

## CSM (663pts)

## XCM с Copком (663pts)

### HQ (210pts)

#### Chaos Lord (125pts)

Aura of dark glory (15pts), Blade of the Relentless (30pts), Plasma Pistol (15pts), Power Armour

*Champion of Chaos, Fearless, Harbingers of the Tormented, Independent Character, Soul Siphon*

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

Name	Description
Aura of Dark Glory	5+ Invulnerable save

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

#### Sorcerer (85pts)

Additional Mastery Level (25pts), Power Armour

*Champion of Chaos, Independent Character, Psyker (Mastery Level 2), X3 какие дисциплины может изучать, надо в кодекс глянуть.*

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

### 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	

### Troops (353pts)

#### Chaos Cultists (64pts)

9x Autogun (9pts), Champion's upgrade (10pts), Flamer (5pts), 10x Squad models (champion included) (40pts)

*Champion of Chaos*

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

Name	Range	Strength	AP	Type
<b>Autogun</b>	24"	3	-	Rapid Fire
<b>Flamer</b>	Template	4	5	Assault 1

### Chaos Cultists (64pts)

9x Autogun (9pts), Champion's upgrade (10pts), Heavy stubber (5pts), 10x Squad models (champion included) (40pts)

*Champion of Chaos*

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

Name	Range	Strength	AP	Type
<b>Autogun</b>	24"	3	-	Rapid Fire
<b>Heavy Stubber</b>	36"	4	-	Heavy 3

### Chosen (Troops) (225pts)

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

*Draznicht's Ravagers*

#### Chosen Champion (33pts)

Bolt Pistol, Bolter, Power Weapon (15pts)

*Champion of Chaos*

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
<b>Chosen</b>	Infantry	4	4	4	4	1	4	2	9	3+
<b>Chosen Champion</b>	Infantry (Character)	4	4	4	4	1	4	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 I10. 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.

**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.

**Independent Character**

**Psyker (Mastery Level 2)**

**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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