

CSM (656pts)

Укачанные ХСМ. Мало, но в тельняшках (656pts)

HQ (155pts)

Chaos Lord (155pts)

Aura of dark glory (15pts), Blade of the Relentless (30pts), Mark of Tzeentch (15pts), Plasma Pistol (15pts), Power Armour, The Slaughterer's Horns (15pts)

Champion of Chaos, Fearless, Harbingers of the Tormented, Independent Character, Mark of Tzeentch, Soul Siphon, Furious Charge, Hammer of Wrath and Rage

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Lord	Infantry	6	5	4	4	3	5	3	10	3+/4++

Name	Description
Aura of Dark Glory	5+ Invulnerable save
The Slaughterer's Horns	The bearer of the Slaughterer's Horns has the Furious Charge, Hammer of Wrath and Rage special rules.

Name	Range	Strength	AP	Type
Blade of the Relentless	-	User	3	Melee, Soul Siphon
Plasma Pistol	12"	7	2	Pistol, Gets Hot

Elites (100pts)

Helbrute (100pts)

Multi-melta, Power fist

Crazed, Hammer of Wrath (я не уверен, что он есть)

Name	WS	BS	S	Front	Side	Rear	I	A	HP	Type
Helbrute	4	4	6	12	12	10	4	2	3	

Name	Range	Strength	AP	Type
Multi-melta	24"	8	1	Heavy 1, Melta

Troops (401pts)

Chaos Cultists (65pts)

8x Autogun (8pts), Flamer (5pts), 10x Squad models (champion included) (40pts)

Champion of Chaos

Champion's upgrade (12pts)

Cultist Champion's Shotgun (2pts)

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+

Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+
Cultist Champion	Infantry (Character)	3	3	3	3	1	3	1	8	6+

Name	Range	Strength	AP	Type
Autogun	24"	3	-	Rapid Fire
Flamer	Template	4	5	Assault 1
Shotgun	12"	3	-	Assault 2

Chaos Cultists (66pts)

9x Autogun (9pts), Heavy stubber (5pts), 10x Squad models (champion included) (40pts)
Champion of Chaos

Champion's upgrade (12pts)

Cultist Champion's Shotgun (2pts)

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Cultist	Infantry	3	3	3	3	1	3	1	7	6+
Cultist Champion	Infantry (Character)	3	3	3	3	1	3	1	8	6+

Name	Range	Strength	AP	Type
Autogun	24"	3	-	Rapid Fire
Heavy Stubber	36"	4	-	Heavy 3
Shotgun	12"	3	-	Assault 2

Chosen (Troops) (270pts)

4x Chosen (72pts), Draznicht's Ravagers (10pts), Flamer (5pts), Icon of excess (35pts), Mark of Slaanesh (10pts), Replace all weapons w/ Twin Lightning Claws (30pts), 3x Replace CCW w/ Power Fist (75pts)

Draznicht's Ravagers, Feel no pain

Chosen Champion (33pts)

Bolt Pistol, Bolter, Power Weapon (15pts)

Champion of Chaos

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chosen	Infantry	4	4	4	4	1	5	2	9	3+
Chosen Champion	Infantry (Character)	4	4	4	4	1	5	2	10	3+

Selection Rules

Champion of Chaos: A Model with this rule must issue and accept challenges. Where there are multiple models with this rule, the controlling player may decide.

Whenever a model with this rule kills a character, roll a D66 and consult the Chaos Boon chart. This boon remains for the rest of the game.

Crazed: Если я правильно понял (если тут эта фраза, значит я так и забыл посмотреть в книге), то это значит, что Хелбрут **должен** каждый ход стрелять в **ближайшего** противника.

Rage: When charging, gains +2A rather than +1. Does not work if the model is making a disordered Charge.

Furious Charge: This gives you a bonus on the turn which you charged. It gives +1 to your initiative and strength stats for that turn.

Hammer of Wrath: If the model Charges into base contact. it makes a single attack at base S at

110. This attack does not benefit from other special rules.

Draznicht's Ravagers: The Chosen unit has Preferred Enemy (as long as Draznicht, the Chosen Champion remains alive). When Draznicht is slain, then the rule is lost.

Mark of Slaanesh: +1 к Инициативе

Icon of excess: С маркой Слаанеша дает **Feel no pain**

Feel no pain: It means if your unit takes a wound (after armor saves) you roll a d6. On a 5+ you ignore the wound, -4 take wound as normal. Doesn't work against wound suffered from attacks that normally ignore armor saves, example: AP 1 and 2, power weapons, rending wounds, monstrous creatures, etc.

Fearless: Unit automatically passes Fear, Pinning, Regroup and Morale checks. Unit cannot Go to Ground and cannot use Our Weapons Are Useless.

Harbingers of the Tormented: All models in a Crimson Slaughter force have Fear.

Fear: At the start of the Fight phase, a unit in contact with a model that causes Fear must take a Ld test. If failed, it is WS1 that phase. Models causing Fear are not immune to Fear. Both units check.

Independent Character

Mark of Tzeentch: Improves invulnerable saves by +1 (to 3++). Confers a 6+ Invulnerable if no existing save is present.

Soul Siphon: At the end of the assault phase, note the number of kills made by the Blade of the Relentless add it to the total killed by the blade and compare to the chart (in the Crimson Slaughter supplement). These effects are cumulative and last for the rest of the game.

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