

Possessed Bomb (Warhammer 40,000 8th Edition) [124 PL, 12CP, 2,000pts]

Battalion Detachment +5CP (Chaos - Chaos Space Marines) [68 PL, 6CP, 1,022pts]

Rules: *Daemonic Ritual, Despoilers of the Galaxy (Alpha Legion)*

Configuration [8CP]

Battle-forged CP [3CP]

Categories: CONFIGURATION

Detachment CP [5CP]

Categories: CONFIGURATION

Legion

Selections: Alpha Legion

Categories: CONFIGURATION

Abilities: *Hidden In Plain Sight*

Abilities	Description	Ref
Hidden In Plain Sight	If your army is Battle-forged, all CHARACTER, INFANTRY, BIKERS and HELBRUTE units in an ALPHA LEGION Detachment gain the following ability: Your opponent must subtract 1 from hit rolls that target units with this trait if they are more than 12" away.	Codex: Heretic Astartes - Chaos Space Marines p157

Stratagems [-2CP]

Gifts of Chaos (1 Relic) [-1CP]

Categories: STRATAGEMS

Specialist Detachment [-1CP]

Selections: Daemonkin Ritualists [-1CP]

Categories: STRATAGEMS, SPECIALIST DETACHMENT, NO FORCE ORG SLOT

Rules: *Daemonkin Ritualists*

No Force Org Slot [1 PL, 10pts]

Dark Disciples [1 PL, 10pts]

Selections: Mark of Tzeentch

Categories: FACTION: CHAOS, FACTION: <LEGION>, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, INFANTRY, NO FORCE ORG SLOT, FACTION: TZEENTCH

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Followers, Relic of Corruption*

2x Dark Disciple [10pts]

Selections: 2x Close combat weapon

Unit: *Dark Disciple*, **Weapon:** *Close combat weapon*

Abilities	Description	Ref
Followers	Only one unit of Dark Disciples can be included in your army for each Dark Apostle in your army. <LEGION> Dark Disciples units do not take up slots in a Detachment that includes any <LEGION> Dark Apostles. While this unit is within 2" of any friendly <LEGION> Dark Apostles, enemy models can only shoot this unit if it is the closest enemy unit (ignore CHARACTERS with a Wounds characteristic of less than 10 when determining if this unit is the closest enemy unit to the firing model).	
Relic of Corruption	While any <LEGION> Dark Disciples units are within 2" of a friendly <LEGION> Dark Apostle, add 1 to dice rolls to see if a prayer chanted by that Dark Apostle is heard.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Dark Disciple	6"	4+	5+	3	3	1	1	6	5+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Close combat weapon	Melee	Melee	User	0	1	-	

HQ [16 PL, 248pts]

Dark Apostle [5 PL, 72pts]

Selections: Accursed crozius, Benediction of Darkness, Bolt pistol, Dark Zealotry, Frag & Krak grenades, Mark of Tzeentch, Mutating Invocation

Categories: HQ, FACTION: CHAOS, CHARACTER, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: <LEGION>, PRIEST, DARK APOSTLE, FACTION: TZEENTCH

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Death to the False Emperor, Demagogue, Priest, Sigil of Corruption*, **Prayers:** *Benediction of Darkness, Dark Zealotry, Mutating Invocation*, **Unit:** *Dark Apostle*, **Weapon:** *Accursed crozius, Bolt pistol, Frag grenade, Krak grenade*

Abilities	Description	Ref
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.	
Demagogue	Friendly <LEGION> units within 6" of this model in the Morale phase can use this model's Leadership instead of their own.	
Priest	This model can chant prayers. It knows the Dark Zealotry prayer and one Prayer from the Prayers to the Dark Gods. At the start of each battle round, you can pick one of the prayers this model knows and roll a D6. On a 3+, the prayer is heard. That prayer takes effect until the end of that battle round. The same prayer cannot be chanted more than once per battle round by any model in your army, whether it is heard or not.	
Sigil of Corruption	This model has a 4+ invulnerable save.	

Prayers	Effect	Ref
Benediction of Darkness	If this prayer is heard, pick one friendly <LEGION> unit within 6" of this priest. Subtract 1 from hit rolls made for attacks with ranged weapons that target that unit.	
Dark Zealotry	If this prayer is heard, you can re-roll hit rolls in the Fight phase for attacks made by friendly <LEGION> units while they are within 6" of this priest.	
Mutating Invocation	If this prayer is heard, this priest regains D3 lost wounds. Note that unlike other prayers, whose effects last only until the end of the battle round, wounds regained from this prayer are not lost again at the end of the battle round.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Dark Apostle	6"	2+	3+	4	4	4	3	9	3+	

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

Master of Possession [5 PL, 88pts]

Selections: Bolt pistol, Cursed Earth, Force stave [8pts], Frag & Krak grenades, Hydra's Wail, Infernal Power, No Chaos Mark, Smite

Categories: FACTION: CHAOS, FACTION: <MARK OF CHAOS>, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION, HQ

Rules: *Hateful Assault*, *Hateful Volleys*

Abilities: *Daemonkin*, *Death to the False Emperor*, *Hydra's Wail*, *Rite of Possession*, **Psychic Power:** *Cursed Earth*, *Infernal Power*, *Smite*, **Psyker:** *Master of Possession*, **Unit:** *Master of Possession*, **Weapon:** *Bolt pistol*, *Force stave*, *Frag grenade*, *Krak grenade*

Abilities	Description	Ref
Daemonkin	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.	
Hydra's Wail	Once per battle, at the start of the battle round, if a model with this Relic is on the battlefield it can activate the Hydra's Wail. Until the end of the battle round, when your opponent spends Command Points to use a Stratagem, roll one D6; on a 4+ your opponent must spend one extra Command Point to use that Stratagem, or else it has no effect and the Command Points spent so far are lost.	
Rite of Possession	PSYKERS suffer Perils of the Warp on any Psychic test roll of a double that is made for them, instead of just double 1 or 6, while they are within 12" of any enemy models with this ability.	

Psychic Power	Warp Charge	Range	Details	Ref
Cursed Earth	7	N/A	If manifested, then until the start of your next Psychic phase, the invulnerable save of friendly <LEGION> DAEMON units is improved by 1 (to a maximum of 3+) whilst they are within 6" of this psyker.	
Infernal Power	6	N/A	If manifested, then until the start of your next Psychic phase re-roll hit and wound rolls of 1 for attacks made by friendly <LEGION> DAEMON units whilst they are within 6" of this psyker.	
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	Ref
Master of Possession	2	1	Smite and two powers from the Malefic Discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Master of Possession	6"	3+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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 -	

Sorcerer [6 PL, 88pts]

Selections: Bolt pistol, Diabolic Strength, Force stave [8pts], Frag & Krak grenades, Mark of Nurgle, Miasma of Pestilence, 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:** *Diabolic Strength, Miasma of Pestilence, Smite*, **Psyker:** *Sorcerer*, **Unit:** *Sorcerer*, **Weapon:** *Bolt pistol, Force stave, Frag grenade, Krak grenade*

Abilities	Description	Ref
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	Ref
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.	
Miasma of Pestilence	6	18"	If manifested, select a visible NURGLE HERETIC ASTARTES unit within 18" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from all hit rolls that target that unit.	
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 Ref
Sorcerer	2	1	Smite and 2 powers from the Dark Hereticus discipline	

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
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 [13 PL, 139pts]

Chaos Cultists [3 PL, 40pts]

Selections: Mark of Nurgle

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: NURGLE, FACTION: <LEGION>

Abilities: *Mere Mortals*, **Unit:** *Chaos Cultist*

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

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

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	Ref
Autogun	24"	Rapid Fire	1	3	0	1 -	

Chaos Cultists [6 PL, 44pts]

Selections: Mark of Nurgle

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: NURGLE, FACTION: <LEGION>

Abilities: *Mere Mortals*, **Unit:** *Chaos Cultist*

10x Chaos Cultist w/ Autogun [40pts]

Selections: 10x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

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

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	Ref
Autogun	24"	Rapid Fire	1	3	0	1 -	

Chaos Space Marines [4 PL, 55pts]**Selections:** 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*, **Unit:** *Chaos Space Marine***Aspiring Champion [11pts]****Selections:** Bolt pistol, Boltgun, Frag & Krak grenades**Unit:** *Aspiring Champion*, **Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade***4x Marine w/ Boltgun [44pts]****Selections:** 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades**Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Abilities	Description	Ref
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.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Elites [20 PL, 340pts]

Possessed [20 PL, 340pts]**Selections:** Mark of Nurgle**Categories:** FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: CHAOS, DAEMON, FACTION: HERETIC ASTARTES, INFANTRY, ELITES, FACTION: NURGLE**Rules:** *Hateful Assault, Hateful Volleys***Abilities:** *Daemonic, Death to the False Emperor***20x Possessed [340pts]****Selections:** 20x Horrifying Mutations**Abilities:** *Writhing Tentacles*, **Unit:** *Possessed*, **Weapon:** *Horrifying Mutations*

Abilities	Description	Ref
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.	
Writhing Tentacles	Roll a D3 when a unit of Possessed is selected to attack in the Fight phase. The result is the Attacks characteristic of each model in the unit.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Possessed	7"	3+	3+	5	4	2	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Horrifying Mutations	Melee	Melee	User	-2	1		

Heavy Support [18 PL, 285pts]

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	Ref
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	Ref
Obliterator	4"	3+	3+	5	5	4	3	8	2+	

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

Spearhead Detachment +1CP (Chaos - Death Guard) [29 PL, 1CP, 497pts]

Rules: *Bolter Discipline, Daemonic Ritual, Despoilers of the Galaxy (Alpha Legion), Inexorable Advance, Plague Host, Plague Weapon*

Configuration [1CP]

Detachment CP [1CP]

Categories: CONFIGURATION

Legion

Selections: Alpha Legion

Categories: CONFIGURATION

Abilities: *Hidden In Plain Sight*

Abilities	Description	Ref
Hidden In Plain Sight	If your army is Battle-forged, all CHARACTER, INFANTRY, BIKERS and HELBRUTE units in an ALPHA LEGION Detachment gain the following ability: Your opponent must subtract 1 from hit rolls that target units with this trait if they are more than 12" away.	Codex: Heretic Astartes - Chaos Space Marines p157

HQ [5 PL, 77pts]

Chaos Lord [5 PL, 77pts]

Selections: Chainaxe [1pts], Combi-bolter [2pts], Frag & Krak grenades, Mark of Nurgle

Categories: HQ, CHAOS LORD, CHARACTER, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: CHAOS, FACTION: NURGLE

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Death to the False Emperor, Lord of Chaos, Sigil of Corruption*, **Unit:** *Chaos Lord*,

Weapon: *Chainaxe, Combi-bolter, Frag grenade, Krak grenade*

Abilities	Description	Ref
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	Ref
Chaos Lord	6"	2+	2+	4	4	5	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainaxe	Melee	Melee	+1	-1	1	-	
Combi-bolter	24"	Rapid Fire	2	4	0	1	-
Frag grenade	6"	Grenade	D6	3	0	1	-
Krak grenade	6"	Grenade	1	6	-1	D3	-

Heavy Support [24 PL, 420pts]

Plagueburst Crawler [8 PL, 140pts]

Selections: 2x Plaguespitter [34pts], Heavy slugger [6pts], Plagueburst Mortar

Categories: FACTION: CHAOS, DAEMON, FACTION: DEATH GUARD, HEAVY SUPPORT, FACTION: HERETIC ASTARTES, FACTION: NURGLE, VEHICLE, DAEMON ENGINE, PLAGUEBURST CRAWLER

Rules: *Hateful Assault*

Abilities: *Daemonic, Disgustingly Resilient, Explodes*, **Plagueburst Crawler Wound Track:** *Plagueburst Crawler1, Plagueburst Crawler2, Plagueburst Crawler3*, **Unit:** *Plagueburst Crawler*, **Weapon:** *Heavy slugger, Plagueburst Mortar, Plaguespitter*

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.	
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.	

Plagueburst Crawler Wound Track	Remaining W	M	BS	S	Ref
Plagueburst Crawler1	6-12+	9"	4+	7	
Plagueburst Crawler2	3-5	6"	5+	6	
Plagueburst Crawler3	1-2	4"	5+	5	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Plagueburst Crawler	*	6+	*	*	8	12	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy slugger	36"	Heavy 4	5	-1	1	-	
Plagueburst Mortar	12"-48"	Heavy D6	8	-2	D3	Plague Weapon. This weapon can target units that are not visible to the bearer.	
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon. This weapon automatically hits its target.	

Plagueburst Crawler [8 PL, 140pts]

Selections: 2x Plaguespitter [34pts], Heavy slugger [6pts], Plagueburst Mortar

Categories: FACTION: CHAOS, DAEMON, FACTION: DEATH GUARD, HEAVY SUPPORT, FACTION: HERETIC ASTARTES, FACTION: NURGLE, VEHICLE, DAEMON ENGINE, PLAGUEBURST CRAWLER

Rules: *Hateful Assault*

Abilities: *Daemonic, Disgustingly Resilient, Explodes*, **Plagueburst Crawler Wound Track:** *Plagueburst Crawler1, Plagueburst Crawler2, Plagueburst Crawler3*, **Unit:** *Plagueburst Crawler*, **Weapon:** *Heavy slugger, Plagueburst Mortar, Plaguespitter*

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.	
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.	

Plagueburst Crawler Wound Track	Remaining W	M	BS	S	Ref
Plagueburst Crawler1	6-12+	9"	4+	7	
Plagueburst Crawler2	3-5	6"	5+	6	
Plagueburst Crawler3	1-2	4"	5+	5	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Plagueburst Crawler	*	6+	*	*	8	12	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy slugger	36"	Heavy 4	5	-1	1	-	
Plagueburst Mortar	12"-48"	Heavy D6	8	-2	D3	Plague Weapon. This weapon can target units that are not visible to the bearer.	
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon. This weapon automatically hits its target.	

Plagueburst Crawler [8 PL, 140pts]

Selections: 2x Plaguespitter [34pts], Heavy slugger [6pts], Plagueburst Mortar

Categories: FACTION: CHAOS, DAEMON, FACTION: DEATH GUARD, HEAVY SUPPORT, FACTION: HERETIC ASTARTES, FACTION: NURGLE, VEHICLE, DAEMON ENGINE, PLAGUEBURST CRAWLER

Rules: *Hateful Assault*

Abilities: *Daemonic, Disgustingly Resilient, Explodes, Plagueburst Crawler Wound Track: Plagueburst Crawler1, Plagueburst Crawler2, Plagueburst Crawler3, Unit: Plagueburst Crawler, Weapon: Heavy slugger, Plagueburst Mortar, Plaguespitter*

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.	
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.	

Plagueburst Crawler Wound Track	Remaining W	M	BS	S	Ref
Plagueburst Crawler1	6-12+	9"	4+	7	
Plagueburst Crawler2	3-5	6"	5+	6	
Plagueburst Crawler3	1-2	4"	5+	5	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Plagueburst Crawler	*	6+	*	*	8	12	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy slugger	36"	Heavy 4	5	-1	1	-	
Plagueburst Mortar	12"-48"	Heavy D6	8	-2	D3	Plague Weapon. This weapon can target units that are not visible to the bearer.	
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon. This weapon automatically hits its target.	

Battalion Detachment +5CP (Chaos - Thousand Sons) [27 PL, 5CP, 481pts]

Rules: *Daemonic Ritual*

Configuration [5CP]

Cults of the Legion

Selections: Cult of Change

Categories: CONFIGURATION

Detachment CP [5CP]

Categories: CONFIGURATION

HQ [18 PL, 361pts]

Ahriman on Disc of Tzeentch [9 PL, 166pts]

Selections: Black Staff of Ahriman, Blades on Disc of Tzeentch, Death Hex, Frag & Krak grenades, Infernal Gaze, Inferno Bolt Pistol, Prescience, Smite

Categories: FACTION: HERETIC ASTARTES, FACTION: THOUSAND SONS, FACTION: TZEENTCH, CHARACTER, HQ, PSYKER, CAVALRY, DAEMON, FLY, AHRIMAN, SORCERER, FACTION: CHAOS

Rules: *Brotherhood of Sorcerors, Hateful Assault, Malicious Volleys*

Abilities: *Arch-Sorcerer of Tzeentch, Death to the False Emperor, Lord of the Thousand Sons, Sigil of Corruption*, **Psychic Power:** *Death Hex, Infernal Gaze, Prescience, Smite*, **Psyker:** *Ahriman*, **Unit:** *Ahriman*, **Weapon:** *Black Staff of Ahriman, Blades on Disc of Tzeentch, Frag grenade, Inferno Bolt Pistol, Krak grenade*

Abilities	Description	Ref
Arch-Sorcerer of Tzeentch	You can add 1 to any Psychic tests or Deny the Witch tests you take for Ahriman.	
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 the Thousand Sons	You can re-roll hit rolls of 1 made for friendly THOUSAND SONS units within 6" of this model.	
Sigil of Corruption	Ahriman has a 4+ invulnerable save.	

Psychic Power	Warp Charge	Range	Details	Ref
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.	
Infernal Gaze	5	18"	If manifested, select a visible enemy unit within 18" of the psyker and roll 3 dice. The target suffers one mortal wound for each roll of 4+.	
Prescience	7	18"	If manifested, select a HERETIC ASTARTES unit within 18" of the psyker. You can add 1 to all hit rolls made for that unit until the start of your next Psychic phase.	
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 Ref
Ahriman	3	3	Smite and three powers from the Dark Hereticus discipline and/or the Discipline of Change	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ahriman	12"	2+	2+	4	4	5	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Black Staff of Ahriman	Melee	Melee	+2	-1	3	-	
Blades on Disc of Tzeentch	Melee	Melee	4	0	1	After a model on this mount makes its close combat attacks, you can attack with its mount. Make 1 additional attack, using this weapon profile.	
Frag grenade	6"	Grenade D6	3	0	1	-	
Inferno Bolt Pistol	12"	Pistol 1	4	-2	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Daemon Prince of Tzeentch [9 PL, 195pts]

Selections: 6. High Magister, Capricious Chest, Gaze of Fate, Infernal Gateway, Malefic talon, Malefic talon [10pts], Smite, Warlord, Wings [1 PL, 39pts]

Categories: HQ, CHARACTER, DAEMON, MONSTER, FACTION: HERETIC ASTARTES, PSYKER, FACTION: THOUSAND SONS, FACTION: TZEENTCH, DAEMON PRINCE, FACTION: CHAOS, FLY, WARLORD

Rules: *Brotherhood of Sorcerers, Hateful Assault, Malicious Volleys*

Abilities: *Capricious Chest, Death to the False Emperor, Ephemeral Daemon, High Magister, Prince of Tzeentch, Psychic Power: Disturb Reality, Gaze of Fate, Infernal Gateway, Smite, Psyker: Daemon Prince, Unit: Daemon Prince (Wings), Weapon: Malefic talon*

Abilities	Description	Ref
Capricious Chest	Once per turn, when a Psychic test is taken for a model within 18" of a model with this Relic, you can change the result of that Psychic test as follows. If that model is from your army, you can change any roll of 1 to a roll of 6. If that model is from your opponent's army, you can change any roll of 6 to a roll of 1.	
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.	
Ephemeral Daemon	This unit has a 4+ invulnerable save.	
High Magister	Add 1 to any Psychic tests you take for your Warlord.	
Prince of Tzeentch	You can re-roll hit rolls of 1 made for friendly THOUSAND SONS and TZEENTCH DAEMON units within 6" of this model.	

Psychic Power	Warp Charge	Range	Details	Ref
Disturb Reality	6	12"	If manifested, select one enemy unit within 12" of this psyker. Until the start of your next Psychic phase, subtract 1 from that unit's Leadership and Attacks characteristic (to a minimum of 1).	
Gaze of Fate	6	N/A	If manifested, until the end of the turn you can re-roll one single dice roll that you have rolled.	
Infernal Gateway	8	12"	If manifested, identify the nearest enemy model that is within 12" of the psyker and visible to it; that model's unit, and every other unit (friend or foe) within 3" of that model, suffers D3 mortal wounds. The number of mortal wounds inflicted is D6 instead if the power is manifested with a Psychic test of 12+.	
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	Ref
Daemon Prince	2	1	Smite and two powers from the Dark Hereticus discipline, Discipline of Change and/or Discipline of Tzeentch.		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Daemon Prince (Wings)	12"	2+	2+	7	6	8	4	10	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.	

Troops [9 PL, 120pts]

Chaos Cultists [3 PL, 40pts]

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: THOUSAND SONS, FACTION: TZEENTCH, FACTION: CHAOS, CHAOS CULTISTS

Rules: *Disciples of Tzeentch*

Unit: *Chaos Cultist*

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	Ref
Autogun	24"	Rapid Fire	1	3	0	1 -	

Chaos Cultists [3 PL, 40pts]

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: THOUSAND SONS, FACTION: TZEENTCH, FACTION: CHAOS, CHAOS CULTISTS

Rules: *Disciples of Tzeentch*

Unit: *Chaos Cultist*

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	Ref
Autogun	24"	Rapid Fire	1	3	0	1 -	

Chaos Cultists [3 PL, 40pts]

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: THOUSAND SONS, FACTION: TZEENTCH, FACTION: CHAOS, CHAOS CULTISTS

Rules: *Disciples of Tzeentch*

Unit: *Chaos Cultist*

9x Chaos Cultist w/ Autogun [36pts]

Selections: 9x Autogun

Weapon: *Autogun*

Cultist Champion [4pts]

Selections: Autogun

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

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
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	Ref
Autogun	24"	Rapid Fire	1	3	0	1 -	

Force Rules

Bolter Discipline: All ADEPTUS ASTARTES, HERETIC ASTARTES and FALLEN models gain this ability. 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, CENTURION, DREADNOUGHT or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire type whose profile includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.). This also applies when firing the boltgun profile of combi-weapons (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a Rapid Fire weapon (e.g. Primarch's Wrath and Fury of Deimos). The Gauntlets of Ultramar and the Talon of Horus are also Rapid Fire bolt weapons, as is the guardian spear used by Deathwatch Watch Masters. ()

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. ()

Despoilers of the Galaxy (Alpha Legion): If your army is Battle-forged, all Troops units in Chaos Space Marine 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. ()

Inexorable Advance: If your Army is Battle-forged, all INFANTRY and HELBRUTE units in DEATH GUARD Detachments gain this ability. Such units do not suffer a penalty for moving and firing Heavy Weapons, or for Advancing and firing Assault weapons. In addition, a unit with this ability can fire twice with Rapid Fire weapons at a range of 18", instead of only being able to fire twice with them up to half the weapon's maximum range. ()

Plague Host: If your army is Battle-forged, all Troops units in DEATH GUARD 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. ()

Plague Weapon: You can re-roll wound rolls of 1 for a weapon with this ability. ()

Selection Rules

Brotherhood of Sorcerers: If your army is Battle-forged, PSYKER units in THOUSAND SONS Detachments gain the following ability: The ranges of all psychic powers manifested by units with this ability are increased by 6". ()

Daemonkin Ritualists: Use this Stratagem when choosing your Army. Pick a Chaos Space Marine Detachment from your army to be a Daemonkin Ritualists Specialist Detachment. DARK APOSTLES, DARK DISCIPLES, MASTERS OF POSSESSION, POSSESSED and GREATER POSSESSED in that Detachment gain the DAEMONKIN RITUALISTS keyword. ()

Disciples of Tzeentch: If your army is Battle-forged, Troops units in THOUSAND SONS Detachments gain the following ability. A unit with this ability that is within range of an objective marker (as specified in the mission) controls it even if there are more enemy models in range of that objective marker. 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 in range as normal. ()

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. ()

Malicious 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 belongs to an INFANTRY unit and every model from that 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 weapon with the Rapid Fire typ whose profile includes the word 'bolt' (e.g. boltgun, Inferno boltgun, inferno combi-bolter, etc.). ()

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