CODEX: Chaos Space Marines:

By Anthony

**Wargear Lists:**

Pistols: Bolt Pistol, Plasma Pistol

Combi-weapons: Combi-bolter, Combi-flamer, Combi-melta, Combi-plasma

Melee Weapons: Chainaxe, Chainsword, Lightning Claw, Power Axe, Power Fist, Power Maul, Power Sword

Champion Equipment:

The champion can take up to two weapons chosen from the following list: Bolt Pistol, Chainaxe, Chainsword, Lightning Claw, Plasma Pistol, Power Axe, Power Fist, Power Maul, Power Sword

Alternatively, the champion can take one option chosen from the following list: Boltgun, Combi-flamer, Combi-melta, Combi-plasma

Special Weapons: Flamer, Melta gun, Plasma Gun

Heavy Weapons: Autocannon, Heavy Bolter, Lascannon, Missile Launcher

**Chaos Lord – 74 points:**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name: | M | WS | BS | S | T | W | A | Ld | Sv |
| Chaos Lord | 6” | 2+ | 2+ | 4 | 4 | 5 | 4 | 9 | 3+ |

Battlefield Role: HQ

Unit Composition: 1 Chaos Lord

Wargear: Daemon-forged Boltgun, Bolt Pistol, Frag Grenades, and Krak Grenades.

Options:

* This model may replace its Bolt Pistol with one item from the Pistols, Combi-weapons, or Melee Weapons list.
* This model may replace its Chainsword with one item from the Pistols or Melee Weapons list.
* This model may take a Jump Pack. If it does, its Move characteristic is increased to 12” and it gains the JUMP PACK and FLY keywords.

Abilities:

* 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.
* Jump Pack Assault: During deployment, if this model has a Jump Pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9” away from any enemy models.

Faction Keywords: **CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>**

Keywords: **CHARACTER, INFANTRY, CHAOS LORD**

**Chaos Space Marines – 65 points:**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name: | M | WS | BS | S | T | W | A | Ld | Sv |
| Chaos Space Marine | 6” | 3+ | 3+ | 4 | 4 | 1 | 1 | 7 | 3+ |
| Aspiring Champion | 6” | 3+ | 3+ | 4 | 4 | 1 | 2 | 8 | 3+ |

Battlefield Role: Troop

Unit Composition: 1 Aspiring Champion, 4 Chaos Space Marines

Wargear: Boltgun, Bolt Pistol, Frag Grenades, Krak Grenades.

Options:

* May include up to 15 additional Chaos Space Marines for 13 points per model.
* The Aspiring Champion may replace its Bolt pistol and Boltgun with items from the Champion Equipment list.
* Any Chaos Space Marine may replace their Boltgun with a Chainsword.
* For every 5 models in this unit, one Chaos Space Marine may replace its boltgun with an item from the Special Weapons list, Heavy Weapons list, or Melee Weapons list.

Abilities:

* Gifts of the Gods: This Unit may gain one of the following Pieces of Wargear for free depending on their Mark.
  + Icon of Chaos: When these units fire their boltguns, they fire an additional shot.
  + Skull of Brass: If this unit charges or is charged, add 1 to the Strength and Attacks characteristics of all models in this unit until the end of the turn.
  + Shimmer Cloaks: Models in this unit have a 5+ invulnerable save.
  + Maggot Colonies: Each time a model in this unit loses a wound, roll a D6; on a roll of 5 or 6, the model does not lose that wound.
  + Banner of Excess: This unit always fights first in the Fight phase even if it didn’t charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

Faction Keywords: **CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>**

Keywords: **INFANTRY, CHAOS SPACE MARINES**

**Ranged Weapons:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Abilities |
| Autocannon | 48” | Heavy 2 | 7 | -1 | 2 | - |
| Bolt Pistol | 12” | Pistol 1 | 4 | 0 | 1 | - |
| Bolt Gun | 24” | Rapid Fire 1 | 4 | 0 | 1 | - |
| Combi-bolter | 24” | Rapid Fire 2 | 4 | 0 | 1 | - |
| Combi-flamer | When attacking with this weapon, choose the Bolt Gun or Flamer Profile, or both. If you choose both, subtract 1 from all hit rolls made for this weapon. | | | | | |
| Combi-melta | When attacking with this weapon, choose the Bolt Gun or Melta Gun profile, or both. If you choose both, subtract 1 from all hit rolls made for this weapon. | | | | | |
| Combi-plasma | When attacking with this weapon, choose the Bolt Gun or Plasma Gun profile, or both. If you choose both, subtract 1 from all hit rolls made for this weapon. | | | | | |
| Daemon-forged Boltgun | 24” | Rapid Fire 1 | 4 | -1 | 2 | - |
| 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 | - |
| Lascannon | 48” | Heavy 1 | 9 | -3 | D6 | - |
| Meltagun | 12” | Assault 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Missile Launcher | When attacking with this weapon, choose one of the 2 profiles below: | | | | | |
| Frag Missile | 48” | Heavy D6 | 4 | 0 | 1 | - |
| Krak Missile | 48” | Heavy 1 | 8 | -2 | D6 | - |
| Plasma Gun | When attacking with this weapon, choose one of the 2 profiles below: | | | | | |
| Standard | 24” | Rapid Fire 1 | 7 | -3 | 1 | This weapon may supercharge |
| Super Charged | 24” | Rapid Fire 1 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain |
| Plasma Pistol | When attacking with this weapon, choose one of the 2 profiles below: | | | | | |
| Standard | 12” | Pistol 1 | 7 | -3 | 1 | This weapon may supercharge |
| Super Charged | 12” | Pistol 1 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain |

**Melee Weapons:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Abilities |
| 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. |
| Lightning Claw | Melee | Melee | User | -2 | 1 | You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack. |
| Power Axe | Melee | Melee | +1 | -2 | 1 | - |
| Power Fist | Melee | Melee | X2 | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. |
| Power Maul | Melee | Melee | +2 | -1 | 1 | - |
| Power Sword | Melee | Melee | User | -3 | 1 | - |

**Ranged Weapons Point Costs:**

|  |  |
| --- | --- |
| Weapon | Points Per Weapon |
| Autocannon | 20 |
| Bolt Pistol | 0 |
| Boltgun | 0 |
| Combi-bolter | 2 |
| Combi-flamer | 11 |
| Combi-melta | 19 |
| Combi-plasma | 15 |
| Flamer | 9 |
| Frag Grenades | 0 |
| Heavy Bolter | 10 |
| Krak Grenades | 0 |
| Lascannon | 25 |
| Meltagun | 17 |
| Plasma Gun | 13 |
| Plasma Pistol | 7 |

**Melee Weapons Point Costs:**

|  |  |
| --- | --- |
| Weapon | Points Per Weapon |
| Chainaxe | 1 |
| Chainsword | 0 |
| Lightning Claws (single/pair) | 8/12 |
| Power Axe | 5 |
| Power Fist | 12 |
| Power Maul | 4 |
| Power Sword | 4 |