|  |  |  |  |
| --- | --- | --- | --- |
| Chaos Space Marines | Alpha Legion | All-Round List | 500 Points |

Hydra Dominatus

*The big variety pack of the Emperor’s finest – you’ll find all kinds of specialists in this squad, ready to destroy the enemy by outmaneuvering them with both ranged and melee attacks.*

***Mark of Tzeentch*** *–* +1 Power Charge ***Headhunter –*** *+5 MM/CB while no ally within 15cm. +2 Critical on surprise attacks****Infiltrator –*** *may choose one SM/CSM Subfaction and receive all special rules*

|  |  |  |
| --- | --- | --- |
| Chaos Legionaire II | | 100 Points |
| stats: | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 4 | 8 | 8 | 8 | 2 | |  |
| Rules: | *Headhunter* |  |
| Weapon #1: | Bile Spitter *(8/2 Lethal Weapon, Rend(10))* |  |
| Weapon #2: | Bile Spitter *(8/2 Lethal Weapon, Rend(10))* |  |
| Chaos Powers: | Whispers of the Future *(one full reroll per round)*  Sight *(+50% range on ranged attacks)* | |

## 

|  |  |  |
| --- | --- | --- |
| Chaos Legionaire II | | 120 Points |
| stats: | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 3 | 8 | 8 | 8 | 7 | |  |
| Rules: | *Headhunter* |  |
| Weapon #1: | Sniper Rifle *(14/1 Weak Spots), Target Matrix* |  |
| Chaos Powers: | Whispers of the Future *(one full reroll per round)*  Weaver’s Favored *(one full reroll for an enemy roll against this unit per round)* | |

|  |  |  |
| --- | --- | --- |
| Raptor I | | 90 Points |
| stats: | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 3 | 8 | 12 | 10 | 2 | |  |
| Rules: | *Headhunter, Fast* |  |
| Weapon #1: | Power Claws *(8/6 Light Weapon)* |  |
| Chaos Powers: | Whispers of the Future *(one full reroll per round)* | |

|  |  |  |
| --- | --- | --- |
| Raptor I | | 90 Points |
| stats: | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 3 | 8 | 12 | 10 | 2 | |  |
| Rules: | *Headhunter, Fast* |  |
| Weapon #1: | Power Claws *(8/6 Light Weapon)* |  |
| Chaos Powers: | Whispers of the Future *(one full reroll per round)* | |

|  |  |  |
| --- | --- | --- |
| Chaos Chosen II | | 100 Points |
| stats: | |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | 4 | 12 | 12 | 12 | 2 | 1 | 8 | |  |
| Rules: | *Infiltrator (Thousand Sons)* |  |
| Weapon #1: | Storm Bolter *(8/2 Rapid Fire, can’t crit)* |  |
| Weapon #2: | Chainfist *(8/2 Penetration)* |  |
| Spells: | Weaver’s Hand *(3 rerolls)* |  |
| Chaos Powers: | Sight *(+50% range on spells and ranged attacks)*  Whispers of the Future *(one full reroll per round)* | |