

OHMMY Army 2000 (Warhammer 40,000 8th Edition) [124 PL, 2,000pts]

Battalion Detachment +5CP (Chaos - Death Guard) [64 PL, 1,066pts]

Rules: Bolter Discipline, Daemonic Ritual, Inexorable Advance, Plague Host, Plague Weapon

HQ [15 PL, 250pts]

Malignant Plaguecaster [6 PL, 95pts]

Selections: 1. Miasma of Pestilence, 6. Curse of the Leper, Blight Grenades, Bolt pistol, Corrupted staff, Krak grenades, Smite

Categories: CHARACTER, FACTION: DEATH GUARD, HQ, INFANTRY, FACTION: HERETIC ASTARTES, FACTION: NURGLE, PSYKER, FACTION: CHAOS, MALIGNANT PLAGUECASTER

Rules: *Hateful Assault*

Abilities: *Death to the False Emperor, Disgustingly Resilient, Pestilential Fallout, Psychic Power: Curse of the Leper, Miasma of Pestilence, Smite, Psyker: Malignant Plaguecaster, Unit: Malignant Plaguecaster, Weapon: Blight Grenade, Bolt pistol, Corrupted staff, 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.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.	
Pestilential Fallout	Each time this model successfully manifests a psychic power with a Psychic test of 7 or more, the nearest enemy unit within 7" suffers a mortal wound after the effects of the psychic power have been resolved.	

Psychic Power	Warp Charge	Range	Details	Ref
Curse of the Leper	7	14"	If manifested, roll 7 dice. The closest enemy unit within 14" of the psyker suffers a mortal wound for each roll that exceeds its Toughness characteristic.	
Miasma of Pestilence	6	18"	If manifested, select a visible friendly DEATH GUARD 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
Malignant Plaguecaster	2	1	Smite and 2 powers from the Contagion discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Malignant Plaguecaster	5"	3+	3+	4	5	4	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight Grenade	6"	Grenade	D6	3	0	1	Plague Weapon
Bolt pistol	12"	Pistol	1	4	0	1	-
Corrupted staff	Melee	Melee		+2	-1	D3	-
Krak grenade	6"	Grenade	1	6	-1	D3	-

Typhus [9 PL, 155pts]

Selections: 4. Blades of Putrefaction, 5. Putrescent Vitality, Blight Grenades, Master-crafted manreaper, Smite, The Destroyer Hive

Categories: HQ, CHARACTER, INFANTRY, PSYKER, TERMINATOR, FACTION: DEATH GUARD, FACTION: NURGLE, FACTION: HERETIC ASTARTES, FACTION: CHAOS, LORD OF CONTAGION, TYPHUS

Rules: *Hateful Assault*

Abilities: *Cataphractii Armour, Death to the False Emperor, Disgustingly Resilient, Host of the Destroyer Hive, Nurgle's Gift, Teleport Strike*, **Psychic Power:** *Blades of Putrefaction, Putrescent Vitality, Smite*, **Psyker:** *Typhus*, **Unit:** *Typhus*, **Weapon:** *Blight Grenade, Master-crafted manreaper, The Destroyer Hive*

Abilities	Description	Ref
Cataphractii Armour	Models in this unit have a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances.	
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.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.	
Host of the Destroyer Hive	Friendly units of Poxwalkers increase their Strength and Toughness by 1 whilst they are within 7" of Typhus.	
Nurgle's Gift	All DEATH GUARD units within 7" of a friendly LORD OF CONTAGION are surrounded by a deadly aura of plague and disease. Roll a dice for each enemy unit that is within 1" of any affected friendly units at the start of your turn; on a 4+ that enemy unit suffers a mortal wound.	
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.	

Psychic Power	Warp Charge	Range	Details	Ref
Blades of Putrefaction	5	18"	If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, any wound rolls of 7+ made for that unit in the Fight phase with a melee plague weapon (i.e. a plaguesword or any weapon with the Plague Weapon ability) inflict a mortal wound on the target in addition to any other damage.	
Putrescent Vitality	6	18"	If manifested, select a visible friendly DEATH GUARD INFANTRY unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to that unit's Strength and Toughness characteristics.	
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
Typhus	2	1	Smite and 2 powers from the Contagion discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Typhus	4"	2+	2+	4	5	6	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight Grenade	6"	Grenade D6	3	0	1	Plague Weapon	
Master-crafted manreaper	Melee	Melee	+3	-3	3	Plague Weapon	
The Destroyer Hive	6"	Pistol 2D6	4	-3	1	This weapon hits on hit rolls of 5+ (even when firing Overwatch), regardless of any modifiers.	

Troops [9 PL, 120pts]

Chaos Cultists [3 PL, 40pts]

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: DEATH GUARD, FACTION: NURGLE, FACTION: CHAOS, CHAOS CULTISTS

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: DEATH GUARD, FACTION: NURGLE, FACTION: CHAOS, CHAOS CULTISTS

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: DEATH GUARD, FACTION: NURGLE, FACTION: CHAOS, CHAOS CULTISTS

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 -	

Fast Attack [16 PL, 276pts]

Foetid Bloat-drone [8 PL, 138pts]

Selections: 2x Plaguespitters [34pts], Plague probe [5pts]

Categories: FAST ATTACK, FACTION: NURGLE, FACTION: HERETIC ASTARTES, FACTION: DEATH GUARD, VEHICLE, DAEMON ENGINE, DAEMON, FLY, FACTION: CHAOS, FOETID BLOAT-DRONE

Rules: *Hateful Assault*

Abilities: *Daemonic, Disgustingly Resilient, Putrid Explosion*, **Unit:** *Foetid Bloat-drone*,

Weapon: *Plague probe, Plaguespitter*, **Wound Track:** *Foetid Bloat-drone, Foetid Bloat-drone1, Foetid Bloat-drone2, Foetid Bloat-drone3*

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.	
Putrid Explosion	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 mortal wound.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Foetid Bloat-drone	*	4+	4+	*	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Plague probe	Melee	Melee	User	-2	D3	Plague Weapon	
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon. This weapon automatically hits its target.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Foetid Bloat-drone	-	M	S	A	
Foetid Bloat-drone1	6-10+	10"	6	3	
Foetid Bloat-drone2	3-5	8"	5	2	
Foetid Bloat-drone3	1-2	6"	4	1	

Foetid Bloat-drone [8 PL, 138pts]

Selections: 2x Plaguespitters [34pts], Plague probe [5pts]

Categories: FAST ATTACK, FACTION: NURGLE, FACTION: HERETIC ASTARTES, FACTION: DEATH GUARD, VEHICLE, DAEMON ENGINE, DAEMON, FLY, FACTION: CHAOS, FOETID BLOAT-DRONE

Rules: *Hateful Assault*

Abilities: *Daemonic, Disgustingly Resilient, Putrid Explosion*, **Unit:** *Foetid Bloat-drone*,

Weapon: *Plague probe, Plaguespitter*, **Wound Track:** *Foetid Bloat-drone, Foetid Bloat-drone1, Foetid Bloat-drone2, Foetid Bloat-drone3*

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.	
Putrid Explosion	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 mortal wound.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Foetid Bloat-drone	*	4+	4+	*	7	10	*	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Plague probe	Melee	Melee	User	-2	D3	Plague Weapon	
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon. This weapon automatically hits its target.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Foetid Bloat-drone	-	M	S	A	
Foetid Bloat-drone1	6-10+	10"	6	3	
Foetid Bloat-drone2	3-5	8"	5	2	
Foetid Bloat-drone3	1-2	6"	4	1	

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 - Chaos Space Marines) [60 PL, 934pts]

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

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 [13 PL, 253pts]

Chaos Lord with Jump Pack [6 PL, 135pts]

Selections: 3. Headhunter, Combi-bolter [2pts], Frag & Krak grenades, Mark of Slaanesh, Thunder hammer [40pts], Viper's Bite, Warlord

Categories: HQ, FACTION: CHAOS, CHAOS LORD, CHARACTER, FLY, INFANTRY, JUMP PACK, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: SLAANESH, WARLORD

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Death to the False Emperor, Headhunter, Jump Pack Assault, Lord of Chaos, Sigil of Corruption, Unit: Chaos Lord with Jump Pack, Weapon: Combi-bolter, Frag grenade, Krak grenade, Thunder hammer, Viper's Bite*

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.	
Headhunter	This Warlord can target CHARACTER units even if they are not the closest enemy unit. When resolving an attack made with a ranged weapon by this Warlord, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.	
Jump Pack Assault	During deployment you can set this unit up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this unit can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
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 with Jump Pack	12"	2+	2+	4	4	5	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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	-	
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.	
Viper's Bite	24"	Rapid Fire 2	5	-3	2	-	

Sorcerer with Jump Pack [7 PL, 118pts]

Selections: Combi-bolter [2pts], Force stave [8pts], Frag & Krak grenades, Mark of Slaanesh, Prescience, Smite, Warptime

Categories: HQ, FACTION: CHAOS, CHARACTER, FLY, FACTION: HERETIC ASTARTES, INFANTRY, PSYKER, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, JUMP PACK, SORCERER, FACTION: SLAANESH

Rules: *Hateful Assault, Hateful Volleys*

Abilities: *Death to the False Emperor, Jump Pack Assault*, **Psychic Power:** *Prescience, Smite, Warptime*, **Psyker:** *Sorcerer*, **Unit:** *Sorcerer with Jump Pack*, **Weapon:** *Combi-bolter, 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.	
Jump Pack Assault	During deployment you can set this unit up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this unit can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Psychic Power	Warp Charge	Range	Details	Ref
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.	
Warptime	6	3"	If manifested, pick a friendly HERETIC ASTARTES unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use Warptime on a unit more than once in each Psychic phase.	

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 with Jump Pack	12"	3+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Combi-bolter	24"	Rapid Fire	2	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 [9 PL, 120pts]

Chaos Cultists [3 PL, 40pts]**Selections:** No Chaos Mark**Categories:** TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: <MARK OF CHAOS>, 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 [3 PL, 40pts]**Selections:** No Chaos Mark**Categories:** TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: <MARK OF CHAOS>, 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 [3 PL, 40pts]**Selections:** No Chaos Mark**Categories:** TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: <MARK OF CHAOS>, 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 -	

Elites [20 PL, 276pts]

Hellforged Contemptor Dreadnought [10 PL, 138pts]

Selections: 2x Butcher cannon [50pts], Mark of Slaanesh

Categories: FACTION: CHAOS, FACTION: HERETIC ASTARTES, VEHICLE, ELITES, HELLFORGED, DREADNOUGHT, HELBRUTE, FACTION: <LEGION>, FACTION: SLAANESH

Rules: *Explodes, Hateful Assault, Hateful Volleys*

Abilities: *Containment Breach, Hellfire Reactor, Machina Malifica*, **Unit:** *Hellforged Contemptor Dreadnought*, **Weapon:** *Butcher cannon*, **Wound Track:** *Hellforged Contemptor Dreadnought, Hellforged Contemptor Dreadnought1, Hellforged Contemptor Dreadnought2, Hellforged Contemptor Dreadnought3*

Abilities	Description	Ref
Containment Breach	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 mortal wounds instead.	
Hellfire Reactor	A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.	
Machina Malifica	At the end of each Fight phase, roll a number of D6 for this model equal to the number of models that were slain by it during this phase; for each dice that scores a 5+, this model regains one lost wound. This model cannot regain lost wounds by any other means.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hellforged Contemptor Dreadnought	*	*	*	7	7	10	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by this weapon in the Shooting phase, the unit must subtract 2 from its Leadership for the rest of the turn. This modifier is not cumulative.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Hellforged Contemptor Dreadnought	-	M	WS	BS	
Hellforged Contemptor Dreadnought1	6-10+	9"	2+	2+	
Hellforged Contemptor Dreadnought2	3-5	6"	3+	3+	
Hellforged Contemptor Dreadnought3	1-2	4"	4+	4+	

Hellforged Contemptor Dreadnought [10 PL, 138pts]

Selections: 2x Butcher cannon [50pts], Mark of Slaanesh

Categories: FACTION: CHAOS, FACTION: HERETIC ASTARTES, VEHICLE, ELITES, HELLFORGED, DREADNOUGHT, HELBRUTE, FACTION: <LEGION>, FACTION: SLAANESH

Rules: *Explodes, Hateful Assault, Hateful Volleys*

Abilities: *Containment Breach, Hellfire Reactor, Machina Malifica*, **Unit:** *Hellforged Contemptor Dreadnought*, **Weapon:** *Butcher cannon*, **Wound Track:** *Hellforged Contemptor Dreadnought, Hellforged Contemptor Dreadnought1, Hellforged Contemptor Dreadnought2, Hellforged Contemptor Dreadnought3*

Abilities	Description	Ref
Containment Breach	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a PSYKER, in which case it suffers D6 mortal wounds instead.	
Hellfire Reactor	A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.	
Machina Malifica	At the end of each Fight phase, roll a number of D6 for this model equal to the number of models that were slain by it during this phase; for each dice that scores a 5+, this model regains one lost wound. This model cannot regain lost wounds by any other means.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hellforged Contemptor Dreadnought	*	*	*	7	7	10	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Butcher cannon	36"	Heavy 4	8	-1	2	If a unit has any models slain by this weapon in the Shooting phase, the unit must subtract 2 from its Leadership for the rest of the turn. This modifier is not cumulative.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Hellforged Contemptor Dreadnought	-	M	WS	BS	
Hellforged Contemptor Dreadnought1	6-10+	9"	2+	2+	
Hellforged Contemptor Dreadnought2	3-5	6"	3+	3+	
Hellforged Contemptor Dreadnought3	1-2	4"	4+	4+	

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

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

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. ()

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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