

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	Assault2 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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