



## CHAOS INCURSION FLEET LIST

*"Put a quote here."*

*idk, Abaddon?*

### Forces

The Chaos Incursion Fleet List uses the datasheets from the Chaos Incursion Fleet Forces section.

### Using The Fleet List

The fleet list includes the following information:

**Class:** The type of the ship.

**Notes:** Notes on usage or optional upgrades.

**Cost:** The points value of the formation.

### Special Rules

Chaos Incursion Fleets uses the *Chaos Commanders* and *Chaos Boarding Actions* special rules. Chaos Incursion fleets may incorporate renegade Imperial Navy vessels according to the *Renegade Imperial Vessels* rules.

#### **SPECIAL RULE** ***Chaos Commanders***

A Chaos Warmaster (as opposed to a Lord) must always be used as a fleet commander in any Chaos fleet list that requires the use of a fleet commander. Under no circumstance can a Chaos Lord be placed on the same ship as a Warmaster.

#### **SPECIAL RULE** ***Renegade Imperial Vessels***

For every 1,500 points in a Chaos fleet, one cruiser from any Imperial Navy fleet list up to 185 points and/or up to six Imperial Navy escorts may be taken. Special weapon rules, Nova Cannon, Chaos Lords, Chaos Space Marines, Chaos ordnance or Daemonship upgrades may not be taken for Imperial Navy vessels used in this manner, and cruisers suffer -1Ld for going renegade. Imperial Navy escorts need not be in a single squadron and may be interspersed within other Chaos escort squadrons if desired. These vessels do not count as reserves; they count as Chaos vessels in all respects.

**CHAOS INCURSION FLEET LIST**

The Chaos Incursion Fleet has an attack rating of ?.

**FLEET COMMANDER**

**You must include 1 Chaos Warmaster in your fleet, who must be assigned to the most expensive ship in the fleet.**

Type	Cost	Notes
Chaos Warmaster (Ld 8)	50	May take 1-4 Marks of Chaos, as below.
Chaos Warmaster (Ld 9)	100	May take 1-4 Marks of Chaos, as below.
<b>You may include up to three Chaos Lords in your fleet. Each Chaos Lord must be assigned a ship and improves its Leadership rating to the value shown.</b>		
0-3 Chaos Lords (Ld 8)	50	May take 1 Mark of Chaos, as below.
<b>Chaos Warmasters get one re-roll, and may be given up to four Marks of Chaos as shown below (no Mark may be taken more than once). Chaos Lords may be given up to one Marks of Chaos.</b>		
Type	Cost	Notes
Mark of Slaanesh	25	Enemy ships within 15cm suffer -2 to their Ld.
Mark of Khorne	20	The ship doubles its value in boarding actions and adds +1 to any rolls for inflicting critical damage in a boarding action.
Mark of Tzeentch	30	Gain an extra re-roll.
Mark of Nurgle	35	The ship gains 1 damage point and may not be boarded.

**CAPITAL SHIPS**

**You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.**

Type	Cost	Options
Chaos battle barge	410 pts	May exchange weapon batteries for 45cm FP8 or 30cm FP10 batteries at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts.
Despoiler-class battleship	400 pts	May replace prow lance battery with S8 torpedoes for +10 pts.
Desolator-class battleship	300 pts	

**You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.**

Type	Cost	Options
Repulsive-class grand cruiser	230 pts	May increase dorsal lance range to 45cm for +10pts. May add a third shield for +15pts when modelled on a large (60 mm) base.

**You may include up to one heavy cruiser in your fleet for every two cruisers.**

Type	Cost	Options
Styx-class heavy cruiser	260 pts	
Hades-class heavy cruiser	200 pts	
Acheron-class heavy cruiser	190 pts	
Hecate-class heavy cruiser	230 pts	

**You may include 0-12 cruisers in your fleet.**

Type	Cost	Options
Devastation-class cruiser	190 pts	
Murder-class cruiser	170 pts	May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).
Carnage-class cruiser	180 pts	
Slaughter-class cruiser	165 pts	
Inferno-class cruiser	180 pts	

**ESCORTS**

**You may include any number of escorts.**

Class	Cost	Options
Idolator-class raider	45 pts	
Infidel-class raider	40 pts	
Iconoclast-class destroyer	30 pts	

**ORDNANCE**

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers or Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.



## CHAOS INCURSION FLEET FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
Iconoclast	Escort/1	30cm	90°	1	4+	1	Weapons battery	45cm	3	L/F/R	
Infidel	Escort/1	30cm	90°	1	5+	1	Prow wpns battery	30cm	2	L/F/R	
							Prow torpedoes	(30cm)	2	Front	
Idolator	Escort/1	30cm	90°	1	5+	2	Prow wpns battery	45cm	2	L/F/R	<i>Does not suffer a column shift for firing over 30cm.</i>
							Prow lance battery	30cm	1	Front	
Slaughter	Cruiser/8	30cm	45°	2	5+	2	Port lance battery	30cm	2	Left	<i>Moves 5D6cm on All Ahead Full special orders.</i>
							Stbd lance battery	30cm	2	Right	
							Port wpns battery	30cm	8	Left	
							Stbd wpns battery	30cm	8	Right	
							Prow wpns battery	30cm	6	L/F/R	
Carnage	Cruiser/8	25cm	45°	2	5+	2	Port wpns battery	45cm	6	Left	
							Stbd wpns battery	45cm	6	Right	
							Port wpns battery	60cm	4	Left	
							Stbd wpns battery	60cm	4	Right	
							Prow wpns battery	60cm	6	L/F/R	
Murder	Cruiser/8	25cm	45°	2	5+	2	Port wpns battery	45cm	10	Left	
							Stbd wpns battery	45cm	10	Right	
							Prow lance battery	60cm	2	Front	
<i>May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).</i>											
Devastation	Cruiser/8	25cm	45°	2	5+	3	Port launch bays	Swiftdeaths	2		
								(30cm)			
							or	Doomfires			
								(20cm)			
							or	Dreadclaws			
								(30cm)			
							Stbd launch bays	Swiftdeaths	2		
								(30cm)			
							or	Doomfires			
								(20cm)			
							or	Dreadclaws			
								(30cm)			
							Port lance battery	60cm	2	Left	
							Stbd lance battery	60cm	2	Right	
							Prow wpns battery	30cm	6	L/F/R	
Acheron	Cruiser/8	25cm	45°	2	5+	3	Port lance battery	60cm	2	Left	
							Stbd lance battery	60cm	2	Right	
							Dorsal lance battery	45cm	2	L/F/R	
							Prow wpns battery	45cm	6	L/F/R	



Desolator	Battleship/ 12	25cm	45°	4	5+	4	Port lance battery	60cm	4	Left	<i>May not Come To New Heading.</i>	
							Stbd lance battery	60cm	4	Right		
							Dorsal wpns battery	60cm	6	L/F/R		
							Prow torpedoes	(30cm)	9	Front		
Chaos Battle Barge	Battleship/ 12	20cm	45°	4	5+	4	Port wpns battery	60cm	6	Left		
							Stbd wpns battery	60cm	6	Right		
							Dorsal lance battery	60cm	3	L/F/R		
							Prow lance battery	30cm	4	Front		
							Port launch bays	Swiftdeaths (30cm)	3			
								or Doomfires (20cm)				
								or Dreadclaws (30cm)				
							Stbd launch bays	Swiftdeaths (30cm)	3			
								or Doomfires (20cm)				
								or Dreadclaws (30cm)				
							Prow launch bays	Swiftdeaths (30cm)	3			
								or Doomfires (20cm)				
								or Dreadclaws (30cm)				

*May not Come To New Heading. May exchange weapon batteries for 45cm FP8 or 30cm FP10 at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts. See Fleet List for additional options.*

**SPECIAL RULE**  
***Chaos Boarding Actions***

Chaos ships have a +1 boarding modifier. A ship with Chaos Space Marine crew has a +2 boarding modifier (before all other modifiers are applied normally).