

Chaos - Chaos Space Marines - Purge the xenos v2 - (1000 pts)

Army Roster (Chaos - Chaos Space Marines) (1000 pts)

Configuration	
Battle Size	Incursion (1000 Point limit)
Detachment Choice	Renegade Raiders, Emperor's Children Abilities: Raiders and Reavers
Show/Hide Options	Tzeentch Daemons are visible, Slaanesh Daemons are visible, Chaos Knights are visible, Nurgle Daemons are visible, Khorne Daemons are visible, Titans are visible, Unaligned Fortifications are visible, Unaligned Forces are visible, Legends are visible
Epic Hero (95 pts)	
Lucius the Eternal (1) (95 pts)	Warlord Rules: Fights First, Leader, Dark Pacts, Precision, Torrent Unit: Lucius the Eternal Abilities: Armour of Shrieking Souls, Duellist's Pride, Invulnerable Save[1], Leader[1] Melee Weapons: Duellist's sword and Lash of Torment Ranged Weapons: Doom siren
Character (175 pts)	
Master of Executions (1) (105 pts)	Mark of the Hound Rules: Dark Pacts, Leader, Devastating Wounds, Precision, Pistol Abilities: Leader[2], Mark of the Hound, Trophy Taker, Warp-sighted Butcher Unit: Master of Executions Melee Weapons: Axe of dismemberment Ranged Weapons: Bolt pistol
Warpsmith (1) (70 pts)	Rules: Dark Pacts, Leader, Ignores Cover, Pistol, Torrent, Melta, Hazardous, Anti- Unit: Warpsmith Abilities: Enrage Machine Spirits, Leader[3], Master of Mechanisms, Warpsmith Ranged Weapons: Plasma pistol - standard[1], Plasma pistol - supercharge[1], Flamer tendril, Melta tendril Melee Weapons: Forge weapon
Battleline (180 pts)	
Cultist Mob (10) (50 pts)	<ul style="list-style-type: none">9x Cultist w/ autopistol and brutal assault weaponCultist Champion: Autopistol Rules: Dark Pacts, Pistol Unit: Cultist Mob Abilities: For the Dark Gods Melee Weapons: Brutal assault weapon Ranged Weapons: Autopistol
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Legionaries (5) (80 pts)	Chaos icon, Legionaries <ul style="list-style-type: none">4x Legionary w/ chainswordAspiring Champion: Legionaries, Plasma pistol, Heavy melee weapon Rules: Dark Pacts, Hazardous, Pistol Abilities: Chaos icon, Veterans of the Long War Unit: Legionaries Melee Weapons: Astartes chainsword, Close combat weapon, Heavy melee weapon Ranged Weapons: Bolt pistol Ranged Weapons: Plasma pistol - standard[2], Plasma pistol - supercharge[2]
Infantry (250 pts)	

Chosen (10) (250 pts)	<p>Chaos icon, Chosen</p> <ul style="list-style-type: none">• 3x Chosen w/ boltgun• 4x Chosen w/ combi-weapon and bolt pistol• Chosen w/ paired accursed weapons and plasma pistol: Chosen• 2x Chosen w/ power fist and plasma pistol <p>Rules: Dark Pacts, Pistol, Anti-, Rapid Fire, Devastating Wounds, Hazardous, Twin-linked Unit: Chosen Abilities: Chaos icon, Chosen Marauders Ranged Weapons: Bolt pistol, Boltgun, Combi-weapon Melee Weapons: Accursed weapon, Paired accursed weapons, Power fist Ranged Weapons: Plasma pistol - standard[2], Plasma pistol - supercharge[2]</p>
Vehicle (300 pts)	
Forgefiend (1) (190 pts)	<p>Ectoplasma cannon and limbs, 2 ectoplasma cannons</p> <p>Rules: Deadly Demise D3, Dark Pacts, Blast Unit: Forgefiend Abilities: Daemonic Ordnance, Damaged: 1-4 wounds remaining, Invulnerable Save[2] Ranged Weapons: Ectoplasma cannon, Ectoplasma cannon (2) Melee Weapons: Armoured limbs</p>
Venomcrawler (1) (110 pts)	<p>Rules: Dark Pacts, Deadly Demise D3 Unit: Venomcrawler Abilities: Invulnerable Save[3], Soul Eater Ranged Weapons: Excruciator cannon (2) Melee Weapons: Soulflayer tendrils and claws</p>

Rules:

Psychic	Some weapons and abilities can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack.
Fights First	Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability.
Leader	While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack sucessfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.
Dark Pacts	If your Army Faction is HERETIC ASTARTES, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase: % [LETHAL HITS] % [SUSTAINED HITS 1]
Precision	Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.
Torrent	Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.
Devastating Wounds	Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved
Pistol	Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit. If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.
Ignores Cover	Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.
Melta	Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'.
Hazardous	Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, if one or more models attack with Hazardous weapons, then after that unit has resolved all of its attacks, you must take one Hazardous test for each Hazardous weapon that was just used by rolling one D6. For each roll of 1, that test is failed and one model in that unit equipped with a Hazardous weapon is destroyed (selected by the controlling player), unless that model is a Character, Monster or Vehicle, in which case it suffers 3 mortal wounds instead. Note that if you selected a Character model in an Attached unit, the mortal wounds suffered must be allocated to that model first, even if there is another model in that unit that has lost one or more wounds or has had attacks allocated to it this phase.
Anti-	Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound.
Rapid Fire	Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.
Twin-linked	Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.
Deadly Demise D3	Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").
Blast	Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

Abilities
Armour of Shrieking Souls
Each time this model is destroyed by an attack made by an enemy unit, that unit must take a Leadership test: if that test is passed, that enemy unit suffers D3 mortal wounds; if that test is failed, that enemy unit suffers D6 mortal wounds. If mortal wounds inflicted in this way destroy that enemy unit, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with D3 wounds remaining.
Chaos icon
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.
Chosen Marauders
This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.
Daemonic Ordnance
Each time this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its ranged weapons have the [DEVASTATING WOUNDS] and [HAZARDOUS] abilities.
Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
Duellist's Pride
While this model is leading a unit, models in that unit have the Fights First ability.
Enrage Machine Spirits
At the end of your Movement phase, select one enemy VEHICLE unit within 12" of this model. That unit must take a Battle-shock test.
For the Dark Gods
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.
Invulnerable Save[1]
This model has a 4+ invulnerable save.
Invulnerable Save[2]
This model has a 5+ invulnerable save.
Invulnerable Save[3]
This model has a 5+ invulnerable save
Leader[1]
This model can be attached to the following units: % L E G I O N A R I E S % N O I S E M A R I N E S
Leader[2]
This model can be attached to the following units: % C H O S E N % L E G I O N A R I E S
You can attach this model to one of the above units even if one other CHARACTER model has already been attached to it (a unit cannot have two MASTERS OF EXECUTIONS attached to it). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.
Leader[3]
This model can be attached to the following units: % C H O S E N % H A V O C S % L E G I O N A R I E S
Mark of the Hound
Models in the bearer's unit have the Scouts 6" ability.
Master of Mechanisms

In your Command phase, select one friendly HERETIC ASTARTES VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.
Raiders and Reavers
Ranged weapons equipped by HERETIC ASTARTES models from your army have the [ASSAULT] ability, and each time a HERETIC ASTARTES model from your army makes a ranged attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.
Soul Eater
At the end of the Fight phase, if one or more attacks made by this model that phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.
Trophy Taker
Each time this model destroys an enemy CHARACTER model, you gain 1CP.
Veterans of the Long War
Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.
Warp-sighted Butcher
While this model is leading a unit, each time a model in that unit makes a melee attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that unit is Below Half-strength, you can re-roll the Wound roll as well.
Warpsmith
While this model is within 3" of one or more friendly HERETIC ASTARTES VEHICLE units, this model has the Lone Operative ability.

Unit	M	T	SV	W	LD	OC
Chosen	6"	4	3+	3	6+	1
Cultist Mob	6"	3	6+	1	7+	1
Forgefiend	8"	10	3+	12	6+	3
Legionaries	6"	4	3+	2	6+	2
Lucius the Eternal	6"	4	3+	5	6+	1
Master of Executions	6"	4	3+	4	6+	1
Venomcrawler	12"	9	3+	9	6+	3
Warpsmith	6"	4	2+	4	6+	1

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Plasma pistol - standard[2]	12"	1	3+	7	-2	1	Pistol
Plasma pistol - supercharge[2]	12"	1	3+	8	-3	2	Hazardous, Pistol