CODEX: Chaos Space Marines:

By Anthony

**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:

* Death to The False Emperor
* 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 his Bolt pistol and Boltgun with items from the Champion Equipment list.
* Any Chaos Space Marine may replace his Boltgun with a Chainsword.
* For every 5 models in this unit, one Chaos Space Marine may replace his boltgun with an item from the Special Weapons list, Heavy Weapons list, or Melee Weapons list.

Abilities:

* Death to the False Emperor
* 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**