

Harry – Chaos Space Marines [72 PL, 1,499pts]

++ Battalion Detachment +5CP (Chaos - Chaos Space Marines) [84 PL, 9CP, 1,420pts] ++

Legion: Black Legion

Specialist Detachment [-1CP]: Devastation Battery

+ HQ +

Abaddon the Despoiler [12 PL, 2CP, 210pts]: Warlord

Chaos Lord [5 PL, 83pts]: Mark of Slaanesh, Plasma pistol, Power sword

Sorcerer [6 PL, 88pts]: Bolt pistol, Death Hex, Diabolic Strength, Force stave, Mark of Nurgle

+ Troops +

Chaos Cultists [6 PL, 92pts]: Mark of Nurgle

. 17x Chaos Cultist w/ autopistol and brutal assault weapon

. Chaos Cultist w/ special weapon: Flamer

. Chaos Cultist w/ special weapon: Flamer

. Cultist Champion: Brutal assault weapon and Autopistol

Chaos Cultists [6 PL, 84pts]: Mark of Nurgle

. 17x Chaos Cultist w/ Autogun

. Chaos Cultist w/ special weapon: Heavy stubber

. Chaos Cultist w/ special weapon: Heavy stubber

. Cultist Champion: Autogun

Chaos Space Marines [8 PL, 151pts]: Icon of Despair, Mark of Nurgle

. Aspiring Champion: Plasma pistol, Power axe

. 7x Marine w/ Boltgun

. Marine w/ Heavy or Special Weapon: Plasma gun

. Marine w/ Heavy or Special Weapon: Heavy bolter

+ Elites +

Khorne Berzerkers [9 PL, 175pts]: Icon of Wrath

. Berzerker Champion: Bolt pistol, Power fist

. 3x Chainsword and bolt pistol

. 6x Chainsword and Chainaxe: 6x Chainaxe

+ Heavy Support +

Havocs [7 PL, 136pts]: Mark of Slaanesh

. Aspiring Champion: Chainsword, Flamer

. 2x Havoc w/ autocannon: 2x Autocannon

. 2x Havoc w/ missile launcher: 2x Missile launcher

Havocs [7 PL, 116pts]: No Chaos Mark

. Aspiring Champion: Chainsword, Flamer

. 4x Havoc w/ heavy bolter: 4x Heavy bolter

Obliterators [18 PL, 285pts]: Mark of Slaanesh, 3x Obliterator

++ Total: [84 PL, 9CP, 1,420pts] ++

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Q1 League_Harry_Chaos Space Marines (Warhammer 40,000 8th Edition) [84 PL, 9CP, 1,420 pts]

Battalion Detachment +5CP (Chaos - Chaos Space Marines) [84 PL, 9CP, 1,420pts]

Rules: *Daemonic Ritual, The Warmaster's Legion (Black Legion)*

No Force Org Slot [7CP]

Battle-forged CP [3CP]

Categories: No Force Org Slot

Detachment CP [5CP]

Categories: No Force Org Slot

Legion

Selections: Black Legion

Categories: No Force Org Slot

Abilities: *Black Crusaders*

Abilities	Description
Black Crusaders	If your army is Battle-forged, all CHARACTER, INFANTRY, BIKERS and HELBRUTE units in BLACK LEGION Detachments gain the following ability: Add 1 to the Leadership characteristic of models in units with this trait. In addition, if a unit with this trait Advanced, it treats all Rapid Fire weapons as Assault weapons until the end of the turn (i.e. a Rapid Fire 2 weapon is treated as an Assault 2 weapon).

Specialist Detachment [-1CP]

Selections: Devastation Battery [-1CP]

Categories: No Force Org Slot, Specialist Detachment

Rules: *Devastation Battery*

HQ [23 PL, 2CP, 381pts]

Abaddon the Despoiler [12 PL, 2CP, 210pts]

Selections: Drach'nyen, Talon of Horus, Warlord

Categories: HQ, Faction: Khorne, Faction: Slaanesh, Faction: Heretic Astartes, Faction: Tzeentch, Faction: Nurgle, Faction: Black Legion, Chaos Lord, Character, Infantry, Terminator, Faction: Chaos, Warlord

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Dark Destiny, Death to the False Emperor, First Among Traitors, Lord of the Black Legion, Mark of Chaos Ascendant, Teleport Strike, The Warmaster, Unit: Abaddon the Despoiler, Weapon: Drach'nyen, Talon of Horus (melee), Talon of Horus (shooting)*

Abilities	Description
Dark Destiny	Abaddon the Despoiler has a 4+ invulnerable save. In addition, all damage suffered by Abaddon the Despoiler is halved (rounding up).
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
First Among Traitors	The Death to the False Emperor ability triggers an extra attack on rolls of 5+ instead of 6+ for models in friendly BLACK LEGION units while they are within 6" of your Warlord.
Lord of the Black Legion	You can re-roll hit rolls for friendly BLACK LEGION units while they are within 6" of Abaddon the Despoiler.
Mark of Chaos Ascendant	Friendly HERETIC ASTARTES units automatically pass Morale tests while they are within 12" of Abaddon the Despoiler.
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on

the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.

The Warmaster If your army is Battle-forged and Abaddon is your Warlord, you receive 2 additional Command Points.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Abaddon the Despoiler	6"	2+	2+	5	5	8	6	10	2+

Weapon	Range	Type	S	AP	D	Abilities
Drach'nyen	Melee	Melee	+1	-3	3	Roll a D6 each time the bearer fights. On a 1 they suffer 1 mortal wound and cannot use this weapon further during this phase. On a 2+ they can make that many additional attacks with this weapon.
Talon of Horus (melee)	Melee	Melee	x2	-4	D3	-
Talon of Horus (shooting)	24"	Rapid Fire 2	4	-1	D3	-

Chaos Lord [5 PL, 83pts]

Selections: Frag & Krak grenades, Mark of Slaanesh, Plasma pistol [5pts], Power sword [4pts]

Categories: HQ, Chaos Lord, Character, Faction: Heretic Astartes, Infantry, Faction: <Legion>, Faction: <Mark of Chaos>, Faction: Chaos, Faction: Slaanesh

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Death to the False Emperor, Lord of Chaos, Sigil of Corruption*, **Unit:** *Chaos Lord*, **Weapon:** *Frag grenade, Krak grenade, Plasma pistol, Standard, Plasma pistol, Supercharge, Power sword*

Abilities	Description
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Lord of Chaos	You can re-roll hit rolls of 1 made for friendly <LEGION> units within 6" of this model.
Sigil of Corruption	This model has a 4+ invulnerable save.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Chaos Lord	6"	2+	2+	4	4	5	4	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Frag grenade	6"	Grenade	D6	3	0	1 -
Krak grenade	6"	Grenade	1	6	-1	D3 -
Plasma pistol, Standard	12"	Pistol	1	7	-3	1 -
Plasma pistol, Supercharge	12"	Pistol	1	8	-3	2 On a hit roll of 1, the bearer is slain.
Power sword	Melee	Melee	User	-3	1	-

Sorcerer [6 PL, 88pts]

Selections: Bolt pistol, Death Hex, Diabolic Strength, Force stave [8pts], Frag & Krak grenades, Mark of Nurgle, Smite

Categories: HQ, Faction: <Legion>, Faction: <Mark of Chaos>, Psyker, Infantry, Faction: Chaos, Faction: Heretic Astartes, Sorcerer, Faction: Nurgle

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Death to the False Emperor*, **Psychic Power:** *Death Hex, Diabolic Strength, Smite*, **Psyker:** *Sorcerer*, **Unit:** *Sorcerer*, **Weapon:** *Bolt pistol, Force stave, Frag grenade, Krak grenade*

Abilities	Description
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Death to the False Emperor Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Psychic Power	Warp Charge	Range	Details
Death Hex	8	12"	If manifested, select a visible enemy unit within 12" of the psyker. Until the start of your next Psychic phase, that unit cannot take invulnerable saves.
Diabolic Strength	6	12"	If manifested, select a HERETIC ASTARTES model within 12" of the psyker. Until the start of your next Psychic phase, add 2 to the model's Strength characteristic and 1 to its Attacks characteristic.
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.

Psyker	Cast	Deny	Powers Known	Other
Sorcerer	2	1	Smite and 2 powers from the Dark Hereticus discipline	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Sorcerer	6"	3+	3+	4	4	4	3	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Force stave	Melee	Melee	+2	-1	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Troops [20 PL, 327pts]

Chaos Cultists [6 PL, 92pts]

Selections: Mark of Nurgle

Categories: Troops, Faction: Heretic Astartes, Infantry, Faction: Chaos, Faction: Nurgle, Faction: <Legion>

Abilities: *Mere Mortals*

17x Chaos Cultist w/ autopistol and brutal assault weapon [68pts]

Selections: 17x Autopistol, 17x Brutal assault weapon

Unit: *Chaos Cultist w/ Brutal assault weapon*, **Weapon:** *Autopistol, Brutal assault weapon*

Chaos Cultist w/ special weapon [10pts]

Selections: Flamer [6pts]

Weapon: *Flamer*

Chaos Cultist w/ special weapon [10pts]

Selections: Flamer [6pts]

Weapon: *Flamer*

Cultist Champion [4pts]

Selections: Brutal assault weapon and Autopistol

Unit: *Cultist Champion (Brutal assault weapon and Autopistol)*, **Weapon:** *Autopistol, Brutal assault weapon*

Abilities	Description
Mere Mortals	CHAOS CULTIST units do not gain a Legion Trait.

Unit	M	WS	BS	S	T	W	A	Ld	Save
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Chaos Cultist w/ Brutal assault weapon	6"	4+	4+	3	3	1	2	5	6+
Cultist Champion (Brutal assault weapon and Autopistol)	6"	4+	4+	3	3	1	3	6	6+

Weapon	Range	Type	S	AP	D	Abilities
Autopistol	12"	Pistol 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon. This extra attack is included in its profile.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.

Chaos Cultists [6 PL, 84pts]

Selections: Mark of Nurgle

Categories: Troops, Faction: Heretic Astartes, Infantry, Faction: Chaos, Faction: Nurgle, Faction: <Legion>

Abilities: *Mere Mortals*

17x Chaos Cultist w/ Autogun [68pts]

Selections: 17x Autogun

Unit: *Chaos Cultist*, **Weapon:** *Autogun*

Chaos Cultist w/ special weapon [6pts]

Selections: Heavy stubber [2pts]

Weapon: *Heavy stubber*

Chaos Cultist w/ special weapon [6pts]

Selections: Heavy stubber [2pts]

Weapon: *Heavy stubber*

Cultist Champion [4pts]

Selections: Autogun

Unit: *Cultist Champion*, **Weapon:** *Autogun*

Abilities	Description
Mere Mortals	CHAOS CULTIST units do not gain a Legion Trait.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

Weapon	Range	Type	S	AP	D	Abilities
Autogun	24"	Rapid Fire 1	3	0	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-

Chaos Space Marines [8 PL, 151pts]

Selections: Icon of Despair [10pts], Mark of Nurgle

Categories: Faction: Chaos, Faction: Heretic Astartes, Infantry, Faction: <Legion>, Faction: <Mark of Chaos>, Troops, Chaos Space Marines, Faction: Nurgle

Rules: *Hateful Assault*, *Hateful Volleys*

Abilities: *Death to the False Emperor*, *Icon of Despair*, **Unit:** *Chaos Space Marine*

Aspiring Champion [21pts]

Selections: Frag & Krak grenades, Plasma pistol [5pts], Power axe [5pts]

Unit: *Aspiring Champion*, **Weapon:** *Frag grenade*, *Krak grenade*, *Plasma pistol*, *Standard*, *Plasma pistol*, *Supercharge*, *Power axe*

7x Marine w/ Boltgun [77pts]

Selections: 7x Bolt pistol, 7x Boltgun, 7x Frag & Krak grenades

Weapon: Bolt pistol, Boltgun, Frag grenade, Krak grenade

Marine w/ Heavy or Special Weapon [22pts]

Selections: Bolt pistol, Plasma gun [11pts]

Weapon: Bolt pistol, Plasma gun, Standard, Plasma gun, Supercharge

Marine w/ Heavy or Special Weapon [21pts]

Selections: Bolt pistol, Heavy bolter [10pts]

Weapon: Bolt pistol, Heavy bolter

Abilities	Description
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Icon of Despair	Enemy units that are within 6" of any units with an Icon of Despair must subtract 1 from their Leadership.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Aspiring Champion	6"	3+	3+	4	4	1	2	8	3+
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-

Elites [9 PL, 175pts]

Khorne Berzerkers [9 PL, 175pts]

Selections: Icon of Wrath [10pts]

Categories: Faction: Chaos, Faction: Heretic Astartes, Infantry, Faction: Khorne, Elites, Faction: <Legion>

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Blood for the Blood God, Death to the False Emperor, Icon of Wrath*, **Unit:** *Khorne Berzerker*

Berzerker Champion [24pts]

Selections: Bolt pistol, Frag & Krak grenades, Power fist [9pts]

Unit: *Berzerker Champion*, **Weapon:** Bolt pistol, Frag grenade, Krak grenade, Power fist

3x Chainsword and bolt pistol [45pts]

Selections: 3x Bolt pistol, 3x Chainsword, 3x Frag & Krak grenades

Weapon: Bolt pistol, Chainsword, Frag grenade, Krak grenade

6x Chainsword and Chainaxe [96pts]

Selections: 6x Chainaxe [6pts], 6x Chainsword, 6x Frag & Krak grenades

Weapon: Chainaxe, Chainsword, Frag grenade, Krak grenade

Abilities	Description
Blood for the Blood God	This model can fight twice in each Fight phase, instead of only once.
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Icon of Wrath	You can re-roll charge rolls for units with an Icon of Wrath.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Berzerker Champion	6"	3+	3+	5	4	1	3	8	3+
Khorne Berzerker	6"	3+	3+	5	4	1	2	7	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainaxe	Melee	Melee	+1	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

Heavy Support [32 PL, 537pts]

Havocs [7 PL, 136pts]

Selections: Mark of Slaanesh

Categories: Faction: Chaos, Faction: Heretic Astartes, Infantry, Heavy Support, Faction: <Legion>, Faction: Slaanesh

Rules: *Hateful Assault*, *Hateful Volleys*

Abilities: *Death to the False Emperor*, *Stabilisation Talons*, **Unit:** *Havoc*

Aspiring Champion [20pts]

Selections: Chainsword, Flamer [6pts], Frag & Krak grenades

Unit: *Aspiring Champion*, **Weapon:** *Chainsword*, *Flamer*, *Frag grenade*, *Krak grenade*

2x Havoc w/ autocannon [48pts]

Selections: 2x Autocannon [20pts], 2x Frag & Krak grenades

Weapon: *Autocannon*, *Frag grenade*, *Krak grenade*

2x Havoc w/ missile launcher [68pts]

Selections: 2x Frag & Krak grenades, 2x Missile launcher [40pts]

Weapon: *Frag grenade*, *Krak grenade*, *Missile launcher*, *Frag missile*, *Missile launcher*, *Krak missile*

Abilities	Description
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Stabilisation Talons	This unit can move and fire Heavy weapons without suffering the penalty to their hit rolls.

Unit	M	WS	BS	S	T	W	A	Ld	Save
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Aspiring Champion	6"	3+	3+	4	5	1	2	8	3+
Havoc	6"	3+	3+	4	5	1	1	7	3+

Weapon	Range	Type	S	AP	D	Abilities
Autocannon	48"	Heavy 2	7	-1	2	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Missile launcher, Frag missile	48"	Heavy D6	4	0	1	-
Missile launcher, Krak missile	48"	Heavy 1	8	-2	D6	-

Havocs [7 PL, 116pts]

Selections: No Chaos Mark

Categories: Faction: Chaos, Faction: Heretic Astartes, Infantry, Heavy Support, Faction: <Legion>, Faction: <Mark of Chaos>

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Death to the False Emperor, Stabilisation Talons*, **Unit:** *Havoc*

Aspiring Champion [20pts]

Selections: Chainsword, Flamer [6pts], Frag & Krak grenades

Unit: *Aspiring Champion*, **Weapon:** *Chainsword, Flamer, Frag grenade, Krak grenade*

4x Havoc w/ heavy bolter [96pts]

Selections: 4x Frag & Krak grenades, 4x Heavy bolter [40pts]

Weapon: *Frag grenade, Heavy bolter, Krak grenade*

Abilities	Description
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Stabilisation Talons	This unit can move and fire Heavy weapons without suffering the penalty to their hit rolls.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Aspiring Champion	6"	3+	3+	4	5	1	2	8	3+
Havoc	6"	3+	3+	4	5	1	1	7	3+

Weapon	Range	Type	S	AP	D	Abilities
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Obliterators [18 PL, 285pts]

Selections: Mark of Slaanesh

Categories: Heavy Support, Faction: Heretic Astartes, Daemon, Infantry, Faction: Chaos, Faction: <Legion>, Faction: <Mark of Chaos>, Cult of Destruction, Faction: Slaanesh

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Daemonic, Death to the False Emperor, Fleshmetal Guns, Teleport Strike*

3x Obliterator [18 PL, 285pts]

Selections: 3x Crushing fists, 3x Fleshmetal guns

Unit: *Obliterator*, **Weapon:** *Crushing fists, Fleshmetal guns*

Abilities	Description
Daemonic	This model has a 5+ invulnerable save.
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Fleshmetal Guns	Each time this unit is chosen to attack with fleshmetal guns, roll three D3, one after the other, to determine the characteristics of the unit's fleshmetal guns when resolving those attacks. The first roll is added to 6 to determine the Strength, the second roll is the AP, and the third roll is the Damage. For example, if the rolls were a 1, followed by a 3, followed by a 2, then the unit's attacks would have a Strength of 7, an AP of -3 and a Damage of 2.
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Obliterator	4"	3+	3+	5	5	4	3	8	2+

Weapon	Range	Type	S	AP	D	Abilities
Crushing fists	Melee	Melee	+1	-1	D3	-
Fleshmetal guns	24"	Assault 6	6+D3	-D3	D3	See above

Force Rules

Daemonic Ritual: Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do, first choose one of the four Chaos Gods - KHORNE, TZEENTCH, NURGLE, or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron - for example, a KHORNE CHARACTER could only attempt to summon KHORNE DAEMONS.

Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

The Warmaster's Legion (Black Legion): If your army is Battle-forged, all Troops units in BLACK LEGION Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.

Selection Rules

Devastation Battery: Use this Stratagem when choosing your Army. Pick a Chaos Space Marine Detachment from your army to be a Devastation Battery Specialist Detachment. <LEGION> CHAOS LORDS, WARPSMITHS, HAVOCS and OBLITERATORS in that Detachment gain the DEVASTATION BATTERY eyword.

Hateful Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

Hateful Volleys: Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.

- The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type. A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, bolt pistol, combibolter, Inferno boltgun). Rules that apply to bolt weapons also apply when firing the boltgun profile of combi-weapons and when firing Artefacts of Chaos that replaced a bolt weapon, (e.g. Spitespitter). The Talon of Horus is also a Rapid Fire bolt weapon.

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