linked bolter for 5 pts
 - Combi weapon for 10 pts
 - Havoc launcher for 15 pts

Transport:

- Ten models
- Models in Terminator armour count as two models.
- Obliterators and Summoned Daemons, even though they are Infantry, cannot be transported.

Fire Points:

- 0

Access Points:

- Front access ramp and a hatch on each side of the hull.

SUMMONED DAEMONS

0-1 SUMMONED GREATER DAEMON COST: 100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Summoned									
Greater Daemon	8	0	6	6	4	4	5	10	-

Your army may include a single Greater Daemon. This model does not use up any force organisation chart selection, but is otherwise treated as a HQ unit.

Unit Type:

- Monstrous Creature

Number/squad:

- 1

Wargear:

- A single close combat weapon

Special Rules:

- Fearless
- 4+ Invulnerable save

SUMMONED LESSER DAEMONS COST: 13 POINTS

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Summoned										
Lesser Daemons	13	4	0	4	4	1	4	2	10	-

Units of Summoned Lesser Daemons do not use up any force organisation chart selection, but are otherwise treated as a Troops unit.

Unit Type:

- Infantry

Number/squad:

- 5-20

Wargear:

- A single close combat weapon

Special Rules:

- Fearless
- 5+ Invulnerable save

The bark of the Command Squad's autocannon reverberated around the bunker as Captain Sturmovich peered out of the vision slit into the gloom. The smoking hull of a renegade Rhino obscured the captain's vision to the left. To the right, hull down behind the ruins of an ancient colliery building, two Vindicators hurled shell after shell at the Imperial defence line. A detonation from a demolisher shell set the bunker trembling, almost knocking Sturmovich from his feet. The captain grabbed the comm-link, wiping his forehead with the blood-stained sleeve of his greatcoat.

"Command, this is Post Alpha-Three," Sturmovich barked, straining to keep calm. "Enemy breakthrough imminent. Request immediate orbital strike on..."

Another monstrous explosion cracked the wall of the bunker and hurled fist-sized chunks of rockrete across the interior. The autocannon was dismounted by the blast and Sturmovich was thrown to the floor. Pushing himself free from the wreckage, Sturmovich saw the remnants of the comm-link scattered amidst the rubble. Dizzily, the Imperial Guard captain wafted smoke from his eyes and looked out through the breach.

Something larger loomed in the smog, and the Rhino was shunted aside by grinding tracks. With dark banners fluttering from its hull, a Land Raider ground forwards, pulverising the corpses of both sides beneath its tracks. Its red-and-black livery was scored with damage from lascannon blasts and shell holes, but the metallic beast advanced without difficulty.

Like the maw of a ravenous beast, the front of the Land Raider opened. A ruddy light bathed Sturmovich as he staggered to the breach, fumbling for his power sword. Bulky shapes appeared at the top of the assault ramp. Five Chaos Terminators advanced down the ramp, each tread of their massively armoured feet sending a shiver of terror through the Imperial captain.

Blossoms of muzzle flare punctured the smoke and a moment later explosions engulfed the breach. A bolt pierced Sturmovich's right shoulder. The captain felt the merest moment of panic before the bolt exploded, separating Sturmovich from his sword arm in a bloody spray. Sturmovich collapsed from shock. As the Chaos Terminators continued their advance, rocks shattered into dust under their heavy tread. One massively-armoured figure stopped next to Sturmovich and bent down towards him.

"Do you think Lord Huron will want this one?" The question erupted loudly from the vox-grille of the Chaos Terminator, harsh in the silence that had descended.

"It looks too damaged to me," came a reply from behind Sturmovich.

The Chaos Terminator leaned down and extended a crackling fist, its fingers curling around the captain's skull. Sturmovich felt nothing as his head imploded.

"Inform Lord Huron, nothing salvageable here. We're moving on to the primary target."



SUMMARY

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Abaddon	7	5	4(8)	4(5)	4	6	4*	10	2+	46
Ahriman	5	5	4	4	3	5	3	10	3+	50
Aspiring Champion	4	4	4	4	1	4	2	10	3+	27
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	37
Berzerker	5	4	4	4	1	4	2	9	3+	36
Biker Champion	4	4	4	4(5)	1	4	2	10	3+	27
Chaos Biker	4	4	4	4(5)	1	4	1	9	3+	27
Chaos Lord	6	5	4	4	3	5	3	10	3+	30
Chaos Space Marine	4	4	4	4	1	4	1	9	3+	27
Chaos Spawn	3	0	5	5	3	3	D6	10	-	33
Chosen	4	4	4	4	1	4	1	10	3+	27
Daemon Prince	7	5	6	5	4	5	4	10	3+	32
Fabius Bile	5	4	5	4	3	4	5	10	3+	52
Greater Daemon	8	0	6	6	4	4	5	10	-	62
Huron	6	5	4	4	3	5	3	10	3+	56
Khârn	7	5	5	4	3	5	5	10	3+	48
Lesser Daemon	4	0	4	4	1	4	2	10	-	63
Lucius	7	5	4	4	3	6	3	10	3+	54
Noise Champion	4	4	4	4	1	5	2	10	3+	39
Noise Marine	4	4	4	4	1	5	1	9	3+	39
Obliterator	4	4	4	4	2	4	2	9	2+	35
Plague Champion	4	4	4	4(5)	1	3	2	10	3+	38
Plague Marine	4	4	4	4(5)	1	3	1	9	3+	38
Possessed	4	4	5	4	1	4	2	10	3+	29
Possessed Champion	4	4	5	4	1	4	3	10	3+	29
Raptor	4	4	4	4	1	4	1	9	3+	34
Skull Champion	5	4	4	4	1	4	3	10	3+	36
Sorcerer	5	5	4	4	3	5	3	10	3+	31
Terminator	4	4	4	4	1	4	2	10	2+	28
Terminator Champion	4	4	4	4	1	4	3	10	2+	28
Thousand Son	4	4	4	4	1	4	1	9	3+	37
Typhus	5	5	4	4(5)	4	5	3	10	2+	55

* Abaddon has +D6 attacks from his Daemon Weapon.

VEHICLES

	Armour				Page
	BS	F	S	R	
Chaos Land Raider	4	14	14	14	44
Chaos Predator	4	13	11	10	43
Chaos Rhino	4	11	11	10	42
Chaos Vindicator	4	13	11	10	43

	Armour							
	WS	BS	S	F	S	R	I	A
Defiler	3	3	6	12	12	10	3	3
Chaos Dreadnought	4	4	6	12	12	10	4	3

RANGED WEAPONS

	Range	Strength	AP	Type	Page
Autocannon	48"	7	4	Heavy 2	81
Blastmaster	36"	5	4	Assault 2,	39
(Varied Frequency)				pinning	
Blastmaster	48"	8	3	Heavy 1,	39
(Single Frequency)				Blast, pinning	
Boltgun	24"	4	5	Rapid Fire	83
Bolt Pistol	12"	4	5	Pistol	83
Doom Siren	Template	5	3	Assault 1	39
Flamer	Template	4	5	Assault 1	83
Heavy Bolter	36"	5	4	Heavy 3	81
Heavy Flamer	Template	5	4	Assault 1	81
Lascannon	48"	9	2	Heavy 1	82
Meltagun	12"	8	1	Assault 1,	83
				Melta	
Missile Launcher (Frag)*	48"	4	6	Heavy 1, Blast	82
Missile Launcher (Krak)*	48"	8	3	Heavy 1	82
Multi-melta	24"	8	1	Heavy 1, Melta	82
Plasma Cannon	36"	7	2	Heavy 1,	82
				Blast; Gets Hot!	
Plasma Gun	24"	7	2	Rapid Fire,	83
				Gets Hot!	
Plasma Pistol	12"	7	2	Pistol	83
				Gets Hot!	
Reaper Autocannon	36"	7	4	Heavy 2,	82
				Twin-linked	
Sonic Blaster	24"	4	5	Assault 2 or	39
				Heavy 3	
Battlecannon	72"	8	3	Ordnance 1,	87
				Large Blast	
Demolisher Cannon	24"	10	2	Ordnance 1,	87
				Large Blast	
Havoc Launcher	48"	5	5	Heavy 1, Blast	87
				Twin-linked	

* A missile launcher can fire either frag or krak missiles.

See the Warhammer 40,000 rulebook for an explanation of weapon types.



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