

CODEx CHAOS™



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"Being in Part a Disclosure of the dread Powers of Chaos, and in the Main an Illustration of said Powers' Followers and Daemons and other divers Abominations, especially those damned Warriors and Heretics that comprise the Traitor Legions, and wherein is conducted an Examination of the most lamentable Extent of Chaos to be found in the Imperium of Man; and a further Discussion of the Daemons, Mortals and sundry Creatures who worship, serve, follow and venerate the dark Powers of Chaos within that hellish Region of the Galaxy known as the Eye of Terror."



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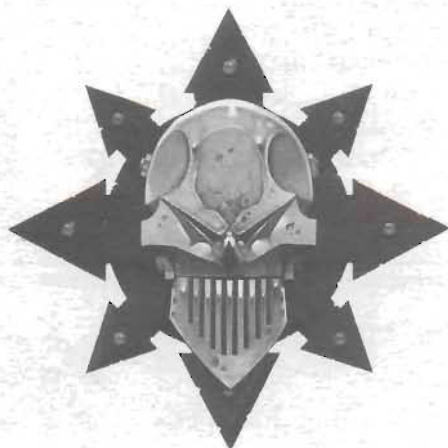
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INTRODUCTION

Codex Chaos describes the dark Chaos Gods and their followers in the Warhammer 40,000 universe, most notably the Chaos Space Marines of the Traitor Legions. We've tried to make this book as complete as we possibly can, and although we've concentrated mainly on the Chaos Space Marine armies that raid out of the Eye of Terror, we've also included enough additional background information and army lists to allow players to fight many kinds of different battles involving the forces of Chaos.

The book is divided into four main sections:

- **The Realm of Chaos**, where we describe the background and history of Chaos in the Warhammer 40,000 universe.
- **The Forces of Chaos**, which has descriptions and rules of all of the different followers of the Chaos Gods and their weaponry.
- **Slaves to Darkness**, contains the Chaos Space Marine army list and special characters.
- **The Lost and The Damned**, where we cover a number of things related to Chaos in the Warhammer 40,000 universe, but which aren't included in the main rules or background.



The book also includes two colour sections: 16 pages of 'Eavy Metal and, at the back of the book, 16 pages of Wargear cards, Vehicle cards and Chaos Reward cards.

If you wish to build a Chaos Space Marine army based on one of the Traitor Legions, then this book provides all the information you will need. There is a brief history, painting details, and, where appropriate, special rules for each Legion, characters from some of the Legions and rules which allow you to use them in your games. Also included is information on some of the Chapters of Space Marines that have been seduced and led astray by the Dark Gods in the 10,000 years since the first Traitor Legions joined the forces of Chaos.

In addition, the Chaos Codex acts as a useful guide for players who are thinking of designing their own unique Chaos Space Marine Chapter, as it gives an insight into just how different and varied Chaos Space Marine Chapters can be even though

they may appear superficially to be the same. There is plenty of justification for this as we've only described a handful of the Chaos Space Marine Chapters in this book.

Designing your own Chapter is a popular alternative with many players because it provides a real challenge to your modelling and painting skills, as well as testing your imagination and ingenuity to the limit. This can be a most rewarding experience, though it has to be said that it involves a lot of hard work if you want to get it right!

In The Lost and The Damned section you'll find all the information you need to field Chaos Cult armies and Daemonic Legions. We've included these two lists primarily to allow players to create special scenarios and fight campaigns, and for this reason they can only be used with an opponent's consent before the battle takes place. This being said, we hope that you'll take full advantage of the myriad gaming possibilities offered by the Chaos Cult and Daemon Legion lists, as well as the optional rules for Fallen Dark Angels and Chaos Spawn included in the final section.

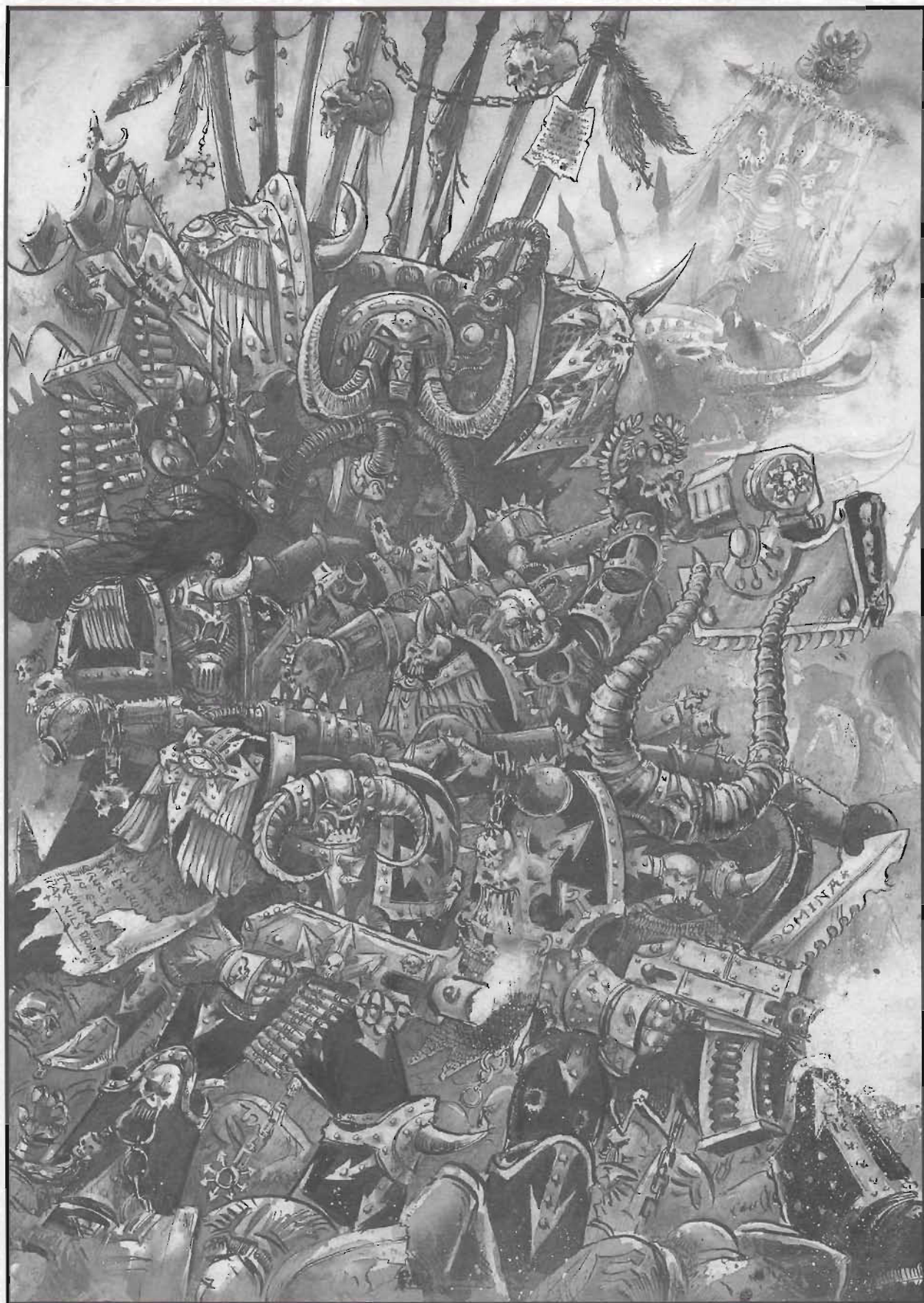
To get you started, here are some suggestions for battles you can fight using the rules and army lists in this book:

- * Lead hand-picked warbands of Chaos Space Marines in raids on isolated Imperial outposts.
- * Battle against the forces of the Arbites as you lead a Chaos Cultist uprising on an Imperial hive world.
- * Take part in a huge Black Crusade in the name of the Chaos Gods.
- * Test your ability as a general on the weird battlefields within the Eye of Terror where legions of daemons fight each other at the whim of their depraved masters.
- * Attack Eldar Craftworlds in the name of their dread Enemy Slaanesh.
- * Lead a Chaos Space Marine boarding party as it battles through the corridors and rooms of an Ork-controlled space hulk which has drifted into the Eye of Terror.

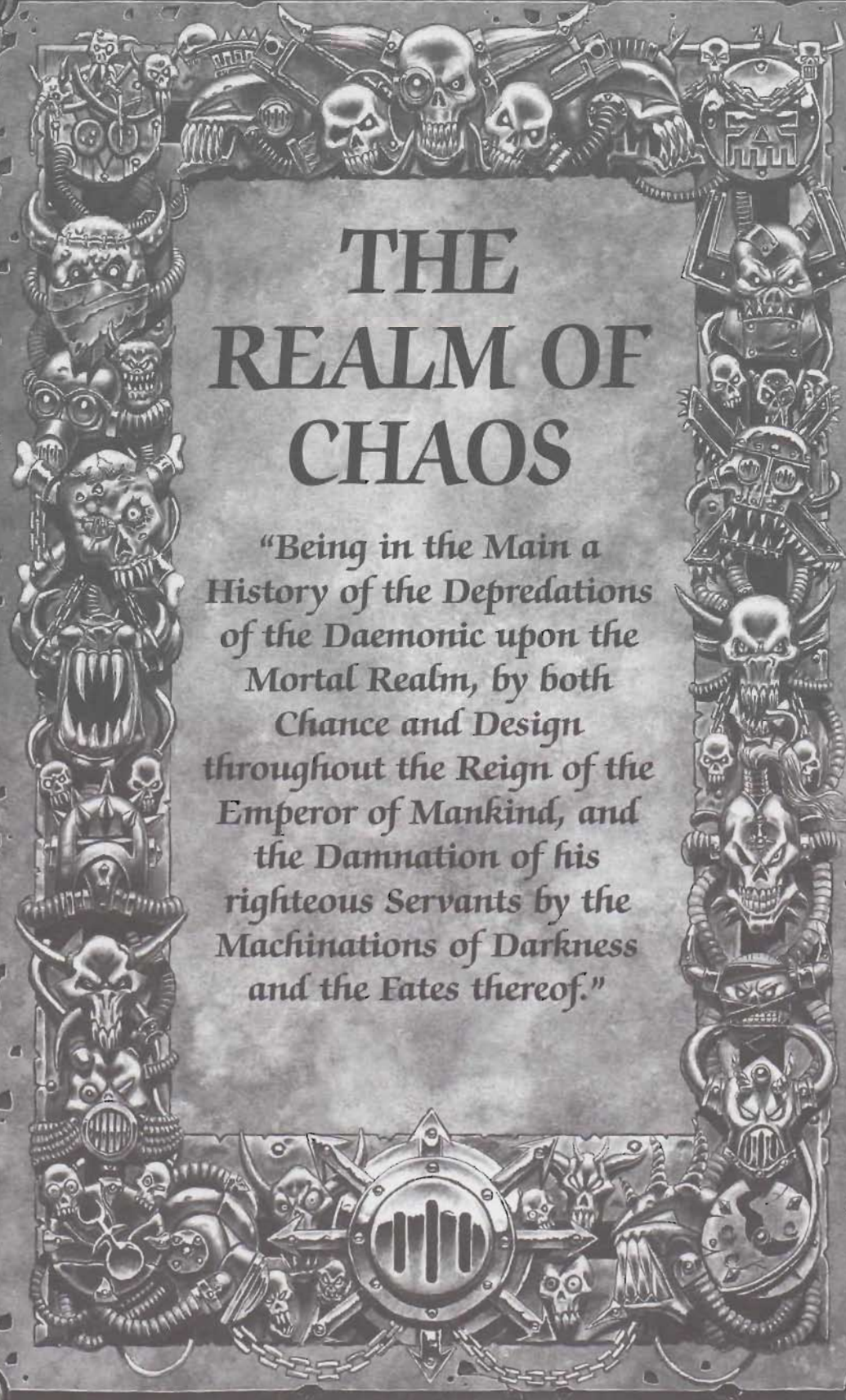
And much, much more! In fact the *only* limit on what you can do is your own imagination. Have fun... and remember, when all else fails just yell "Blood for the Blood God!" at the top of your lungs and charge!

Handwritten signature: "Lewin Loh" with a large, stylized flourish above it.

March, 1996

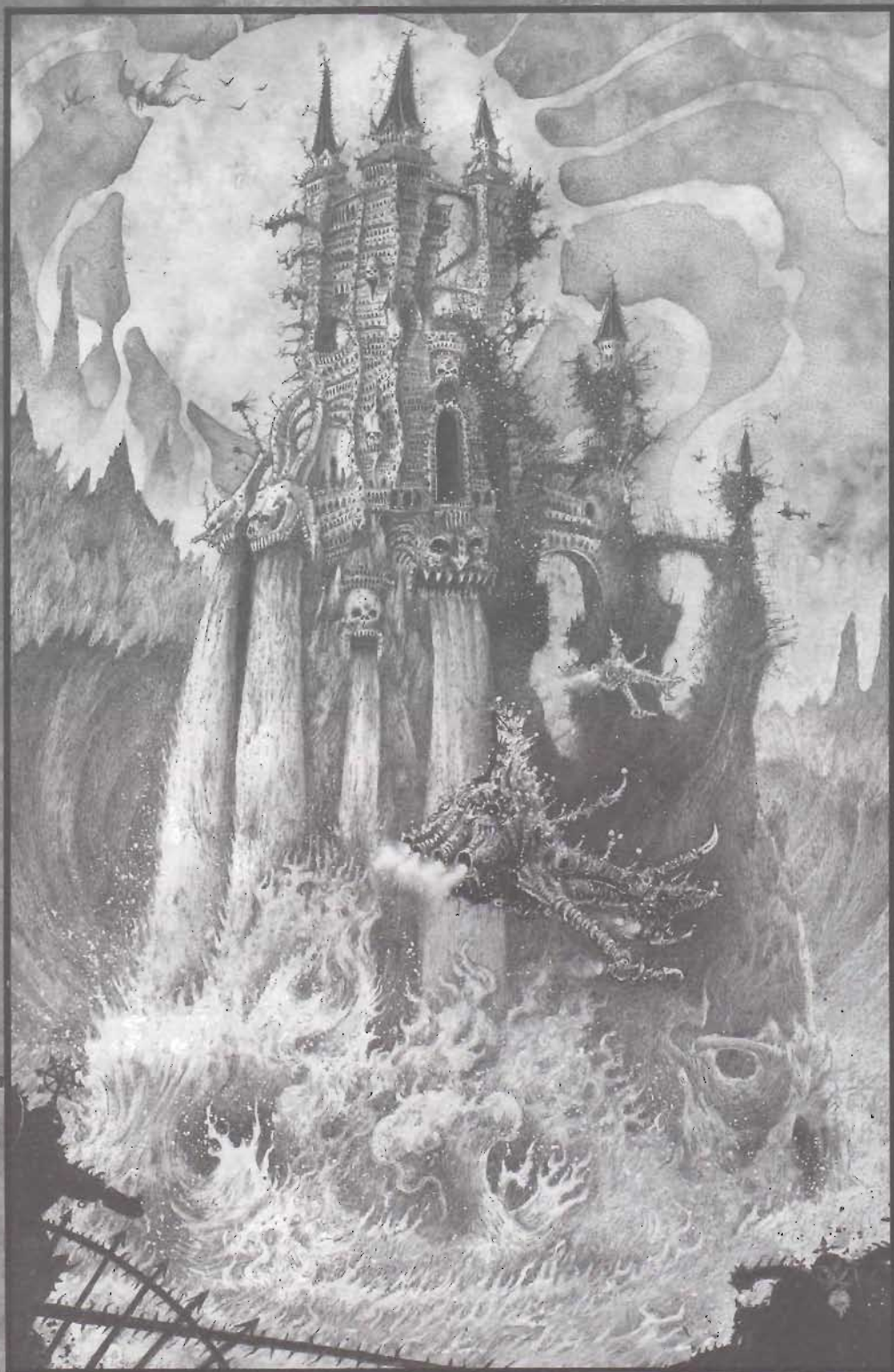


THE BLACK LEGION



THE REALM OF CHAOS

*"Being in the Main a
History of the Depredations
of the Daemoniac upon the
Mortal Realm, by both
Chance and Design
throughout the Reign of the
Emperor of Mankind, and
the Damnation of his
righteous Servants by the
Machinations of Darkness
and the Fates thereof."*





THE HORUS HERESY



EXPANSION & CONQUEST

The birth of mankind's Imperium began with the death of the Eldar race. The innate psychic powers of the Eldar brought about their own destruction by the forces of Chaos. Their psychic death scream was echoed in the warp by the birth of a new and terrible god of Chaos. This emergent entity was Slaanesh the prince of pain and pleasure, bane of the Eldar. The psychic shock of Slaanesh's birth had two immediate effects. The catharsis effectively blew away the warp storms created by the millennia long build-up to Slaanesh's creation, thus ending Earth's long isolation. However, the unleashed energies were so great that they could not be wholly contained within the warp.

Where the populations of Eldar were greatest, the warp literally spilled through their minds and mixed with material space. This created the scattered zones of warp overlap in the material universe, the largest and most significant of which is the Eye of Terror.

The Emperor of Mankind had long foreseen the creation of Slaanesh and had prepared for that fateful day. By the time that the warp storms were ended by the birth of Slaanesh, the Space Marines and other Imperial forces were ready to begin their reconquest of the galaxy. The forces of Chaos were already strong, and many human worlds had been taken over

by Chaos Cultists or aliens. It was a long hard struggle, but with every victory the Imperium grew stronger as new warriors joined the Great Crusade.

Led by the Emperor himself and his mighty Primarchs the Great Crusade of mankind swept through the galaxy like a firestorm. Untold billions of humans on thousands of worlds were liberated by the triumphant Space Marine Legions. The dark and sinister hold of the gods of Chaos was shattered, alien domination was overthrown and the Imperium was forged in a heroic age of conquest and rediscovery. Humanity rose to the task of rebuilding its ancient heritage, and everywhere the alien oppressor was defeated and driven out. Chaos retreated to its own realms, to the zones of warp-real space overlap such as the Eye of Terror.

PRIDE AND BETRAYAL

But the forces of Chaos were not quite so easily beaten. They whispered 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 these unspoken temptations. The character of each was sorely tested, and fully half of them failed that test. So subtle was their temptation that they never even suspected how their own loyalties were changing.

For example, Mortarion Primarch of the Death Guard Legion fully believed that he was the herald of a new age of justice. Angron of the World Eaters genuinely thought that he alone could save humanity from destruction. Horus too, the greatest Primarch of all, was convinced of the virtue of the martial ideals for which he fought.

By appealing to their virtue and courage, the Primarchs were tempted to lead their Space Marine Legions against the Emperor. Initially, even the Primarchs had little idea that they had fallen to Chaos, but when they rebelled their good intentions gradually fell away as Chaos saturated their souls. The Space Marine Legions that they led also turned slowly but inevitably to Chaos. The corrupting influence of Chaos soon spread to the Imperial Guard and Adeptus Mechanicus forces, including the Titan Legions and the Legio Cybernetica. From there the rot spread further into the Imperium itself. Over half of the Adeptus Mechanicus alone were ready to join an Empire dedicated to Chaos.

The leader of the rebellion was the Warmaster Horus, the greatest and most trusted Primarch of all. He had stood by the Emperor's side throughout the long years of the Great Crusade. They had fought back-to-back at the siege of Reikill when the Emperor saved Horus's life. On the battlefield of Gorro, Horus had repaid the debt by hacking the arm from a frenzied Ork as it struggled to choke the Emperor's life out of him. The Emperor had entrusted Horus with leading the crusades along the Eastern Fringe while he returned to Terra to consolidate the rule of the vast Imperium now under his control.



In the Emperor's absence Horus's plans were just coming to fruition when the Imperial commander of Istvaan III declared the whole of the Istvaan system an independent principality. The Emperor, ignorant of the change in the Warmaster, ordered Horus to pacify the system. Horus chose to do so by virus bombing Istvaan III from orbit. The voracious life-eater virus slew every living thing on Istvaan III in a matter of minutes; twelve billion souls died with a death scream which pulsed louder than the Astronomicon. Whole continents and hive cities were charred to ash as the mass of oxygen released by the instant rotting of all organic material on the planet burned in the atmosphere and covered the world in a gigantic firestorm which raged for days. Before the last fires were out Horus despatched the Titans of Legio Mortis onto the planet's surface to root out any who had survived in protective shelters or underground bunkers.

During the bombardment a handful of Space Marines still loyal to the Emperor seized control of the Frigate *Eisenstein*. They had discovered the taint of Chaos spreading through Horus's command and as the Warmaster withdrew to Istvaan V to marshal his forces the loyalists fled into warp space to warn the Imperium.

OUTRIGHT REBELLION

Horus's fall came as a great shock to the Emperor. He hesitated, stunned by the extent of the Warmaster's treachery, unable to believe that his friend and general was really gathering forces against him. The Inquisition began a purge of the Adeptus Mechanicus and Imperial Guard but fighting broke out almost immediately as both organisations were shattered into loyalist and rebel factions. On Mars Tech-priests fought with ancient, forbidden weapons as both sides strove to win dominance.

The corrupted Imperium tore itself apart as old feuds were revived and ambitious planetary lords seized the opportunity to declare their independence or join with the Warmaster. Many of them did not realise what manner of monster they were allying themselves with but others embraced Chaos wholeheartedly. Planetary battles raged across the galaxy as rebels attacked loyalists or vice versa. The Imperial fleet dithered and only succeeded in driving the rebel ships from



Khârn the Betrayer

the Imperial home system. In the process they suffered such heavy casualties that they withdrew to their Luna bases.

After an almost fatal delay the Emperor finally ordered seven Legions of the Adeptus Astartes to destroy Horus and his rebels. Only with the death of Horus, the figurehead and inspiration of the rebellion, would the revolt come to an end. But organising and mobilising such a crusade to the other side of the galaxy took precious months. Horus used the time well, consolidating his position and establishing his claim as the "New Emperor" within hundreds of systems. Wherever Horus was accepted, the worship of Chaos followed.

The assault of the loyalist Legions against Horus's strongholds on Istvaan V were 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 the other, every stratagem and ploy was met and countered. In the end strategy was overturned by treachery as the initial wave of three loyalist Legions were first mauled during their landings and then destroyed in detail. Only five Space Marines, bearing the gene-seed of their departed brethren, eventually managed to escape and carry news of the disaster to the Emperor. Somehow Horus had managed to corrupt four of the seven Legions sent against him. After the initial landings the 'loyalist' follow-up waves had attacked their allies instead of the rebels.

The Daemonic leads to two crimes. You turn from the path of righteousness and you abandon the Emperor as the object of your devotion. For the first, death is merely a just retribution. The second is a Heresy so terrible that no punishment can be sufficient. Yet the search for an appropriate penalty continues, and it shall be found.

*Malleus Daemonicus,
The Declaration of Ecclesiarch Issus XLVII*

Horus now controlled nine Space Marine Legions and had destroyed three loyal Legions. Throughout the Imperium loyalists and rebels were fighting each other to a virtual standstill, although the tide of battle was turning, ever so slowly in the Emperor's favour. Horus knew that if he could crush the heart of the Emperor's resistance he could remould the Imperium in his own warped image. He ordered an assault on Earth.

TOTAL WAR

The real tragedy of the Horus Heresy was the ruination of the Emperor's creations – not only the Primarchs but the Space Marines as well. The rebel forces spread material destruction and sorrow, but worse than that, they spread the corruption of Chaos everywhere they went.

Throughout the galaxy the forces of Chaos became stronger as humans were seduced by the values represented by the Chaos Powers and even to their worship. The Emperor's great spirit was weakened as the better qualities of humanity were perverted and misdirected by the subtle warping influence of Chaos.

Such was the position when the forces of Chaos gathered around Earth. The Luna bases, the bastion of Earth's defences, fell to Horus after a hard fight, and the rebel fleet moved into Earth orbit. After a brief battle the Terran defence lasers were quashed by heavy bombardment from space. The last squadrons of loyal fighters poured volley after volley into the huge ships but failed to penetrate even their shields. Once their last shots had been fired the pilots steered the fighters directly into the enemy craft. It was a gesture of defiance – no more.

Horus's drop ships fell like rain upon the Imperial palace, disgorging company after company of Traitor Marines. The palace spread over many square miles of bastions, walls, corridors, sky-scraping towers, vast space ports and the fighting was fierce and determined. The Traitor Marines and rebel Imperial Guard units supported by Chaos Titans and huge daemon engines gradually forced back the loyal Marines and Emperor's Guards.



The defenders refused to give way, and the attackers were forced to win their way forward step-by-step over the casualties of both sides. In places the dead lay so thickly that corridors were blocked by the press of bodies. Still the loyalists could not prevent the battle becoming a siege, and fighting raged along the walls of the outer palace for over a month. Eventually Titans of the Legio Mortis demolished parts of the towering walls and the Traitor Legions poured through to assault the inner palace.

THE EMPEROR AT BAY

As the rebel forces slowly closed the drawstring upon the loyalist troops, the Emperor readied himself for the final battle with his bodyguard of Space Marines and Custodes. Two of his Primarchs stood by him: Rogal Dorn of the Imperial Fists and Sanguinius of the Blood Angels. The last hour of humanity had come and the few gallant defenders prepared themselves for certain death. It was then, when his victory seemed certain, that Horus made his one and only mistake.



Horus lowered the defence shields on his orbiting battle barge. At the time it seemed that he wished to use a psychic probe to witness for himself the final moments of the Emperor. It was his undoing, for as soon as the shields fell the Emperor became aware of his presence. The Emperor did not miss this crucial opportunity. Within a matter of seconds the teleport links were keyed to Horus's barge and the Emperor, his immediate entourage and the two loyal Primarchs, Rogal Dorn and Sanguinius, were transported right into the nest of Horus himself.

Horus was the greatest of all Champions of Chaos, an Arch-Champion and Captain of the Great Powers – a Chaos Lord of the highest rank. As the Emperor and his band of warriors materialised inside Horus's battle barge they saw for the first time the full extent of the Primarch's treachery. The ship had been transformed into something so horrible that some of the Space Marines were sent instantly mad. Their minds were completely blasted by the sight, they gargled incoherently as they crawled and twisted on the deck. The faces of men and daemons leered at them from the bulkheads, they had no bodies, their flesh melted into the slimy black walls. With a disgusting sucking sound the creatures heaved themselves into the corridors, clawing and grabbing at the members of the boarding party.

It took only a few minutes to reach the bridge, though many brave men died in those minutes and hordes of no-longer-human things perished amidst the flames and singing bolt guns. There on the bridge the Emperor confronted his old Warmaster, only to discover Horus poised over the broken body of Sanguinius – the Primarch had found Horus first and had died at his hand.

The Emperor launched his attack, as much a struggle between two old friends as it was a struggle for the fate of humanity. Both knew that whichever of them won would inherit the rule of the galaxy and become the undisputed Emperor of Mankind. If Horus won then Chaos would reign supreme and mankind would join the Eldar as a lost race.

THE GOLDEN THRONE

The fight with Horus was waged both in the material universe and in the warp, their bodies and their spirits battling for survival. Though Horus dealt him grievous wounds the Emperor fought not only for his life but that of untold billions across the galaxy. It was Horus who faltered first, perhaps because some shred of humanity survived in the Primarch and betrayed him in the end. The Emperor destroyed his friend with the last vestiges of his strength, his body was all but destroyed, and his psychic powers were also dealt a severe blow.

With the death of the Warmaster the forces of Chaos on Earth melted away. Some of those not too long in the service of Chaos were suddenly free from its illusions and quickly switched sides, fighting with all the more vigour in their attempts to make amends for their treachery. Others whose corruption was more deeply rooted, seeing that all was lost, retreated to their ships and fled into open space. The Emperor's body was hastily returned to Earth and placed in a life-preserving stasis field.

The life support unit known as the Golden Throne was quickly built to encase the Emperor. His powers survived, but his body was shattered. At first he was able to communicate semi-



coherently for brief periods; later he lapsed into complete silence. That silence has remained undisturbed now for almost ten thousand years.

BITTER DEFEAT

As news of the Warmaster's defeat spread out from ancient Terra loyalists attacked rebels with renewed vigour. Hard on the heels of the news came loyalist reinforcements and the tide of battle turned decisively against the rebels. The battles still raged on long and hard for a full seven years before the last strongholds were crushed and the last rebel formations were destroyed or exiled.

Those rebels that could flee to the Eye of Terror did so. Many had declared for the Warmaster without comprehending that daemon worship was the rebellion's cause. They rapidly fell victim to the Traitor Legions, who, it is said, grew bored of a diet of human flesh.

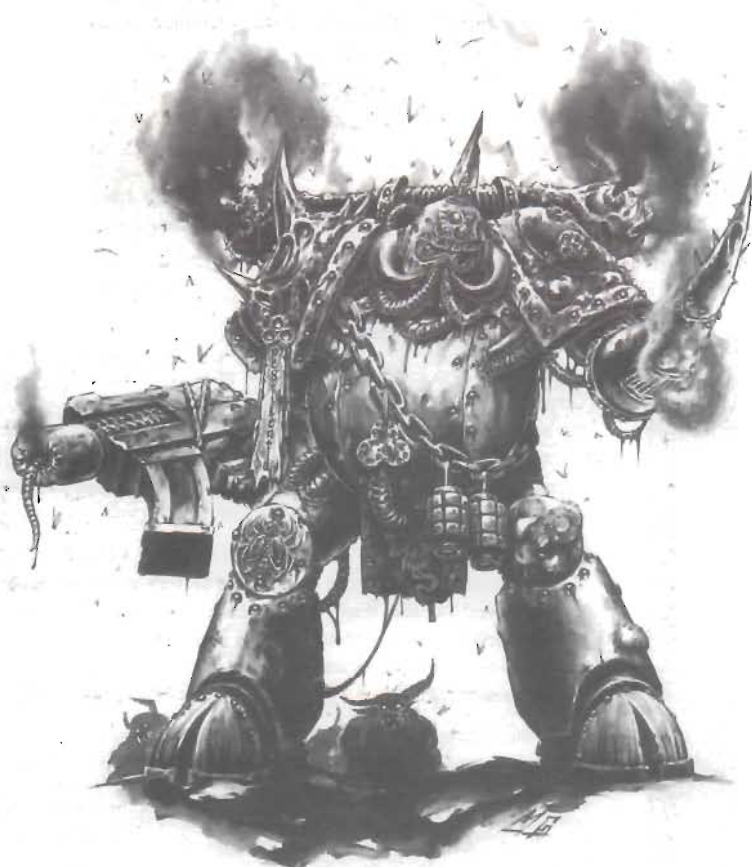
With the future of the Imperium assured the Emperor passed judgement upon the rebels. They had broken faith with him and trafficked with daemons. They had become enemies of humanity and could not be suffered to live in the Imperium of Mankind. All record of the Traitor Legions would be expunged and they were to be driven into the dust nebulae and hell worlds of the Eye of Terror, banished from the material universe and obliterated from history. It would be as if the Traitor Legions had never existed.

In this decision the Emperor tempered his vengeance with reality – the Imperium was so weakened by its inner struggle that no other punishment was possible. But the Eye of Terror remains a dreadful canker in the heartwood of the Imperium, an open wound that drips corruption into surrounding systems and serves as a haven for deviants and heretics. Worst of all, the Traitor Legions still lurk in the Eye of Terror, consumed with hatred of the Emperor, the Imperium and all mankind.



THE TRAITOR LEGIONS

During the Horus Heresy nine of the twenty Space Marine Legions then in existence sided with the Warmaster Horus. These Legions were called the Traitor Legions by their Imperial opponents. Following the defeat of Horus the survivors of the Traitor Legions fled to the Eye of Terror where they remain to this day. Although each of the Traitor Legions has its own unique character and method of fighting they are all united in their hatred of the Imperium and their desire to be revenged for the defeat they suffered ten millennia ago.



DEATH GUARD

The Death Guard Legion was one of the original twenty Space Marine Legions founded by the Emperor. During the Horus Heresy the Legion joined the rebel Warmaster Horus and took part in many battles against the Emperor's forces. When Horus led his attack on the Emperor, the rebel Death Guard Legion was marooned in the warp while attempting the long journey to Earth. Days passed while the fleet's Navigators searched for a warp-tide that would bring them back to the material universe. Meanwhile a mysterious contagion began to spread

from ship to ship. The stinking pestilence bloated the gut, distended the flesh, and turned its victims rotten from the inside. Eventually even the Legion's primarch, Mortarion, became infected and in his delirium he called upon the Powers of Chaos to aid the Space Marines. Mortarion's fevered ravings were answered by Nurgle, and Mortarion became Nurgle's Champion.

The Death Guard, newly dedicated to Nurgle, arrived in time to take part in Horus's attack on Earth and took part in all of the major battles of the campaign. As disease began to disfigure the Death Guard, their appearance changed into the disgusting form they still bear today, and the once tall and noble Space Marines of the Death Guard became Plague Marines of Nurgle.

Of all the Chaos Space Marines, Plague Marines are the most physically horrible to look upon. Their flesh pulses with corruption, their innards spill through lesions in their putrid skin, and their bodies ooze with sticky slime. The sheer stench their rotting bodies exude fills the air around them with the sickly sweet scent of death for hundreds of yards in every direction. The sight of living creatures so foul is an abomination to nature, and of all the Plague Marines, those of the Death Guard are the most foul and disgusting, the most corpulent and corrupt.

Following Horus's defeat, Mortarion led his Death Guard in a merry dance of destruction over a score of planets until finally retreating with the remnants of the Legion into the Eye of Terror. Here he received Nurgle's ultimate reward and became a fully-fledged Daemon Prince ruling over one of Nurgle's greatest Plague Worlds in the Eye of Terror.

The Plague Planet Mortarion rules over lies deep inside the Eye of Terror. From this dark and slimy orb Mortarion launches fleets of plague ships into the warp to carry their

contagions through the galaxy. On board are Champions of Chaos and their followers from the Plague Planet accompanied by warriors of the ancient Death Guard, the heinous Plague Marines of Nurgle.

The Plague Planet itself is a place where sickness and pestilence are the norm, where miasma clouds bring contagion and death and where the diseased pray to Nurgle for relief from their constant agony. Some of them are favoured and become Champions, and then fight among themselves for mastery and the chance to become daemon princes in their own right. The Plague Marines rarely interfere in battles between rising Champions. In fact they are not commonly seen by the world's inhabitants except during the time when new Champions are selected and enter the ranks of the Plague Marines. Most of their time is spent attending on Mortarion or carrying out his wishes, spreading new diseases and travelling to other worlds to carry Nurgle's plagues to new victims.

NURGLE

Nurgle is the Great Lord of Decay who presides over physical corruption and morbidity. Disease and putrefaction attract his daemons like flies to a rotted corpse. For his amusement he devises foul and diverse contagions that he inflicts upon mortals. Many of the most horrible diseases are Nurgle's proudest creations.

Mortals who perish in their grip are claimed by the Plague Lord so that their souls are caught in the eternally bubbling foulness of his realm.

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 running sores, swelling boils and infestations. His inner organs, rank with excremental decay, spill through the ruptured skin to hang like bunches of scrofulous grapes around his girth. From these organs burst tiny daemons which chew and suck upon the nauseous juices within. This then is the appearance of the Chaos God Nurgle, though mere words cannot do justice to his truly monumental foulness.

Although Nurgle is ranked behind Khorne and Tzeentch the truth is that his power is more variable than that of the other gods. His passion is to unleash ghastly pestilences into the material universe and when he does his power rises to a peak. Like a plague his power waxes greater and greater, reaching epidemic levels as it temporarily overshadows all of the gods put together before waning again. At these times the great corrupted legions of the God of Decay are swollen by the uncountable millions of plague-struck dead, rusting war engines thunder out a dirge of destruction and the tattered banners of Nurgle are raised against life itself.



WORD BEARERS

Lorgar, Primarch of the Word Bearers Legion of Space Marines, was always one of the most scrupulous and dedicated followers of the Imperial Cult. He was sure that his steady, methodical progress during the Great Crusade, as he converted planets to the Imperial Cult with dedicated zeal, would earn him the Emperor's undying gratitude, and elevate him to a pre-eminent position amongst the Primarchs. It was thus a shattering blow when the Emperor instead reprimanded him for his tardiness in carrying out the primary objective of the Great Crusade. The task of the Space Marines was to fight, not to waste time in pointless ritual and monument building.

Later Lorgar was to say that this action lifted a veil from his eyes, and he was able to see the Emperor for what he was: not a God at all, but an irreverent man who had failed to grasp that what humanity needed above anything else was religious guidance in order to make any sense of an otherwise pointless existence. Lorgar's faith in the Imperial Cult was destroyed, but he quickly found a substitute in the terrifying form of the gods of Chaos. Here were truly god-like beings that *expected* to be worshipped, indeed that *yearned* for displays of devotion and dedication.

So it was that even before Horus had been corrupted, Lorgar began to worship the gods of Chaos. He revelled in the different aspects of each of the Dark Powers, but worshipped no one in preference to another. He dedicated himself to Chaos in its purest form, as Chaos Undivided, and he quickly led the Word Bearers along the same path. The fanatical zeal the Word Bearers had shown in their worship of the Emperor was quickly and easily subverted into equally fanatical devotion to Chaos.

By necessity the Word Bearers had to keep their activities secret at first. Secret covens were set up on the planets that the Word Bearers controlled or conquered, who worked insidiously to create cult followings for the Chaos Gods. When the Horus Heresy began the Word Bearers immediately revealed their true nature, and on a thousand worlds the Chaos Cults they had founded erupted into open rebellion. Lorgar and the Word Bearers, freed from the need to keep their worship of Chaos secret, dedicated themselves to worshipping the gods of Chaos.



Following the defeat of Horus the Word Bearers retreated to the Eye of Terror. From there they continue to spread the word of Chaos. On the worlds they attack the Word Bearers build huge monuments dedicated to their dark gods, and vast cathedrals are erected where the chants and prayers of the faithful mingle with the screams and groans of those being sacrificed on bloody altars dedicated to the Chaos Powers.

The Word Bearers are the only Chaos Space Marine Legion to still have Chaplains, who enforce a strict regime of religious observance upon their brethren. All Word Bearers are expected to spend a considerable period of each day in acts of ritual sacrifice, occult study, or decadent worship. In battle the Word Bearers are zealous in the extreme, marching forward under huge banners dedicated to Chaos in its myriad forms, reciting catechisms as they fight, and slaying the enemy for their failure to follow the one true path to righteousness!



NIGHT LORDS

The Night Lords were the 8th Chapter formed during the First Founding. Their Primarch Konrad Curze – later to be known as Night Hunter – grew up on the mining planet known as Nostramo, a world shielded from its sun by a huge moon, and which therefore rests in almost perpetual darkness. The days on Nostramo, such as they are, are only slightly lighter than the pitch black nights, and the people of the planet grow up with a deathly grey pallor. Suicide and depression are facts of life on such a world, and were it not for the huge deposits of adamantium found beneath the planet's surface, it is doubtful that the world would be inhabited at all.

Violent crime was also a fact of life on Nostramo, until the young Primarch took it on himself to wage a single-handed vigilante war against the crime lords of the planet, taking on

"Your presence does not surprise me Assassin. I have known of you ever since your craft entered the Eastern Fringes. Why did I not have you killed? Because your mission and the act you are about to commit proves the truth of all I have ever said or done. Death is nothing compared to vindication."

Primarch Night Hunter, moments before his death at the hands of Callidus Imperial Assassin M'Shen.

the name of Night Hunter as one that would strike terror into the hearts of his enemies. His methods were simple, vicious and direct: if you broke his law, you died. There was no appeal, Night Hunter was judge, jury and executioner.

The Great Crusade finally reached even this dark world, and the Emperor was re-united with his dark-visaged Primarch. Night Hunter was placed in command of the Night Lords, who quickly began to gain a reputation for ruthless efficiency and an almost cynical disregard for human life. Their Primarch's methods became the way of the Night Lords themselves, and as long as they achieved their objectives, the means just didn't matter. Soon stories began to circulate of massacres and atrocities being committed by the Night Lords, some under the supervision of Night Hunter himself, until finally the Emperor was forced to recall Night Hunter to answer the charges against him and his men.

But the Horus Heresy erupted before Night Hunter could return, and then it quickly became apparent that all of the charges against him and the Night Lords were true. Night Hunter had no hesitation in joining Horus against the man he started to see as a weak-willed hypocrite, and operating from a planet deep in the wilderness area of space known as the Eastern Fringes he led the Night Lords on a campaign of terror and genocide that has rarely, if ever been equalled. Even after Horus had been defeated the Night Lords continued to attack the Imperium, though increasingly without any discernable plan or motivation for their steadily more murderous attacks. Finally the Imperial Assassin M'Shen was able to infiltrate Night Hunter's base and slay the Primarch, and with this act the Night Lords quickly stopped being an organised threat to the Imperium.

The survivors made their way to the Eye of Terror, where they continue to take part in raids the Imperium. They do not appear to worship any one of the Chaos Gods, and have become instead cynical, hard-bitten and frighteningly ruthless warriors. They fight for the pleasure of it, and for the material rewards it can bring, and not because they worship some deity. This attitude means they look down on their more dedicated brethren, be they fanatical Chaos Space Marines such as Khorne Berzerkers, or zealous loyal Space Marines like the Dark Angels or Ultramarines.

ALPHA LEGION

The Alpha Legion was the twentieth and last legion created in the first founding. Under the critical eye of their Primarch during the Great Crusade the Legion became renowned for its discipline and strict organisation. Though the youngest Legion, the Alpha Legion sought to outshine its brethren in all things as if to prove their worthiness amidst the older Legions. The Alpha warriors adopted the symbol of the hydra as their Legion's symbol. This many-headed, dragon-like creature from ancient myth served to remind the brethren of the Alpha Legion of their ultimate unity in body and spirit. On the battlefield the terrifying coordination of the Alpha Legion was their hallmark, their attacks kept the enemy under relentless pressure while they sought a weak point in their defences.

When Horus made his pact with Chaos the martial pride of the Alpha Legion was their downfall. The Warmaster was a mighty warrior himself, he commanded armies and fleets and fought at the forefront of the Emperor's wars. By comparison he made the distant Emperor on Terra seem a weak and

cowardly individual. The Warmaster was a leader worthy of their respect, the Emperor sought only to exploit Horus's conquests and crush the liberated humans of the galaxy beneath his stifling regime. So the lies were insinuated into the hearts and minds of the Alpha Legion, and if any lie is repeated often enough it begins to be accepted, and once accepted it becomes truth.

Joyously, the Alpha Legion clashed with loyalist Space Marines on Istvaan V and the campaigns thereafter. Here at last was an opponent fully as tough, as war trained, as ferocious as themselves. The brethren of the hydra inflicted stinging defeats on the loyalists at Tallarn, Yarrant and dozens of smaller outposts before moving onwards into the Ultima Segmentum like an all destroying comet. The Alpha Legion became entirely separated from the forces of Horus but continued to wage war on all that they came across. By the end of the Heresy they were inventing objectives and missions of their own to fulfil their war-lust without reference to their allies.

SLAANESH

"Take care, lest your protests grow tiresome. I have asked for so little! Anyone would think that I had asked you to sacrifice yourselves and all your family! And yet, in Slaanesh's boundless and pleasing mercy, I have asked only for your daughters. Surely you would not deny me my small enjoyments?"

Tyrell, Renegade Lord of Arden IX

Slaanesh is the youngest of the Chaos Gods and is known as the Prince of Chaos. He came into being when the Eldar fell from grace, created by the decadence that had corrupted the galaxy-spanning Eldar empire, and which his birth destroyed. In the moment of Slaanesh's birth the Eldar became a doomed people, reduced to a tiny remnant of refugees scattered throughout space. Worse still, they knew that if not for them, the Chaos God Slaanesh, the Depraved One, the Doom of the Eldar Incarnate, would never have been born.

Alone of all the Chaos Gods, Slaanesh is divinely beautiful. He is seductive as only an immortal can be, disarming in his innocence, utterly beguiling in his manner. He is a master of luxury and over-indulgence, of cruel and unnatural passions, of hidden and terribly corrupting vices, and of all the cruel temptations that only a god can offer.

Slaanesh can assume male, female or hermaphrodite form at will, and it is impossible for a mortal to look upon his divine face without losing his soul and becoming a slave to his slightest whim. His followers revel in perversity and debasement and take delight in all manner of abominable and unclean deeds. They have abandoned the last vestiges of true decency and sacrificed themselves to serve the Pleasure Lord in the endless pursuit of new experiences, no matter how vile or depraved these may be.



Even after the Heresy failed the Alpha Legion continued to fight a covert war against the Imperium. Small units of Alpha warriors set up hidden bases in asteroid fields, space hulks and barren systems scattered throughout the galaxy while the bulk of the Legion withdrew to the Eye of Terror. Raiding parties sally out from these secret bases to catch the defenders of humanity unaware – sabotaging bases, attacking shipping, terrorising settlements and destroying small outposts with deadly efficiency.

Far more insidious and dangerous are their connections with Chaos Cultists on the settled worlds of the Imperium. The Alpha Legion coordinates and directs the activities of Cultists across entire sectors to instigate massive insurrections against Imperial rule. These revolts are often used as a cover for a series of shattering Chaos Space Marine raids or as a precursor to a full scale invasion from the Eye of Terror. The Inquisition holds a special loathing for the Alpha Legion for their part in spreading these iniquitous daemon cults and fanning the embers of heresy into the raging fires of outright rebellion.

EMPEROR'S CHILDREN

All the First Founding Legions were created to take part in Imperial Crusades. It was, however, nearly sixty years before the Emperor's Children saw action. An accident during gene-seeding almost destroyed the Legion as it was born. Once the Emperor's Children had been re-established with rescued gene-seed they proved to be loyal and efficient, distinguishing themselves in several campaigns.

The Emperor's Children were among the units assigned to crush Horus and his rebel Chapters on Istvaan V. During a parley the Legion's Primarch, Fulgrim, and his highest ranking officers were corrupted by the decadent pastimes that

Horus and his Chaos-worshippers offered. Drugged, pleased beyond endurance, and finally broken, they agreed to aid Horus. The rot quickly spread to the whole Legion, and the Emperor's Children willingly embraced Chaos in all its indolent depravity. The Imperial Cult was quickly supplanted by the more gratifying worship of Slaanesh.

As one of the Traitor Legions, the Emperor's Children invaded Earth, but took little part in the fighting around the Imperial Palace. Simple pleasures had given way to complex debaucheries. While their allies fought and died the Emperor's Children slaughtered more than a million people and rendered them down to create endless varieties of drugs and stimulants. Countless thousands more died to give the Emperor's Children more direct, if cruder, enjoyment.

When the assault failed the Emperor's Children fled into the Eye of Terror with the rest of the Traitor Legions. They were the first to begin raiding Imperial worlds for captives and plunder. Their excesses soon knew no bounds and simple raiding could not supply enough raw human material for their orgies of worship. At this point the Emperor's Children turned on the slaves and servants of the other Traitor Legions, an action which began a series of wars within the Eye of Terror. The struggles of the Emperor's Children continued until the destruction of the cloned Horus by the Black Legion.

While corrupt beyond human comprehension, the Emperor's Children are a savage fighting force. Like many of Slaanesh's followers they have become what are known as *Noise Marines*. These crazed followers of the Lord of Pleasure have become depraved and totally decadent warriors who seek and find a perverse enjoyment in battle. The danger of combat is a rediscovered thrill and aphrodisiac, allowing them to reach new extremes of debauchery. The louder and more discordant the noise the more extreme the emotional reaction provoked, until only the din of battle and terrified screams of the enemy can stir them. To further enhance their enjoyment Noise Marines carry outlandish weapons that produce deafening loud and pyrotechnically explosive attacks.

Because the senses of the Emperor's Children have become so distorted only the most extravagant colours and patterns register on their minds. Each suit of armour, every bolter or chainsword, is worked into fantastic patterns and coloured in praise of Slaanesh. Each Emperor's Children Space Marine alters and changes his armour slightly, adding to its quality and 'beautifying' it. For the most favoured, the weaponsmiths of the Legion sometimes carve scenes of debauchery into shoulder and breast plates.

THE IRON WARRIORS

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

The Iron Warriors betrayed their oaths to the Emperor in the wake of the drop site massacres on Istvaan V. In accordance with Perturabo's doctrines the Iron Warriors, had rapidly

established strongholds and trench systems around their drop zones. The loyalist Space Marine Legions which had suffered tremendous casualties during their initial deployment found themselves driven back against the Iron Warriors' fortifications by the ravening Traitor Legions. Instead of offering the hard-pressed loyalists respite the bunkers and bastions proved to be their graveyard as the Iron Warriors mercilessly gunned down anything which moved within range. With the bloody rattle of heavy bolters and the slicing beams of lascannon the Iron Warriors declared for Horus.

After Istvaan the Iron Warriors split up to fight on a dozen other worlds in the Heresy. Contingents of Iron Warriors led assaults by the Chaos hordes against the Imperial palace on ancient Terra. They fought on Vanaheim, reducing its armoured hive cities to twisted ruins one after another. They battled across Thranx and Avellorn, worlds where every scrap of ground is covered by plasteel and rockrete. They struck at loyalist fortresses, temples, keeps and palaces across the galaxy and ground them beneath the tracks of their siege tanks.

Wherever the Iron Warriors fought they threw up great evil citadels in their wake and held them against all comers. Jagged towers mounting heinous weapons of destruction dominated the surrounding terrain from these monuments to Perturabo's cunning. Fields of trenches and forests of razor wire surrounded the Iron Warriors' strongholds such that the loyalists began to dread the bloody assaults needed to destroy

The Planet of the Sorcerers

The Planet of the Sorcerers is dark, rocky, volcanic and tempestuous. Its leaden skies are riven by the constant discharge of magical energy in the form of bellowing thunder and kaleidoscopic lightning. The whole world is saturated with magical power: coloured clouds of magical vapour fill the sky, obscuring the sun and releasing energised rain which fills the darkly coloured rivers and seas. Above the flood plains of shifting lava and flowing multi-coloured rivers, huge craggy peaks rise into the sky like thrusting fists of stone. On these crags perch great silver towers where the Sorcerers and Daemon Princes of the Thousand Sons live.

The largest and most impressive of these Sorcerers' Towers is the Tower of the Cyclops itself, a huge black tower where thousands of troops and slaves live. Other fortresses are smaller, and some are little more than single towers housing the Sorcerer and an entourage of a few dozen retainers.

As well as watching over the Planet of the Sorcerers the glowing eye of the Tower of the Cyclops also peers through the warp into the galaxy itself. This allows the Daemon Primarch to spy out the arcane artefacts and talented psykers which fascinate him, so that he can despatch raiders against the Imperium.

Ancient spacecraft are boarded and cast into the warp currents which carry them into the material universe to raid and take captives and bring back to the Planet of the Sorcerers.

them. Even after Horus's defeat the Iron Warriors were only dislodged from the Imperium's worlds at a terrible price.

The surviving Iron Warriors were driven back into the Eye of Terror. There they took a world for their own and fortified it against all comers. Freed from the shackles of physical laws the Iron Warriors' battlements and turrets rose spiralling upwards for miles. Their oubliettes and dungeons pierced the world to its core, donjons and bastions sprang forth like fungi until no world was left, only an impossible tangle of insane structure, a madman's architecture of iron and stone where twisted stairs run at right angles to one another and pinnacles plunge eternally downwards. Within this impossible fortress countless warbands of the Iron Warriors lurk and plot how to crush and imprison all beneath their rule.

THE THOUSAND SONS

The name of the Thousand Sons was taken from the initial series of genetic imprints made from the tissue of their Primarch, Magnus the Red. Magnus was a ruddy-haired and extremely large Primarch with a single eye set deep in his broad forehead. Because of this he was sometimes known as Cyclopean Magnus or the Red Cyclops. The truth was that his soul had already been touched by Chaos, and Tzeentch insinuated into him a fascination with the occult forces of the warp and the secrets that lay within its fabric. From his imprint a thousand Space Marines were created: the Thousand Sons of Magnus. An entire Legion of many thousands of Space Marines was subsequently raised to take part in the Great Crusade, but the Legion always kept the title of the Thousand Sons.

The path of damnation for the Thousand Sons Legion of Space Marines was longer than most. Even before the Heresy Magnus led his sons in the study of arcane lore and the practice of sorcery despite the Emperor's warnings to stay clear of such matters. However, they remained loyal to both the Emperor and humanity despite their growing preoccupation with magic.

When Horus gathered his forces against the Imperium the Thousand Sons at first tried to use their occult powers to warn the Emperor. Mistrustful of anything tinged by Chaos, the Emperor declared the Thousand Sons heretics and sent Leman Russ and the Space Wolves to devastate the Thousand Sons' home world of Prospero. The Thousand Sons were driven into a war against their Emperor and had to fight alongside Chaos to survive and protect their accumulated wisdom. The Thousand Sons sought the patronage of the Chaos Power Tzeentch, Changer of the Ways, greatest wielder of magic among the Chaos gods. Tzeentch favoured them well and the Thousand Sons escaped from the aftermath of the Heresy into the Eye of Terror to find the daemon world which was promised them. This world became known as the Planet of the Sorcerers, where the Thousand Sons established themselves under the rule of Magnus the Red.

The former Primarch of the Thousand Sons was elevated to the rank of daemon prince of Tzeentch, and installed in a volcanic fortress-pinnacle called the Tower of the Cyclops. Like its master, the topmost tower of this fortress has a single living eye which peers over the surrounding landscape, watching over the minions of its lord: the eternal guardian and watchdog of the Sorcerer King. Beneath the gaze of the

Cyclops the Thousand Sons continued their study of magic and many became mighty sorcerer-lords of Tzeentch.

But as time passed many of the Thousand Sons declined into mutation and madness under the warping influence of the Lord of Change. The sorcerers became increasingly disturbed by the degeneration of their brethren until a cabal lead by Ahriman, the greatest among them, risked the wrath of their daemon primarch by undertaking the drastic spell the Rubric of Ahriman and purging the Thousand Sons. This brought about a great schism within the Legion as the cabal was banished by the enraged Primarch and scattered to fight in different Traitor Legions across the Eye of Terror.

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 on the Legion in recognition of its accomplishments in the Ullanor Crusade, renaming it in honour of its Primarch – so the Legion became the Sons of Horus.

It was as the Sons of Horus that the Legion fought in the Horus Heresy, serving as his praetorians throughout his campaigns. They were the first to remove the symbol of the Imperial eagle from their armour and banners and replace it with the eye of Horus symbol which became such a dread icon of Chaos to the Imperium. They fought with pride and unthinkable ferocity, knowing that they were the chosen amongst the Warmaster's new order. When Horus was defeated by the Emperor the Legion's morale was shattered; their patron, their father, was gone.

Factions in the other Traitor Legions later blamed the Sons of Horus for beginning the rout from Earth by retreating into warp space with the body of their beloved Warmaster, leaving the horde leaderless below. But the battle for Earth had been lost when Horus fell, and no power in the universe could have brought victory to the forces of Chaos. In the Eye of Terror the Sons of Horus fought ferocious battles with the other Legions for possession of key worlds and resources, fighting to re-

Who pledged his loyalty?

The Warmaster

Whom did we serve in faith?

The Warmaster

From whom did we take our name?

The Warmaster

Who was denied to us?

The Warmaster

But whom shall we remake?

The Warmaster

And who shall lead us to victory?

The Warmaster

Black Legion Catechism

establish themselves as the prime Legion.

The Sons of Horus worshipped one Chaos Power after another and each time more of their number gave themselves up to possession by daemons. Over centuries they were also bled white in a succession of bloody conflicts with different Legions. These internecine conflicts eventually culminated in the destruction of the Sons' final fortress by a combined force of Traitor Legions. To add to the ignominy the Warmaster's body was removed and cloned, much to the disgust of the remaining Sons. Denied their Warmaster, the Sons of Horus swore allegiance to Abaddon, captain of the 1st Company, as their new Warmaster.

Abaddon's first edicts rejected the name of Horus and their ancient Legion title. He ordered the remaining Chaos Space Marines to repaint their armour black in eternal memory of their shame and then led them in a lightning raid which destroyed the Warmaster's body and his clones. The Legion's remaining battle barge disappeared into the gigantic dust nebulae at the edge of the Eye of Terror to serve as a hidden base for Abaddon and his "Black Legion". The Black Legion has raided into the Imperium and the Eye of Terror ever since. Their battle barge has been seen in many parts of the galaxy, only to disappear as mysteriously as it arrived.



Abaddon has fought to rebuild the pride and reputation of the Black Legion, always leading his forces into the most dangerous conflicts personally. At first Abaddon won the grudging respect of the other Traitor Legions, but as his deeds have grown mightier he has succeeded in winning their support too. His impassioned words have rekindled the Traitor Legions' smouldering hatred of the Imperium and warriors of all the Legions have fought beneath his banner.

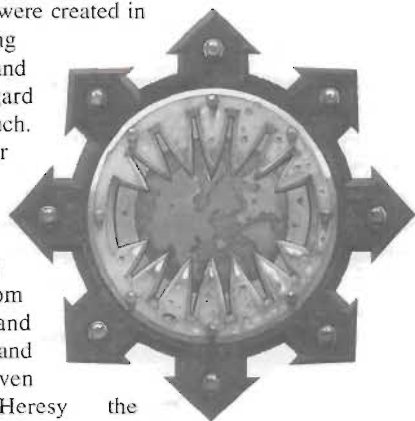
Abaddon has marshalled his strength with care and now commands the loyalty of captains from all of the other Traitor Legions. Those who oppose him are crushed, those who join him add their strength to the greatest army ever assembled in the Eye of Terror. Abaddon has tested the strength of the Imperium many times in the Long War, and with each victory his power grows. One day the Imperium will show a weakness, a chink in its armour. On that day Abaddon will lead his Black Legion and his hordes of the the lost and the damned back to the material universe once and for all.

THE WORLDEATERS

The Worldeaters were created in the First Founding of the Legions and still regard themselves as such.

It is the later foundations under the false "Emperor of Mankind" which have turned from the true path and become decadent and depraved.

Even before the Heresy the Worldeaters were noted for their savagery. They were censured by the Emperor for their use of psycho-surgery on new recruits to turn them into frothing madmen. Nonetheless the Worldeaters were invaluable terror troops in the Great Crusade and fought at the forefront of all the greatest campaigns. It was a simple matter for Horus to pervert the Worldeaters' bloody Legion rituals to the worship of Chaos. Under his corrupting influence the Worldeaters quickly became devoted to Khorne the blood god.



Once renowned for their unswerving loyalty to the Emperor, the name of the Worldeaters became a byword for carnage and terror during the Heresy. They always fought in the vanguard of the Traitor Legions and their Legion records show that it was they and not the Sons of Horus who first breached the walls of the Imperial palace. The Worldeaters retreated from Terra only grudgingly and fought their way to the Eye of Terror, carving a bloody swathe through anything that tried to stand in their way.

The Worldeaters continued and strengthened their blood traditions while in exile, tying themselves ever closer to Khorne and his daemons. All pretence of forming balanced, tactical forces fell away as the Worldeaters armed themselves entirely with pistols and close combat weapons, chain-axes and chainswords becoming the favoured tools of bloodshed. In battle the Worldeaters' squads charged directly into close combat, roaring their praise of Khorne as they pounded forward.

As more and more of the Legion's officers became fully fledged champions of Khorne or were possessed by daemons all discipline broke down. Finally, at the end of the savage Skalathrax campaign an individual who became known as Khârn the Betrayer, an exalted and utterly insane berzerker-champion of Khorne, set upon his brethren with such bloodlust that the whole Legion tore itself apart in a great battle which lasted days and nights without end. By the time the smoke cleared the Legion had been shattered into dozens of warbands of crazed berserkers, which now move relentlessly through the Eye of Terror seeking out battle and bloodshed.

Some of these warbands are hundreds strong, others are no more than a lone champion leading his Berzerkers on a quest for carnage. Such warbands will join their forces with any Chaos lord who is gathering his forces for conquests, asking nothing more than to spill blood and take skulls for their lord Khorne. However even Chaos lords must be wary in case their own heads are added to the tally of the fallen.

THE LONG WAR



After the Heresy, in the light of the Warmaster's treachery, vast structural changes were made to the fighting forces of the Imperium. Titan Legions and Imperial Guard regiments were forbidden their own transport vessels so that in the event of rebellion they could not leave their own star system without wholesale treachery on the part of the navy as well. In the so-called Second Founding the mighty Space Marine Legions which had been tens of thousands strong in the Great Crusade were divided up into "Chapters", each no more than a thousand strong. Never again would one man wield as much power as Horus and the other Primarchs of the Space Marine Legions.

The events of the Horus Heresy have long since passed into myth within the Imperium. 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. The involvement of Chaos in the Heresy has been carefully concealed by the High Lords of the Imperium, fearful that others might tread the same path of damnation as the renegade Warmaster.

But within the Eye of Terror time flows differently and the same traitors who howled their praises to the gods of darkness before the Imperial palace still live to this day. Their defeat gnaws at them like a cancer and their hatred of the Imperium which they helped to forge burns undimmed. These deadly warriors who were tall, powerful Space Marines, proud warriors clad in plasteel and ceramite armour, have become cynical and embittered reavers determined to destroy what they once protected.

Within the Eye the Traitor Legions fight constant wars amongst themselves for gene-seed, slaves, resources or martial honour. New Chaos Space Marines are recruited from the most dangerous heretics that are drawn into the Eye by the lure of Chaos, or else selected from the masses of slave-warriors who fight eternal battles for the amusement of the Dark Gods. The implantation of recruits is a brutal affair, quite unlike the carefully measured program of development used by Imperial Space Marines. Whether the candidate lives or



dies is left to the will of the Chaos Gods. Initiation rites are similarly debased and savage, ensuring that only the toughest initiates ever survive.

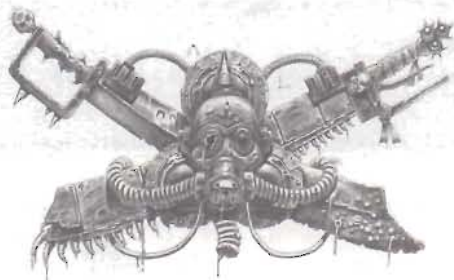
Millennia of jealousies and infighting have broken down the Legions into companies and warbands of varying size, each led by their own Captain or Champion of Chaos who pursues his own destiny. The most fervent individual worshippers of the Dark Powers have banded together to form squads blessed by their patron gods: Plague Marines of Nurgle, Berzerkers of Khorne, Slaaneshi Noise Marines and Tzeentchian Sorcerers. Others have given themselves over to possession by daemons, allowing the monstrous spawn of the warp to venture out into reality clad in the flesh of a powerful host.

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 have not forgotten, nor forgiven, the mortal universe which exiled them and still exact a bloody vengeance when the tides of the warp carry them back there. 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 Legions also capture drifting space hulks and refit them to use as vast battle barges carrying thousands of troops.

The ships of the Traitor Legions are driven by the fickle tides of the warp and can appear anywhere in the galaxy at any time. The Chaos Space Marines descend upon an unsuspecting Imperial planet, plunder it and raze anything they cannot take with them before retreating into the Eye of Terror. Though local defence forces may struggle against the invaders they are doomed unless Space Marine reinforcements are on hand. Then the Chaos Space Marines have a joyous opportunity to visit woe and destruction on their weakling younger brothers, perhaps the true objective of these random raids.

Major invasions are instigated in one of two ways. Chaos Cultists may plunge a world into anarchy and revolt, generating a ripple of worship in the warp which attracts the





attentions of the Chaos Gods. By casting auguries and making divinations Chaos Sorcerers can guide an invasion fleet to the Cultists' world. Once there the Chaos Space Marines will fight alongside the Cultists to capture the whole planet in the name of Chaos. Only then will the Cultists realise that they have summoned up entities who will enslave them as surely as the iron rule of the Imperium.

But even bloody conquests like these are little more than pinpricks against the galaxy-wide Imperium of Mankind, the blows which shake its very foundations are the dreaded "Black Crusades".

THE BLACK CRUSADES

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

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

When the Black Crusade is launched the Eye of Terror vomits forth the diabolic hordes of Chaos: armies of daemons, rank upon rank of huge, twisted monsters; numberless masses of Cultists; wild tribes of Beastmen; ancient and terrifying Chaos Titans. Spearheading it all are the Chaos Space Marine Legions, united in their lust for booty and their desire to bring destruction upon the hated Imperium.

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

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

TZEENTCH

Tzeentch is known by many titles including *Changer of the Ways*, *Master of Fortune*, *Great Conspirator* and *the Architect of Fate*. He is the Great Sorcerer, the god of magic and master of the mutable time-stream.

Tzeentch guides unwitting mortals along paths destined to increase his own power, though they never realise their part in his plan. He shows favour to those who plot and scheme, especially sorcerers and politicians. He favours the cunning over the strong, the manipulative over the direct, the spin-doctor over the plain-speaker, and the liar over the truthful.

There are many Chaos Cults dedicated to Tzeentch throughout the Imperium, despite the attempts of the Inquisition to suppress them. A large number of these Cults are formed specifically to practice sorcery, conduct psychic experiments, or spread the influences of arcane forces in some other form. Tzeentch Cultists, guided by the master manipulator himself, are notoriously difficult to discover, while the complex multi-layered plots they conspire to carry out are diabolically cunning and supremely, insidiously, evil.

Tzeentch is the most weirdly and disturbingly formed of all the Chaos Gods. His skin crawls with constantly changing faces which leer and mock those who look upon him. As Tzeentch speaks these faces repeat his words, often with subtle but important differences of meaning. Tzeentch is almost as powerful as Khorne but his power takes a very different form. Tzeentch is the master of magic and subtlety. It is Tzeentch who holds the Realm of Chaos beyond time and space and it is he who watches over the destiny of the material universe. His plots are complex and interwoven, and he is the principle architect of the secret alliances amongst the Dark Gods.



THE FIRST BATTLE FOR ARMAGEDDON

The Imperial planet of Armageddon has suffered two major invasions in its long history. Many have heard of the second invasion led by the Ork Warlord Ghazghkull Thraka, and the heroic resistance of the badly outnumbered defenders before the forces of the Imperium were able to come to their aid and turn the tide against the Orks. Almost none, however, know of the first Battle for Armageddon which took place almost 500 years before Ghazghkull was born. The reason for this is simple, the first invasion was made by the forces of Chaos, and the agents of the Adeptus Administratum and the Inquisition will do almost anything – including cleansing and then re-populating an entire planet – in order to keep knowledge of the existence of such attacks a secret. They justify these dreadful acts – when justification is required, which is rarely – by saying that if the activities of the Chaos Gods ever become public knowledge, panic and insurrection on a galactic-wide scale would surely follow.

Whatever the Administratum might have one believe, however, it is a fact that the Daemon Legions of the Chaos Gods occasionally venture out of the Eye of Terror and invade the Imperium. These invasions, while not being considered as much of a threat as a Black Crusade, are considered more dangerous than the small raids normally carried out by the forces of Chaos. The assembly of such an invasion force is usually triggered by the appearance of a space hulk drifting past one of the daemon worlds in the Eye of Terror. These ancient space ships can be used to transport vast armies through the warp, allowing a Daemon Legion to move from one planet in the Eye of Terror to another, or even to a planet in the Imperium. Driven and tossed by the currents of the warp, no-one can truly tell where and when a space hulk will re-appear, although a Chaos Sorcerer can predict fairly accurately where a space hulk *might* be going.

So it is that the Imperium will be assailed by a Chaos force drawn from the very heart of the Eye of Terror. In many cases the creatures that make up such an army will quickly die or be drawn back to the warp, as they cannot survive for long in the material universe without the sustaining energy of the warp. However, should the planet where the Daemonic Legions arrive be close to the centre of a warp storm, or if there are enough living creatures willing to expend their precious psychic energy in constant worship of the Chaos Gods, then the forces of Chaos can survive and even prosper for an indefinite period. Under such circumstances the only way the forces of Chaos can be defeated is in battle, or by the virus bombing of the entire planet.

Such was the case with the first invasion of Armageddon. Armageddon is one of the most important industrial hive world planets in the Imperium. The teeming millions of souls that make up Armageddon's population live on a single huge continent, which is split into two halves by a vast jungle. The land to the north of the jungle is known as Armageddon Prime, and the lands to the south as Armageddon Secundus. Just over five hundred years ago, in the year 40,444, armed rebellion inexplicably broke out in half a dozen hives on Armageddon. The revolts were quickly put down on Armageddon Secundus,

but amongst the more widely scattered hives of Armageddon Prime they proved more difficult to eradicate. However, such insurrections are common on the densely-populated hive worlds of the Imperium, and as the planetary forces seemed capable of dealing with the revolt, no additional units were sent from the Imperium. In any case, the warp storm effecting the nearby system of Mid-Calvius CVIII made warp travel to and from Armageddon rather dangerous...

The Imperial planetary forces, busy containing the rebellion, were caught almost completely by surprise when a vast space hulk appeared in the Armageddon system. On board was an equally vast daemon world army led by the Daemon Primarch Angron. Khorne Berzerkers from the World Eaters Legion and hordes of gibbering daemonic creatures poured from the space hulk and swept across Armageddon Prime. The insidious effects of Chaos were quickly felt as nearly half the planetary army went over to the invaders, who were also joined by the rebellious forces of the planet, now revealed as Chaos cultists. The few remaining loyal defenders were quickly driven from Armageddon Prime. Falling back through the jungles that separated the two halves of the massive continent, the survivors joined up with loyal units that had been left in Armageddon Secundus, and prepared to make a last ditch defence along the rivers of the Styx and Chaeron.

If Angron could have struck immediately against the badly organised and demoralised defenders it is almost certain that he would have defeated them and Armageddon would have



been his for the taking. But Angron was forced to delay his attack. The Mid-Calvius warp storm was abating, and unless he did something to draw chaotic energy to the planet, his army would soon start to disappear. To the Imperial defenders it appeared that they gained valuable time while Angron wasted weeks building monuments to the Chaos Gods instead of pursuing the shattered Imperial armies into Armageddon Secundus. In fact Angron had no choice but to do what he did.

The enforced delay cost Angron dear. Unknown to the forces of Chaos, the Space Wolves Chapter of Space Marines, whose home world of Fenris was close to Armageddon, had moved quickly to help the defenders. When Angron's army emerged from the jungles that separated Armageddon Prime from Armageddon Secundus they found the defenders ready and waiting, and reinforced by the Space Wolves.

Titanic battles erupted all along the front line as the Daemon Legions crashed into the Imperial defence line. On the banks of the river Chaeron the Imperial defenders held, and Chaos was hurled back in disorder. But further to the west Angron led the attack personally, smashing through the Imperial lines and leading his forces towards Infernus and Helsreach hives. It was at this moment that Logan Grimnar, who at that time had been Lord of the Space Wolves for less than a year, played his trump card. In reserve he had held a full company of Grey Knights, whose assistance he had sought as soon as he was aware of the dangers that faced Armageddon.

Only the Grey Knights had the ability to truly defeat an entity such as Angron. They arrived just as the Chaos hordes were surging towards Infernus and Helsreach hives. Teleporting directly into the presence of Angron at the centre of his Daemon Legion the Grey Knights confronted the Daemon Prince and the score of Greater Daemons that were his bodyguard. It was a battle the like of which had not been seen since the days of the Horus Heresy, and of the 100 Grey Knights that took part, less than a dozen survived the encounter. But in the end they triumphed, hurling Angron's spirit back into the warp from where it was not allowed to return for a hundred years and a day. Simultaneously the Space Wolves launched a massive counter-attack. The forces of Chaos were routed and destroyed.

With the Daemon Legions defeated, the Administratum moved quickly and efficiently to brutally suppress the truth of what had happened. Although the virus bombing of the planet to ensure its complete and utter cleansing of any hint of Chaos was considered, the importance of Armageddon's industries made such a solution highly undesirable. Instead all but the highest ranking officials of the surviving population were sterilised so that they could bear no more children, and then marched to huge forced labour camps built far from the planet's hives, where they could be kept isolated so that not one word of the attack on the planet would leak out. Meanwhile billions of new workers for the planet's now empty hive-complexes were shipped in from all over the Imperium. Within a decade or two the workers in the slave camps were dead, a poor reward for those who had so bravely battled against the forces of Chaos. Logan Grimnar, commander of the Space Wolves now as then, has never forgiven the Adeptus Administratum for what he sees as a gross betrayal of tens a millions of innocent people, and there are many who secretly agree with him.

Meanwhile, deep within the Eye of Terror, Angron plots how he will return to Armageddon one day, and wreak his revenge on the planet that defied him all those centuries ago...

KHORNE

Khorne is the Blood God, the angry and murderous god of Chaos, the warrior god 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 sea of splintered bone and lakes of blood: the remains of his followers slain in battle and those killed in his name. Khorne is the Power of Chaos that 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 magic and sorcerers are particularly valued as sacrifices to his unquenchable thirst. Khorne's followers may feel they can justify their life of slaughter in any number of ways through honour, bravery or martial pride. However, the most fanatical of Khorne's worshippers know that he desires only wild slaughter in his name and that all else is meaningless artifice.

Khorne is depicted as a giant figure wearing ornate armour of black Chaos metal and brass, bearing a massive double handed sword which flickers with inner fires. His body is broad and muscular, his visage fearsome and bestial beneath his heavy helmet. The rune of Khorne depicts the stylised features of a skull, the symbol of death, and his followers favour blood-red armour and banners.

Bloodshed and violence pervade the galaxy so Khorne is the most powerful of Chaos Gods. He commands armies of daemons and legions of mortal followers beyond numbering. His chief rival is Tzeentch, the Great Sorcerer. Tzeentch is the patron of wizards just as Khorne is the patron of warriors. Naturally this rivalry does not prevent Khorne making common cause with Tzeentch when the prospects for blood-letting are great. Combined, the two gods wield greater power than any of the others. Of all his brother-gods Khorne despises Slaanesh most of all, for the self-indulgent sensualities of the Prince of Chaos are an affront to Khorne. Even so, Khorne may join forces with Slaanesh when necessary, much as it may gall him to do so.



THE TYRANT OF BADAB

Badab is a system of worlds close to the galactic core, almost at the border between the Imperium and the areas claimed by the Squat leagues. While Badab is well positioned to protect the Imperium from the unlikely event of a Squat invasion it is actually occupied by Imperial Space Marines because of its proximity to a giant permanent warp storm called the Maelstrom.

The Maelstrom is marked in the material universe by a huge nebula of gas and dust and it has long been supposed that an area of warp/real space overlap causes the two features to co-exist in this way. The insurmountable difficulties of patrolling or even navigating the Maelstrom mean it has become a refuge for deviants and heretics of all kinds. It is estimated that over 20 Ork empires and pirate kingdoms lurk within its sickly pall.

The Astral Claws Space Marine Chapter had been stationed at Badab for over three centuries keeping the south and western fringes of the Maelstrom secure. In 901.M41, the Master of the Astral Claws and Lord of Badab, Lufgt Huron, ordered the destruction of an Imperial investigation fleet as it entered orbit around Badab. Over 23,000 loyal servants of the Imperium were killed in the one-sided battle which followed. Gripped by an apparent fit of insanity Huron went on to declare himself Tyrant of Badab and announced the system's secession from the Imperium.

Inquisitors quickly uncovered plentiful evidence of why Huron had attacked the fleet sent to Badab. The Adeptus Mechanicus had filed numerous complaints about the tardiness of the Astral Claws in submitting gene-seed for routine purity checks, the Chapter had amassed a huge debt of planetary tithes stretching back over a century and a half. Huron's own evaluation reports betrayed ambition and a lust for power singularly inappropriate in the Master of a Space Marine Chapter. Worst of all he illustrated a lack of the absolute devotion to mankind necessary in a lord of the Imperium.

The Tyrant of Badab, as Huron became known in Imperial history, staved off two punitive expeditionary forces in 902 and 903. After the second attack three other Chapters, the Mantis Warriors, Executioners and Lamenters, pledged their support to the Astral Claws and the rebellion escalated drastically. Imperial shipping, always at risk in the pirate-infested systems around the Maelstrom, came under attack and communication was lost with Squat worlds of the Kapellan League. In 904 a ship belonging to the Fire Hawks was attacked and captured by the Mantis Warriors. The Fire Hawks retaliated immediately and soon five whole Chapters

were involved in the fighting. The Marines Errant were recalled from the Eastern Fringes but they quickly found themselves fully occupied protecting Imperial ships in transit.

By 906 more loyal Space Marine Chapters had been brought in to stabilise the situation and the threat to Imperial shipping was more or less quashed. Ork incursions in the Ultima Segmentum in 907 necessitated the recall of several of the loyalist Chapters but these were replaced by additional naval squadrons from Segmentum Solar which continued to protect the shipping routes. Imperial forces began the task of besieging the heavily fortified worlds of Badab while additional Space Marine Chapters were brought in to investigate worlds occupied by the Executioners and the Mantis Warriors.



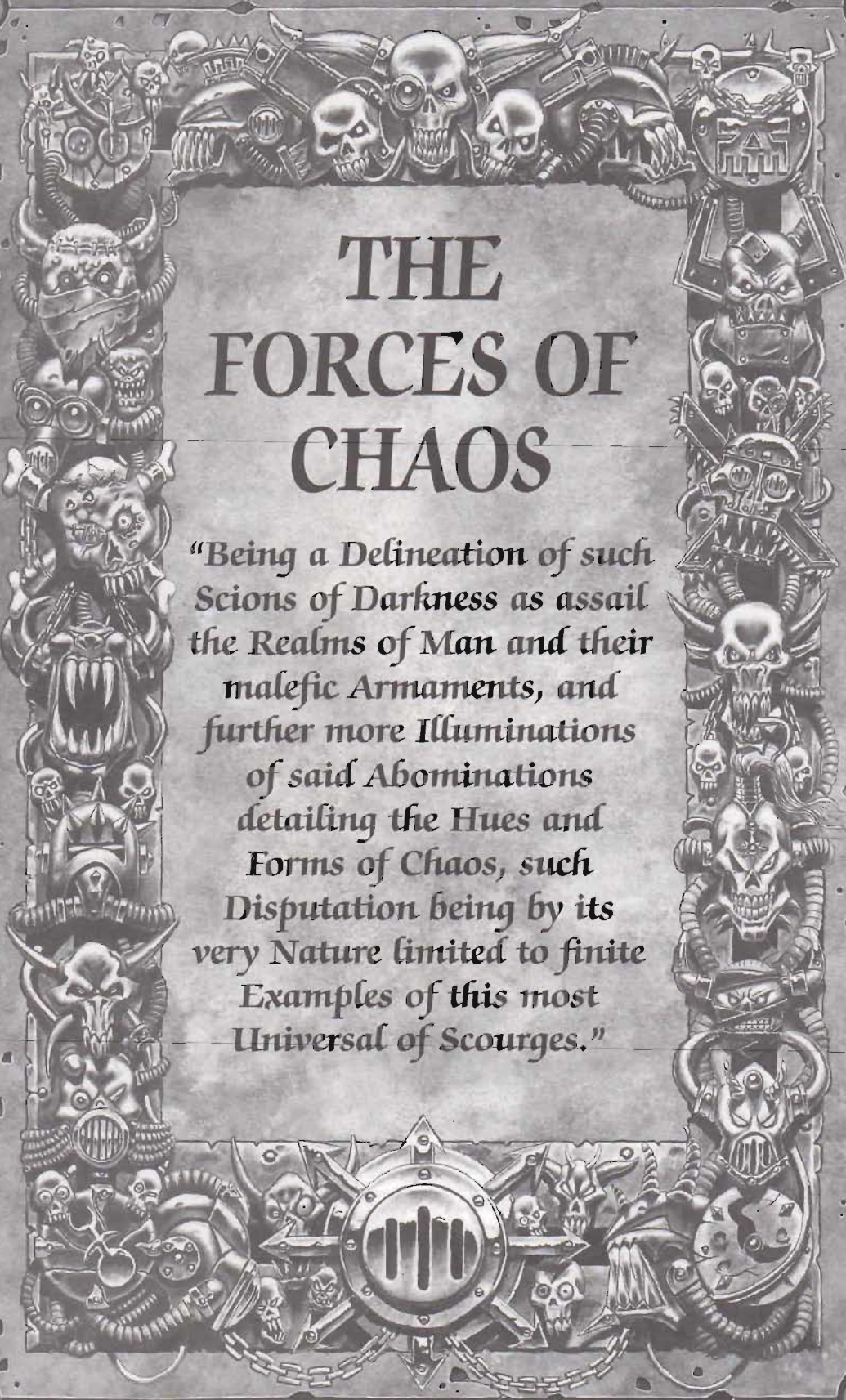
The bulk of the Lamenters Chapter was caught in an ambush in 908 and surrendered after bloody ship to ship fighting. The loss of the Lamenters was a great blow to the Tyrant and the rest of the war devolved into a succession of close sieges as one renegade stronghold after another was battered into submission. The uprising came to an end in 912 with the fall of Badab and the final defeat of the Astral Claws.

With the rebellion over the Inquisition made an extensive investigation into the renegade Space Marine Chapters. They found slight evidence of heresy in the Chapter cults but these were not considered irredeemable. The Lamenters, the Mantis Legion and the Executioners were granted the Emperor's forgiveness subject to undertaking a hundred year crusade. The home worlds of the Executioners and the Mantis Legion were forfeited to the victorious loyalist Chapters, along with the salvage rights to spacecraft damaged in the conflict and a proportion of the stolen cargoes which were recovered.

The Astral Claws were reported to be all but destroyed. A contingent of around two hundred fought their way through the Imperial blockade and escaped into the Maelstrom. The most corrupt elements from the other Chapters which had joined forces with the Tyrant of Badab soon followed after them. Nothing more was heard of these renegade Space Marines for many years afterwards. Of the fate of Imperial commander Lufgt Huron, Master of the Astral Claws and Tyrant of Badab, nothing is known.

"The strong are strongest alone"

The Tyrant of Badab



THE FORCES OF CHAOS

*"Being a Delineation of such
Scions of Darkness as assail
the Realms of Man and their
malefic Armaments, and
further more Illuminations
of said Abominations
detailing the Hues and
Forms of Chaos, such
Disputation being by its
very Nature limited to finite
Examples of this most
Universal of Scourges."*





CHAOS SPACE MARINES



The troops that make up a Chaos Space Marine army can be divided into two types: Daemons and Chaos Space Marines. Daemons are the most dangerous of all Chaos creatures, but at least daemonic incursions are rare events – rare enough to be hushed up by the Inquisition to prevent panic. More of a real threat are the constant raids of the Chaos Space Marine Legions.

Ten thousand years ago during the galaxy-shattering wars of the Horus Heresy fully half the Space Marine armies of that time became corrupted by Chaos and rebelled against the Emperor. Led by Warmaster Horus, the Legions of Chaos almost succeeded in wresting control of the galaxy from the Emperor. They did not succeed, but the wounds the Emperor suffered in combat against the Warmaster drove him to the Golden Throne and ended his waking life.

With the defeat of the Legions of Chaos the vanquished Space Marines fled into the Eye of Terror. There, close to the intense energies of the warp, they took worlds for their own, becoming the lords and masters of daemon realms under the patronage of their chosen gods. From these infernal regions the Chaos Space Marines continue to launch their wars of vengeance against the Imperium. Within their warped realms time has been abolished, so that the very same Space Marine warriors who fought against the Emperor ten thousand years



ago still live and continue to make war against the Imperium today. For them the strands of time have become interwoven so that the past, present and future have merged into one endless, eternal battle.

Although we divide Chaos Space Marine characters into Champions, Sorcerers and Lords for convenience, all of these characters are termed Chaos Champions.

Chaos Space Marine Champions may dedicate themselves uniquely to one Chaos God if they desire.

These Chaos Champions are the agents of their masters, and the fiendish acts they carry out in the names of the Gods of Chaos are rewarded with gifts of power.

As a Champion gains favour in the eyes of his Chaos God he becomes more powerful. Often there is a terrible price to pay, for the Gods of Chaos are whimsical and uncaring beings, whose gifts sometimes bring gross physical mutation and deformity. Horns, wildly discoloured flesh, distorted limbs, cloven hoofs and other, stranger, mutations

THE MARKS OF CHAOS

are all too common amongst the Champions of Chaos who bravely bear their disfigurements as symbols of their divine favour.

To represent the gifts bestowed on a Chaos Champion you are allowed to buy *Marks of Chaos* for the Chaos Space Marine

characters in your army, for the points cost indicated in the army lists. With the exception of a Chaos Lord, each model is only allowed one Mark of Chaos.

Chaos Lords can have one or more Marks of Chaos, and can even bear the Marks of all four Chaos Gods if desired. Horus is the most infamous example of such a Chaos Lord, being favoured by all four of the Chaos Gods at one time or another.

NURGLE

Champions bearing the Mark of Nurgle are swollen with corruption, their armour barely containing their bloated bodies. Because their bodies are dulled with disease and partly rotted away they feel little pain and can endure considerable injury without discomfort. A Chaos Champion of Nurgle always adds an extra +1 to his Toughness on account of his hugely bloated body.



TZEENTCH

Tzeentch is the master of arcane lore and Champions bearing his Mark are almost always gifted with dark powers of sorcery. In addition, the warp flows through them and its aura protects them and wards away hostile psychic attacks.

If a Chaos Champion of Tzeentch is targeted or is caught in the area of a psychic attack then he may successfully nullify it by rolling a 4+ on a D6. If he is successful the psychic attack does not work and causes no harm.



SLAANESH

Slaanesh is the sensual Lord of Pleasure. Chaos Champions bearing his Mark live on the edge of excitement and experience, revelling in the joy of life and battle. They take a perverse pleasure in all experience, no matter how terrifying or bizarre, and are therefore not affected by the normal psychology rules. This means that they are immune to *fear* and *terror*, for example. In addition, they need never take a Break test, as death holds no fear for them, but is seen as a welcome consummation of experience. If a Champion is with a unit that is forced to flee he is not affected and can continue to fight as normal.



KHORNE

Champions that bear the Mark of the God Khorne are savage fighters whose armour grows to be part of their bodies so they can never remove it. This Chaos armour gives the Chaos Champion an armour saving throw of 2+. In addition, Champions of Khorne are affected by the rules for *frenzy* as described in the Warhammer 40,000 rulebook. Such is the skill of these warriors in close combat that they are allowed to parry even when frenzied. They are awesome warriors who revel in their role as the sacred destroyers of the Blood God.





CHAOS SPACE MARINES



During the terrible long wars of the Horus Heresy fully half the ancient Space Marine Legions joined the Warmaster Horus in his bid to wrest control of the Imperium from the Emperor. After many bloody battles the Warmaster's true loyalties were revealed, and it became known to all that he had sold his soul to the Dark Gods of Chaos in return for undreamed of power. It was too late for the Space Marine Legions that had allied themselves with Horus – their souls were pledged to Chaos and for them there was no hope of forgiveness. Corruption and evil had subverted their minds, gnawing at their unworthy ambitions, and turning them into the Emperor's most bitter foes. After the defeat of Horus the Chaos Space Marine Legions sought unholy refuge in the Eye of Terror, where they remain to this day.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Space Marine	4	4	4	4	4	1	4	1	8
Aspiring Champion	4	5	5	4	4	1	5	1	9
Mighty Champion	4	6	6	5	5	2	6	2	9
Exalted Champion	4	7	7	5	5	3	7	3	10

SPECIAL RULES

The following special rules apply to all Chaos Space Marines and Chaos Space Marine characters, including Chaos Lords, Chaos Space Marine Sorcerers and Chaos Space Marine Champions. Note that Chaos Space Marines do NOT benefit from the special rules for Break tests which apply to normal, loyal Space Marines.

Rapid Fire

If a Chaos Space Marine doesn't move at all and is not engaged in hand-to-hand combat then he may use rapid fire. The warrior plants his feet firmly on the ground and opens up with a burst of shots from his boltgun or bolt pistol. The Chaos Space Marine may fire his storm bolter, boltgun or bolt pistol twice instead of once.

Rapid fire is only possible with storm bolters, boltguns and bolt pistols, not with other weapons, although some squad members may use rapid fire whilst others fire single shots (if using missile launchers, flamers or a single throw of a hand grenade for example).

Rapid fire is worked out exactly like ordinary shooting except that each Chaos Space Marine fires twice rather than once.



CHAOS SPACE MARINE VETERANS

Not all veteran Chaos Space Marines wear Terminator armour and many fight in squads wearing normal power armour. Veterans are hard-bitten, callous and deadly fighters who will think nothing of gunning down an enemy that has surrendered or killing innocent women and children. Decades, sometimes even centuries, of combat experience have taught them how to make the best use of cover to survive on the war-torn battlefields of the 41st millennia. These highly experienced and ferocious warriors are typically in the vanguard of any attack, using their battle skills to infiltrate the enemy lines and set up ambushes or launch surprise attacks on enemy strongpoints.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veterans	4	5	5	4	4	1	5	1	9

SPECIAL RULES

Chaos Space Marines

The usual Rapid Fire special rules apply.

Infiltration

Chaos Space Marine Veterans may deploy onto the battlefield using the Infiltration rule as described in the Starting the Game section of the Warhammer 40,000 rulebook.

Dispersed Formation

Chaos Space Marine Veterans may use *dispersed formation* as described in the Squads section of the Warhammer 40,000 rulebook.





CHAOS SPACE MARINE SORCERERS

A Chaos Space Marine Librarian who pledges his soul to Chaos becomes a Chaos Space Marine Sorcerer, and is gifted with new psychic powers by his patron god. It is not inappropriate to think of these powers as magical, for those who receive them come to think of themselves as Sorcerers with the unseen energy of the universe at their command.

Many Chaos Space Marine Sorcerers come from the Thousand Sons Space Marine 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 the Warmaster, as the Emperor could no longer tolerate their study of magic with all its associations with the warp.

The Thousand Sons survived the aftermath of the Horus Heresy by using their sorcerous powers to open a gateway to the Eye of Terror through which they escaped. Many of them continue their study of magic and have become mighty Sorcerer-Champions of Tzeentch.

During the Heresy Librarians in the other Traitor Legions dedicated themselves to a patron Chaos God and also received new psychic powers in return. The only exception were the Librarians of the World Eaters Legion, who were hunted down and slain by their Brother Marines as a bloody sacrifice to their lord Khorne, for the Chaos God of war hates all practitioners of the sorcerous arts.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	4	4	4	4	5	1	5	1	8
Sorcerer Champion	4	5	5	5	5	2	5	1	8
Master Sorcerer	4	6	6	5	5	3	6	2	8
Sorcerer Lord	4	7	7	5	5	4	7	3	9

SPECIAL RULES

Chaos Space Marines

The usual Rapid Fire special rules apply.



*Thought Begets Heresy;
Heresy Begets Retribution.*





CHAOS SPACE MARINE TERMINATORS

Many veteran Chaos Space Marines enter battle wearing suits of 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 exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace. A wearer of Terminator armour can move and operate with remarkable freedom and agility considering the sheer mass of the actual armour.

A Chaos Space Marine wearing Terminator armour usually holds a ranged weapon in his right hand, typically a combi-weapon of some type, while the left hand wields a chain-axe. This combination of devastating anti-personnel fire power and close quarters punch certainly makes a Chaos Space Marine equipped with Terminator armour a highly respectable opponent. Some Chaos Space Marine Terminators carry

heavier and more powerful weapons to provide supporting fire for their comrades.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminators	4	5	5	4	4	1	5	1	9

SPECIAL RULES

Chaos Space Marines

The usual Rapid Fire special rules apply.

Terminator Armour

A model wearing Terminator armour has an armour saving throw of 3 or more, just like power armour. However, because the armour is so massively thick the saving throw is rolled on 2D6 instead of 1D6. Note that Chaos Space Marine Terminator armour does not incorporate a targeter or a teleport homer as do the more sophisticated suits used by loyal Space Marine Chapters.



THOUSAND SONS MARINES

When the Thousand Sons escaped to the Eye of Terror the warping effects of Chaos began to take effect, and soon the signs of physical mutation began to corrupt them. Ahriman, one of the greatest of all the Thousand Sons Chaos Sorcerers, attempted to halt this process of degeneration by unleashing an immensely potent spell named the *Rubric of Ahriman*, which was meant to affect all of the Thousand Sons, shielding them from the harmful effects of Chaos for ever.

The Chaos Sorcerers of the Thousand Sons had either survived and had their knowledge and powers greatly augmented or they had been utterly destroyed, but their battle brethren whose psychic powers had been slight or non-existent had been changed. Their armour was sealed shut as if every clasp and joint had been welded together. Inside the heavy shell of ceramite and adamantium the physical bodies of the Chaos Space Marines had been reduced to a handful of dust but their spirits remained, trapped inside their battle armour for all eternity.

Although these living suits of armour still move and function, they are little more than robots, and quickly fall into inactivity unless a Thousand Sons Chaos Sorcerer is nearby to guide and direct them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Thousand Sons Marines	4	4	4	4	4	1	4	1	8
Thousand Sons Terminators	4	5	5	4	4	1	5	1	9

SPECIAL RULES

Chaos Space Marines

The usual Rapid Fire special rules apply.

Mark of Tzeentch

All Thousand Sons Space Marines bear the Mark of Tzeentch.

Spirit Warriors

Thousand Sons Space Marines have the same vulnerabilities and immunities as daemons, although they lack the special unmodified daemonic aura save and must use their (modifiable) power armour saving throw instead. In addition, each time the warp card *Energy Drain* is played the Chaos player must choose D6 of the Thousand Sons to remove as casualties as their souls are sucked away.

Immune to Psychology

Thousand Sons are immune to psychology and never break.

"They were less than nothing, yet I have rendered them immortal in the true sense of the word. Who here can say they would choose debased and corrupted life over purity in unchanging death? Liars and fools tell us life is always precious but we who have seen the spirit realm know this to be the most deluded falsehood."

Ahriman before the Cyclopean Magnus



KHORNE BERZERKERS

Khorne Berzerkers are Chaos Space Marines who have dedicated themselves to the Chaos God Khorne. Most famous of all Khorne Berzerkers are the Space Marines of the World Eaters, but they are joined by followers of the Blood God drawn from all of the Traitor Legions. The link between bloodshed and pleasure has become so strong for these followers of Khorne that they are virtually uncontrollable either on or off the battlefield.

Khorne Berzerkers are savage fighters who revel in the bloodiest hand-to-hand combats. In their eagerness to offer blood and skulls to Khorne they carry many vicious close combat weapons into battle. Often they wield an axe – or the deadly chain-axe – as these are the preferred weapons of the Blood God, although the chainsword is almost equally favoured.

Khorne Berzerkers relish their role as the sacred destroyers of Khorne the Blood God and are fanatical in the extreme. Their delight in death and pain is so strong that they have been known to fall on their own chainswords as sacrifices to the Blood God.

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

Harkon Ironfist

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Khorne Berzerkers	4	4	4	4	4	1	4	1	8
Khorne Berzerker Terminators	4	5	5	4	4	1	5	1	9

SPECIAL RULES

Chaos Space Marines

The usual Rapid Fire special rules apply.

Mark of Khorne

All Khorne Berzerkers are blessed with the Mark of Khorne (see above). This means that they are subject to *frenzy* as described in Psychology section of the Warhammer 40,000 rulebook, and wear chaos armour which provides them with a 2+ armour saving throw. Such is the skill of these warriors in close combat that they are allowed to parry even when frenzied. Note that Khorne Berzerkers receive the Mark of Khorne for free and do not have to pay any points for it.

Furious Charge

Such is the ferocious enthusiasm of Khorne Berzerkers to get to grips with the enemy that they triple their move when they charge instead of only doubling it. However, each model can only use this bonus if it allows it to get into hand-to-hand combat that turn. The tripled charge move may not be used by models that are not able to reach the enemy! This bonus also applies to any character model that has joined the unit, and who is on foot (eg, characters don't get the bonus if they are mounted on a riding beast like a Juggernaut or Disc of Tzeentch, etc.).



PLAGUE MARINES

Plague Marines are Chaos Space Marines who have dedicated themselves to the Chaos God Nurgle. Amongst the most dedicated followers of this cult are the Chaos Space Marines of the Death Guard, but many other Chaos Space Marines also dedicate themselves to the Lord of Decay.



Plague Marines have disgusting rotted bodies that stink of decay. Their armour and weapons are pitted and corroded by the putrescent slime that oozes from their many sores, but they are still fearsome opponents. Their decaying brains are innured to the agony of their bodily corruption, making them all but immune to any pain or discomfort caused by battle wounds.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Plague Marines	4	4	4	4	4(5)	1	4	1	8
Plague Marine Terminators	4	5	5	4	4(5)	1	5	1	9

SPECIAL RULES

Chaos Space Marines

The usual Rapid Fire special rules apply.

Mark of Nurgle

All Plague Marines are blessed with the Mark of Nurgle (see above). This means that their Toughness is increased by +1 point, as shown on their profile above. Note that Plague Marines receive the Mark of Nurgle for free and do not have to pay any points for it.



NOISE MARINES

Noise Marines are Chaos Space Marines who have dedicated themselves to the Chaos God Slaanesh. A Noise Marine's hearing is a thousand times keener than a normal person's and can distinguish the subtlest difference in pitch and volume. This affects the Noise Marine's brain, causing extreme emotional reactions that make all other sensations pale and worthless. The louder and more discordant the noise the more extreme the emotional reaction provoked, until only the din of battle and screams of the enemy can stir the Noise Marine. His mind ceases to function and becomes a mere receptacle for the sensations ignited by the music of the apocalypse and the screams of the dying as they dance upon the path of destruction!

Noise Marines wear power 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 that produce deafening loud and pyrotechnically explosive attacks.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Noise Marines	4	4	4	4	4	1	4	1	8
Noise Marine Terminators	4	5	5	4	4	1	5	1	9

SPECIAL RULES

Chaos Space Marines

The usual Rapid Fire special rules apply.

Mark of Slaanesh

All Noise Marines are blessed with the Mark of Slaanesh (see above). This means that they are immune to psychology and will never break. Note that Noise Marines receive the Mark of Slaanesh for free and do not have to pay any points for it.

Psychic Cacophony

Noise Marines emit a constant psychic cacophony of babbling, screaming, braying and other disorientating noises which will distract any psykers nearby.

Daemons are not affected and quite enjoy the noise, especially Greater Daemons of Nurgle who are inclined to hum along in a cheerful manner. The same does not apply to Chaos Space Marine Sorcerers who are affected in the same way as any other psyker.

Roll a D6 if a psyker within 16" of one or more Noise Marines attempts to use a psychic power. Only one dice roll is made no matter how many Noise Marines are within 16". Powers which remain in play will only be affected when first created, and will not be affected if a Noise Marine later comes within 16".

If the dice roll is greater than the model's psychic level then it is overcome by the psychic cacophony produced by the Noise Marines, and the power it was attempting to use is automatically nullified.

Note that wargear that normally offers protection against psychic attacks, such as an Aegis suit, does not offer any protection against Noise Marines.

A psyker who is overcome in this way will suffer 1 wound on a roll of 4, 5 or 6, with no saving throw (of any type) allowed. This ability also applies to Aspiring Chaos Champions leading a unit of Noise Marines.



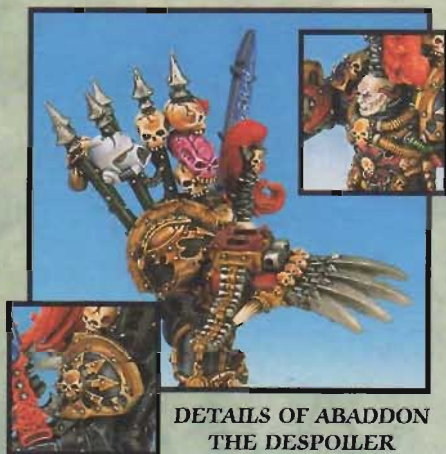


*"There is no peace among the
stars, only an eternity of
carnage and slaughter and the
laughter of the thirsting gods."*



*

ABADDON WITH HIS BODYGUARD OF CHAOS TERMINATORS



DETAILS OF ABADDON THE DESPOILER

Abaddon the Despoiler

Abaddon the Despoiler, most feared adversary of the Imperium, has slowly but surely marshalled the forces of countless Traitor Legions to the point where he stands on the brink of challenging the Emperor himself, as Warmaster Horus did before him.

Black Legion

Originally called the Sons of Horus, the Legion was renamed by Abaddon after the death of Horus, and the Legion's colours changed to black in memory of their Primarch. To this day the Black Legion also retains the Eye of Horus in its heraldry in honour of their fallen Warmaster.



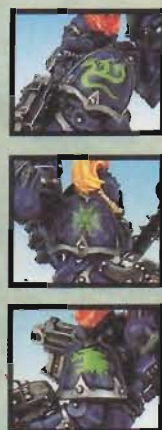
DETAILS OF ABADDON'S TERMINATOR BODYGUARDS SHOWING THEIR DEADLY ARSENAL OF WEAPONRY



A BLACK LEGION SQUAD LED BY AN ASPIRING CHAMPION OF CHAOS



A SQUAD OF ALPHA LEGION CHAOS SPACE MARINES



Alpha Legion

Among the Traitor Legions, the Chaos Space Marines of the Alpha Legion are renowned for their ruthless tactics and coldly efficient coordination. The many-headed Hydra, symbol of the Alpha Legion, reflects their diversity, as well as their ultimate unity of purpose. Their martial prowess was their hallmark even before their downfall and since the

Horus Heresy the Alpha Legion has continued to pit its strength against loyal Space Marines, often for the sheer joy of meeting and overcoming equals on the battlefield.



ALPHA LEGION TERMINATOR



A SQUAD OF WORD BEARERS CHAOS SPACE MARINES



Word Bearers

The Word Bearers are fanatical zealots dedicated to the worship of Chaos in its purest form, rather than the veneration of any particular Chaos God over another. With every world crushed beneath their feet, new cathedrals and monuments arise, dedicated to the obscene and blasphemous glory of Chaos.

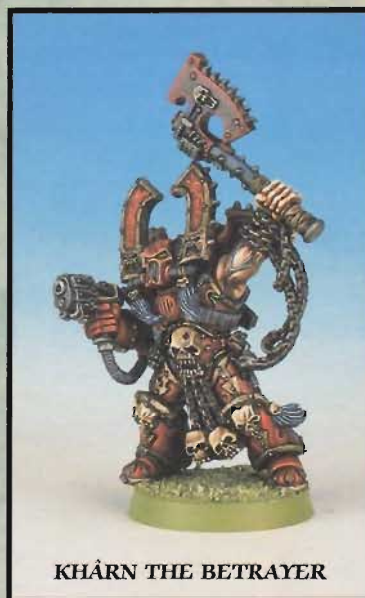




*
A SQUAD OF WORLD EATERS CHAOS SPACE MARINES

Khârn the Betrayer

Blood-drenched and exalted in the eyes of Khorne, Khârn the Betrayer is an unstoppable maelstrom of savagery on the battlefield. Khârn is known as the Betrayer due to his berserk fury, which is so all-consuming that he has been known to turn upon his own followers when all others lie dead before him.

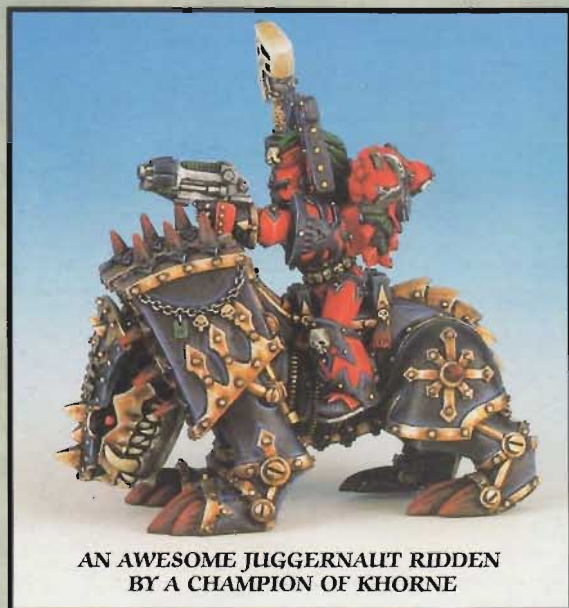


KHÂRN THE BETRAYER



Juggernaut of Khorne

Nightmares given form, the Daemons known as Khorne's Juggernauts are terrifying to behold as they stride across the battlefield, crushing everything in their path. Neither machine nor beast, a Juggernaut is an obscene melding of both, whose flesh is brass and whose blood is liquid fire. Khorne's most favoured Champions are sometimes gifted the boon of riding a Juggernaut into battle.



AN AWESOME JUGGERNAUT RIDDEN
BY A CHAMPION OF KHORNE





World Eaters

Whilst all Chaos Space Marines glory in slaughter, none revel in the carnage and brutality of battle more than the World Eaters. Few things are more terrifying than the sound of World Eaters howling their battle-cry "Blood for the Blood God!" as they charge into the fray, consumed in a mindless orgy of bloodlust. The World Eaters have splintered into many separate warbands, each willing to join any Chaos Lord who promises them the chance to prove their devotion to Khorne in battle.



CHAMPION OF KHORNE



CATACHAN JUNGLE FIGHTERS MAKING A LAST STAND AGAINST A HORDE OF DAEMONS AND WORLD EATERS



A SQUAD OF NIGHT LORDS CHAOS SPACE MARINES LED BY A CONVERTED CHAOS CHAMPION

Night Lords

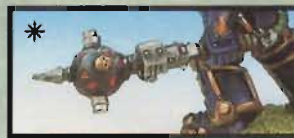
Unlike most of the Traitor Legions, the Night Lords serve no particular Chaos God. They regard their fellow Chaos Space Marines with the same cynicism and contempt they reserve for those loyal to the Emperor. Power and material gain are the only things the Night Lords worship.



DETAILS OF
THE CHAOS
CHAMPION
TERMINATOR



NIGHT LORDS ICON BEARER



Night Lords Icon Bearer and Terminators

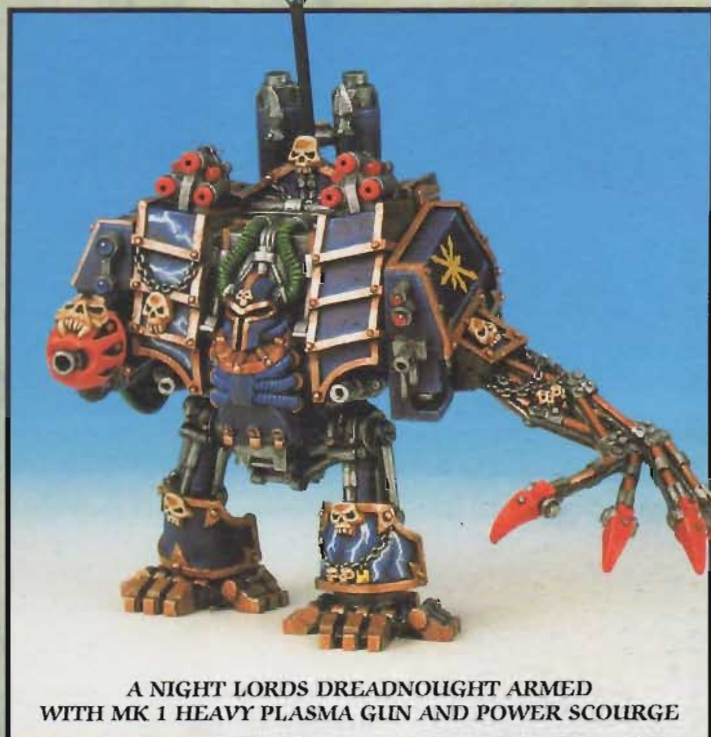
The Terminator armoured suits of the Night Lords have been reworked and reshaped over the millennia until they are unrecognisable from the originals. Many Night Lords Terminators further embellish their armour with skulls and scalp, trophies of those foolish enough to stand against them.



A SQUAD OF NIGHT LORDS CHAOS SPACE MARINE TERMINATORS

Night Lords Dreadnought

Night Lords Dreadnoughts are ancient machines which have survived countless overhauls and refits over the millennia. Despite its awesome weaponry, the Dreadnought is as much an object of horror to the Night Lords as to their enemies. No Chaos Space Marine wishes to end his life entombed inside one, for those imprisoned within invariably go insane, rampaging across the battlefield in a psychotic, homicidal frenzy, yearning only to vent their rage through destruction.



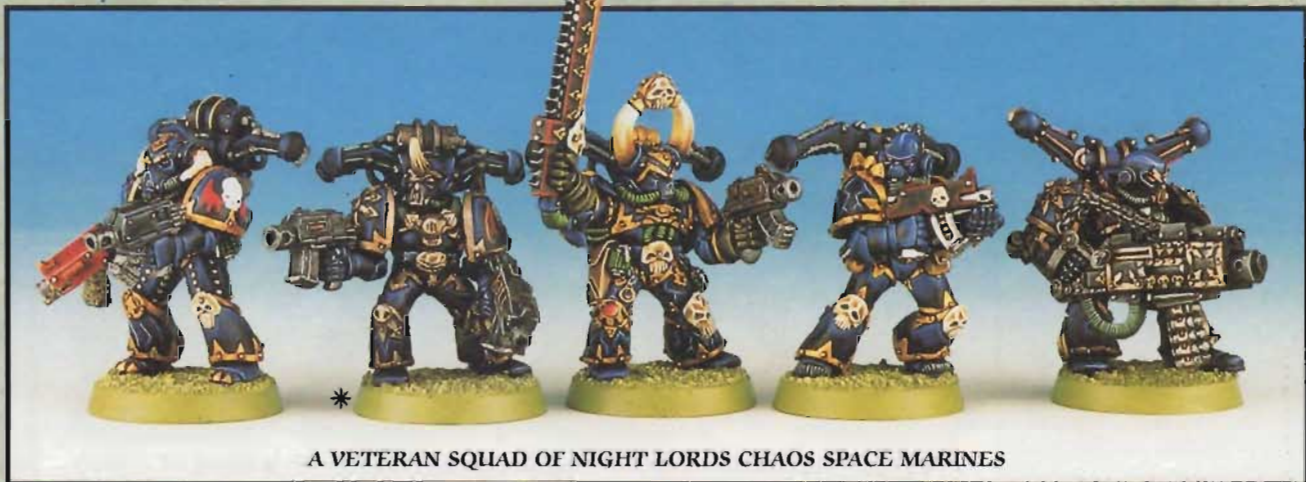
A NIGHT LORDS DREADNOUGHT ARMED WITH MK 1 HEAVY PLASMA GUN AND POWER SCOURGE

Night Lords Veteran Squads

Veteran Chaos Space Marines are the most experienced, battle-hardened warriors in an entire Legion. Night Lords veterans are no exception and like those in fellow Traitor Legions often fight in small, elite squads, equipped with the choicest weaponry available.



As well as being well equipped, veteran squads are also highly mobile and often act as lightning fast strike teams, charging into the fray and cutting a swathe of destruction about them whilst their brethren follow on in their wake, despatching whatever poor unfortunates managed to escape the carnage wrought by the veterans.



A VETERAN SQUAD OF NIGHT LORDS CHAOS SPACE MARINES



A SQUAD OF DEATH GUARD CHAOS SPACE MARINES LED BY A CHAMPION OF NURGLE



Death Guard

Twisted and corrupt, the Death Guard are disease-ridden mockeries of their former selves. Guided by their Daemon-Primarch Mortarion, they revel in the contamination of Imperial worlds, sowing plague and contagion wherever they go, inflicting cruel and agonising deaths on a planetary scale.



PLAGUEBEARERS AND DEATH GUARD PLAGUE MARINES SWARM OVER THE EMBATTLED ELДАР

Plague Marines

Plague Marines are hideous and nauseating to behold. Their swollen, decaying flesh is barely contained by their corroded, slime-encrusted armour. Such human carrion barely feels pain any longer, as their nerve endings and pain receptors have atrophied over the long years of their degeneration.



A SQUAD OF PLAGUE MARINES LED BY A TERMINATOR CHAMPION OF CHAOS

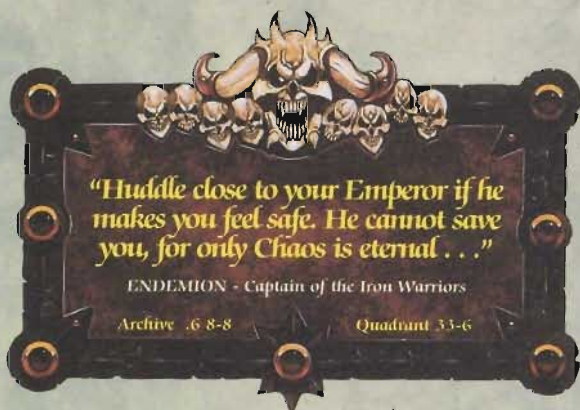


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A SQUAD OF IRON WARRIORS CHAOS SPACE MARINES LED BY A CHAOS TERMINATOR CHAMPION



Iron Warriors

Among the Traitor Legions the Iron Warriors are the undisputed masters of siege and trench warfare. Countless cities, fortresses and citadels have fallen to their uncanny ability to find and exploit the smallest chinks in their enemies' defences. Once a planet has succumbed to them, they rebuild the world's shattered fortifications to their own warped specifications and from them rule over the conquered masses with an iron fist, guarding their strongholds with devastating weapon batteries and horrifically cunning traps.

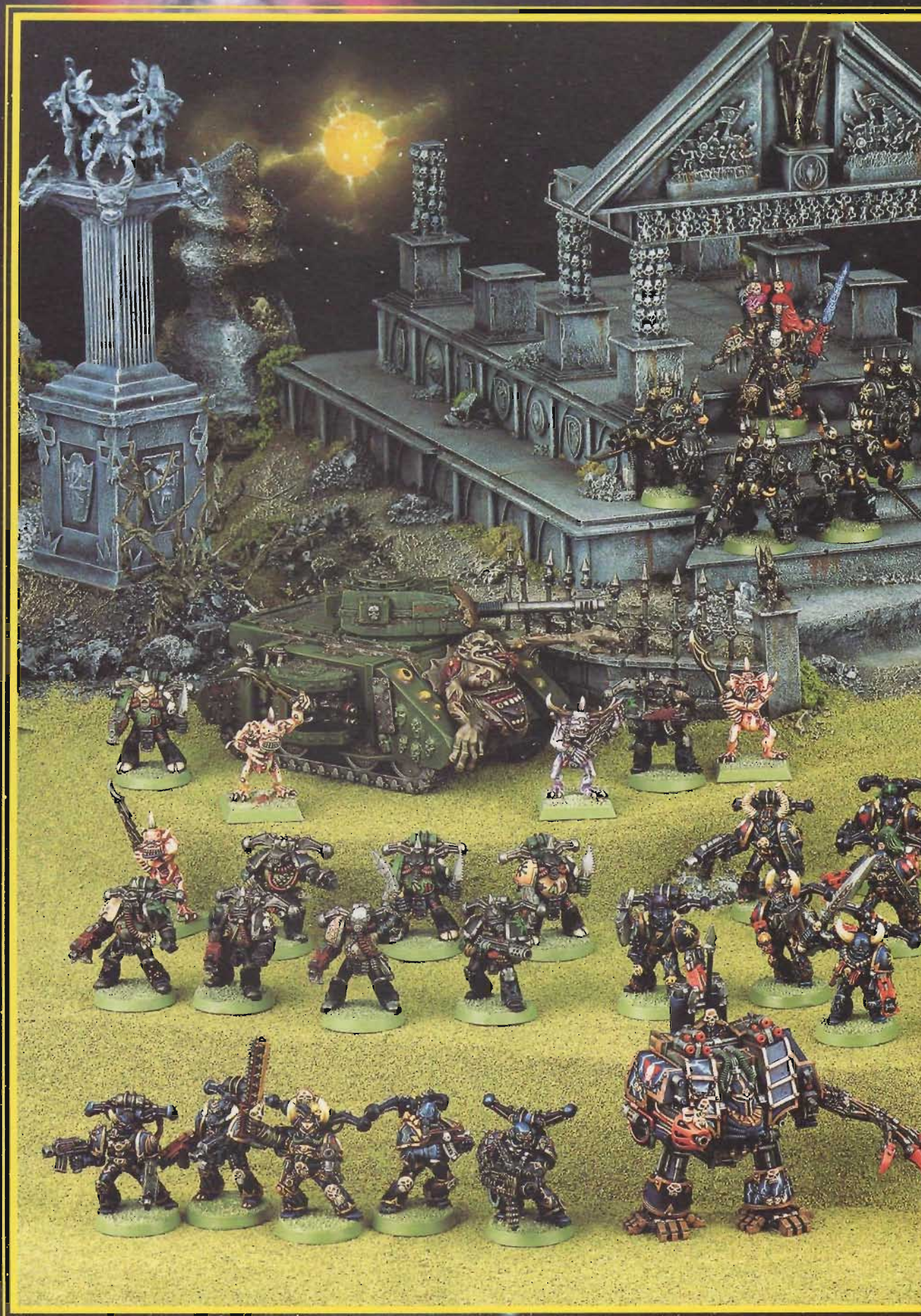


Iron Warriors Dreadnought

The Iron Warriors are adept at the strategic use of Dreadnoughts and other large engines of destruction in their never ending quest to subjugate all Imperial worlds under their brutal rule. The Iron Warriors' favour the psychotical unstable Dreadnoughts as one method of destroying the toughest lines of defence.



AN IRON WARRIORS DREADNOUGHT WITH TWIN HEAVY BOLTERS AND THUNDER HAMMER





Fabius Bile

Known by many names, Fabius Bile is a dark master of mutagenics. From a hidden base within the Eye of Terror, Bile sells his services to each of the Traitor Legions, in return for slaves upon whom he can continue his own depraved experiments.



FABIUS BILE



Thousand Sons

There are two distinct types of Thousand Sons Chaos Space Marines. The first are the Sorcerers, eldritch masters of the occult, steeped in forbidden knowledge. Then there are the battle brethren, transformed by an ancient spell into deathless spirit warriors resembling walking suits of animated armour.



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DETAILS OF THOUSAND SONS CHAOS SPACE MARINES



A FORCE OF DAEMONS AND THOUSAND SONS MAKE A SURPRISE RAID ON A SPACE WOLVES OUTPOST

Converting Chaos Miniatures

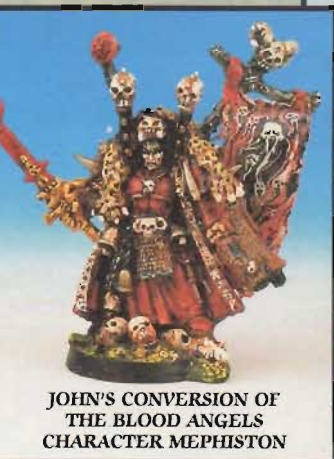
The background of the Chaos Forces described in this book is vast and covers an enormous timescale. Given the nature of Chaos it would be impossible for us to make all the models to cover all the wildly variable manifestations. Any models we release can only scratch the surface of all this. However, a Warhammer 40,000 Chaos army provides the hobbyist with an unrivalled opportunity to have a go at all sorts of converting and modelling projects. All of the miniatures shown on this page are conversions, which we've included as examples of what can be done!



All miniatures marked with this symbol are one-off conversions, you can't buy them in shops or from Mail Order, so please don't ask for them!



Lots of the models shown in this book are conversions of one sort or another. Many are very simple adaptations, such as swapping weapons or heads and arms for those from other models. Some of the models shown are more complex and involve the use of parts from a number of other miniatures. Likewise, vehicles offer an excellent opportunity to go completely overboard adding chains, spikes, blades and a thousand other pieces of detailing.



JOHN'S CONVERSION OF
THE BLOOD ANGELS
CHARACTER MEPHISTON



John Blanche, Games Workshop artist and renowned miniature painter, is a past master at converting Citadel miniatures. The following pages feature John's illustrated notes on converting, modelling and painting Chaos models for Warhammer 40,000. Shown above is John's extensively converted Chaos army. This force mostly comprises Imperial Space Marine miniatures that have had their Imperial eagles replaced with the icons of Chaos!



CHAOS SPACE MARINES OFFER THE PAINTER AND CONVERTER THE CHANCE TO CREATE WILD AND INDIVIDUAL MODELS - ADD PARTS FROM OTHER MODEL RANGES - EXPERIMENT WITH PAINT EFFECTS - MIX COLOURS AND MAKE EACH MODEL DIFFERENT AND UNIQUE - HERE ARE SOME IDEAS AND SUGGESTIONS FOR YOU TO TRY.

ALPHA LEGION

BLUE METAL TRIM
SCALE PATTERNS
PAINTED
ONTO ARMOUR

NIGHT GOBLIN BANNER
POLE AND SMALL
DRAGON HEADS
FOR HYDRA
FELT ON STANDARD
OR TROPHY
POLE

PLASTIC SKELETON
HEADS ON TROPHY
POLE
HAND WEAPONS CUT
FROM FANTASY FIGURE
EPIC DAEMON OR
CHAOS BEASTMEN

ASPIRING CHAMPION
HEAD CUT FROM
KISLEV ARCHER -
PLUMES MODELLED FROM
PLASTICENE SET WITH VARN

CONVERT
SPACE MARINE
CHAPLAIN - F
OFF IMPERIA
BADGES - AD
SPIKE
AND PLUM
IT

SCALE
ARMOUR CUT
FROM PLASTIC
HIGH LIFE

SCALE
PATTERNS
OF SKULLS

KISLEV BANNER
POLE

BEASTMAN HORNS - COCKTAIL
STICK SPIKES - TEXTURED
PLASTICENE FUR FELT

SKAVEN
HEAD
TROPHY
POLE

BEASTMAN TA
AND HEAD

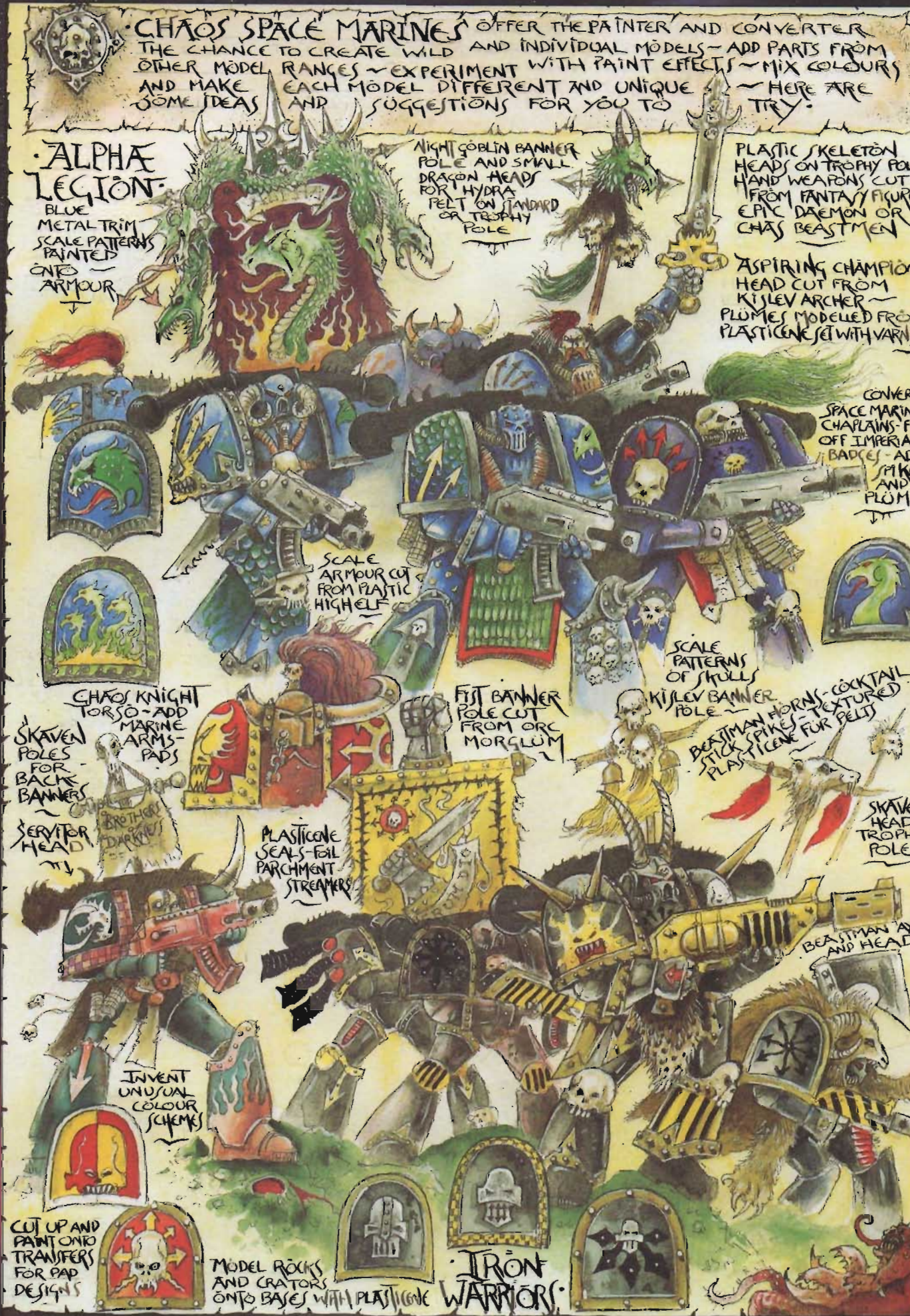
PLASTICENE
SEALS - FILL
PARCHMENT
STREAMERS

INVENT
UNUSUAL
COLOUR
SCHEMES

CUT UP AND
PAINT ONTO
TRANSFERS
FOR PAD
DESIGNS

MODEL ROCKS
AND CRATERS
ONTO BASES WITH PLASTICENE

IRON
WARRIORS





WORD BEARERS

DEEP RED ARMOUR

BACK PACK SPIKES FROM COCKTAIL STICKS

HEADS AND TORSOS FROM IMITIAL SPACE MARINE FIGURES E.G. - CHAPLAIN

UNDEAD KNIGHTS BANNER POLE

ARCHMONT CUT FROM FOIL OFF TOMATOES PURRED TUBES OR WINE BOTTLES

USE WHITE DWARF FOR BANNER IDEAS

FOR DEEPER RED BRUSH RED ON BLACK BASE

UNDEAD WEAPONS BANNER POLE HELMET CRESTS

TO CUT TO SHAPES TO SECURE BARCHMENT

DAB SHADES OF COLOUR FOR BLEND EFFECT

WICK HAND FROM ORCS

SHADE GOLD WITH GREEN

SHADE GOLD WITH RED

CUT DOWN PLASTIC SKELETON HEADS FOR PAID HELMETS

NIGHT LORDS
DARK BLUE GOLD TRIM LIGHTNING EFFECTS

UNDEAD BANNER POLES

MODEL POTTY OR PLASTIC FUR HANKINS FROM SHOULDER PADS

CHAOS KNIGHT HELMETS

UNDEAD MACE

INVENT CHAPTER SYMBOLS USE WHITE DWARF FOR IDEAS OR ADAPT TRANSFERS

HOBGOBLIN HEAD CUT TO FIT PAID

FINE JEWELLRY CHAINS

BLACK LEGION
BLACK ARMOUR METAL TRIM

INVENT YOUR OWN CHAPTER COLOURS - CREATE DIFFERENT PAINTED ARMOUR EFFECTS - CRACKED OR CRAZY PAVING - TRY MARBLING BY ALLOWING COLOUR TO DRIP OR RUN - DRIP COLOUR ONTO WET SURFACES - TURN RANDOM SHAPES INTO FACES

BLEND CONTRASTING COLOURS INTO BASE COLOUR FOR DRAMATIC EFFECTS

THE EYE OF TERROR

The Eye of Terror is the heart of the greatest warp storm in the galaxy. From here the mighty Legions of Chaos ravage at will.

SEGMENTUM OBSCURUS

CALIBAN



HOME WORLD OF THE DARK ANGELS (DESTROYED)

THE EYE OF TERROR



ARX
IMPERIAL OUTPOST



ULTHWE
ELDAR CRAFT WORLD



MORDIAN
IMPERIAL WORLD

PURGATORY
IMPERIAL OUTPOST



BRAY
IMPERIAL OUTPOST



CADIAN GATE



CADIA
IMPERIAL WORLD



URALAN
DEVASTATED PLANET



FENRIS
SPACE WOLVES HOME WORLD

PARAMAR
DEVASTATED PLANET



STYGIES
FORGE WORLD



VANAHEIM
HIVE WORLD



EL' PHANOR
DEVASTATED PLANET



THRANX
VIRUS BOMBED



MACKAN
IMPERIAL WORLD

ARMAGEDDON
HIVE WORLD *



AVELLORN
HIVE WORLD



EARTH
SITE OF THE IMPERIAL PALACE



GATHALAMOR
IMPERIAL WORLD



NECROMUNDA
HIVE WORLD



YARRANT
IMPERIAL WORLD



LUTHER MCINTYRE
DEATH WORLD



PROSPERO
THOUSAND SONS HOME WORLD (CLEANSED)



CATACHAN
IMPERIAL DEATH WORLD

MAELSTROM



BADAB
ASTRAL CLAW HOME WORLD (CLEANSED)

SO H W



EPSILON OCTARIUS
ORK WORLD



TALLARN
IMPERIAL WORLD



V'RUN
ORK WORLD



JURN
ORK WORLD

SEGMENTUM TEMPESTUS



For ten thousand years we have fought the Long War and our hatred still knows no succour.

Those who have defied us shall feel the full wrath of Chaos.

Mackan, Stygies and Avellorn will burn before our fury, daemons shall feast upon the soft flesh of innocence.

Death to the False Emperor! Death to the weakling Imperium of Man!

THE BATTLE FOR PURGATORY

Any sign of them yet, Sergeant?" Captain Vaughan's voice crackled over the communicator.

Sergeant Sern scoured the rugged, windswept terrain for what seemed like the hundredth time before raising the hand-held unit to his mouth. "Nothing yet, sir. We've got the whole of this sector under surveillance but there's nothing showing up anyway."

"Alright. Keep me informed of any developments. Vaughan out." The communicator crackled into silence.

A gust of chill wind whipped across the rocky plain. Sern shivered. Whether it was the biting wind that made him do so or a deeper sense of foreboding he did not like to admit.

Ever since Purgatory had been reclaimed for the Imperium from the low-tech frontier state into which it had fallen a small force of Cadian shock troops had been posted on the planet. The Imperial Guardsmen were there to support the inexperienced and poorly-equipped Purgatory militia. Based at the only spaceport on the planet, the Cadians undertook regular patrols to the outlying human settlements in the unforgiving wilderness.

Purgatory was a cold, unwelcoming world. Much of its surface was covered by dark brooding forests, ice-capped mountain ranges and bleak plains ravaged by high winds and regular hurricanes. As a result the native Purgatorians lived within tightly constructed, isolated settlements of sturdy ground-hugging dwellings. Buildings over two storeys were few and far between. The inhabitants of the isolated settlements subsisted by mining base metal ores from the bedrock of the planet and scratching a living from the nutrient-weak topsoil while the planetary militia defended the labourers from the indigenous mammalian carnivores with their primitive shotguns and crossbows.

Sern had hated Purgatory as soon as he set eyes on it from the drop-ship's windows. A grey, unwelcoming place populated by grey, unwelcoming people. That had been eighteen months ago and the passage of time had done nothing to improve its appeal.

A dust devil skittered across the ridge, grey ash dancing in the eddies of the tiny vortex. The wind tugged at the Guardsman's clothes as if searching for a way in, as an invading army might hunt out a weak point in their enemy's defences.

Sergeant Sern turned his gaze away from the monotony of the landscape for a moment and glanced at the rag-tag collection of men that made up the patrol. They were mainly the part-time members of the militia who worked in Purgatory's mines when not on their tour of duty. The poorly armed, and even more poorly armoured, Purgatorians did not come up to the Cadian sergeant's standards for soldiery – not by a long way. They were all either scrawny and unhealthy specimens or overweight and already past their prime. The worst threat they had ever had to face up to was an enraged tribe of the indigenous primitive humanoid population.

Apart from himself, the only other Guardsmen among the party were Kratz and Dolst, both seasoned fighters who had served under him on several campaigns across the Eastern Fringes of the Imperium. Each of them had seen their share of death and destruction and yet here, on this blighted world, without having been involved in proper armed conflict for over a year, the troopers felt an almost perverse thrill at the possibility of invaders having landed

on Purgatory. The endless waiting and sentry duties had begun to make them all feel uneasy, afraid that they might be losing the edge to their finely-honed skills. Training and target practice were no substitute for the brutal learning experience of war. Nothing honed a soldier's reflexes like the adrenalin-charged moment in the thick of battle when you charged an Ork bunker or stood up to a slaver Tyrannid horde. You either learned, and learned fast, or you didn't see another sunrise to make the same mistake again.

So as soon as reports had started to come in from other outposts on the planet of attacks by rampaging, bloodthirsty troops wearing an archaic design of power armour, accompanied by snarling monsters, while many of the native populace were overcome by panic and broke down into a state of hysteria, the Cadians were filled with a morbid exhilaration. The mining fort had immediately been put on full battle alert and patrols were sent out to report on the advance of the Chaos warband.



A loud explosion only a few metres away shook Sern from his reverie. Rock and dirt showered outwards from the point of impact, throwing one of the militiamen backwards from the ridge, his face and chest reduced to a bloody ruin by the shell which had detonated just in front of him.

Sergeant Sern narrowed his eyes and swiftly scanned the boulder-dotted plain. And then, where before there had been nothing but the barren, rocky wilderness, there were suddenly several dark-armoured figures, striding purposefully across the grey plain.

"Get down and return fire!" yelled the trooper sergeant.

Kratz and Dolst responded to their sergeant's command instantly, while it took the shocked militiamen several precious seconds to react and then they did so more out of fear and surprise rather than because they were following orders. The Cadians fired blast after blast from their lasguns at the assailants. It was as if they had just appeared out of nowhere.

At first the figures looked to Sern like Space Marines, possibly of the Dark Angels Chapter or members of the Blood Angels' infamous Death Company. But as the Space Marines continued their advance he quickly recognised the enemy for what they really were.

Curling horns and cruel spikes adorned the warriors' helmets and ceramite shoulder pads. However, some of the attackers' suits seemed less flexible in their design, constructed from riveted plasteel plates. Images of death and Chaos emblems covered the pitted and age-corroded power armour along with graffitied curses and battle-cries, while dead human eyes stared out from withered heads hung on chains from the Marines' belts. The winged-skull crests marked these particular individuals out as Night Lords Chaos Space Marines: the foul progeny of the Night Haunter himself.

The Cadians' home world was the first line of defence for the Imperium against the tide of Chaos which flowed from the Eye of Terror. The Imperial Guardsmen recruited from Cadia were all too familiar with Chaos Space Marines. Due to the Traitor Legions' frequent forays to the planet's surface, the shock troops had already fought enemies such as the Night Lords on countless occasions. Mankind's representatives on Purgatory, however, had so far remained free from the attentions of the minions of Chaos, isolated and cut off as the planet had been for so many millennia.

Sern swallowed hard. The sudden emergence of the Night Lords from the seemingly featureless landscape suggested a knowledge of infiltration and deployment built up over numerous conflicts. That, and the loose formation in which they now approached and the fact that they were the first to contact the fort's defenders screamed a warning through the sergeant's consciousness. These were not ordinary Chaos Space Marines: these were hard-bitten veterans from the time of the Horus Heresy itself.

Sern had faced the might of the Dark Gods of Chaos once before and lived, but then it had been as part of a regiment of Imperial Guardsmen. Now, with only two troopers, a handful of poorly trained miners under his command and no heavy weapons support, he did not rate the patrol's chances of survival.

The frontiersmen's weapons were proving ineffective against the solid armour of the veterans. Shotgun shells ricocheted from the plasteel plates or disintegrated harmlessly on impact. At best the bolts from the militia's crossbows penetrated only a few centimetres into the toughened ceramite.

The Cadian sergeant picked up his communicator. There was a clink as something metallic landed among the stones behind him. There was a short, piercing burst of white noise and the communicator overloaded in a shower of sparks as the looted Haywire grenade took effect.

Hearing a high-pitched hissing to his right, the sergeant spun round anxiously, certain that he knew what was coming next. Just as he had suspected the hiss suddenly became an angry roaring blast as the air was heated around them and in a matter of seconds Guardsman Kratz became a dried husk as a blast from a Night Lord's meltagun evaporated all the moisture from his body which then exploded in a burst of dust and calcified remains.

The Night Lords were almost on them now, the patrol's weapons doing little to keep them at bay. Had the Chaos Space Marines not infiltrated their position to such an extent at least the patrol might have had a chance to make it back to the fort. But now flight was impossible: the only option was to fight it out.

Sergeant Sern pinpointed a barbaric warrior who had three head trophies swinging from his spiked suit and sighted along his bolt pistol. Squeezing the trigger, he fired off several shots directly at the Marine's helmet. Over the sound of gunfire from both sides Sern thought he heard a roar of pain and he saw his target jerk backwards. Regaining his balance the veteran raised his head and the Cadian saw the shattered stump of a daemon horn and exposed, shredded tissue through the hole torn in the side of the helmet.

Sern watched as the Chaos Space Marine raised an ornate bolter to fire and then, inexplicably, found himself thrown to the ground on the other side of the ridge. It took several seconds for his nervous system to register what had

happened. The first thing that told him something was wrong was the sight of his right arm lying several metres away. Then, suddenly, sickening awareness flooded his consciousness as he felt hot blood pumping from the ragged stump of his shoulder with every adrenalin-quicken heartbeat. Pain engulfed him in a cold wave and he felt his stomach heave.

Seeing their commanding officer fatally wounded, several of the frontiersmen lost the will to keep fighting in the face of such overwhelming odds. Dropping their useless weapons they got to their feet, waving their arms in surrender. The Cadian troopers watched in helpless dismay as each and every one of the men was cut down in a hail of autocannon fire.

The remaining miners turned to run and came face to face with more of the death-dealing, Chaos-cursed warriors. A second squad of Night Lords veterans had already infiltrated the patrol's position from behind. Who knew how long the callous killers had been waiting before they entered the fray? They had probably held off until they felt they would gain the most pleasure from the experience, cutting down the doomed frontiersmen as they made their futile attempt at escape. No doubt they savoured every death spasm of the victims, relished every expression of utter despair on the dying men's faces. These were not brave and honourable heroes like the veterans of the loyal Imperial Chapters. The Night Lords had no qualms about gunning down innocents or those weaker than themselves. They had their own set of values.

A riveted boot crunched down on top of the ridge and a black-armoured figure stood over Sergeant Sern, gazing down malevolently from inside the hellish visage of his helmet, the one remaining horn making it appear lop-sided and unbalanced. Fear suppressing the pain wracking his body, Sern shuffled over the dusty ground, dragging himself towards his severed arm and the bolt pistol still in his grasp.

The veteran watched as the Guardsman tried pitifully to pull the weapon free of his dead hand, his fingers slipping on the blood-slicked butt. "You should pray for death, Imperial dog!" the warrior growled and then laughed, his mirth manifest as a cruel, guttural sound.

Having savoured the moment, the Chaos Space Marine tired of the spectacle. Raising his bolter the Night Lord fired.

Veteran-Brother Nadrak strode among the carnage. Where he thought he still saw a flicker of movement he fired off several rattling shots from his chain-fed autocannon. This was the point of the Long War. It was not to wage some galaxy-spanning bloody crusade for the Dark Gods, like those feeble-minded Berzerkers loyal to the Blood God, but to kill and revel in the killing. And giving the Imperium a taste of the Night Lords' ruthless methods only served to provide even greater satisfaction.

But this was only the beginning. The Night Lords had not finished with this pathetic world and all that it had to offer them. And once they were done, not a single soul would remain alive on the planet. Those who resisted their will or those who were not fit for the slave labour camps would die and the Night Lords would relish their dying. Soon this inhospitable world would seem to its inhabitants to have been paradise as they learnt of the horrors of the warp. Hell had come to Purgatory.



DAEMONIC CREATURES



he nature of the alternate dimension of warp space remains one of the darkest mysteries of the galaxy. Even to the great Technomagi of the Adeptus Mechanicus the warp represents both the ultimate source of power and the ultimate threat to human existence. For it is the home of the Dark Gods of Chaos and their daemonic hordes, it is the Realm of Chaos: raw and powerful, its dark energies succoured by the most dreadful nightmares of mortal man.

If warp space were wholly separate from the material universe it would present no danger. However, there are many gateways between the world of matter and the realm of power, some great and others small, but all bristling with potential danger. Here the laws of the material universe are subject to the whims of Chaos daemons.

The four most mighty Chaos daemons are Khorne the Blood God, the master of battle and patron of mighty warriors; Nurgle the Great Lord of Decay, the bringer of plague and physical corruption; Slaanesh the Lord of Pleasure, the purveyor of secret vices; and Tzeentch the Changer of the Ways, the Lord of Change. It is these four Dark Gods who vie for the dominion of mankind, and whose daemons seek gateways through the minds of the weak and careless.

DAEMON SPECIAL RULES

Daemons are not creatures of our world – they are creatures of Chaos, warp entities whose bodies are fashioned from raw power. When they enter the material universe they assume a definite form, but they continue to draw upon the power of the warp to manifest themselves. The energy of the warp suffuses daemons and gives them many strange powers.

Many daemons have common powers or abilities, and these are described here for convenience rather than repeated throughout the individual entries. Unless the rules specify otherwise, the following rules apply to all daemons.

DAEMONIC AURA

With a few notable exceptions, all daemons are protected by a *daemonic aura*. This is a surrounding field of warp energy that bathes their bodies with energy and gives them their power. The daemonic aura is not really a force field as such, rather its presence replenishes and fortifies the daemon's physical body, but in effect it acts very much like armour. To represent this aura, daemons are permitted a saving throw as if they were wearing armour. This saving throw is always 4+ on a D6 – ie, any dice roll of 4, 5 or 6 will save.

The daemonic saving throw differs from a normal armour saving throw in that no modifiers normally apply. With ordinary armour the value of the save is reduced by the attacking weapon's save modifier, but this does not apply in the case of daemons. This makes daemons very difficult to kill, because even a direct hit from a heavy weapon such as a lascannon can be saved.

The daemonic aura offers no save at all against psychic attacks, including attacks by force weapons. Force weapons are weapons that use psychic force, or which direct the psychic powers of their wielders. If a daemon is hit by a psychic attack, or by a force weapon, it receives no saving throw on behalf of its daemonic aura.

The main exceptions to the Daemonic Aura rule are Bloodthirsters and Horrors. The Bloodthirster has an ordinary armour save instead, and this is affected by normal save modifiers. The Horrors have no save at all.

DAEMON ANIMOSITY

Although the Chaos Gods can be allies, ancient feuds and bitter rivalries exist between some of them, quarrels that stretch back over countless millennia. This makes it difficult for daemons of the rival factions to fight together on the same side. The rival Chaos Powers are:

Daemons of Tzeentch are the rivals of daemons of Nurgle, and vice versa.

Daemons of Slaanesh are the rivals of daemons of Khorne, and vice versa.

Rival daemons will not necessarily fight harmoniously on the same side. This is represented by the Daemon Animosity rules. Whenever you have daemons of rival Chaos Gods within 12" of each other at the start of your turn, and they are not engaged in hand-to-hand combat, you must make a Daemon Animosity test. Roll a D6 for each Greater Daemon or each unit of Daemons to determine how it reacts to the proximity of its closest rivals.

Note that this rule only applies to Greater Daemons and units of daemons; daemonic creatures given as Chaos Rewards, such as Juggernauts or Beasts of Nurgle, do not count.

DAEMON ANIMOSITY TABLE

D6	Result
1-2	The daemons recognise their rivals and are overcome with rage. Yelling terrifying battle cries they charge each other, and then vanish back to the warp to continue their struggle. Remove the rivals from play, but don't count them as having been destroyed for victory point purposes.
3-4	The daemons are unsettled by the proximity of their rivals, shouting and screaming at them in an outrageous manner. The daemons will not move or do anything else this turn, but are otherwise unaffected and will fight back if attacked in hand-to-hand combat.
5-6	The daemons tolerate the presence of their rivals. Continue normally with no further effect.



BLOODTHIRSTER – Greater Daemon of Khorne

The Bloodthirster is the most powerful of all Chaos daemons and the most mighty of the Blood God's warriors. It is impossible to describe the true horror of these daemons, for their appearance is enough to drive a rational man beyond the brink of sanity. Their presence radiates sheer terror, their body exudes the stink of death, and their eyes carry the promise of cold execution.

Few who have seen a Bloodthirster have lived to tell the tale. Those who have confronted their terror and lived will recall an overwhelming impression of size and steaming energy, of glowing brass armour and blood-stained fur, and teeth like murderous blades. In its talons the Bloodthirster carries an axe that drips blood and a long lash tipped with cruel barbs of fire.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10



SPECIAL RULES

All the special rules for daemons apply as described earlier except that the Bloodthirster has no daemoniac aura like other daemons, it has its own living armour of brass instead.

Terror

The Bloodthirster exudes sheer horror, its very existence is a threat to the sanity of the most strong willed of mortals. The psychology rules for *terror* apply as described in the Warhammer 40,000 rulebook. Remember that creatures which cause *terror* automatically cause *fear* as well.

Chaos Armour

The Bloodthirster wears brazen armour that always reflects the glow of infernal flames. This armour is a living part of the daemon, and is sustained by its own unquenchable inner energies. This armour gives the daemon a saving throw of 3+ taken on 2D6 in the same way as Terminator armour but which is affected by normal saving throw modifiers, unlike a standard daemoniac aura. However, the Chaos armour is not negated by force weapons or psychic attacks, which gives the Bloodthirster an advantage against psychic force weapons compared with other daemons.

Axe of Khorne

The Bloodthirster carries a mighty Axe of Khorne, suffused with chaotic energy and laden with death. A hit from an Axe of Khorne causes not 1 wound on its victim but D3 wounds (roll a D6: 1-2=1, 3-4=2, 5-6=3). In addition, the axe adds +1 to the Bloodthirster's Strength in hand-to-hand combat.

Bloodthirster's Whip

At the start of any hand-to-hand combat phase a Bloodthirster can make a special attack with its whip against any one enemy in base-to-base contact. A model that is attacked has to roll a D6 and score under its Initiative characteristic to avoid the slashing whip (a roll of 6 always fails, no matter what the model's Initiative). If it fails the model suffers a S8 hit with a -5 save modifier. In addition, the whip counts as an additional hand weapon which allows the Bloodthirster to roll an extra Attack dice.

Fly

The Bloodthirster has wings and is able to fly over the battlefield in great leaps and bounds in exactly the same way as a model equipped with a jump pack as described on page 71 of the Wargear book. Note that the rules for daemoniac flight in the Codex Imperialis no longer apply.



BLOODLETTER – Daemon of Khorne

These most foul and ferocious of daemons descend upon their foe in massed hordes, driven crazy by the scent of blood, screaming with fury as they fall upon mortal flesh. They are Khorne's Warriors of Death, the foot soldiers of his daemonic armies, and their truly horrific appearance is an assault upon reason. Their skins are red and scaly and their long, muscular arms end in murderous talons which can rip a foe apart with cold-blooded ease. They carry long, jagged Hellblades which glow with power, and which, it is said, can drain the very soul from a man and suck dry his shrivelled corpse.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	4	3	1	6	2	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Bloodletter has a daemonic aura which gives it a saving throw of 4+.

Fear

The monstrous vision of the slaving Bloodletter is too much for most mortal minds to withstand. The Bloodletter causes *fear* as described in the Warhammer 40,000 rulebook.

Hellblade

The Hellblade drips constantly with blood and glows with the heinous energies of Chaos. A hit from a Hellblade adds +1 to the wielder's Strength and causes not 1 wound on its victim but D3 in the same way as a Bloodthirster's Axe of Khorne. In addition, the Hellblade allows the Bloodletter to *parry*.

Their baying chills the heart and spreads icy tendrils of fear through weak mortal souls. And yet worse, yet more terrible to behold, are the huntsmen of this infernal pack. Following close upon the hounds, urging them ever onward, come hideous travesties running and shrieking, shrieking and running, driven by the sateless bloodlust of their kind. With twisted crimson bodies crouched low they run across the blighted land seeking the terror-spoor of their prey. Masters of the Hunt, they seek the blood of Man to offer up at the foot of the Skull Throne.



Regeneration

Place any Bloodletters that are slain on their side rather than removing them from play. In the rally phase at the end of the turn roll a D6 for each Bloodletter model. On a roll of 1-3 it is dead and can be removed, but on a roll of 4-6 it regenerates any damage it suffered and stands back up. Note that only a single dice roll is made no matter how many wounds were suffered by the Bloodletter that turn.



Furious Charge

Such is the ferocious enthusiasm of Bloodletters to get to grips with the enemy that they triple their move when they charge instead of only doubling it. However, each model can only use this bonus if it allows it to get into hand-to-hand combat that turn.

The tripled charge move may not be used by models that are not able to reach the enemy! This bonus also applies to any character model that has joined the unit, and who is on foot (ie, characters don't get the bonus if they are mounted on a riding beast like a Juggernaut or Disc of Tzeentch, etc).



FLESH HOUND – Daemon of Khorne

The babbling tales of maniacs who have been exposed to the unshielded horrors of the warp speak of the blood-red hounds of Khorne, whose howls of rage haunt their sleep and whose memory stalks their every waking moment.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	10	5	0	5	4	2	6	1	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Flesh Hound has a daemonic aura which gives it a saving throw of 4+.

Fear

Flesh Hounds are abhorrent daemons whose foul form strikes fear into the hearts of all incredulous mortals. Flesh Hounds cause *fear* as described in the Warhammer 40,000 rulebook.

Collar of Khorne

The Collar of Khorne that hangs about the neck of every Flesh Hound is said to be forged from the heat of Khorne's rage at the very foot of the Blood God's throne of brass.

The power of the collar is to suck the energy of the warp from around it, fortifying the daemon and also protecting it from the psychic attacks of its foes. As a result, force weapons lose their Strength bonus and do not wound the Flesh Hound automatically, and psychic attacks that target the wearer or include it in their area of effect are nullified and will not work.

Blood Scent

Flesh Hounds will mercilessly follow the scent of any victim they are ordered to attack, ignoring any other opponents that may get in their way.

Therefore Flesh Hounds do not have to charge the nearest enemy model when they charge. Instead they may charge any enemy model that is within range of their 20" charge move!



JUGGERNAUT OF KHORNE

The Juggernaut is neither beast nor machine but a daemonic amalgam of both, a creature of living metal whose flesh is brass and whose blood is pure fire. They are said to be the most brutal of all Khorne's many daemons, and only the most favoured of his warriors are granted the boon of riding a Juggernaut into battle. Their broad brazen heads are like massive battering rams, capable of pounding a building or crushing the most heavily armoured foe into bloody pulp.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Juggernaut	7	3	0	5	5	3	2	2	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Juggernaut has a daemonic aura which gives it a saving throw of 4+.

Fear

Few mortals who are exposed to the horror of the Juggernaut survive with their sanity unscathed. Juggernauts cause *fear* as described in the Warhammer 40,000 rulebook.

Crush

The monstrous mass of the Juggernaut is almost unstoppable – this is called the Crush. If the Juggernaut charges into hand-to-hand combat then its attacks count as Crush attacks for that turn. If the Juggernaut wins the combat round then it automatically causes 1 wound for each hit struck regardless of the enemy's Toughness and ignoring any armour.

The Crush may also be used against vehicles. When fighting vehicles all attacks automatically hit and the attacker can choose the location struck. In the case of the Juggernaut the standard penetration is $5 + 2D6$ (ie, Strength + D6 + Strength bonus for attacking a vehicle). When making a Crush attack the Juggernaut's penetration is increased by a further D6 to $5 + 3D6$.

Riding Beast

The Juggernaut can be ridden by a Chaos Champion with the Mark of Khorne. The Juggernaut of Khorne is too big and dangerous to treat as a cavalry model so special rules apply instead.



When shooting at the Juggernaut and its rider roll to hit as normal, but randomise any hits between the rider and his mount (roll a D6: 1-3=Rider, 4-6=Juggernaut). Work out any hits as normal, and resolve damage against either the rider or the Juggernaut. If the rider is slain the Juggernaut may continue to fight on its own. If the Juggernaut is slain the rider can continue to fight on his own if you have a suitable model. In the case of attacks from weapons with a burst area, treat the rider and Juggernaut as separate targets, so both will be hit if both lie within the template area.

In hand-to-hand combat both the Juggernaut and its rider fight separately. In effect, this works the same way as a multiple combat. Any enemy may choose to aim its attack at either the rider or the Juggernaut.



KEEPER OF SECRETS – Greater Daemon of Slaanesh

Slaanesh is the Lord of Pleasure whose mere image evokes ecstasy in an unguarded mind. The Keeper of Secrets is held in especial horror by the Inquisition because of the sensual temptations his presence arouses. Few who have encountered this daemon can describe the shame of their desire, nor the lust for blood that overcomes their rational senses. The Keeper of Secrets is bedecked with gorgeous jewels, and delicate coloured silks overlay its hideous form. Its long chitinous claws are at the same time delicate and deadly, graceful but hideously destructive. The daemon's head is gross and bestial, horned and fanged in perverse contrast with the seductive aura it produces.

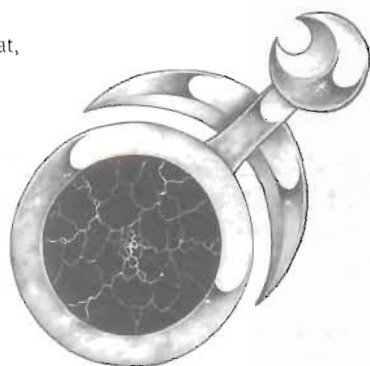
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Keeper	6	9	10	7	7	8	7	6	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Keeper of Secrets has a daemonic aura which gives it a saving throw of 4+.

Aura of Slaanesh

In hand-to-hand combat, enemy models must test against their Leadership on 3D6 to be able to strike this model. If they fail the test then they fight normally, but if they win the combat they will not strike the model and so any hits are wasted and the combat is treated as a draw. Once an enemy model has passed the test, it need not test again.



Terror

The Keeper of Secrets exudes sensual horror that can break the mind of a mere mortal. The psychology rules for *terror* apply as described in the Warhammer 40,000 rulebook. Remember that creatures which cause *terror* automatically cause *fear* as well.



DAEMONETTES – Children of Slaanesh

None exposed to the Children of Slaanesh ever forget the tide of living sensuality, the writhing limbs, the caress of razor-sharp claws against quivering flesh. It is a beauty which evokes loathing, a perverse sensuality which gnaws at the pit of the stomach. In appearance they are almost female, yet wholly daemonic, disturbingly seductive despite their bestial clawed limbs.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	6	5	4	3	1	6	3	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Daemonette has a daemonic aura which gives it a saving throw of 4+.

Fear

The disturbing beauty of the Daemonette evokes horror rather than admiration in all but the irretrievably corrupt. Daemonettes cause *fear* as described in the Warhammer 40,000 rulebook.

Huge Claws

The Daemonette's huge claws add +1 to its Strength in hand-to-hand combat. This bonus is *not* shown on the profile above.





FIENDS OF SLAANESH

What manner of beast is this most bizarre of all creatures – the child of seductive nightmares or the spawn of horrors too terrible even to dream of? Who can describe what is an indescribable abomination?

Those who have lived through the nightmare recall little, their minds refuse to remember, leaving only the dim impression of writhing limbs and long lashing tongues, the inhuman squeals of delight, and faces contorted with the ecstasy of pain. But worse than even this is the overwhelming sense of sweet suffocation, a cloying evil whose seductive scent intrudes upon the memory forever.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fiend	6	3	0	3	3	1	3	3	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Fiend has a daemonic aura which gives it a saving throw of 4+.

Fear

The unspeakable vileness of the Fiend is too much for most men to bear. Fiends cause *fear* as described in the Warhammer 40,000 rulebook.

Soporific Musk

The Fiend exudes a sweet odour which overwhelms the mind with waves of soporific pleasure. Any foe in hand-to-hand combat with the Fiend counts any fumble rolls at double value – ie, any Attack dice which score a 1 add not +1 but +2 to the enemy's combat score. At the same time, any critical hits caused by the Fiend's enemy are ignored.

Huge Claws

The Fiend's huge claws add +1 to its Strength in hand-to-hand combat (see Daemonettes).

Scorpion Tail

If the Fiend wins a round of hand-to-hand combat it will lash its scorpion tail over its head to strike its opponent. This adds +1 to the number of hits the Fiend inflicts when it wins. This extra hit also has a +1 Strength bonus due to the deadly venom used by the Fiend's stinger.



STEEDS OF SLAANESH



A high-pitched wail of delight and a flickering tongue as long as the daemon itself are the most abiding impressions of the Steed of Slaanesh. Upon its fleshy back ride the Children of Slaanesh, spurring the squealing creature with their prickly taloned feet. A long probing tongue flickers from the steed's long, pliable muzzle. This whip-like member is the daemon's most dangerous weapon, for its slippery tongue can bind and trap an enemy, immobilising its victim whilst its rider administers the fatal blow.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Steed	12	3	0	4	5	1	6	1	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Steed has a daemonic aura which gives it a saving throw of 4+.

Fear

The weird Steed of Slaanesh with its foul lashing tongue causes *fear* as described in the Warhammer 40,000 rulebook.

Tongue Attack

The Steed has a special Tongue attack which is added to the rider's attacks in the normal way for cavalry models. The Tongue attack is represented by a differently coloured dice – eg, roll three white dice for a Daemonette rider and one red dice for the Tongue attack. If the Tongue attack dice score is the highest scoring of the model's attack dice then this represents the tongue lashing round the victim and immobilising it, in which case the enemy's own combat score is reduced by D3 points. The two total combat scores are then compared as normal.

Riding Beast

The Steed can be ridden by a Chaos Champion with the Mark of Slaanesh, as covered by the standard Cavalry rules as explained in the Warhammer 40,000 rulebook. Check back to the rulebook if in doubt as to how they work. Note that the effect of a Steed's daemonic aura does not apply if the daemon is ridden by a mortal Champion. When ridden by a mortal Champion the normal armour saving throw of the Champion applies instead.

GREAT UNCLEAN ONE – Greater Daemon of Nurgle

Even the most battle hardened of the Ordo Malleus dread this foul daemon more than any other. It is the very image of the Plague God Nurgle himself – huge, green-skinned and bloated with corruption. From open sores and swelling boils, pus and slime dribble over the daemon's leprous skin. Decaying inner organs protrude from rents in rancid flesh. From its gaping maw trickles a bubbling stream of vomit mixed with blood, maggots, and other foulness.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Great Unclean One	4	7	7	7	8	10	4	7	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Great Unclean One has a daemonic aura which gives it a saving throw of 4+.

Terror

The Great Unclean One is the most foul of all daemons, its horrific bloated appearance is an offence to the world. Those who witness it rarely survive with their reason intact. The psychology rules for *terror* apply as described in the Warhammer 40,000 rulebook. Remember that creatures which cause *terror* automatically cause *fear* as well.

Stream of Corruption

The Great Unclean One can unleash a stream of steaming vomit over its enemies. This is worked out during the shooting phase. Use the teardrop-shaped Flamer template to represent



the attack and calculate casualties exactly as you would for an attack from a template weapon. The stream of vomit inflicts a S7 attack on targets it hits. This attack has a -2 save modifier and inflicts 1 wound. A Great Unclean One may use its Stream of Corruption even when it is in hand-to-hand combat.

NURGLINGS

Nurgle's disgusting daemons spill into the world like a plague, riding upon a tide of tiny daemons which swirl about the horde like an infestation. These tiny daemons are Nurglings, small but malevolent things that feed upon corruption. Although tiny they are as hideous as their master, each a minute replica of Nurgle, round and bloated with disease. They swarm around the Greater Daemons, scurrying over their decaying bodies and sucking at boils for their nourishment, nestling within their master's spilling entrails for succour.

Because of their diminutive size Nurglings are represented by a large base crammed with many individual creatures. Individual models don't fight but the whole base is treated as a single monstrous creature with several Attacks and able to withstand several wounds.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nurgling base	4	3	3	3	3	3	4	3	7

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that a base of Nurglings has a daemonic aura which gives it a saving throw of 4+.

Fear

Nurglings spill over their victims like an irrepressible tide of foulness that is an assault to mind and body alike. Nurglings cause *fear* as described in the main rulebook.

Infestations

Nurglings are far more common in the material universe than any other type of daemon, and wherever there are followers of Nurgle, you can be sure you'll find some Nurglings too! Because of this any Nurglings included in an army may be set up at the start of the battle if you want, and do not have to be summoned to the battlefield. Note that you can choose to summon Nurglings if you wish, it's just that you don't *have* to! In addition, Nurglings cannot be banished back to the warp.



PLAGUEBEARER OF NURGLE



It is said that the fate of those who die of the foul disease Nurgle's Rot is to serve the Lord of Decay forever in the most disgusting form of a daemon called a Plaguebearer.

Huge black flies lay their filthy eggs on these foul daemons, and clumps of maggots crawl and clamber over their putrid hides, feeding upon the putrescent matter that drips from their oozing sores. When the flies hatch, they swarm around the Plaguebearer in a buzzing cloud of vileness, and will turn upon and attack its enemies.

The Plaguebearer's body is swollen with contagion, and churning innards spill from tears in their rancid skin. It has a single baleful eye and from its head sprouts a long horn. In its clawed hand the daemon carries a sword with a distorted barbed edge. This is the Plaguesword of Nurgle whose touch brings disease and death to mortal creatures.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Plaguebearer	4	5	5	4	3	1	6	2	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Plaguebearer has a daemoniac aura which gives it a saving throw of 4+.

Fear

The foulness of the Plaguebearer overturns the mind and its indescribable stench induces nausea and fear. The Plaguebearer causes *fear* as described in the Warhammer 40,000 rulebook.

Plaguesword

The Plaguesword drips with venomous slime. A wound from this weapon will kill mortal creatures outright on the D6 roll of a 4 or more, regardless of how many wounds the target can normally sustain. On a roll of 1-3 the Plaguesword only causes 1 wound. Note that this only applies to mortal foes, not to other daemons. In addition, the Plaguesword allows the Plaguebearer to *parry*.

Cloud of Flies

The Plaguebearer is surrounded by a black cloud of flies that feed upon his putrid skin. When the Plaguebearers are fighting these evil buzzing creatures fly into the eyes and mouths of their enemies, clogging their ears and crawling up their nostrils. Any enemy fighting a Plaguebearer must deduct -1 from his hand-to-hand combat score due to the distraction of the Plaguebearer's flies.



BEAST OF NURGLE

The head of this huge and slug-like daemon is fringed with fat tentacles from which oozes a paralysing slime. A creature overcome by this sticky slime will be collected after the battle and carried away to feed the broods of Nurgle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beast	3	3	0	3	5	3	3	D6	6



SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Beast of Nurgle has a daemoniac aura which gives it a saving throw of 4+.

Fear

The monstrous appearance of the Beast of Nurgle is as nothing compared to the stench of its foulness. The Beast causes *fear* as described in the Warhammer 40,000 rulebook.

Attacks

The Beast of Nurgle has D6 Attacks in hand-to-hand combat from its tentacles. This is determined every combat round. The slime automatically penetrates any armour that the victim has, so no armour saving throw is permitted for models wounded by the Beast.

Slime Trail

As the Beast moves it leaves a slime trail behind it. This makes it impossible for a large number of foes to attack the Beast without becoming caught up in the slime trail. To represent this factor, multiple attackers do not receive the usual bonuses when attacking the Beast: they do not receive the +1 extra Attack for each opponent after the first, nor the +1 close combat modifier for each opponent after the first.



THE LORD OF CHANGE – Greater Daemon of Tzeentch

The appearance of this daemon defies mortal comprehension. An overwhelming aura of brightness surrounds this creature, and its wings and body shimmer with colours that defy human comprehension. None who have confronted this massive and terrifying daemon will ever forget its flashing multi-coloured plumage or its claws of iridescent crystal. But most terrible of all is the gaze of the Lord of Change, which is said to penetrate the very depths of a man's soul.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	8	9	10	7	7	7	10	6	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Lord of Change has a daemoniac aura which gives it a saving throw of 4+.

Terror

The appearance of the Lord of Change is bewildering and terrifying. The psychology rules for *terror* apply as described in the Warhammer 40,000 rulebook. Remember that creatures which cause *terror* automatically cause *fear* as well.

Fly

The Lord of Change has wings and is able to fly over the battlefield in great leaps and bounds in exactly the same way as a model equipped with a jump pack as described on page 71 of the Wargear book. Note that the rules for daemoniac flight in the Codex Imperialis no longer apply.



HORRORS OF TZEENTCH

The survivors of daemon attacks are rarely fully sane or coherent. Scarce wonder that there are few reliable descriptions of these daemons, known only as the Horrors of Tzeentch. Victims babble incoherently about creatures made of blue and pink light, spinning, dancing monsters that bray and cackle as they whirl along dealing death with their long gangling clawed arms. As they hop and whirl into battle the daemons glow with pink fire, and as they are struck each daemon divides into two blue creatures, which continue to fight with savage ferocity until overcome.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pink Horror	4	5	5	4	3	1	6	2	10
Blue Horror	4	3	3	3	3	1	7	1	10



SPECIAL RULES

The special rules for daemons apply as described earlier except that Horrors do not receive the usual saving throw on behalf of their daemoniac aura. This is an exception to the normal Daemon rules. Instead of the saving throw Horrors split into two as described below.

Split

When a Pink Horror is slain place it on its side rather than removing the model from play. At the end of the turn the Pink Horror divides – remove the model and replace it with two Blue Horrors. These fight on in place of the Pink Horror until they receive a wound and are removed.

Note that neither the Pink nor the Blue Horrors receive a saving throw on behalf of their aura. A Pink Horror which is destroyed or removed from play by any of the following weapons may not divide: Vortex grenade, any type of webber, Distortion cannon, Wraith cannon and the *Daemoniac Attack* force card. Blue Horrors replacing a burning Pink Horror are not set on fire themselves.

Fear

The Horrors cause *fear* as described in the Warhammer 40,000 rulebook.

The Daemon has many forms. You must know them all. You must tell the Daemon from his disguise and root him out from the hidden places.

Trust no-one. Trust not even yourself. It is better to die in vain than to live in abomination.

The zealous martyr is praised for his valour: the craven and the unready are justly abhorred.

The First Book of Indoctrinations





DISCS OF TZEENTCH

Discs are unspeakable creatures of warp space, shark-like predators that hunt the souls of mortal creatures in the endless seas of Chaos. They take the shape of flattened, plate-like creatures, with vicious teeth and sharp spines. They have no limbs and move by hovering over the ground. A Champion of Tzeentch can ride a Disc into battle, soaring above his foes and smashing through his enemies.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Disc	12	3	0	3	3	1	3	1	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Disc has a daemonie aura which gives it a saving throw of 4+.

Fear

The Disc causes *fear* as described in the Warhammer 40,000 rulebook.

Move

The Disc moves by soaring above the ground at roughly head height. This is treated as normal movement and the normal movement penalties apply except that a Disc may move over water, marshes or other soft ground without penalty.

Riding Beast

The Disc can be ridden by a Chaos Champion with the Mark of Tzeentch, as covered by the standard Cavalry rules as explained in the Warhammer 40,000 rulebook. Check back to the rulebook if in doubt as to how they work. Note that the effect of a Disc's daemonie aura does not apply if the daemon is ridden by a mortal Champion. When ridden by a mortal Champion the normal armour saving throw of the Champion applies instead.



FLAMERS OF TZEENTCH



Flamers are amongst the most strange and disturbing of all daemons. Their lower portions resemble inverted mushrooms whose stalks have been transformed into muscular bodies. Flexible arms which spit searing flame sprout from the Flamer's unnatural body. Pink warp flame dribbles constantly from orifices at the ends of the Flamer's arms, roaring to life like living blowtorches as the Flamers attack.

The daemon has no head, but its eyes and gaping maw lie between its swaying arms. In spite of its awkward appearance, the Flamer is an agile creature. Its muscular fungoid body can fly with great strength, allowing it to move by jumping and bounding across the battlefield.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Flamer	9	3	5	5	4	2	4	2	10

SPECIAL RULES

All the special rules for daemons apply as described earlier. In particular, note that the Flamer has a daemonie aura which gives it a saving throw of 4+.

Fear

The mind wrenching form of the weird Flamer is more than most mortals can stand. The Flamer causes *fear* as described in the Warhammer 40,000 rulebook.

Shoot Flame

Flamers can shoot flame in the shooting phase. The flame has a range of 6" and any target struck sustains D6 Strength 3 hits.

Bound

Flamers move by bounding – they can move over any obstacles or intervening models without penalty.

Flame Attacks

Flamers also use their flames to engulf and destroy enemy in hand-to-hand combat. To represent this a successful strike from a Flamer causes not 1 wound but D3 wounds (roll a D6: 1-2 = 1, 3-4 = 2, 5-6 = 3).

SUMMONING CHAOS DAEMONS



To daemons the material universe is a dry, suffocating place lacking in the life-giving psychic energy of the warp. Daemons seldom enter the material world save at one of the handful of places in the galaxy where reality is fractured and the warp vomits psychic power into the void. The largest of these places is the Eye of Terror, a region of the galaxy where entire worlds are overrun with daemons capering in the life-giving energy flow. Other than this daemons must wait until they are given access to the physical universe by foolish mortals seeking to bind Chaos to serve their purposes, or they find a vulnerable and unprotected psyker to possess.

It takes tremendous amounts of energy and power to call a daemon into the normal universe, and even then they are only able to stay for a brief period. Because of this, any daemons included in a Chaos Space Marine army are not placed on the table when the rest of the army is set up. Instead they must be summoned into play as the battle progresses. Note that any daemons must still be purchased from the points allocation allowed to the army. Also note that daemons can only be included if a model bearing the Mark of Chaos of their patron power has already been included in the army. Thus you could only include Khornate daemons if at least one model in the army bears the Mark of Khorne.

EARNING SUMMONING POINTS

Daemons that have been purchased for an army can be summoned into play during the psychic phase of either player's turn. In order to summon a daemon model you must first collect **summoning points**: it requires 2 summoning points to call up a daemon, and 10 summoning points to call up a Greater Daemon. The points used to summon the daemon are lost, and the daemon model is placed within 6" of a model bearing the Mark of Chaos of the daemon's patron god.

Summoning points are earned differently for each Chaos Power, and should be kept track of separately on a piece of scrap paper. The way the points are earned depends on the nature of the Power in question: Khorne summoning points are earned for landing blows in hand-to-hand combat, Tzeentch summoning points are gained if psychic energy is used, and so on.

Summoning points for each power are earned as follows:

KHORNE

Each hit scored by a Chaos model in hand-to-hand combat scores 1 Khorne summoning point. Hits scored by models that bear the Mark of Khorne earn 2 Khorne summoning points rather than only 1.

NURGLE

Each wound inflicted on an enemy model by shooting or in hand-to-hand combat scores 1 Nurgle summoning point. Wounds inflicted on the enemy by models that bear the Mark of Nurgle earn 2 Nurgle summoning points rather than only 1. Note that hits inflicted in hand-to-hand combat which inflict wounds will score summoning points for both Khorne daemons (for the hits) and Nurgle (for the wounds).

SLAANESH

Every time an enemy unit takes a Leadership test for any reason (eg, Break tests, Fear tests, Terror tests etc) then you score a number of Slaanesh summoning points equal to half (rounding up) of the Leadership value of the unit taking the test. For example, if a mob of Gretchin (Ld 5) takes a Break test, you would earn 3 Slaanesh summoning points. Summoning points are earned if the test is passed or failed.

If the reason that the unit has to take the test was caused by a model bearing the Mark of Slaanesh then any points that are earned count their full value, rather than half. If a character is leading a unit and the unit fails the test then you only score one set of points based on the character's Leadership, not one set of points for the unit and a second set of points for the leader.

TZEENTCH

Each force card used by either side in the psychic phase scores 1 Tzeentch summoning point (Ultimate Force is worth 3 points). Force cards used by models that bear the Mark of Tzeentch earn 2 Tzeentch summoning points rather than only 1. Force cards discarded unused do not earn any summoning points, but force cards used for psychic powers that are nullified do count.

Khorne shall be called with blood

Aksho Kharneth Akfash

Slaanesh shall be called with anguish

Aksho Slaaneth KKhua

Tzeentch shall be called with fire

Aksho Tzeenthi Phaos

Nurgle shall be called with death

Aksho Nurglethi Dh'Akfi

The door is unlocked,

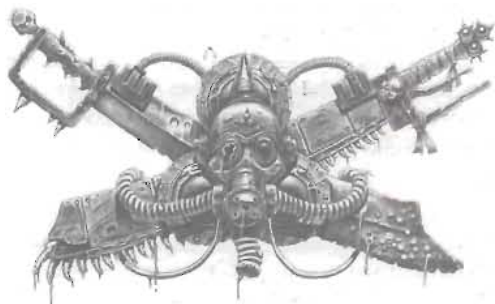
Daemons of Chaos I call thee forth.

Ksy'lakashi Dhaas Akhamshy'y Khuas Aksho'mil'

SUMMONING DAEMONS

The summoning points you earn can be spent in any psychic phase to summon daemons of the appropriate power. It requires 2 summoning points to call up a daemon, and 10 summoning points to call up a Greater Daemon. Any points you decide not to spend can be saved and used in a later psychic phase.

Daemons are summoned at the very end of the psychic phase, after any powers have been used. The points used to summon the daemon are lost, and the daemon model is placed within 6" of a model bearing the Mark of Chaos of the daemon's patron god, and at least 1" away from any enemy model. As you spend the summoning points, adjust the number of points left available appropriately. For example, if you had 11 Slaanesh summoning points and decided to summon 5 Daemonettes (@ 2 summoning points each = 10 summoning points), you would have 1 Slaanesh summoning point left over. Summoning points collected for one Chaos Power cannot be used to summon daemons of another power. For example, you could not use Slaanesh summoning points to call up a Nurgle daemon.



Greater Daemons are treated as characters and moved individually. All other daemons operate in units of three or more models of the same type (eg, three or more Bloodletters, or three or more Daemonettes, etc.) and must obey the rules for unit coherency. Note that this means that with the exception of Greater Daemons you must summon at least three models of the same type if you wish to summon any at all. In addition, all daemons of the same type that are summoned in the same psychic phase must be placed as a single unit. You could not summon six Daemonettes and place them in two units of three models each for example, they would all have to be placed in a single unit of six models. Daemons summoned on subsequent turns may be added to an existing unit of the same type if desired.

If the Energy Drain card is played no daemons may be summoned that phase. On the other hand any summoning points are retained and may be used later on.

POSSESSING MODELS

There is another way for a daemon to enter the material universe and that is to take over or possess a living creature. Possessing a living creature allows the daemon to appear without the expenditure of summoning points. A daemon model can possess any other model in the Chaos Space Marine army which bears its Mark of Chaos, with the single exception that Greater Daemons can only enter play by possessing a Chaos Champion, Chaos Sorcerer or Chaos Lord that bears their Mark. Simply remove the model that has been possessed

and replace it with the daemon model at the end of the psychic phase, at the same time that daemons are summoned. Models that are in hand-to-hand combat may be possessed.

The model that has been possessed is killed by this transformation, and is treated as being a casualty for victory point purposes. Models lost in this way do not count as casualties for the purposes of forcing a unit to take a Break test. Daemons other than Greater Daemons must still enter play in units of three or more models (see above).

POSSESSING TELEPORTING TROOPS

Teleporters tap into other universes when transmitting their cargoes, and it is all too easy for a teleporter beam to enter warp space accidentally. Normally this is not too risky, but on a battlefield where daemon entities are lurking in the warp waiting an opportunity to enter the material universe it can have unforeseen and deadly dangerous consequences!

Roll a D6 each time a model that does not belong to the Chaos army teleports in a battle where there are one or more daemons still awaiting to be summoned to the battlefield. This applies to models teleporting by any means, including Warp Spiders, Space Marine Terminators, and characters using the *Warp Jump* Wargear card, as well as models using psychic powers such as *The Gate* or *Displacement*. Note that a separate roll is made for each model each time it jumps, so Warp Spiders that jumped twice in the same turn would have to be rolled for twice each.

The roll is made when the model reappears on the battlefield. On a roll of 2-6 nothing untoward has happened, but on a roll of 1 the model has been possessed by a daemon! The possessed model is killed and removed from play, and replaced by a daemon model chosen by the Chaos player.

Grey Knights and Inquisitors of the Ordo Malleus are specially trained to use their psychic powers to shield themselves against daemons when they teleport, and so are not affected by this rule.

BANISHMENT

Daemons are banished back to the warp if there are no models bearing their Mark of Chaos left on the table. For example, if you summoned a unit of Daemonettes and later in the battle all models bearing the Mark of Slaanesh were slain, then the Daemonettes would be banished back to the warp. This means it is fairly silly to bring a daemon into play by possessing the last model in the army with its Mark of Chaos (because it would appear, killing the model in the process, and thus be immediately banished back to the warp).

Daemons are banished back to the warp as soon as the last model bearing their Mark is removed.

VICTORY POINTS

Victory points are only earned by your opponent for daemons that you have brought into play and which have subsequently been destroyed or banished. Your opponent scores points for Greater Daemons as if they were characters based on their points value. Other daemons earn your opponent 1 victory point for every three models he slays or banishes, no matter what their type.

CHOOSING A TARGET AGAINST DAEMONS

The Choosing a Target Rules in the Warhammer 40,000 rulebook restrict what targets troops can pick to shoot at in the smoke and confusion of a battle. These rules mean that most troops must fire at the nearest enemy unit but they have a choice between hitting the nearest enemy vehicles or the nearest enemy squad or individual models. These rules don't work with daemons because they range in size from lowly Nurgling swarms up to huge Greater Daemons.

Even the most obtuse Ork can spot the size difference between something one metre tall and something three metres tall, so it seems fair to assume that Great Unclean Ones wouldn't be able to conceal themselves behind Plaguebearers. However, identifying specific creatures would be virtually impossible in battle conditions.

To represent the difficulties of picking out targets in a Daemonic horde they are split into three categories for the purposes of choosing a target.

1. Monstrous Creatures

These include:

- All Greater Daemons
- Dreadnoughts
- Beasts of Nurgle
- Champions riding Juggernauts or Steeds of Slaanesh

2. Vehicles

These include:

- Land Raiders
- Rhinos
- Predators
- Chaos Space Marines riding Bikes

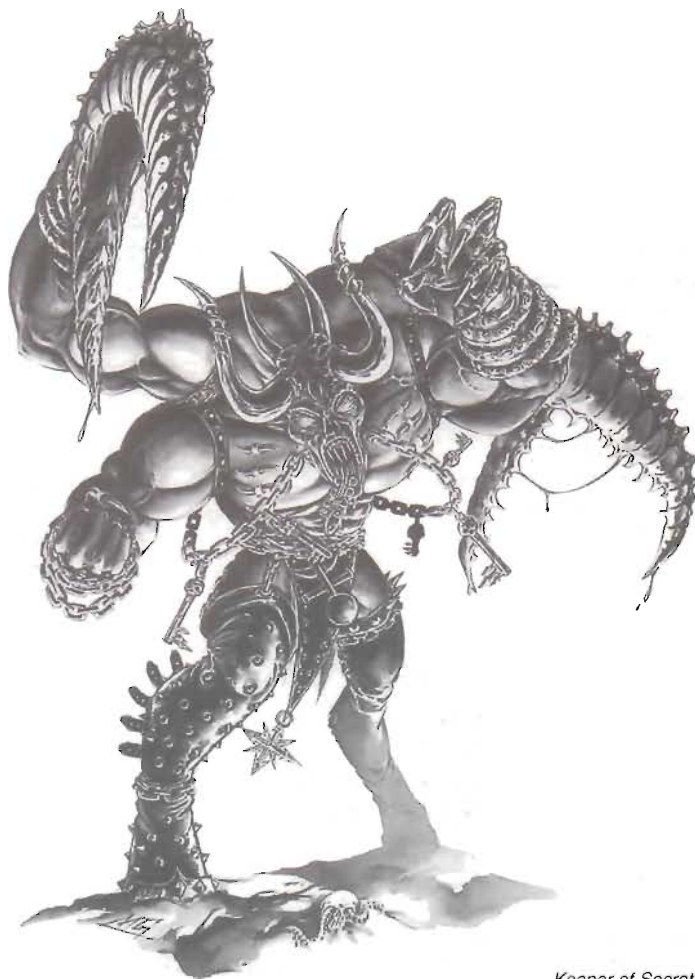
3. Man-Sized Creatures

These include any models not include in the other categories.

4. Smaller Creatures

These include:

- Nurglings



Keeper of Secrets

A squad must normally fire at the closest possible target unit. A unit could be defined as anything from a single Greater Daemon to a squad of twenty Khorne Berzerkers; as long as it is closest to the firing squad it is a legitimate target. However:

1 An attacker may ignore a unit of monstrous creatures or vehicles in favour of other targets, or other targets in favour of a unit of monstrous creatures or vehicles. In other words, you can choose to shoot at the closest unit of monstrous creatures, or the closest unit of vehicles, or the closest unit of man-sized creatures. Obviously a trooper armed with a tank-busting lascannon isn't going to waste his time firing at Blue Horrors if he can see a Greater Daemon bearing down on him!

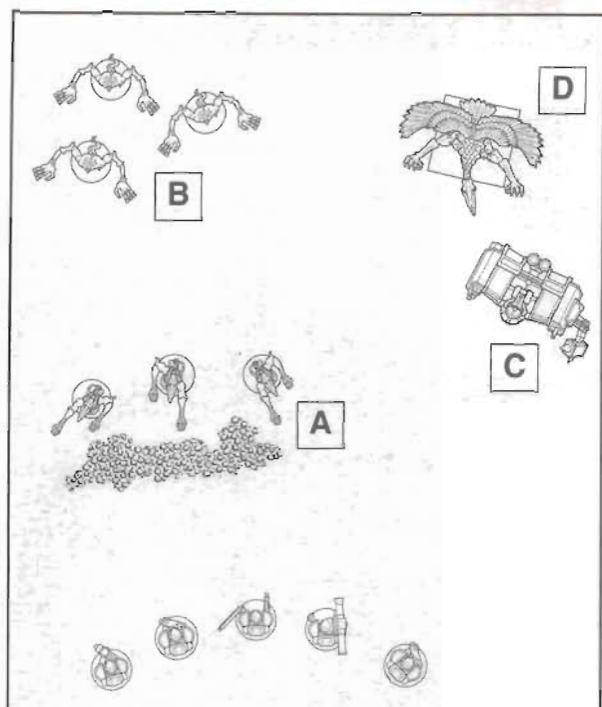
2 Targets in cover may be ignored in favour of targets in the open, even though the targets in cover may be closer. This takes into account situations where it may be either impossible or practically impossible to hit the enemy because they are behind cover whilst troops in the open are an obvious alternative target.

3 Smaller creatures can always be ignored in favour of other targets unless they are within 6" of the firing models. If these creatures are within 6" the squad must fire at them in preference to other targets because they present a very immediate threat.



"Attack" is the only order worth remembering.

Kharn of the WorldEaters



The Space Marines can shoot at:

- a) The Flamers (closest target)
- b) The Pink Horrors (in the open)
- c) The Chaos Dreadnought (closest monstrous target)

They cannot shoot at the Lord of Change (D), because the Dreadnought is also a monstrous target and is closer.



Normally the members of a squad must all fire at the same target unit. For example, a player might say "This squad of Space Marines is firing at that squad of Chaos Space Marines". However, troopers within the squad armed with special or heavy weapons such as meltaguns or lascannons are allowed to fire at a different-sized targets – they will have been instructed to be on the lookout for large creatures or similar threats and will act accordingly. However they must still fire at the closest available 'different target'.

Heroes and other special characters are always allowed to fire at whatever targets they want to if they are shooting with a pistol or basic weapon. If they are armed with a heavy weapon they are subject to the Choosing a Target rules just like ordinary troopers.

CHOOSING A TARGET WITH UNUSUAL WEAPONRY

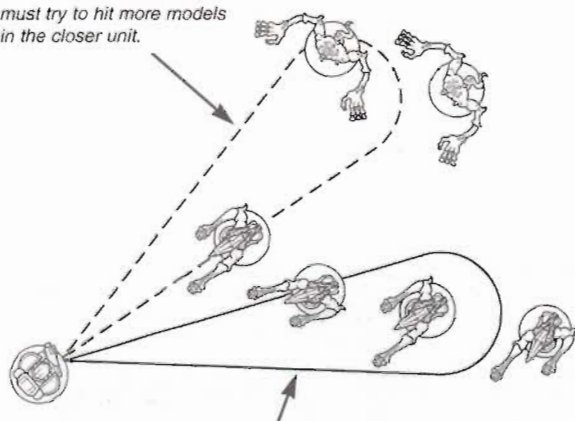
The Choosing a Target rules apply to all weapons, even those with templates, blast markers or Sustained Fire dice. This is because these rules represent snap decisions being made by individual troopers about how to stay alive by blasting the nearest enemy. Remember that troops would lack a player's god-like overview and will almost always be concerned with eliminating the nearest threat even at the cost of ignoring a far deadlier enemy which is further away.

The Choosing a Target rules mean that multiple hits from sustained fire weapons must all be applied to the same target unit. For example, they cannot be spread among several different units within 4" of the model which was first hit. So, if your Assault cannon hit a Chaos Space Marine and scored 6 hits, all of those hits would have to be applied to the Chaos Space Marines, not one could be applied to that Chaos Champion just behind them. Also note that hits from a sustained fire weapon cannot be applied to models which would have been harder to hit than the first model hit, so if you hit a model in the open you can't use sustained fire hits to march along his buddies in hard cover behind a wall.

Likewise, if you are firing a template or blast marker weapon it has to be fired at the closest unit and it would have to be placed so that most of the models hit were out

of the target unit. The blast marker or template clipping another unit just behind or to the side of the closest unit is acceptable; clipping the closest unit on the way to sneakily hit the unit behind it is not.

The Space Marine may not fire like this because he must try to hit more models in the closer unit.



This is a legal attack

DAEMONS IN CLOSE COMBAT

Daemons rely mainly on close combat to smash their opponents. Few would doubt them to be the deadliest hand-to-hand opponents in the galaxy, fewer still have fought them hand-to-hand and lived to tell the tale. Because of this superlative capacity for ripping opponents apart, hand-to-hand combat will often play a major part in a battle with daemons. With this in mind it's worth going over some of the finer points of hand-to-hand combat with a particular eye to daemons.

DECLARING CHARGES

The first thing you should do at the start of your turn is look at the positions of your troops and make sure that you declare which of your troops will be charging. It is very important to declare charges before you move any of your models. If you fail to declare charges with some of your models you can't move them into hand-to-hand combat that turn.

Note that you don't have to be able to see an enemy in order to declare a charge against them, so you can charge foes that are hiding or out of sight.

CHARGING INTO COMBAT

When you charge into combat move each model one by one. Take into account any movement reductions for terrain and obstacles which the model moves over. Remember that a charging model must engage the nearest enemy model but you can ignore enemy models which are already engaged in hand-to-hand combat when the charging model moves. This means that you can use cheap creatures like Nurglings to tie up opposing foot troops (if you remember to move them first) while your Greater Daemon charges in to attack an enemy hero or psyker, for example.

BREAKING OFF FROM COMBAT

Normally creatures can't voluntarily break off from hand-to-hand combat and if they do their opponent has a chance to strike at their unguarded back as they move away. However, some daemons are so big and powerful that they can simply brush man-sized opponents aside and lumber through an opposing battle line almost at will.

Greater Daemons, Chaos Dreadnoughts and Champions riding Juggernauts can move away from hand-to-hand combat opponents in their movement phase.

When these creatures move out of combat they may not run or hide but they may shoot. If one of these creatures is in hand-to-hand combat with an opponent which is fighting other Chaos troops it can declare a charge against a different enemy because it can ignore the opponent it is already in combat with.



Plaguebearer

FIRING INTO HAND-TO-HAND COMBAT

It is quite likely that opposing players will want to shoot at daemons that are in close combat with their own troops. This is a legitimate, if desperate, tactic which can backfire. Work out the shooting as normal and then randomly allocate the resulting hits between the models in combat. Because the fighting models would be leaping, ducking and diving all over the place template or blast marker hits are randomly allocated as well. So, for example, if a flamer were fired at a Bloodletter in close combat with a Space Marine the hit would still be randomly allocated between the two combatants.

When it comes to randomly allocating hits monstrous-sized creatures (Greater Daemons, et al) count as being twice as big as a man and small creatures (Nurglings) count as being half as big. For example, if you were randomly allocating hits between a Space Marine and a Greater Daemon by rolling a D6, the Space Marine would hit on a roll of 1 or 2 and the Greater Daemon would be hit on a roll of 3, 4, 5 or 6. Because of its great size, the Greater Daemon is twice as likely to be hit.

SQUAD COHERENCY

Models in hand-to-hand combat may be ignored for the purposes of the Squad Coherency rule. They are allowed to be more than 2" away from the rest of their squad. Models which follow-up are also permitted to move out of the normal 2" coherency distance. However, once a close combat engagement is over models become subject to the Coherency rules again, and must move back to within 2" of the rest of their squad as soon as possible. See the Warhammer 40,000 rulebook for the full Squad Coherency rules.



DAEMON PSYCHIC POWERS

Many daemons have the power to twist psychic energy to their will, indeed the huge Greater Daemons are as adept at it as the mightiest of mortal psykers. Other daemons cannot use psychic powers on their own, but are capable of joining their energy together so that between them they can unleash a potent psychic attack.

Greater Daemons do not draw psychic power cards at the start of the game as described in the rules on psykers. Their equivalent mastery levels and psychic disciplines are shown below.

Greater Daemon	Mastery Level	Discipline
Keeper of Secrets	4	Slaanesh
Great Unclean One	4	Nurgle
Lord of Change	4	Tzeentch

Because Greater Daemons always have all four of the psychic powers in their discipline they will always take all of the cards for that discipline, leaving none for Chaos Sorcerers. To avoid this do not draw psychic power cards for Greater Daemons – they are always assumed to have all of the powers for their discipline even if the actual cards are held by other psykers. This is one of the few circumstances where specific psychic powers can be used by more than one model.

Other daemons are permitted psychic powers for units rather than individual models. Daemons, like Greater Daemons, are not dealt cards like other psykers. Instead, the powers that a unit of daemons can use depend on the number of models in the unit, as shown below.



A unit of a given size can use the power listed for it, and any other powers listed for units of a smaller size. So, for example, a unit of 6-10 Daemonettes could use *Acquiescence* and *Beam of Slaanesh*. In addition, the mastery level of a unit of daemons depends on the number of models in it, as shown on the table below. As the daemons suffer casualties and the size of the unit is reduced, the spells and mastery level of unit will also drop.

It's worth noting that a power used by a unit doesn't work on the whole unit unless it normally does so. So, for example, if a unit of Plaguebearers used *Aura of Decay* only one Plaguebearer would be affected (the Chaos player may choose which, of course).

Type of Daemon	Number of Daemons in Unit				
	1-5	6-10	11-15	16+	
DAEMONETTE	Power:	Acquiescence	Beam of Slaanesh	Pavane of Slaanesh	Fleshy Curse
	Mastery Level:	1	2	3	4
PLAGUEBEARER	Power:	Aura of Decay	Miasma of Pestilence	Stream of Corruption	Plague Wind
	Mastery Level:	1	2	3	4
HORROR *	Power:	Pink Fire of Tzeentch	Bolt of Change	Tzeentch's Fire Storm	Boon of Tzeentch
	Mastery Level:	1	2	3	4
(* Only Pink Horrors count)					

(* Only Pink Horrors count)

CHAOS SORCERERS

There are two types of Chaos Sorcerer:

Chaos Space Marine Sorcerers and Chaos Magi.

Chaos Sorcerers have the following psychic disciplines:

Chaos Space Marine Sorcerer

Primary Discipline: Either Slaanesh, Tzeentch or Nurgle

Tertiary Disciplines: Librarian and Adeptus Powers

Chaos Magus

Primary Discipline: Either Slaanesh, Tzeentch or Nurgle

Tertiary Disciplines: Adeptus Powers

Note: A Chaos Sorcerer or Magus receives powers from the Chaos God whose mark he bears. No Chaos Sorcerer or Magus may ever have powers from two different gods. A Chaos Sorcerer or Magus that does not bear a Mark of Chaos must choose one of his tertiary disciplines to be his primary discipline instead.



DAEMONIC VULNERABILITIES AND IMMUNITIES

Because of their unique metabolism and supernatural psychology daemons are affected differently by certain weapons and can be entirely immune to others. Most of the more common weapons and grenades are listed below.

Blinding Attacks

Daemons don't have optic nerves as such and so are not affected by conversion fields and Photon Flash Flare grenades.

Note that the Eldar Howling Banshee mask affects Daemons normally, as it is actually a psychic attack rather than one that affects the victim's hearing. The Flesh Hounds' Collar of Khorne renders them immune to the effects of the Banshee Mask.

Death Spinner and Harlequin's Kiss

Daemons are allowed to take their daemonic aura save against these weapons, but are otherwise affected by them normally.

Distortion Cannon, Wraith Cannon & Vortex Grenades

Daemons are affected normally by these weapons (although 'Killed' results should really read 'Sent home'!).

Flamers

Daemonic creatures suffer damage from flamer hits as normal, and may be set on fire by them. However, as daemons are not real creatures as such and so cannot really be harmed by the flames (just banished back to the warp), they can ignore the flames and continue to move and fight as normal. The creature must still roll for damage from the flames at the start of each of its turns.

Gases & Toxins

Daemons are completely immune to the following gas/toxin based weapons: Choke, Hallucinogen, Scare, Toxin, Virus, Lictor poison, Tyranid Venom Sac biomorph and Shuriken Shrieker ammo.



We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the morally correct course. Mercy destroys us, it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of Our Emperor. Praise his name for in our resolve we only reflect his purpose of will.

Book of Exorcisms, The Verses of Inquisitor Enoch

Needle weapons still inflict a S3 hit from the laser light beam which fires the needle at the target but do not wound a daemon automatically.

The Tyranid Venom cannon, Spinefist and Devourer must halve their Strength value (rounding up) when firing at daemons, to represent the fact that the daemon will not be affected by the poisons which form a part of these weapons' method of attack. Daemons are treated in the same manner as Tyranids if they are hit by a spore mine. Note that the Barbed Strangler affects daemons normally.



Daemons are immune to the special mutagenic acid used in Hellfire shells. They are affected normally by other forms of acid, such as that used by Tyranid Deathspitters and Flamespurs.

Finally, daemons are not affected by the drugs in the following items of wargear, and therefore may not use them: Combat Drugs, Frenzon, Medi-Pack.

Graviton Guns

Daemons are not affected by Graviton guns.

Ork Field Artillery

Smasha Gun: When rolling to hit with a Smasha gun treat Greater Daemons as a Dreadnought-sized target.

Pulsa Rokkit and Shokk. Attack Gun: All daemons are counted as "foot troops" against these weapons.

Buzzer Squigs: Daemons get the save listed in the Ork Codex. Note that the save is instead of their daemonic aura save.

Psychic Attacks & Force Weapons

Daemons are very susceptible to psychic attacks and force weapons.

Psychic Powers, Hood of Hellfire & Zoanthrope Warp Blast: Daemons do not receive their daemonic aura save against these psychic powers.

The Sword of Azur, Tyranid Bonewords, Wailing Doom, Runestaff Stormcaller & Tyranid 'Sharpened Claws' Biomorph: A daemon hit by any of these weapons receives no saving throw on behalf of its daemonic aura.

Force Sword, Force Axe, Force Rod, Pscannon, Nemesis Force Weapon, Weirdboy Staff, Staff of Ulthuanar, Witch Blade & Singing Spear: A daemon hit by any of these weapons is wounded automatically and it receives no saving throw on behalf of its daemonic aura.

Electro-Hulls and Voltage Fields

The *Electro-Hull Vehicle* card and *Voltage Fields* biomorph do not affect daemons in any way.

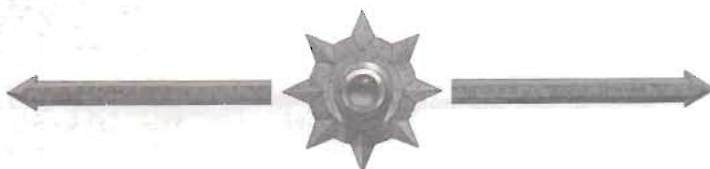
CHAOS REWARDS

Chaos Rewards may be bought for Chaos Lords, Champions and Chaos Space Marine Sorcerers as indicated in the army lists.

The number of rewards a model may be given is noted in the army lists, but is always equal to the number of Wargear cards the model is allowed to have. Each reward that is taken uses up one of the 'slots' that can be used for a Wargear card. For example, a Chaos Lord could have three Wargear cards, or

three Chaos Rewards, or any combination that added up to three in total.

Chaos Rewards may be taken more than once for different models. However, no two models can have exactly the same combination of Chaos Rewards. For example, you could have one model with Nurgle's Rot, a second with Nurgle's Rot and a Beast of Nurgle, a third with a Beast of Nurgle and a Cloud of Flies, and so on.



NURGLE

Champions or Lords that bear the Mark of Nurgle may take any of the following Chaos Rewards.

BEAST OF NURGLE 40 pts

The model is accompanied by a Beast of Nurgle that has been gifted to him by the Chaos God. The characteristics and special rules for the Beast can be found in the Daemonic Creatures section of this book. The Beast will attempt to remain within 6" of its master at all times. In effect, the two form a special unit and must obey all the Unit Coherency rules.

NURGLE'S ROT 5 pts

After making normal attacks in hand-to-hand combat, roll a D6 for each mortal enemy model in base-to-base contact. On a roll of 6 they contract Nurgle's Rot and suffer a single wound. No saving throws of any kind are allowed against Nurgle's Rot, so it cannot be stopped by energy fields, dodged, stopped by a medi-squig and so on. Note that this only applies to mortal foes, not to other daemons, vehicles, Avatars or Wraithguard.

NURGLE'S CLOUD OF FLIES 5 pts

A cloud of flies surrounds the model. All enemy models in base-to-base contact suffer a -1 modifier to their Weapon Skill, whether they are attacking the model with the Cloud of Flies or another.

PLAGUESWORD 15 pts

The Plaguesword drips with venomous slime. A wound from a Plaguesword will kill mortal creatures outright on a D6 roll of 4 or more, regardless of how many wounds they have. On a roll of 1-3 the Plaguesword only causes 1 wound. Note that this only applies to mortal foes, not to other daemons, vehicles, Avatars or Wraithguard.

KHORNE

Champions or Lords that bear the Mark of Khorne may take any of the following Chaos Rewards.

AXE OF KHORNE 15 pts

The model carries a mighty Axe of Khorne, suffused with chaotic power and laden with death! A hit from the Axe of Khorne causes not 1 wound on its victim but D3 wounds (roll a D6: 1-2 = 1, 3-4 = 2, 5-6 = 3). In addition, the weapon adds +1 to the wielder's Strength.



COLLAR OF KHORNE 30 pts

The Collar of Khorne that hangs around the model's neck is said to be forged from the heat of Khorne's rage at the very foot of the Blood God's throne of brass. The power of the collar is to suck the energy of the warp from around it, fortifying the wearer and also protecting it from psychic attack. As a result force weapons lose their Strength bonus and cannot wound the wearer automatically if he is a daemon, and psychic attacks that target the wearer or include it in their area of effect are nullified and will not work.

JUGGERNAUT OF KHORNE 50 pts

The model rides a Juggernaut of Khorne that has been gifted to him by the Chaos God. The characteristics and special rules for the Juggernaut can be found in the Daemonic Creatures section of this book.

PRAISE OF KHORNE 20 pts

The model may retake any failed armour save. Note that this reward will not work on any types of save other than armour saves.

TZEENTCH

Lord of Change

Sorcerers or Lords that bear the Mark of Tzeentch may take any of the following Chaos Rewards.

BREATHE FIRE 10 pts

The model may breathe fire. This allows the model to attack in the shooting phase as if it were armed with a flamer. This is treated exactly the same as any other weapon attack, so if the model breathes fire it may not make any other shooting attacks in the same turn, and it may not breathe fire if engaged in hand-to-hand combat.

DESTINY OF TZEENTCH 25 pts

If any army includes a model with this Chaos Reward then the Force cards are always dealt to that side first, even in the psychic phase of an opponent's turn. In addition, that side always gets to use the first psychic power. If both sides have a Sorcerer with this reward the two cancel out and the normal rules apply.

DISC OF TZEENTCH 30 pts

The model rides a Disc of Tzeentch which has been gifted to him by the Chaos God. The characteristics and special rules for Discs can be found in the Daemonic Creatures section.

FORTUNE OF TZEENTCH 40 pts

A model with this reward is allowed to use a nullify each psychic phase just as if they had been dealt a Nullify card. This nullify always works on a roll of 4+, no matter what the psychic levels of the models involved.



The fires of sorcery flickered blue and pink about the sorcerer as he incanted his invocation. Every surface in the chamber was covered in arcane script and symbols, the sigils on walls, floor and ceiling crawled with cold wychfire. Outside, black storm clouds raged across an angry red sky. Adepts of Tzeentch knew that the fantastic shapes sculpted by the wind were portents of what had been and what might be. On this night, however the sorcerer paid no heed to the skies. The words of the spell spilled from his lips like water tumbling from a mountain stream to freeze the lips and sting the tongue.

"Tzeentch, Lord of Magic, Changer of the Ways I beseech thee show unto me the twisting path of destiny which is known unto you and you only. Show me the weave of magic that I may arraign myself in the vestments of power and do thy work. I offer you all that I am if you will grant me this boon, body and soul."

With the last word a howling blast of wind entered the chamber. The sorcerer was smashed against the wall by its force and lay upon the ground moaning. The wind howled on and the painstakingly scribed sigils were worn away in seconds. The myriad tiny sparks of magical power they had held began to crawl over the prone sorcerer like a swarm of insects. He screamed as the slugs of glowing energy writhed into his mouth, his nose, his ears. Eventually, hours later, the last of the magical energy was expended and the wrecked chamber lay silent. The sorcerer stirred, opened eyes flecked with the multi-coloured fires of magic, and laughed.

SLAANESH

Champions or Lords that bear the Mark of Slaanesh may take any of the following Chaos Rewards.

ALLURE OF SLAANESH 20 pts

In hand-to-hand combat, enemy models must test against their Leadership on 3D6 to be able to strike this model. If they fail the test then they fight normally, but if they win the combat they will not strike the model and so any hits are wasted and the combat is treated as a draw. Once an enemy model has passed the test, it need not test again.

GAZE OF SLAANESH 10 pts

Any enemy models attempting to fight the model in hand-to-hand combat have their Attacks characteristic reduced by -1 point.

SCREAM OF SLAANESH 5 pts

When the model charges it causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

STEED OF SLAANESH 25 pts

The model rides a Steed of Slaanesh which has been gifted to him by the Chaos God. The characteristics and special rules for Steeds can be found in the Daemonic Creatures section.

CHAOS ICONS

If you wish you may give one of the following Chaos Icons to your army's battle standard bearer, in place of a normal battle standard. The normal rules for battle standards apply, in addition to the special rules described below.

Most Chaos Icons are dedicated to one of the Chaos Gods, and may not be carried by a battle standard bearer that bears the Mark of one of the other Chaos Gods. For example, the Banner of Rage is dedicated to the Chaos God Khorne, and so may not be carried by a battle standard bearer that has the Mark of Tzeentch, Slaanesh or Nurgle.

Some of the Icons are dedicated to Chaos Undivided, and these may be taken by any standard bearer no matter what Mark of Chaos it bears.

Note that a battle standard bearer who does not have any of the Marks of Chaos may carry any of the Chaos Icons below.



THE RAPTUREOUS STANDARD 25 pts

The Rapturous Standard contains the bound essence of innumerable Slaanesh followers who died in rapturous slaughter. The air around the standard is filled with their ecstatic howls and overpowering waves of heady, exotic musk.

Any models from the Chaos army, apart from those bearing the Mark of Khorne, that are within 6" of the standard are rendered immune to psychology by the overwhelming waves of sensation radiating from it. In addition, the models can never be broken.

CHAOS ICON - SLAANESH

THE PLAGUE BANNER 15 pts

The Plague Banner is a frightening creation of rotten hide flapping in a pestilent breeze. Powerful magics hold a great spell of corruption in check until the time is ripe to send disease and decay scything through the enemy's ranks.

The Plague Banner contains a potent spell of destruction that may be cast once per battle, during any psychic phase. This is treated as a psychic power cast with Ultimate Force but requires no Force cards to be cast. The spell inflicts D6 wounds which may be distributed on any enemy models or vehicle crew (including Dreadnoughts) within 6" of the standard, but no more than 1 wound may be applied per enemy model. No saving throws of any kind apply.

CHAOS ICON - NURGLE

THE BLASTED STANDARD 20 pts

The Blasted Standard is riddled with the power of change, and its design shifts constantly throughout the battle. Energy and power grow through the standard, and when an enemy unit approaches closely the energy is unleashed in a fearsome roar.

The Blasted Standard contains a magic spell which may be cast once per battle in any psychic phase. This is treated as a psychic power cast with Ultimate Force but requires no Force cards to cast. The spell inflicts 2D6 S6 hits with a -3 save modifier, which may be distributed on any enemy models within 6" of the standard. The slain are hideously mutated and twisted by the raw power of Chaos, and any unit that suffers one or more casualties to the standard must take an immediate Break test.

CHAOS ICON - TZEENTCH

THE BANNER OF RAGE 35 pts

The Banner of Rage contains the bound souls of the most bloodthirsty of Khorne's servants. It radiates palpable waves of anger and lust for slaughter which beat upon the minds of those near it, driving them into a killing frenzy. Any models from the Chaos army, apart from those bearing the Mark of Slaanesh, that are within 6" of the standard become subject to *frenzy*, as described in the Warhammer 40,000 rulebook.

CHAOS ICON - KHORNE

THE FLESH BANNER 10 pts

The Flesh Banner is made from living flesh and looks like a boneless man stretched into a large squarish shape. It has arms with clawing hands which wave around in search of a victim, strangling tentacles, and fang-studded mouths which gibber and scream at the enemy. If the battle standard bearer is engaged in hand-to-hand combat the banner will flail and grab at the foe, pulling victims towards its mouths or snapping their necks like straws.

In the hand-to-hand combat phase the Flesh Banner inflicts D6 S5 hits with a -2 save modifier, which may be distributed amongst any of the standard bearer's close combat opponents. This attack is made at the start of the hand-to-hand combat phase before any normal attacks are worked out. Any enemy models that survive the banner's attack may fight against the standard bearer using the normal rules.

CHAOS ICON - CHAOS UNDIVIDED

WARP BANNER 25 pts

The Warp Banner is jet black and crackles with barely contained psychic energy. The banner acts as a window into the Realm of Chaos where terrifying, shadowy figures can be seen prancing and cavorting about, sometimes moving closer to spy into the material universe.

Once per battle the Warp Banner can be used in the psychic phase to generate 2D6 summoning points. These points may be used on their own or in combination with already collected summoning points to summon any daemonic creatures to the battle. See the Summoning Daemons rules section. Any of the points not used on the turn they are generated are lost and may not be saved for use later in the battle. The Warp Banner functions as a model with all Marks of Chaos for the purpose of summoning daemons.

CHAOS ICON - CHAOS UNDIVIDED

CHAOS WARGEAR



When the Traitor Legions rebelled against the Emperor the far-flung Imperium was already in a state of flux as it tried to assimilate the lost knowledge and vast resources recaptured in the Great Crusade. The forces of the Adeptus Astartes were in the process of re-equipping their forces with the masses of newly forged armour and weaponry pouring out of the workshops of the Adeptus Mechanicus when Horus unleashed his Legions.

As a result, the forces battling in the Horus Heresy fought with a mixture of the sometimes archaic armaments which they had used during the Crusade and previously unknown weapons based on arcane ancient technologies. Because the Traitor Legions were the ones that had advanced furthest from Terra they were among the last to receive new weapons and armour. This meant that the Space Marines fighting for Horus lacked many of the weapons which would be subsequently phased into the arsenals of the Imperium over the next millennia.

After Horus fell the Traitor Legions were driven into the Eye of Terror, untouched by the flow of time. Their weaponry and armour has been embellished and decorated with personalised schemes but otherwise it has stayed unchanged down the centuries as they fight the Long War. Innovation and invention have become anathema to Chaos Space Marines as they battle the hated Imperium. They preserve their bitter anger for the lost millennia forced on them by the Emperor and anything new serves only to drive the shards of their hatred deeper into their tortured minds.

WEAPONRY

During the initial phases of the Great Crusade Space Marine Legions had taken an aggressive, attacking role in almost every engagement. This had shaped them into forces which strongly emphasised close assaults with a mixture of bolters, flamers and close combat weapons. In situations where firepower was needed the huge, heavily armed Titans and tanks would bear the brunt of the fighting while the Space Marines closed in to launch a killer blow.

As the Imperium grew the Space Marines were needed in more and more places at once. In these smaller, volatile



struggles on widely scattered worlds it was impractical to wait the support of Titans, tanks and the full might of the Imperial war machine. The Adeptus Astartes found it needed to carry its own heavy guns.

When the Legions began re-equipping, a number of weapons which would come to be in common use later were still experimental or even purely theoretical. Many other weapons relied on sciences that were barely understood but which had been found in ancient vaults of dark technology and copied for general use. For example, the Traitor Legions had no access to Melta bombs or multi-meltas, but melta-guns were commonly available. Likewise, portable (though dangerous) plasma guns and even pistols existed but the heavy plasma gun could only be mounted on a Dreadnought or a vehicle.

As a result the Legions were most heavily equipped with weapons which were well understood, solid and reliable. Autocannon were favoured as simple but deadly weapons that could be easily carried by a Space Marine in power armour. Heavy bolters could cut a swathe through any enemy troops, though they lacked the Hellfire shells the Adeptus Mechanicus developed ten millennia later to kill the genetically enhanced Tyranids.

Lascannon remained in use as the faithful tank killers they always had been and missile launchers were widely used because they could destroy both vehicles and troops with their different missiles, although Melta missiles were still unknown at that time. Targeters were bulky and prone to malfunctions so most heavy weapons were not fitted with them.

Conversely, the Space Marine Legions at the time of the Heresy used a more diverse variety of assault weapons from the Crusade, including power maces and chain-axes which have become virtually unknown in the Imperium in the 41st millennium. Power swords were an exception to this as the secrets of their manufacture were still lost, making any that were uncovered rare and valued artefacts. Blind grenades, Photon Flash flares and Melta bombs were also exceptionally rare and seldom seen on the battlefield.



The weaponry used by Terminator squads was very different during the Heresy as tactical Dreadnought armour was still under development at that time. Only after centuries more warfare did Terminators emerge armed with the Assault cannon, storm bolters, Cyclone missile launchers and Thunder Hammers which became their hallmark within the Imperium.

POWER ARMOUR

Just as weaponry was in a state of revision at the end of the Great Crusade, the Space Marines' power armour was also being replaced. The earliest types of power armour, known as Crusade armour, were giving way to the newer Codex armour which had been developed with new technology.

Crusade armour could be easily recognised by its immobile helmet and the heavy, rivetted plates which betrayed its plasteel construction. The newer Codex armour featured a helmet which could be turned, thanks to improved neural implant controls, and smoother lines created by the extensive use of ceramite plates over a frame of plasteel.



Early Codex armour suffered a slight vulnerability because a number of power cables which ran through conduits in Crusade armour could not be fitted under the ceramite plates and so were exposed on the chest. This was later solved by adding a chest armour plate (usually marked with the Imperial eagle) and armouring the cables themselves.

At the time of the Heresy, Crusade armour had all but disappeared from the Legions with the exception of those still fighting on the Eastern Fringe. Even so, over the fierce battles to come both sides were forced to reinstate the older Crusade suits to replace their losses, as well as scavenging and cannibalising armour from the battlefield as their losses mounted. The armour of the Traitor Legions in the Eye of Terror reflects these turbulent times, often featuring the distinctive studded and rivetted construction of plasteel plates instead of the smooth ceramite curves of Imperial Codex armour. Exposed power cables remain a common feature and many Chaos Space Marines have had their armour individualised with barbaric horns, crests, skulls, chains.

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

Terminator armour first became widely available shortly before the Horus Heresy. The Adeptus Mechanicus, gorged with freshly won knowledge gathered by the expanding Imperium, had attempted to create the ultimate Space Marine armour. What they created was in fact too heavy, too difficult to produce and too hard to maintain for the far flung Space

Marine Legions to utilise fully. However, all of the Legions quickly adopted Terminator armour for use by specialist squads fighting bloody, short ranged battles in ship to ship actions, tunnels, cities and similar enclosed environments. Here the additional protection of Terminator armour and the small numbers of combatants that could become involved made the armour a great success.

Special Rules

Terminator armour gives its wearer an armour saving throw of 3 or more on 2D6. Traitor Terminator armour lacks the sophisticated devices found on Imperial Terminators such as targeters and teleport homers either because the armour itself is too old to include them or because they malfunctioned and were never repaired.

OTHER EQUIPMENT

JUMP PACKS AND SKIMMERS

Though both jump packs and skimmers were available to the Space Marine Legions in limited quantities prior to the Heresy they were proportionally far rarer than in the later Imperial Space Marine Chapters. The complex fabrication and maintenance rituals required for jump packs and skimmers has eliminated their use by the Traitor Legions since their banishment to the Eye of Terror.

WARGEAR CARDS

Though the Traitor Legions lack some of the advanced weaponry and wargear of Imperial Space Marines these restrictions in no way extend to Wargear cards. Wargear cards represent rare or unusual artefacts that are not found in the hands of ordinary squads. Chaos Space Marine characters have had ample opportunity to locate items like these over the Great Crusade itself, during the Heresy or the subsequent ten thousand years of the Long War.

The only exception to this are the Wargear cards from Codex Ultramarines which are marked "Space Marine Terminators only". These cards are for special devices which have been developed in conjunction with improvements to Tactical Dreadnought armour within the Imperium and hence are unavailable to Chaos Space Marines.

VEHICLE CARDS

Chaos Space Marine vehicles have grown increasingly personalised and specialised over the course of the Long War. Few have survived and those that have are often unrecognisable as STC constructs. Chaos Space Marine vehicles can make use of Vehicle cards which are generally available, the ones in this book and the Imperium-only vehicle cards from Dark Millennium with the exceptions of Storm Bolters and Hunter Killer Missiles.

Codex Chaos includes four new Vehicle cards for the four Chaos Powers: Nurgle Infestation (Nurgle), Destroyer (Khorne), Warp Flame (Tzeentch) and Warp Amp (Slaanesh). These cards may only be chosen for a vehicle which already has the Daemonic Possession vehicle card and may not be duplicated.

THE WEAPONRY OF CHAOS

TERMINATOR WEAPONS

COMBI-WEAPONS

The first Terminator squads were simply armed with bolters but Space Marines in the field reported that this failed to take advantage of the tremendous load-bearing frame that Terminator armour provided and left them lacking in firepower. The Adeptus Mechanicus took the simple step of linking additional weapons together to make a Terminator-sized gun. Combi-weapons combine together a bolter with one of three other weapons: a flamer, a melta-gun or a second bolter. Though combi-weapons including plasma guns were developed during the Horus Heresy they remained relatively rare and were not issued to squads.



It was soon discovered that the only weapon combination that could fire both barrels simultaneously without wrecking itself was twin bolters. Later developments created combi-weapons which could fire both barrels together, but like plasma combinations they remained difficult to produce in large numbers and were limited issue weapons.

Nonetheless Terminator squads benefited from the increased firepower early combi-weapons gave them, and Techmarines sought to constantly refine and improve on the basic design, leading to the addition of chainsaw attachments and powered blades that allowed the guns to be used as secondary weapons in hand-to-hand combat.

Over the course of the Horus Heresy the combi-bolter emerged as the most dependable and tactically flexible weapon. It was subsequently fitted with better ammo hoppers and its rate of fire was increased to create the storm bolter used by Imperial Terminator squads. Traitor Terminator squads are still equipped with a variety of older combi-weapons because they are more useful in the close assault roles they favour in battle.

Special Rules

A combi-weapon must be one of the following types:

- Twin Bolter
- Bolter + Melta-gun
- Bolter + Flamer

A model armed with a combi-weapon can fire one barrel of the weapon in a shooting phase, so for example the flamer-bolter could be fired as either a flamer or a bolter in the shooting phase. The twin bolter is an exception to this: when it is fired roll one dice to hit but make two separate rolls to wound and, if necessary, two separate armour saves.

Chaos Space Marines can use their Rapid Fire skill to get two shots with the bolter part of a combi-weapon if they remain stationary; equally they can rapid fire with the twin bolter as normal.

In close combat the plethora of ripping blades and chainsaw attachments on the Traitor Terminators' combi-weapons mean they roll an extra Attack dice in close combat just as if they were armed with two close combat weapons. However, the blades cannot be used if the combi-weapon has been used for shooting in the same turn, in overwatch against a charging foe for example, hence the extra Attack dice is lost.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
Bolter:							
0-12	12-24	+1	-	4	1	-1	D6+4
Melta-gun:							
0-6	6-12	+1	-	8	D6	-4	2D6+8
Flamer:							
Special rules		-	-	4	1	-2	D6+4
<i>Special: see rules</i>							

REAPER AUTOCANNON

During the development of Terminator armour it quickly became apparent that squads would need to carry their own heavy weapons and the limitations of the armour itself precluded using conventional heavy weapons. The first weapon developed was a heavy flamer suitable for support in the claustrophobic confines Terminator squads normally fought in. However, as Terminators were used more and more on the open battlefield the quest began to adapt other weapon types.

The most successful early weapon was the Reaper autocannon, which was later developed into the fearsome Assault cannon which remains in use to this day. The Traitor Terminators, lacking the technology and equipment to maintain the notoriously fickle Assault cannon, still make use of the Reaper with its simpler mechanism and solid ammunition.

Special Rules

The machine autofeeds of the Reaper mean it seldom jams and keeps on pounding out a steady stream of shells as long as it has ammunition. To represent this you can re-roll up to one Sustained Fire dice when the Reaper is fired. The dice may only be re-rolled once and the second result stands regardless of whether it is better or worse than the first.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-20	20-40	-	-	8	D6	-3	2D6+8
<i>Special: Sustained fire 2D, Re-roll 1D</i>							



BASIC WEAPONS

PLASMA WEAPONS

At the time of the Horus Heresy plasma weapons technology was at a dangerous phase in its development. Plasma reactors were in limited use, and the giant weapons mounted on Titans and space ships were a simple outgrowth of the systems needed to create reactors. Plasma guns and pistols which could be carried and used by a Space Marine in power armour were still prone to overheating and leaking energised plasma onto their unfortunate users. Nonetheless the devastating power of plasma weaponry made it too potent to abandon and many Legions utilised it in a limited fashion anyway. In the dark days of the Heresy itself the desperate need for ever more potent armaments pushed early plasma weapons to the battle front more and more, regardless of the risks involved.

Towards the end of the Heresy the Tech-Priests of Mars solved the immediate problems of plasma weapons. By slowing the recharge mode of the weapons they found they could maintain the integrity of the magnetic field containing the energising plasma. This prevented catastrophic leaks, detonating the whole weapon and the slower recharge cycle also meant that the weapon's coolant system kept overheating to a minimum.

The resulting weapons were safe and reliable but suffered from a slow recharge rate which limited their effectiveness. Space Marine commanders were far from happy at the compromise but the number of catastrophic meltdowns experienced with the older weapons made plasma too dangerous for the Chapters of the Adeptus Astartes to continue using otherwise. As doctrine within the Adeptus Mechanicus changed the old style plasma weapons were branded *Fabris Excommunicata*, engines of destruction that had fallen from the approval of the Machine God. Within a few centuries the early plasma weapons had entirely disappeared.

Such a light of reason has never shone over the Traitor Legions. They still maintain and use the old, dangerous plasma weapons, perhaps revelling in the raw danger of doing so. Given the contempt held for life by Chaos Space Marines it's unlikely they would be willing to trade off less firepower for a safer weapon anyway.

Special Rules

Chaos Space Marines (including special troops like Khorne Berzerkers) may only use plasma pistols, plasma guns, Plasma missiles and grenades. The heavy plasma gun is limited to being mounted on Dreadnoughts, vehicles and fixed defences like bunkers that can accommodate the power packs and extra coolant lines it requires.

Plasma Grenades and Missiles: The easiest way to use plasma as a weapon is to contain it until it explodes and both Plasma missiles and Plasma grenades were in common use by Traitor forces during the Heresy. Because of this, Plasma grenades and missiles follow the same rules as in the Warhammer 40,000 Wargear book.

Plasma Guns and Pistols: These weapons suffered dangerous overheating and occasional meltdowns but they benefited from a faster recharge. This means that early plasma guns and pistols do not need to take a turn to recharge like normal plasma weapons. However, when you roll the Sustained Fire dice for an early plasma gun or pistol and get a 'jam' result something has gone wrong. Place a Jam marker next to the firing model and re-roll the Sustained Fire dice, looking up the result on the table below.

Sustained Fire dice roll	Result
Jam	<i>Meltdown!</i> The weapon is destroyed as it explodes with the same effects as a Plasma grenade centred on the firing model.
3	<i>Plasma leak.</i> The firing model suffers a \$6 hit causing 1 wound with a -3 save modifier. Once the hit has been resolved the leak stops, leaving the weapon jammed as noted above.
2	<i>Severe Overheating.</i> The firing model suffers a \$4 hit causing 1 wound with a -2 save modifier. The weapon is also jammed as noted above.
1	<i>Overheating.</i> The firing model suffers a \$2 hit causing 1 wound with a -1 save modifier. The weapon is also jammed as noted above.

PLASMA GUN

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-6	6-24	+1	-	7	1	-2	ID6+7
<i>Special:</i> Sustained fire - 1 dice							

PLASMA PISTOL

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-6	6-18	+2	-1	6	1	-1	ID6+6
<i>Special:</i> Sustained fire - 1 dice, Close combat.							

The effects of the overheating or meltdown are instantaneous so the model has no way of avoiding the hit other than hoping that its Toughness and armour will protect it. Because the affected model is holding the weapon when it misbehaves saving throws for shields or fields do not apply against hits from a misfiring plasma weapon. Note that no matter what is rolled on the dice the weapon is also jammed until the model clears it during its next shooting phase (for more details on jammed weapons see page 39 of the Warhammer 40,000 rulebook).

Close Combat

Early plasma pistols may be used in close combat but the chances of a dangerous overload building up in a desperate hand-to-hand fight are greatly increased. No Sustained Fire dice are rolled in close combat so instead each Attack dice that rolls a fumble (a roll of 1) has the same effect as rolling a jam on the Sustained Fire dice when you are shooting.

CLOSE COMBAT WEAPONS

CHAIN-AXE

The chain-axe is a brutal hand-to-hand combat weapon which remains in common use by the Chaos Space Marines. A chain-axe comprises a reinforced steel axe incorporating a powered chainsaw edge. The biting action of the whirling row of monomolecular teeth means these weapons can easily hack through limbs and armour, leaving terrible wounds.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
Close combat only				As user +1	1	-2	Var

POWER MACE

A power mace is a heavy rod topped with a power generator surrounded by energy discharge vanes. When something is struck by the mace a powerful jolt of energy is discharged which blasts the target apart with a flash of blue lightning. Power maces were later developed into the Crozius Arcanum used by Space Marine Chaplains and Thunder Hammers used by Space Marine Terminators.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
Close combat only				5	D3	-2	2D6+D3+5

PLAGUE KNIFE

Plague Marines of Nurgle are armed with rusty, dirt encrusted blades which have been blessed with some of Lord of Decay's most purulent diseases. A deep cut from a Plague knife will fester and become gangrenous within moments, poisoning the victim's blood and rotting away their flesh.

Special Rules: A Plague knife drips with virulent slime. A wound from this weapon will kill mortal creatures outright on a D6 roll of 6 regardless of how many wounds the target can sustain normally; on a roll of 1-5 the knife just inflicts 1 wound. Only mortal creatures are vulnerable to the Plague knife, not daemons.

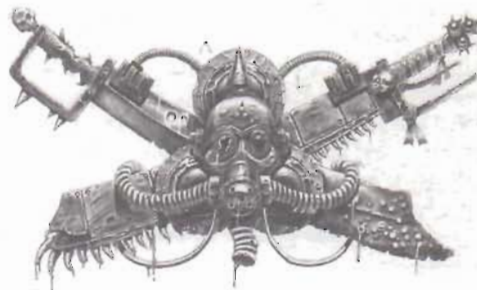
SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
Close combat only				As user	1	As User	Var

GRENADES

BLIGHT GRENADES

STRENGTH	DAMAGE	SAVE MOD.	AREA
D6	1	0	special

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



The standard Grenade rules apply for throwing a Blight grenade, and they may be used for targetting an area of ground like Smoke or Blind grenades. Place a Blight marker where the grenade lands (some are included in the colour section but Wound markers from Warhammer 40,000 serve just as well). Models within 2" of the marker will suffer a hit; models partially within range will be hit on a D6 roll of 4, 5 or 6. Affected models suffer a hit with a Strength value of D6 which will inflict 1 wound.

Roll for the Strength of the attack separately against each target. If a 1 is rolled for the Strength of any hit the Blight has dissipated to the point where it is no longer dangerous (just unpleasant). In this case the S1 hit is resolved then the marker is removed and has no further effect on the game – any other models which were in the area of effect have a lucky escape. Any Nurgle daemons or Chaos models which bear the Mark of Nurgle are immune to the effects of Blight grenades.

Any armour saving throws for affected models apply as normal and are not modified. Note that even sealed armour is no sure defence against the Blight: flies will block up breathers, pus may work its way into flexible joint and eye pieces and so on. Models affected by the Blight cannot take saving throws for energy fields or dodges.

Exposed crewmen on vehicles maybe affected by the Blight just like foot troops. Roll a D6 for enclosed vehicles within range. On a 6 the Blight gets inside and affects the crew: roll a D6 for the Strength of the hit against each crewman as noted above. Dreadnoughts and robots are completely unaffected by Blight grenades.

Blight markers that are still in place can continue to infect anyone who moves within 2" of them in future turns. Models which were affected in previous turns which do not move out of the area of effect of a Blight marker in their next movement phase will also suffer an additional hit. Roll for the Strength of the hit as above: on a roll of 1 the Blight marker is removed after inflicting a S1 hit.

NOISE MARINE WEAPONS

BLASTMASTER

The Blastmaster is a Noise Marine weapon that focuses a thrumming bass note which builds in intensity to an explosive crescendo, blasting the target area apart in an earsplitting concussion. Living targets are sent into violent spasms as the sound waves scramble their nervous system, breaking their own bones as they thrash helplessly beneath the barrage of noise. Armour offers little protection as it resonates at the deadly frequency, liquefying the flesh and bones of whoever's wearing it. Even armoured vehicles crack and shatter under the atonal assault.

Special Rules

The frequency of the Blastmaster can vary tremendously so that some blasts will be far more powerful than others. This is determined before each attack by rolling a D6 and adding +4 to the result to find out the Strength value of the Blastmaster for that blast, so it will have a Strength value of 5 to 10. The physical effects of the Blastmaster are so horrifying that a squad which suffers one or more casualties from it must take a Break test.

Against vehicles and other models with armour ratings the pulse of the Blastmaster can shatter armour easily. To represent this, the Blastmaster has an increased armour penetration of 3D6+8.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-20	20-40	-	-	D6+4	D6	-3	3D6+8

Special: 2" Blast Marker, Move or Fire

DOOM SIREN

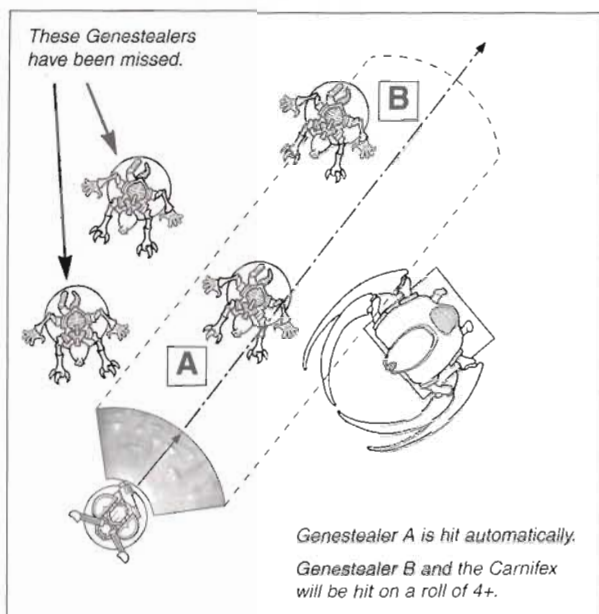
Some Noise Marines are fitted with a complex arrangement of pipes and tubes around their helmets to act as amplifiers. These project their terrifying battle screams and howls of pleasure forward in a wall of sound as they stride across the battlefield. The Doom Siren drives its song of hatred and destruction over enemy troops and vehicles in a rising and falling banshee wail of death.

Special Rules

The Doom Siren does not encumber its user so any Noise Marine equipped with one may also carry basic or assault weapons. However, a model equipped with a Doom Siren cannot use it in hand-to-hand combat or in addition to shooting with another weapon (ie, you can use one or the other but not both!).

To use the Doom Siren you will need to cut out a special template from paper. A colour version of this template can be found in the colour pages, just photocopy it if you don't want to snip up your book.

The Doom Siren is fired by placing the template so that it touches the Noise Marine's base, as shown in the diagram. The template then shoots forward in a straight line. Any models which are moved over by the template as it shoots forward will be affected by the wall of noise and suffer a hit as detailed below. Any models partially covered by the template as it moves will suffer a hit on a D6 roll of 4, 5 or 6.



The Doom Siren's Strength is initially 7, but for every 3" the wave travels its Strength is reduced by -1. Once the wave has travelled far enough to be reduced to a Strength of 0 it is removed. The reductions in Strength are summarised below for convenience. If the template hits a vehicle, building or other substantial obstacle it will inflict a hit on a random location and then stop moving, but it will move through woods, and over hills and low walls for example.

Distance travelled	3"	6"	9"	12"	15"	18"	21"
Strength Reduction	7	6	5	4	3	2	1

The Doom Siren's save modifier is equal to half its Strength value when it hits a model, rounding down. So, for example, if it hits a model with S7 it would have a saving throw modifier of -3. The armour penetration of the Doom Siren against vehicles and other armoured targets is equal to its Strength at the point it hits +1D6.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
See above.	-	-	-	Special	1	1/2 S	Special

Special: Uses template

SONIC BLASTER

The Sonic Blaster is a weapon which unleashes devastating harmonics to rip its target apart. Noise Marines play these devices like instruments at a manic pace, running up and down through clashing chords and sliding through scales so that their blasters seem to constantly howl with agony or scream with ecstasy.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-12	12-32	+1	-	4	1	-2	D6+4

Special: Sustained fire 2D

DREADNOUGHTS

Dreadnoughts are giant, armoured war machines that fight alongside troops in battle. They provide invaluable support blasting the enemy with heavy weapons or smashing opponents aside in hand-to-hand combat with their giant close combat weapons. The technological secrets of building Dreadnoughts are incredibly old and the knowledge is now virtually lost among the artificers of the Adeptus Mechanicus.

Dreadnoughts used by the Imperial Space Marines and the Chaos Space Marine Legions are truly ancient machines which have been salvaged and rebuilt many, many times over a hundred centuries of warfare. Among the Imperial Space Marines it is considered a great honour for a mortally wounded warrior to be interred inside the armoured sarcophagus of a Dreadnought so that he can continue to serve the Emperor. Chaos Space Marines consider being consigned to a Dreadnought a living death, a torture or punishment from the dark gods of Chaos. They hate the thought of a half-life

locked away inside the metal cage of a Dreadnought where they can no longer see battle for themselves or feel the kick of a bolter in their fist. Better to die and find a final release in the surging maelstrom of the warp than spend eternity locked in an adamantium shell, fighting the Long War in the body of a machine.

As a result, most Chaos Dreadnoughts are completely psychotic. A creeping insanity mixed of fear and fury has riddled their brains over the millennia. The sarcophagus containing the trapped soul of the Dreadnought is disconnected and dragged clear of the Dreadnought's armoured shell between battles. Even the Dreadnought itself is kept chained like a beast when it is not actually fighting for fear of it going on the rampage. As the raiding ships of a Chaos Space Marine force approach their prey, the Dreadnought's weapons are loaded and its sarcophagus is replaced before it is finally unleashed as battle commences.

SPECIAL RULES FOR CHAOS DREADNOUGHTS

CREW

The unfortunate crewman of a Chaos Space Marine Dreadnought is invariably a mighty Chaos Champion. Hence for the purposes of psychic powers which can affect vehicle crewman directly such as Mind War or Carmine Assassin, for example, the Dreadnought is considered to have 2 wounds and a Toughness of 5.



FIRE FRENZY

Being in battle drives Chaos Space Marine Dreadnoughts into a state of insane rage. At times they will charge ferociously forward and lash out with their weaponry like blood-mad berserkers, at other times they will stumble blindly as their madness consumes them completely, blazing away randomly at imaginary foes. To represent their insanity Chaos Space Marine Dreadnoughts are subject to the Psychology rules for *frenzy* and *stupidity* as detailed in the Warhammer 40,000 rulebook. Because the Frenzy and Stupidity rules can't both apply at the same time use the following procedure at the start of each turn.

1 At the start of the turn measure to see whether any enemy models are within 12" of the Dreadnought. If there are, the Dreadnought becomes *frenzied* and is immune to the effects of stupidity until the start of its next turn. Remember that when it is *frenzied* the Dreadnought must declare a charge and attempt to engage in hand-to-hand combat unless it can be restrained by passing a Leadership test. While *frenzied* the Dreadnought doubles its number of attack dice from 3 to 6 and must always use its follow-up moves after hand-to-hand combat to engage another enemy in combat or get closer to the enemy if none are within range.

2 If there are no enemy within 12" or the Dreadnought cannot move far enough to reach its opponents through being damaged it will become *blinded* by rage and may suffer *stupidity* instead. Roll a Leadership test for the Dreadnought: if it passes it can move and fight normally. If it fails it will suffer *stupidity* until the start of its next turn. This means it moves and fights randomly as detailed in the Warhammer 40,000 rulebook with the one exception, being that it will still fire in the shooting phase as detailed in 3, below.

3 In the shooting phase roll a D6 for each Dreadnought suffering *stupidity*. On a 2-6 the Dreadnought will fire all of its weapons at the nearest enemy model in its fire arc, though multiple hits from sustained fire weapons can be spread out among targets within 4" of the first as normal. On a roll of 1 the Dreadnought goes into a fire frenzy and loses all capacity to identify friend or foe! The Dreadnought fires all of its weapons at the nearest model in its fire arc. If this happens it will just pump all of its sustained fire hits into same target.

CHAOS DREADNOUGHT WEAPONS

Chaos Space Marine Dreadnoughts, like most Dreadnoughts, have variable configuration weapon mounts on their arms. This facilitates easy conversion of the Dreadnought to a number of different weapon fits according to different tactical situations. Many of the weapons mounted on the Dreadnought are superficially similar to heavy weapons carried by Chaos Space Marines or Chaos Space Marine Terminators. Prior to the Horus Heresy Dreadnoughts were frequently used as testbeds for weaponry intended for the new Terminator squads. They also served as mobile mounts for the first heavy plasma guns.

Dreadnoughts used by Chaos Space Marines often carry an eclectic mix of older weapon types, some of it crude but effective and some of it highly potent but also highly unstable. However, all of the Dreadnought weapon systems are superior to vehicle mounted and infantry carried weapons in a number of ways: they are more sturdily constructed, have an increased ammunition capacity and benefit from improved targeting systems.

These improvements are partially accounted for in the Chaos Dreadnought's Ballistic Skill and its ability to move and fire heavy weapons, but the following special rules also apply to Chaos Space Marine Dreadnought weapons.

Mk 1 Heavy Plasma Gun

Heavy plasma guns are dangerously volatile weapons at the best of times. The earliest heavy plasma guns generated a hail of sustained fire plasma bursts, but this was found to cause extensive coil burnouts unless the plasma chamber was kept at a very low temperature. The heavy coolant lines this required limited heavy plasma guns to being mounted on vehicles and Dreadnoughts. Later heavy plasma guns were modified to fire a single bolt or blast of white hot plasma, removing their ferocious thirst for coolants and making them man-portable.

The heavy plasma gun mounted on Chaos Space Marine Dreadnoughts is the earlier type and fires in a sustained fire mode. Instead of firing a single shot with a 1 1/2" blast marker, the Mk 1 heavy plasma gun is a sustained fire weapon and rolls one Sustained Fire dice. Such is the potency of the heavy plasma gun that each sustained fire shot has a 1" blast maker.

The Mk 1 heavy plasma gun can fire on low energy or maximum power just like an ordinary heavy plasma gun (and it needs to recharge for a turn after firing on maximum power just like an ordinary heavy plasma gun). The Strength, damage and save modifier for sustained fire shots is the same as that for a heavy plasma blast marker. If a Mk 1 heavy plasma gun misses its target roll the Sustained Fire dice to find how many 1" blast markers you need to roll to scatter from the target point. If you roll a hit and misfire for any of the scattering bolts it causes a catastrophic coil burnout as described below.

If a jam is rolled for a heavy plasma gun it doesn't fire and cannot fire on its next turn just as if it were recharging. However, if the gun is being fired on maximum power and a jam is rolled on the Sustained Fire dice a catastrophic coil burnout has occurred.

Catastrophic Coil Burnout. If a catastrophic coil burnout occurs for any reason make an immediate roll on the damage table for the arm the heavy plasma gun is mounted on. In addition to any damage sustained to the Dreadnought any models within D3" of the heavy plasma gun will suffer a S5 hit with a -2 save modifier causing 1 wound as scalding vapour and energised plasma gout from the weapon's casing.

Twin Autocannon and Heavy Bolters

The most frequent causes of jams for sustained fire weapons like autocannon and heavy bolters are faulty ammunition, overheating components or empty magazines. The Chaos Space Marine Dreadnought features a nitrogen-cooled powered ammo feed that pushes rounds into the weapon and extracts any dud rounds before they can block the breech.

A Chaos Space Marine Dreadnought armed with twin autocannon or twin heavy bolters rolls to hit normally using one dice roll for both weapons. If a hit is scored roll up to two Sustained Fire dice for twin autocannon or four for twin heavy bolters to find out how many hits are scored by the burst of fire. A Chaos Space Marine Dreadnought firing twin autocannon or heavy bolters may choose to re-roll one of the Sustained Fire dice because of its heavy duty ammunition feeds. If the re-roll is used the result of the second dice roll applies even if it is worse than the first.

Twin Lascannon

Some Chaos Space Marine Dreadnoughts mount twin lascannon for destroying vehicles and fortifications at long range. The twin lascannon weapon system features a sophisticated scanning system which can separate and identify the different components of a target. This system allows the Dreadnought to adjust its aim with pinpoint accuracy to strike the desired component.

A Chaos Space Marine Dreadnought armed with a twin lascannon rolls to hit normally using one dice roll for both cannon. If a hit is scored against a vehicle make a D6 roll for hit location as usual, the Chaos Space Marine player is then allowed to add +1 or deduct -1 from the hit location roll. So, for example, if the Dreadnought hit a Predator and rolled a 4 for the hit location it would normally hit the sponson. However the Chaos Space Marine player could opt to add +1 to the location roll to make it a 5 (hitting the turret) or deduct -1 from the roll to make it a 3 (hitting the hull). Note that it is not possible to hit a location which is behind cover by adjusting the hit location roll. Once the hit location has been determined make a separate armour penetration roll for each lascannon.

Havoc Missile Launcher

Havoc missiles were first fitted to Dreadnoughts in an effort to increase their destructiveness for assaults and city fights. A simple armoured rack of nine Frag missiles mounted on the Dreadnought's upper carapace gave an instant barrage of fire when it was needed. Initially the missiles were rigged to fire in clusters of between one and three but it was found that Dreadnoughts nearly always unleashed the full load of missiles as soon as the enemy were in range, which led to the later Havocs being able to launch all nine missiles at once. The early Havoc experiments eventually led on to the development of both the Cyclone missile launchers used by Imperial Terminators and the giant Havoc missile rack mounted on the Banelord Chaos Titan.

A Chaos Dreadnought fitted with a Havoc launcher can fire it in the shooting phase in addition to its normal firing. The Havoc missile launcher has the same range as an ordinary missile launcher but it can only fire Frag missiles, not any of the other special missiles available. It has a limited ammunition supply of nine Frag missiles and the number of missiles fired should be noted down on a piece of scrap paper; once the missiles have all been fired the launcher may not be used again during the game. When the launcher is fired the Chaos player may elect to launch a cluster of one, two or three missiles or all of the remaining missiles at once. Chaos Dreadnoughts suffering stupidity will always fire off all of their remaining missiles.

Roll to hit for the first missile as normal. The rest of the missiles in the salvo will then automatically scatter from the point of impact of the first missile. Make a scatter roll for each missile in turn using the Artillery dice and the Scatter dice. If you roll a number on the Artillery dice this indicates the number of inches the blast marker is moved in the direction indicated by the arrow on the Scatter dice. If you roll a 'misfire' on the Artillery dice a fault has occurred in the missile itself. If the misfire roll is accompanied by the roll of an arrow on the Scatter dice the shot has no effect, it is a dud. Each Frag missile that detonates has a 2" blast marker causing a Strength 4 hit which will inflict 1 wound with a -1 saving throw modifier.

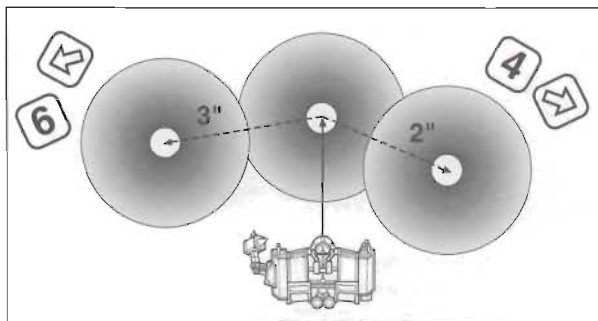
If any of the scattering missiles rolls a 'hit' and 'misfire' result together it explodes in the launcher rack. This will destroy the launcher along with any other unfired missiles, so don't roll to scatter any more missiles at that point. The exploding launcher won't cause any damage to the Dreadnought (that's why it only uses Frag missiles), but any troops within 2" of the centre of the Dreadnought will suffer a S4 hit with a -1 save modifier.

The Havoc launcher cannot be hit separately but any hit which penetrates the armoured body of the Dreadnought will cripple the Havoc launcher as well.

Assault Launchers

Assault launchers provide a Dreadnought with extra firepower at short range, following the same line of reasoning as the Havoc launcher. Each Assault launcher carries three Frag grenades which are all fired together when it is triggered. Dreadnoughts carry two such launchers, one mounted on either shoulder, though it is impossible to mount Assault launchers and a Havoc launcher on a Dreadnought at the same time. Assault launchers were eventually phased out of Imperial forces in favour of the more sophisticated auto-launcher.

A Dreadnought can trigger either one or both of its Assault launchers in the shooting phase in addition to its normal firing. The first Frag grenade in the spread automatically hits a point exactly 6" away in a straight line from the launcher. The other two grenades deviate D3" away from the target point of the first grenade.



Each grenade detonates with a 2" blast marker causing a Strength 3 hit which will inflict 1 wound with a -1 saving throw modifier. Once an Assault launcher has fired it will be out of ammunition for the rest of the game. Any hit which penetrates the body of the Dreadnought will cripple its Assault launchers as well.

Auxiliary Combi-weapons

It was quickly realised that mounting close combat weapons on early Dreadnoughts critically reduced their firepower and made them less flexible in combat. In an effort to offset the loss of guns most close combat weapons were fitted with auxiliary weaponry. In later Dreadnoughts this became standard practice and most Imperial Dreadnoughts were retro-fitted with auxiliary storm

bolters after the Heresy.

The older Chaos Dreadnoughts carry auxiliary combi-weapons instead. These are the same as the combi-weapons carried by Terminators, see the Terminator combi-weapon entry elsewhere for more details. You should select the type of combi-weapon mounted on the Dreadnought at the start of the battle. In any turn when the Dreadnought is not using its close combat arm to fight in hand-to-hand combat it can fire its auxiliary combi-weapon in addition to its other shooting.

Auxiliary weapons were often fitted into the armoured body of the Dreadnought instead of the arm itself. In either case, any hit which penetrates either the body of the Dreadnought or its close combat weapon arm will cripple its auxiliary weapons as well.

Power Scourge

A power scourge is a set of jointed metal arms tipped with blades which crackle with barely suppressed energy. In combat the scourge lashes back and forth wildly, scything through anything foolish enough to get close to it and making the Dreadnought virtually impossible to overwhelm in hand-to-hand combat.

A Chaos Dreadnought armed with a power scourge gains +2 to its Attacks characteristic and because of its flexible, lashing arms it is impossible to parry against. If the Dreadnought is attacked by multiple opponents it can use the scourge to prevent them using their numbers to gain any advantage. This means they do not get the +1 combat resolution and extra Attack dice for being multiple attackers. Any hits inflicted in hand-to-hand combat by a Dreadnought armed with a power scourge are resolved at the Dreadnought's Strength of 6.

Thunder Hammer

A Thunder Hammer contains a power generator which only activates when the hammer strikes its target. This allows the weapon to store a tremendous amount of energy and only release it at the point of impact, blasting apart the target with flash of energy and making an ear-splitting sound like a crack of thunder.

The Dreadnought-mounted Thunder Hammer works in exactly the same way as the Thunder Hammer carried by Imperial Terminators. It is a testimony to the march of Imperial technology that Thunder Hammers have been reduced to a size which can be carried by a Space Marine, albeit a Terminator-armoured one.

Power Claw

The power claw has the same combat characteristics as the power fist though those mounted on Chaos Space Marine Dreadnoughts are cruelly hooked. When the claw closes it tears deeply into its target instead of just crushing it. This is most useful for ripping apart vehicles, inflicting catastrophic damage on each component attacked. This is represented by allowing a Dreadnought armed with a power claw to make a special Tear attack.

The special Tear attack can only be used in hand-to-hand combat against any other vehicles including other Dreadnoughts. The Dreadnought can make one Tear attack for every 2 hits it would have scored otherwise. For example, if the Dreadnought were attacking a vehicle it would normally make 3 attacks so it could choose to make 1 tear attack and 1 ordinary attack. If the Dreadnought were in combat with an Imperial Dreadnought and hit the Imperial Dreadnought twice it could opt to make 2 normal attacks or 1 Tear attack.

To resolve a Tear attack the Chaos Space Marine player nominates a single location on the target. The Dreadnought seizes that location and attempts to tear part of it away. Roll for penetration as normal: if the location chosen is penetrated the part is torn away: roll for damage with a +2 modifier on the damage chart.

The Leman Russ battle tank rumbled along the pass, its tracks squealing in protest as the vehicle was driven at speed over the rocky terrain. The steep sides of the gorge rose up menacingly on either side, the black volcanic walls leaving the pass in permanent shadow. Behind the battle tank came a short column of Imperial Chimeras, the armoured troop carriers' multi-lasers swivelling to cover the sides of the pass in case of enemy attack.

Inside the Leman Russ, Tank Commander Rosman stared through the vehicle's sights at the boulder-strewn wilderness ahead of him. His mind was only partially concentrating on the journey, being mainly occupied with thoughts of the Chaos force's attack on the fort. There were many such isolated outposts and the fort had been built by the frontiersmen of the planet to protect a series of mine-workings from the attentions of the local predatory fauna and belligerent primitive tribesmen.

But why should the place so interest a Traitor Legion such as the Night Lords? Was it just another example of the mindless destruction and wanton havoc-wreaking that so characterised the Chaos Space Marines? Or did the twisted brethren of the Adeptus Astartes have a yet more sinister purpose beyond that of putting another defenceless world to the sword for their foul gods?

As soon as the Imperial Guard's headquarters on Purgatory had received the report of the imminent attack on the fort and the request for reinforcements, Colonel Drax had immediately despatched the tank unit under Rosman's command. Rosman had led numerous assaults on the enemies of the Imperium across the star system of the Ultima Segmentum, from breaking a siege laid by marauding Orks or relieving a Planetary Defence Force from an Eldar attack.

But Chaos Space Marines were something else. Rightly they were held in a position of fear and awe by the soldiers of the Imperial Guard. These damned warriors had defied the Emperor for centuries, gaining invaluable experience in war through a thousand confrontations. Not only that but they marched into battle alongside the grotesque denizens of warp space: creatures with flesh of living metal and blood of liquid fire.

"Yea, even though thou pass through the Valley of the Shadow of Death..." Rosman found himself muttering aloud.

"Pardon, sir?" asked the lascannon gunner seated beneath him in the cramped belly of the tank.

"What? Oh, it's just a saying I remember someone telling me from Old Earth, trooper," Rosman explained. "How far now?" he continued, trying to put the thought of daemons out of his head.

"Thirteen clicks, sir," the Guardsman replied, checking the instruments in front of him.

"Estimated time till arrival?"

"Eleven minutes, sir."

The battle tank was suddenly shaken by a deep, rumbling blast as a weapon was fired into the pass. Looking through the sights Rosman saw a section of the gully wall to the right erupt. Much of that part of the gorge wall proceeded to give way, chunks of rock as big as the Leman Russ tumbling down into the pass, partially blocking the reinforcements' route.

A second blast, like a thrumming boom, rocked the tank and over the comm-link Rosman heard a cry of anguish from one of the other vehicles. The tank commander scanned the sides of the pass through the tank's sights but could see nothing. Simultaneously the cliff-face behind the tank crumbled, separating the Leman Russ from the rest of the cavalcade.

"What's going on?" he shouted to his crew.

"Chimera 2's multi-laser has been hit, sir," a bolter gunner reported from his station.

"By what?" demanded the agitated commander.

"I... I can't tell, sir. Looks like it was some kind of heavy weapon."

"All crew on standby!" Rosman ordered. "If you see anything - fire at will!"

The back of the second Chimera dropped open and the armoured vehicle disgorged its cargo of Cadian troopers amid a cloud of oily smoke. The shot that had knocked out the troop carrier's multi-laser had resulted in a flash-back that caused a secondary explosion inside the vehicle. Clear of the choking smoke, the Guardsmen immediately set about taking up positions around the pass.

Trooper Lyle darted over the gravelly floor of the gorge, keeping his body low as he ran, and joined two of his fellows behind the great boulder they were using as cover while they tried to pinpoint the exact position of their attackers.

And then they saw them: Space Marines in brilliantly painted power armour standing on the lip of the gorge, the striking contrasts of colours and bizarre patterns daubed on their suits making them all too obvious against the grey skyline. These could only be Noise Marines, Chaos Space Marines who had dedicated themselves to the worship of the sensual Lord of Pleasure.

Where the power armour of the Emperor's loyal Space Marines was a pure, uniform hue, the Chaos-distorted ceramite and plasteel plates of the Noise Marines were daubed with a mind-wrenching spectrum of colours. Spots and jagged stripes clashed with fluorescent streaks and bright swirls of colour. Such perverse contrasts and use of colour was enough to turn a sane man's mind. It all indicated the extreme forms of stimuli the pleasure-numbed senses of Slaanesh's chosen required to gain any emotional response from an experience. Intensely-heightened hearing combined with centuries of sensual abuse had left a permanent scar on the psyche of all Noise Marines.

It only took a second for Lyle to register all this, which was all the time it took for the Noise Marines to pick

their targets. The Guardsmen's ears were suddenly assailed by a cacophonous wailing that rose and fell in pitch with jarring abruptness. Harmonics formed within the metallic scream and the trooper grimaced in pain as the noise increased in volume. The ground was now vibrating in resonance with the sonic roar.

In showers of crimson sparks or rupturing explosions of white-hot metal shards the weapons systems of several of the other troop carriers were destroyed under the Noise Marines' barrage. Lyle watched as a squad of shock troops, previously pressed up against the side of the first stricken Chimera, moved out to engage the enemy on the battlefield. At once they were cut down by screeching howls from the Noise Marines' sonic blasters. Waves of torturous sound ruptured organs, snapped bones and ripped the Guardsmen's bodies apart.

A deep, resounding bass note assailed Lyle's ears and he was sure that the noise would deafen him. From where he stood, with his hands pressed over his ears to try and block out the banshee wails of the ambushers, the Cadian saw that several of his fellow troopers had wheeled out an autocannon from a motionless Chimera.

Before they even had a chance to use the gun the Noise Marines were firing on them again. Lyle watched in horror, unable to tear his eyes away, as the barrel buckled and the cannon exploded in an impressive display of pyrotechnics. Burning wreckage and charred flesh rained down onto the floor of the pass.

The Guardsman desperately looked for the Leman Russ battle tank that had been leading the column of reinforcements. But it was trapped too and under attack from yet more of the brightly painted warriors wielding heavy, long-necked weapons.

And then he was screaming himself, through clenched teeth, trying to drown out the sound throbbing inside his skull. With a crack like a thunderclap, the huge boulder shattered. Lacerated by jagged splinters of stone the Cadian stumbled backwards, no longer afforded any protection against the Noise Marines' sonic weapons.

The agonizing frequencies of the Blastmaster sent conflicting signals spiralling through his nervous system, throwing the Guardsman into a fit of thrashing spasms. Lyle felt one eye and then the other burst inside his head before he was granted merciful release as his body exploded in a red spray that drenched the surrounding rocks.

Inside the battle tank, Commander Rosman heard the thrumming bass note building in intensity. He took in the scene of carnage through the sight's monitors as his crew vainly attempted to repel the attackers. The Noise Marines were striding among the blazing wreckage and splattered remains of Cadian bodies. There were no signs of life from any of the troopers. Several figures, their armour patterned in distorted camouflage patterns of orange and purple, were approaching the tank over the rubble of the landslide, huge destructive weapons in their hands.

There was a sudden, resounding boom and the stranded tank was shaken by a shock wave of incredible force, throwing the men stuck inside around the cabin. Over a long distance the sonic weapons of the Noise Marines would have had little effect against a plasteel hull but at short range the impact was like the punch of an anti-tank shell. Gears ground painfully as the gunner tried to rotate the turret, suggesting that something essential would buckle if he continued to do so.

"Damage report!" Rosman shouted over the discordant crescendo of the Noise Marines' assault and the chugging fire of the tank's heavy bolter sponsons.

"Lascannon's out," yelled back a crewman, blood pouring from a gash on his forehead, "and the turret's jammed! We can only fire forwards!"

"And Slaanesh's curs are behind us and to the sides," Rosman hissed under his breath.

Howling in ecstasy, their screams of wild abandon reverberating through arrays of strange tubing attached to their helmets, the Noise Marines bombarded the battle tank with another round of ear-splitting pulses of sound from their Blastmasters. Rivets popped free and ricocheted around the interior of the armoured vehicle, inflicting yet more injuries on its occupants. Whipping free of the Leman Russ, strips of track flew off through the air.

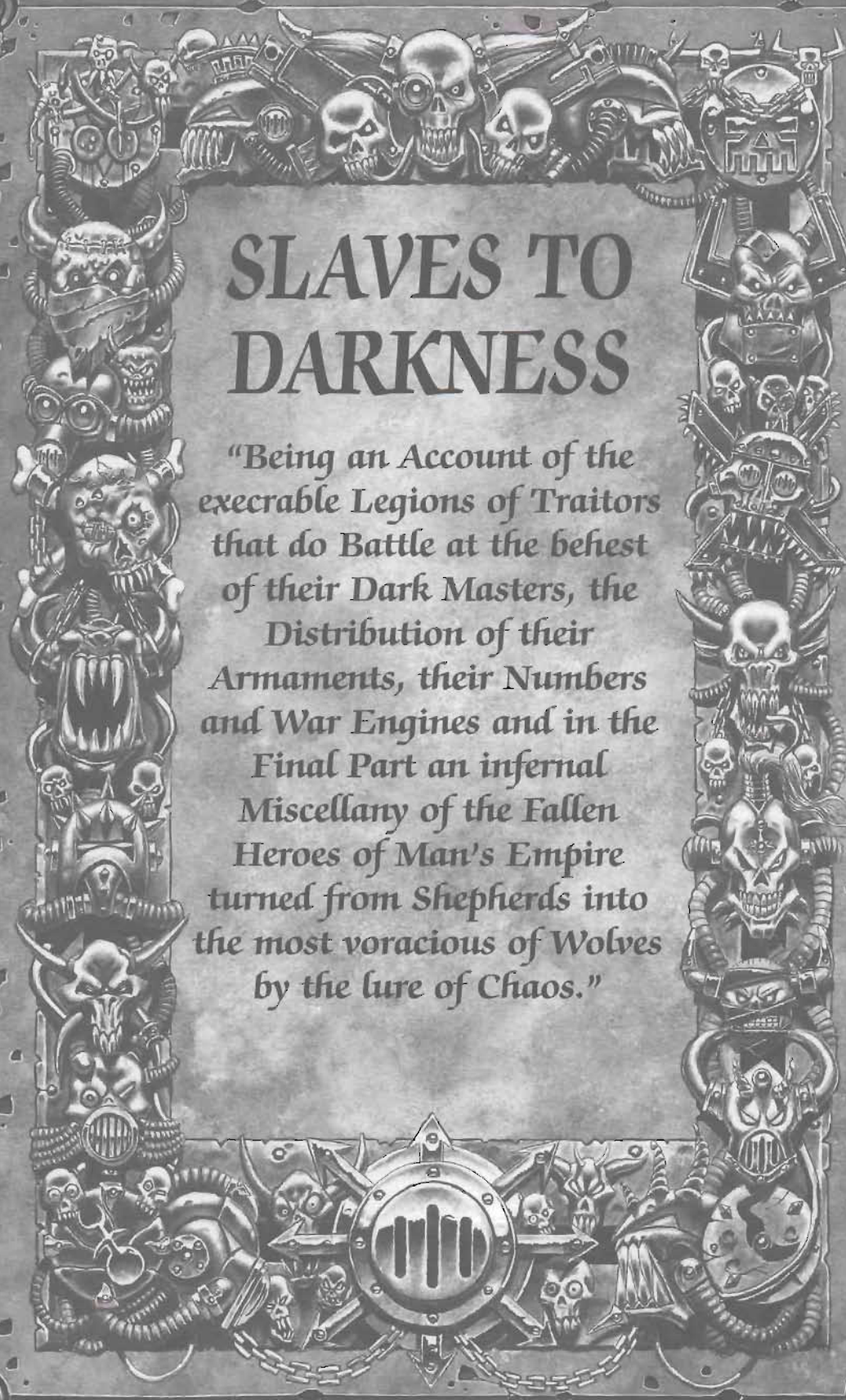
A heavy bolter exploded before the concussive waves, its ammunition detonating inside the chamber, just as the vehicle's drive shaft fractured. As the great adamantium rod smashed through motor systems and drive mechanisms the tank was flipped over completely, crashing back down to earth on its crushed turret.

A great whoop of perverse pleasure went up from the Noise Marine Blastmaster squad now surrounding the overturned tank. Under such direct attack and with one burst from the mighty weapons after another, the Leman Russ was weakening. The sustained shots sent hatches and gun casings flying until the tremendous stresses were too much for even the battle tank's sturdy chassis.

Metal warped, armour fractured and the hull of the battle tank was breached by the sonic barrage. A few Guardsmen, blood gushing from ears, noses and eyes, staggered out of the wreck before falling to the ground unconscious as their brains turned to jelly under the atonal assault.

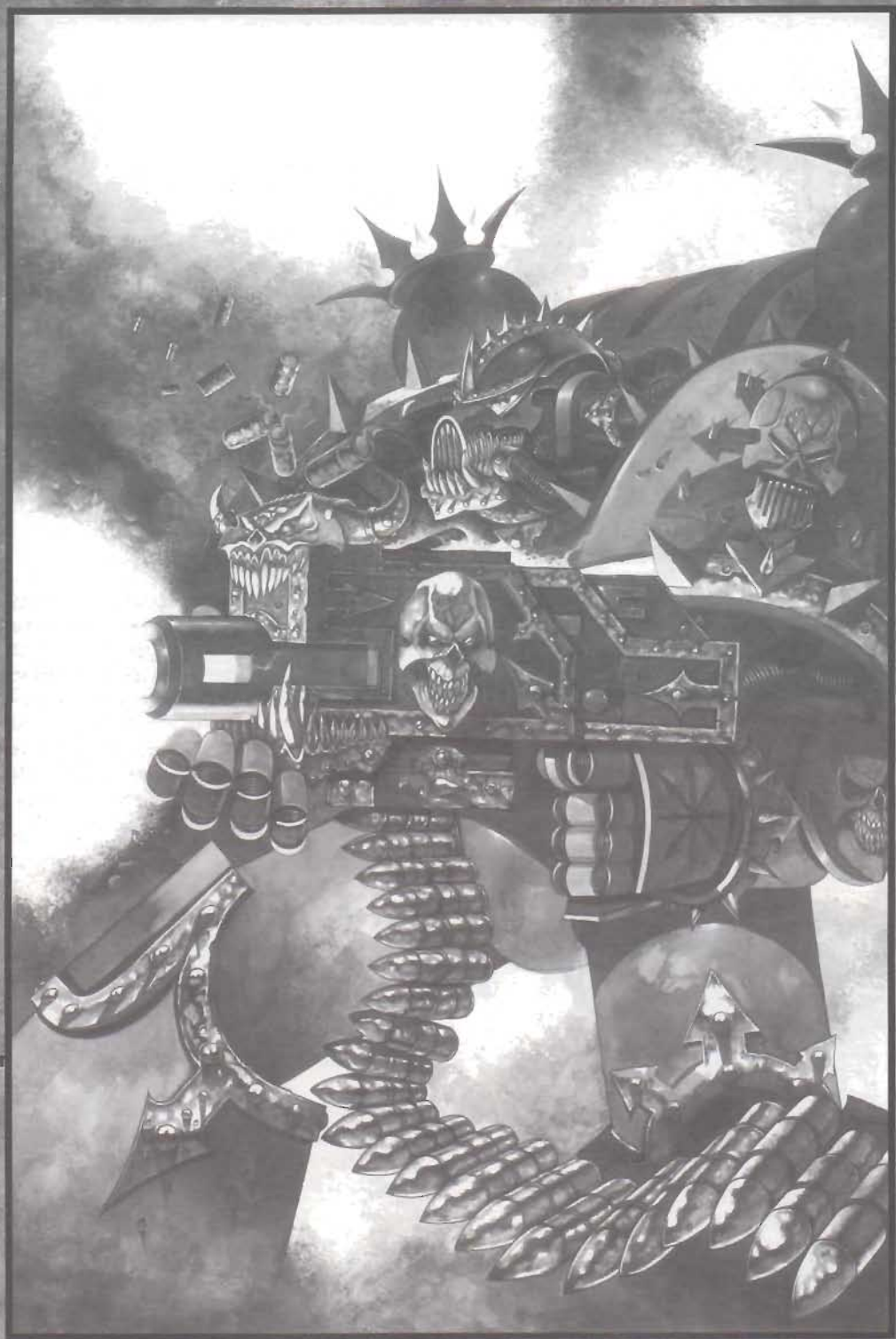
Slaanesh's Noise Marines celebrated their crowning achievement in one last, mighty clashing cadence from their battery of sonic weapons, their screams of exultation melding with the discordant roar into one agonizing cacophony of destructive sound. The Lord of Pleasure had rewarded their loyalty with the death of the Imperial Guard's greatest weapon.

There would be no reinforcements to relieve the fort. The humans holed up there would have to fight off the hordes of Chaos unaided or suffer eternal damnation.



SLAVES TO DARKNESS

"Being an Account of the execrable Legions of Traitors that do Battle at the behest of their Dark Masters, the Distribution of their Armaments, their Numbers and War Engines and in the Final Part an infernal Miscellany of the Fallen Heroes of Man's Empire turned from Shepherds into the most voracious of Wolves by the lure of Chaos."



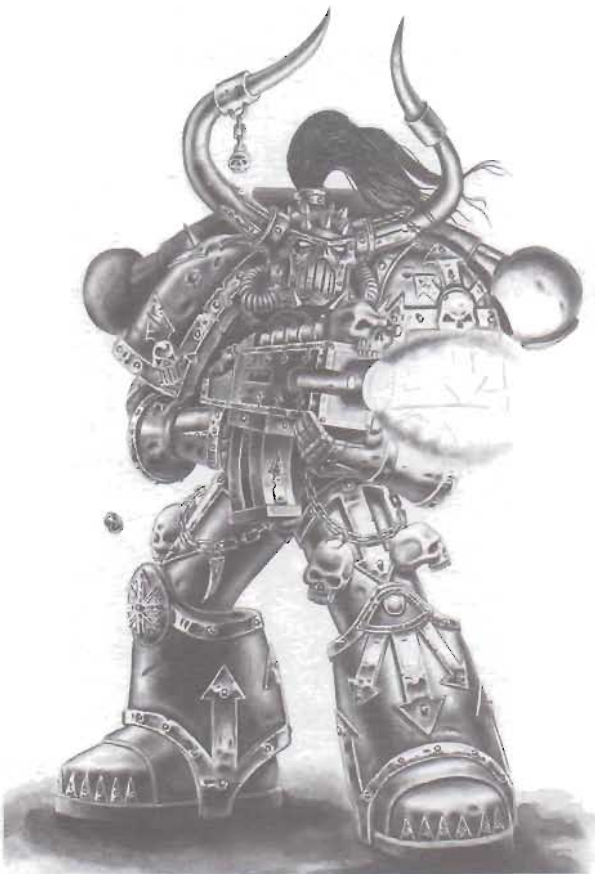
CHAOS SPACE MARINE ARMY LIST

On the following pages you will find the Chaos Space Marine army list. You can use the list to choose a Chaos Space Marine army typical of the small warbands that raid the Imperium from the Eye of Terror. Unless noted otherwise the following rules and guidelines apply to the army.

SIZE OF GAME

The Chaos Space Marine Codex army list is designed so you can choose an army to a points value agreed by yourself and your opponent. There is no upper limit to the size of an army, but 500 points is about the smallest size for a battleworthy force. A 1,500 point battle will usually last an entire evening, while 3,000 points will give you a battle that will take most of a day to fight. The lists have been designed and balanced for armies of around 1,500 points, but they will work with smaller or larger forces too.

If you fight extremely large battles (say more than 6,000 points a side) you may wish to introduce additional restrictions on the number of characters and support items, otherwise these will tend to dominate the battle to the exclusion of other troops – this is left to experienced players to sort out amongst themselves.



We find that between 100 to 300 points per foot of table width gives the best game. For example, if your table is 6' wide, then an army of between 600-1,800 points should provide a satisfying game without things getting too crowded! Most players prefer to collect their armies in blocks of 500 or 1,000 points' worth of troops. For example, you might begin with a core force of 500 points and build it up by adding 500 points at a time. This allows you to plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

It is usual for each side to begin with an equal points value of troops, say 1,500 points a side. Each player picks his force from the appropriate Warhammer 40,000 army list, up to the agreed points value. The total points value of your army may be less than the agreed amount but it cannot be more – you will often be a few points short simply because there is nothing left to spend the last few odd points on.

THE ARMY

When you choose a Chaos Space Marine army you can spend your points on four categories of troops: Characters, Squads, Support and Daemons. You are permitted to spend only a proportion of your total points on each of these categories. For example, you may spend up to a maximum of 25% of your points on Support. These limitations are designed to ensure armies are reasonably balanced and don't consist entirely of character models, Dreadnoughts or tanks. The proportion of points which can be spent on each category is summarised immediately before the army list under the heading 'Army Selection'.

CHARACTERS

You are free to spend up to 50% of your army's points total on characters. Your army must include at least one character, the army commander, as explained below.

The points value of characters includes the value of the characters' wargear and Wargear cards. The points values of wargear is included on the Wargear list which appears immediately before the main army list. The points values of Wargear cards is indicated on the cards themselves. The maximum number of Wargear cards a character can have is indicated in its army list entry.

Army Commander

As noted above, the Chaos Space Marines army must be led by an army commander. The commander will be either a Chaos Lord or one of the special characters allowed to command an army (see later).

If an army includes two or more characters who are eligible to command it, then you must choose which will be the army commander. However, you must announce to your opponent which model you have chosen before either side has set up.

Aspiring Chaos Champions

Squads may include Aspiring Chaos Champions who are characters with improved profiles and possibly a Wargear card. Aspiring Chaos Champions must remain with their squads and lead them just like ordinary squad members; they cannot move and fight freely as other characters can.

SQUADS

At least 25% of your army's points must be spent on squads. Most Chaos Space Marine squads can have from three to nine models. Within these limits it is up to you how many models are included in each squad. Different squads in your army can have different numbers of models if you wish.

SUPPORT

You can spend up to 25% of the army's points on support. The Support section of the army list describes support vehicles, Dreadnoughts and allies.

Note that we have not included all the profiles or additional details for the different kinds of support weapons, vehicles and Dreadnoughts. Refer to the colour section at the rear of the book for the vehicle data cards. The data cards also indicate the points values for the different kinds of vehicle, although these are summarised on the lists for your convenience.

Allies

The points allocated for support are also used to buy allied troops, such as Orks or Chaos Cultists. Potential allies are indicated in the list. To choose allies refer to the separate Warhammer 40,000 army lists for the allies that you wish to include. You may include allies from a single army, or from several armies, it is up to you.

When choosing allies there is no restriction on the categories of troops you may take. If you are spending, say, 500 points on allies you could include 500 points of characters, or 500 points of vehicles, for example. In addition, obligations regarding compulsory troops do not apply to allies (you do not need to choose an army commander for example). However, all other restrictions in the allied list do apply, and all unit sizes must be correct. Obviously, you may not pick further allies from the allied army's own Support section.

Including allies in your Space Marine army is a good way of expanding your forces. It enables you to build up the core of a completely different army, and it allows you to vary your painting routine. By including allies it is also possible for several players to combine their forces and fight substantially larger battles.

DAEMONS

Greater Daemons are bought from the Characters section of the army list, and their points value counts towards the 50% limit that may be spent on characters. In addition, you can spend up to 25% of the army's points on daemons other than Greater Daemons, chosen from the Daemons section of the army list. Note that although you buy daemons and Greater Daemons when you choose the army, they are not set up on the table at the start of the game. Instead daemons must be



summoned onto the battlefield during play. The procedure for summoning daemons is described in the Summoning Daemons section.

Note that daemons are not purchased as units, but as individual models. However, when daemons other than Greater Daemons are summoned they must be placed in units of three or more models (Greater Daemons are individual characters and can be summoned on their own). The fact that the daemons will not be available for the entire battle has been taken into account in their points values.

SPECIAL CHARACTERS

After the main army list there is a section of special characters. This describes some famous Chaos Space Marines, and provides game details and points values for each of them. Your army may include these characters if you wish, either as additional character models, or, in some cases, as the army commander in place of a regular commander. Their points cost is included in the points paid for your characters.

MUTATIONS

Many of the older Chaos Space Marine models in the Citadel range are depicted with horrible physical mutations such as tentacles, claws, extra limbs or eyes and so on. In a battle these mutations are considered purely cosmetic and have no effect on the game.



NEW MODELS

New Citadel miniatures for the Chaos Space Marine army are being released all the time. Details of these new models and any special rules that apply to them will be published in White Dwarf magazine at the same time as the model is released. White Dwarf is available through all the major newsagents, while the Games Workshop stores and Mail Order department carry the latest issue and some back issues.

THE WARGEAR LISTS

The army list entries for characters and squads often indicate that models may be equipped with more weapons or wargear at extra cost. This cost is indicated in the Wargear list given just before the army list. The Wargear list is divided into different categories, and in some cases there are additional restrictions – for example a model may only ever carry a single heavy weapon. In addition, not all weapons or equipment are available to all troops – for example characters are not permitted to carry heavy weapons. These restrictions are all indicated on the Wargear list.

THE WARGEAR CARDS

Character models are allowed to carry special items of equipment in the form of Wargear cards. The number of Wargear cards a character is allowed to carry is indicated in the entry for that character. The points values of Wargear cards is included on the cards themselves.

Wargear cards are included in the Warhammer 40,000 game, and many more can be found in the Dark Millennium supplement. Further examples are printed occasionally in White Dwarf magazine and other Warhammer 40,000 Codex

books. Note that the number of Wargear cards of a particular type is deliberately intended to restrict the number of such items available in an army. When choosing your army you cannot allocate a Wargear card more than once. This does not affect your opponent, who presumably has his own set of cards, so it is perfectly possible for individual models on opposing sides to have the same item.

Note also that some Wargear cards are restricted to certain races or troop types as indicated on the cards themselves. Other items can be used once only, and must then be discarded – such as Vortex grenades.

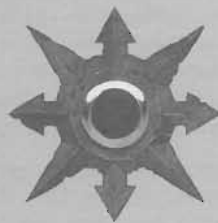
WARGEAR LIST

The following charts list additional wargear that may be carried by Chaos Space Marine characters or troops. Any limitations as to availability are indicated on the charts themselves. Note that some items are also available as Wargear cards – these items are available to the Space Marines much more readily than to some other armies, hence they are included as wargear which can be purchased. Such items are not Wargear cards and do not affect a character's ability to carry other equipment in the form of Wargear cards.

Many models in the army list are allowed to replace their standard equipment with items from the Wargear list, or to choose additional equipment from this list. In both cases any additional or replacement equipment that is taken must be paid for at the full additional cost shown below.

POST-HERESY WEAPONRY

The Wargear list is based upon the equipment used by the Traitor Legions, who fled to the Eye of Terror during the Horus Heresy, many of whom still use weapons and armour that date back to those days. Since then other Chapters of Space Marines have been led astray by the Chaos Gods, which means that some Chaos Space Marines are armed with weaponry from after the Horus Heresy period.



To represent this you may, if you wish, take 'Imperial Only' Wargear cards. Vehicle cards and/or use the Wargear list in Codex Ultramarines when choosing equipment, instead of the Wargear list below. However, if you decide to do this then any equipment taken from the Ultramarines list costs an extra 50% over and above its normal cost, to represent the relative rarity of the equipment. You may also include any of the vehicles and support weapons from the Support section of the Ultramarines list, with the exception of Dreadnoughts, again at 50% over and above the normal cost.

Please note that Terminators from a post-Heresy Chapter wear post-Heresy style tactical Dreadnought armour. They are therefore armed with a storm bolter and power fist rather than combi-weapon and chain-axe, and cost an extra 5 points per model (which includes the bonus cost for the more modern weapons).

WARGEAR LIST

ARMOUR

Character models may be equipped with Terminator armoured suits instead of their usual power armour and weaponry. If you choose this option, then you may choose no further items from the Wargear lists, including further Terminator heavy or assault weapon options.

Terminator armour with combi-weapon and chain-axe	37
	+ combi-weapon
Terminator armour with combi-weapon and power mace	41
	+ combi-weapon
Terminator armour with combi-weapon and power axe	42
	+ combi-weapon
Terminator armour with combi-weapon and power fist	45
	+ combi-weapon
Terminator armour with combi-weapon and chainfist	47
	+ combi-weapon
Terminator armour with combi-weapon and a single lightning claw	47
	+ combi-weapon
Twin bolter combi-weapon for above	6
Bolter & meltagun combi-weapon for above	12
Bolter & flamer combi-weapon for above	12

ASSAULT WEAPONS

Assault weapons may be carried by models indicated in the lists and each model may carry an unlimited number.

Sword/Axe	1
Chainsword	2
Chain-axe	2
Power axe	7
Power fist	10
Bolt pistol	2
Hand flamer	7
Mk 1 Plasma pistol	5

SPECIAL WEAPONS

Special weapons may be carried by models indicated in the lists. A model may carry only a single special weapon.

Boltgun	3
Flamer	9
Meltagun	8
Mk 1 Plasma gun	8

HEAVY WEAPONS

Heavy weapons may be carried by models indicated in the army lists. Note that character models may not carry a heavy weapon from this list. A model may carry only a single heavy weapon.

Autocannon	20
Heavy bolter	12
Lascannon	35
Missile launcher with Frag and Krak missiles	35
Extra to include Anti-plant missiles for the above	+5
Extra to include Plasma missiles for the above	+5

NOISE MARINE WEAPONS

Noise Marine weapons may only be carried by an Aspiring Chaos Champion leading a unit of Noise Marines. A model may carry only a single Noise Marine weapon.

Sonic Blaster	10
Doom Siren	15
Blastmaster	45

TERMINATOR HEAVY WEAPONS

Terminator heavy weapons may be carried by a Terminator Space Marine as indicated in the lists. A model may carry only a single heavy weapon.

Heavy flamer	21
Reaper auto-cannon	25

TERMINATOR ASSAULT WEAPONS

Terminator assault weapons may be carried by a Terminator Space Marine as indicated in the lists. They replace the model's chain-axe.

Power mace	4
Power fist	8
Chainfist	10

GRENADES

The following grenades may be carried by any character models as indicated in the lists. Grenades are not available to other models except where they are included as wargear within the lists themselves.

A model may carry any number of these grenade types.

A model carrying one or more of the following grenade types is assumed to have sufficient individual grenades to last for the duration of the battle.

Krak grenades	3
Plasma grenades	3
Blight grenades	3
(characters bearing the Mark of Nurgle only)	

CHAOS SPACE MARINE ARMY LIST

ARMY SELECTION

Characters	50%	Up to half the points value of the army may be chosen from the Characters section of the army list.
Squads	25%+	At least a quarter of the points value of the army must be chosen from the Squads section of the list. You may spend more than 25% of your points on squads if you wish.
Support	25%	Up to a quarter of the points value of the army may be chosen from the Support section of the army list.
Daemons	25%	Up to a quarter of the points value of the army may be chosen from the Daemons section of the army list.

CHARACTERS

1 CHAOS LORD 91 points

The Chaos Space Marine army must be led by a Chaos Lord.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Lord	4	7	7	5	5	3	7	3	10

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Chaos Lord may have up to 3 Wargear cards.

The Chaos Lord may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Chaos Lord may ride a bike (+20 points). If the Chaos Lord is wearing Terminator armour he may not ride a bike or take a Juggernaut, Steed or Disc as a Chaos Reward.

MARK OF CHAOS & CHAOS REWARDS:

The Chaos Lord may have one or more of the following Marks of Chaos:

Mark of Tzeentch (+20 points),
Khorne (+30 points),
Nurgle (+20 points),
or Slaanesh (+10 points).

Note that unlike any other characters Chaos Lords may bear more than one Mark of Chaos.

If the Chaos Lord bears the Mark of Tzeentch he may be psyker with a mastery level of from 1 to 4. Each mastery level taken costs an additional 30 points (Eg, mastery level 1 costs +30 points, mastery level 2 costs +60 points, and so on).

The Chaos Lord may take up to 3 Chaos Rewards. However, each Chaos Reward he takes reduces the number of Wargear cards he may have by 1.

STRATEGY If the Chaos Lord is taken as the army commander he has a strategy rating of 5.

SPECIAL If the Chaos Lord is taken as the army commander then any Chaos Space Marine units within 12" of him may use his Leadership when they take a Leadership test.

0-1 ARMY ICON 55 points

The Chaos Space Marine army may include up to one Army Icon. The icon is carried by a Chaos Space Marine who has been specially chosen for his skill and bravery.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Icon Bearer	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Icon Bearer may have up to 1 Wargear card, and may carry a Chaos Standard or Chaos Icon.

The Icon Bearer may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list. If the Icon Bearer is wearing Terminator armour he may not ride a bike or take a Juggernaut or Steed as a Chaos Reward.

MARK OF CHAOS & CHAOS REWARDS

The Icon Bearer may have one or more of the following Marks of Chaos:

Khorne (+15 points),
Nurgle (+10 points),
or Slaanesh (+5 points).

The Icon Bearer may take up to 1 Chaos Reward instead of the Wargear card he is normally allowed to take.

SPECIAL Any Chaos Space Marine units which are within 12" of the Icon Bearer may re-roll the dice if they fail a Break test.

Kill! Maim! Burn! Kill! Maim! Burn! Kill!
Maim! Burn! Kill! Maim! Burn! Kill! Maim!
Burn! Kill! Maim! Burn! Kill! Maim! Burn!

Kharn of the World Eaters

CHAOS SPACE MARINE SORCERER

Sorcerer	52 points
Sorcerer Champion	96 points
Master Sorcerer	151 points
Sorcerer Lord	201 points

Chaos Space Marines that have psychic powers are known as Chaos Sorcerers. By far the most powerful and feared are the Chaos Sorcerers of the Thousand Sons Legion of Chaos Space Marines.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	4	4	4	4	5	1	5	1	8
Sorcerer Champion	4	5	5	5	5	2	5	1	8
Master Sorcerer	4	6	6	5	5	3	6	2	8
Sorcerer Lord	4	7	7	5	5	4	7	3	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Chaos Space Marine Sorcerer may have Wargear cards as follows: Sorcerer up to 1 card; Sorcerer Champion up to 2 cards; Master Sorcerer up to 3 cards; Sorcerer Lord up to 4 cards.

The Chaos Space Marine Sorcerer may be given additional equipment chosen from the Assault, Armour, Special Weapons and Grenades sections of the Wargear list. The Chaos Sorcerer may ride a bike (+20 points). If the Chaos Sorcerer is wearing Terminator armour he may not ride a bike or take a Disc of Tzeentch as a Chaos Reward.

MARK OF CHAOS & CHAOS REWARDS

The Chaos Space Marine Sorcerer may have one of the following Marks of Chaos:

Nurgle (+20 points),
Tzeentch (+20 points),
or Slaanesh (+10 points).

Note that Chaos Sorcerers may not bear the Mark of Khorne.

The Chaos Space Marine Sorcerer may have Chaos Reward cards as follows: Sorcerer up to 1 card; Sorcerer Champion up to 2 cards; Master Sorcerer up to 3 cards; Sorcerer Lord up to 4 cards. However, each Chaos Reward he takes reduces the number of Wargear cards he may have by 1.

SPECIAL The Chaos Space Marine Sorcerer has a mastery level as follows: Sorcerer level 1; Sorcerer Champion level 2; Master Sorcerer level 3; Sorcerer Lord level 4.

Chaos Space Marine Sorcerers must draw at least one card from the deck of psychic powers belonging to the Chaos Power whose Mark they bear, and may draw additional cards from the deck of their patron Chaos Power, or the Librarian and Adeptus decks. Chaos Sorcerers that bear no Mark may only draw cards from the Librarian or Adeptus decks.

THOUSAND SONS SORCERERS BODYGUARD

A Chaos Space Marine Sorcerer belonging to the Thousand Sons Legion may have a bodyguard of 3-5 models. These models are brought at additional cost as a squad of Thousand Sons Chaos Space Marines (see the Squads section below) and count against the allocation of points for Squads. The Sorcerer must lead the bodyguard for the entire battle and may not leave them.

GREATER DAEMON

Bloodthirster (Khorne)	300 points
Great Unclean One (Nurgle)	275 points
Lord of Change (Tzeentch)	280 points
Keeper of Secrets (Slaanesh)	280 points

If your army includes at least one model bearing a Mark of Chaos then you may also include a Greater Daemon of the appropriate Chaos Power. Note that an army may not include more than one Greater Daemon of each type. Also note that Greater Daemons must be summoned to the battlefield as described in the Summoning Daemons rules above.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10
Great Unclean One	4	7	7	7	8	10	4	7	10
Lord of Change	8	9	10	7	7	7	10	6	10
Keeper of Secrets	6	9	10	7	7	8	7	6	10



WEAPONS The Bloodthirster carries an Axe of Khorne and wears Chaos armour, as described in the Daemonic Creatures section above. Other Greater Daemons do not carry any special weapons.

SPECIAL As a Greater Daemon all of the special rules pertaining to daemons apply (see the section on Chaos Daemons). In addition, all Greater Daemons cause *terror* as described in the Psychology section of the Warhammer 40,000 rulebook.

The Bloodthirster and Lord of Change can *fly* as described in the section on Chaos Daemons.

A Great Unclean One, Keeper of Secrets or Lord of Change have a daemon aura saving throw of 4+.
The Bloodthirster has an armour save of 3+ on 2D6.

The Great Unclean One can vomit a Stream of Corruption and the Keeper of Secrets has an entrancing Aura of Slaanesh (see the Daemonic Creatures section).

The Great Unclean One, the Lord of Change and the Keeper of Secrets each have a psychic mastery level of 4 and all four of the Chaos powers of their patron God.



CHAOS CHAMPION

- Mighty Champion 58 points
Exalted Champion 91 points

The Chaos Space Marine army may include any number of Chaos Champions. These mighty individuals are feared champions of the Chaos Gods.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mighty Champion	4	6	6	5	5	2	6	2	9
Exalted Champion	4	7	7	5	5	3	7	3	10

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Chaos Champion may have Wargear cards as follows: Mighty Champion up to 2 cards; Exalted Champion up to 3 cards.

The Chaos Champion may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Chaos Champion may ride a bike (+20 points). If the Chaos Champion is wearing Terminator armour he may not ride a bike or take a Juggernaut or Steed as a Chaos Reward.

MARK OF CHAOS & CHAOS REWARDS

The Chaos Champion may have one of the following Marks of Chaos:

- Khorne (+30 points),
- Nurgle (+20 points),
- or Slaanesh (+10 points).

Note that Chaos Champions may not bear the Mark of Tzeentch.

The Chaos Champion may have Chaos Reward cards as follows: Mighty Champion up to 2 cards; Exalted Champion up to 3 cards. Each Chaos Reward he takes reduces the number of Wargear cards he may have by 1.

ASPIRING CHAOS CHAMPION 30 points

Any squad may be led by an aspiring Chaos Champion.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Aspiring Champion	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Aspiring Chaos Champion may have up to 1 Wargear card.

The Aspiring Chaos Champion may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

An Aspiring Chaos Champion that is leading a Bike squadron must ride a bike also (+20 points). He may not ride a bike under other circumstances. If the Champion is wearing Terminator armour he may not ride a bike or take a Juggernaut or Steed as a Chaos Reward.

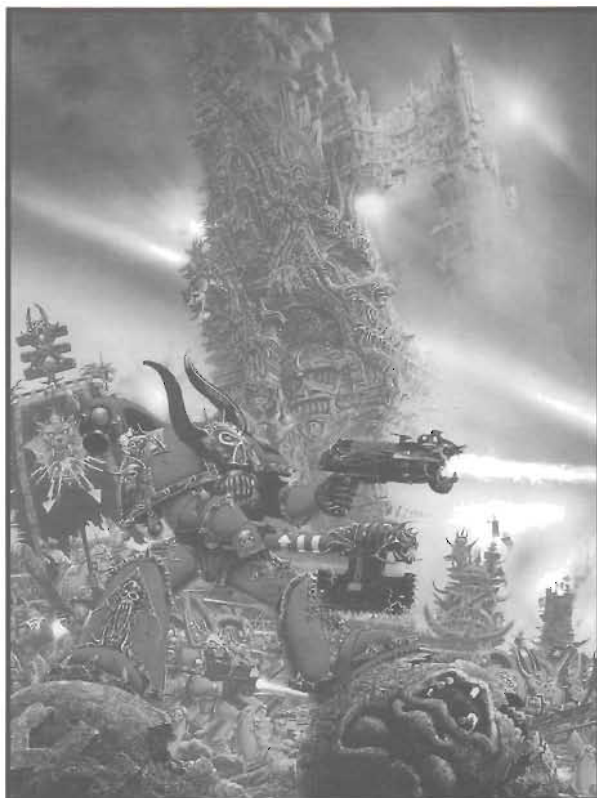
MARK OF CHAOS & CHAOS REWARDS

The Aspiring Chaos Champion may have one of the following Marks of Chaos: Khorne (+15 points), Nurgle (+10 points), or Slaanesh (+5 points). Note that Aspiring Chaos Champions may not bear the Mark of Tzeentch.

The Aspiring Chaos Champion may take up to 1 Chaos Reward or 1 Wargear card.

SPECIAL

Aspiring Chaos Champions are treated as part of the squad that they lead and may not leave it during the battle.



SQUADS

CHAOS SPACE MARINE TERMINATORS

..... 51 pts per model

Chaos Space Marine armies often include a small number of warriors in Terminator armoured suits: very heavy and bulky powered suits with built-in weaponry. This armour is rare and very precious, and therefore only used by veteran Chaos Space Marines who have managed to, er, convince their brethren that they should be allowed the honour of using it.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

SQUAD

The Squad consists of 3 to 9 Chaos Terminator Space Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional cost from the Characters section above. Aspiring Chaos Champions leading Terminators must be given a suit of Terminator armour.

WEAPONS

Chain-axe and twin bolter combi-weapon.

ARMOUR

Terminator armour (3+ save on 2D6).

WARGEAR

Up to two models may replace their combi-weapons with a weapon chosen from the Terminator Heavy Weapons section of the Wargear list.

Any number of models may replace one of the bolters on their combi-weapon for either a flamer *or* a meltagun (+6 points).

Any number of models may replace their chain-axe with a weapon chosen from the Terminator Assault Weapons section of the Wargear list.

SPECIAL

Chaos Space Marine Terminators may be upgraded to Khorne Berzerker, Plague Marines, Noise Marines or Thousand Sons Marines at the following points cost:

Khorne Berzerker	+20 pts per model
Plague Marine	+20 pts per model
Noise Marine	+10 pts per model
Thousand Sons Marine	...+10 pts per model

See the Forces section for any special rules that apply to Chaos Space Marine Terminators that belong to these cults. All of the models in the squad must belong to the same cult. Noise Marine Terminators may replace their combi-weapon with a Noise Marine weapon chosen at additional cost from the Wargear list.

The weak will always be led by the strong. Where the strong see purpose and act, the weak follow. Where the strong cry out against fate, the weak bow their heads and succumb. There are many who are weak and many are their temptations. Despise the weak for they flock to the call of the Daemon and the Renegade. Pity them not and scorn their cries of innocence – it is better that one hundred innocents fall before the wrath of the Emperor than one kneels before the Daemon.

- The First Book of Indoctrinations



VETERAN CHAOS SPACE MARINE SQUAD

..... 35 pts per model

The Veteran Chaos Space Marines are the most experienced Space Marines in the army. They are hardened fighters who have taken part in countless battles all over the galaxy.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Chaos Space Marine	4	5	5	4	4	1	5	1	9

SQUAD

The squad consists of 3 to 5 veteran Chaos Space Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional cost from the Characters section above.

WEAPONS

Bolt pistol and Frag grenades.

ARMOUR

Power armour (3+ save).

WARGEAR

Any model may be equipped with a boltgun at a cost of 3 points per model.

Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

Up to two models may be equipped with a weapon chosen from the Special Weapons or the Heavy Weapons section of the Wargear list.

The entire squad may be equipped with Krak grenades at a cost of 3 points per model in the squad.

SPECIAL

Veteran squads (and any Aspiring Champion that leads them) may fight in dispersed formation, and are allowed to infiltrate at the start of the battle. Veteran squads led by Aspiring Chaos Champions in Terminator armour are not allowed to infiltrate! See the Forces section above for full details.

CHAOS SPACE MARINE SQUAD

..... 25 pts per model

Chaos Space Marine squads are highly flexible and tactically adaptable troops. They make up the majority of squads in most Chaos Space Marine armies.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 3 to 9 Chaos Space Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional cost from the Characters section above.

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Any model may be equipped with a boltgun at a cost of 3 points per model.

Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

Up to three models may be equipped with weapons chosen from the Special Weapons and/or the Heavy Weapons section of the Wargear list.

The entire squad may be equipped with Krak grenades at a cost of 3 points per model in the squad.

PLAGUE MARINES 35 pts per model

Plague Marines are Chaos Space Marines that have dedicated themselves to the Chaos God Nurgle. They are diseased and pus-ridden but incredibly tough and difficult to kill.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Plague Marines	4	4	4	4	4 (5)	1	4	1	8

SQUAD The squad consists of 3 to 9 Plague Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional cost from the Characters section. Aspiring Chaos Champions leading Plague Marines must be given Nurgle's Mark of Chaos.

WEAPONS Boltgun, Blight grenades and Plague knife.

ARMOUR Power armour (3+ save).



WARGEAR Up to one model may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.

The entire squad may be equipped with Frag grenades at a cost of 2 points per model in the squad.

The entire squad may be equipped with Krak grenades at a cost of 3 points per model.

SPECIAL All Plague Marines bear Nurgle's Mark of Chaos, which means they add +1 to their Toughness (this is included in their profile). The Plague knife used by Plague Marines in close combat is infected with a deadly disease. Any living opponent that is wounded by it will die on a roll of '6' no matter how many wounds they have.



KHORNE BERZERKERS 35 pts per model

Khorne Berzerkers are Chaos Space Marines that have dedicated themselves to the Chaos God Khorne. They live only for battle and charge into combat chanting their famous war cry "Blood for the Blood God".

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Khorne Berzerker	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 5 to 19 Khorne Berzerkers. In addition the squad may be led by an Aspiring Chaos Champion bought at additional cost from the Characters section above. Aspiring Chaos Champions leading Berzerkers must be given Khorne's Mark of Chaos.

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Chaos armour (2+ save).

WARGEAR Any model may be equipped with a boltgun at a cost of 3 points per model.

Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with Krak grenades at a cost of 3 points per model in the squad.

SPECIAL All Khorne Berzerkers bear Khorne's Mark of Chaos, which means they wear Chaos armour and are subject to *frenzy*. Such is the skill of these warriors in close combat that they are allowed to parry even when frenzied, and such is their ferocious enthusiasm to get to grips with the enemy that they triple their move when they charge instead of only doubling it. Note that the increased charge move also applies to any character that joins a unit of Khorne Berzerkers.

THOUSAND SONS MARINES

..... 30 pts per model
Thousand Sons Space Marines may only be taken if the army includes a Thousand Sons Chaos Sorcerer.

Thousand Sons Marines are Chaos Space Marines of the Thousand Sons Legion that lack sorcerous powers. They were forever changed when the Chaos Sorcerer Ahriman unleashed his *Rubric of Ahriman*. This immensely powerful psychic spell sealed their armour shut and reduced their physical bodies to a handful of dust, trapping their spirits inside their battle armour for all eternity.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Thousand Sons Marines	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 3 to 10 Thousand Sons Marines. Note that unlike most Chaos Space Marine squads, Thousand Sons squads may *not* be led by an Aspiring Chaos Champion. (Also note that Thousand Sons Marines may be used as bodyguards for Thousand Sons Chaos Sorcerers, as described in the Characters section of the list.)

WEAPONS Bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Any model may be equipped with a boltgun at a cost of 3 points per model.

Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

Up to three models may be equipped with a weapon chosen from the Special Weapons and/or the Heavy Weapons section of the Wargear list.

The entire squad may be equipped with Krak grenades at a cost of 3 points per model in the squad.

SPECIAL All Thousand Sons Chaos Space Marines bear the Mark of Tzeentch. They have the same vulnerabilities and immunities as daemons, although they lack the special unmodified daemonic aura save and must use their (modifiable) power armour saving throw instead. They are immune to psychology and never break.

Each time the warp card *Energy Drain* is played the Chaos player must choose D6 of the Thousand Sons to remove as casualties as their souls are sucked away.

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

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

NOISE MARINES

..... 30 pts per model
Noise Marines are Chaos Space Marines that have dedicated themselves to the Chaos God Slaanesh. They are flamboyant warriors who revel in causing death and destruction and are armed with a variety of exotic weapons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Noise Marines	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 3 to 5 Noise Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional cost from the Characters section above. Aspiring Chaos Champions leading Noise Marines must be given Slaanesh's Mark of Chaos.

WEAPONS Bolt pistol.

ARMOUR Power armour (3+ save).

WARGEAR Any number of models may be equipped with a Sonic Blaster at a cost of +10 points per model.

Up to one model may be equipped with a Blastmaster at a cost of 45 points.

Up to one model may be equipped with a Doom Siren at a cost of 15 points.

The entire squad may be equipped with Photon Flash flares at a cost of 5 points per model in the squad.

SPECIAL All Noise Marines bear Slaanesh's Mark of Chaos, which means they are immune to psychology and will never break. In addition they produce a psychic cacophony which effects psykers that use their powers within 16" of a Noise Marine (see the entry for Noise Marines in the Chaos Space Marine Forces section).

Aspiring Chaos Champions that lead a Noise Marine squad may be armed with a Noise Marines weapon chosen from the Wargear list.

CHAOS SPACE MARINE BIKERS

..... 45 pts per model
Well armed and highly mobile, Chaos Space Marine bikers make excellent reconnaissance troops and are used to launch deadly raids behind enemy lines.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 3 to 5 Chaos Space Marines riding bikes. In addition the squad may be led by an Aspiring Chaos Champion bought at additional cost from the Characters section above.

WEAPONS Each bike is fitted with twin linked bolters. Each Chaos Space Marine rider is armed with a bolt pistol and Frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Any model may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

Up to one model may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.

The entire squadron can be equipped with Krak grenades at a cost of 3 points per model.

SUPPORT

ALLIES

A Chaos Space Marine army may be accompanied by allied troops chosen from the Ork army list. In addition, if your opponent agrees to it before the battle starts, you may include allies drawn from the Chaos Cult army list in the Lost and the Damned section of this book, and/or from the Imperial Guard Codex. If your opponent allows you to take Imperial Guard allies you may ignore the rules about command structure, as most officers will have been 'purged' from the army long ago, but neither are you allowed to use reserves or pre-battle barrages. See the Warhammer 40,000 Codex for each individual army for details.

CHAOS SPACE MARINE DREADNOUGHT 135 pts + weapons

The Chaos Space Marine Dreadnought is an awesome armoured fighting machine, which is controlled (if controlled is the right word!) by a Chaos Champion whose body is entombed within the suit.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dreadnought	6	7	5	6	5	3	10		

WEAPONS See datafax.

CHAOS SPACE MARINE LAND RAIDER 220 points

Land Raiders are large multi-role combat vehicles capable of carrying a squad of 10 Chaos Space Marines or 5 Terminators.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Crew	4	4	4	4	4	1	4	1	8

CREW One Chaos Space Marine driver and two Chaos Space Marine gunners.

WEAPONS Twin-linked lascannon in each side mount and twin-linked heavy bolters in the pintel mount. In addition the crew are armed with bolt pistols.

ARMOUR All crew wear power armour (3+ save).

TRANSPORT The Land Raider is designed to carry a full squad of 10 Space Marines or 5 Terminators.

CHAOS SPACE MARINE RHINO 50 points

The Rhino is one of the most common of all Space Marine vehicles. It has been in service since long before the Horus Heresy, and machines taken to the Eye of Terror by the Chaos Space Marines following Horus's defeat are still in use to this very day.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

CREW One Chaos Space Marine driver.

WEAPONS Twin-linked bolters. In addition, the driver is armed with a bolt pistol.

ARMOUR The driver wears power armour (3+ save).

TRANSPORT The Rhino is designed to carry a full squad of 10 Chaos Space Marines or 5 Terminators.

CHAOS SPACE MARINE PREDATOR 90 points

The Predator is a common variant of the Rhino design. It includes extra armour and an enclosed armoured turret. This converts the Rhino into a dedicated fighting vehicle no longer capable of carrying troops. Predators are often equipped with side sponsons in addition.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Crew	4	4	4	4	4	1	4	1	8

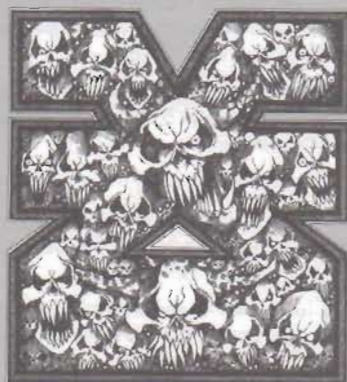
CREW One Chaos Space Marine driver and one Chaos Space Marine gunner for each weapon system (3 with side sponsons attached).

WEAPONS One autocannon mounted in the turret. In addition the crew are armed with bolt pistols.

ARMOUR All crew wear power armour (3+ save).

OPTIONS The Predator may be fitted with twin side sponsons (one each side). Each sponson carries one of the following: lascannon at +45 points, heavy bolter at +15 points, or heavy flamer at 25 points.

The Predator may replace its standard turret armament of a single auto-cannon for twin-linked lascannons at an additional cost of +30 points.



++ Commander. They beg for mercy -

++ Mercy! Oh Lord Khorne, truly have you led us to a land overflowing with blood and skulls! Give them the mercy of death.

++ Affirm. Blood! Blood! Blood! for my Lord Khorne!

++ Chosen of Khorne. Lead us in the final assault!

++ Blood for the Blood God! Suppressing fire. Forward and centre. Heavy bolters range 250. Move scum...

Communications intercept ends. The Portrein defenders are believed to have detonated their armoury.

- Ordo Malleus secret report: Portrein Raid 106960.M41

DAEMONS

Daemons must be summoned to appear on the battlefield – see the Summoning Daemons section. Daemons are not purchased as units, so you may take any number you want. However, it is worth bearing in mind that when summoned to the battlefield they must be placed in units of three or more of the same type of model – so there is little point taking one or two of any particular daemon!

FLESH HOUNDS – DAEMONS OF KHORNE

If your army includes at least one model bearing the Mark of Khorne then you may also include units of Flesh Hounds, the dreaded daemon hounds of Khorne.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	10	5	0	5	4	2	6	1	10

EQUIPMENT None.

SPECIAL Flesh Hounds are daemons and all the special rules pertaining to daemons apply.

A unit of Flesh Hounds causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Flesh Hounds have a daemonic aura saving throw of 4+.

Flesh Hounds wear a brass collar which protects their bodies from the effects of psychic based attacks. Force weapons cannot affect a Flesh Hound at all and any psychic power used against them is automatically nullified. Flesh Hounds can charge any specified model in their charge distance, instead of the closest one.



BLOODLETTERS – DAEMONS OF KHORNE

If your army includes at least one model bearing the Mark of Khorne then you may also include units of Bloodletters.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	4	3	1	6	2	10

EQUIPMENT Bloodletters are armed with a deadly Hellblade.

SPECIAL Bloodletters are daemons and all the special rules pertaining to daemons apply (see the section on Daemons).

A unit of Bloodletters causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Bloodletters have a daemonic aura saving throw of 4+.

Bloodletters are armed with a mighty Hellblade. A hit inflicted by the Hellblade causes D3 wounds and adds +1 to the wielder's Strength in hand-to-hand combat. The Hellblade also gives a parry.

Bloodletters can regenerate any damage suffered in a turn on a D6 roll of 4 or more, and triple their move when they charge instead of only doubling it.

BEASTS – DAEMON PLAGUE BEASTS OF NURGLE

If your army includes at least one model bearing the Mark of Nurgle then you may also include units of Beasts – the dreaded daemon plague beasts of Nurgle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beasts	3	3	0	3	5	3	3	D6	6

EQUIPMENT None.

SPECIAL Beasts are daemons and all the special rules pertaining to daemons apply (see the section on Chaos Daemons).

A unit of Beasts causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Beasts have a daemonic aura saving throw of 4+.

Beasts have D6 attacks which will penetrate armour automatically. No armour save is permitted for troops struck by the Beast of Nurgle.

Because of their noxious slime trail multiple attackers do not receive their normal bonus in close combat.



PLAGUEBEARERS – DAEMONS OF NURGLE 35 pts per model

If your army includes at least one model bearing the Mark of Nurgle then you may also include units of Plaguebearers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Plaguebearers	4	5	5	4	3	1	6	2	10

EQUIPMENT Plaguebearers are armed with a venomous Plaguesword as described below.

SPECIAL Plaguebearers are daemons and all the special rules pertaining to daemons apply (see the Daemons section).

A unit of Plaguebearers causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Plaguebearers have a daemoniac aura saving throw of 4+.

Plaguebearers are armed with a venomous Plaguesword. Mortal creatures (not daemons or Wraithguard) suffering a wound from the Plaguesword are automatically slain on the D6 roll of a 4+ regardless of how many wounds they have.

Plaguebearers are surrounded by a dense cloud of flies which distract close combat opponents and force them to deduct -1 from their hand-to-hand combat score.

A unit of Plaguebearers has a psychic mastery level of 1 per five models, and one Nurgle Chaos power per five models.

NURGLINGS – DAEMONS OF NURGLE 15 pts per base

If your army includes at least one model bearing the Mark of Nurgle then you may also include Nurglings – tiny, multitudinous daemons of Nurgle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nurgling base	4	3	3	3	3	3	4	3	7

EQUIPMENT None.

SPECIAL Nurglings are daemons and all the special rules pertaining to daemons apply (see the section on Daemons). However note that Nurglings do not have to be summoned, and may instead set up with the rest of the army at the start of the battle.

A unit of Nurglings causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

A Nurgling base has a daemoniac aura saving throw of 4+.



PINK HORRORS – DAEMONS OF TZEENTCH 35 pts per model

If your army includes at least one model bearing the Mark of Tzeentch then you may also include Pink Horrors.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pink Horror	4	5	5	4	3	1	6	2	10
Blue Horror	4	3	3	3	3	1	7	1	10

EQUIPMENT None.

SPECIAL Horrors are daemons and all the special rules pertaining to daemons apply (see the section on Chaos Daemons).

Horrors cause *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

A unit of Horrors has a psychic mastery level of 1 per five Pink Horrors and one Tzeentch Chaos spell per five Pink Horrors.

A Pink Horror that is slain is replaced immediately by two Blue Horror models. These continue to fight as part of the unit until they are slain, when the models are removed. Note that neither sort of Horror has a daemoniac aura saving throw – the splitting rule is their version of the same effect.

FLAMERS – DAEMONS OF TZEENTCH

40 pts per model

If your army includes at least one model bearing the Mark of Tzeentch then you may also include units of Flamers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Flamers	9	3	5	5	4	2	4	2	10

EQUIPMENT None.

SPECIAL

Flamers are daemons and all the special rules pertaining to daemons apply (see the section on Daemons).

A unit of Flamers causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Flamers have a daemonic aura saving throw of 4+.

Flamers may shoot flame up to 6" and any target struck suffers D6 S3 hits.

In hand-to-hand fighting any enemy that suffers 1 wound sustains D3 wounds rather than 1 because of the effect of the daemon's flames.

Flamers can bound over obstacles without movement penalty.

DAEMONETTES OF SLAANESH

35 pts per model

If your army includes at least one model bearing the Mark of Slaanesh then you may also include units of Daemonettes.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	6	5	4	3	1	6	3	10

EQUIPMENT None.

SPECIAL

Daemonettes are daemons and all the special rules pertaining to daemons apply.

A unit of Daemonettes causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Daemonettes have a daemonic aura saving throw of 4+.

A unit of Daemonettes has a psychic mastery level of 1 per five models, and one Slaanesh Chaos power per five models.

The Daemonettes' huge claws add +1 to their Strength in hand-to-hand combat.

Invitingly she opened her arms to him, and he stumbled forward in a daze. The rattle of heavy bolters, the screams of the dying and the crump of explosions seemed to recede into the distance as his forgotten lasgun dropped from his fingers. She was so beautiful and exotic, so curvaceous and elegant, his head swam with coloured lights as he drank in the musky perfume about her. He felt clumsy and brutish as he stepped into her embrace but her fanged smile was filled with secret promise...



FIENDS

25 pts per model

If your army includes at least one model bearing the Mark of Slaanesh then you may also include units of Fiends – heinous daemon beasts of the Prince of Chaos.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fiends	6	3	0	3	3	1	3	3	8



EQUIPMENT None.

SPECIAL

Fiends are daemons and all the special rules pertaining to daemons apply (see the section on Chaos Daemons).

A unit of Fiends causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Fiends have a daemonic aura saving throw of 4+.

The daemon exudes a soporific musk which makes it hard for enemy to attack it. Any enemy in base contact counts any fumble rolls at double value. The daemon's huge claws adds +1 to its Strength in hand-to-hand combat, and its scorpion tail allows it an extra hit at +1 Strength if it wins a round of hand-to-hand combat.

SPECIAL CHARACTERS

ABADDON THE DESPOILER, WARMASTER OF CHAOS 150 points
275 points including Wargear



Abaddon the despoiler. Abaddon the arch-fiend. Abaddon who has led **Black Crusades** without number against the horrified worlds of mankind's fragile Imperium. An inhuman monster whose name has become a tenfold curse for the ten thousand years of terror he has rained upon the galaxy he once helped conquer in the name of the Emperor.

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

When the Heresy came it was clear that Abaddon's loyalty was to his Primarch and not the distant Emperor of Mankind. He led the Terminator armoured Sons of Horus in campaigns

on Istvaan, Yaran and in the siege of the Imperial palace on Earth. Abaddon fought Imperial Fists Terminators aboard Horus's battle barge in the final trap the Warmaster laid to destroy the Emperor, and his anguish at Horus's defeat in that final conflict drove him deeper into madness and hatred than any mortal should ever sink.

Abaddon led the Sons of Horus in a furious counter-attack that reclaimed the body of his beloved Warmaster and drove the Imperial forces from his battle barge. For himself he took Horus's lightning claw, tearing it from the Warmaster's armour with a howl of hatred which echoed through the great ship. As the rebel fleet scattered in confusion Horus's great battle barge disappeared into warp space and set course for the Eye of Terror. Abaddon passed from mortal space and into legend.

When Abaddon returned it was at the head of a diabolic horde which ravaged entire systems around the Eye of Terror before the Imperium could muster the strength to halt it. Planet after planet fell in an apocalypse of fire and steel before his traitor legionaries. The hordes of Abaddon were only driven back at a bitter cost by the combined efforts of Titan Legions and Space Marine Chapters and this was but the first of Abaddon's "black crusades" against the Imperium. Abaddon dreams of forging a diabolic empire of his own from the blazing ruins of the shattered Imperium. Each world, each city destroyed, is a step closer to wiping the canvas clean so that he can make his mark upon the galaxy.

During the 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. He battled his way through the haunted labyrinth to the great inner chamber where the blade had languished in stasis for millennia. With the howling daemon blade in his fist Abaddon became nigh on unstoppable. Whole cities were burned in sacrifice to the ever-hungry daemons of Chaos, and entire armies were torn apart by gibbering warp entities. Abaddon's power swelled to inhuman proportions as the gods of Chaos rewarded him lavishly and he undertook acts of fiendish bravery which horrified those who stood against him.

At El'Phanor he led the charge against the gates of the Citadel of Kromarch. The Kromarch had built his fortress well. It had only one gate and that was solid adamantium fully three metres thick. Only one in ten of those that followed Abaddon through the barrage of fire from the walls reached the gates and there they were trapped by heavy bolters to left and right. But Abaddon held aloft his daemon sword, black fires burning along its edges, and swept it down with a deafening bellow of fury. The gates were harder than diamond and stronger than steel but they split like cordwood before that blow and daemons feasted on the Kromarch and his kin that night.

When the Blood Angels joined battle against the horde at Mackan Abaddon singled out the sons of Sanguinius with cold, implacable fury. He led a band of Khorne Berzerkers into the teeth of the Blood Angels' Devastator positions. Only

a handful of the Berzerkers reached the hilltop strongpoint but even the Blood Angels' own assault troops could not dislodge the frenzied warband and recapture the bodies of their fallen comrades.

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

Your Chaos force may be led by Abaddon the Despoiler, Warmaster of Chaos. If Abaddon is included in the force he must be its commander.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Abaddon	4	8	7	5	6	3	7	4	10

WEAPONS Abaddon is armed with the Talon of Horus, a single lightning claw with built-in storm bolter taken from the armoured suit of the Warmaster after his death. Abaddon also bears the daemon sword Drach'nyen.

ARMOUR Abaddon wears Terminator armour which has been blessed by the dark gods of Chaos (2+ save on 2D6).

WARGEAR As a Lord of Chaos Abaddon may have up to 3 Wargear cards. These must be the Talon of Horus, Chaos Terminator armour and Drach'nyen.

MARKS OF CHAOS Abaddon has made infernal pacts with all of the gods of Chaos. His armour bears the marks of Tzeentch and Khorne so that it will nullify any psychic attack against him on a D6 roll of 4+ and adds +1 to its normal 3+ armour save to make it 2+ on 2D6. Nurgle and Slaanesh have touched his body and mind, increasing his Toughness characteristic by +1 point (this is included in the profile above) and making him immune to psychology and Break tests.

Note that these Marks of Chaos are slightly different from those granted to more mundane Champions of Chaos (no frenzy or psychic powers for example).

STRATEGY RATING Abaddon has a strategy rating of 5.

SPECIAL RULES

CHAOS SPACE MARINE: Abaddon is a Chaos Space Marine and the usual Rapid Fire rules apply.

PSYCHOLOGY: Abaddon is immune to all psychology and cannot be broken. In addition, any unit led by Abaddon will be immune to all psychology and cannot be broken.

BODYGUARD: Abaddon may be accompanied by a bodyguard of up to four Chaos Space Marine Terminators chosen from the Chaos Space Marine army list. The Terminator bodyguard must maintain squad coherency with Abaddon but they may use a dispersed formation if desired.

TELEPORT: Abaddon may teleport into battle at no additional points cost. If he is accompanied by a bodyguard of Chaos Space Marine Terminators they may also teleport with him at no additional points cost.

CHAOS REWARDS AND WARGEAR

THE TALON OF HORUS 30 points

With this armoured claw Horus fought the Emperor of Mankind and strangled the Primarch Sanguinius. It was torn from the Warmaster's armour by Abaddon and is now fused to his own armour by its psychic energies. The claw is an icon of evil incarnate to the Imperium, it causes *terror* in Imperial forces, except for Blood Angels Space Marines which are affected by the psychology rules for *hatred* instead. The claw mounts an early custom storm bolter on its back so it can be used to either make a shooting attack or fight in close combat in a turn.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-12	12-24	+1	0	5	1	-2	D6+5
<i>Special:</i> Sustained fire 1D							
Hand-to-hand combat:							
Close combat only				8	D3	-5	
<i>Special:</i> parry							

Abaddon only

CHAOS TERMINATOR ARMOUR 70 points

Abaddon's Terminator armour has been blessed by the fickle Powers of Chaos so that it is far stronger than the earthly materials it was once made of. The armour affords Abaddon a 2+ saving throw on 2D6 and will nullify any psychic power used against him or which includes him in its area of effect on a D6 roll of 4 or more.

Abaddon only

THE DAEMON SWORD

DRACH'NYEN 25 points

The arcane blade borne by Abaddon contains the bound essence of Drach'nyen, a writhing warp entity which can rend reality apart where the weapon strikes. Drach'nyen rips through steel, flesh and bone without resistance, making a mockery of physical armour.

Any hits inflicted by the sword will wound automatically and the victim receives no saving throw for armour, though unmodifiable saves can be taken as normal. Vehicles struck by the sword have their armour penetrated automatically. Psykers and daemons that suffer a hit from the sword will take D3 wounds instead of 1.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
Close combat only	See above	1	Auto	Auto	Auto	parry	

Abaddon only

KHARN THE BETRAYER 157 points, 217 points including Wargear

Kharn 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 in the Great Crusade when he fought in the assault companies of the World eaters Legion he was known to be a brilliant but unstable warrior. Indeed, the whole World eaters Legion was viewed as excessively bloodthirsty and dangerously over-zealous in the suppression of planets that had not even defied the Emperor's will. When the Heresy came Kharn gladly led his warriors against his brother Marines, most notoriously in the drop site massacres on Istvaan V.

In the siege of the Imperial palace he was at the forefront of every assault. When Horus was defeated Kharn already lay

dead and horribly mangled upon a mound of corpses at the walls of the inner palace. His fellow World eaters carried his corpse away with them as they fought their way back to their ships. Once on board they discovered that by some dark miracle Kharn still lived. Whether Khorne himself breathed life back into the Berzerker's body or whether the relentless clamour of war revived his indomitable spirit remains a mystery, but since the Heresy Kharn has survived the bloodiest battles of his age and never come so close to death again.

He is called the Betrayer because he will slay those that follow him almost as readily as those that oppose him. The World eaters legionaries learned that bitter lesson shortly after they reached the Eye of Terror as they fought against the Legion of the Emperor's Children for possession of a daemon world called Skalathrax.

On Skalathrax howling winds carved and recarved an endless landscape of black rock and white ice. Stark black cities of twisting towers clutched at the

leaden skies like winter-struck trees. The Legions fought and the World eaters drove the Emperor's Children back from city after city with their bloody assaults. At the last and greatest city the World eaters sensed that victory was near: they needed to inflict just one more defeat on the Emperor's Children to claim the planet as their own. The battle had to be won soon, before Skalathrax's long, dark night drew in and froze victor and vanquished alike if they were not in shelter.

Flames lashed the skies and blood ran in the streets as the World eaters hurled themselves at the foe. Every arched door and slitted window seemed to spit fire at the herzerk warriors but they stormed onward, chain-axes biting into armour and flesh as they overran their foes. Sonic blasters swept streets clear again and again but the chosen of Khorne fought on with the strength of madmen until only a few pockets of resistance

survived. There the attack was halted as darkness fell.

Khârn cursed his fellow warriors for seeking shelter while their enemies still lived. Seizing a flamer, he span around and torched the nearest buildings in a gesture of contempt. When his brother Marines tried to stop him he cut them down like corn and disappeared into the gloom, the serpent's tongue of his flamer bursts licking out again and again to consume the city. The howling winds spread the fires quickly and soon pure anarchy prevailed as the Legionaries fought each other and the fires for what shelter remained. Through the mayhem strode Khârn, slaughtering any that he found, friend or foe, the bright flames flickering from his blood-splattered armour as he wielded his shrieking chain-axe in an arc of whirling death.

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

Khârn is a blood-soaked ravager, favoured by Khorne the lord of battles as one of his most insane and deadly Berzerkers, an exalted champion of butchery and mayhem. Your Chaos force can include Khârn as an Exalted Chaos Champion. Alternatively, if the force is worth 1,000 points or less or is composed entirely of Khorne Berzerkers and daemons, Khârn may be its commander.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Khârn	4	9	7	6	5	3(6)	7	3	10

WEAPONS Khârn is armed with a Mk1 plasma pistol and a bolt pistol, plus Frag and Krak grenades.

ARMOUR Khârn wears power armour which has been blessed by Khorne as part of his Mark of Chaos giving him a 2+ saving throw on a D6.

WARGEAR & CHAOS

REWARDS As an Exalted Chaos Champion Khârn may have up to 3 Wargear or Chaos Reward cards. These must be the Praise of Khorne, Blood Fury of Khorne and Gorechild, Khârn's trusty chain-axe.

MARKS

OF CHAOS Khârn proudly bears the Mark of Khorne the Blood God. This gives him +1 on his armour saving throw and makes him frenzied in combat.

STRATEGY

RATING Khârn has a strategy rating of 3.

SPECIAL RULES

CHAOS SPACE MARINE. Khârn is a Chaos Space Marine and all the usual Rapid Fire rules apply.

PSYCHOLOGY. Khârn is subject to the psychology rules for frenzy. He is immune to all other psychology and cannot be broken.

FURIOUS CHARGE. Such is Khârn's ferocious enthusiasm to get to grips with the enemy that he triples his charge move instead of doubling it. He can only use this bonus if it will actually get him into hand-to-hand combat that turn; it may not be used if he will not reach the enemy.

UNSTOPPABLE ATTACK. In combat Khârn rains heavy blows upon his enemies so hard and so fast that it is impossible to even think about parrying them. Because of this models in hand-to-hand combat with Khârn may not make any parries.

IMPETUOUS. Just as Khârn is keen to get into hand-to-hand combat he is equally ferocious as he makes his follow-up moves, leaping over the bodies of the fallen to find more foes to slay. To represent this, Khârn's follow-up moves are increased to 4" instead of the usual 2".

CHAOS REWARDS AND WARGEAR

PRAISE OF KHORNE 20 points

Khârn may re-roll any failed armour saving throw for his Chaos blessed power armour. If the second roll also fails to save Khârn suffers the hit as normal.

BLOOD FURY OF KHORNE 30 points

Khârn is a bestial engine of destruction in combat – even the most savage wounds will not stop him as he storms forward bellowing his battlecry "Blood for the Blood God!" To represent the fact that Khârn absolutely will not stop he has double the normal number of wounds for an exalted Champion (6 instead of 3), this is included in his profile above.

The Blood Fury of Khorne may also blind Khârn so much that he may attack anyone nearby in his berserk fury. If Khârn slays an opponent in hand-to-hand combat and there are no other enemy models within his follow-up move distance of 4" he will attack the nearest model within 4" instead, even if it is a Chaos model! Fight out hand-to-hand combats in subsequent phases just as if Khârn belonged to the opposing player. If Khârn subsequently slays a model and there is an enemy within 4" he may move up to attack it next, but if there are no enemy models Khârn will simply attack the nearest model again.

Khârn only

GORECHILD 10 points

Gorechild is Khârn's huge and ancient chain-axe, an artifact from the Great Crusade when the Space Marines reaved across the galaxy. Gorechild's jagged whirling teeth were torn from the jaws of mica-dragons on Luther McIntyre, its haft is forged of adamantium and its head is a full three spans across. It is a deadly weapon capable of splitting an armoured Space Marine from head to crotch with one blow and is doubly dangerous in the hands of Khârn.

Khârn is so familiar with Gorechild that in hand-to-hand combat he may re-roll any fumbles (1's) on his attack dice.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
Close combat only				7	1	-4	7+D6+D12
Special: Re-roll fumbles							

Khârn only

FABIUS BILE

120 points, 200 points including Wargear

Fabius Bile has travelled the galaxy more widely 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 'Primogenitor', 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 Adeptus of Earth as his pollution of mankind's gene-pool has become ever more apparent. Whole populations have had to be wiped out by the Adeptus Astartes 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.

However, in several battles the Emperor's Space Marines have encountered fierce resistance from a hardened cadre of enhanced humans that fight with the strength and cunning of devils. These altered spawn of Bile's experimentation exhibit strength, speed and intelligence many times higher than the human norm and are depraved, psychotic killers. These are Bile's proudest creations, the pinnacle of his arts, the New Man he would see spread throughout the galaxy: fickle, selfish, obsessive, aggressive, treacherous, murderous. Each of man's worst traits has been bred into these creatures and married with the psychology of a tyrant and the strength of a madman. Even the Inquisition do 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.

Bile is a renegade even from his own Legion. He held the position of lieutenant commander of the Emperor's Children at the time of the Heresy. The Emperor's Children invaded Earth with Horus but took little direct part in the fighting around the Imperial palace. Instead they descended upon the civilian population of the administratum, the complex infrastructure of clerks, bureaucrats, curators and menials who co-ordinated the efforts of the far flung Imperium. Whole families of staid scribes and haughty prefects fleeing the battle zone were hunted down by the Emperor's Children and incarcerated in dreadful conditions. More than a million prisoners were rendered down to supply an array of stimulants and intoxicants for the corrupt renegades as they sought ever wilder pleasures.

Perhaps it was at this time that Fabius Bile started along the dark pathway which would bring such woe to whole planetary

populations. He was certainly foremost in experimenting on living prisoners, keeping them alive in their torment 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 and connecting their pleasure centres to their nervous system so that any stimulus would bring them unholy joy. But as the Emperor's Children lost themselves in sensuality Bile moved further and further from them.

Bile left Earth before Horus's defeat, accompanied by a handful of altered followers. He moved through the wartorn Imperium from planet to planet, system to system offering his assistance to the rebel forces in exchange for prisoners, genetic samples or ancient technical libra. Many ambitious planetary overlords came to rue the day they joined their fates with Fabius Bile as his atrocities and acts of mass genocide often repelled even their own supporters. Nonetheless the assistance that Bile could offer was potent. His serums could transform mediocre defence troopers into ravening supersoldiers or he could use the black technology of cloning to mobilise thousands of 'perfect warriors' within a matter of months.

But all the spawn of Bile's experiments could not hold back the furious tide of loyalists that boiled outward from ravaged Terra. Retribution finally caught Bile in the Arden system, where he was supporting the excesses of the renegade lord Tyrell in exchange for foetal material. The Adeptus Astartes plummeted down upon the corrupted world of Arden IX like fiery angels of vengeance. The flesh refineries and cloning vats burned in a single night before the righteous fury of Space Marines of the Salamanders Chapter and Bile had to flee once more. This time he barely escaped with his own life as his ship was crippled by an Imperial Gothic class cruiser as it fled into the dubious safety of the warp.

Like much of the flotsam of warp space Bile's vessel was drawn into the Eye of Terror. He drifted there for an age until by chance or the design of some dark god his ship was caught in the gravity well of an ancient daemon world. Once it had been one of the planets which harboured the brilliant, scintillating civilisation of the Eldar before their spectacular fall from grace. Now it was a crone world of twisted darkness and crawling madness and here Bile made his new home.

He soon discovered that the shattered Traitor Legions in the Eye of Terror had desperate need of his services: they needed cloned warriors and slaves by the score but most of all they needed the precious progenoid gene-seed organs to create more Space Marine warriors so that they could attack the Imperium with renewed vigour. Fabius Bile eventually negotiated a delicate position with the Traitor Legions. They each needed his services but he refused to aid any one Legion more than any other. In this way his safety has, thus far, been assured.

Your Chaos force may include Fabius Bile. If Fabius Bile is included in a force then he must be its commander.

"The Dark Gods and their slaves have nothing to offer me now, but I have far more to offer them."

Fabius Bile

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fabius Bile	D3+4	D6+2	D6+2	D4+3	D3+3	D6	D6+2	D3	10



FABIUS BILE

WEAPONS Fabius Bile is armed with the Rod of Torment, the Xyclos needler and a bolt pistol, plus Frag and Krak grenades.

ARMOUR Fabius Bile wears power armour which gives him a 3+ saving throw on a D6.

WARGEAR & CHAOS REWARDS

Fabius Bile may have up to 3 Chaos Rewards or Wargear cards. These must be the Xyclos needler, the Rod of Torment and the Chirurgeon.

MARKS OF CHAOS

Fabius Bile ultimately serves no one but himself hence he bears no Marks of Chaos.

STRATEGY RATING

Fabius Bile has a strategy rating of 5.

SPECIAL RULES

CHARACTERISTICS. Fabius Bile continually experiments on his own body. To represent the fact that his physical capabilities can vary tremendously, Fabius's characteristic profile is generated randomly before each game (preferably in the presence of your opponent). Roll the appropriate dice and modify them as noted in Bile's profile. This profile will not remain constant and is re-rolled before each game.

THE CHIRURGEON. The Chirurgeon is a complex part magical, part technological device which is attached to Bile's spine and extends its spidery limbs over his shoulders. It could be said that the Chirurgeon is Bile's life work, or that the Chirurgeon works to keep Bile in life. The life-giving black ichor that it pumps around Bile's body is charged with the immortal energy of the warp. The direct effects of this in the game are twofold:

Firstly it gives Bile the same immunities to toxins and gases as a daemon. Secondly, and most importantly, any wound Bile suffers may be instantly healed by the Chirurgeon. If Bile's armour fails to protect him from a wounding hit he will still suffer no damage if the Chaos player rolls a score greater than the number of wounds inflicted by the hit on 1D6.

For example, Bile suffers a hit from a boltgun inflicting 1 wound – on a roll of 2 or more the wound is negated. Next he suffers a hit from a melta gun and takes 4 wounds – on a roll of 5 or 6 all 4 wounds are negated.

The Chirurgeon will always save Bile on a natural roll of a 6 no matter how many wounds were inflicted by a hit, though it cannot save him from annihilation by Vortex grenade, Distort cannon, Wraith cannon etc.

ENHANCED WARRIORS. If Fabius Bile is the commander of a force he can enhance some of the warriors under his control through genetic manipulation and drugs. Up to one squad may be enhanced in this way at a cost of +5 points per model. Enhanced troops gain +1 to their Movement, Strength, Toughness and Attacks characteristics, as summarised below.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
	+1			+1	+1			+1	

Squads with a Mark of Chaos or characters may not be enhanced in this way. Enhanced warriors are immune to the psychology rules for fear and terror. They will also rally automatically if they are broken and in cover at the end of the

Chaos player's turn, even if they were broken or had to flee to reach cover in the same turn.

CHAOS SPACE MARINE. Fabius Bile is a Chaos Space Marine and the usual Rapid Fire rules apply.

PSYCHOLOGY. Fabius Bile is immune to all psychology and cannot be broken.

CHAOS REWARDS AND WARGEAR

ROD OF TORMENT 25 points

Fabius Bile has an abiding interest in pain and the daemon-forged Rod of Torment amplifies the slightest pin prick into a raging weal of agony. Any opponent suffering 1 or more wounds from the Rod of Torment is immediately disabled by the pain and removed as a casualty even if they have any remaining wounds. In addition the model must pass a Ld test on 2D6 or let out a tortured scream so horrible that any friendly models within 8" must take a Break test.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
Close combat only				As user	1	As user	Var

Fabius Bile only

THE CHIRURGEON 30 points

The Chirurgeon is a complex device that pumps daemon ichor around Bile's body. In addition the Chirurgeon contains a Frenzon dispenser implanted directly into Bile's heart (see p71 of the Wargear book for details) and its articulated drill and saw arms mean Bile rolls an additional 2 Attack dice in hand-to-hand combat. Note that the +2 Attacks is added after any doubling of his attacks for *frenzy*.

Fabius Bile only

XYCLOS NEEDLER 25 points

Bile had the Xyclos needler specially crafted so he could 'test' new genetic serums in battlefield conditions. Before each shot with the Xyclos needler the Chaos player must select one kind of serum to fire from the selection below. Targets receive their armour/field saving throws against hits as normal, but if they fail the serum affects them automatically, no roll to wound is needed. The Xyclos serums only affect living creatures, not Wraithguard, vehicles, daemons, Avatars etc. Against these targets the needler uses its basic profile only.

Xyclos A Wounds living creatures automatically, inflicting D3 wounds per hit.

Xyclos B The target suffers psychotic visions. Roll a D6+2 instead of a D10 on the Hallucination Effects Table (p59 of the Wargear book) to find out what they are.

Xyclos C The target model spontaneously combusts as if set on fire by a 4-6 result on the Flamer Hit Chart. Note that friendly models can't help to put the flames out but they might go out on their own. If the model dies it explodes with the same effects as a Plasma grenade.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
0-12	12-24	+2	+1	(3)	1	-1	3+D6
Special: Close combat, Sustained fire 1 dice							

Fabius Bile only

HURON BLACKHEART

Tyrant of Badab, Master of the Red Corsairs, Lord of the Maelstrom, The Blood Reaver 117 points, 152 points including Wargear

Huron Blackheart, Master of the Red Corsairs. Lufgt Huron, Tyrant of Badab. 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 home world but when they saw that Badab was lost they took Huron and fought their way past the Imperial blockade in a handful of surviving ships. Once away from the Badab system they dived into the Maelstrom to evade the pursuing Imperial ships and so joined the horde of renegades and heretics that had sought refuge in the Maelstrom for millennia.

The Tyrant lived. One side of his body had to be almost entirely reconstructed with bionics, the Techmarines and Apothecaries standing long vigils over him while the Astral Claws' ships hung in the shifting dust and gas of the Maelstrom. On the eighth day the Tyrant could speak again and he ordered his tiny fleet to seek a new home 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 black one.

Huron's limited forces were still great enough to overcome the first pirate stronghold he found within a matter of hours. The defeated pirates became his slaves and soon learned to fear his fury. Huron Blackheart was born.

Huron's power spread quickly as he welded together a piratical empire of heretics and renegades. Huron's dreaded Space Marines became known as the Red Corsairs for the blood-red markings they used to obliterate their old Chapter symbols and Imperial heraldry. The artifice pleased Huron greatly and all of the Renegade Space Marines who have joined him since have kept their old Chapter colours, but with parts of their armour repainted red to show their new allegiance.



Possession was once nine-tenths of the lore. It is so even today, but we must blind ourselves to the tenth that remains and was once Human. Duty requires we put aside such considerations and root out uncleanness in thought and deed. There can be no other course of action. No-one can be adjudged innocent of compliance. Better to self-destruct than acquiesce.

*The Book of Exorcisms,
The Verses of Inquisitor Enoch*

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

Your Chaos force may be led by Huron Blackheart. If Huron Blackheart is included in the force he must be the commander.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Huron Blackheart	4	7	6	5	5	3	6	3	10

WEAPONS Huron Blackheart is armed with a power axe, bolt pistol, Frag and Krak grenades.

ARMOUR Huron Blackheart wears power armour (3+ save on a D6).

WARGEAR As a Lord of Chaos Huron Blackheart would normally have up to 3 Wargear cards. However, his reaving has provided ample opportunity for him to gather more rare and unusual wargear than others so he may take up to 4 Wargear cards. The first card he must choose is the Tyrant's Claw.

MARKS OF CHAOS Huron Blackheart is still uncommitted to any of the great Powers of Chaos and hence is unmarked by any of them.

STRATEGY RATING Huron Blackheart has a strategy rating of 5.

SPECIAL RULES

CHAOS SPACE MARINE. Huron Blackheart is a Chaos Space Marine and the usual Rapid Fire rules apply.

RED CORSAIRS. Huron Blackheart's force of renegade Space Marines is far more contemporary than the Traitor Legions depicted in the Chaos Space Marine army list. To represent this, if Huron is leading a force it may choose weapons, equipment and vehicles from the Wargear list and Support sections (except allies) of the Space Marine army list in Codex Ultramarines. Huron's force may also use Imperium only Wargear and Vehicle cards freely. Note that Huron's Space Marines are not literally Ultramarines, rather they are renegade Space Marines from various Chapters across the galaxy.

RED CORSAIR TERMINATORS. Red Corsair Terminators will normally be veterans of the original Astral Claws Chapter in tactical Dreadnought armour. This means they will be equipped like standard Imperial Terminators and should be chosen from the Squads section of the Codex Ultramarines army list.

DAEMONS. Huron's forces from the Maelstrom are seldom attended by as many daemons as those from the Eye of Terror. If a force is led by Huron then daemons cost double the normal amount of summoning points to bring into play.

HAMADRYA. Huron has a pet creature of unknown type 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 dangerous. The creature never fights or tries to help its master directly but it seems to manifest some curious psychic powers. To represent this roll two Daemon Gifts (see page 138 in the Appendix section) for Blackheart at the start of the game. The Hamadrya has no separate Toughness or Wounds characteristics, it only becomes a casualty if Huron does.

WARGEAR

THE TYRANT'S CLAW 35 points

The Tyrant's Claw is a monstrous, bear-like bionic arm and shoulder which was built to replace Huron's own arm. The Claw incorporates a built-in heavy flamer for close range combat and a number of hooks and blades which allow Huron to parry in hand-to-hand combat. The Claw can be used in the shooting phase or the hand-to-hand combat phase of a turn, not both.

SHORT RANGE	LONG RANGE	TO HIT SHORT	TO HIT LONG	STR	DAM	SAVE MOD	ARMOUR PEN
Heavy Flamer template				5	D3	-3	D6+D3+5
<i>Special: See special rules</i>							
Hand-to-hand combat:							
Close combat only				8	1	-5	
<i>Special: Parry</i>							

Huron Blackheart only

AHRIMAN 246 points, 316 points including Wargear

Ahriman was amongst the foremost of the Thousand Sons when they set their feet upon the long path of learning the secrets of magic. 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 died. Magnus the Red's thirst for knowledge was imprinted into all of his sons and they pursued the quest with equal fervour.

Towards the end of the Great Crusade the Primarch compiled a truly monumental tome of sorcery called the Book of Magnus, sometimes known as the Book of the Thousand Sons, filled with arcane lore from across the galaxy. As Chief Librarian Ahriman was keeper of this book on the Thousand Sons' home world of Prospero and he studied its inner mysteries extensively. His power gradually grew and expanded as he grasped the subtle nuances of magic discovered by wise men across the galaxy over millennia of study. Like all of the Thousand Sons Ahriman came to believe that the untapped power of the warp could be harnessed for the good of mankind. Only weakness of mind and spirit prevented ordinary men from controlling the warp utterly.

Over time the most powerful and influential of the Legion's Brethren began to think of themselves as a sorcerers, and they devoted more time to uncovering the mystical secrets of the universe than to fighting the Emperor's wars. But the Emperor could not tolerate the gradual shift of the Thousand Sons towards Chaos. He knew no man, or Primarch, could master Chaos. The Legion's warning that his most trusted Warmaster was plotting against him seemed to confirm the Emperor's worst fears that the forces of Chaos had insidiously corrupted the whole Legion and now sought to fragment the newborn Imperium.

The Emperor unleashed the Space Wolves Legion on the Thousand Son's tranquil home world of Prospero. Ravening, grey-armoured assault squads of Blood Claws seized Prospero's neglected orbital lasers and missile batteries within hours of their arrival. After that the Thousand Sons were

almost bombarded out of existence. Delicate towers of vast antiquity were smashed to rubble by energy beams from above, vast libraries of incalculably precious works burned beneath a rain of fusion fire. Stunned by the magnitude of their betrayal the Thousand Sons saved what they could and fled, breaking through the Space Wolves' blockade in their surviving ships to seek sanctuary with the Warmaster.

The Thousand Sons soon dedicated themselves to Tzeentch, the Power of Chaos who is the greatest master of magic. He became their patron god and as they fought their way through the Heresy Magnus and the Thousand Sons used their dedication to Tzeentch to avoid the deeper corruption suffered by the other Traitor Legions. After Horus' defeat the Thousand Sons escaped to the Eye of Terror. Only then did the other aspects of their patron's nature begin to impinge on the Thousand Sons.

The first visible signs were the grotesque mutations which began to manifest themselves among the battle brethren. Ahriman and the other Sorcerers were even more horrified when some of their own number began to warp and change. They had failed to master Chaos – instead Chaos was mastering them.

Ahriman was determined that the long path to knowledge they had trodden would not end in madness and abomination. He formed a secret conclave consisting of many of the most powerful sorcerers that had resisted the insidious spread of mutation. Secretly, he began to study the Book of Magnus again, seeking some way to prevent the Legion devolving any further. In time he prepared the Rubric of Ahriman, a spell so potent that it would unleash forces far beyond the sorcerers' control. If it worked the Legion would be rendered immune to the warping effects of Chaos.

The cabal of sorcerers refused to help Ahriman at first, but when Magnus himself was elevated to the ranks of Tzeentch's daemon princes it became clear that the last vestiges of humanity were being driven from the Thousand Sons. Soon they would be nothing but mewling Chaos Spawn robbed of all their hard-won knowledge and power; the destruction of

their home world, the Heresy, it would have all been for nothing. At last the sorcerers agreed to join their power together and a terrible cataclysm of magic was summoned about the Planet of the Sorcerers.

It is said that even the daemons fled before the roaring maelstrom of magic Ahriman and the others sent against 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 another. No sorcerous protection or physical defence could keep the 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.

In the aftermath it was clear that the Rubric of Ahriman had both surpassed his expectations and failed horribly. Those of the Thousand Sons with sorcerous powers had either survived and had their knowledge and powers greatly augmented or they had been utterly destroyed.

The battle brethren whose powers had been slight or non-existent had been changed. Their armour was sealed shut as if every clasp and joint had been welded together. Inside the heavy shell of ceramite and adamantium the physical bodies of the Chaos Space Marines had been reduced to a handful of dust but their spirits remained, trapped inside their battle armour for all eternity.

The battle brethren had been reduced to little more than automata but Ahriman was satisfied, the physical corruption of the Thousand Sons had been halted even if it was at a

terrible price. The cyclopean eye of Magnus soon fell upon Ahriman and his cabal as the culprits. The daemon Primarch was furious and summoned Ahriman and the others before him in order to destroy them utterly. But, as he raised his fist to crush the unrepentant sorcerers Magnus heard a distant, sibilant voice: "Magnusss, you would smash my pawns too readily."

Tzeentch, Changer of the Ways had guided the plot to its fruition for its own purposes. Who can say what the most enigmatic of the Chaos Powers planned to bring about? Whatever the dark god's reasoning Ahriman had been its unknowing puppet. Magnus was secretly pleased by the arcane skills exercised by his cabal. But still they had to be punished, and so the daemon Primarch banished Ahriman and the others from the Planet of the Sorcerers for all eternity. He doomed them to wander the Eye of Terror and beyond in an eternal 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. He has led raids specifically to acquire such things, even going as far as to attack 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 humans who might make promising servants. 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 sorcerous artefacts and most of his coven.

The Tides of the Warp

To the living inhabitants of the rest of the galaxy, the prospect of entering the Eye of Terror is terrifying. Navigators of the Imperium will shun space for thousands of light years around rather than risk a minor deviation in course which might take them into its boundaries. Many can recall other Navigators who travelled too close to the Eye in a foolish attempt to cut a few days from their journey time only to vanish forever. On the Eldar Craftworlds there are sealed doorways where once warp gates led to living worlds, since swallowed up by the Eye of Terror. Now those entrances are sealed with bonds of wraithbone a thousand times stronger than steel, and cursed with runes so potent that just to look upon them would drive a mortal creature insane.

Just as the Eye of Terror causes vast disruption of reality in the material universe it forms a swirling storm in warp space. Craft adrift in warp space are often drawn to each other on the tides of the warp, conglomerating together to form vast space hulks. These twisted monoliths of impacted wreckage are commonly taken by the forces of Chaos and refitted into hideously bewepioned warships to be added to the battlefleets of the great powers.

Most attacks by the forces of Chaos emerge from the Eye of Terror through an area of space called the Cadian Gate,

so named after the nearby Imperial world of Cadia. The violent currents of the warp are slightly smoother in the vicinity of the Cadian Gate and offer a safe passage through to the Imperium for marauding Chaos fleets. Elsewhere the violent warp storms can scatter invasion forces across thousands of light years, reducing their impact to a series of bloody raids.

Sorcerers of the Thousand Sons are able to navigate their way to the material universe by following the scent of psychic covens or sorcerous summonings. From their spacecraft they can detect and track these emanations by means of large crystals called scrying stones, transparent crystal spheres approximately a metre across. Smaller scrying stones are used to guide the Renegades to their target once they have landed. Because of this forces of Chaos Space Marines often include a Sorcerer of the Thousand Sons to guide them to their desired target in real space (though some raiders care not where their ship takes them, leaving it to the gods to decide). Tzeentch often chooses the Thousand Sons as his agents: the instruments by which he manipulates the course of history. By raiding a specific planet or slaying a certain individual, the Great Power of Tzeentch promotes his own interests and attempts to draw power away from others.

Untouched by the warping influence of Chaos these ten thousand years, Ahriman still believes that Chaos can be mastered with knowledge and cabalistic strength. Deep in his black heart Ahriman believes that he can find the final pieces of the puzzle within the hidden dimensions of the Black Library of the Eldar. The Eldar fear him greatly and live in terror of him finding his way into the ancient labyrinth of the Webway. Somewhere within its secret ways lies the Black Library, a vast repository of arcana from across space and time which details the Realm of Chaos.

Most recently Ahriman has been seeking the psychic spoor of Inquisitor Czevak, one of the few humans to have entered the Black Library and lived. Should Ahriman succeed in capturing Czevak his arcane powers would mean there was little the Inquisitor could do to conceal the path to the Black Library from him. Ahriman would hold the keys to the vast accumulated wisdom of the Eldar race about Chaos. Such knowledge would make Ahriman a new and deadly god.

Your Chaos force may include Ahriman. Ahriman may be placed in command of a Chaos Space Marine force if it is made up of only Thousand Sons Chaos Space Marines and Tzeentchian daemons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ahriman	4	7	7	5	5	4	7	3	10

WEAPONS Ahriman is armed with a bolt pistol, plus Frag and Krak grenades.

ARMOUR Ahriman wears power armour which gives him a 3+ saving throw on a D6.

WARGEAR AND CHAOS REWARDS

Ahriman may have up to 4 Chaos Rewards or Wargear cards. He must take the Chaos Reward *Destiny of Tzeentch*, and the Wargear cards for the *Black Staff of Ahriman* and *Inferno bolts*. The remaining Chaos Reward or Wargear card can be chosen by the Chaos player, subject to the normal restrictions.

MARKS OF CHAOS

Ahriman has dedicated himself to the twisting path of Tzeentch and bear his Mark. If Ahriman is affected by any psychic attack he may nullify it on a roll of 4 or more on a D6.

STRATEGY RATING

Ahriman has a strategy rating of 5.

PSYCHIC MASTERY

Ahriman is a Chief Librarian and has a mastery level of 4. This entitles him to 4 psychic powers. His primary power is that of Tzeentch; his tertiary powers can be drawn from the Adeptus and Librarian decks.

SPECIAL RULES

CHAOS SPACE MARINE. Ahriman is a Chaos Space Marine and the usual Rapid Fire rules apply.

PSYCHOLOGY. Ahriman *hates* all members of the Space Wolves Chapter. Otherwise he is immune to all psychology and cannot be broken.

STRATEGY CARDS. If Ahriman is part of a Chaos force then you may discard any of the strategy cards dealt to you at the start of the game and draw replacements from the remaining cards in the strategy deck. The replacement card may not be discarded and drawn again.

THOUSAND SONS. If Ahriman commands a force it must be made up entirely of Thousand Sons Chaos Space Marines, characters with the Mark of Tzeentch and Tzeentchian daemons.

CHAOS REWARDS AND WARGEAR

DESTINY OF TZEENTCH 25 points

If any army includes a model with this Chaos Reward then the force cards are always dealt to that side first, even in the psychic phase of an opponent's turn. In addition that side always gets to use the first psychic power. If both sides have a Sorcerer with this reward the two cancel out and the normal rules apply.

THE BLACK STAFF OF AHRIMAN 25 points

The Black Staff is a potent focus of psychic energy. Whenever Ahriman uses a psychic power the Black Staff reduces the number of force cards needed to power it by -1 to a minimum of 1, so force 2 powers only require one force card to use and force 3 powers only need two force cards to use. In hand-to-hand combat the powerful energies of the Black Staff add +4 to Ahriman's Strength characteristic.

Ahriman only

INFERNO BOLTS 20 points

Inferno bolts are sorcerous boltgun or bolt pistol shells which have been inscribed with arcane runes that writhe with blue-white fire. The bolts can be used whenever the model fires in the shooting phase instead of ordinary bolt ammunition (however the bolts may not be used in conjunction with rapid fire). If they hit a target the bolts explode with the same effects as the psychic power Tzeentch's Fire Storm. However, the Strength value of the fire storm is equal to the mastery level of the Sorcerer using the bolts, instead of its normal Strength of 5. Targets with saving throws against psychic attacks may take them as normal against Inferno bolts, otherwise armour and energy fields have no effect.

Sorcerers of Tzeentch only

And what are the achievements of your fragile Imperium? It is a corpse rotting slowly from without while maggots writhe in its belly. It was built with the toil of heroes and giants, and now it is inhabited by frightened weaklings to whom the glories of those times are half-forgotten legends. I have forgotten nothing and my wisdom has expanded far beyond mere mortal frailties.

- Ahriman of the Thousand Sons

Lieutenant Corda looked down from the wall of the fort and knew what real fear was. The plain before the outpost was dark with troops. As well as the blue-black warriors of the Night Lords Legion, among the advancing horde the lieutenant could see Khorne Berzerkers wearing armour the colour of spilt blood. The Chaos horde shifted and growled in anticipation. Brazen Juggernauts bellowed over the chants of Khorne Berzerkers mingled with the yells and battle-cries of the Night Lords.

The sounds inside the frontier mining outpost and fort contrasted dramatically with the snarls and roars of the Chaos warband. Behind him the lieutenant could hear nothing but the crying of the women and children as they huddled together in fear, awaiting the inevitable. They had all heard tales, half-forgotten myths, about the fate of those who were not fortunate enough to die straight away at the hands of the Dark Gods' minions.

There must be hundreds of them out there, Lieutenant Corda thought to himself. Certainly far more than the fort's contingent of troops could be expected to take on alone, but at least there were reinforcements on the way. However, until they arrived it was up to the militiamen and miners of the outpost, along with a squad of Cadians, to defend their position.

The whoosh of the Cadians' missile launcher greeted the start of the Night Lords' attack. Corda watched as one after another the Frag missiles found their mark. Despite each burst of shrapnel, the missiles seemed to be having little effect on the heavily armoured Chaos Space Marines. The lieutenant knew that eventually the soldiers inside the fort would have to confront the warp-cursed warriors at close quarters.

"Blood for the Blood God! Skulls for Khorne! Blood for the Blood God!" was the constant chant of the Berzerkers, their harsh, guttural voices sounding anything but human. The frontiersmen stood in tense anticipation behind the walls of the fort which shook with every impact from the Night Lords' ancient plasma guns and lascannons.

Corda looked around him. Militiamen cowered behind hastily constructed or reinforced defences. An old disused fuel tank had been dragged up against the gates to form a barricade but he doubted that it would make much difference against the ferocity of the frenzied Berzerkers.

A solidly constructed, cage-like vehicle had been brought up to the front line by the enemy and a group of Night Lords were in the process of releasing something from it. As the stimulants coursed through the wasted body of the Chaos Space Marine incarcerated inside its adamantium sarcophagus, the Dreadnought steamed out of its cage free of its chains at last.

All humanity gone, its mind destroyed by madness, loathing and animalistic anger at its imprisonment inside a robot body, the Dreadnought was like a ravening beast driven by blind, psychotic rage. With

clanking, earth-shaking footsteps the Chaos-ridden amalgam of flesh and forgotten technology stomped towards the siege-lines, driven by a mindless, feral instinct for killing rather than rational thought.

The gates heaved under a succession of battering charges and their bolted fixings tore free of the walls. In a hail of shattered masonry and twisted metal something very big crashed into the battered fuel tank. A great metal-taloned mechanoid claw reached over the top of the disused container and seized it in a crushing grip. Hydraulic pistons wheezed in protest as the Dreadnought raised the fuel tank off the ground, cruelly-sharp digits tearing through the rusted metal, and then tossed it aside into the mass of petrified people. At once its archaic twin heavy bolters rattled into action, sweeping the militiamen and their families with a sustained burst of devastating firepower.



Corda saw a Cadian trooper boldly leap at the monstrous machine from one side, evading a sweep of its claw and the reaping hail of its bolters, and try to sever the Dreadnought's power cables with his lasgun's bayonet. The huge war machine grabbed the Guardsman and with one clench of its mighty adamantium talons the Cadian was cut in two.

The lieutenant turned away from the carnage he had just witnessed, feeling the contents of his stomach rising in his throat, only to see another of the brave Guardsmen cut down by the obscenely large chain-axe of a roaring Berzerker. The monomolecular teeth sliced through flak armour and flesh with equal ease, the whirring blade edge sending a spray of Cadian blood high into the air.

Lieutenant Corda suddenly found himself in the midst of a struggle between frontiersmen, shock troopers and blood-lusting Chaos Space Marines. The Khorne Berzerkers had entered the compound and the huddle of defenders inside the gates were now surrounded. The ferocity of the frenzied warriors and their sheer skill in close combat could not be resisted. It was now only a matter of time.

The housing of its heavy bolters glowing orange, the Dreadnought ploughed into the throng of people, reaping the Purgatorians down in a mindless crimson harvest, regardless of age or gender. Eviscerated corpses were cast aside in an unrelenting orgy of killing as several tons of man-slaying technology surged forward in a red flood.

The carnage and blood-letting within the fort had become like a palpable essence, cloying the air with its sickly-sweet smell. And above the noise of conflict the incessant chant of the Khorne Berzerkers rang out over the battlefield: "Blood for the Blood God! Blood for the Blood God!"

"Retreat! Get back to the core!" Corda barked, the

order being followed immediately by all those on the battlements still able to run. Clutching a ragged wound in his arm, the lieutenant made his way back towards the last part of the fort that had not yet been overrun. The remaining missile launcher had been positioned there and frontiersmen filled out the Guardsmen's depleted ranks.

Something strange and disturbing was beginning to happen inside the compound. Looking down from his secure vantage point, Lieutenant Corda was certain that he could see a red mist beginning to envelop the mass of fighting bodies below the battlements. It was as if the Berzerkers' frenzied anger was finding physical form as the scarlet cloud which seemed to steam from the Chaos warriors' armour.

As he continued to watch in disbelieving horror, the tangible redness appeared to thicken, twisted shapes becoming visible within the cloud, and Corda knew with chilling certainty that Purgatory was damned.

The sky had turned as red as the blood glistening on the Berzerkers' axeheads and broiling storm clouds, tinged crimson, blotted out the sun. Everywhere he looked the ground was red with spilt blood of the Night Lords' victims. But even among the Chaos horde none could compare with the Khorne Berzerkers for the unparalleled number of frontiersmen and Guardsmen who had fallen to their chain-axes and the savagery with which the slaughter had been executed.

And then Corda suddenly realised that the Chaos Space Marines were no longer fighting alone. Amidst the armoured fighters there were now other creatures: skins red and scaly, long muscular arms ending in murderous talons. The scent of battle had crossed from the material universe to the warp, its sickly smell calling Khorne's Warriors of Death to feast on mortal flesh. Glowing blades clutched in their clawed hands, the daemons leapt upon the terrified frontiersmen with inhuman, blood-crazed shrieks.

As Corda watched, transfixed by the monstrous horrors of the warp, he saw the red cloud coalescing in places and then the daemon children of the Blood God melted out of the mist before his very eyes. All the abhorrent monsters of humanity's collective subconscious seemed to be materializing amongst the carnage, coagulating from the swirling red mist itself.

Brass-collared hounds, each larger than a man, dragged the trapped militiamen from behind their barricades and sank knife-long fangs into pulsing throats. Deformed shapes ran shrieking through the defending forces, their jagged Hellblades glowing with life-draining energy. Here a daemonic horror screamed through a gaping, fang-lined mouth in its stomach; there the ground writhed with half-formed human limbs.

At a point enveloped by the emanations from the warp, a concrete wall had become like flesh, its rough surface rippling vilely. As another Flesh Hound tore a chunk of flesh from a Guardsman's

carcass, close by a leering Bloodletter clasped the head of a militiaman in its hands, licking crimson liquid from it with a rasping tongue.

Lieutenant Corda could stand no more. With one shouted command he ordered the Guardsmen beside him upon the roof of the fort to let fire with everything they had. Their comrades in the compound below were beyond saving now. If the Cadian troopers and frontiersmen fell to their own side's Frag missiles then Corda considered that he had rescued them from a fate worse than death. For all knew that physical death at the hands of the daemons was not the end of it: a man's soul would remain for all eternity within the warp, held captive and tortured, with no hope of release, at the foot of the Blood God's throne.

Daemons, Chaos Space Marines, Guardsmen and Purgatorians were obliterated in a storm of Frag missiles, plasma energy and melta fire. For a moment the Chaos advance was slowed but where one of the horde fell, five more were eager to take its place. The beginning of the end was upon the lieutenant's force.

Howling, Brother-Sergeant Melchor of the Khorne Berzerkers split another frontiersman in half with a savage blow from his chain-axe. In his state of frenzy he had lost count of the number of skulls he had taken for Khorne this day but it could never be too many. The red mist was on him now. He could tell that the Blood God was well pleased with his champion for all that he had achieved as the raw power of the warp took on substance around him and his brother slayers.

The energy of the warp swirled in eddies around them and then writhed in agony as the birthing pangs of the defenders' nightmares commenced. Loathing for the Imperium and the need for revenge had festered for long aeons in the timeless Realm of Chaos, now it found expression in the fury of the Chaos Space Marines' assault on the stronghold.

Minds and souls focused on nothing but the act of killing allowed the influence of the Blood God to extend its reach from the warp. Rage, hatred and bloodlust washed over the battlefield, beginning to congeal from the ether as grizzly travesties of living creatures. The more blood the Berzerkers spilt the greater the overlap between material and the immaterial became. This served only to fuel the warriors' desire for bloodshed and increase their terrible ferocity.

In a rare moment of lucidity, Melchor, Khorne's Avenger, took in more than just the butchered corpse of his next victim and was able to assess the warband's position. All around him Berzerkers and Night Lords appeared to have the advantage, their archaic power armour drenched in the life-blood of their enemies. In terms of sheer numbers and bestial savagery the Chaos-corrupted warriors had the upper hand.

A well-aimed lasgun shot from a Cadian trooper exploded against Brother Melchor's chest but did not even slow the Berzerker's charge. The Guardsman's own flak armour did nothing to stop Melchor's spiteful, bloody-handed

retaliation. With four fluid strokes the Cadian was left as a limbless torso.

The Khorne Berzerker growled in cruel satisfaction. They would crush this pathetic world and claim its prize for their own. Then the upstart Emperor would know of their might and despair: and in the depths of his despair the Dark Gods' minions would have their revenge. Victory would be theirs and the Long War would come to an end.

Melchor luxuriated in the slaughter of those around him, the reddening consuming his mind utterly. Then he felt the approach of something through the warp, mighty and terrible indeed. A concentration of sadistic cruelty and a bestial hunger for blood that only the most violent of massacres could attract and appease. Lured by the stench of battle and the agonised death throes of the warriors' prey, it came.

The Berzerker leader welcomed the daemoniac spirit across the divide of space and time and it spoke to him of all that it would do to the glory of Khorne if the Brother-Champion assented to its wishes. Only the spirit of a Greater Daemon would make such a demand and Melchor would not make such a sacrifice for anything less. With a thought the pact was made.

Instantly a horrific transformation took hold of the Chaos Space Marine. The Berzerker's body began to swell rapidly, fur-covered flesh bursting through the plasteel plates, ripping the armour apart. His arms were flung outwards by a powerful spasm and lengthened with an audible stretching sound.

His whole body writhed and twisted as his skeleton and internal organs reorganised themselves from within. Black, bone-like stumps appeared from between his shoulder blades, growing at a grossly-accelerated rate until a great pair of bat-like wings unfurled behind him, blotting out the weak light of the sun. Leg joints bent back painfully as the snout of an animal burst through the old skull of the Chaos Space Marine. And all the time the warrior's body grew in size as the daemon possessing it drew on the energy of the warp to fuel its transformation.

The possession was complete. Melchor the Avenger was no more and in the Berzerker's place there now stood a gargantuan Bloodthirster. The daemon reached down to the battlements of the still standing central core of the fort. Men fled, screaming as their sanity cracked before the aura of terror radiating from the daemon's presence, the Bloodthirster picked up the Cadian lieutenant with one massive hand and stuffed the struggling mortal into its fang-lined maw, teeth like murderous blades crunching through carapace armour and bone alike.

Shreds of the Traitor Marine's armoured skin still hanging from its monstrous wings, the Khorne daemon strode through the compound crushing concrete walls beneath hooves of bronze and dispensing fiery death with its burning lash.

The Inquisitor walked through the burning rubble of the mining outpost, his rugged, bearded face set in an inscrutable frown. It was clear from his expression that the events that had taken place here bore more terrible consequences for the Imperium. A squad of Ultramarines followed him over the

battlefield, the proud Space Marines maintaining strict file order at all times. Every member of the squad, despite preserving his exterior impassive calm, looked on in horrified disbelief at the scene. The entire frontier fort had been razed to the ground: not a wall remained standing. The occasional corpse of a Chaos Space Marine lay in the ashes but they were far outnumbered by the butchered carcasses of frontiersmen and Cadian shock troops littering the ground.

What manner of warp-born atrocities had been committed here? Everything about the Chaos Space Marines sickened the Ultramarines to the core. The Night Lords, and those other heretics who had pledged their allegiance to the warband, were the total antithesis of the Emperor's loyal Chapters. They tore down that which once they had created and which the Ultramarines now strove to protect. They showed no remorse at wiping out the entire population of a planet and all because of some misguided megalomaniacal notion that they had something better to replace it with, that they could better control.

Oh how the Inquisitor lamented the weakness of the human condition. How could the Emperor's finest Space Marines have let themselves fall so far from the Emperor's saving grace. What was this dark power that could have caused the Ultramarines' brethren to become no better than wild animals, with all humanity gone?

Not a single soul remained alive, or free from eternal damnation the Inquisitor noted mentally. There was no sign of the women and children. No doubt they were already chained within the bellies of the Night Lords' ships, bound for a life of slavery on one of the abominable daemon worlds at the edge of the Eye of Terror.

The Inquisitor had long suspected that the Night Lords would eventually find their way to the world of Purgatory and when they did, all humanity would tremble before their traitorous plan. For buried beneath the surface of the planet was an artefact spoken of in hushed whispers and accompanied with warding gestures among the Ordo Malleus.

Through divination carried out by the psykers of the Inquisition, the doomsday weapon known of only as the Hand of Night had been located on the small, forgotten world. Said to be a gift of the Dark Gods, sent into the physical universe straight from the heart of the Realm of Chaos, nothing was comparable to it in power; not even the planet-scouring process of the Exterminatus.

Sending tendrils of mental energy into the ether surrounding the planet, the Inquisitor sensed that something was missing from the heavily traumatised psychic aura of Purgatory. Something large, devastating and tainted with the corrupting power of the warp. He knew then that he was too late. The Night Lords and a weapon with which whole star systems could be ransomed were gone.

DESIGNER'S NOTES

"If I have seen further than other men it is only because I stood upon the shoulders of giants." – Isaac Newton

I've always loved Chaos. My corruption began with the first Realm of Chaos book, *Slaves to Darkness*. The second book (*The Lost and The Damned*) was still being worked on when I joined the Studio and I actually exercised some of my crude paste-up skills helping to lay it out. These two books fascinated me – all that baroque brutality and renaissance savagery created a unique sense of atmosphere and all-pervasive threat even in the twisted universe of Warhammer 40,000.

With eyeball-snapping suddenness it's 1995 and the lord high torturers are telling me and Jervis that it's time to write *Codex Chaos*, somehow summarising two 200+ page books into around a quarter of that space. Hmmmm. First of all we began by looking at the original Realm of Chaos books. We concluded that they evoked an atmosphere with the way they looked and the plethora of excellent quotations in them (many of which we've lovingly quoted in *Codex Chaos*). The hard information they actually contained was split across the Warhammer 40,000 and Warhammer fantasy battle games. Unfortunately by now it was somewhat dated and massively over-detailed with numerous random tables with no real application in the game itself. While it is always painful to take things out of a publication, some of it just had to go.

The biggest bugbear was how to supply army lists for the manifold armies of Chaos in one handy Codex. In the originals there were separate army lists for each of the major Chaos Powers in Warhammer and Warhammer 40,000 but they repeated a lot of troop types in each one. We decided that we could turn these into a single all-singing and all-dancing list. Players who wanted to create forces dedicated to particular Powers would have the capacity to do so but other players who wanted to sample the full Chaos experience would be happy. The other problem was that the Realm of Chaos lists used to create rather, erm, eclectic armies which didn't really have a focus. This was carried across into the short 'Black Codex' army list in the Warhammer 40,000 game where you have Beastmen, Cultists, daemons and Chaos Space Marines all squashed together. This is fine in principle but when turned into a 1,500 point army it tends to look rather bitty on the tabletop.

We wanted Chaos forces to have a strong theme so we looked at what had gone before and what people chose for their Chaos armies in the '95 Warhammer 40,000 tournament. This gave us one overwhelming answer: Chaos Space Marines. Every army contained Chaos Space Marines and nearly all included daemons as well. Working with this we decided to make the main army list in *Codex Chaos* depict a raiding force of Chaos Space Marines from the Eye of Terror. Any daemons in a force could be summoned up from the warp during the game using special rules. Hawking this idea proved players were very taken with the idea of using an army of evil Space Marines. We were in business.

The next things to worry about were how to make the Chaos Space Marines different from Imperial Space Marines: was it to be simply a case of different coloured power armour or something more? Obviously something more. And what about the people who like armies of Cultists, daemons and Beastmen? Ignore them and we could end up being lynched.

Jervis cannily suggested that we could put two 'appendix' army lists into the Codex. These would cover the scions of Chaos which weren't present in the Chaos Space Marine section. These two extra lists (for Daemon World armies and Chaos Cults) proved to be an excellent way of showing what the forces of Chaos could be like. They could also be allied together with Chaos Space Marines to create the kind of

armies you got with the Black Codex and the early Realm of Chaos books.

To me the Chaos Space Marines needed to be characterised as a threat reaching back from the Imperium's past, a threat which had refused to lie down and become part of history. This is in part why the gods of Chaos are less pivotal in *Codex Chaos*; we felt that the motivations of Chaos Space Marines should remain their own, no matter how debased and vile. Though the corrupted Space Marines of the Traitor Legions make excellent champions for the gods of Chaos, they are not pawns and have their own agendas of vengeance, empire-building, vindication or arcane study which give them purpose.

The Chaos special characters have all been written and designed with this idea very much at the fore. Hopefully they succeed in reflecting the different aspects of obsession which have driven them onward and how these powerful individuals have reformed their existence in the service of darkness. The insane devotion of Khârn to the Blood God illustrates one extreme, the adamant refusal of Ahriman to accept his damnation quite another. Even the daemon princes have not been created as an exercise in creating mega-monsters but to give an insight into the way daemons can be personalities too, with their own idiosyncracies and foibles which make them unique.

This idea was also carried across into the character of the Traitor Legions themselves. In the original Realm of Chaos books four of the Legions (World Eaters, Emperor's Children, Death Guard and Thousand Sons) had been written up in detail and the others were ignored. To carry this through we made the four Legions already detailed the ones which had become completely dedicated to Chaos Gods, and had (naturally) received the physical rewards of those Gods. It was easy to imagine that some of the most deranged and fanatical individuals from all of the Legions would dedicate themselves entirely to the Chaos Gods and so Khorne Berserkers, Plague Marines, Noise Marines and Tzeentchian Sorcerers were spawned.

Another interesting spin we came up with was to make Chaos Space Marine forces feel as if they had been exiled to the Eye of Terror ten millennia before the Imperium's 'present' day. Though the technological advancement of the Imperium moves at the speed of an aged tortoise ten thousand years was bound to bring some changes. This suggested limiting the Traitor Legions' weaponry to some of the 'older' types and making others dangerous, experimental precursors of the guns used by Imperial Space Marines. This, combined with the older patterns of power armour the designers have used, gives the Chaos Space Marine miniatures a dark, archaic feel which contrasts well with the clean, upright loyalist Space Marines.

Well that's probably enough babble from me. Before you go I should emphasise that although I've talked about the ideas that went into *Codex Chaos* the talented individuals who made this all work are the miniature designers, the artists, production guys and the figure painters. Their enthusiasm for Chaos in general and *Codex Chaos* in particular has made it a real pleasure to be a part of and they are the ones who have carried the whole book far beyond my wildest expectations. I'd also like to thank my hairdresser and wardrobe department, my mother and all the little people...



"The filth of their visage is nothing
to the filth in their hearts"

Inquisitor Vandis on the Traitor Legions



To this day the Blood Angels Space Marine Chapter still laments the brethren who lost their lives to Abaddon the Despoiler and his warhost at the Battle of Mackan. Without warning, Mackan's peaceful dawn was shattered as an unending tide of Chaos fell from the skies, engulfing the outnumbered Blood Angels. Here we see scenes depicting the confrontation between Iron Warriors Chaos Space Marines and a Blood Angels force led by Mephiston the Lord of Death.



Chaos Predator

Most Chaos Predators are much more than mere armoured tanks, for powerful Daemons are often bound within them. Such Predators become living, malevolent machines capable of wreaking terrible carnage and devastation in battle.



CHAOS MARINE LAND RAIDER

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 14"
FAST SPEED: 20"
TYPE: TRACKED

CREW:

1 CHAOS SPACE MARINE DRIVER
2 CHAOS SPACE MARINE GUNNERS

TRANSPORT:

10 Space Marines in power armour or 5 Space Marines in Terminator armour.

WEAPONS:

Four lascannon, two linked in each side mount, and twin heavy bolters linked in a pintel mount. Each pair of lascannon has a 180° field of fire to their side of the vehicle. The heavy bolters have a 360° field of fire. The Land Raider may be fitted with two assault launchers carrying Frag grenades at an additional cost of +5 points.



WEAPON DATA

WEAPON	RANGE SHORT LONG	TO HIT SHORT LONG	STR	DAM.	SAVE MOD	ARMOUR PENE.	SPECIAL
Lascannon	0-20 20-60	- -	9	2D6	-6	3D6+9	
Heavy Bolter	0-20 20-40	- -	5	D4	-2	D6+D4+5 Sust. fire 4D	
Assault Launcher 6	- -	- -	3	1	-1	D6+3	2" Blast Marker

POINTS COST: 220 points

CHAOS MARINE PREDATOR

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

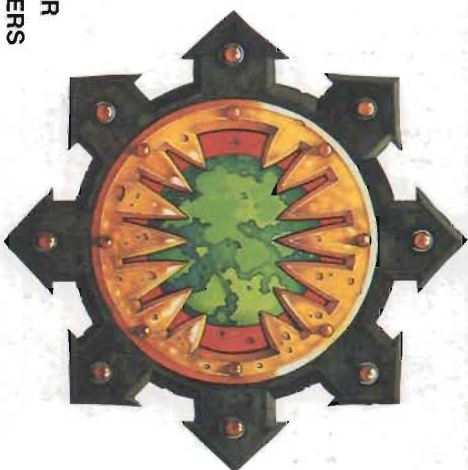
SLOW SPEED: 7"
COMBAT SPEED: 20"
FAST SPEED: 25"
TYPE: TRACKED

CREW:

1 SPACE MARINE DRIVER
3 SPACE MARINE GUNNERS

WEAPONS:

One autocannon mounted in the turret. The autocannon has a 360° field of fire. The turret may be upgraded to house twin lascannons instead of the autocannon at a cost of +30 points. Either heavy bolters (+30 points) or lascannons (+90 points) may be mounted in each side sponson, with a 180° field of fire to its side of the vehicle. The Predator may be fitted with a set of assault launchers carrying Frag grenades at an additional cost of +5 points.



WEAPON DATA

WEAPON	RANGE SHORT LONG	TO HIT SHORT LONG	STR	DAM.	SAVE MOD	ARMOUR PENE.	SPECIAL
Assault launcher 6	- -	- -	3	1	-1	D6+3	2" Blast Marker
Lascannon	0-20 20-60	- -	9	2D6	-6	3D6+9	Move or Fire
Autocannon	0-20 20-72	- -	8	D6	-3	2D6+8	Sustained Fire 1D
Heavy bolter	0-20 20-40	- -	5	D4	-2	D4+D6+5	Sustained Fire 2D

POINTS COST: 90 points + sponson weapons

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-3	Hull	20	18
4	Sponson*	17	15
5-6	Turret	22	22

* Hit the one nearest to the attacker

D6 Track Damage Table

- 1 The track is damaged but keeps running. The Predator may only move at slow speed for the rest of the game.
- 2-5 The track is blown off. The Predator moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6 A track is blown off, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

- 1-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Predator's engine explodes, killing the crew. The tank is spun round to face in a random direction and then comes to a permanent halt.
- 5 A spark ignites the Predator's fuel tank, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Predator's ammunition explodes. The Predator is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

Sponson Damage Table

- 1 The weapon mounted in the sponson is damaged and may only be fired on a D6 roll of 4+.
- 2-5 The sponson is destroyed. The weapon mounted in it may not fire for the rest of the game.
- 6 The sponson is destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this has.

Turret Damage Table

- 1 The weapon mounted in the turret is damaged and may only be fired if you first roll a 4 or more on a D6.
- 2 The turret is jammed and may no longer rotate. The turret weapons may only fire in a straight line at targets that are directly in front of them.
- 3 The turret gunner is killed. Unless his position is taken over by another crew member the turret weapon may no longer be fired.
- 4-6 The ammunition stored in the turret explodes and the Predator is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 Strength 9 hits with a -6 saving throw modifier.

D6	Location	Armour	
		Front	Side/Rear
1-2	Track*	17	17
3-5	Hull	22	20
6	Lascannon*	18	18

* Hit the one nearest to the attacker

D6 Track Damage Table

- 1 The track is damaged but keeps running. The Land Raider may only move at slow speed for the rest of the game.
- 2-5 The track is blown off. The Land Raider moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- 1 The twin heavy bolters mounted on the hull are destroyed and may no longer be used.
- 2-3 A fiery explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Land Raider's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 5 A spark ignites the Land Raider's fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Land Raider's ammunition explodes. The Land Raider is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6 Lascannon Damage Table

- 1 The lascannon is damaged and may only be fired if you first roll a 4 or more on a D6.
- 2-5 The lascannon is destroyed and may not fire for the rest of the game.
- 6 The lascannon is destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.

CHAOS DREADNOUGHT

VEHICLE DATA

M	WS	BS	S	I	A	LD
6	7	5	6	5	3	10

CREW: 1 CHAOS SPACE MARINE

RAM VALUE: STRENGTH 7
D10 DAMAGE, -4 SAVE

WEAPONS:

The Dreadnought is armed with a left and a right arm chosen from the list below at an additional points cost. All weapons have a 90° field of fire to the front. Right arm: Twin linked **heavy bolters** 20 points, twin linked **autocannon** 35 points, Mk 1 **heavy plasma gun** 40 points, twin **lascannon** 55 points. Left arm: **power claw** 15 points, **thunder hammer** 20 points, **power scourge** 20 points.



The Dreadnought is also armed with an auxiliary **combi-weapon** mounted in the body or left arm at no additional points cost. The Dreadnought may be upgraded to carry two **assault launchers** loaded with **Frag grenades** for +5 points or a **havoc missile launcher** for +30 points.

WEAPON DATA

WEAPON	RANGE SHORT LONG	TO HIT SHORT LONG	STR	DAM.	SAVE MOD	ARMOUR PENE.	SPECIAL
Heavy Bolter	0-20 20-40	- -	5	D4	-2	D6+D4+5	Sustained fire 2D
Autocannon	0-20 20-72	- -	8	D6	-3	2D6+8	Sustained fire 1D
Lascannon	0-20 20-60	- -	9	2D6	-6	3D6+9	
Heavy Plasma	0-20 20-40	- -	7	D4	-2	D6+D4+7 (Low energy)	
	0-20 20-72	- -	10	D10	-6	D6+D10+10 (Max. power)	
							(Sustained fire 1D, Move or fire, 1" Blast marker)
Thunder Hammer	close combat -	-	special	D6	-5	auto	
Power Claw	close combat -	-	8	1	-5	D6+D20+8	
Power Scourge	close combat -	-	6	1	-3	D6+D12+6	+2 Attacks
Assault Launcher	6 -	- -	3	1	-1	D6+3	2" blast marker
Havoc Launcher	0-20 20-72	- -	4	1	-1	D6+4	2" blast marker

POINTS COST 135 points + weaponry

CHAOS SPACE MARINE RHINO

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: TRACKED

CREW:

1 CHAOS SPACE MARINE DRIVER

TRANSPORT:

10 Chaos Space Marines in power armour, **or** 5 Chaos Space Marines in Terminator armour.

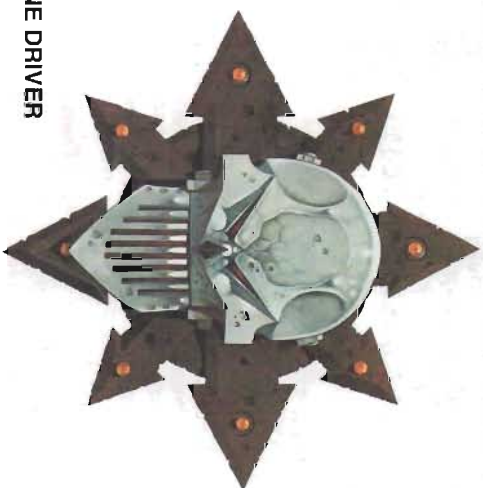
WEAPONS

Twin-linked bolters with 360° field of fire. The Rhino may be fitted with two assault launchers with **Frag grenades** at an additional cost of +5 points.

WEAPON DATA

WEAPON	RANGE SHORT LONG	TO HIT SHORT LONG	STR	DAM.	SAVE MOD	ARMOUR PENE.	SPECIAL
Bolters	0-12 12-24	+1 -	4	1	-1	D6+4	-
Assault Launcher	6 -	- -	3	1	-1	D6+3	2" Blast marker

POINTS COST: 50 Points



D6	Location	Armour		
		Front	Side/Rear	
1	Track*	15	15	
2-5	Hull	20	18	
6	Weapons	12	12	

* Hit the one nearest to the attacker

D6 Track Damage Table

- 1** The track is damaged but keeps running. The Rhino may only move at slow speed for the rest of the game.
- 2-5** The track is blown off. The Rhino moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6** A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- 1** The driver is hit and killed. The Rhino will move out of control and may not fire any weapons until another model takes over.
- 2-4** A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed.
- 5** The Rhino's engine explodes, killing everybody on board. The Rhino is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 6** A spark ignites the Rhino's fuel tank and it bursts into flames, killing everybody on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

D6 Weapons Damage Table

- 1** The Rhino's bolters and assault launchers are damaged, and may only be fired if you first roll a 4 or more on a D6.
- 2-5** The Rhino's bolters and assault launchers are destroyed.
- 6** The Rhino's bolters and assault launchers are destroyed as above, but the explosion causes a secondary explosion in the hull. Roll on the Hull Damage Table to find out what effect this second explosion has.

D6	Location	Armour		
		Front	Side/Rear	
1	Legs	19	19	
2	Left Arm	18	18	
3	Right Arm	18	18	
4-6	Body	21	19	

D6 Arm Damage Table

- 1** The arm is hit and partially paralysed. Any ranged weaponry incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the Dreadnought's Attacks characteristic by 1 point.
- 2** Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on a D6.
- 3-5** The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed, and the Dreadnought's Attacks characteristic is reduced by 1 point.
- 6** The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to Dreadnought's body bypassing all armour and causing a secondary explosion. Roll on the Body Damage Table to find out what effect this second explosion has.

D6 Body Damage Table

- 1** The Chaos Space Marine is rattled by the hit and becomes infuriated. The Dreadnought will automatically fail any Ld tests it has to take because of fire frenzy in its next turn without rolling the dice.
- 2** The Chaos Space Marine is wounded, though not seriously, and he may continue to fight. All the Dreadnought's characteristics are halved (rounding fractions up) for the rest of the battle.
- 3-4** The Dreadnought's engine bursts into flames and the machine is immobilised. The Chaos Space Marine may use emergency controls to fire one weapon. Roll a D6 at the beginning of each player's turn: the machine explodes on a 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- 5** The Chaos Space Marine is badly wounded and may take no further part in the battle. The Dreadnought immediately staggers D3" in a random direction, colliding with anything moved into and then collapses to the ground.
- 6** The ammunition explodes destroying the Dreadnought and killing the Chaos Space Marine. Any models within 3" suffer D6 Strength 10 hits with a -2 saving throw modifier.

D6 Leg Damage Table

- 1** The inch thick armour plate on the Dreadnought's legs hold, but the force of the blow slows it down. The Dreadnought may not move in its next turn.
- 2** The Dreadnought is knocked sprawling. It immediately staggers D3" in a random direction, colliding with anything moved into.
- 3-4** The leg is seriously damaged. The Dreadnought may only limp D3" per turn.
- 5-6** The leg is blown off and the Dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

CHAOS SPACE MARINE BIKE

VEHICLE DATA

CREW:

1 CHAOS
SPACE MARINE

RAM VALUE:

STRENGTH 5
D4 DAMAGE

-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 15"
FAST SPEED: 30"
TYPE: BIKE

WEAPONS:

Twin-linked bolters
firing forward in a
90° arc of fire.

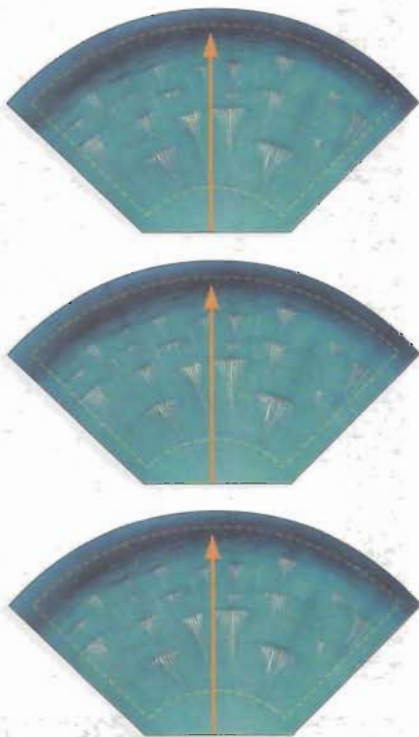


WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR	PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG			MOD.	MOD.			
Bolters	0-12	12-24	+1	-	4	1	-1	D6+4	-	-	-

POINTS COST: 20 points + rider

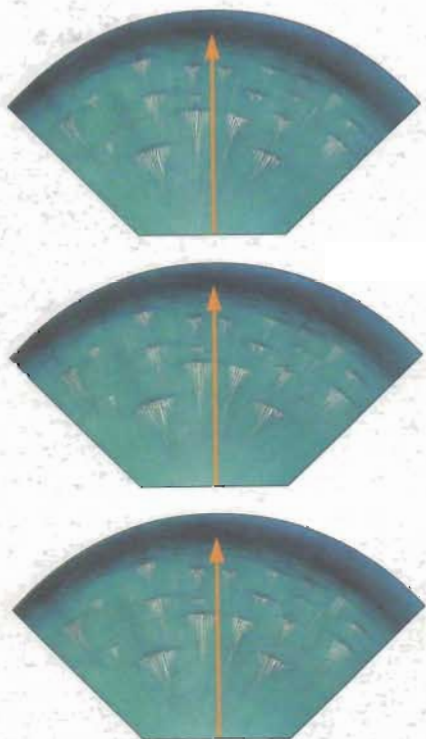
DOOM SIREN TEMPLATES



BLIGHT GRENADE MARKERS



DOOM SIREN TEMPLATES



BLIGHT GRENADE MARKERS



D6	Location	Armour Front / Side Rear
1-2	Chaos Space Marine Rider	See Below
3-6	Bike	10

D6 Bike Damage Table

- 1 The bike's twin bolters are destroyed and may no longer be used.
- 2 The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
- 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6, the rider is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The bike's front wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 Strength 6 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving throw modifier on all models within 3".

Rider Damage Table

Roll to see whether the rider is killed using the normal Shooting rules by comparing the attacking weapon's Strength to the rider's Toughness, and making any armour saving rolls as normal. If the rider is killed then the bike will move out of control for one turn and then flip over and be destroyed.

REWARD

5 Points

NURGLE'S CLOUD OF FLIES

A cloud of flies surrounds the model. All enemy models in base-to-base contact suffer a -1 modifier to their Weapon Skill, whether they are attacking the model with the Cloud of Flies or another.



CHAMPIONS OF NURGLE ONLY

REWARD

5 Points

NURGLE'S ROT

After making normal attacks in hand-to-hand combat, roll a D6 for each mortal enemy model in base-to-base contact. On a roll of 6 they contract Nurgle's Rot and suffer a single wound. No saving throws of any kind are allowed against Nurgle's Rot, so it cannot be stopped by energy fields, dodged, stopped by a medi-squig and so on. Note that this only applies to mortal foes, not to other daemons, vehicles, Avatars or Wraithguard.

CHAMPIONS OF NURGLE ONLY

REWARD

40 Points

BEAST OF NURGLE

The model is accompanied by a Beast of Nurgle that has been gifted to him by the Chaos God. The characteristics and special rules for the Beast can be found in the Daemonic Creatures section of Codex Chaos. The Beast will attempt to remain within 6" of its master at all times. In effect, the two form a special unit and must obey all the Unit Coherency rules.

CHAMPIONS OF NURGLE ONLY

REWARD

15 Points

PLAGUESWORD

The Plaguesword drips with venomous slime. A wound from a Plaguesword will kill mortal creatures outright on a D6 roll of 4 or more, regardless of how many wounds they have. On a roll of 1-3 the Plaguesword only causes 1 wound. Note that this only applies to mortal foes, not to other daemons, vehicles, Avatars or Wraithguard.

CHAMPIONS OF NURGLE ONLY

REWARD



CHAOS

REWARD



CHAOS

REWARD



CHAOS

REWARD



CHAOS

REWARD 10 Points

BREATHE FIRE

The model may breathe fire. This allows the model to attack in the shooting phase as if it were armed with a flamer. This is treated exactly the same as any other weapon attack, so if the model breathes fire it may not make any other shooting attacks in the same turn, and it may not breathe fire if engaged in hand-to-hand combat.

SORCERERS OF TZEENTCH ONLY

REWARD

25 Points

DESTINY OF TZEENTCH

If any army includes a model with this Chaos Reward then the force cards are always dealt to that side first, even in the psychic phase of an opponent's turn. In addition, that side always gets to use the first psychic power. If both sides have a Sorcerer with this Reward the two cancel out and the normal rules apply.

SORCERERS OF TZEENTCH ONLY

REWARD

30 Points

DISC OF TZEENTCH

The model rides a Disc of Tzeentch which has been gifted to him by the Chaos God. The characteristics and special rules for Discs can be found in the Daemonic Creatures section of Codex Chaos.



SORCERERS OF TZEENTCH ONLY

REWARD

40 Points

FORTUNE OF TZEENTCH

A model with this Reward is allowed to use a nullify each psychic phase just as if they had been dealt a Nullify card. This nullify always works on a roll of 4+, no matter what the psychic levels of the models involved.



SORCERERS OF TZEENTCH ONLY

REWARD



CHAOS

REWARD



CHAOS

REWARD



CHAOS

REWARD

50 Points

JUGGERNAUT OF KHORNE

The model rides a Juggernaut of Khorne that has been gifted to him by the Chaos God. The characteristics and special rules for the Juggernaut can be found in the Daemonic Creatures section of Codex Chaos.



CHAMPIONS OF KHORNE ONLY

REWARD

30 Points

COLLAR OF KHORNE

The Collar of Khorne that hangs around the model's neck is said to be forged from the heat of Khorne's rage at the very foot of the Blood God's throne of brass. The power of the collar is to suck the energy of the warp from around it, fortifying the wearer and also protecting it from psychic attack. As a result force weapons lose their Strength bonus and cannot wound the wearer automatically if he is a daemon, and psychic attacks that target the wearer or include it in their area of effect are nullified and will not work.

CHAMPIONS OF KHORNE ONLY

REWARD

15 Points

AXE OF KHORNE

The model carries a mighty Axe of Khorne, suffused with chaotic power and laden with death! A hit from the Axe of Khorne causes not 1 wound on its victim but D3 wounds (roll a D6: 1-2=1, 3-4=2, 5-6=3). In addition, the weapon adds +1 to the wielder's Strength.

CHAMPIONS OF KHORNE ONLY

REWARD

20 Points

PRaise OF KHORNE

The Chaos Champion has been favoured by Khorne and has received the Blood God's unholy blessing. The model may retake any failed armour save. Note that this reward will not work on any types of save other than armour saves.



CHAMPIONS OF KHORNE ONLY

REWARD



CHAOS

REWARD



CHAOS

REWARD



CHAOS

REWARD



CHAOS

REWARD

5 Points

SCREAM OF SLAANESH

Slaanesh has gifted the favoured Champion with the ability to emit a dreadful, soul-numbing scream. When the model charges it causes fear as described in the Psychology section of the Warhammer 40,000 rulebook.



CHAMPIONS OF SLAANESH ONLY

REWARD

10 Points

GAZE OF SLAANESH

The Chaos Champion has been granted the ability to direct a lurid, eldritch gaze towards nearby enemies, distracting them and weakening their resolve.

Any enemy models attempting to fight the Champion in hand-to-hand combat have their Attacks characteristic reduced by -1 point.

CHAMPIONS OF SLAANESH ONLY

REWARD

20 Points

ALLURE OF SLAANESH

In hand-to-hand combat, enemy models must test against their Leadership on 3D6 to be able to strike this model. If they fail the test then they fight normally, but if they win the combat they will not strike the model and so any hits are wasted and the combat is treated as a draw. Once an enemy model has passed the test, it need not test again.

CHAMPIONS OF SLAANESH ONLY

REWARD

25 Points

STEED OF SLAANESH

The model rides a Steed of Slaanesh which has been gifted to him by the Chaos God. The characteristics and special rules for Steeds can be found in the Daemonic Creatures section of the Codex Chaos.



CHAMPIONS OF SLAANESH ONLY

REWARD



CHAOS

REWARD



CHAOS

REWARD



CHAOS

REWARD



CHAOS

VEHICLE 20 Points

NURGLE INFESTATION

The vehicle has been infected by Nurgle's Rot. The vehicle is infested with pestilence, decaying limbs and tentacles. The vehicle is rotten to the core, slimy ooze covers the tank and Nurglings clamber all over the vehicle.

The armour value of all the vehicle's locations are increased by 1 point. In addition, any model who attacks the vehicle in hand-to-hand combat must first fight against the Nurglings and waging limbs. The vehicle has 2 attacks with a WS of 3. If the vehicle wins the combat then it works out hits as normal. The infestation counts as having a Strength of 3. If the attacker wins then it may make a single attack against the vehicle in the normal manner. Do not count any bonuses for multiple attackers fighting a Nurgle infested vehicle.

NURGLE DAEMONIC VEHICLES ONLY

VEHICLE +25% to the vehicle's point value

DAEMONIC POSSESSION

This card may only be chosen for fully enclosed vehicles and Dreadnoughts. The vehicle has no crew, instead it is possessed by a daemon. Its hatches are all welded shut and sealed with sigils and runes of Chaos. If the vehicle had a troop carrying capability then it can no longer carry any troops.

The daemon controls the vehicle and can fire all of its guns using its BS of 5. If the vehicle is a Dreadnought it fights with a WS of 5 as well. Any damage results that indicate the crew are killed have absolutely no effect. The vehicle has an aura of pure evil, and causes terror. If the vehicle is destroyed, then its daemon will disappear back to the warp. If the Chaos army loses all its champions bearing a Mark of Chaos, then the daemon will be banished along with all the other daemons, disabling the vehicle.

CHAOS VEHICLES ONLY

VEHICLE 25 Points

DESTROYER

This device is favoured by Chaos Space Marines that worship Khorne the Blood God and may only be fitted to Land Raiders, Predators and Rhinos. The vehicle is equipped with all manner of spikes, slicing blades, scythed wheels, grabbing claws and torture implements. A vehicle equipped with a Destroyer has its ram value upgraded to Strength 10, D20 damage, -6 saving throw.

In addition, any model that wishes to attack the vehicle in hand-to-hand combat must roll equal to or under their Initiative on a D6 (6 always fails). If this roll is failed then the model sustains a hit equivalent to the vehicle's ram value.

KHORNE DAEMONIC VEHICLES ONLY

VEHICLE 25 Points

WARP AMP

This card may only be chosen if your army includes at least one squad of Noise Marines and may only be fitted to Land Raiders, Predators and Rhinos. The vehicle is equipped with a device designed to amplify emotions by projecting resonant warp energies from rune-encrusted horns and pipes which sprout from the vehicle.

The closer a creature comes to the warp amp the harder it is for it to maintain discipline and conscious thought. Enemy models within 18" of the warp amp suffer a -1 penalty to their Leadership score when taking Break or psychology tests. Within 12" the penalty increases to -2 and within 6" it increases to -3.

SLAANESH DAEMONIC VEHICLES ONLY

VEHICLE +5 Pts per weapon

COMBI-BOLTER

The combi-bolter is the standard armament for Chaos Space Marine Terminators. However, it is not uncommon to find them mounted on Chaos Space Marine vehicles for additional firepower.

Any member of the crew can fire the combi-bolter, though they may not drive, fire other weapons, etc if they do so. Alternatively, troopers from squads being transported may fire the combi-bolter instead of firing their weapons through hatches or firing slits. Models firing combi-bolters may not be targeted separately. The combi-bolters follow all the rules for combi-weapons as printed in Codex Chaos. Chaos Space Marines may rapid fire with combi-bolters if the vehicle is stationary or moving at slow speed.

CHAOS SPACE MARINE VEHICLES ONLY

VEHICLE 45 Points

CORUSCATING WARP FLAME

The vehicle is covered in weird gargoyles that constantly chatter incantations, and breathe great gouts of Tzeentch warp fire. This covers the vehicle in a sheet of sorcerous flames which consume enemy troopers and psychic powers. Any psychic power used against the vehicle or a model within 3" of it will be nullified on a D6 roll of 4 or 5. On a roll of 6 the power is nullified and it must be discarded for the rest of the game.

If the vehicle is attacked in close combat it will inflict D6 hits with a Strength of 4+D6 divided among the models in base contact with it. Make a single roll for the Strength of all of the hits. Each hit inflicts 1 wound with a saving throw modifier of -1 for each point of Strength above 3. Surviving enemy models may then attack.

TZEENTCH DAEMONIC VEHICLES ONLY

THE TYRANT'S CLAW

35 Points

The Tyrant's Claw is a monstrous, bear-like bionic arm and shoulder which was built to replace Huron's own arm. The Claw incorporates a built-in heavy flamer for close range combat and a number of hooks and blades which allow Huron to parry in hand-to-hand combat. The Claw can be used in shooting phase or the hand-to-hand combat phase of a turn, not both.

RANGE	TO HIT		STR.	DAM.	SAVE		ARMOUR	SPECIAL
	SHORT	LONG			MOD.	PENE.		
close combat			8	1	-5		D6+D20+8	parry
hvy. flamer template	5		D3		-3		D6+D3+5	see rules

HURON BLACKHEART ONLY



WARGEAR CARD

CHAOS



VEHICLE

CHAOS



VEHICLE

CHAOS



VEHICLE

CHAOS



VEHICLE

CHAOS



VEHICLE

CHAOS



VEHICLE

INFERNO BOLTS

20 Points

Inferno bolts are sorcerous boltgun or bolt pistol shells which have been inscribed with arcane runes that writhe with blue-white fire. The bolts can be used whenever the model fires in the shooting phase instead of ordinary bolt ammunition (though the bolts may not be used in conjunction with rapid fire). If they hit a target the bolts explode with the same effects as the psychic power Tzeentch's Fire Storm. The Strength value of the fire storm is equal to the mastery level of the Sorcerer using the bolts instead of its normal Strength of 5. Targets with saving throws against psychic attacks may take them as normal against Inferno bolts. Otherwise armour and energy fields have no effect.

SORCERERS OF TZEENTCH ONLY



**WARGEAR
CARD**



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD

CHAOS TERMINATOR ARMOUR 70 Points

Abaddon's Terminator armour has been blessed by the fickle Powers of Chaos so that it is far stronger than the earthly materials it was once made of. The armour affords Abaddon a 2+ saving throw on 2D6 and will nullify any psychic power used against him or which includes him in its area of effect on a D6 roll of 4 or more.

ABADDON ONLY

THE TALON OF HORUS 30 Points

The Talon is an icon of evil incarnate to the Imperium, it causes *terror* in Imperial forces, except for Blood Angels Space Marines, which are affected by the psychology rules for *hatred* instead. The claw mounts an early custom storm bolter on its back so it can be used to either make a shooting attack or fight in close combat in a turn, but not both.

RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR	PENE.	SPECIAL
SHORT	LONG	SHORT	LONG			MOD.				
0-12	12-24	+1	-	5	1	-2		D6+5		sust. fire 1D
close combat				8	D3	-5	D3+D6+D20+8			parry

ABADDON ONLY

THE DAEMON SWORD DRACH 'NYEN 25 Points

Drach'nyen rips through steel, flesh and bone without resistance, making a mockery of physical armour. Any hits inflicted by the sword will wound automatically and the victim receives no saving throw for armour, though unmodifiable saves can be taken as normal. Vehicles struck by the sword have their armour penetrated automatically. Psykers and daemons which suffer a hit from the sword will take D3 wounds instead of 1.

SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL
Close combat only				-	1	auto	auto	parry

ABADDON ONLY

GORECHILD 10 Points

Gorechild is a deadly weapon capable of splitting an armoured Space Marine from head to crotch with one blow and is doubly dangerous in the hands of Khârn.

Khârn is so familiar with Gorechild that in hand-to-hand combat he may re-roll any fumbles (1's) on his attack dice.

SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL
Close combat only				7	1	-4	D6+D12+7	see above

KHÂRN ONLY



WARGEAR CARD

THE CHIRURGEON

30 Points

The Chirurgeon is a complex part magical, part technological machine which pumps daemon ichor around Bile's body, giving him special powers and invulnerabilities as detailed in Codex Chaos. In addition the Chirurgeon contains a Frenzon dispenser implanted directly into Bile's heart (see p71 of the Wargear book for details) and its articulated drill and saw arms mean Bile rolls an additional 2 attack dice in hand-to-hand combat. Note that the +2 attacks are added after any doubling of his attacks for *frenzy*.

FABIUS BILE ONLY



WARGEAR CARD

ROD OF TORMENT

25 Points

The daemon-forged Rod of Torment amplifies the slightest pin prick into a raging weal of agony. Any opponent suffering 1 or more wounds from the Rod of Torment is immediately disabled by the pain and removed as a casualty even if they have any remaining wounds.

In addition the model must pass a Ld test on 2D6 or let out a tortured scream so horrible that any friendly models within 8" must take a Break test.

RANGE	TO HIT	STR.	DAM.	SAVE	ARMOUR	PENE.	SPECIAL
SHORT LONG	SHORT LONG			MOD.			
Close combat only	as user	1	as user	varies	-		

FABIUS BILE ONLY



WARGEAR CARD

XYCLOS NEEDLER

25 Points

Before rolling to hit, select a serum to fire. If a target's armour/field saving throw fails, the serum affects them automatically, no roll to wound is needed. Serums only affect living creatures. Against other targets the needler uses its basic profile.

Xyclos A automatically inflicts D3 wounds per hit. **Xyclos B** causes psychotic visions. Roll D6+2 on the Hallucinogen Effect Table (Wargear book, p59). Targets of **Xyclos C** automatically catch fire as if ignited by a flamer. The flames can't be smothered, but might go out on their own. If the model dies, it explodes with the same effects as a Plasma grenade.

SHORT LONG	SHORT LONG	STR.	DAM.	MOD.	PENE.	SPECIAL
0-12	12-24	+2	+1	(3)	1	-1

FABIUS BILE ONLY



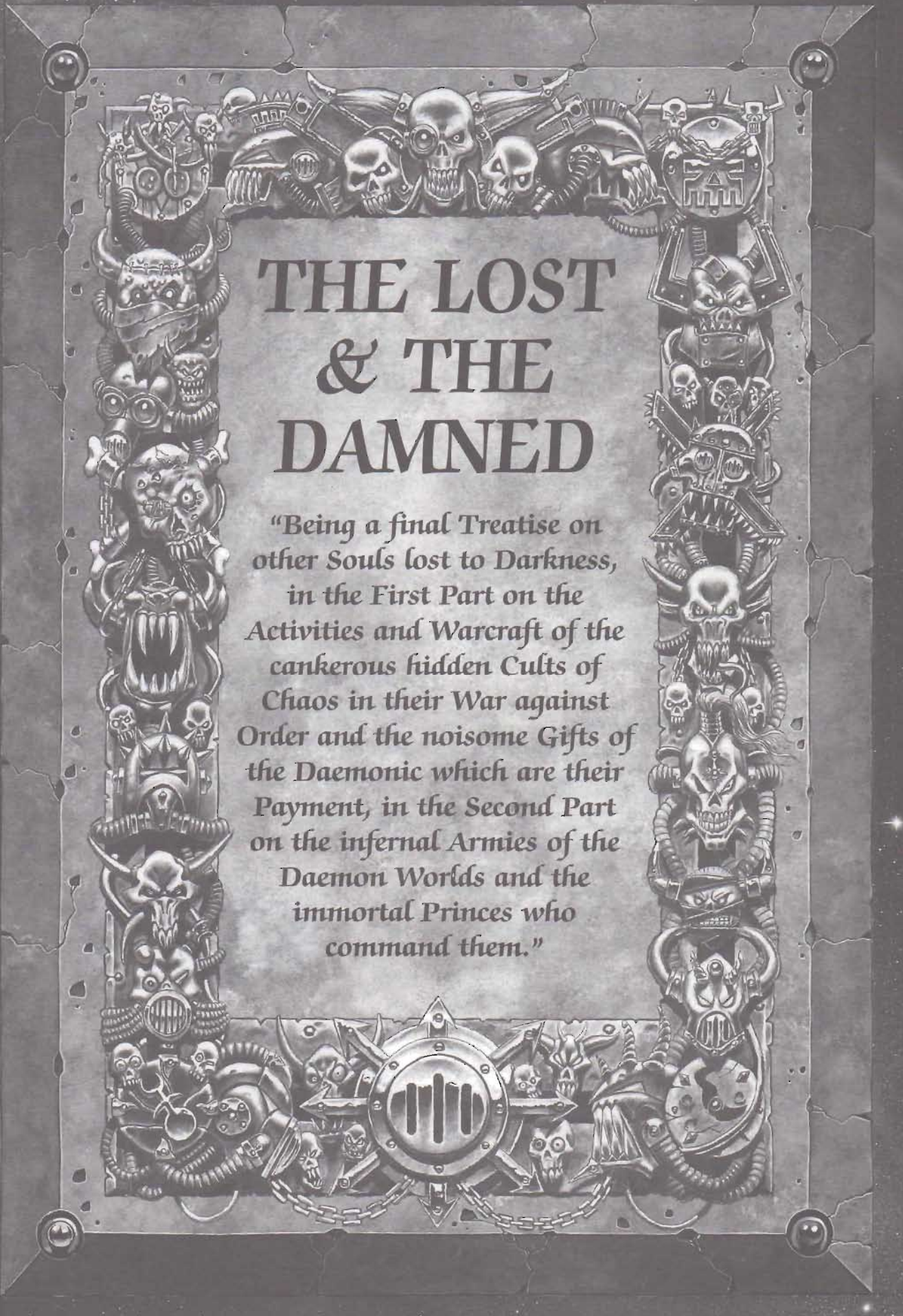
WARGEAR CARD

BLACK STAFF OF AHRIMAN

25 Points

The Black Staff is a potent focus of psychic energy. Whenever Ahriman uses a psychic power the Black Staff reduces the number of force cards needed to power it by 1 to a minimum of one, so force 2 powers only require one force card to use and force 3 powers only need two force cards to use. In hand-to-hand combat the powerful energies of the Black Staff add +4 to Ahriman's Strength characteristic.

AHRIMAN ONLY



THE LOST & THE DAMNED

*"Being a final Treatise on
other Souls lost to Darkness,
in the First Part on the
Activities and Warcraft of the
cankorous hidden Cults of
Chaos in their War against
Order and the noisome Gifts of
the Daemoniac which are their
Payment, in the Second Part
on the infernal Armies of the
Daemon Worlds and the
immortal Princes who
command them."*



THE APPENDIX



CHAOS CULT & DAEMON WORLD ARMY LISTS

The main sections of this Codex describe Chaos Space Marine armies. These are not, of course, the only type of Chaos army found in the Warhammer 40,000 universe. The most dangerous of the other types of army that fight on behalf of the Chaos Gods are Chaos Cult armies and the Daemonic Legions of the daemon worlds.

On the following pages you will find more information and an army list for each of these types of Chaos army. The army lists are written in a more abbreviated style than the main list, and are not as detailed. They are included mainly for players who wish to fight out special scenarios or series of games that form part of a campaign, and are not really intended for competitive 'head-to-head' play as such. In particular, players will find that Chaos Cult armies are rather weak when compared to armies picked from other lists, while Daemon World armies are rather powerful. For all of these reasons the rules, characters and lists from the Appendix should **only** be used against an opponent who has agreed to their use **before** the battle takes place, and they should not be allowed in tournaments without the organisers' consent.

CHAOS CULT ARMIES

The followers of Chaos are not always so easily recognisable as the bloody-handed Chaos Lord and his ferocious pillaging warband of Chaos Space Marines. Some lie hidden in human society, seemingly ordinary folk with normal occupations and interests, awaiting only the right moment to reveal their true loyalties. These agents of Chaos represent a threat to the Imperium at least as great as that of the marauding bands of Chaos Renegades, for they gnaw away at the heart of the Imperium from within. These followers of Chaos are organised into Chaos Cults: secret and heretical bodies devoted to the service of Chaos and the Chaos Powers.

Chaos Cults attract all kinds of people. They have an especially strong appeal to those whose ambitions or sense of adventure cannot find an outlet within more normal society. To those who are bold enough to take it, Chaos offers an opportunity to acquire real power quickly. To some it is the quest for knowledge itself which lures them onto the Chaos Path, the chance to gain knowledge of the warp and psychic power, knowledge that will give them power. Others are attracted by the prospect of more material power: the acquisition of wealth, influence and followers. Many more are the ordinary followers of corrupt, influential leaders.

Chaos offers an escape from day to day drudgery, conventional social life, and perpetual self doubt. It is no coincidence that many of the lowly followers of Chaos are mentally unstable, social misfits, or else desperate individuals

whose only hope of sanctuary lies in the bosom of Chaos.

Some Cultists worship Chaos in its entirety or Undivided Glory, just as some Chaos Champions dedicate themselves to Chaos as a whole rather than to a particular Power. These cultists venerate the Great Powers, daemons, and other Powers of Chaos as a Pantheon of diverse gods. The worship of the Chaos Powers in this way follows a pattern of polytheism which is quite common among native religions. This polytheistic version of Chaos is therefore the most obvious form of worship on these worlds. However, those who possess more knowledge about the warp and the individual Chaos Powers will usually choose to single out one Power as the object of their worship. The most important Powers are the four Great Powers of Khorne, Slaanesh, Nurgle and Tzeentch, but many other lesser Powers, daemon princes and daemons are also worshipped.

The most dangerous Cults are those which worship the Chaos Powers directly and go so far as to summon daemons from the warp itself. These are the Chaos Cultists who are most vigorously hunted and suppressed by the Inquisition because their activities pose a very real threat to humanity. In addition to the Chaos worshipping Cults are those centred around alien infiltrators like the Genestealers, Cults which aim to speed humanity's evolution into a psychic species like the Immortal Cult of Necromunda, and other strange Cults such as the Vampire Covens of Cassandron. These organisations are ruthlessly persecuted by the Inquisition, and their members are hunted down and killed without mercy.



Inevitably Chaos Cults will be drawn into conflict, perhaps with the authorities or maybe with other criminal organisations or even rival Cultists. Cults are perfectly able to fight, and can usually do so without coming directly into the open. After all, one gangland skirmish is pretty much like another, and it is not only Chaos Cultists who might want a local proctor killed or a governor's assistant assassinated.

The main bulk of the Cult is made up of ordinary Cultists. These may vary in number from a mere handful to many hundreds or even thousands. Their allegiance to the Chaos Gods is highly secret. They lead seemingly normal lives, perhaps even holding trusted positions within the local

government, but their true loyalties lie with the Cult. When the Cult is ready to rise against the authorities, the Cultists finally reveal their true colours and take up arms at the command of their demagogue.

Cults prepare for armed struggle by amassing arsenals of weapons and equipment. If they are able to do so, the Cult will attempt to infiltrate and subvert the local defence forces. They may also use psychic powers to contact Chaos Space Marines drifting through the warp and guide them to their world. Once the forces of Cult and Chaos Space Marines are united the Cult can come into the open, and the whole world will be plunged into devastating conflict from which the Cult may emerge as a major world power.

DAEMON WORLD ARMIES

The region of space known as the Eye of Terror lies on the edge of the galaxy to the north and west of Earth. At the centre of the Eye of Terror is a hole in the fabric of space out of which the raw energy of Chaos pours into the material universe. Because the Eye of Terror is so steeped in chaotic energy it is not as inhospitable to the daemons of Chaos as normal space. This is not to say that daemons can live or move completely freely within the Eye of Terror, but their conjuration is vastly easier, and their power is correspondingly greater than it would be elsewhere in the galaxy. The centre of the Eye of Terror is more hospitable to daemons than the fringes as it is more highly saturated with Chaos energy. The worlds which lie closest to the centre of the Eye are called the *daemon worlds*.

On the daemon worlds Chaos reigns triumphant! A daemon can move freely between the warp and the daemon worlds. The Chaos Powers regard these worlds as provinces of Chaos in the galaxy of matter – material colonies of their immaterial empires. The four Great Powers continuously compete to possess the daemon worlds. Armies of daemons and their living allies fight huge and bloody battles to determine which of the Chaos Powers will possess them. These battles often last for hundreds of years, so that the entire world becomes little more than a gigantic arena where the opposing forces are pitched against each other.

The Chaos Powers do not, of course, appear in person to lead their armies – they are spectators to events, not participants. Their generals are Greater Daemons and favoured daemon princes who, because they were once alive, understand the nature of both the material universe and the immaterial Realm of Chaos. Once a daemon prince has conquered a world, his grateful patron gives it to him as a gift to rule over as he wishes!

When a daemon prince takes control of his hard-won world he uses his mighty powers to reshape it into a form which pleases him. Because of this, every world is different and all are equally spectacular in their own way. The most powerful psykers in the Imperium have reported dreams or visions in which worlds of the Eye of Terror have been revealed to them. On one world a black sun stands in a white sky and smoky threads pour from it onto a tangled black city – this is said to be the home world of the daemon prince Perturabo, formerly the Primarch of the Iron Warriors. Another world has boiling lakes of blood from which spheres of fire float into the sky and spread their light across the firmament – the ruler of this world is the daemon prince Bubonicus, formerly a mortal Champion of Nurgle on one of the myriad lost worlds in the galaxy.



Visions of such places disturb the psychically sensitive throughout the entire galaxy.

The Eye of Terror is home to countless millions of living creatures. Many of these are human, or were once human before Chaos perverted them into forms no longer recognisable as such. Every world in the Eye of Terror has its mortal population whose Champions and warbands form the mortal armies of Chaos in the galaxy. Even daemon worlds have mortals who live there and worship their Chaos masters as gods. Cultists who have the means and courage to flee from the Inquisition often make for the Eye of Terror and the welcoming arms of their Chaos masters. Mortals who take refuge in the Eye of Terror can become very powerful Champions of Chaos – many will have dedicated themselves to Chaos and might already be well on the way to daemonhood.

On the daemon worlds life is war: war in the name of Chaos, war fought to amuse or serve the Chaos Powers. Mortal Champions, warbands, mortal and daemonic armies, all battle together in an endless celebration of strife. The Chaos Powers revel in the adoration of their favourite warriors, and savour the blood that is shed willingly in their honour. Should the pace of conflict slacken, a Chaos Power will invite a rival Power to send an invading army to one of his worlds so that they can enjoy the sport of battle. The limits and terms of the tournament are determined beforehand: the number of troops, daemons, and Champions to be committed for example. The wager is likely to be possession of the planet itself! The Chaos Powers love such contests and will often gamble whole worlds on the outcome of a single combat between two of their mortal Champions.

CHAOS CULT ARMY LIST

CHARACTERS: Up to a quarter of the points value of the army.

CULTISTS: At least a quarter of the points value of the army.

ALLIES: Up to half the points value of the army. Chaos Cult armies may ally with Imperial Guard (ignore the command structure as many officers will have been 'purged'), Ork, Genestealer Cult and Chaos Space Marine armies.

Note that the army may include summoned daemons by selecting them from the Chaos Space Marine army list (which saves us repeating all the information again in this list!).

Chaos Rewards and Marks of Chaos: Please note that characters in a Chaos Cult army are *not* allowed to take Chaos Rewards or Marks of Chaos, although they are allowed to have special Daemon-gifts instead (these are described later). This restriction does *not* apply to allied troops.

CHARACTERS

1 DEMAGOGUE 38 points

The leader of a Chaos Cult is called a Demagogue. The Demagogue dedicates himself to the Chaos Powers in return for the uncertain favours of the Dark Gods.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Demagogue	4	5	5	4	4	2	5	2	8

Equipment: Armed with a laspistol. The Demagogue may have up to two Wargear cards, and any combination of additional wargear allowed by the Chaos Cult Army Wargear lists (see the Wargear list for points values).

Special Rules: Army commander, strategy rating of 3. The Demagogue always has one Daemon-gift, generated randomly on the Daemon-gift Table. He may be upgraded to a Chaos Magus Master with a mastery level of 3 at a cost of 90 additional points.

CHAOS MAGUS

Chaos Magus 32 points

Chaos Magus Champion 68 points

A psyker who pledges his soul to Chaos becomes a Chaos Magus. These individuals can become very powerful, and are second only to the Cult's Demagogue in the hierarchy of the Chaos Cult.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Magus	4	3	3	3	4	1	4	1	7
Magus Champion	4	4	4	4	4	2	4	1	7

Equipment: Armed with a laspistol. A Chaos Magus may have up to 1 Wargear card and any combination of additional wargear allowed by the Chaos Cult Wargear lists (see the Wargear list for points values).

Special Rules: A Chaos Magus has a mastery level of 1, and a Chaos Magus Champion has a mastery level of 2. He may be given a Daemon-gift generated randomly from the Daemon-gift Table for an additional 10 points.

0-1 CULT ICON BEARER 58 points

The army may include up to one Icon Bearer. He carries the Cult's Battle Standard, and is picked from amongst the strongest and most fervent of the Cult's followers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Icon Bearer	4	4	4	3	3	1	4	1	8

Equipment: The Icon Bearer may not have any Wargear cards, but may carry a Chaos Icon, and can have any combination of additional wargear allowed by the Chaos Cult Army Wargear lists (see the Wargear list for points values).

Special Rules: The Icon Bearer carries the Cult's Battle Standard (the rules for Battle Standards are in the Warhammer 40,000 rulebook). He may be given a Daemon-gift generated randomly from the Daemon-gift Table for an additional 10 points.

ACOLYTE 9 points

Acolytes are crazed followers of the Chaos Gods chosen for their dedication and unthinking devotion. They deliver blood-curdling speeches before a battle which inspire their followers to insane acts of bravery.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Acolyte	4	4	4	3	3	1	4	1	8

Equipment: Armed with a laspistol. May not have any Wargear cards, but may have any combination of additional wargear allowed by the Chaos Cult Wargear lists.

Special Rules: An Acolyte may be added to any coven. He may not leave the coven during the battle. Acolytes are subject to *frenzy*, as described in the Warhammer 40,000 rulebook.

BEASTMAN CHAMPION 23 points

Cult armies often include packs of Beastmen led by ferocious Champions. Such beasts revel in the destruction of man and willingly flock to fight alongside the forces of a Chaos Cult.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beastman Champion	4	5	4	3	4	2	4	1	8

Equipment: Armed with sword or axe and wearing primitive armour (6+ save). May not have any Wargear cards, but may have any combination of additional wargear allowed by the Chaos Cult Army Wargear lists (see the Wargear list for points values). May also have a primitive shield (+1 point).

Special Rules: Up to one Beastman Champion may be added to any Beastman pack.

CULTISTS

CHAOS CULTIST COVEN

..... 4 points per model

The vast bulk of the followers of a Chaos Cult are organised into Cultist Covens. These crazed human followers of the Chaos Gods have been driven to the edge of madness and beyond by the terrifying sights they have seen and the unspeakably vile acts they have carried out.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Cultist	4	2	2	3	3	1	3	1	5

Equipment: Each coven consists of 5 to 20 Cultists armed with a knife, club or axe. Any number of models may be equipped with additional assault or basic weapons chosen from the Chaos Cult Army Wargear list, and up to one model may be equipped with a special or heavy weapon (see the Wargear list for points values).

Special Rules: All Chaos Cultists are subject to *frenzy*, as described in the Warhammer 40,000 rulebook.

1 BEASTMAN PACK PER CHAOS CULTIST COVEN

..... 15 points per model

Beastmen are the foul spawn of the Chaos Gods, creatures so twisted by their mutations that it is impossible to tell whether their forbears were men or beasts. They are violent and low-minded creatures, and are often found in Chaos Cult armies.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beastmen	4	4	3	3	4	2	3	1	7

Equipment: Each Beastman pack consists of 5 to 20 Beastmen armed with a club or axe, and wearing primitive armour (6+ save). Any number of models may take additional assault or basic weapons chosen from the Chaos Cult Army Wargear list (see the Wargear list for points values). Any model may take a primitive shield (+1 point).

Special: The army may include a maximum of 1 Beastmen pack per Cultist Coven in the army. In addition, the army may never include more Beastmen models than there are Chaos Cultists.

CHAOS CULT ARMY WARGEAR LIST

ARMOUR

One item per model. May only be chosen for Character models.

Flak armour (6+ save)	2
Mesh armour (5+ save)	3
Carapace armour (4+ save)	7

ASSAULT WEAPONS

Any number per model. May be chosen for any model.

Chain-axe	2
Chainsword	2
Power Axe (Characters only)	7
Power Glove (Characters only)	10
Power Sword (Characters only)	6
Sword or Axe	1
Double-handed Weapon	
(+2S, but always lose combat on a tie)	1

Autopistol	1
Bolt Pistol	2
Hand Flamer	7
Laspistol	1
Plasma Pistol (Characters only)	5
Stub Gun	1

BASIC WEAPONS

One per model. May be chosen for any model.

Autogun	1
Boltgun	3
Lasgun	2
Shotgun	2

SPECIAL WEAPONS

One per model. May be chosen for any model.

Flamer	9
Melta-gun	8
Plasma Gun	8

HEAVY WEAPONS

One per model. May not be chosen for Character models. Chaos Cultists heavy weapons do not have a targeter.

Autocannon	25
Heavy Bolter	15
Lascannon	45
Missile Launcher (with Frag & Krak missiles)	45
Multi-melta	65
Heavy Plasma Gun	40
Heavy Stubber	10



GRENADES

Any number per model. May only be chosen for Character models.

Blind Grenades	2
Plasma Grenades	3
Frag Grenades	2
Krak Grenades	3
Melta Bombs	5
Photon Flash	2

DAEMON WORLD ARMY LIST

CHARACTERS: Up to half the points value of the army.

DAEMONS & WARBANDS: At least a quarter of the points value of the army.

ALLIES: Up to a quarter of the points value of the army. Daemon World armies may ally with Imperial Guard (ignore the command structure as many officers will have been 'purged'), Ork, Chaos Space Marine and Chaos Cult armies.

Note that the army may **not** include allied summoned daemons from the Chaos Space Marine army.

CHARACTERS

1 DAEMON PRINCE See Daemon Prince Characters section

Daemonic Legions are led by a Daemon Prince. These incredibly powerful entities are the most trusted of all the followers of the Chaos Gods, and are amongst the most deadly creatures found anywhere in the Warhammer 40,000 universe. No two Daemon Princes are alike, and therefore they are *always* special characters with their own unique special rules and characteristics. We've included four, one for each Chaos Power, in the Daemon Prince Characters section later on. However, there are many more Daemon Princes than just these four, and players should feel free to create their own Daemon Princes using our own versions as guidelines.

Daemon Princes are the Daemon Legion's commander and have a strategy rating of 5.

GREATER DAEMONS

Bloodthirster	285 points
Keeper of Secrets	255 points
Great Unclean One	230 points
Lord of Change	250 points

Greater Daemons are second only to the Daemon Princes in the Pantheon of Chaos Creatures. More detailed descriptions of each of the Greater Daemons listed above can be found in the main body of this book.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10
Keeper of Secrets	6	9	10	7	7	8	7	6	10
Great Unclean One	4	7	7	7	8	10	4	7	10
Lord of Change	8	9	10	7	7	7	10	6	10

Special Rules: Special rules that apply as described in the Daemonic Creatures section. In addition, any Greater Daemons included in the army must follow the same Chaos God as the army's Daemon Prince.

0-1 DAEMONIC ICON BEARER 65 points

The army may include up to one Icon Bearer. He carries the Legion's Battle Standard, and is picked from amongst the most fervent of the human followers of the Legion's Chaos God.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Icon Bearer	4	4	4	3	3	1	4	1	8
Chaos Steed	8	4	0	4	4	1	4	1	5

Equipment: The Icon Bearer has an axe and carapace armour (+4 save). He may not have any Wargear cards, but may carry a Chaos Icon, and may have any combination of wargear allowed by the Daemon World Army Wargear lists. In addition, he may have a primitive shield (+1 point). He may ride a Chaos Steed (+4 points).

Special Rules: The Icon Bearer must have the Mark of Chaos of the Chaos Power followed by the army's Daemon Prince (see the Wargear list for points values). He carries the Legion's Icon which acts as a Battle Standard as described in the Warhammer 40,000 rulebook.

CHAOS WARRIOR CHAMPIONS

Exalted Champion	62 points
Mighty Champion	34 points

Chaos Warriors are men who have abandoned their home world and race, and thrown in their lot with Chaos: men who have chosen a life of bloodshed and destruction in return for a fleeting chance to gain the favour of the Chaos Gods.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Exalted Champion	4	6	6	4	4	3	6	3	9
Mighty Champion	4	5	5	4	4	2	5	2	8
Chaos Steed	8	4	0	4	4	1	4	1	5

Equipment: Carapace armour and axe. The Champion may be armed with any combination of additional wargear allowed by the Daemon World Army Wargear lists (see the Wargear list for points values). In addition he may have a primitive shield (+1 point), or ride a Chaos Steed (+4 points). A Chaos Warrior Champion may have up to 2 Wargear or Chaos Reward cards.

Special: The Champion may bear the Mark of Chaos of the Chaos Power followed by the army's Daemon Prince (see the Wargear list for points values). Note that Chaos Warrior Champions may not bear the Mark of Tzeentch.

CHAOS MAGUS

Chaos Magus Lord	161 points
Chaos Magus Master	110 points

A psyker who pledges his soul to Chaos becomes a Chaos Magus. While not as powerful as the Chaos Sorcerers of the Chaos Space Marine Legions, Chaos Magi are dangerous opponents nonetheless.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Magus Lord	4	5	6	4	4	4	5	3	8
Magus Master	4	5	5	4	4	3	5	2	7
Chaos Steed	8	4	4	4	4	1	4	1	5

Equipment: A Chaos Magus may have up to three Wargear or Chaos Reward cards, and any combination of wargear allowed by the Daemon World Army Wargear lists (see the Wargear list for points values). May ride a Chaos Steed (+4 points).

Special Rules: The Sorcerer may bear the Mark of Chaos of the Chaos Power followed by the army's Daemon Prince (see the Wargear list for points values). Note that Chaos Magi may not be given the Mark of Khorne.

A Chaos Magus Master has a mastery level of 3, and a Chaos Magus Lord has a mastery level of 4.

BEASTMAN CHAMPION 23 points

Daemon World armies often include packs of Beastmen led by ferocious Champions. Such beasts revel in destruction and willingly flock to fight alongside the forces of Chaos.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beastman									
Champion	4	5	4	3	4	2	4	1	8

Equipment: Armed with sword or axe and wearing primitive armour (6+ save). May not have any Wargear cards, but may have any combination of additional wargear allowed by the Daemon World Army Wargear lists (see the Wargear list for points values). May have a primitive shield (+1 point).

Special Rules: Up to one Beastman Champion may be added to any Beastman pack.

DAEMONS & WARBANDS

KHORNE DAEMONS

- Bloodletters 20 points
Flesh Hounds 30 points

Bloodletters and Flesh Hounds are the creations and servants of the Chaos God Khorne. A full description of their abilities can be found in the main body of the rules.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	4	3	1	6	2	10
Flesh Hound	10	5	0	5	4	2	6	1	10
Juggernaut	7	3	0	5	5	3	2	2	10

Special Rules: Bloodletters and Flesh Hounds must be purchased in units of 3-10 models. They may only be included in Daemonic Legions led by a Daemon Prince of Khorne. Bloodletters may be mounted on Juggernauts at a cost of +50 points per model in the warband.

SLAANESH DAEMONS

- Daemonettes 20 points
Fiends 15 points

Daemonettes and Fiends are the creations and servants of the Chaos God known as Slaanesh. A full description of their abilities can be found in the main body of the rules.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	6	5	4	3	1	6	3	10
Fiends	6	3	0	3	3	1	6	3	8
Steeds of Slaanesh	12	3	0	4	5	1	6	1	10

Special Rules: Daemonettes and Fiends must be purchased in units of 3-10 models. They may only be included in Daemonic Legions led by a Daemon Prince of Slaanesh. Daemonettes may be mounted on Steeds of Slaanesh at a cost of +25 points per model in the warband.



NURGLE DAEMONS

- Nurgling Base 10 points
Plaguebearers 20 points

Nurglings and Plaguebearers are the creations and servants of the Chaos God known as Nurgle. A full description of their abilities can be found in the main body of the rules.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nurgling Base	4	3	3	3	3	3	4	3	7
Plaguebearer	4	5	5	4	3	1	6	2	10

Special Rules: Nurglings and Plaguebearers must be purchased in units of 3-10 models. They may only be included in Daemonic Legions led by a Daemon Prince of Nurgle.

TZEENTCH DAEMONS

- Horrors of Tzeentch 20 points
Flamers 40 points

Horrors and Flamers are the creations and servants of the Chaos God known as Tzeentch. A full description of their abilities can be found in the main body of the rules.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pink Horror	4	5	5	4	3	1	6	2	10
Blue Horror	4	3	3	3	3	1	7	1	10
Flamer	9	3	5	5	4	2	4	2	10

Special Rules: Horrors and Flamers must be purchased in units of 3-10 models. They may only be included in Daemonic Legions led by a Daemon Prince of Tzeentch.

CHAOS WARRIOR**WARBAND** 15 points per model

Chaos Warriors fight in warbands and do battle in praise of their patron God. Every Chaos Warrior hopes that one day he will be recognised by his God and chosen to become one of his Champions.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Warrior	4	4	4	3	3	1	4	1	8
Chaos Steed	8	4	0	4	4	1	4	1	5

Equipment: Each Chaos Warrior warband consists of 5-20 models armed with an axe and wearing carapace armour (4+ save). Any number of models may take additional assault weapons chosen from the Daemon World Army Wargear list (see the Wargear list below). Any model may take a primitive shield (+1 point). The entire warband may be mounted on Chaos Steeds at a cost of +4 points per model.

Special Rules: All the Chaos Warriors in a warband may be given the Mark of Chaos of the Chaos Power followed by the army's Daemon Prince (see the Wargear list for points values per model in the warband).

CHAOS HOUND PACK 8 points per model

Chaos Hounds are foul mutated creatures which hunt and fight in savage packs.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Hounds	6	4	0	4	4	1	4	2	6

Special Rules: A Chaos Hound pack consists of 5 to 10 Chaos Hounds.

BEASTMEN 15 points per model

Beastmen are the foul spawn of the Chaos Gods, creatures so twisted by their mutations that it is impossible to tell whether their forbears were men or beasts. Beastmen form a large part of the population of the daemon worlds, and are often found in Daemonic Legions.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beastmen	4	4	3	3	4	2	3	1	7

Equipment: Each Beastman pack consists of 5 to 20 Beastmen armed with a club or axe, and wearing primitive armour (6+ save). Any number of models may take additional assault weapons chosen from the Daemon World Army Wargear list (see the Wargear list for points values). Any model may take a primitive shield (+1 point).

MINOTAURS 30 points per model

Minotaurs are horribly mutated bull-headed creatures that delight in death and destruction. They are creatures of Chaos and are only found on daemon worlds or where the power of Chaos is very strong.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	3	2	9

Equipment: A Minotaur warband consists of 3 to 10 Minotaurs, armed with axes. Any number of models may take additional assault weapons chosen from the Daemon World Army Wargear list (see the Wargear list for points values).

Special: Minotaurs suffer from a mental trait called *blood-greed*. If they slay an opponent in hand-to-hand combat they are not allowed to make a follow-up move, but must remain where they are, feasting on the dead opponent's body.

TROLLS 20 points per model

Trolls are large and hideous creatures, bestial and foul with long gangling limbs and cold, damp hides. They are not very intelligent, but they are very strong, and their flesh has an supernatural ability to regrow almost as soon as it is damaged.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Troll	6	3	1	5	4	3	1	3	4

Equipment: A Troll warband consists of 3 to 5 Trolls armed with large clubs.

Special Rules: Trolls suffer from *stupidity* as described in the psychology section of the Warhammer 40,000 rulebook. In addition they receive a 4+ unmodified save against any wounds they suffer to represent their ability to regenerate damage.

DAEMON WORLD ARMY WARGEAR & MARKS OF CHAOS LIST**ARMOUR**

One item per model. May only be chosen for Character models.

Flak armour (6+ save)	2
Mesh armour (5+ save)	3
Carapace armour (4+ save)	7

MARKS OF CHAOS

Characters and Chaos Warriors only. See the main rules for the effects of Marks of Chaos. A model may only bear the Mark of the Chaos Power followed by the Daemon Prince leading the army. The lower points costs (in brackets) are for Chaos Warriors.

Mark of Khorne (may not be taken by Chaos Magi)	30 (15)
Mark of Nurgle	20 (10)
Mark of Tzeentch	20 (10)
Mark of Slaanesh	10 (5)

ASSAULT WEAPONS

Any number per model. May be chosen for any model.

Chain-axe	2
Chainsword	2
Lance (mounted models only, +2S when charging)	2
Power Axe (Characters only)	7
Power Glove (Characters only)	10
Power Sword (Characters only)	6
Sword or Axe	1
Double-handed Weapon (+2S, but always lose a combat on a tie)	1
Autopistol	1
Bolt Pistol	2
Hand Flamer	7
Laspistol	1
Plasma Pistol (Characters only)	5
Stub Gun	1

DAEMON GIFTS

Some characters in Chaos Cult armies are allowed to take a *Daemon-gift*. This represents a special psychic power granted to the character by its patron Chaos God. In effect they are a lesser form of the Mark of Chaos given to Chaos Space Marine characters in the main rules.

Daemon-gifts are generated on the following table at the start of a battle. The points for the gift are paid when the army is created, but the Daemon-gift itself is not generated until the battle is about to start. Daemon-gifts are not secret, and should be generated anew at the start of each game unless the battle forms part of an ongoing campaign, or the character has been specially designed for a scenario. A character may never have more than one Daemon-gift. Finally, please note that Daemon-gifts are not psychic powers per se, and so cannot be nullified.



DAEMON GIFT TABLE (Roll a D10)

1 Cannot Be Possessed

This character is under the direct protection of his Chaos god and cannot be possessed by a daemon from the warp. Treat any Daemonic Attacks cards played on this character in the psychic phase as having no effect. If this power is generated for a character who cannot use psychic powers, roll again.

2 Weapon Jinx

The character can attempt to use this power whenever an enemy model makes a ranged attack at him. Roll a D6 – on a roll of 6 the weapon jams and may not be used again until the jam has been cleared (see the rules for jammed weapons in the Warhammer 40,000 Wargear book).



3 Fearful Aura

The character causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

4 Freeze Time

The character can freeze time while he carries on moving. To other models it appears that the character is able to move incredibly quickly. The character may add D6" to his basic move, which can then be doubled for running or charging as normal.

5 Sense Presence

The character can sense the presence of any enemy model that is within 12", even if the character couldn't normally see them. This means that enemy models can't hide from the character unless they are more than 12" away from him.

6 Daemon Shot

When the character shoots, the attack is guided by the power of Chaos. The character will hit any target that he can see and which is in range on a roll of 2 or more. No to hit modifiers apply: the shot always hits on a roll of 2+, and will only miss on a roll of 1.

7 Walk Through Walls

The character is able to make a small rent in the very fabric of reality which allows him to walk through walls and other obstacles. The 'hole' then seals up behind him. The character may move through walls or other obstacles less than 1" thick that he encounters as he moves. The character may use this power to drop through the floor, but he will fall down to the next level down, and will take an automatic hit with a Strength equal to half the distance fallen in inches.

8 Mirror Image

The character can use this power if he wants to break from combat. It creates a mirror image of the character which so confuses his opponent that the character can break from the combat without being hit.

9 Bang-Flash!

The character can attempt to produce a small ball of glowing warp energy which he can throw, and which will explode with a blinding flash. The character can use this power to make an attack exactly as if he were throwing a Photon Flash Flare grenade.

10 Daemonic Protection

The character is protected against harm by his patron Chaos God, and is treated in all ways as if he had a daemonic aura (see the rules for Daemonic Auras, earlier).

CHAOS SPAWN

Chaos Gods are generous, but irresponsible with their favours. Either they cannot distinguish the difference in value of their gifts, or simply have no interest in investigating the matter. When blessing one of his followers a Chaos God might make him stronger, tougher, faster, astonishingly attractive, intelligent, or otherwise improve his lot. But the gift might equally well disadvantage the follower, making him weak, feeble-minded, or turning him into a sluggish mound of flesh.

Most Gifts of Chaos take the form of physical mutation. The more gifts a creature has the more potentially disastrous their cumulative effect can be. Extreme mutations tend to affect the recipient in all kinds of unfortunate ways. If a follower acquires too many mutations he passes the point of no return and becomes a Chaos Spawn.

Any follower of Chaos can find himself heading towards spawndom. Even a Chaos Champion who enjoys the favour of his god may suffer this fate. A Champion who does not earn himself the ultimate reward of daemonic immortality will certainly become Spawn unless he dies first. Such is the lot of the Chaos Champion: he is destined for everlasting diabolic glory or an ignominious end as a mindless dribbling monster.

The outward appearance of a Chaos Spawn is utterly unpredictable. They may have several sets of limbs, bizarre attributes like crab claws, a chitinous carapace, tattered but useless wings, eye stalks, a long flexible neck, or a gaping maw full of needle-like teeth. Although immensely powerful, Spawn are mindless creatures, their former intelligence having been sacrificed to their unholy ambition. Many a Champion of great promise has ended up as a seething mound of bone and flesh, monstrously distorted and screaming with insane rage.

THE GIFT OF SPAWNDOM

Spawn are not covered by the army lists and so are not normally included in your initial forces. Instead it is possible for models to turn into Spawn during a game if a Chaos God turns his attention towards the battlefield. The use of this rule is strictly optional, and it should only be used if both players agree to it before the battle starts. If you do decide to use the rule then the player must have a Chaos Spawn model ready to use, in case it is needed.

If either player rolls a 12 or more for their Warp Flux roll then there is a chance that one of the Chaos Gods has turned his attention to the battlefield. (You can only roll more than 12 if you've decided beforehand to roll more than 2D6 for the Warp Flux for the battle. Also note that if less than 2D6 are being rolled there is no chance at all of this happening). Roll a further D6 – if the score is equal to or less than the number of Chaos Champions and Chaos Sorcerers in the army then one, chosen by the player that made the Warp Flux roll, is turned into a Chaos Spawn. Note that Chaos Lords are not included in this total, as they are held in special regard by the Chaos Gods who will not turn them into Chaos Spawn except under the most exceptional of circumstances. If you are using Cult or Daemon World armies, Chaos Magi and Chaos Warrior Champions and the Demagogue should be included in the total.

When a model turns to Chaos Spawn, replace it with a Chaos Spawn model. The following rules apply.

1 Any armour or weapons the creature has are lost, and any wargear and Chaos Rewards cease to be effective. If the creature has a psychic level (eg, is a Chaos Sorcerer) then it loses its psychic powers and any wargear that can only be used by psykers.

2 Roll a D3 (ie D6: 1-2 = 1, 3-4 = 2, 5-6 = 3) for each of the following characteristics: Strength, Toughness, Wounds, Attacks. Add the result of the dice to the characteristics value to find the Chaos Spawn's characteristics.

3 After the creature turns to Spawn its first move is always directly forwards 2D6". Any model the Spawn touches (apart from a member of the unit it emerges from if it is a member of a unit) sustains 1 automatic hit for each attack the Spawn has. Work out the result of any hits normally, using the Spawn's Strength. Allocate hits on vehicles to random locations, but work out the armour penetration values as though the blows had been struck by the Spawn in hand-to-hand combat. The Spawn is so enraged that it may not be struck as it moves, so enemy models may not fight back. Note that a Spawn's victims can attempt an armour saving throw as normal, with a saving throw modifier based on the Spawn's Strength.

4 In subsequent turns the Spawn continues to move 2D6", but in a random direction determined using a Scatter dice. The Spawn may therefore move over friends or foes, and will attack any models it touches apart from daemons (see 5, below). As before, the Spawn inflicts 1 hit for every attack it has, and it cannot be attacked back.

5 If the Spawn's random movement takes it into a daemon model it will not attack, because it recognises it as a kindred creature.

6 Enemy models may not deliberately move over Chaos Spawn in their own turn. Models that move over Chaos Spawn as a result of compulsory or random movement sustain hits in the same way as troops moved over by the Spawn.

7 A Chaos Spawn suffers wounds if it rolls a double when determining its random movement. The number of wounds it suffers is equal to the double rolled – eg, if you roll double 1 take 1 wound, double 4 take 4 wounds, double 6 take 6 wounds, etc. This represents the creature's tortured heart collapsing under the strain of its raging mutant body. Note that it is perfectly possible for a Spawn to drop dead on its first turn – perishing in a rapidly mutating mess of flesh.

8 A Chaos Spawn can also be wounded by shooting, psychic powers and so on. Enemy models may not attack a Spawn in hand-to-hand fighting, but damage can be inflicted where no formal attack is involved.

9 Chaos Spawn continue to move randomly in the manner described until they are killed or leave the table.

10 A character model that turns to Spawn does not become a casualty until it perishes or leaves the tabletop – victory points are only counted once the Spawn becomes a casualty. However, Spawn that come from units (if an Aspiring Champion is turned into a Chaos Spawn, for example) are no longer considered part of the unit, and the unit is destroyed if all its troops are slain or turned to Spawn.

MODELLING CHAOS SPAWN

Chaos Spawn are infinitely varied in appearance and great fun to model. You will find that they form an attractive centrepiece for your Chaos army, even if they don't get to take part in all that many battles.

Chaos Spawn can have multiple limbs, distorted limbs, or the hideously bestial limbs of creatures as bizarre as crabs, birds or reptiles. Their bodies might be vast and bloated, or tiny and shrunken, or take on the animal forms of gigantic fleas, slime-drenched slugs or furry carnivores. They can sprout extra heads, extra tentacles, long swaying necks, snapping teeth-filled jaws, mouths in their stomachs, eyes that stick out on stalks or dance on fleshy protuberances above their shrivelled heads. A Spawn might have a tail or several lashing appendages. These might be reptilian and tipped with spiked clubs, in sections with poison stings, or the prehensile grasping tail of an arboreal mammal. Any combination of mutations is possible. Just let your imagination go wild – and have fun!

DAEMON PRINCE CHARACTERS

"With a mighty shout he rose, brighter than the sun and more fierce. In his hand he held a rod of twisted bone, crossed and recrossed to form the sign of his dark lord, a symbol of his power and fruit of mortal longings well-fulfilled.

He rose above the company, taller far than they, and looked with black pride on these his affrighted slaves. He snarled and heard the sound of his noble hatred echoing from the skies. He stared the savage stare of immortal fury and death was in his gaze.

And on that blasted heath his ashen servants turned, gripped by cold, unthinking terror, and fled his presence. Thus on the blasted heath the Daemon Prince Doombreed was born. And he roared..."

Although there are untold billions that worship the Chaos Gods, there are far fewer that dedicate their lives to them totally. For the majority of followers, the Chaos Gods offer the promise of easy power and wealth in a universe where such things are not easily attained. Such followers use the Chaos Gods to attain power in the material universe, and are used by the Chaos Gods in return. For some, however, the allure of Chaos is far stronger. These followers have a deep, fervent belief in the Chaos Gods, and their commitment is total: body and soul belong to Chaos.



Those who dedicate themselves to the service of Chaos in this way are doomed to an all-or-nothing existence 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 eyes of their Chaos God they will carry out any act, no matter how vile. Eventually a lucky few are rewarded by achieving the status of daemonhood. They can pass beyond mortal concerns, rising to the highest level of power as one of the immortal Daemon Princes who serve the Dark Gods of Chaos.

The Daemon Princes described below are designed to be used as the commander of a Daemon World army. If you want, you can try including *one* as a character in a Chaos Space Marine army, though this should really only be allowed as part of a specially designed scenario (however, for a good example of how to include a Daemon Prince in a special scenario, re-read the short story on pages 24-25 of Dark Millennium). If you agree to allow Daemon Princes to be used in a Chaos Space Marine army then they must be summoned in the same manner as any other daemon, and require 20 summoning points to be brought into play.

Note that some of the Daemon Prince's characteristics are higher than 10. Normally 10 is the maximum allowed for any characteristic, but in this case it represents the incredible supernatural abilities of these terrifying creatures.

DOOMBREED, DAEMON PRINCE OF KHORNE 417 points

Khorne was the first of the great Chaos Gods 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 which 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. He fought for his master at the side of Horus during the Heresy, and was aboard the Warmaster's battle barge when Horus was slain and the Emperor mortally wounded. Over the millennia he has returned to plague humanity countless times.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Doombreed	6	10	9	7	8	8	10	7	12

SPECIAL

Daemon Prince: Doombreed is a Daemon Prince. All of the special rules that apply to daemons apply to him also.

Hates Slaanesh: Doombreed *hates* any Slaaneshi daemons, and creatures that bear the Mark of Slaanesh. He will not serve in an army that includes such creatures except under the most extreme of circumstances (for example, when he and N'kari fought for Horus during the Horus Heresy).

Axe of Khorne: In his right hand Doombreed carries a mighty Axe of Khorne, suffused with chaotic energy and laden with death. A hit from an Axe of Khorne causes not 1 wound on its victim but D3 wounds (roll a D6: 1-2 = 1, 3-4 = 2, 5-6 = 3). In addition, the axe adds +1 to the Doombreed's Strength in hand-to-hand combat.

Rod of Khorne: In his left hand Doombreed carries the Rod of Khorne, a huge staff made of twisted bone that bears the Mark of Khorne at its head. Khorne hates all users of magic or psychic power, and his Rod is a deathly bane to all such practitioners of the sorcerous arts. Any creature with psychic powers that is in base-to-base contact with Doombreed at the start of the psychic phase loses D3 wounds. No save, of any type, is allowed against this damage. In addition, Doombreed use the Rod in hand-to-hand combat, where it counts as an additional hand weapon, and strikes using Doombreed's own Strength and save modifier (ie normally S8, -5 save).

Chaos Armour: Doombreed wears brazen armour which bears the Mark of Khorne. This armour is a living part of the Daemon Prince, and it is sustained by its own unquenchable inner energies. It gives Doombreed a saving throw of 2+ taken on 2D6 in the same way as Terminator armour, but which, unlike a standard daemonic aura, is affected by normal saving throw modifiers. However, the Chaos Armour is not negated by force weapons or psychic attacks, which gives Doombreed an advantage against psychic force weapons compared with other daemons.

Collar of Khorne: The Collar of Khorne that hangs around Doombreed's neck is said to be forged from the heat of Khorne's rage at the very foot of the Blood God's throne of brass. The power of the collar is to suck the energy of the warp from around it, fortifying the wearer and also protecting it from psychic attack. As a result, no force weapon can harm the wearer and psychic attacks that effect the wearer are nullified and will not work.

Praise of Khorne: Doombreed may retake any failed armour save. Note that this reward will not work on any type of save other than armour saves.

Terror. Doombreed exudes sheer horror, his very existence is a threat to the sanity of the most strong willed of mortals. The psychology rules for *terror* apply as described in the Warhammer 40,000 rulebook. Remember that creatures which cause *terror* automatically cause *fear* as well.

Fly: Doombreed has wings and is able to fly over the battlefield in great leaps and bounds in exactly the same way as a model equipped with a jump pack, as described on page 71 of the Warhammer 40,000 Wargear book.

N'KARI, DAEMON PRINCE OF SLAANESH 431 points

N'Kari was born on an isolated, backward world which has been trapped in the centre of a violent warp storm for millennia. The Chaos Powers have repeatedly attempted to conquer this planet, but have so far been foiled by the uncorrupted peoples of the world. N'Kari rose to prominence during one of the Chaos Powers' many attempts to conquer the planet. He proved himself a dedicated follower of Slaanesh in countless battles – and the debauched and disgusting revelries that followed them – and was rewarded by Slaanesh with the gift of Daemonhood. Along with Doombreed he was one of the two Daemon Princes that fought against the Emperor when he boarded Horus's battle barge, and he continues to serve his daemonic master to this day.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
N'Kari	6	10	10	7	7	9	8	7	11

SPECIAL

Daemon Prince: N'Kari is a Daemon Prince. All of the special rules that apply to daemons apply to him also. In particular, note that N'Kari has a daemonic aura which gives him a saving throw of 4+.

Hates Khorne: N'Kari *hates* any Khornate daemons, and creatures that bear the Mark of Khorne. He will not serve in an army that includes such creatures except under the most extreme of circumstances (for example, when he and Doombreed fought alongside Horus during the Horus Heresy).

Terror. N'Kari exudes sheer horror, his very existence is a threat to the sanity of the most strong willed of mortals. The psychology rules for *terror* apply as described in the Warhammer 40,000 rulebook. Remember that creatures which cause *terror* automatically cause *fear* as well.

Aura of Slaanesh. In hand-to-hand combat, enemy models must test against their Leadership on 3D6 to be able to strike N'Kari. If they fail the test then they fight normally, but if they win the combat they will not strike the model and so any hits

are wasted and the combat is treated as a draw. Once an enemy model has passed the test, it need not test again.

Mark of Slaanesh: N'Kari takes a perverse pleasure in all experience, no matter how terrifying or bizarre, and is therefore not affected by the normal psychology rules. In addition, he need never take a Break test, as death holds no fear for him, but is seen as a welcome consummation of experience. If N'Kari is with a unit that is forced to flee then he is not affected and can continue to fight as normal.

Psychic Powers: N'Kari has a psychic mastery level of 4 and has all four of Slaanesh's psychic powers.

Doom Bolt: In the psychic power phase of his own turn N'Kari is allowed to cast a Doom Bolt. The Doom Bolt is cast automatically (it doesn't require any power), but may be nullified. The Doom Bolt strikes the first model in its path up to 18" away. The target suffers D6 S5 hits with a -2 save modifier. Vehicles or buildings take a single hit with an armour penetration of D6x5.

Rod of Command: The Rod of Command is a stout wand of bone, elaborately carved with scenes of debauchery. The bone was taken by N'Kari from the body of a Bloodthirster he had defeated in single combat. Once per battle N'Kari may use the Rod to command a friendly unit anywhere on the table to move twice in a single turn. The affected unit moves and then immediately has another movement phase. In addition, any friendly units within 24" of N'Kari may make Leadership tests using N'Kari's leadership of 11 rather than their own.

FOULSPAWN, DAEMON PRINCE OF NURGLE 335 points

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 were rendered incapable of any action while they gagged and wretched in disgust. Nurgle was deeply fond of his unsightly Champion, and eventually blessed him with the reward of Spawndom. Most Chaos Spawn die within minutes or hours of their transformation, either being killed in battle or expiring as their impossibly mutated bodies give out under the strain. Such was not the fate of Foulspawn, however. He not only survived, he grew and prospered. By some strange quirk of fate (or equally strange whim of Nurgle) Foulspawn was able to survive by ingesting and absorbing the fleshy tissues and bodily fluids of living creatures, which he achieves by grabbing his victim with his sticky, toad-like tongue, and then swallowing the still living creature whole!

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Foulspawn	2D6	3	5	7	7	18	3	7	8

SPECIAL

Daemon Prince: Foulspawn is a Daemon Prince. All of the special rules that apply to daemons apply to him also. In particular, note that Foulspawn has a daemonic aura which gives him a saving throw of 4+.

Terror. Foulspawn exudes sheer horror, his very existence is a threat to the sanity of the most strong willed of mortals. The psychology rules for *terror* apply as described in the Warhammer 40,000 rulebook. Remember that creatures which cause *terror* automatically cause *fear* as well. In addition, as

Foulspawn is so grotesquely horrible, enemy models must take any Fear or Terror tests on 3D6, rather than 2D6 as normally is the case.

Chaos Spawn: Foulspawn moves 2D6" each movement phase. Unlike normal Chaos Spawn who move randomly, Foulspawn is allowed to choose the direction he moves in, and doesn't have to move at all if he doesn't want to! Foulspawn may therefore move over friends or foes, and will attack any models it touches, apart from daemons.

Any model that Foulspawn moves over or touches sustains 1 automatic hit for each attack Foulspawn has. Work out the result of any hits and saving throws normally, using Foulspawn's Strength and save modifier (ie S7, -4 save). Allocate hits on vehicles to random locations. Enemy models may not deliberately move over Foulspawn in their own turn. Models that do so as a result of compulsory or random movement sustain hits in the same way as models moved over by the Foulspawn in his own turn.

Foulspawn suffers wounds if a double is rolled when determining his random movement, with no saving throw allowed for his Daemonic aura. The number of wounds he suffers is equal to the double rolled - eg, if you roll double 1 take 1 wound, double 4 take 4 wounds, double 6 take 6 wounds, etc. Foulspawn can also be wounded by shooting, psychic powers and so on. Enemy models may not attack Foulspawn in hand-to-hand fighting.

Absorb Bodily Tissue: Any wounds inflicted by Foulspawn may be used by him to replace any wounds he has lost himself. Note that this may not take Foulspawn's wounds total higher than it was at the start of the battle.

Toad-Like Tongue: Foulspawn can 'shoot' his toad-like tongue at one enemy model within 12" of him during his shooting phase. Roll to hit as normal. If the victim is hit they are dragged into base-to-base contact with Foulspawn, unless their strength (or ram value for a vehicle) is equal to or higher than Foulspawn's strength. Models dragged into base-to-base contact suffer damage as described above.

Nurgle's Cloud of Flies: A huge cloud of flies surrounds Foulspawn at all times. All enemy models within 6" of Foulspawn suffer a -1 modifier to their weapon skill and ballistic skill.

Psychic Powers: Foulspawn has a psychic mastery level of 4 and has all four of Nurgle's psychic powers.

M'KACHAN, DAEMON PRINCE OF TZEENTCH 412 points

M'Kachan is amongst the most cunning and devious of all Tzeentch's followers. Unlike the other Daemon Princes described above he was never a mortal creature. M'Kachan is a Lord of Change, one of the incredibly powerful creatures of Chaos, created from pure warp energy by the Chaos God Tzeentch to do his bidding.

Although most Greater Daemons have broadly similar powers, they are by no means identical, just as no two living creatures are ever exactly the same. M'Kachan, for example, disdains physical combat and relies on his formidable psychic powers and mastery of illusion and trickery to defeat his foes to an extent unparalleled by any other Lord of Change. He particularly relishes matching his intellect and cunning against

those of a worthy foe, and has even been known to spare such opponents in order to allow himself the pleasure of matching wits against them again at some time in the future.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
M'Kachan	8	7	7	7	7	7	10	5	10

SPECIAL

Daemon Prince: M'Kachan is a Daemon Prince. All of the special rules that apply to daemons apply to him also. In particular, note that M'Kachan has a daemonic aura which gives him a saving throw of 4+.

Hates Nurgle: M'Kachan hates any Nurgle daemons, and any creatures that bear the Mark of Nurgle. He will not serve in an army that includes such creatures except under the most extreme of circumstances.

Terror: M'Kachan exudes sheer horror, his very existence is a threat to the sanity of the most strong willed of mortals. The psychology rules for *terror* apply as described in the Warhammer 40,000 rulebook. Remember that creatures which cause *terror* automatically cause *fear* as well.

Destiny of Tzeentch: Force cards are always dealt to M'Kachan's side first, even in the psychic phase of an opponent's turn. In addition, his side always gets to use the first psychic power.

Fortune of Tzeentch: M'Kachan is allowed to use a nullify each psychic phase just as if he had been dealt a nullify card. This nullify always works on a roll of 3+, no matter what the psychic levels of models involved.

Psychic Powers: M'Kachan has a psychic mastery level of 4 and has all four of Tzeentch's psychic powers.

Master of Illusion: M'Kachan has the ability to create an illusion by which he can appear to be any living creature he desires. If he uses this ability he is not set up at the start of the battle. Instead, the Chaos player may choose any single model in his army to be M'Kachan in disguise. Note that this model may be a model belonging to an allied force if desired (ie he could be disguised as the Demagogue commander of an allied Chaos Cultist army). Write down which model has been selected. This model functions exactly as it would normally until it suffers a wound, or M'Kachan chooses to reveal himself. As soon as either of these things happen remove the model and replace it with M'Kachan's model. Any damage suffered by M'Kachan while he was disguised still applies (ie if he suffered a wound while disguised as a Chaos Cultist this would still apply once he is revealed). Note that until M'Kachan is revealed he is treated in every way as being the model he is disguised as.

Incredibly Cunning: M'Kachan is incredibly cunning. He has a strategy rating of 6, and may roll two dice and pick the one with the highest score when rolling to see who gets the first turn. In addition he is allowed to choose one extra strategy card at the start of the battle. He is allowed to choose the card freely from those cards that are left available after the initial allocation of cards have been dealt out. His opponent is then allowed to name one strategy card out loud: if the card is the one that M'Kachan chose, then it must immediately be discarded. If not M'Kachan may use the card normally during the ensuing battle, and doesn't have to reveal it until it is used.

THE FALLEN ANGELS

The Chaos Space Marines known as the Fallen Angels are amongst the most enigmatic followers of the Chaos gods, if indeed they are followers at all. Their origin has its roots in the dying days of the Horus Heresy, when Lion El'Jonson, primarch of the Dark Angels Chapter of Space Marines, returned to his home world of Caliban. As the unsuspecting ships of Jonson's fleet moved into orbit they were met by a devastating barrage of defence laser fire. Ships exploded into flame and crashed to the surface like monstrous comets. Stunned by the attack, Jonson withdrew and attempted to find out what had happened on his home world.

A captured merchant ship soon provided the answer. When Lion El'Jonson had left Caliban to take part in the Great Crusade, Luther, his second in command and life-long battle-brother, had been left behind in charge of the remainder of the Dark Angels on Caliban. Despite the importance of Luther's position, it was not one that suited his ambitious personality, and soon his role as planetary governor of some half-forgotten backwater world seemed more and more to him like an insult.

These seeds of jealousy grew until Luther had become a man obsessed, whose own neuroses had pushed him over the edge and made him dangerous beyond imagining. Using his renowned skills at oratory, Luther convinced the Dark Angels under his command that they had been shamed, that the Emperor had turned his face from them, instilling his own feelings of jealousy and rage in the Dark Angels who had been left on Caliban during the Great Crusade. When the Primarch returned, these feelings of betrayal erupted into open rebellion.

The fury of Jonson and the loyal Dark Angels at this terrible betrayal knew no bounds. They had fought from one end of the galaxy to the other and thought that the curse of Chaos had been cleansed from the planets of the Imperium. Now they found that their own home world, and their own brethren, had been corrupted and turned against them. Jonson immediately led an attack on the greatest of the Dark Angels' fortress-monasteries himself. He knew that this was where he would find Luther: and so it was that the two former friends, now mortal enemies, faced each other. Even though the Primarch possessed superhuman powers, the two opponents were equally matched, for Luther's already considerable abilities had been enhanced by the Dark Gods of Chaos.

What followed was a fight of titanic proportions during which the two adversaries laid blow for blow against each other, tearing down the monastery around them until the whole massive edifice had been levelled by their battle. Meanwhile the massed guns of the fleet pounded the planet, until the very surface of Caliban began to crack and heave under the strain of the bombardment.

As the planet itself started to break apart, the battle between Jonson and Luther reached its climax. Luther, aided by the powers of Chaos, unleashed a furious psychic attack that knocked Jonson to his knees and left him mortally wounded. But as the dying Primarch struggled to stand, his noble features wracked with pain, it was as if a curtain was lifted

from Luther's eyes and he realised the full extent of what he had done. His was a triple betrayal: of his friend, of the Dark Angels, and of the Emperor. The truth shattered his sanity and he slumped down beside Jonson, no longer willing to fight.

Luther's psychic cry of pain and despair echoed through the warp and the Chaos Gods realised that, once again, they had been defeated. They lashed out in fury and frustration. A rent appeared in the very fabric of space and a warp storm of unprecedented fury engulfed Caliban. In an uncontrollable, swirling flood of psychic energy the warp rushed into the physical universe. Those "fallen" Dark Angels who had served under Luther and his clandestine masters were sucked from the face of Caliban into the warp and scattered throughout space and time. Caliban, already weakened by the loyal Dark Angels' bombardment, was ripped apart and destroyed, the debris being sucked into the warp.

This story of treachery and betrayal is the Dark Angels' secret shame. None know of it other than the Dark Angels, their Successor Chapters and, maybe, the Emperor on his Golden Throne. Even within the Chapter itself very few brother-Marines know exactly what happened during those fateful days. It is only when Dark Angels reach the Deathwing that they learn the story of Luther's betrayal. More terrible still they learn that many of the Dark Angels that followed Luther are still alive. These damned warriors are called the Fallen Angels.

Not all of the Fallen Angels have succumbed to the power of Chaos to the same degree. A large number of the Fallen have embraced the ways of the Dark Gods totally becoming true Chaos Space Marines. However, many others realise that their actions during the fall of Caliban were wrong. Disgusted by the corrupting influence of the Chaos Gods and unable to reconcile themselves with the Dark Angels they lead a solitary existence. Many become mercenaries or pirates, roaming the galaxy as masterless men. Other are willing to atone for their sins and in an attempt to do so have integrated themselves back into human societies taking on the role of any ordinary person.

However, whatever their subsequent actions, in the eyes of the Dark Angels the only way that they can rid themselves totally of their shame, and restore their honour and trust in the Emperor's eyes, is if all the Fallen are found and either made to repent or are slain. This is by no means an easy task. The Fallen are dispersed throughout space and time as either isolated individuals or in small bands, and the Dark Angels can go for years without hearing any rumours that might lead them to one or more of the Fallen. When they do, however, and their mission is a success, those Fallen that are captured are taken back to the Rock. Deep inside its dungeons Interrogator-Chaplains attempt to make the Fallen repent. Occasionally they do and for their pains die quickly. More often than not though, the captured Fallen refuses and suffers a long, drawn-out and agonising death at the hands of those who would save their soul.

CYPHER, FALLEN DARK ANGEL CHAMPION 112 points

+ 10 Master Crafted Bolt Pistol
+15 Master Crafted Plasma Pistol
+10 C'tan Phase Knife

Any Chaos, Chaos Cult or Imperial Guard army may include Cypher as a special character. If you decide to take him as part of an Imperial Guard army then it may not take any Space Marine allies, although you may take a squad of Fallen Angels as described below.

Cypher is an enigmatic and deeply sinister character. He appears as if from nowhere, bringing death and destruction with him, and then vanishes as abruptly as he appeared. Strangely, it is rare that Cypher himself instigates the violent acts that invariably occur when he is present, it is rather that he seems to act as a catalyst that fans any feelings of hatred or mistrust into a raging, uncontrollable fire.

Cypher rarely speaks, and no one knows his real name. However, the occasional glimpse of the dark green power armour beneath his long robes means there can be no doubt that Cypher is one of the Fallen. In many ways he epitomises the fate of the Fallen, being cursed to wander through time and space, never able to return home.

Some whisper that Cypher may represent the Fallen Angels' only chance of redemption, and that his seemingly random appearances hide a pattern which reveals that he is slowly moving across the galaxy towards Earth and the Emperor himself. They also point to the fact that Cypher carries a sword which he never draws or uses in combat, and that this could be the fabled Lion Sword, wielded by Lion El'Jonson himself, thought lost forever following the Primarch's final confrontation with the arch-heretic Luther. Whatever the truth of this, it is certainly the case that if he is ever in one place for any amount of time then his presence seems to attract others of The Fallen, though none know how they are able to find him or why they gather.

Probably because of this, the members of the Dark Angels Inner Circle hate and fear Cypher more than any other Fallen Angel, and would willingly perform almost any act, no matter how vile, in order to capture or kill him. Cypher's continued existence bears testament to his almost supernatural prowess and ability to escape capture.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cypher	4	7	8	5	5	3	8	3	10

WARGEAR Master-Crafted Bolt Pistol, Master-Crafted Plasma Pistol, C'Tan Phase Knife

ARMOUR Power armour (3+ save)

SPECIAL

Space Marine: The usual Rapid Fire special rules apply. In addition, the loyal Space Marines' Shaken rules also apply to Cypher.

Animosity: The presence of Cypher seems to act as a catalyst which ferments discord and animosity. If Cypher is included in an army you must roll 1D6 for each squad (or the army's equivalent) that is within 12" of him at the start of each turn. On a roll of 1 members of the squad fall out and argue amongst themselves, and may not do anything at all for the rest of the turn while order is restored. Note that the Animosity rule only affects squads or their equivalent in an army, it has no effect on individual characters, vehicles, or support weapons. In addition, this rule does not affect any squads of Fallen Angels included in the army. Daemons within 12" of Cypher do not have to roll to see if they will argue amongst themselves, but are automatically assumed to have a rolled a 1 or 2 for any Daemon Animosity tests they have to take.

Divine Protection: Cypher is protected by a Chaos Power, though nobody knows who or what this Power is (it does not appear to be one of the four major Chaos Gods.) This Power carefully protects Cypher, spiriting him away at the last moment if danger threatens. This is represented by allowing Cypher a 4+ unmodified save on 3D6 (yes, that's 3 dice added together!) against any attack or other cause of

damage which reduces his wounds to 0. If Cypher makes the saving throw then he disappears from the battlefield. Remove the model as if he had been killed, but do not award any victory points to the opposing player.

Gunfighter: Cypher can aim and fire a pistol with each hand. This enables him to fire with two weapons in the shooting phase: once with his Master Crafted Bolt Pistol and once with the Master Crafted Plasma Pistol. If he remains stationary, he may rapid fire with his bolt pistol and *still* fire the plasma pistol, allowing him to take three shots!

Fallen Angels: If Cypher is included in an army you may take one squad of Fallen Angels. Fallen Angels use the Shaken rules which apply to loyal Space Marines. They are immune to the Animosity rule described above, but they *hate* Space Marines of the Dark Angels Chapter. Fallen Angels are bought from the Chaos Space Marine army list as Veteran Chaos Space Marines and have the same points value and wargear options.

Hunted by Dark Angels: Cypher and any other Fallen Angels are being hunted by members of the Deathwing and Ravenwing companies of the Dark Angels Chapter of Space Marines. All members of the Deathwing (which includes all of the Dark Angels characters) and of the Ravenwing *hate* Cypher and any other Fallen Angels. In addition, as long as Cypher is involved in the battle, members of the Deathwing (only) *must* charge him if he is within charge range, or move so that they end up at least 4" closer to him than they were at the start of their move.

Blood Feud: In a battle involving both Cypher and Dark Angels, the side with Cypher gains a bonus of +5 victory points if he is still on the battlefield at the end of the battle (but not if he has been removed from play due to his divine protection), and +1 for each Fallen Angel that is still alive. The side with the Dark Angels gains +2 victory points if Cypher is removed from play but not slain, +10 victory points if they slay Cypher, and +1 victory point for each Fallen Angel they kill during the battle.

MASTER CRAFTED BOLT PISTOL 10 points

This weapon was crafted by a master armourer and is a worthy weapon for a great warrior.

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
S	L	S	L	STR	DAM	MOD.	PENE	
0-12	12-24	+2	+1	4	1	-1	D6+4	Close combat

MASTER CRAFTED PLASMA PISTOL 15 points

This weapon does not have to recharge for a turn after it has been fired, so it can be fired every turn.

RANGE		TO HIT		SAVE		ARMOUR	
S	L	S	L	STR	DAM	MOD.	PENE
0-8	8-24	+2	-1	6	1	-1	D6+6

Special: Close combat, Sustained Fire 1D.

C'TAN PHASE KNIFE 10 points

The phase knife is similar to the C'tan phase sword used by Callidus Assassins. The blade of the knife can phase in and out of real-space by molecular realignment, so it is capable of bypassing armour and protective fields. A model wounded by the knife does not receive an armour save, even for energy fields.

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
S	L	S	L	STR	DAM	MOD.	PENE	
Close combat		As user		1	No save	2D6+5		See rules

CHAOS SPACE MARINE

Troop type	M	WS	BS	S	T	W	I	A	Ld
Chaos S. Marine	4	4	4	4	4	1	4	1	8
Aspiring Champ.	4	5	5	4	4	1	5	1	9
Mighty Champ.	4	6	6	5	5	2	6	2	9
Exalted Champ.	4	7	7	5	5	3	7	3	10

Special Rules: Rapid Fire.

CHAOS SPACE MARINE SORCERERS

Troop type	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	4	4	4	4	5	1	5	1	8
Sorcerer Champ.	4	5	5	5	5	2	5	1	8
Master Sorcerer	4	6	6	5	5	3	6	2	8
Sorcerer Lord	4	7	7	5	5	4	7	3	9

Special Rules: Rapid Fire, Psyker (primary discipline: Slaanesh, Tzeentch or Nurgle. Tertiary disciplines: Librarian and Adeptus powers).

CHAOS SPACE MARINE TERMINATORS

Troop type	M	WS	BS	S	T	W	I	A	Ld
Terminators	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Terminator armour.

CHAOS SPACE MARINE VETERANS

Troop type	M	WS	BS	S	T	W	I	A	Ld
Veteran	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Infiltrate, Dispersed Formation.

KHORNE BERZERKERS

Troop type	M	WS	BS	S	T	W	I	A	Ld
Berzerkers	4	4	4	4	4	1	4	1	8
Bzk. Terminators	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Mark of Khorne, Ferocious Charge.

PLAGUE MARINES

Troop type	M	WS	BS	S	T	W	I	A	Ld
Chaos S. Marine	4	4	4	4	5	1	4	1	8
Aspiring Champ.	4	5	5	4	5	1	5	1	9

Special Rules: Rapid Fire, Mark of Nurgle.

NOISE MARINES

Troop type	M	WS	BS	S	T	W	I	A	Ld
Chaos S. Marine	4	4	4	4	4	1	4	1	8
Aspiring Champ.	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Mark of Slaanesh, Psychic Cacophony.

THOUSAND SONS MARINES

Troop type	M	WS	BS	S	T	W	I	A	Ld
T.Sons Marines	4	4	4	4	4	1	4	1	8
T.Sons Terminators	4	5	5	4	4	1	5	1	9

Special Rules: Rapid Fire, Mark of Tzeentch, Spirit Warriors, Immune to Psychology.

DAEMONS OF KHORNE

Troop type	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10

Special Rules: Daemon, No Daemonic Aura, Terror, Fly, Chaos Armour, Axe of Khorne, Bloodthirster's Whip.

Bloodletter	4	5	5	4	3	1	6	2	10
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Special Rules: Daemon, Fear, Hellblade, Regeneration, Furious Charge.

Flesh Hound	10	5	0	5	4	2	6	1	10
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Special Rules: Daemon, Collar of Khorne, Fear, Blood Scent.

Juggernaut	7	3	0	5	5	3	2	2	10
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Special Rules: Daemon, Fear, Crush, Riding Beast.

DAEMONS OF SLAANESH

Troop type	M	WS	BS	S	T	W	I	A	Ld
Keeper of Secrets	6	9	10	7	7	8	7	6	10

Special Rules: Daemon, Aura of Slaanesh, Terror.

Daemonette	4	6	5	4	3	1	6	3	10
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Special Rules: Daemon, Fear, Huge Claws.

Fiend of Slaanesh	6	3	0	3	3	1	3	3	10
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Special Rules: Daemon, Fear, Soporific Musk, Huge Claws, Scorpion Tail.

Steed of Slaanesh	12	3	0	4	5	1	6	1	10
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Special Rules: Daemon, Fear, Tongue Attack, Riding Beast.

DAEMONS OF NURGLE

Troop type	M	WS	BS	S	T	W	I	A	Ld
Grt Unclean One	4	7	7	7	8	10	4	7	10

Special Rules: Daemon, Terror, Stream of Corruption.

Nurgling base	4	3	3	3	3	3	4	3	7
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Special Rules: Daemon, Fear, Infestation.

Plaguebearer	4	5	5	4	3	1	6	2	10
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Special Rules: Daemon, Fear, Plaguesword, Cloud of Flies.

Beast of Nurgle	3	3	0	3	5	3	3	D6	6
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Special Rules: Daemon, Fear, Special Attacks, Slime Trail.

DAEMONS OF TZEENTCH

Troop type	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	8	9	10	7	7	7	10	6	10

Special Rules: Daemon, Terror, Fly.

Flamer	9	3	5	5	4	2	4	2	10
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Special Rules: Daemon, Fear, Shoot Flame, Bound, Flame Attacks.

Pink Horror	4	5	5	4	3	1	6	2	10
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Blue Horror	4	3	3	3	3	1	7	1	10
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Special Rules: Daemon, No Daemonic Aura, Split, Fear.

Disc	12	3	0	3	3	1	3	1	10
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Special Rules: Daemon, Fear, Special Move, Riding Beast.

SUMMONING CHAOS DAEMONS

Summon Greater Daemon: 10 summoning pts.

Summon Daemon: 2 summoning points.

The summoned daemon is placed within 6" of a model bearing its Mark.

Daemon Victory Points

Victory points are earned for Greater Daemons as if they were characters. Other daemons are worth 1 victory point for every 3 models slain or banished.

Banishment: Daemons are banished back to the warp as soon as the last model bearing their Mark is removed.

Earning Summoning Points

KHORNE: Each hit scored by a Chaos model in hand-to-hand combat scores 1 point.

NURGLE: Each wound inflicted on an enemy model by shooting or in hand-to-hand combat scores 1 point.

SLAANESH: Every time an enemy unit takes a Leadership test score a number of points equal to half (rounding up) of the Ld of the unit.

TZEENTCH: Each force card used by either side in the psychic phase scores 1 point (Ultimate Force is worth 3 points).

Double the summoning points if they are earned by a model bearing the Mark of the appropriate Chaos God.

Possessing Models

A daemon model can replace any other model in the Chaos Space Marine army which bears its Mark of Chaos. Greater Daemons can only enter play by possessing a Chaos Champion, Chaos Sorcerer or Chaos Lord.

Possessing Teleporting Troops

Roll a D6 each time a model that does not belong to the Chaos army teleports. On a roll of 1 the model is killed and replaced by a Daemon model chosen by the Chaos player. Grey Knights and Inquisitors of the Ordo Malleus are not affected by this rule.

Basic & Pistol Weapons

Weapon	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Reaper autocannon	0-20	20-40	-	-	8	D6	-3	2D6+8	Sustained Fire 2D, Re-roll 1D
Mk 1 Plasma Pistol	0-6	6-18	+2	-1	6	1	-1	D6+6	Sustained Fire 1D, Overheats
Mk 1 Plasma Gun	0-6	6-24	+1	-	7	1	-2	D6+7	Sustained Fire 1D, Overheats
Combi-Weapons :- Twin Bolter - Bolter & Meltagun - Bolter & Flamer									
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Linked weapons
Meltagun	0-6	6-12	+1	-	8	D6	-4	2D6+8	
Flamer		Special Rules			4	1	-2	D6+4	See Flamer rules

Close Combat Weapons & Grenades

Weapon	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Axe of Khorne	Close Combat Only				As user +1	D3	As user	variable	Close Combat
Chain Axe	Close Combat Only				As user +1	1	-2	variable	Close Combat
Hellblade	Close Combat Only				As user +1	D3	As user	variable	Close combat, Parry
Power Mace	Close Combat Only				5	D3	-2	2D6+D3+5	Close combat
Plague Knife	Close Combat Only				As user	1	As user	variable	Close combat, Always kills on a 6
Plague Sword	Close Combat Only				As user	1	As user	variable	Close combat, Always kills on a 4+, Parry
Blight Grenade	Special Rules				D6	1	0	Special	Grenade see rules

Noise Marine Weapons

Weapon	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Sonic Blaster	0-12	12-24	+1	-	4	1	-2	D6+4	Sustained Fire 2D
Blastmaster	0-20	20-40	-	-	D6+4	D6	-3	3D6+8	2" Blast Marker, Move or fire
Doom Siren		See Rules			Special	1	Special	Special	See rules

Plasma Weapon Overheating Table

When firing a plasma pistol or plasma gun, if a jam is rolled on the sustained fire dice, roll it again to see what happens.

Dice Roll Result

Jam	Explode with same effect as a plasma grenade.
3	S6 hit, 1 wound, -3 save modifier. Weapon jammed.
2	S4 hit, 1 wound, -2 save modifier. Weapon jammed.
1	S2 hit, 1 wound, -1 save modifier. Weapon jammed.

Post-Heresy Weaponry

Post-Heresy weaponry, vehicles, Wargear cards and vehicle cards included in the Chaos Space Marine army cost +50% points.

Mark of Chaos

Maximum of one per model, with the exception of Chaos Lords who can have more than one. **Mutations** are considered purely cosmetic and have no effect on the game.

Nurgle: +1 Toughness.

Slaanesh: Immune to psychology and will never break.

Khorne: Chaos Armour (2+ armour save). Subject to frenzy and can parry even when frenzied.

Tzeentch: Nullify psychic powers targeted against them on a 4+.

Daemonic Targets

- Monstrous Creatures: All Greater Daemons, Beasts of Nurgle, Champions riding Juggernauts, Chaos Dreadnoughts, or Steeds of Slaanesh.
- Vehicles: Land Raiders, Rhinos, Predators, Chaos Space Marines riding Bikes.
- Man-sized Creatures: These include any models not included in the other categories.
- Smaller Creatures; Nurglings.

Daemonic Aura

Daemons are permitted a 4+ unmodified save on a D6. Daemonic aura offers no save against psychic attacks or force weapons.

Daemonic Animosity

Roll below if rival Daemons are within 12" at start of turn. Daemons of Tzeentch and Daemons of Nurgle are rivals. Daemons of Slaanesh and Daemons of Khorne are rivals.

Dice Roll Result

1-2	The daemons and their rivals vanish back to the warp.
3-4	The daemons will not move or do anything else this turn.
5-6	The daemons tolerate the presence of their rivals.

Daemonic Psychic Powers

Greater Daemons receive all 4 psychic powers at a mastery level of 4.

Daemonette

Unit Size	Mastery Level	Power
1-5	1	Acquiescence
6-10	2	Beam of Slaanesh
11-15	3	Pavane of Slaanesh
16+	4	Fleshy Curse

Plague Bearer

Unit Size	Mastery Level	Power
1-5	1	Aura of Decay
6-10	2	Masma of Pestilence
11-15	3	Stream of Corruption
16+	4	Plague Wind

Horror (Only Pink Horrors count)

Unit Size	Mastery Level	Power
1-5	1	Pink Fire of Tzeentch
6-10	2	Bolt of Change
11-15	3	Tzeentch's Firestorm
16+	4	Boon of Tzeentch

CODEx CHAOS™

Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. They call upon their dark masters when they do battle, and the Chaos Gods answer them, sending daemonic creatures of unutterable foulness to fight at their side. Meanwhile, on thousands of Imperial worlds Chaos Cultists plot and scheme, rising up in bloody rebellion when the time is right.

CHAOS SPACE MARINES

This book contains descriptions of all of the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, and more. Descriptions and special rules are included for Chaos Space Marines, covering Veterans, Terminators, Noise Marines, Khorne Berzerkers, Plague Marines, Sorcerers and Chaos Dreadnoughts.

THE CHAOS GODS AND THEIR MINIONS

This book describes the four mighty Gods of Chaos and their minions: Khorne the Blood God, Lord of Battles; Nurgle the Lord of Decay; Tzeentch the Great Sorcerer, God of Mighty Magics; and Slaanesh, the Prince of Pleasure. Rules are included for all the foul daemons of the Dark Gods: Khorne's Bloodletters, Bloodthirsters and Flesh Hounds, as well as the Juggernauts ridden by his champions; Tzeentch's Lords of Change, the Horrors, Flamers and soaring Discs; Slaanesh's Keepers of Secrets, Daemonettes, Fiends, and horrific Steeds; and Nurgle's Great Unclean Ones, loathsome Plaguebearers, Beasts of Nurgle and multitudinous Nurglings.

SPECIAL RULES

Special rules cover the use of daemonic creatures in Warhammer 40,000, including how they are summoned to the battlefield, their immunities and their magical powers. There are also special rules for the Marks of Chaos and Chaos Rewards, bestowed upon Chaos Champions by the gods themselves. In addition there are new rules for the archaic weaponry used by the Traitor Legions.

ARMY LISTS

The army list in this Codex allows you to assemble a Chaos Space Marine force based on those that raid out of the Eye of Terror. It includes all of the new Chaos Space Marine troop types, as well as a selection of special characters including Abaddon the Despoiler, Khârn the Betrayer, Fabius Bile and Ahriman, arch-sorcerer of the Thousand Sons. As well as the main army list there are two bonus lists, for Chaos Cult armies and Daemonic legions, which have been included to allow players to field special armies as part of a scenario or campaign.

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