Chaos Space Marines:

**Chaos Space Marines – 65 points:**

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| 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.
* One model may take a Chaos Icon

Abilities:

* Death to the False Emperor
* Dedication to the gods: This unit gains one of the following abilities based on the mark this squad has taken.
  + Undivided: When these units fire their boltguns, they fire an additional shot.
  + Mark of Khorne: 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.
  + Mark of Tzeentch: Models in this unit have a 5+ invulnerable save.
  + Mark of Nurgle: 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.
  + Mark of Slannesh: 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>**

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