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| Chaos Space Marines | Emperor’s Children | All-Round List | 500 Points |

Pain Squad

*Lucius and his Squad of Emperor’s Children are back for more! Go from one critical hit to the next, in melee and ranged combat, ready for anything the False Emperor throws at them.*

***The Pain Train*** *- Because of their excessive self-inflicted pain, all Emperor’s Children get a -1 malus on max HP, but +1 to Critical. Once per round, they may deal themselves a wound to gain 3 rerolls on any dice.* ***She Who Thirsts*** *- Whenever an Emperors Children rolls a <Critical during any attack roll, Slaanesh rewards them with 1 regenerated HP****Mark of Slaanesh*** *- 1 re-rollable dice per round per HP below maximum.*

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| Lucius the Eternal | | 150 Points |
| stats: | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 3 | - | 14 | 10 | 4 | |  |
| Rules: |  |  |
| Weapon #1: | 2x Laer Blades (*8/2,* *+4 DF*) |  |
| Weapon #2: | Lash of Torment (*12/3, Wide Reach, Rend(10)*) |  |
| Equipment: | - |  |
| Trait: | Enemies with a DF below 10 have their DF reduced to 0, enemies with a DF below Lucius’s CB have their DF reduced to 10 in combat against him. | |
| Synergy: | You may bring no other units equipped with Powerswords. If an enemy wounds him in melee, he may immediately counter attack. | |
| Chaos Powers: | Striving for Perfection *(reroll every successful dice once in one roll)*  Thick Skin | |

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| Chaos Terminator III | | 160 Points |
| stats: | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 4 | 11 | 13 | 12 | 3 | |  |
| Rules: | *Armor, Fast* |  |
| Weapon #1: | Power Claws (*8/6 Light Weapon*) |  |
| Weapon #2: |  |  |
| Equipment: | *Daemonic Wings (Blessing)* |  |
| Chaos Powers: | Striving for Perfection *(reroll every successful dice once in one roll)*  Perfect Execution *(+2AP after kill with critical)*  *Extensive Mutations* |  |

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| --- | --- | --- |
| Chaos Legionaire II | | 80 Points |
| stats: | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 3 | 13 | - | 3\* | 3 | |  |
| Rules: | - |  |
| Weapon #1: | Bolt Pistol (*8/2*) |  |
| Weapon #2: | Bolt Pistol (*8/2*) |  |
| Equipment: | *Electrolocation* |  |
| Chaos Powers: | Striving for Perfection *(reroll every successful dice once in one roll)*  Pain and Pleasure *(counterattack on taken wound with <5)* |  |

|  |  |  |
| --- | --- | --- |
| Chaos Legionaire II | | 100 Points |
| stats: | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 3 | 13 | - | 3\* | 3 | |  |
| Rules: | - |  |
| Weapon #1: | Melta Gun (8/3 *Penetration)* |  |
| Weapon #2: |  |  |
| Equipment: | *Electrolocation* |  |
| Chaos Powers: | Striving for Perfection *(reroll every successful dice once in one roll)*  Pain and Pleasure *(counterattack on taken wound with <5)* |  |