### **Chaos Space Marines**



All the First Founding Legions were created to take part in the Great Crusade. After their inception, several decades slid past before the Emperor's Children saw action. An accident during gene-seeding almost destroyed the Legion as it was born. Once the Emperor's Children had been re-established with rescued gene-seed, they proved to be loyal and efficient, distinguishing themselves in several campaigns.

This section contains all of the datasheets that you will need in order to fight battles with your Chaos Space Marine miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Chaos Space Marine units – these are described below and referenced on the datasheets.

ontents		
Books	Slaves to Darkness	Purge the Enemy
FAQ	Legions	Shadow Operations
Codex: Chaos Space Marines	Emperor's Children	Crusade Rules
Index: Imperial Armour: Compendium	Stratagems by Phase	Spawndom
Expansion: Imperium Nihilus: Vigilus	Stratagems	Chaos Warbands
Ablaze	Marks of Chaos	Agendas
The <legion> Keyword</legion>	Mark of Khorne	Requisitions
Abilities	Mark of Tzeentch	Battle Traits
Daemon Engine	Mark of Nurgle	Chaos Boons
Warp Strike	Mark of Slaanesh	Crusade Relics
Malicious Volleys	Dark Hereticus Discipline	😿 Eldritch Omens Battle Traits
Sonic Weapon	Malefic Discipline	😿 Eldritch Omens Crusade Relics
Let the Galaxy Burn	Prayers to the Dark Gods	Emperor's Children Crusade Rules
Martial Legacy	Dark Zealotry (Aura)	Relics of Chaos
Weapon Definitions	Warlord Traits	Optional Wargear 🊻
Detachment Rules	Named Characters and Warlord Traits	Wargear Reference
Champions of Chaos	Chapter Approved Rules	Glossary
Mere Mortals	No Mercy, No Respite	Reference
Legion Traits		

### **BOOKS**

Book	Kind	Edition	Version	Last update
<b>**</b> Chaos Space Marines	Codex	9	Indomitus 1.1	January 2023
1 Imperial Armour: Compendium	Index	9	Indomitus 1.8	January 2023
Munitorum Field Manual 2023 Mk I	Expansion	9		January 2023
The Balance Dataslate	Rulebook	9	Q1 2023	January 2023
₩ Kill Team: Moroch – Traitor Guardsman Squad	Datasheet	9		September 2022
Warhammer Legends: Chaos Space Marines	Datasheet	9		July 2022
Power Rating Update 2022	Rulebook	9		March 2022
Eldritch Omens	Boxset	9		January 2022
	White Dwarf	9		May 2021
Warhammer Legends: Forge World	Index	9	1.0	December 2020
Milius: Vigilus Ablaze	Expansion	8	Indomitus 1.0	July 2020
■ Warhammer Quest: Blackstone Fortress – Escalation	Boxset	8		August 2019
B Warhammer Quest: Blackstone Fortress	Boxset	8		November 2018

## FAQ

### **CODEX: CHAOS SPACE MARINES**

If a model with the Stimulated by Pain
Warlord Trait loses a number of wounds and
then regains them, can its Attacks
characteristic ever go below the value shown
on its datasheet as a result of this Warlord
Trait?

A: No.

If a model with the Liber Hereticus Relic
manifests the Cursed Earth psychic power,
does the size of the aura increase from 6" to

No. *Cursed Earth* is an aura and does not **A:** have a range as such, so this psychic power is not affected by the Liber Hereticus Relic.

### INDEX: IMPERIAL ARMOUR: **COMPENDIUM**

Is the second part of the Decimator's soulburner petard's ability affected by abilities

*Q*: that cause wound rolls of a specific number to fail (e.g. the Transhuman Physiology Stratagem)?

No.

**A: Designer's Note:** *In this case, this is because* the soulburner petard's ability does not require the wound roll to be successful.

### **EXPANSION: IMPERIUM NIHILUS: VIGILUS ABLAZE**

When paying Command Points to upgrade a Detachment into a Specialist Detachment, is the Relic they are able to give to a

0: CHARACTER in addition to the Relic they would typically get from their Warlord's

> No. The Relic(s) listed within a Specialist Detachment can be given to a CHARACTER from your army instead of one from your

Warlord's codex. Don't forget, however, that many codexes contain Stratagems that enable you to gain additional Relics.

If Huron Blackheart is your Warlord, what Warlord Trait does he have? Codex: Chaos Space Marines says he must have the Eternal 0: Vendetta Warlord Trait, but Imperium Nihilus: Vigilus Ablaze says he must have the Reaver Lord Warlord Trait.

If Huron Blackheart is your Warlord and he has the Raiders from the Maelstrom Renegade Trait from Imperium Nihilus: Vigilus Ablaze, he must have the Reaver Lord Warlord Trait, otherwise he must have the Eternal Vendetta Warlord Trait.

## THE < LEGION > KEYWORD

Many datasheets in this codex have the <a href="LEGION">LEGION</a> keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All TRAITORIS ASTARTES units are drawn from one of the Legions. When you include a unit with the < LEGION> keyword in your army, you must nominate which Legion it is from and then replace the keyword in every instance on its datasheet with the name of your chosen Legion. This could be one of the Legions detailed in a Warhammer 40,000 publication, or one of your own design.

Example: If you include a Chaos Lord in your army, and you decide they are from the Night Lords Legion, their < LEGION> keyword becomes NIGHT LORDS and their Lord of Chaos ability reads 'While a friendly NIGHT LORDS CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

If your army is Battle-forged, you cannot include units from two different Legions in the same Detachment.

### THE WORLD EATERS, THOUSAND SONS, DEATH GUARD AND EMPEROR'S CHILDREN LEGIONS

You cannot select World Eaters, Thousand Sons or Death Guard when nominating which Legion a unit is from. KHORNE, TZEENTCH and NURGLE units cannot be from the Emperor's Children Legion. If a unit is from the Emperor's Children Legion it must be upgraded to have the Mark of Slaanesh; if a unit already has the SLAANESH keyword or it cannot have the Mark of Slaanesh, you must instead replace every instance of CHAOS UNDIVIDED on that unit's datasheet with SLAANESH (units without the CHAOS UNDIVIDED Faction keyword instead gain the SLAANESH Faction keyword). Note that LUCIUS THE ETERNAL and NOISE MARINES already have the MARK OF SLAANESH keyword on their datasheets - their Power Ratings and points costs already take this into account, so no additional cost is required for these units.

### CHAOS SPACE MARINE DATASHEETS

Many Chaos Space Marine units described in Imperial Armour Compendium can be fielded in Death Guard and Thousand Sons armies even though you cannot normally replace the < LEGION> keyword with either DEATH GUARD or THOUSAND SONS.

You can choose for any < LEGION > unit (excluding KHORNE, SLAANESH and TZEENTCH units) from the Imperial Armour Compendium to be from the Death Guard Legion. If you do:

- Replace that unit's **LEGION**> keyword with **DEATH GUARD**.
- That unit gains the BUBONIC ASTARTES and NURGLE keywords.
- That unit can be from one of the seven Plague Companies, and so also gains the < PLAGUE COMPANY> keyword.
- That unit loses the 'Let the Galaxy Burn' ability.

You can choose for any < LEGION> unit (excluding KHORNE, NURGLE and SLAANESH units) from the Imperial Armour Compendium to be from the Thousand Sons Legion. If you do:

- Replace that unit's < LEGION > keyword with THOUSAND SONS.
- That unit gains the ARCANA ASTARTES and TZEENTCH keyword.
- That unit can be from one of the nine Great Cults, and so also gains the <GREAT CULT> keyword.
- That unit loses the 'Let the Galaxy Burn' ability.

## **ABILITIES**

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

#### DAEMON ENGINE

Ensorcelled war machines animated through the malevolent sentience of a possessing daemon, these iron-wrought abominations resist the most powerful attacks, and their sigil-inscribed hulls can regenerate as if they were living flesh.

- This model has a 5+ invulnerable save.
- In your Command phase, this model regains 1 lost wound.

### **WARP STRIKE**

Chaos Space Marines launch their deadly assaults from all directions. Whether utilising ancient teleporter technologies corrupted by the Ruinous Powers, employing arcane forces to breach the warp directly, or launching warriors equipped with archaic jump packs to descend on pillars of warp-tainted fire, these fell warriors strike into the very heart of battle.

During deployment, you can set up this unit in blasphemous reserves instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

### MALICIOUS VOLLEYS

To a warrior of the Heretic Astartes the boltgun is far more than a weapon - it is a symbol of his anger, the instrument of his vengeance and the bringer of death to his foes.

Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The shooting model's target is within half the weapons range.
- The shooting model is **INFANTRY** and its unit Remained Stationary in your previous Movement phase.
- The shooting model is a **TERMINATOR** or **BIKER** model.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type.

### **SONIC WEAPON**

Each time an attack made with this weapon targets a unit within half range, add 1 to the Damage characteristic of that attack.

### LET THE GALAXY BURN

Drawing upon countless years of festering bitterness and hate, Chaos Space Marines attack with a ferocity that is terrible to behold. Whether annihilating the foe at range or butchering them without mercy at close quarters, there is no aspect of death unknown to these traitors. Unencumbered by stultifying doctrines, they are capable of adapting their murderous priorities with horrifying ease, and there are no limits to the levels of devastation they will unleash to vent their anger.

If every unit from your army has the TRAITORIS ASTARTES keyword (excluding models with the AGENT OF CHAOS or UNALIGNED keyword) and every **LEGION>** unit from your army (excluding **ABADDON THE DESPOILER**) is from the same Legion, this unit gains the following rules:

- Each time a model in this unit shoots with a flame weapon, when determining how many attacks are made with that weapon this phase, add 2 to the result (e.g. a model shooting with a flamer makes D6+2 attacks).
- This unit gains a bonus (see below) depending on which wanton act it is engaged in, as follows:
  - During the first battle round, your army (and every unit from it) is engaged in Wanton Destruction.
  - o During the second battle round, your army (and every unit from it) is engaged in Wanton Massacre.
  - o At the start of the third battle round, select either Wanton Massacre or Wanton Slaughter; until the end of that battle round, your army (and every unit from it) is engaged in the wanton act you selected.
  - o During the fourth and subsequent battle rounds, your army (and every unit from it) is engaged in Wanton Slaughter.

### Wanton Destruction

With skills honed in vast, bloody wars against the most heavily armoured or dug-in opposition, Chaos Space Marines punish such enemies with malicious barrages of utter destruction.

While this unit is engaged in Wanton Destruction, each time a model in this unit makes an attack with a Heavy, Rapid Fire or Grenade weapon, an unmodified hit roll of 6 scores 1 additional hit.

### Wanton Massacre

Barbarous firefights and the indiscriminate slaying of foes have been notorious hallmarks of the Heretic Astartes wars for millennia.

While this unit is engaged in Wanton Massacre, each time a model in this unit makes an attack with a Rapid Fire, Assault or Pistol weapon, an unmodified hit roll of 6 scores 1 additional hit.

### Wanton Slaughter

Close assaults are the favoured tactics of many traitors, coupling murderous short-ranged firepower with the unrestrained slaughter of hand-to-hand

While this unit is engaged in Wanton Slaughter, each time a model in this unit makes an attack with an Assault, Pistol or melee weapon, an unmodified hit roll of 6 scores 1 additional hit.

Note that some rules enable units from your army to be engaged in one wanton act even though the rest of your army is engaged in a different wanton act. Other rules even enable units from your army to be engaged in more than one wanton act at the same time. In such cases, even though the same weapon type can appear in more than one wanton act (e.g. attacks made with Rapid Fire weapons gain a bonus while a unit is engaged in Wanton Destruction or Wanton Massacre), an unmodified hit roll of 6 only ever scores 1 additional hit as a result of this rule when making an attack with that weapon type, regardless of how many wanton acts the attacking unit is engaged in.



### MARTIAL LEGACY

If your army is Battle-forged, then when this unit is included in a Detachment, increase that Detachment's Command Cost by 1CP.

### **WEAPON DEFINITIONS**

Some rules in this Codex refer to 'bolt weapons', 'flame weapons', 'melta weapons' or 'sonic weapons' For the purposes of such rules, the definitions of these weapons can be found below:

### **BOLT WEAPONS**

A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, combibolter, heavy bolter, etc.), any Relic that replaces a bolt weapon, and the Talon of Horus (shooting). For the purposes of combi-flamers, combi-meltas and combi-plasmas, rules that apply to bolt weapons only apply to the 'boltgun' profile of such combi-weapons (or the 'boltgun' profile of Relics that replace such combi-weapons).

### MELTA WEAPONS

A melta weapon is any weapon whose profile includes the word 'melta' (meltagun, multi-melta, melta tendril, etc.), any Relic that replaces a melta weapon, and any magma cutters. For the purposes of combi-meltas, rules that apply to melta weapons only apply to the 'meltagun' profile of combimeltas (or the 'meltagun' profile of Relics that replace combi-meltas).

### FLAME WEAPONS

A flame weapon is any weapon whose profile includes the word 'flame' (flamer, baleflamer, heavy flamer, etc.), any Relic that replaces a flame weapon, and the Tyrant's Claw (shooting). For the purposes of combi-flamers, rules that apply to flame weapons only apply to the 'flamer' profile of combi-flamers (or the 'flamer' profile of Relics that replace combi-flamers).

#### SONIC WEAPONS

A sonic weapon is any weapon that has the Sonic Weapon ability.

### **DETACHMENT RULES**

A CHAOS SPACE MARINES Detachment is one that only includes models with the <u>TRAITORIS ASTARTES</u> keyword (excluding models with the <u>AGENT OF CHAOS</u> or <u>UNALIGNED</u> keyword).

- CHAOS SPACE MARINES Detachments gain the Champions of Chaos, Mere Mortals and Slaves to Darkness abilities.
- TRAITORIS ASTARTES units in CHAOS SPACE MARINES Detachments gain the Legion Traits ability.
- Troops units in CHAOS SPACE MARINES Detachments gain the Objective Secured ability.

### CHAMPIONS OF CHAOS

The mightiest champions of Chaos are selfish and jealous lords who do not willingly share power.

You can include a maximum of one **CHAOS LORD**, one **DAEMON PRINCE** and one Dark Commune unit in each **CHAOS SPACE MARINES** Detachment in your army.

### MERE MORTALS

Hordes of expendable Chaos Cultists flock to battle at their masters' bidding, their cheap lives oiling the grinding gears of ambition.

- . You cannot include more CULTISTS units than TRAITORIS ASTARTES CORE INFANTRY units in each CHAOS SPACE MARINES Detachment in your army.
- A **CULTISTS CHARACTER** model cannot be your **WARLORD** if your army contains any **HERETIC ASTARTES CHARACTER** models.

#### **LEGION TRAITS**

Each Traitor Legion, Renegade Chapter and Chaos warband has been uniquely twisted by the Ruinous Powers, and all have perfected their own methods of slaughter and destruction.

All TRAITORIS ASTARTES units (excluding CULTISTS and AGENT OF CHAOS units, and units described in the Slaves to Darkness rule - see below) with this ability, and all the models in them, gain a Legion Trait provided every < LEGION> unit from your army (excluding AGENT OF CHAOS and UNALIGNED units) is from the same Legion. The trait gained depends upon which Legion they are from.

If your Legion does not have an associated set of Legion rules, you must instead select Legion rules for your army to use (see below).

### **SLAVES TO DARKNESS**

Some traitors have given themselves entirely to the service of the Dark Gods, and they are so lost to damnation that they barely resemble the warriors they once were.

You can include **KHORNE BERZERKERS** units in a **CHAOS SPACE MARINES** Detachment, using the datasheet and points values for them found in *Codex: World Eaters*. Such units, when included in a **CHAOS SPACE MARINES** Detachment:



- Always have the Elites battlefield role.
- Must replace all of their Faction keywords with: CHAOS, KHORNE, HERETIC ASTARTES, TRAITORIS ASTARTES, < LEGION>
- Gain the Let the Galaxy Burn ability.
- Must be upgraded to have the Mark of Khorne.
- Never gain a Legion Trait.

You can include RUBRIC MARINES units in a CHAOS SPACE MARINES Detachment, using the datasheet and points values for them found in *Codex: Thousand Sons.* Such units, when included in a CHAOS SPACE MARINES Detachment:



- Always have the Elites battlefield role.
- Must replace all of their Faction keywords with: CHAOS, TZEENTCH, HERETIC ASTARTES, TRAITORIS ASTARTES, < LEGION>
- Gain the Let the Galaxy Burn ability.
- Must be upgraded to have the Mark of Tzeentch.
- The Aspiring Sorcerer knows Smite and one psychic power from the Dark Hereticus discipline instead of any of the psychic disciplines listed on its datasheet.
- Never gain a Legion Trait.

You can include **PLAGUE MARINES** units in a **CHAOS SPACE MARINES** Detachment, using the datasheet and points values for them found in *Codex: Death Guard.* Such units, when included in a **CHAOS SPACE MARINES** Detachment:



- Always have the Elites battlefield role.
- Must replace all of their Faction keywords with: CHAOS, NURGLE, HERETIC ASTARTES, TRAITORIS ASTARTES, < LEGION>
- Gain the Let the Galaxy Burn ability.
- Must be upgraded to have the Mark of Nurgle.
- Lose the **BUBONIC ASTARTES** keyword.
- Never gain a Legion Trait.

You can include **NOISE MARINES** units in a **CHAOS SPACE MARINES** Detachment, using the datasheet and points values for them found in this codex. Such units, when included in a **CHAOS SPACE MARINES** Detachment:



- Always have the Troops battlefield role if every unit in their Detachment (excluding **AGENT OF CHAOS** and **UNALIGNED** units) is from the **EMPEROR'S CHILDREN** Legion.
- Never gain a Legion Trait unless every unit in their Detachment (excluding AGENT OF CHAOS and UNALIGNED units) is from the EMPEROR'S CHILDREN Legion.

## **LEGIONS**

If your army is Battle-forged, <LEGION> units in CHAOS SPACE MARINES Detachments gain access to the following Legion rules, provided every <LEGION> unit (excluding TRAITORIS ASTARTES models with the AGENT OF CHAOS keyword) from your army is from the same Legion. If every <LEGION> unit in a CHAOS SPACE MARINES Detachment is from the same Legion, that Detachment is referred to as a Legion Detachment.

If your Legion does not have any associated Legion rules (e.g. you wish it to represent a force of your own invention), select the Legion from the following list whose character, fighting style and battlefield strategies best match that of your own Legion: Black Legion, Word Bearers, Night Lords, Iron Warriors, Alpha Legion, Red Corsairs, Creations of Bile. Write down your selection on your army roster when you muster your army. Your Legion then uses all the Legion rules of the Legion you selected, and for the purposes of these Legion rules, all **LEGION>** units from your army are considered to have the keyword of your selected Legion (e.g. if you selected Black Legion, all **LEGION>** units from your army are considered to have the **BLACK LEGION** keyword, and therefore gain the Black Crusaders Legion Trait and have access to the Black Legion Warlord Traits, Stratagems and Relics). Note that named characters that belong to the Legion you selected still belong to that Legion, and any abilities they have that use that Legions keyword will not apply to units from another Legion (e.g. when using **HURON BLACKHEART**'s The Tyrant of Badab ability, you cannot select a unit that is not from the Red Corsairs but is using the Red Corsairs Legion rules in the way described above).

### **LEGION TRAITS**

All <LEGION> units in Legion Detachments (excluding CULTISTS units and units described in the Slaves to Darkness rule - see above) will gain a Legion Trait, as presented in following sections. You will find there the Legion Trait associated with each Legion. Note that each trait only applies if every unit from your army has the TRAITORIS ASTARTES keyword (excluding models with the AGENT OF CHAOS or UNALIGNED keyword) and every <LEGION> unit from your army (excluding AGENT OF CHAOS units) is from the same Legion. Note that ABABBON THE DESPOILER will only gain a Legion Trait if every <LEGION> unit in your army is from the Black Legion.

### CHAPTER APPROVED SECONDARY OBJECTIVES

Each Legion has an associated Legion Secondary Objective. If every unit from your army is from the same Legion (excluding **UNALIGNED** models, **ABADDON THE DESPOILER** and **TRAITORIS ASTARTES** models with the **AGENT OF CHAOS** keyword), you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select the associated Legion Secondary Objective to be one of them. Like all other secondary objectives, each Legion Secondary Objective has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission, etc.).

#### WARLORD TRAITS

Each Legion has a table of Legion Warlord Traits. If a **TRAITORIS ASTARTES < LEGION> CHARACTER** model gains a Warlord Trait, they can select a Warlord Trait from the relevant Legion Warlord Trait (or you can randomly select one by rolling a D6) instead of a Chaos Space Marines Warlord Trait.

### **STRATAGEMS**

Each Legion has several associated Legion Stratagems. If your army includes a Legion Detachment (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then you will gain access to the relevant Legion Stratagems.

### **RELICS OF CHAOS**

Each Legion has several associated Legion Relics of Chaos. If your army is led by a **TRAITORIS ASTARTES < LEGION> WARLORD**, you can give one relevant Legion Relic of Chaos to a **TRAITORIS ASTARTES < LEGION> CHARACTER** model from your army instead of giving them a Chaos Space Marines Relic of Chaos. You can only give a Relic to a **CULTISTS CHARACTER** model from your army if that Relic specifically says so. Named characters (such as **HURON BLACKHEART**) cannot be given any Relics of Chaos.

Note that some Relics replace one of the models existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Chaos your models have on your army roster.

Example: A Battle-forged army includes a CHAOS SPACE MARINES Detachment in which every unit has the BLACK LEGION keyword. All BLACK LEGION
TRAITORIS ASTARTES units (excluding CULTISTS units) in that Detachment gain the Black Crusaders Legion Trait; a BLACK LEGION CHARACTER model in that
Detachment that is given a Warlord Trait can instead be given one of the Black Legion Warlord Traits; you have access to all the Black Legion Stratagems; if
your army's WARLORD is selected from this Detachment and is from the Black Legion, then a BLACK LEGION CHARACTER model from your army that could be
given a Relic of Chaos can instead be given one of the Black Legion Relics of Chaos and, if you are playing a matched play game that instructs you to select
secondary objectives, you can choose for one of those to be Despoil Dominions.

### **EMPEROR'S CHILDREN**

The Emperor's Children attack in a riotous clash of excruciating aural assaults, eye-watering chromatic dissonance and ostentatious precision to leave their foes in no doubt of their superiority. Their arrogance is matched by a listless ennui at the galaxy's everyday stimuli, and they seek to commit ever viler deeds to draw the eye of their patron deity, Slaanesh.

### **Legion Trait**

### **FLAWLESS PERFECTION**

Inured to ordinary sensations by several lifetimes of indulgence, the Emperor's Children find stimulation only in excess, be it brutally shocking acts of violence or gratuitous displays of martial prowess.

- Each time a model with this trait makes an attack, you can ignore any or all hit roll, Weapon Skill and Ballistic Skill modifiers.
- Each time a model with this trait makes an attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

# Secondary Objective ADORN THE CANVAS ECLECTIC

#### No Mercy, No Respite - Progressive Objective

Since their foundation, the Emperor's Children have sought to master every art of warfare. Each new war zone is treated as a gruesome canvas, one to be adorned with the most varied expressions of the Legions innate superiority.

If you select this objective, score 1 victory point at the end of each battle round for each of the following that apply:

- You control more objective markers than your opponent.
- More enemy units were destroyed by ranged attacks made by **EMPEROR'S CHILDREN** units from your army this battle round than vice versa (i.e. the number of **EMPEROR'S CHILDREN** units from your army that were destroyed by ranged attacks made by enemy units this battle round was lower than the number of enemy units destroyed by ranged attacks made by **EMPEROR'S CHILDREN** units from your army this battle round).
- More enemy units were destroyed by melee attacks made by EMPEROR'S CHILDREN units from your army this battle round than vice versa.
- More enemy **CHARACTER** units were destroyed by attacks made by **EMPEROR'S CHILDREN CHARACTER** units from your army this battle round than vice versa

If all four of the above apply at the end of a battle round, score 1 additional victory point at the end of that battle round (for a maximum of 5 victory points per battle round).

### **EMPEROR'S CHILDREN WARLORD TRAITS**

#### **D6 WARLORD TRAIT**

#### 1 STIMULATED BY PAIN

The warlords of the Emperor's Children thrive on pain. The more grievous their injuries, the deadlier they become.

- Each time this **WARLORD** loses a wound, add 1 to its Attacks characteristic (to a maximum of +3). Each time this **WARLORD** regains a lost wound, subtract 1 from its Attacks characteristic.
- When this **WARLORD** is destroyed, if it is within Engagement Range of any enemy units and it has not already fought this phase, do not remove it from play: it can, after the attacking model's unit has finished making its attacks, be selected to fight. After that fight has been resolved, this **WARLORD** is then removed from play.

### 2 INTOXICATING MUSK (AURA)

A sickly-sweet aroma emanates from this warlord, both delightful and disgusting at once. A perfumed assault on the senses intoxicates those in its vicinity. While an enemy unit is within 3" of this **WARLORD**, each time a model in that unit makes a melee attack, subtract 1 from that attack's hit roll.

#### 3 UNBOUND ARROGANCE

This warlord's hubris is both his greatest strength and his biggest weakness.

Each time this **WARLORD** is selected to fight, you and your opponent secretly choose a number from 1 to 3 on a D6 (we suggest turning a D6 to show the number, but concealing it behind your hand), then reveal your choices simultaneously. If the chosen numbers differ, then until that fight is resolved, add the number you chose to the Attacks characteristic of this **WARLORD**.

#### 4 FAULTLESS DUELLIST

A peerless swordsman and an exquisite example of fighting form, those who lock swords with this warlord do so at their peril.

- Each time this WARLORD makes a melee attack, you can re-roll the hit roll.
- · While an enemy model is within Engagement Range of this WARLORD, subtract 1 from the Attacks characteristic of that enemy model.

#### 5 GLUTTON FOR PUNISHMENT

This warlord revels in every sensation - even ones that would slay a lesser mortal outright.

- Each time an attack is allocated to this **WARLORD**, if this **WARLORD** does not have the **VEHICLE** keyword, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Each time this WARLORD would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

### **6 LOATHSOME GRACE**

Blessed by Slaanesh to further accentuate his perverse elegance, this warlord's warped movements are nimble, striking and utterly abhorrent.

- Add 2" to the Move characteristic of this **WARLORD**.
- You can re-roll Advance and charge rolls made for this WARLORD.

#### **EMPEROR'S CHILDREN STRATAGEMS**

CRUEL BLADESMEN 2CP

#### Emperor's Children - Battle Tactic Stratagem

Fulgrim's scions are renowned for their bladecraft, toying with their inferiors while preparing an exquisite, penetrating thrust.

Use this Stratagem in the Fight phase, when an **EMPEROR'S CHILDREN** unit from your army is selected to fight. Until the end of the phase, each time a **HERETIC ASTARTES** model in that unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

HONOUR THE PRINCE 1CP

#### Emperor's Children - Battle Tactic Stratagem

Warriors who venerate Slaanesh through the most graceful fighting forms are rewarded in their endeavours.

Use this Stratagem in your Movement phase or your Charge phase, after selecting an **EMPEROR'S CHILDREN CORE** or **EMPEROR'S CHILDREN DAEMONKIN** unit to Advance or declare a charge.

- If used in your Movement phase, do not make an Advance roll for that unit. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.
- If used in your Charge phase, do not roll 2D6 for that unit's charge roll. Instead, until the end of the phase, roll D6+6 for that unit's charge roll.

EXCESS OF VIOLENCE 1CP

### Emperor's Children - Battle Tactic Stratagem

The visceral sensation of every fresh kill causes the warriors of the Emperor's Children to enter an ecstatic frenzy of butchery and dismemberment.

Use this Stratagem in your Command phase, if your army is engaged in either Wanton Destruction or Wanton Massacre. Select one **EMPEROR'S CHILDREN INFANTRY** unit from your army. Until the start of your next Command phase, that unit is considered to be engaged in Wanton Slaughter instead.

INCESSANT DISDAIN 1CP

#### Emperor's Children - Strategic Ploy Stratagem

Contempt for lesser warriors drives the Emperor's Children in their punishing reprisals.

Use this Stratagem in the Heroic Interventions step of your opponent's Charge phase. Select one **EMPEROR'S CHILDREN CORE**, **EMPEROR'S CHILDREN DAEMONKIN** or **EMPEROR'S CHILDREN CHARACTER** unit from your army. Until the end of the phase:

- If that unit is not a CHARACTER unit, it is eligible to perform Heroic Interventions as if it were a CHARACTER unit.
- If that unit is a **CHARACTER** unit, it is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, and when performing a Heroic Intervention with that unit, you can move each model in that unit up to 6".
- Each time a model in that unit makes a pile-in or consolidation move, it can move up to an additional 3".

DEATH ECSTASY 2CP

#### Emperor's Children - Strategic Ploy Stratagem

Death is but another thrilling experience, and the Emperor's Children are loathe to deny the enemy such vistas of ecstatic sensation.

Use this Stratagem in the Fight phase, when an **EMPEROR'S CHILDREN INFANTRY** unit from your army is selected as the target of a melee attack. Until the end of the phase, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.

SOPORIFIC GAZE 2CP

#### Emperor's Children - Epic Deed Stratagem

Lulled by this champion's weaving swordsmanship and hypnotic aura, the foe falter and a momentary weakness seals their doom.

Use this Stratagem at the start of the Fight phase. Select one **EMPEROR'S CHILDREN CHARACTER** model from your army, then select one enemy unit within 3" of it. That enemy unit is not eligible to fight this phase until after all eligible units from your army have done so.

COMBAT ELIXIRS 2CP

#### Emperor's Children - Wargear Stratagem

 $Concoctions\ of\ hideous\ euphoria\ empower\ the\ minds\ of\ the\ Legion's\ sybaritic\ warriors.$ 

Use this Stratagem when an **EMPEROR'S CHILDREN CORE** or **EMPEROR'S CHILDREN CHARACTER** unit from your army is selected to fight. Until the end of the phase, add 1 to the Strength characteristic of models in that unit and improve the Weapon Skill characteristic of models in that unit by 1.

#### EXCRUCIATING FREQUENCIES

1CP

#### Emperor's Children - Wargear Stratagem

The sons of Fulgrim were the first to use sonic weaponry, and are peerless wielders of deadly sound waves.

Use this Stratagem in your Shooting phase, when an EMPEROR'S CHILDREN unit from your army is selected to shoot.

- Until the end of the phase, each time a model in that unit makes an attack with a sonic weapon, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage (a unit cannot suffer more than 6 mortal wounds per phase as a result of this Stratagem).
- After that unit has finished making its shooting attacks, select one enemy unit that was hit by an attack made with a sonic weapon by a model in that unit this phase. Until the start of your next turn, that enemy unit cannot fire Overwatch or Set to Defend.

#### **EMPEROR'S CHILDREN RELICS**

### THE ENDLESS GRIN

This fleshy mask is the still-living, flayed face of a man who begged Slaanesh to fulfil his wish to live forever. It is said the Dark Prince was only too pleased to oblige, gifting the unfortunate soul immortality, but also forcing him to present his face to the Chaos Lord Shixe. After butchering the supplicant, Shixe wore that face as a prized reminder of the occasion for several centuries, wallowing in a fraction of its life-sustaining properties in the process. The Endless Grin has since changed hands many times, but the potency of its anguish has never diminished, nor the arrogance of its invigorated wearer.

### **EMPEROR'S CHILDREN INFANTRY** model only.

- Each time the bearer would lose a wound, roll one D6: on a 6, that wound is not lost.
- Once per battle, when the bearer is destroyed, you can use this Relic instead of using any other rules that are triggered when the bearer is destroyed. If you do so, mark the bearers position then remove the bearer from the battlefield. At the end of the phase, roll one D6: on a 3+, set the bearer back up on the battlefield as close as possible to the position you marked and not within Engagement Range of any enemy units, with D3 wounds remaining.

### **FATAL SONANCY**

Xenotech implants grafted into the bearer's neck give them the ability to emit a hypermodulated scream, powerful enough to shatter diamond. The myriad resonant frequencies and sheer deafening power of this scream hit with a physical impact, blasting away flesh and bone alike, and reducing its victims to shuddering pulp.

**EMPEROR'S CHILDREN** model only. At the end of your Movement phase, you can select one enemy unit within 12" of and visible to the bearer. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

#### ARMOUR OF ABHORRENCE

A canvas of the perverse, this suit of armour is adorned with fleshy mementos of captured warriors. The war plate turns its wearer into an effigy of excess, a mosaic of dark exuberance that delights the Emperors Children, but instils sheer horror in their enemies. In battle, enemy warriors experience utter revulsion at this ghastly display, yet they are unable to turn away from its mesmerising repulsiveness.

**EMPEROR'S CHILDREN** model only. The bearer has the following ability:

Armour of Abhorrence (Aura): Each time an enemy unit (excluding **TITANIC** units) within 3" of the bearer is selected to Fall Back, roll one D6: on a 4+, that unit cannot Fall Back this turn.

### REMNANT OF THE MARAVIGLIA

A rare recording of the grand symphony played for the Emperor's Children at the onset of the Horus Heresy, this composition's original performance saw the final descent of the Legion into darkness. When transmitted through vox-casters purpose-built into the zealous bearer's armour, mere seconds of this perverted symphony are enough to drive the servants of Slaanesh into a furore of excess.

**EMPEROR'S CHILDREN PRIEST** model only. Once per battle, at the end of your Command phase, the bearer can use this Relic. If it does so, until the start of your next Command Phase, the bearer has the following ability:

Remnant of the Maraviglia (Aura): While a friendly EMPEROR'S CHILDREN CORE or EMPEROR'S CHILDREN CHARACTER unit is within 6" of the bearer, add 1 to the Attacks characteristic of models in that unit.

### DISTORTION

The unblemished sheen of this faultless blade reflects an alluring countenance to the bearer, their seemingly unmatched beauty a peerless example of perfection. In reality, the bearer is a hideous wretch, every ounce of elegance leached away to power the blade's fearsome edge.

**EMPEROR'S CHILDREN** model with power sword, force sword or accursed weapon only. This Relic replaces a power sword, force sword or accursed weapon and has the following profile:

Each time an attack is made with this weapon, select one of the profiles below to make that attack with.

WEAPON	RANGE	TYPE	S	AP	D
Elegant incision	Melee	Melee	User	-2	1
<b>Abilities:</b> Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.					
Inelegant slash	Melee	Melee	x2	-4	2

### RAIMENT REVULSIVE

A cloak stitched with the flayed skins of defeated mortals, the Raiment Revulsive is a symbol of contempt and hatred for those incapable of sharing the Emperor's Childrens abhorrent tastes. The screams of anguish that come from the still-living faces on this diabolic hide are a sweet concerto to the ears of the wearer and his depraved allies, imbuing them with unbridled confidence.

EMPEROR'S CHILDREN model only. This Relic can be given to a CULTISTS model. The bearer has the following ability:

Raiment Revulsive (Aura): While a friendly EMPEROR'S CHILDREN unit is within 6" of the bearer, if that unit is performing an action it can shoot without that action failing. While an enemy unit is within 6" of the bearer, that enemy unit cannot start to perform an action.

### STRATAGEMS BY PHASE

#### Before battle

ASPIRING LORD (Chaos Space Marines – Requisition)

GIFTS OF CHAOS (Chaos Space Marines – Requisition)

TROPHIES OF THE LONG WAR (Chaos Space Marines – Requisition)

#### **Battle Round**

### At the start of battle round

#### Command phase

BLASPHEMOUS MACHINES (Chaos Space Marines – Epic Deed)

TIDE OF TRAITORS (Chaos Space Marines – Strategic Ploy)

EXCESS OF VIOLENCE (Emperor's Children – Battle Tactic)

### Movement phase

FELL PRAYERS (Chaos Space Marines – Epic Deed)

RELENTLESS DEVASTATION (Chaos Space Marines – Strategic Ploy)

HONOUR THE PRINCE (Emperor's Children – Battle Tactic)

# Enemy Movement phase

EXCESSIVE CRUELTY (Chaos Space Marines (Slaanesh) – Strategic Ploy)

#### Psychic phase

FELL PRAYERS (Chaos Space Marines – Epic Deed)

### Shooting phase

FELL PRAYERS (Chaos Space Marines – Epic Deed)

CONTEMPT OVER CAUTION (Chaos Space Marines – Strategic Ploy)

DAEMON SHELLS (Chaos Space Marines – Wargear)

SKYSHRIKE MISSILE (Chaos Space Marines – Wargear)

UNENDING DESTRUCTION (Chaos Space Marines – Strategic Ploy)

DAEMONFORGE (Chaos Space Marines – Battle Tactic)

MURDEROUS PERFECTION (Chaos Space Marines (Slaanesh) – Battle Tactic)

VETERANS OF THE LONG WAR (Chaos Space Marines – Battle

WRATH OF THE CHOSEN (Chaos Space Marines – Battle Tactic)

HATRED ETERNAL (Chaos Space Marines - Battle Tactic)

 $EXCRUCIATING\ FREQUENCIES\ (Emperor's\ Children\ -\ Wargear)$ 

### **Enemy Shooting phase**

FIRE FRENZY (Chaos Space Marines – Epic Deed)

INFERNAL ENGINE (Chaos Space Marines – Wargear)

WINDS OF THE WARP (Chaos Space Marines – Strategic Ploy)

#### Being targeted

SMOKESCREEN (Chaos Space Marines – Wargear)

### Charge phase

FELL PRAYERS (Chaos Space Marines – Epic Deed)

VICIOUS DESCENT (Chaos Space Marines – Strategic Ploy)

HONOUR THE PRINCE (Emperor's Children – Battle Tactic)

## Fight phase

FELL PRAYERS (Chaos Space Marines – Epic Deed)

INFERNAL ENGINE (Chaos Space Marines – Wargear)

## Enemy Charge phase

INCESSANT DISDAIN (Emperor's Children – Strategic Ploy)

### Enemy Fight phase

INFERNAL ENGINE (Chaos Space Marines – Wargear)

DAEMONFORGE (Chaos Space Marines - Battle Tactic)

DAEMONFORGE (Chaos Space Marines – Battle Tactic)

DEATH TO THE FALSE EMPEROR! (Chaos Space Marines – Battle Tactic)

MURDEROUS PERFECTION (Chaos Space Marines (Slaanesh) – Battle Tactic)

VETERANS OF THE LONG WAR (Chaos Space Marines – Battle Tactic)

WRATH OF THE CHOSEN (Chaos Space Marines – Battle Tactic)

HATRED ETERNAL (Chaos Space Marines – Battle Tactic)

SOPORIFIC GAZE (Emperor's Children – Epic Deed)

DEATH ECSTASY (Emperor's Children – Strategic Ploy)

COMBAT ELIXIRS (Emperor's Children – Wargear)

CRUEL BLADESMEN (Emperor's Children – Battle Tactic)

DEATH TO THE FALSE EMPEROR! (Chaos Space Marines – Battle Tactic)

MURDEROUS PERFECTION (Chaos Space Marines (Slaanesh) – Battle Tactic)

VETERANS OF THE LONG WAR (Chaos Space Marines – Battle Tactic)

WRATH OF THE CHOSEN (Chaos Space Marines – Battle Tactic)

HATRED ETERNAL (Chaos Space Marines – Battle Tactic)

SOPORIFIC GAZE (Emperor's Children – Epic Deed)

DEATH ECSTASY (Emperor's Children – Strategic Ploy)

COMBAT ELIXIRS (Emperor's Children – Wargear)

CRUEL BLADESMEN (Emperor's Children – Battle Tactic)

#### Morale phase

FELL PRAYERS (Chaos Space Marines – Epic Deed)

TERRIFYING PHENOMENA (Chaos Space Marines – Strategic Ploy)

### **Enemy taking casualties**

RITUAL OFFERINGS (Chaos Space Marines – Strategic Ploy)

### **STRATAGEMS**

If your army includes any CHAOS SPACE MARINES Detachments, you have access to these Stratagems, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of <LEGION> on that Stratagem (if any) with the name of the Legion that your selected unit is drawn from.

#### DEATH TO THE FALSE EMPEROR!

Chaos Space Marines - Battle Tactic Stratagem

The seething hatred that the Heretic Astartes harbour for the Corpse Emperor and his weakling, thin-blooded Space Marines is a weapon unto itself.

Use this Stratagem in the Fight phase, when a **TRAITORIS ASTARTES** unit from your army is selected to fight. Until the end of the phase, each time a **HERETIC ASTARTES** model in that unit makes a melee attack against an **ADEPTUS ASTARTES** or **SANCTIC ASTARTES** unit, you can re-roll the hit roll.

DAEMONFORGE 2CP/1CP

#### Chaos Space Marines - Battle Tactic Stratagem

The Daemon Engines of the Chaos Space Marines are driven by a fathomless hatred born of the warp.

Use this Stratagem in your Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES DAEMON ENGINE** unit from your army is selected to shoot or fight. Until the end of the phase, improve the Weapon Skill and Ballistic Skill characteristics of models in that unit by 1. If that unit has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.

HATRED ETERNAL 2CP

#### Chaos Space Marines - Battle Tactic Stratagem

Every Legionary harbours a reservoir of bitter hatred and resentment that they can draw upon to destroy their foes utterly.

Use this Stratagem at the end of your Shooting phase or at the end of the Fight phase. Select one **LEGIONARIES** unit from your army; if it is the Shooting phase, that unit can shoot again; if it is the Fight phase and that unit is within Engagement Range of any enemy units, that **LEGIONARIES** unit can fight again.

MURDEROUS PERFECTION 1CP

#### Chaos Space Marines (Slaanesh) - Battle Tactic Stratagem

The desire for perfection that drives Slaanesh's warriors is such that their fighting skills far exceed those of more blinkered forces - an obsessive drive that leads to superior acts of martial precision.

Use this Stratagem in your Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES SLAANESH** unit from your army is selected to shoot or fight. Once during that phase, when resolving an attack made by a model in that unit, you can change the result of one hit roll, one wound roll or one damage roll to be a 6 (note that if a D3 is being rolled as part of that damage roll, that 6 is halved to a 3).

### **VETERANS OF THE LONG WAR**

2CP

#### Chaos Space Marines - Battle Tactic Stratagem

Veterans of centuries or millennia, the Long War's most embittered warriors have learnt how best to focus their need for vengeance.

Use this Stratagem in your Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES INFANTRY** or **TRAITORIS ASTARTES BIKER** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's wound roll.

WRATH OF THE CHOSEN 1CP

#### Chaos Space Marines - Battle Tactic Stratagem

The merciless cruelty of a warband's greatest warriors is both a deadly threat to their foes and a warning to potential rivals.

Use this Stratagem in your Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES TERMINATOR** or **CHOSEN** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

## BLASPHEMOUS MACHINES 2CP/1CP

### Chaos Space Marines - Epic Deed Stratagem

The spirits of the most ancient or corrupted Chaos Space Marine war engines can be goaded to fury like wild beasts.

Use this Stratagem in your Command phase. Select one **TRAITORIS ASTARTES MACHINE SPIRIT** or **TRAITORIS ASTARTES DAEMON ENGINE** model from your army that has a Wounds characteristic of 10 or more. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use. If that model has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.

FELL PRAYERS 2CP

### Chaos Space Marines - Epic Deed Stratagem

Beseeching the Chaos Gods with fanatical fervour, the profane priests of the Heretic Astartes pray for diabolic boons, promising the vilest of offerings in return for their power.

Use this Stratagem at the start of any of your phases other than your Command phase. Select one **TRAITORIS ASTARTES PRIEST** model from your army that has not chanted a prayer this turn. That model can chant one prayer that has not already been chanted by a friendly model this turn. That prayer is automatically heard (do not roll) and takes effect until the start of your next Command phase.

CP.

FIRE FRENZY 1CP

#### Chaos Space Marines - Epic Deed Stratagem

The unbridled wrath of an enraged Helbrute is a useful tool in the hands of a commander who can direct it.

Use this Stratagem in your opponent's Shooting phase, after an enemy unit has finished making its attacks. Select one **TRAITORIS ASTARTES HELBRUTE** model from your army that was hit by one or more of that enemy units attacks this phase, and which is not within Engagement Range of any enemy units. That **HELBRUTE** model can shoot as if it were your Shooting phase, but when doing so, it can only target either the closest enemy unit or an enemy unit containing any models that targeted that **HELBRUTE** model (and only if that enemy unit is an eligible target).

ASPIRING LORD 1CP

#### Chaos Space Marines - Requisition Stratagem

Behind every warband leader are numerous power-hungry warriors who commit atrocities in the name of personal glory.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **TRAITORIS ASTARTES** keyword. Select one **TRAITORIS ASTARTES CHARACTER** model (excluding named characters) from your army and determine one Warlord Trait for it (this must be a Warlord Trait it can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

GIFTS OF CHAOS 1CP

#### Chaos Space Marines - Requisition Stratagem

The Chaos Gods will reward those who prove themselves worthy.

Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the TRAITORIS ASTARTES keyword. Select one TRAITORIS

ASTARTES CHARACTER model from your army and give it one Relic of Chaos (this must be a Relic it can have). Each Relic in your army must be unique. You can use this Stratagem to give a MARK OF CHAOS CHARACTER model a second Relic, provided one of its Relics replaces a weapon; otherwise, you cannot use this Stratagem to give a model two Relics. If you use this Stratagem to give a CHARACTER model a second Relic, none of that model's Relics can be a daemon weapon. You cannot use this Stratagem to give a model three Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem three times).

### TROPHIES OF THE LONG WAR

1CP

#### Chaos Space Marines - Requisition Stratagem

Ancient artefacts have exchanged hands many times, but only the most ambitious champions have the strength to wield them.

Use this Stratagem before the battle, when you are mustering your army, if your **Warlord** has the **Traitoris Astartes** keyword. Select one **Traitoris ASTARTES** model from your army (excluding **CHARACTER** models) that has the word 'Aspiring' or 'Champion' in its profile. That model can have one of the following Relics of Chaos, even though it is not a **CHARACTER** model: Hyper-growth Bolts; Maelstrom's Bite; Ashen Axe; The Armour Diabolus; Viper's Spite; Icon of the Hydra Cult; Distortion; Armour of Abhorrence; Talons of the Night Terror; Claw of the Stygian Count; Spitespitter; Axe of the Forgemaster; Loyalty's Reward; Trophies of Slaughter; The Black Mace; The Warp's Malice; Blade of the Relentless; Black Rune of Damnation. Each Relic in your army must be unique. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

## CONTEMPT OVER CAUTION

1CP/2CP

### Chaos Space Marines - Strategic Ploy Stratagem

Allies are of little concern when a hated foe must be obliterated.

Use this Stratagem in your Shooting phase. Select one < LEGION > CORE unit from your army that is not within Engagement Range of any enemy units, then select one enemy unit. Until the end of the phase:

- Models in that **LEGION>** unit can target that enemy unit even if that enemy unit is within Engagement Range of other friendly units, provided those other friendly units are all **LEGION>** units.
- Each time a model in that **LEGION**> unit makes an attack against that enemy unit, you cannot re-roll the <a href="https://hittp

If all of the **LEGION**> units within Engagement Range of the enemy unit you selected were **CULTISTS** units, this Stratagem costs 1CP; otherwise, it costs 2CP.

### UNENDING DESTRUCTION

2CP

### Chaos Space Marines – Strategic Ploy Stratagem

Chaos Space Marines are not easily diverted from their obsessive need to kill, and can accomplish their battlefield goals without having to relent in their acts of destruction.

Use this Stratagem in your Shooting phase. Select one **TRAITORIS ASTARTES INFANTRY** unit from your army (excluding **CULTISTS** units) that is performing an action. That unit can shoot this phase without that action failing.

### RELENTLESS DEVASTATION 1CP

#### Chaos Space Marines - Strategic Ploy Stratagem

The wrath of Chaos Space Marines is inescapable.

Use this Stratagem in your Movement phase, when a **TRAITORIS ASTARTES INFANTRY** unit (excluding **CULTISTS** units) from your army makes a Normal Move or Advances. Until the end of your Shooting phase, provided that unit does not move again, it is considered to have Remained Stationary.

RITUAL OFFERINGS 1CP

#### Chaos Space Marines - Strategic Ploy Stratagem

Those unfortunate enough to be taken alive by Chaos Cultists only serve as fuel for their fanatical devotions.

Use this Stratagem when an enemy unit is destroyed by a TRAITORIS ASTARTES CULTISTS unit from your army. Until the end of the battle:

- That **CULTISTS** unit automatically passes Morale tests.
- Each time a model in that **CULTISTS** unit makes a melee attack, add 1 to that attack's hit roll.

### TERRIFYING PHENOMENA

1CP

16/42

#### Chaos Space Marines - Strategic Ploy Stratagem

In the presence of Chaos Space Marines, gheist-like spirits moan and blood seeps from metal and rock, preying on the foes' worst fears and driving them insane with terror.

Use this Stratagem at the start of the Morale phase. Select one enemy unit within 12" of a **TRAITORIS ASTARTES CHAOS UNDIVIDED** unit from your army. Until the end of the phase:

- Your opponent cannot select that unit for the Insane Bravery Stratagem, and cannot use any rule that would allow them to re-roll a Morale test for that unit.
- If that unit fails a Morale test, any action it is performing immediately fails.

TIDE OF TRAITORS 1CP

#### Chaos Space Marines - Strategic Ploy Stratagem

The galaxy is filled with countless pathetic wretches hiding in the shadows and waiting for their opportunity to give themselves willingly to Chaos for the chance to win power and glory.

Use this Stratagem in your Command phase. Select one **CULTISTS MOB** unit from your army that is either within 6" of a battlefield edge or within 6" of your deployment zone. Up to D3+3 destroyed models can be added back to that unit. These returned models cannot be set up within Engagement Range of any enemy units, unless those enemy units are already within Engagement Range of that **CULTISTS MOB** unit.

EXCESSIVE CRUELTY 2CP

### Chaos Space Marines (Slaanesh) - Strategic Ploy Stratagem

Slaanesh's chosen delight in inflicting torment and cruelty, and they persecute terrified foes with renewed vigour.

Use this Stratagem when an enemy unit within Engagement Range of a **TRAITORIS ASTARTES SLAANESH** unit from your army Falls Back. After that enemy unit has finished that move, select one **TRAITORIS ASTARTES SLAANESH** unit from your army that that enemy unit was within Engagement Range of when this Stratagem was used. That **SLAANESH** unit can either consolidate up to 3", or, if it is no longer within Engagement Range of any enemy units, shoot as if it were your **Shooting phase**. If the selected **SLAANESH** unit shoots, it can only target the enemy unit that Fell Back (and only if it is an eligible target).

VICIOUS DESCENT 1CP

### Chaos Space Marines – Strategic Ploy Stratagem

Skyborne traitors strike without warning or mercy, catching the enemy unawares and eviscerating their formations before they can coordinate a counter-attack.

Use this Stratagem in your Charge phase, when a TRAITORIS ASTARTES JUMP PACK unit from your army finishes a charge move. Select one enemy unit within Engagement Range of that JUMP PACK unit, then roll one D6 for each model in that JUMP PACK unit that is within Engagement Range of that enemy unit. For each result that equals or exceeds that enemy unit's Toughness characteristic, that enemy unit suffers 1 mortal wound.

WINDS OF THE WARP 1CP

### Chaos Space Marines - Strategic Ploy Stratagem

Some Heretic Astartes move almost faster than the eye can follow, leaving flickering trails of warpfiame in their wake.

Use this Stratagem in your opponent's Shooting phase, when a **TRAITORIS ASTARTES BIKER** or **TRAITORIS ASTARTES JUMP PACK** unit from your army that Advanced in your previous Movement phase, or that was set up on the battlefield during the Reinforcements step of your previous Movement phase, is selected as the target of a ranged attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

DAEMON SHELLS 1CP

#### Chaos Space Marines - Wargear Stratagem

Crafted on tainted forge worlds and infused with warp energy, these shells release a mind-sickening scream as they are launched, voicing a craving to consume the soul of their target.

Use this Stratagem in your Shooting phase, when a TRAITORIS ASTARTES unit from your army is selected to shoot. Until the end of the phase:

- Add 6" to the Range characteristic of all bolt weapons models in that unit are equipped with.
- Each time a model in that unit makes a ranged attack with a bolt weapon, improve the Armour Penetration characteristic of that attack by 1.

INFERNAL ENGINE 2CP/1CP

#### Chaos Space Marines - Wargear Stratagem

The furnace at the heart of the Daemon Engine burns to incandescent levels as it channels the energies of the warp into its metal frame, daemon flesh and cursed iron flowing like filthy wax as ragged wounds reknit.

Use this Stratagem in your opponent's Shooting phase or the Fight phase, when a **TRAITORIS ASTARTES DAEMON ENGINE** model from your army is selected as the target of an attack. Until the end of the phase, each time an attack is allocated to that model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). If that model has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.

SKYSHRIKE MISSILE 1CP

#### Chaos Space Marines - Wargear Stratagem

Skyshrike missiles are designed to eliminate the foe's aerial assets by unleashing a sigil-scrawled payload that shreds armour and ruptures vital systems.

Use this Stratagem in your Shooting phase, when a **TRAITORIS ASTARTES INFANTRY** model from your army targets an **AIRCRAFT** unit with a missile launcher. That model can only make one attack with that weapon this phase, but when resolving that attack, add 1 to that attack's hit roll. If a hit is scored, the target suffers 2D3 mortal wounds and the attack sequence ends.

SMOKESCREEN 1CP

#### Chaos Space Marines - Wargear Stratagem

Whether unleashing warp-fume canisters from hull-mounted launchers, sickly smoke from blood-burning embrasures or some other malign artifice, Chaos Space Marines' thrice-cursed vehicles can screen their acts of vengeance from the enemy.

Use this Stratagem in your opponent's Shooting phase, when a **TRAITORIS ASTARTES SMOKESCREEN** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

### MARKS OF CHAOS

If your army is Battle-forged and includes any CHAOS SPACE MARINES Detachments, then when you muster your army, with the exception of CULTISTS units, you can upgrade any CHAOS UNDIVIDED CORE or CHAOS UNDIVIDED CHARACTER unit (excluding named characters) from your army to have a Mark of Chaos. In addition, you must upgrade every DAEMON PRINCE model from your army to have a Mark of Chaos.

Each time you upgrade a unit, its Power Rating is increased by the amount shown in the Marks of Chaos table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules.

Each time you upgrade a unit, it loses the **CHAOS UNDIVIDED** Faction keyword (if it had it) and gains the **MARK OF CHAOS** keyword. Such a unit also gains a new Faction keyword, as shown in the Keyword column of the table below, and two additional abilities, as shown in the relevant box below. If a **PRIEST** or **PSYKER** unit has a Mark of Chaos, it will know one additional prayer or psychic power depending on which Mark of Chaos it has.

A **PSYKER** unit cannot be upgraded to have the Mark of Khorne. Your army (or Crusade force) can include the same Mark of Chaos upgrade more than once (e.g. you can include several Mark of Chaos Khorne units in your army). With the exception of **KHORNE BERZERKERS**, **RUBRIC MARINES**, **PLAGUE MARINES** and **EMPEROR'S CHILDREN** units (which must all have a Mark of Chaos, see Slaves to Darkness detachment ability), a Crusade force cannot start with any units that have been upgraded to have a Mark of Chaos - to include such a unit in a Crusade force, you must use the Chosen of the Pantheon Requisition.

MARKS OF CHAOS			
	KEYWORD	POWER	POINTS
Mark of Khorne	KHORNE	+1	+15
Mark of Tzeentch	TZEENTCH	+1	+15
Mark of Nurgle	NURGLE	+1	+15
Mark of Slaanesh	SLAANESH	+1	+20

### Emperor's Children

When you add an **EMPEROR'S CHILDREN CHARACTER** or **EMPEROR'S CHILDREN CORE** unit (excluding **CULTISTS** units) to your army or Crusade force, you must upgrade that unit to have the Mark of Slaanesh.

#### MARK OF KHORNE

The mark of the Blood God may manifest as a skull-shaped brand of black fire, the visage of a snarling canine, blood-red eyes that weep ichor or a brazen halo erupting from the skull.

- Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.
- If this unit has the **ICON** keyword, each time a model in this unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

### MARK OF TZEENTCH

The duplicitous worshippers of Tzeentch may bear multitudinous eyes, multi-hued avian mutations, sentient serpentine tattoos or glittering crystalline flesh.

- Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.
- If this unit has the **ICON** keyword, each time a model in this unit makes a ranged attack, improve the Armour Penetration characteristic of that attack by 1.

### MARK OF NURGLE

Some pledged to Nurgle bear insectile appendages or boils in the shape of his sigil; others are swollen with corruption.

- Each time an attack is made against this unit, if the Strength characteristic of that attack either equals or is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.
- While this unit has the **ICON** keyword, each time a model in this unit makes a ranged attack, an unmodified hit roll of 6 automatically wounds the target.

#### MARK OF SLAANESH

Those in thrall to the Prince of Excess may exude a cloying musk or stare with lidless black orbs instead of eyes. Others bear repulsive growths or caress foes with barbed talons.

- If this unit starts the Fight phase within Engagement Range of any enemy units, it fights first that phase.
- If this unit has the ICON keyword, each time a model in this unit makes a melee attack, add 1 to that attack's hit roll.

### DARK HERETICUS DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** units from your army that know powers from the Dark Hereticus discipline using the table below. If the **PSYKER** unit has the **CULTISTS** or **LEGIONARIES** keyword, you can either roll one D3 to generate each power randomly (re-rolling duplicate results), or you can select one of the following powers for that **PSYKER** unit to know: Infernal Gaze, Prescience, Diabolic Strength. Otherwise, you can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** unit knows. If a **PSYKER** unit has a Mark of Chaos, it knows one additional psychic power from those shown below, as follows: **TZEENTCH PSYKERS** know *Skeins of Fate*; **NURGLE PSYKERS** know *Putrid Miasma*; **SLAANESH PSKYERS** know *Delightful Agonies*. When a **PSYKER** unit from your army manifests a psychic power from this discipline, replace all instances of the **<LEGION>** keyword on that psychic power (if any) with the name of the Legion your **PSYKER** unit is drawn from.

### **SKEINS OF FATE**

The sorcerer acquisitively grasps the skeins of future events, plucking from them the desired fates of his allies. Forewarned of the foes attacks, Tzeentch's warriors evade divined shots and strikes with seemingly supernatural reflexes.

Blessing: Skeins of Fate has a warp charge value of 7. If manifested, select one friendly <LEGION>
TZEENTCH unit within 18" of this PSYKER. Until the start of your next Psychic phase, models in that unit have a 4+ invulnerable save.

#### **PUTRID MIASMA**

As the psyker's gurgling chants reach an apex, a foetid spume of putridity obscures his allies from view.

Blessing: Putrid Miasma has a warp charge value of 6. If manifested, select one friendly <a href="LEGION">LEGION></a>
<a href="NURGLE">NURGLE</a> unit within 18" of this PSYKER. Until the start of your next Psychic phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

### **DELIGHTFUL AGONIES**

Those whose minds are touched by the psykers caress are wracked by waves of exquisite pain, over which physical trauma has no hold.

Blessing: Delightful Agonies has a warp charge value of 6. If manifested, select one friendly <LEGION> SLAANESH unit within 18" of this PSYKER. Until the start of your next Psychic phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

#### **D6 PSYCHIC POWER**

### 1 INFERNAL GAZE

*Unholy power streams from the psykers eyes, charring and melting everything caught in its path.* 

Witchfire: Infernal Gaze has a warp charge value of 5. If manifested, select one enemy unit within 18" of and visible to this **PSYKER** and roll three D6. For each 4+, that enemy unit suffers 1 mortal wound. If the result of the Psychic test was an unmodified 10+, roll six D6 instead.

#### 2 PRESCIENCE

By focusing his warp-sight the psyker can guide the shots and strikes of his allies, bringing a swift and merciless death to the foe.

Blessing: Prescience has a warp charge value of 7. If manifested, select one friendly **LEGION>** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

#### 3 DIABOLIC STRENGTH

The unholy energies of Chaos course through the recipient, swelling his frame with the strength to tear a tank in two.

Blessing: Diabolic Strength has a warp charge value of 6. If manifested, select one friendly < LEGION> INFANTRY or < LEGION> CHAOS SPAWN model within 12" of this PSYKER. Until the start of your next Psychic phase, add 2 to the Strength and Attacks characteristics of that model.

#### 4 DEATH HEX

The sorcerer places a dire hex upon his enemies. Wards and energised shields flicker and fail, leaving the foe exposed.

**Malediction:** *Death Hex* has a warp charge value of 8. If manifested, select one enemy unit within 12" of this **PSYKER**. Until the start of your next Psychic phase, models in that unit cannot use any invulnerable saves.

#### 5 GIFT OF CHAOS

The psyker unleashes a wave of mutating energies into his victims. Bones snap and flesh rips as a horrific new form takes shape and rampages mindlessly through the enemy's ranks.

Witchfire: *Gift of Chaos* has a warp charge value of 7. If manifested, the closest enemy unit within 18" of and visible to this **PSYKER** suffers D3 mortal wounds, and you must roll one D6 for every other enemy unit within 6" of that unit: on a 4+, the unit being rolled for suffers 1 mortal wound.

#### **6 WARPTIME**

The power of the immaterium bursts from the psyker, warping time and heightening the speed of his allies.

Blessing: Warptime has a warp charge value of 6. If manifested, select one friendly < LEGION> INFANTRY or < LEGION> CHAOS SPAWN unit within 6" of this PSYKER.

- That unit can make a Normal Move (if that unit Advanced in your previous Movement phase, it still counts as having Advanced this turn).
- Until the end of the turn, that unit is not eligible to declare a charge.

### **MALEFIC DISCIPLINE**

Before the battle, generate the psychic powers for **PSYKER** units from your army that know powers from the Malefic discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** unit knows. If a **PSYKER** unit has a Mark of Chaos, they will know one additional psychic power from those shown below, as follows: **TZEENTCH PSYKERS** know *Skeins of Fate*; **NURGLE PSYKERS** know *Putrid Miasma*; **SLAANESH PSKYERS** know *Delightful Agonies*.

When a **PSYKER** unit from your army manifests a psychic power from this discipline, replace all instances of the **Legion** with the name of the **Legion** your **PSYKER** unit is drawn from.

### **D6 PSYCHIC POWER**

#### 1 WARP MARKED

The psyker marks his foes with a cursed rune that attracts the denizens of warp, who rush to devour the victims souls.

Malediction: Warp Marked has a warp charge value of 7. If manifested, select one enemy unit within 18" of this PSYKER. Until the start of your next Psychic phase, each time a friendly < LEGION> DAEMONKIN or < LEGION> DAEMON ENGINE model makes an attack against that unit, add 1 to that attack's wound roll.

#### 2 PACT OF FLESH

The psyker uses a measure of soul energy to remould the flesh of his allies, or else to animate their corpses with an unholy daemon inhabitant.

Blessing: Pact of Flesh has a warp charge value of 5. If manifested, select one friendly < LEGION> CORE, < LEGION> DAEMONKIN or < LEGION> CHARACTER unit within 18" of this PSYKER.

- One model in that unit regains up to D3 lost wounds.
- If you selected a CORE or DAEMONKIN unit and that unit is not at its Starting Strength, one destroyed model is added back to that unit with its full wounds remaining.

#### 3 CURSED EARTH

The psyker becomes a conduit for the energies of the warp, tainting the ground and sustaining the Daemonkin that walk upon it.

Blessing (Aura): Cursed Earth has a warp charge value of 7. If manifested, until the start of your next Psychic phase, while a friendly <a href="LEGION">LEGION</a>> DAEMON ENGINE unit is within 6" of this PSYKER:

- DAEMONKIN and DAEMON ENGINE models in that unit have a 4+ invulnerable save.
- Each time an enemy unit finishes a charge move within Engagement Range of that unit, roll one D6: on a 2-4, that enemy unit suffers 1 mortal wound; on a 5+, that enemy unit suffers D3 mortal wounds.

#### 4 POSSESSION

The psyker blasts away their enemy's soul so that the spiritless shell can be possessed, even if only temporarily. In a frenzied orgy, the inhabiting daemon rips and tears before its host crumbles.

Witchfire: Possession has a warp charge value of 6. If manifested, select one enemy unit within 9" of and visible to this PSYKER. Roll one D6, adding 1 to the result if the result of the Psychic test was an unmodified 10+: if the result is greater than that unit's Toughness characteristic, one model in that unit (selected by your opponent) is destroyed. Then, if that unit has not been destroyed, that unit suffers D3 mortal wounds.

#### **5 INFERNAL POWER**

Diabolic energy flows from the psyker, imbuing the entities that reside within his followers' bodies with even greater ferocity.

Blessing: Infernal Power has a warp charge value of 6. If manifested, select one friendly < LEGION > DAEMONKIN or < LEGION > DAEMON ENGINE unit within 18" of this PSYKER. Until the start of your next Psychic phase, each time a melee attack is made by a DAEMONKIN or DAEMON ENGINE model in that unit, an unmodified hit roll of 6 automatically wounds the target (in such cases, for the purposes of rules that are triggered by a particular wound roll, that attack is considered to have been made with an unmodified wound roll of 6).

#### 6 MUTATED INVIGORATION

A wave of insanity and mutation flows from the psykers fingers, enveloping their allies with bountiful diabolic gifts.

Blessing: Mutated Invigoration has a warp charge value of 6. If manifested, select one friendly < LEGION> unit within 18" of this PSYKER. Until the start of your next Psychic phase, add 1 to either the Strength or Toughness characteristic of models in that unit (if the result of the Psychic test was 10+ and you selected a DAEMONKIN or DAEMON ENGINE unit, add 1 to both of these characteristics instead).

## PRAYERS TO THE DARK GODS

All **TRAITORIS ASTARTES PRIEST** models know Dark Zealotry (see below). In addition, before the battle, generate the additional prayers (if any) for **PRIEST** models from your army that know prayers from the Prayers to the Dark Gods using the table below. If the **PRIEST** model has the **CULTISTS** keyword, you can either roll one D3 to generate each prayer randomly (re-rolling duplicate results), or you can select one prayer for that **PRIEST** model to know; in either case, these must be generated from the following prayers: Benediction of Darkness (Aura), Litany of Despair, Omen of Potency. Otherwise, you can either roll one D6 to generate each prayer randomly (re-rolling duplicate results), or you can select which prayers the **PRIEST** model knows. If a **PRIEST** unit has a Mark of Chaos, they will know one additional prayer from those shown below, as follows: **KHORNE PRIESTS** know Wrathful Entreaty; **TZEENTCH PRIESTS** know Mutating Invocation (Aura); **NURGLE PRIESTS** know Feculent Beseechment; **SLAANESH PRIESTS** know Blissful Devotion. When a **PRIEST** model from your army chants a prayer, replace all instances of the **LEGION**> keyword on that prayer (if any) with the name of the Legion your **PRIEST** unit is drawn from.

### DARK ZEALOTRY (AURA)

The Dark Apostle's prayers fill his flocks hearts with hatred and they lash out with fanatical strength to tear down their foes in the Dark Gods' names.

If this prayer is heard, then while a friendly <a href="LEGION">CORE">CLEGION> CULTISTS</a> or <a href="LEGION">CHARACTER</a> unit is within 6" of this PRIEST, each time a model in that unit makes a melee attack, you can re-roll the hit roll.

#### WRATHFUL ENTREATY

Drawing blood from his palm, the priest asks Khorne to impart a measure of his godly wrath unto those willing to slay in his name.

If this prayer is heard, select one friendly < LEGION> KHORNE CORE or < LEGION> KHORNE CHARACTER unit within 6" of this PRIEST. Each time a model in that unit makes an attack, it is considered to be engaged in Wanton Destruction, Wanton Massacre and Wanton Slaughter for that attack.

#### MUTATING INVOCATION (AURA)

Spitting catechismic riddles and arcane oaths, the priest bargains with the Master of Fate. The augmented flesh of the faithful flows like liquid and armour reknits as mutation runs rampant.

If this prayer is heard, then while a friendly < LEGION> TZEENTCH CORE or < LEGION> TZEENTCH CHARACTER unit is within 3" of this PRIEST, roll one D6 each time a model in that unit would lose a wound: on a 6, that wound is not lost.

#### **FECULENT BESEECHMENT**

Belching a cloud of flies, the priest begs Grandfather Nurgle to bless his devotees forms with wondrous diseases.

If this prayer is heard, select one friendly < LEGION> NURGLE CORE or < LEGION> NURGLE CHARACTER unit within 6" of this PRIEST. Add 1 to the Toughness characteristic of models in that unit.

### **BLISSFUL DEVOTION**

The priest asks beloved Slaanesh to grant his followers the unnatural swiftness of the Dark Princes daemonic children.

If this prayer is heard, select one friendly < LEGION> SLAANESH CORE or < LEGION> SLAANESH CHARACTER unit within 6" of this PRIEST. That unit is eligible to declare a charge in a turn in which it Advanced.

#### D6 PRAYER

### 1 BENEDICTION OF DARKNESS (AURA)

As his words grow louder, inky blackness pours from the priests eyes, forming a swirling mist around his allies that shields them from harm.

If this prayer is heard, then while a friendly < LEGION > CORE, < LEGION > CHARACTER or < LEGION > CULTISTS unit is wholly within 6" of this PRIEST, each time a ranged attack is made against that unit, it is treated as having the benefits of Light Cover against that attack.

#### 2 LITANY OF DESPAIR

The priest calls upon the Dark Gods to offer his foes all manner of whispered temptations, sapping their will to fight.

If this prayer is heard, select one enemy unit within 12" of this **PRIEST** and roll 3D6: if the result is greater than that units Leadership characteristic, select one of the following to take effect:

- That unit cannot perform actions (if that unit is currently performing an action, it immediately fails).
- That unit cannot fire Overwatch or Set to Defend, and is not eligible to fight in the Fight phase until after all eligible units from your army have

#### 3 OMEN OF POTENCY

The priest begins to glow with the unbridled power of the warp.

If this prayer is heard:

- Add 3 to the Attacks characteristic of this **PRIEST**.
- Improve the Armour Penetration characteristic of melee weapons (excluding Relics) this PRIEST is equipped with by 2.

#### 4 WARP-SIGHT PLEA

The priest entreats his dark masters to guide his followers' aim, granting their shots unerring accuracy no matter where the foe may hide.

If this prayer is heard, select one friendly **LEGION> CORE**, **LEGION> CULTISTS** or **LEGION> CHARACTER** unit within 6" of this **PRIEST**. Each time a model in that unit makes a ranged attack, re-roll a hit roll of 1 and the target does not receive the benefits of cover against that attack.

#### **5 SOULTEARER PORTENT**

The priest's flock strike at their victims' very souls, the better to release them from their mortal bonds as an offering to the Dark Gods.

If this prayer is heard, select one friendly LEGION> CORE, CLEGION> CULTISTS or CHARACTER unit within 6" of this PRIEST. Each time a
model in that unit makes a melee attack, add 1 to that attack's wound roll.

### **6 ILLUSORY SUPPLICATION**

Chanting words that would drive most mortals mad, the priest alters the very fabric of reality, creating shadowy doppelgangers of nearby allies.

If this prayer is heard, select one friendly < LEGION > CORE, < LEGION > CULTISTS or < LEGION > CHARACTER unit within 6" of this PRIEST. Each time an attack is made against that unit:

- An unmodified hit roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
- That attack's hit roll cannot be re-rolled.

### WARLORD TRAITS

If a **TRAITORIS ASTARTES CHARACTER** model is your **WARLORD**, you can use the Chaos Space Marines Warlord Traits table below to determine what <u>Warlord</u> Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a <u>CULTISTS CHARACTER</u> model is your **WARLORD**, they can only have the Flames of Spite, Unholy Fortitude or <u>Hatred Incarnate</u> Warlord Trait; you can either roll one D3 to randomly generate one of these, or you can select one.

When you have determined a Warlord Trait for a **TRAITORIS ASTARTES CHARACTER** model, replace all instances of the **Legion** that your model is drawn from.

#### **D6 WARLORD TRAIT**

#### 1 FLAMES OF SPITE

This warlords bitterness burns so fiercely that his weapons flicker with the fires of Chaos.

- Each time this WARLORD makes a melee attack, you can re-roll that attack's wound roll.
- Each time this **WARLORD** makes an attack, on an unmodified wound roll of 6, the target suffers 1 mortal wound in addition to any normal damage.

### **2 UNHOLY FORTITUDE**

Whether it is the power of the warp flowing through this warlord's veins that imbues him with unnatural resilience, or simply the whims of destiny and fate, he has so far proven impossible to slay.

Each time this WARLORD would lose a wound, roll one D6: on a 5+, that wound is not lost.

#### **3 HATRED INCARNATE**

The intense animosity that festers in this warlords soul lends his strikes a terrible, hate-fuelled strength.

- Each time this **WARLORD** fights, if it made a charge move or performed a Heroic Intervention this turn, until that fight is resolved, add 1 to the Strength and Attacks characteristics of this **WARLORD**.
- Each time this **WARLORD** makes a melee attack, you can re-roll that attack's hit roll.

### 4 LORD OF TERROR (AURA)

The aura of despair and hopelessness that surrounds this warlord brings all of his victims' worst nightmares to their minds.

While an enemy unit is within 6" of this **WARLORD**:

- Each time a Morale test is taken for that unit, your opponent must roll one additional D6 and discard the lowest result.
- If that unit fails a Morale test, until the end of the phase, it is considered to be below Half-strength for the purposes of Combat Attrition tests.

#### 5 ETERNAL VENDETTA (AURA)

This warlord has sworn never to rest in his dark crusade against his most hated foes.

At the start of the first battle round, before the first turn begins, select one enemy unit. Until the end of the battle, while a friendly < LEGION> CHARACTER unit is within 6" of this WARLORD, each time a model in that < LEGION> unit makes an attack against that enemy unit, you can reroll that attack's wound roll.

#### 6 GAZE OF THE GODS

Favoured amongst the Dark Gods, this exalted warlord is bequeathed the immortal fury of the warp itself.

- This **WARLORD** has a 4+ invulnerable save.
- Each time this WARLORD makes an attack, it is considered to be engaged in Wanton Slaughter, Wanton Destruction and Wanton Massacre.

### NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the relevant one(s) shown below:

#### CHARACTER WARLORD TRAIT

Abaddon the Despoiler Eternal Vendetta, Paragon of Hatred, Merciless Overseer

Cypher Unholy Fortitude
Fabius Bile Surgical Precision
Haarken Worldclaimer Lord of Terror (Aura)
Huron Blackheart Reaver Lord

Khârn the Betrayer Slaughterborn

Lord Arkos Inspiring Leader (Aura)
Lucius the Eternal Faultless Duellist
Zhufor the Impaler Inspiring Leader (Aura)

### **CHAPTER APPROVED RULES**

If every model from your army has the **TRAITORIS ASTARTES** keyword (excluding models with the **AGENT OF CHAOS** or **UNALIGNED** keywords), you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Chaos Space Marines secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission, etc.).

### NO MERCY, NO RESPITE

#### THE LONG WAR

#### **Progressive Objective**

Chaos Space Marines have been razing cities and conquering worlds across the galaxy for millennia, in their Long War against the False Emperor. This battle is but the latest to test their skills.

At the end of your turn:

- Score 1 victory point for each enemy unit that was destroyed by a **TRAITORIS ASTARTES** unit from your army this turn and was in range of an objective marker at the start of this turn.
- Score 2 victory points if you control any objective markers that were controlled by your opponent at the start of this turn and a **TRAITORIS ASTARTES** unit from your army is in range of any of those objective markers.

You cannot score more than 3 victory points from this secondary objective per turn.

#### **PURGE THE ENEMY**

### **RISE TO GLORY**

#### Progressive Objective

If the deeds of their champions are worthy enough, it is said the gaze of the Dark Gods will be drawn to the battlefield and the actions of their mortal vassals greatly rewarded.

If you select this objective, at the end of each battle round, score 2 victory points for each **CHARACTER**, **MONSTER** or **VEHICLE** model destroyed during that battle round by a melee attack made by a **TRAITORIS ASTARTES CHARACTER** model from your army. If such a destroyed model had a Wounds characteristic of 10-19, score 1 additional victory point for destroying that model, or 2 additional victory points for destroying that model if it had the **TITANIC** keyword or was the enemy **WARLORD**. You cannot score more than 5 victory points per battle round from this secondary objective.

In addition, each time a **CHARACTER**, **MONSTER** or **VEHICLE** model is destroyed by a melee attack made by a **TRAITORIS ASTARTES CHARACTER** model from your army, roll 2D6. If the result is less than the Wounds characteristic of the destroyed model, you gain 1 Command point at the end of the phase.

### SHADOW OPERATIONS

### FOR THE DARK GODS

#### End Game Objective

Offer up this ruined, blood-caked battlefield to the Gods of Chaos, brand the world itself with their runes and from this cursed ground call forth the power of the warp.

If you select this objective, keep a For the Dark Gods tally; add 1 to that tally each time a unit from your army dedicates a table quarter to a Chaos God (see below) by performing the following action:

For the Dark Gods (Action): One TRAITORIS ASTARTES INFANTRY or TRAITORIS ASTARTES BIKER unit from your army can start to perform this action at the end of your Movement phase if it is wholly within a table quarter that has not been dedicated to a Chaos God by your army (see below) and it is within 3" of the centre of that table quarter. If the unit performing this action had the Objective Secured ability when it started performing this action, the action is completed at the end of your turn; otherwise, the action is completed at the start of your next Command phase. In either case, the action is only completed if the unit performing it is still within 3" of the centre of the same table quarter. If completed, select either Khorne, Tzeentch, Nurgle or Slaanesh to dedicate that table quarter to. If this action is completed by a KHORNE, TZEENTCH, NURGLE or SLAANESH unit, that unit can only dedicate that table quarter to their patron deity (e.g. a KHORNE unit can only dedicate a table quarter to Khorne). That table quarter is said to have been dedicated to that Chaos God by your army. The same table quarter cannot be dedicated to more than one Chaos God by your army.

If a table quarter has been dedicated to a Chaos God by your army, then while a **TRAITORIS ASTARTES** unit from your army is wholly within that table quarter, add 2 to the Leadership characteristic of models in that unit, unless that Chaos God is not their patron deity (e.g. if a table quarter is dedicated to **KHORNE**, then **TZEENTCH**, **NURGLE** and **SLAANESH** units from your army do not receive this bonus).

At the end of the battle, score 2 victory points if your For the Dark Gods tally is 1; score 5 victory points if that tally is 2; score 9 victory points if that tally is 3; score 14 victory points if that tally is 4.

### **CRUSADE RULES**

### **SPAWNDOM**

To court the gaze of the Chaos Gods is to risk their capricious whims. Many powerful champions have disappeared beneath an overabundance of gifts, ending their Path to Glory as mindless aberrations of insane mutation.

Some rules in this section refer to units suffering Spawndom. If a unit from your Order of Battle suffers Spawndom, remove that unit from your Order of Battle. You can then either increase the unit size of a **CHAOS SPAWN** unit from your Order of Battle by 1, or add a new **CHAOS SPAWN** unit containing 1 model to your Order of Battle (in either case, any other models in the unit that suffered Spawndom are considered to have been killed and eaten by the new Spawn). If you add a new **CHAOS SPAWN** unit to your Order of Battle, it starts with the same number of experience points as the unit it replaced, and gains the appropriate number of Battle Honours for its rank. If adding this **CHAOS SPAWN** unit would cause your total Power Level to exceed your Crusade forces Supply Limit, you must first increase your Supply Limit by 1.

### **CHAOS WARBANDS**

While many warbands of Heretic Astartes have grown to rival entire Chapters of loyalist Space Marines in size, most began as a core of ruthless followers led by their powerful champion. Such individuals draw more and more warriors to their service as their influence expands, their dread reputation for destruction becoming more storied as their warband grows in notoriety and power.

If your Crusade force contains any **Traitoris Astartes Character** models (excluding named characters) and the combined Power Rating of all **Traitoris ASTARTES** units in your Crusade force is 20 or more, you can form a Chaos warband. To do so, select one **Traitoris Astartes Character** model on your Order of Battle (excluding named characters) to be your Warband Champion; that **Character** model gains the **Warband Champion** keyword. In addition to gaining experience points as you play through your Crusade battle, this model will gain Chaos points, which you must keep track of on a Chaos warband sheet.

When your **WARBAND CHAMPION** gains Chaos points, they can be spent to increase the glory of your warband. In addition to tracking the number of Chaos points your **WARBAND CHAMPION** has acquired, your Chaos warband sheet shows three different categories of glory (each with an individual tracker) that together reflect the standing of your warband. The first time you form a Chaos warband, all three of these categories start at level 4. The three categories of glory are shown below.

### **PERSONAL GLORY**

This category represent your **WARBAND CHAMPION**'s personal achievements and rewards earned in battle, as well as the level of dread repute they command amongst their rivals, foes and followers.

### **DARK GOD GLORY**

This category represents the amount of dark worship and sacrifices offered by your **WARBAND CHAMPION** to the Chaos Gods, and the likelihood that they will reward your warband with their unholy favour.

#### **WARFLEET GLORY**

This category represents the level of supplies, munitions, slaves and warships available to your warband. As this grows, more warriors will flock to your banner, the better to slake their thirst for battle.

### **GAINING CHAOS POINTS**

To gain Chaos points, you must play a battle that includes your **WARBAND CHAMPION**. The number of Chaos points they gain after such a battle, at the **Update** Order of Battle step, depends on the result of the battle, as shown below.

CHAOS POINTS	
RESULT	CHAOS POINTS GAINED
WIN	D3+3
DRAW	3
LOSS	D3

### **GAINING GLORY**

The easiest way to increase a particular tracker is to spend your **WARBAND CHAMPION**'s Chaos points. Each time you do so, decrease the number of Chaos points on your **WARBAND CHAMPION**'s Crusade card by 1, select one of the trackers on your Chaos warband sheet, and increase it by 1 level. You can also increase the levels on these trackers by completing certain Chaos Space Marines Agendas.

While a tracker is at level 7 or 8, your warband is said to be Favoured in that category, and that category's Favoured Rewards apply to your Crusade force (see below). No individual tracker can ever be raised above level 8.

#### LOSING GLORY

After each battle, at the Update Order of Battle step, you must lower the level of all three glory trackers on your Chaos warband sheet by 1. This is done before your WARBAND CHAMPION gains any Chaos points.

While a tracker is at level 1 or 2, your warband is said to be Forsaken in that category, and that category's Forsaken Punishments apply to your Crusade force. No individual tracker can ever be lowered below level 1.

### CRUSADE FORCE CHAOS POINTS TRACKER



Below you will find a pdf file of this tracker, which you can print for use in your Crusade games.



There is space at the top of the tracker for you to write down the name of your Chaos warband and your WARBAND CHAMPION, as well as your own name.

There are individual trackers for you to note down your Chaos warbands current level of glory in each of the following categories: Personal Glory; Dark God Glory; Warfleet Glory. When you first make a Chaos warband, each of these trackers starts at 4.

### **FAVOURED REWARDS**

### **PERSONAL GLORY**

While your warband is Favoured in this category, the following rewards apply:

**Blessed Champion:** After each battle, you can select one of the following Requisitions and use it once, for ORP: Warlord Trait, Relic, Psychic Meditations, Ascension to Daemonhood.

Dark Destiny: After each battle, at the Update Crusade Cards step, if your WARBAND CHAMPION destroyed one or more enemy units during that battle, roll one D6. On a 6, your WARBAND CHAMPION gains one Battle Honour of your choice and their Leadership characteristic is increased by 1 (to a maximum of 10). Your WARBAND CHAMPION can gain a maximum of 3 Battle Honours via this Favoured Reward, and none of them count towards the maximum number of Battle Honours that a unit can have.

### **DARK GOD GLORY**

While your warband is Favoured in this category, the following rewards apply:

**Worthy Offerings:** After each battle, you can select one of the following Requisitions and use it once, for ORP: Chosen of the Pantheon, Rites of Possession, Chaos Reward, Commune with the Dark Gods.

**Boon of Power:** After each battle, at the Update Crusade Cards step, you can select one unit from your Crusade force that has a Mark of Chaos and that destroyed one or more enemy units during that battle, then roll one D6. On a 6, that unit gains one Chaos Boon. If that unit is not a **CHARACTER** unit but it contains a unit champion, that unit champion gains that Chaos Boon, even though normally only **CHARACTER** units can gain Chaos Boons.

### **WARFLEET GLORY**

While your warband is **Favoured** in this category, the following rewards apply:

**Feared and Respected:** After each battle, you can select one of the following Requisitions and use it once, for ORP: Increase Supply Limit, Fresh Recruits, Rearm and Resupply, Specialist Reinforcements.

Unrivalled Raiders: After each battle, at the Update Crusade Cards step, you can select one unit from your Crusade force (excluding your WARBAND CHAMPION) that destroyed one or more enemy units during that battle, then roll one D6. On a 6, that unit gains one Battle Trait or Weapon Enhancement Battle Honour of your choice. No unit in your Crusade force can gain more than 1 Battle Honour via this Favoured Reward, and none of them count towards the maximum number of Battle Honours that a unit can have.

### **FORSAKEN PUNISHMENTS**

#### **PERSONAL GLORY**

While your warband is **Forsaken** in this category, the following punishments apply:

**Failing Champion:** The RP cost of the following Requisitions is increased by 1RP: Warlord Trait, Relic, Psychic Meditations, Ascension to Daemonhood.

Circling Rivals: After each battle, at the Update Crusade Cards step, roll one D6. On a 1, a rival declares a challenge - select one other TRAITORIS ASTARTES CHARACTER model on your Order of Battle (excluding named characters) to be the rival (if there are none, then nothing happens). Roll 2D6: if the result is less that your WARBAND CHAMPION's Leadership characteristic, its Leadership characteristic is reduced by 1 and the rival unit gains one Battle Scar. Otherwise, your WARBAND CHAMPION is removed from your Order of Battle and the rival unit gains the WARBAND CHAMPION keyword.

### **DARK GOD GLORY**

While your warband is **Forsaken** in this category, the following punishments apply:

**Forsaken Faith:** The RP cost of the following Requisitions is increased by 1RP: Chosen of the Pantheon, Rites of Possession, Chaos Reward, Commune with the Dark Gods.

Anger of the Gods: After each battle, at the Update Crusade Cards step, you must select one unit from your Crusade force. If any units from your Crusade force have a Mark of Chaos, you must select one of those units. Roll one D6: on a 1, that unit suffers the wrath of the Dark Gods. Roll 2D6: if the result is less than that unit's Leadership characteristic, it gains one Battle Scar; otherwise, it suffers Spawndom. Battle Scars gained via this punishment cannot be removed until after that unit next gains a rank.

#### **WARFLEET GLORY**

While your warband is **Forsaken** in this category, the following punishments apply:

**Fading Notoriety:** The RP cost of the following Requisitions is increased by 1RP: Increase Supply Limit, Fresh Recruits, Rearm and Resupply, Specialist Reinforcements.

**Disillusioned Followers: TRAITORIS ASTARTES** units in your Crusade force can never be Marked for Greatness.

**Dwindling Supplies:** After each battle, at the Update Order of Battle step, after you have gained Requisition points from the battle but before any are spent, roll one D6. On a 1, your supplies are running dangerously low and you immediately lose D3 Requisition points.

### **AGENDAS**

If your Crusade force includes any **TRAITORIS ASTARTES** units, you can select one Agenda from the Chaos Space Marines Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

### THE EYE OF THE GODS

#### Chaos Space Marines Agenda

Each of a warband's warriors seeks to offer up the greatest kills to the Dark Gods, that their deeds might catch the deities' attention.

If you selected this Agenda, keep an Eye of the Gods tally for each **TRAITORIS ASTARTES CHARACTER** unit from your army. Add 1 to this tally each time such a unit destroys an enemy **CHARACTER**, **MONSTER** or **VEHICLE** model; add 2 to this tally instead if the destroyed model was either the enemy **WARLORD** or it had a Wounds characteristic of 11 or more.

At the end of the battle, each unit gains 2 experience points for each mark on their Eye of the Gods tally. In addition, if you have a Chaos warband, increase your Personal Glory level by 1 for each mark on your **WARBAND CHAMPION**'s Eye of the Gods tally (to a maximum of 3 levels).

#### **CLAIM AND DESPOIL**

#### Chaos Space Marines Agenda

Esoteric trophies, hallowed sanctums and forbidden knowledge harboured by the unworthy are not easily claimed or defiled, but the greater the risk, the greater the potential reward.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up 3 objective markers anywhere on the battlefield; these must be set up more than 9" away from each other, more than 6" away from any battlefield edge, and not within your opponent's deployment zone. Each of these objective markers represents a warband prize, but does not count as an objective marker for any rules purposes other than for this Agenda. **TRAITORIS**ASTARTES INFANTRY and TRAITORIS ASTARTES BIKER units from your army can attempt the following action:

Claim Prize (Action): One or more TRAITORIS ASTARTES INFANTRY or TRAITORIS ASTARTES BIKER units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different warband prize objective marker that has not been claimed by your army (see below). A unit cannot start this action while there are any enemy units (excluding AIRCRAFT units) in range of the same objective marker. The action is completed at the start of your next Command phase or at the end of the battle, whichever comes first, provided the unit performing it is still in range of the same objective marker. If completed, that objective marker is said to have been claimed by your army, and until the end of the battle the unit that performed the action is said to be carrying spoils of war.

At the end of the battle, each unit that is carrying spoils of war and is either on the battlefield or is embarked within a **TRANSPORT** model that is on the battlefield gains 3 experience points. In addition, if you have a Chaos warband, then for each of those units that ends the battle wholly within your own deployment zone, increase your Warfleet Glory level by 1.

#### **WANTON HATE**

### Chaos Space Marines Agenda

The fires of unbridled hate burn so strong in some Heretic Astartes that they can sustain their wrath no matter what destructive quests or acts of unrestrained violence they embark upon.

If you selected this Agenda, keep a Wanton Hate tally for each **TRAITORIS ASTARTES** unit from your army that has the Let the Galaxy Burn ability. At the end of each battle round, add 1 to a unit's Wanton Hate tally each time one of the following applies:

- That unit destroyed one or more enemy units as the result of an attack made with a flame weapon, Heavy weapon, Grenade weapon or Rapid Fire weapon while that unit was engaged in Wanton Destruction.
- That unit destroyed one or more enemy units as the result of an attack made wit a flame weapon, Rapid Fire weapon, Pistol weapon or Assault weapon while that unit was engaged in Wanton Massacre.
- That unit destroyed one or more enemy units as the result of an attack made with a flame weapon, Assault weapon, Pistol weapon or melee weapon while that unit was engaged in Wanton Slaughter.

At the end of the battle, each unit gains a number of experience points equal to its Wanton Hate tally (to a maximum of 3 experience points per unit).

#### **BLASPHEMOUS RITUAL**

#### Chaos Space Marines Agenda

 $With \ blood\ rituals, foul\ paraphernalia\ and\ unholy\ ceremonies\ are\ the\ fell\ powers\ of\ the\ warp\ drawn\ to\ a\ world.$ 

If you selected this Agenda, **TRAITORIS ASTARTES INFANTRY** units from your army can attempt the following action:

Blasphemous Ritual (Action): One TRAITORIS ASTARTES INFANTRY unit from your army that has not already completed a blasphemous ritual (see below) can start to perform this action at the end of your Movement phase if it is wholly within 6" of the centre of the battlefield and no enemy units (excluding AIRCRAFT units) are wholly within 6" of the centre of the battlefield. The action is completed at the start of your next Command phase, provided the unit performing it is still wholly within 6" of the centre of the battlefield. If completed, roll 2D6, adding 1 to the result if the unit that performed it has a Mark of Chaos, and adding 1 to the result if the unit that performed it has the ICON keyword. On an 8+, that unit is said to have completed a blasphemous ritual.

At the end of the battle, each unit that competed a blasphemous ritual gains 3 experience points. In addition, if you have a Chaos warband, increase your Dark God Glory level by 1 for each unit that completed a blasphemous ritual (to a maximum of 3 levels).

### **REQUISITIONS**

If your Crusade force includes any **TRAITORIS ASTARTES** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

RITES OF POSSESSION 1RP

Whether entered into willingly or deceived into soul bondage, some warriors endure the rituals of a Master of Possession, sharing their bodies with daemons of the warp.

Purchase this Requisition either before or after a battle, if your Crusade force contains any MASTER OF POSSESSION models. Select one TRAITORIS ASTARTES

CORE unit from your Order of Battle (excluding Helbrute and Cultists units) that has at least the Blooded rank. Replace that unit with a DAEMONKIN unit drawn from the same Legion. The new unit cannot be a MASTER OF POSSESSION model and it cannot contain more models than the unit it replaced. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade forces Supply Limit. The new unit has the same number of experience points and the same Battle Honours and Battle Scars as the unit it replaced. If a Battle Honour cannot be applied (e.g. a Weapon Enhancement for a weapon that a DAEMONKIN model cannot be equipped with), select a new Battle Honour to replace it.

FOR CHAOS! 2RP

Murder, corruption, torment and debasement - there are infinite ways in which the deeds of mortals can ennoble them in mantles of dark glory.

Purchase this Requisition at any time. Your WARBAND CHAMPION gains 1 Chaos point.

CHAOS REWARD 2RP

The rewards of a lifetime of service to the Dark Gods can be as unwelcome as they are mighty, but the prospect of limitless power is too great a temptation for some.

Purchase this Requisition after a **TRAITORIS ASTARTES CHARACTER** unit from your Crusade force gains a rank. That unit either suffers Spawndom or, if it can gain a Chaos Boon, it can instead gain one Chaos Boon in addition to any other Battle Honour it gains.

#### **COMMUNE WITH THE DARK GODS**

1RP

Calling upon the gods for a portion of their power, diabolic priests seem to glow with an inner light of zealous fervour.

Purchase this Requisition before or after a battle. Select one **TRAITORIS ASTARTES PRIEST** model that has a Crusade card from your Order of Battle. You can change what Prayers to the Dark Gods that model knows (make a note of the new prayers on its Crusade card - all the usual rules for selecting prayers apply).

CHOSEN OF THE PANTHEON 1RP

Some warriors seek to pledge their soul in undying service to one of the Dark Gods, while others are unknowingly chosen over many years of gradual degradation.

Purchase this Requisition when a **TRAITORIS ASTARTES CHAOS UNDIVIDED** unit from your Crusade force gains a rank. That unit is upgraded to have a Mark of Chaos. Increase its Power Rating accordingly and make a note on its Crusade card. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade forces Supply Limit.

### **ASCENSION TO DAEMONHOOD**

2RP

The ultimate prize for mortal warriors is to ascend into the immortal ranks of a Chaos Gods daemonic legions. Yet for all this power, such beings are more a pawn of their god than ever, irrevocably enslaved to the will of their master.

Purchase this Requisition when one of the following units from your Crusade force (excluding DAEMON units) gains the Heroic or Legendary Rank:

- A TRAITORIS ASTARTES CHARACTER unit that has a Mark of Chaos and at least 1 Chaos Boon.
- A TRAITORIS ASTARTES CHARACTER unit that has 3 Chaos Boons.
- A WARBAND CHAMPION that is Favoured in the Personal Glory category.

If that unit does not have a Mark of Chaos, you must first use the Chosen of the Pantheon Requisition (see above), or you cannot use this Requisition. Remove that unit from your Order of Battle and replace it with one **TRAITORIS ASTARTES DAEMON PRINCE** model drawn from the same Legion.

- If the unit being replaced had the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, the new DAEMON PRINCE model must have the same keyword and the appropriate Mark of Chaos.
- If the unit being replaced was your WARBAND CHAMPION, the new DAEMON PRINCE model is now your WARBAND CHAMPION.
- The new **DAEMON PRINCE** model starts with the same number of experience points as the unit it replaced, and gains the appropriate number of <u>Battle</u> Honours for its rank.
- If the unit being replaced had a Warlord Trait, Chaos Boons and/or any Relics, the new **DAEMON PRINCE** model retains all such upgrades it is eligible to have, without spending any additional Requisition points.

You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade forces Supply Limit.

### **BATTLE TRAITS**

When a TRAITORIS ASTARTES unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. If a unit gains one of these Battle Traits, replace all instances of the <LEGION> keyword on that Battle Trait (if any) with the name of the Legion that your unit is drawn from. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the units Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

### **Cultists** Units

#### **D6 TRAIT**

#### **Devoted Slaves**

These Cultists have attracted the attention of their genetically augmented 1-2 master and are factored into his battle plans as more than mere fodder.

This unit gains the CORE keyword.

#### Believers of the True Faith

Though each selfishly sees faith as an easy route to power in on uncaring galaxy, these mortals are zealous worshippers brimming with hate. This unit gains the Let the Galaxy Burn ability.

#### **Favoured Servants**

These Cultists have been inducted into some of the strategies and traditions of their patron Heretic Astartes, that they may prove more useful tools while 5-6 remaining entirely expendable.

This unit gains the Legion Trait of the Legion it is drawn from Legions section, even though it has the **CULTISTS** keyword.

### DAEMON ENGINE AND MACHINE SPIRIT UNITS

#### D6 TRAIT

#### **Spirit of Damnation**

The animus of this war engine is saturated with warp power.

• If this unit has the **MACHINE SPIRIT** keyword, it gains the **DAEMON** and **DAEMON ENGINE** keywords and it gains the Daemon Engine ability.

 If this unit does not have the MACHINE SPIRIT keyword, add 1 to its Attacks characteristic and, in your Command phase, this model regains up to D3 lost wounds as a result of the Daemon Engine ability, instead of 1.

### **Warp-fuelled Destruction**

The sorcerous furnace at the vehicle's heart contains a tiny warp fissure whose unbridled power fuels its vicious attacks.

Each time you select this unit for the Blasphemous Machines Stratagem, that Stratagem costs OCP.

#### Living Hull

This war engine's armour ripples and heaves like the hide of a living creature, 5-6 thickening into scaly flanks or writhing fibres.

Add 2 to this model's Wounds characteristic.

1-2

1

2

5

### **CORE AND DAEMONKIN UNITS**

#### D6 TRAIT

#### **Despoilers Without Mercy**

These unsparing killers unerringly aim their shots, sensing their prey's fear and ensuring maximum murderous efficacy.

Improve the Ballistic Skill characteristic of models in this unit by 1.

#### **Destined for Glory**

These warriors are on a rapid rise to power and greatness, a trajectory that also risks death and worse.

Each time this unit is Marked for Greatness, it gains 2 additional experience points.

#### **Trusted Hounds**

Bound with an unholy soul-tether to the mighty, these warriors serve their master's unspoken commands as loyal hunters.

At the start of your Command phase, select one friendly < LEGION> DAEMON PRINCE, < LEGION> CHAOS LORD, < LEGION> EXALTED CHAMPION or < LEGION> DARK APOSTLE model that is on the battlefield. Until the start of your next Command phase, this unit is considered to be in range of the selected model's Lord of Chaos, Aspire to Glory or Demagogue ability.

#### **Hate-fuelled Butchers**

4 Decried by some as blood-mad slaughterers, these warriors practise a precise and efficient reaping of souls.

Improve the Weapon Skill characteristic of models in this unit by 1.

#### Ambition's Edge

This squad's most powerful warrior heeds whispers on the edge of hearing, guiding his victories as he swells with power.

Select one model in this unit (if this unit contains a unit champion, you must select that model). Add 1 to the Attacks, Wounds and Leadership characteristics of that model.

#### Bitter to the Bone

These jaded veterans are able to turn hate to their advantage, seeing every fresh foe as a despised echo of a past war.

At the start of your Command phase, select either Wanton Destruction, Wanton Massacre or Wanton Slaughter. Until the start of your next Command phase, this unit is engaged in the wanton act you selected instead of whichever act the rest of your army is engaged in.

### Warpsmith and Lord Discordant Units

#### D6 TRAIT

4-6

### **Rites of Reforging**

With forbidden knowledge can the direst damage be undone.

1-3 If this model is part of your Crusade army and it was not destroyed during the battle, at the end of the battle you can ignore one failed Out of Action test taken for a <a href="LEGION">LEGION> VEHICLE">LEGION> VEHICLE</a> unit - that test is passed instead.

#### Machine Lord

This tech-tyrant's mind has aligned so closely with his, corrupted engines that he dominates them through sheer will.

Once per battle, in your Command phase, this model can use its Corrupt

Machine Spirits ability or its Enrage Machine Spirits ability one additional

### **CHAOS BOONS**

Chaos Boons are a type of <u>Battle Honour</u> that can be given to <u>TRAITORIS ASTARTES CHARACTER</u> models. Each time a <u>TRAITORIS ASTARTES CHARACTER</u> model from your army would gain a <u>Battle Honour</u>, you can instead choose for it to gain a Chaos Boon. <u>DAEMON</u> models cannot gain a Chaos Boon, and no model in your <u>Crusade force</u> can have more than 3 Chaos Boons.

Each time a model gains a Chaos Boon, roll a D33 to randomly determine a Chaos Boon from the table below. To do so, roll two D3s one after the other: the first dice result determines your 'tens' and the second your 'units' For example, if you roll two D3s and the first result is a 2 and the second is a 1, the D33 result is 21.

If, when rolling to see what Boon a model gains, the combined 'D6' results of the D33 roll are exactly 6, 7, 8 or 9, and the model gaining the Boon has the **SLAANESH**, **NURGLE**, **KHORNE** or **TZEENTCH** keyword respectively, they can gain one Sacred Boon instead. For example, if, when rolling a D33 for a **NURGLE** model, the dice results were a 2 then a 5, the D33 result would be 13, but the combined total of the two dice would be 7, allowing that model to have a Sacred Boon of Nurgle instead. Each time a model gains a Sacred Boon, roll a D6 and consult the relevant table on the right to randomly determine which one is gained.

A model can have more than 1 Boon, but if a duplicate result is rolled, that model's unit suffers Spawndom. As with any Battle Honour, make a note on a model's Crusade card when it gains a Boon, and increase its Crusade points total by 1.

CHAOS	BOONS
D33	BOON
11	Unholy Speed: Add 3" to this model's Move characteristic.
12	Mutant Form: Add 1 to this model's Wounds characteristic.
13	<b>Serpentine Fangs:</b> Each time this model makes an attack, if its unit made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.
21	Scorpion Tail: Add 1 to this model's Attacks characteristic.
22	<b>Daemonic Flesh:</b> Add 1 to Toughness characteristic of every model in this unit.
23	<b>Warp Stalker:</b> You can re-roll Advance and charge rolls made for this model's unit.
31	<b>Iron-hard Talons:</b> Improve the Armour Penetration characteristic of melee weapons (excluding Relics) this model is equipped with by 1.
32	<b>Dark Blessing:</b> Each time an attack is made against this model's unit, subtract 1 from that attack's hit roll.
33	<b>Eightfold Eyes:</b> Once per turn, you can re-roll a single hit roll, wound roll, damage roll or saving throw made for this model.

	SACRED BOONS OF SLAANESH (Sacred Number: 6)					
D6	BOON					
1-3	<b>Whipcord Sinews:</b> Once per battle, when you select this unit for either the Murderous Perfection Stratagem or the Excessive Cruelty Stratagem, that Stratagem costs OCP.					
4-6	<b>Dark Majesty:</b> Each time an attack is made against this model's unit, your opponent cannot re-roll the <u>hit roll</u> , cannot re-roll the <u>wound roll</u> and cannot re-roll the damage roll.					

	SACRED BOONS OF NURGLE (Sacred Number: 7)					
D6	BOON					
1-3	<b>Prodigious Stench:</b> Once per battle, when you select this unit for either the Grandfather's Blessings Stratagem or the Shroud of Flies Stratagem, that Stratagem costs OCP.					
4-6	<b>Revolting Regeneration:</b> In your Command phase, this model regains 1 lost wound. In addition, Out of Action tests taken for this model's unit are automatically passed.					

D6

1-3

4-6

# SACRED BOONS OF KHORNE (Sacred Number: 8)

#### **D6** BOON

- Aspect of Khorne: Once per battle, when you select this unit for either the Fury 1-3 of Khorne Stratagem or the Scorn of Sorcery Stratagem, that Stratagem costs
- Collar of Khorne: Once per turn, in your opponent's Psychic phase, this model 4-6 can attempt to Deny the Witch as if it were a PSYKER.

# SACRED BOONS OF TZEENTCH (Sacred Number: 9) Warp Eye: Once per battle, when you select this unit for either the Great Sorcerer Stratagem or the Warp-born Foresight Stratagem, that Stratagem costs Flaming Skull Face: Each time this model makes a melee attack, an

unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any

### **CRUSADE RELICS**

normal damage.

**BOON** 

When a TRAITORIS ASTARTES CHARACTER model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply. **CULTISTS CHARACTER** models can only be given one of these Crusade Relics if that Relic specifically states so.

### **ARTIFICER RELICS**

A TRAITORIS ASTARTES CHARACTER model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book

#### **Maelstrom Key**

This strangely proportioned and weighted device, a complex tool of impossibly intersecting and shifting needles, is somehow able to unlock a safe portal through even the wildest warp storm, enabling the wielder to step into reality from thin air.

The bearer has the Warp Strike ability.

### Sigil of the Shadowlord

This rune-bound icon hangs from the neck on chains of black iron. The glossy orb at its centre is said to be the eye of the Shadowlord, its unblinking stare able to repulse the deadliest attacks.

This Relic can be given to a **CULTISTS** model.

- The bearer has a 4+ invulnerable save.
- Each time the bearer would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

#### **Burning Rod**

This daemonic stave whispers forbidden secrets, searing the ears of nearby unbelievers and driving them insane with true revelations of Chaos.

Model equipped with force stave, staff of possession or Commune stave only. This Relic can be given to a **CULTISTS** model. This Relic replaces a force stave, staff of possession or Commune stave and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Burning Rod	Melee	Melee	+3	-2	D3

Abilities: Each time the bearer fights, after the bearer has resolved all of its attacks, select one enemy unit that was hit as a result of those attacks but was not destroyed. Roll 3D6: if the result is greater than or equal to the Leadership characteristic of that enemy unit, that enemy unit suffers 3 mortal wounds.

### **ANTIQUITY RELICS**

A TRAITORIS ASTARTES CHARACTER model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has - this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

### Slaughterer's Helm

Forged from warp-brass and anointed in the blood of a hundred slain champions, this helm subsumes the wearers entire being with the need to tear their foes apart in acts of extreme bloodshed.

#### **MARK OF CHAOS KHORNE INFANTRY** model only.

- Add 1 to the bearer's Strength, Toughness, Wounds and Attacks characteristics.
- Each time a model in the bearer's unit makes a melee attack, it is considered to be engaged in Wanton Slaughter for that attack instead of whichever wanton act the rest of your army is engaged in.
- The bearer's unit cannot Fall Back or perform actions.

#### **Book of Fate**

The words on the pages of this book are constantly appearing, changing and overwriting themselves. Any who can read them without going insane will wield knowledge itself as a weapon.

#### **MARK OF CHAOS TZEENTCH** model only.

- If a **PSYKER** model has this Relic, it knows all the psychic powers from any disciplines it has access to.
- If a non-PSYKER model has this Relic, it gains the PSYKER keyword and can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite, Skeins of Fate and one other power from the Dark Hereticus discipline.

#### **Gurgling Doom**

This living bile seeps from the carriers pores, coating their weapons in fuming pus. Those inhaling its vapours have only seconds to live before they keel over, gurgling viscous phlegm.

MARK OF CHAOS NURGLE model only. Each time the bearer fights, before it makes any attacks, select one enemy unit within Engagement Range of the bearer and roll one D6: on a 2+, that unit suffers D3 mortal wounds. That unit must then take an Out of Action test at the end of the battle, even if it was not destroyed (if it was destroyed, subtract 2 from that Out of Action test).

#### Flawless Cloak

The fabric of this cloak reknits when damaged, and never stains or fades with age. The wearer similarly appears as the embodiment of perfection, their unmarred glory displayed for all to witness.

#### MARK OF CHAOS SLAANESH model only.

- Each time an attack is made against the bearer, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
- Add 3" to the range of all of the bearer's aura abilities and any ability the bearer uses in your Command phase.

### LEGENDARY RELICS

A **TRAITORIS ASTARTES CHARACTER** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a units total Crusade points for each Legendary Relic it has - this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

#### The Murder Blade

So deadly are the wounds from this blade that some believe it was actually forged using a shard of the Anathame - the weapon suspected to have laid low Warmaster Horus within the swamps of Davin's moon and corrupted his soul. The blade is undoubtedly of eldritch provenance, for with a sacrificial ritual it can become the bane of a certain foe above all others.

This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Murder Blade	Melee	Melee	User	*	*

**Abilities:** Each time the bearer makes an attack with this weapon that successfully wounds the target, if the target unit has the **CHARACTER** keyword, that attack inflicts 3 mortal wounds and the attack sequence ends; if the target unit has the **PRIMARCH** or **DAEMON PRIMARCH** keyword, that attack inflicts D3+3 mortal wounds instead and the attack sequence ends; otherwise, the target unit suffers 2 mortal wounds and the attack sequence ends.

## **W** ELDRITCH OMENS BATTLE TRAITS

When a <a href="LEGION">
LEGION">
LEGION</a> unit gains a Battle Trait, you can use one of the tables below to determine what Battle Trait the unit has gained. To do so, roll one D3 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose one from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

### FORGEFIEND UNITS ONLY **D3** TRAIT Unrelenting Fire: Each time this model makes a ranged attack, if it Remained 1 Stationary in your previous Movement phase, add 1 to that attack's hit roll. **Reckless Salvos:** • This model does not suffer the penalty incurred to its hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of it. This model can make attacks with Blast weapons against units within Engagement Range of it, however, each time it does so, on an unmodified hit roll of 1 this model suffers 1 mortal wound after it has resolved all of its shooting attacks. Hate-filled Volleys: Each time this model makes a ranged attack that targets 3 the closest eligible enemy unit, add 1 to the Strength characteristic of that

WARF	SMITH UNITS ONLY
D3	TRAIT
1	<b>Sentient Mechatendrils:</b> Each time this model repairs a model using its <b>Master of Mechanisms</b> ability, that model regains up to 3 lost wounds instead of up to D3.
2	Mechanical Affinity: If this model is part of your Crusade army, and if it was not destroyed during the battle, then at the end of the battle you can ignore one failed Out of Action test taken for a < LEGION > VEHICLE unit - that test is treated as having been passed instead.
3	<b>Hate-filled Volleys:</b> Each time this model makes a ranged attack that targets the closest eligible enemy unit, add 1 to the Strength characteristic of that attack.

# **W** ELDRITCH OMENS CRUSADE RELICS

When a <a href="LEGION">CHARACTER</a> model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

#### ARTIFICER RELICS

A < LEGION > CHARACTER model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

#### Corrodax

A foul weapon fashioned amidst the soul forges of Chaos, this hungering blade drools rivulets of entropic saliva whose corrosive potency only increases when the weapon sinks its fangs into a more resilient victim.

Model equipped with a power axe only. This Relic replaces a power axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Corrodax	Melee	Melee	x2	-2	2

Abilities: Each time an attack made with this weapon is allocated to a model with a 3+ save or better, that attack has a Damage characteristic of 3.

#### Hateblaze

More parasite than weapon, this accursed weapon leeches its wielder's hatred, their vitriol and spite, then converts them into roaring gouts of warpflame that burn flesh and soul both.

Model equipped with a flamer only. This Relic replaces a flamer and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Hateblaze	12"	Assault 2D3	5	-1	2
Abilities: Fach time an attack is m	hade with this weapon, that attac	k automatically hits the target.			

## **EMPEROR'S CHILDREN CRUSADE RULES**

#### **AGENDA**

If the **WARLORD** of your Crusade force has the **EMPEROR'S CHILDREN** keyword, you can select the following Agenda. This follows all the normal rules for Agendas (for example, you cannot choose more than one from each category).

### **FLAWLESS EXECUTION**

#### Agenda Category: No Mercy, No Respite

Nothing less than the perfect annihilation of their enemies, while skilfully avoiding the foes clumsy ripostes, satisfies Fulgrim's sons.

If you select this Agenda, keep a Flawless Execution tally for each **EMPEROR'S CHILDREN** unit from your army. Add 1 to a units tally each time it achieves one of the following:

- That unit destroys an enemy unit in the Shooting phase that was at its Starting Strength when it was selected as a target for that unit that phase.
- That unit destroys an enemy unit in the Fight phase and does not lose any wounds itself that phase.
- That unit does not Fall Back or fail a Morale test during the battle.

At the end of the battle, each unit that is above Half-strength earns a number of experience points equal to its Flawless Execution tally (to a maximum of 4 experience points per unit).

### REQUISITION

If your Crusade force includes any **EMPEROR'S CHILDREN** units, you can spend Requisition points (RPs) on the following Requisition in addition to Chaos Space Marines Requisitions and Requisitions in the Warhammer 40,000 Core Book.

LORDS OF HEDONISM 1RP

The Emperor's Children revel in excess of every kind, but thrill especially to the danger of combat, and hone their martial skills until they are commensurate with their inflated egos.

Purchase this Requisition at any time. Select one **EMPEROR'S CHILDREN** unit from your Order of Battle with 71 or more experience points. That unit gains one additional Battle Trait (if that unit is a **PSYKER**, it instead gains one Psychic Fortitude, as described in the Warhammer 40,000 Core Book). This does not count towards the maximum number of Battle Honours a unit can have. Each unit can only be selected for this Requisition once.

### **BATTLE TRAITS**

When an **EMPEROR'S CHILDREN CORE**, **EMPEROR'S CHILDREN CHARACTER** or **EMPEROR'S CHILDREN DAEMONKIN** unit gains a Battle Trait, you can use the table below. To do so, roll a D6 and consult the table, or choose the Battle Trait that tells the best narrative. All the normal rules for **Battle Traits** apply.

### EMPEROR'S CHILDREN UNITS

### D6 TRAIT

#### **Fuelled by Sensation**

The delight of pain, and the sense of superiority as allies are cut down, make these warriors loathe to embrace oblivion.

Each time a model in this unit would lose a wound, roll one D6, adding 1 to the result if this unit was below Half-strength when it was selected as a target for that attack: on a 6+, that wound is not lost.

#### **Combat Stimulants**

These warriors have been implanted with sub-dermal auto-dispensers, feeding 3-4 them a constant enhancing concoction.

Each time you select this unit for the <u>Combat Elixirs</u> Stratagem or the <u>Death</u> Ecstasy Stratagem, that Stratagem costs OCP.

#### **Favoured of Slaanesh**

Few appear as favoured by the Dark Prince as these warriors.

At the end of the battle, if any enemy units were destroyed by a melee attack made by a model in this unit, this unit is Marked for Greatness.

### **CRUSADE RELIC**

When an **EMPEROR'S CHILDREN CHARACTER** model gains a Crusade Relic, you can instead give them the Artificer Relic listed below instead of one of the ones presented in the Warhammer 40,000 Core Book. All the usual rules for selecting Crusade Relics apply.

#### Soulsnare Sigil

This rune renders those who gaze upon it rapt with indescribable pleasure. Though their lives are cruelly torn away, for a few short moments, they truly know ecstasy and agony entwined, and such emotions imbue the bearer with a draught of delectable power.

Each time the bearer fights, after they have finished making their attacks, for each model destroyed by a melee attack made by the bearer this phase, the bearer regains 1 lost wound (to a maximum of 3 lost wounds per phase).

## **RELICS OF CHAOS**

If your army is led by a **TRAITORIS ASTARTES WARLORD**, you can, when mustering your army, give one of the following Relics of Chaos to a **TRAITORIS ASTARTES CHARACTER** model from your army. You can only give a Relic to a **CULTISTS CHARACTER** model if that Relic specifically says so. Named characters cannot be given any of the following Relics.

When a model from your army is given a Relic of Chaos, replace all instances of the <Legion> keyword in that Relics rules (if any) with the name of the Legion that your model is drawn from.

Several Relics in this section are known as daemon weapons and have the following ability:

Daemon Weapon: Each time the bearer is selected to fight, roll 2D6. If the result is less than or equal to the bearers Leadership characteristic, it can fight as normal. Otherwise, you must select one of the following:

- The bearer suffers D3 mortal wounds and can then fight normally.
- Until that fight is resolved, the bearer cannot make any attacks with any daemon weapons it is equipped with.

Note that some Relics replace one of the models existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Also note that a Lord Discordant on Helstalker models bladed limbs weapon can never be replaced with a Relic. Write down any Relics your models have on your army roster.

### THAA'RIS AND RHI'OL, THE RAPACIOUS

Thaa'ris and Rhi'ol were two rival daemons who, it is said, endlessly performed at the court of a great Daemon Prince. They drew their patrons displeasure when their competitive rivalry became the prime focus of their performances, neglecting the court and its lord. Thus they were bound within two prisons paired weapons forever destined to dance at the behest of their bearer.

SLAANESH model with two or more melee weapons only (excluding Relics). Select two melee weapons (excluding Relics) the bearer is equipped with.

- Those weapons are now both Relics for all rules purposes and both have the Daemon Weapon ability. This model still only counts as being equipped with one Relic, however.
- Each time the bearer is selected to fight, it can make an additional D3 attacks with each of these daemon weapons (roll separately for each).

### BLACK RUNE OF DAMNATION

This accursed rune, forged of sentient shadow, hovers in black warp-light above the forehead of the damned like a malefic electoo-hologram. The malign influence of the warp emanates from it, disrupting the flow of the empyrean, as the bearer burns a portion of their soul to protect themselves from mortal harm.

This Relic can be given to a **CULTISTS** model.

- Each time an attack is made against the bearers unit, subtract 1 from that attack's wound roll.
- The bearer has the following ability: 'Black Rune of Damnation (Aura): While an enemy PSYKER unit is within 18" of the bearer, each time a Psychic test is taken for that unit, it suffers Perils of the Warp on a roll of any double.'

### **BLADE OF THE RELENTLESS**

Fabled to have once been known as the Imperator Blade, this weapon has long been titled for the deeds of he that wields it. As it feeds on the blood of its victims, so too does it feed on their souls.

Model with power sword, daemon blade or accursed weapon only. This Relic replaces a power sword, daemon blade or accursed weapon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of the Relentless	Melee	Melee	+1	-4	2

**Abilities:** Each time the bearer fights, it can make 1 additional attack with this weapon. Each time an attack is made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.

### **GORGET OF ETERNAL HATE**

This ancient piece of armour - all that remains of a once abhorrent panoply - sits beneath the wearers throat and feeds off their spiteful vitriol, using the heady emotion to ward off powerful blows. Should this protection prove insufficient, the gorget ignites what is left of the wearers soul, scouring the foe to inflict one last act of vengeance upon the galaxy.

- Add 1 to armour saving throws made for the bearer.
- The bearer has a 4+ invulnerable save.
- The first time the bearer is destroyed, before removing it from play, roll one D6 for each enemy unit within 3" of the bearer: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

#### INFERNO TOME

Flames lick at the pages of this ancient book, but the parchment never burns. The most damning truths are said to be inscribed within - revelations from insane prophets and visions of oracles whose eyes burned out while trying to pen what they saw. Only those whose zeal outweighs their caution can attempt to read from the flaming pages. With the correctly spoken words, these flames blast forth, incinerating the foe.

**PRIEST** model only. This Relic can be given to a **CULTISTS** model.

- The bearer knows one additional prayer from the Prayers to the Dark Gods.
- Each time the bearer chants a prayer, if it is heard, the closest enemy unit within 18" of and visible to the bearer suffers D3 mortal wounds.

#### INTOXICATING ELIXIR

This dispenser is filled with a self-replenishing liquid that is pumped into the bearer's bloodstream by the pint. Some say the liquid, which grants those that partake of it unholy physical power, is a nectar distilled from Slaanesh's own pleasure gardens.

SLAANESH model only. Once per battle, at the start of the Fight phase, the bearer can use this Relic. If it does so, until the end of the phase:

- Add D3 to the Attacks characteristic of the bearer.
- The bearer cannot lose more than 3 wounds this phase. Any wounds that would be lost after that point are not lost.

### LIBER HERETICUS

This cursed tome contains forbidden lore said to have been absorbed while the artefact consumed the minds of those who risked reading it. One with the strength to tame it can use it to empower their rituals.

#### PSYKER model only.

- In your Psychic phase, the bearer can attempt to manifest one additional psychic power.
- Each time the bearer successfully manifests a psychic power, add 6" to the range of that powers effects. If that psychic power specifies multiple ranges (e.g. Gift of Chaos), this rule only affects the first range specified in that psychic power.

### MANTLE OF TRAITORS

This tattered cloak was once worn by a ferocious Chaos champion. Though the warriors name is long forgotten, his deeds of slaughter caused the warp itself to ripple in satisfaction. He demanded total obedience from his minions, and no foe was said to be able to best him in open combat. The champion was ultimately betrayed by an ambitious underling, a warrior who first tricked then slew the savage warlord, taking the heavy cloak as his own. So has the Mantle of Traitors exchanged hands ever since; each time, greater atrocities and betrayals are committed, leaving treachery itself the victor.

- Once per battle, if the bearer is selected for an Epic Deed Stratagem, that Stratagem costs 0CP.
- Each time the bearer makes a melee attack, you can re-roll the hit roll.
- At the start of your Command phase, select one < LEGION> CORE unit from your army that is on the battlefield. Until the start of your next
  Command phase, that unit is considered to be in range of any of the following aura abilities the bearer has: Lord of Chaos; Aspire to Glory;
  Demagogue.

### THE BLACK MACE

This malefic mace is said to have been cursed by each of the Daemon Primarchs. One who is struck by it instantly collapses into a mouldering pile of bones, while the curse spreads in a deadly shock wave.

Model with power maul, accursed crozius or accursed weapon only. This Relic replaces a power maul, accursed crozius or accursed weapon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Black Mace	Melee	Melee	+2	-2	3

**Abilities:** Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.

### THE WARP'S MALICE

From the dawn of the Horus Heresy until now, this accursed bolt pistol has murdered countless heroes of the Imperium, its wielders mere conduits for its malignity. The weapons hatred is bloated with the malice of the warp and its fury is fanned by ten thousand years of treachery and betrayal.

Model with bolt pistol only. This Relic replaces a bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Warp's Malice	18"	Pistol 2	5	-2	2

**Abilities:** While the bearer is engaged in Wanton Massacre or Wanton Slaughter, this weapon's Type is changed to Pistol 4. Each time an attack is made with this weapon, on an unmodified hit roll of 6, the target suffers 2 mortal wounds and the attack sequence ends.

# **IIII OPTIONAL WARGEAR**

Many of the units you will find on this page reference one or more of the following wargear lists (e.g. **Heavy Weapons**). When this is the case, the unit may take any item from the appropriate list below.

### **HEAVY WEAPONS**

- Havoc autocannon
- Heavy bolter
- Lascannon
- Missile launcher
- Reaper chaincannon

### **MELEE WEAPONS**

- Astartes chainsword<sup>1</sup>
- Power axe
- Power fist
- Power maul
- Power sword
- Tainted chainaxe
- <sup>1</sup> Can't be taken by Chaos Lord in Terminator

### SPECIAL WEAPONS

- Flamer
- Meltagun
- Plasma gun

## **WARGEAR REFERENCE**

**Load Wargear** 

## **GLOSSARY**

Below you will find a glossary that contains a number of terms used in this Codex.

Any number of models can each have their Weapon A replaced with 1 Weapon B: When this option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have that weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Bolt weapon: A ranged weapon whose profile includes the word 'bolt', or a Relic that replaces a bolt weapon. The Talon of Horus (shooting) and the 'boltgun' profile of a combi-weapon are also bolt weapons.

Chaos Boons: A Battle Honour category that can be taken by certain **TRAITORIS ASTARTES** units (excluding **DAEMON** units).

Chaos points: A resource generated in Crusade games by WARBAND CHAMPIONS in Chaos warbands.

CHAOS SPACE MARINES Detachment: A Detachment in which every model has the **TRAITORIS ASTARTES** keyword (excluding **AGENT OF CHAOS** or **UNALIGNED** models).

Chaos Space Marines secondary objectives: Secondary objectives that can be used in certain matched play mission packs if every model from your army has the TRAITORIS ASTARTES keyword (excluding AGENT OF CHAOS and UNALIGNED models).

Chaos warband: If a Crusade force includes enough TRAITORIS ASTARTES units it must form a Chaos warband. One TRAITORIS ASTARTES CHARACTER model must be a WARBAND CHAMPION.

**Drawn from:** The Legion that a unit belongs to is the Legion they are drawn from. A unit is drawn from a certain Legion if it has that Legion's name listed on its Faction keyword line.

Engaged in: The wanton act that your army, or a unit from it, is engaged in, dictating which bonuses apply to their attacks.

**Favoured:** While the Warband Glory of a certain category is 7 or 8, your Chaos warband is said to be Favoured in that category and that category's Favoured Rewards apply.

Flame weapon: A ranged weapon whose profile includes the word 'flame', or a Relic that replaces a flame weapon. The Tyrant's Claw (shooting) and the 'flamer' profile of a combi-flamer are also flame weapons.

Forsaken: While the Warband Glory of a certain category is 1 or 2, your Chaos warband is said to be Forsaken in that category and that category's Forsaken Punishments apply.

**Legion Crusade rules:** Additional Agendas, Requisitions, Battle Traits and Crusade Relics that can be used by **LEGION>** units from your Crusade force if they are drawn from the associated Legion.

**Legion Detachment:** A **CHAOS SPACE MARINES** Detachment in which every **<LEGION>** unit is drawn from the same Legion. These gain additional rules provided every **<LEGION>** unit from your army (excluding **ABADDON THE DESPOILER**) is drawn from the same Legion.

**Legion Relic:** A Relic of Chaos associated with one of the Legions. These are only available to **TRAITORIS ASTARTES CHARACTER** models that are part of a Legion Detachment (and only if they, and your **WARLORD**, are drawn from the associated Legion).

**Legion Secondary Objective:** Secondary objectives associated with one of the Legions. These are only available if all the **LEGION** units from your army (excluding **ABADDON THE DESPOILER**) are drawn from the associated Legion.

Legion Stratagem: A Stratagem associated with one of the Legions. These are only available if all the <LEGION> units in a Legion Detachment are drawn from the associated Legion. All Legion Stratagems have the Chaos Space Marines Stratagem label.

Legion Trait: A Detachment ability for CHAOS SPACE MARINES Detachments, gained by < LEGION > units (excluding CULTISTS units and units described by the Slaves to Darkness rule) based on the Legion they are drawn from, if all < LEGION > units from your army (excluding CULTISTS and AGENT OF CHAOS units) are drawn from the same Legion.

**LEGION> unit:** A unit that is drawn from one of the Legions.

**Legion Warlord Trait:** A Warlord Trait associated with one of the Legions. These are only available to **TRAITORIS ASTARTES CHARACTER** models that are drawn from the associated Legion.

Prayer: A Prayer to the Dark Gods. TRAITORIS ASTARTES PRIEST models can attempt to chant prayers that they know.

Mark of Chaos: An upgrade that can be applied to CHAOS UNDIVIDED units (excluding named characters). Certain units must be upgraded to have a Mark of Chaos.

Melta weapon: A ranged weapon whose profile includes the word 'melta', or a Relic that replaces a melta weapon. The 'meltagun' profile of a combi-melta is also a melta weapon.

**Psychic power type:** A psychic power's type is written in bold at the start of its rules. There are three types of psychic power described in this Codex: Blessing, Malediction and Witchfire.

Relic of Chaos: A type of Relic that can be given to certain TRAITORIS ASTARTES models.

Sonic Weapon: A weapon with the Sonic Weapon ability.

Spawndom: A Crusade Rule that, when applied, transforms a certain unit in your Crusade force into a CHAOS SPAWN

**Stratagem label:** A Stratagem's labels are written beneath its title and can include: Chaos Space Marines; Battle Tactic; Epic Deed; Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'Chaos Space Marines - Wargear Stratagem' has both the Chaos Space Marines and Wargear labels.

Wanton act: There are three wanton acts: Wanton Destruction; Wanton Massacre; Wanton Slaughter.

### REFERENCE

Below you will find a bullet-pointed summary of several Chaos Space Marines rules.

#### CHAMPIONS OF CHAOS

You can include a maximum of one CHAOS LORD, one DAEMON PRINCE and one DARK COMMUNE unit in each CHAOS SPACE MARINES Detachment.

#### **CHAOS WARBANDS**

- One CHARACTER model gains the WARBAND CHAMPION keyword.
- After each battle, gain Chaos points as follows: win = D3+3; draw = 3; loss = D3.
- There are three categories of glory: Personal Glory; Dark God Glory; Warfleet Glory (each starts at level 4).
- Spend Chaos points to increase a category's glory level (to a maximum of 8).
- After each battle, subtract 1 level from each category of glory (to a minimum of 1).
- While a category is at level 2 or 8, your warband is Favoured in that category and its Favoured Rewards apply.
- While a category is at level 1 or 2, your warband is Forsaken in that category and its Forsaken Punishments apply.

#### DAEMON ENGINE

- 5+ invulnerable save.
- In your Command phase, this model regains 1 lost wound.

### **DETACHMENT ABILITIES**

- CHAOS SPACE MARINES Detachments gain the Champions of Chaos, Mere Mortals and Slaves to Darkness abilities.
- TRAITORIS ASTARTES units in CHAOS SPACE MARINES Detachments gain the Legion Traits ability.
- Troops units in **CHAOS SPACE MARINES** Detachments gain the Objective Secured ability.

### <LEGION> KEYWORD

- When you include a unit with the **Legion** keyword, nominate which Legion it is drawn from.
- Replace every instance of the < LEGION > keyword on that unit's datasheet with the name of your chosen Legion.

#### **LEGION TRAITS**

• If every **LEGION** unit from your army is from the same Legion, all **TRAITORIS ASTARTES** units (excluding **CULTISTS** and units described by the Slaves to Darkness rule) gain the relevant Legion Trait.

### LET THE GALAXY BURN

- Only applies if every model from your army has the **TRAITORIS ASTARTES** keyword (excluding **AGENT OF CHAOS** and **UNALIGNED** models).
- Does not apply to **CULTISTS** units.
- Each time a model shoots with a flame weapon, add 2 to the number of attacks it makes.
- During the first battle round, your army is engaged in Wanton Destruction.
- During the second battle round, your army is engaged in Wanton Massacre.
- At the start of the third battle round, select either Wanton Massacre or Wanton Slaughter: until the end of that battle round, your army is engaged in the wanton act you selected.
- During the fourth and subsequent battle rounds, your army is engaged in Wanton Slaughter.
- Wanton Destruction: Each unmodified hit roll of 6 made for a Heavy, Rapid Fire or Grenade weapon scores 1 additional hit.
- · Wanton Massacre: Each unmodified hit roll of 6 made for a Rapid Fire, Assault or Pistol weapon scores 1 additional hit.
- Wanton Slaughter: Each unmodified hit roll of 6 made for an Assault, Pistol or melee weapon scores 1 additional hit.

### MALICIOUS VOLLEYS

• Make double the number of attacks when shooting a Rapid Fire bolt weapon if the target is within half range, or if the shooting model is an <a href="INFANTRY">INFANTRY</a> model whose unit Remained Stationary in your previous <a href="Movement phase">Movement phase</a>, or if the shooting model is a <a href="TERMINATOR">TERMINATOR</a> or <a href="BIKER">BIKER</a> model.

#### MARKS OF CHAOS

- Can upgrade CHAOS UNDIVIDED units.
- Doing so increases the unit's Power Rating and points value.
- Upgraded units gain new keywords and abilities depending on which of the four Marks of Chaos they have.
- Cannot upgrade named characters.
- Must upgrade **DAEMON PRINCES**.
- Must upgrade KHORNE BERZERKERS to have Mark of Khorne, RUBRIC MARINES to have Mark of Tzeentch, PLAGUE MARINES to have Mark of Nurgle, and EMPEROR'S CHILDREN to have Mark of Slaanesh.
- Mark of Khorne: +1 Strength if unit charged, was charged or performed a Heroic Intervention this turn. Armour Penetration of melee attacks
  improved by 1 if this unit has the <u>ICON</u> keyword.
- Mark of Tzeentch: The first this unit fails a saving throw each turn, the Damage characteristic of that attack is 0. Armour Penetration of ranged attacks improved by 1 if this unit has the ICON keyword.
- Mark of Nurgle: If Strength of an attack against this unit either equals or is at least double its Toughness, subtract 1 from wound roll. Unmodified hit rolls of 6 for ranged attacks by this unit automatically wound the target if this unit has the **ICON** keyword.
- Mark of Slaanesh: This unit fights first in the Fight phase. Add 1 to hit rolls for melee attacks by this unit if it has the ICON keyword.

#### MERE MORTALS

- You cannot include more **CULTISTS** units than **TRAITORIS ASTARTES CORE INFANTRY** units in a Detachment.
- A CULTISTS CHARACTER model cannot be your WARLORD if your army contains any HERETIC ASTARTES CHARACTER models.

### **SLAVES TO DARKNESS**

- Can include KHORNE BERZERKERS, RUBRIC MARINES and PLAGUE MARINES units in CHAOS SPACE MARINES Detachments.
- These have the Elites battlefield role, they replace their Faction keywords, they gain the Let the Galaxy Burn ability and they must be upgraded to have an associated Mark of Chaos.
- These units never gain a Legion Trait.
- NOISE MARINES change Battlefield Role to Troops when taken in an EMPEROR'S CHILDREN Detachment.
- NOISE MARINES only gain a Legion Trait when taken in an EMPEROR'S CHILDREN Detachment.

### WARP STRIKE

- During deployment, you can set this unit up in blasphemous reserves instead of setting it up on the battlefield.
- Such a unit can then arrive during the Reinforcements step of one of your Movement phases. When it does so, set it up anywhere on the battlefield more than 9" from any enemy models.