

Purge the xenos [1000pts]

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

- Battle Size: Incursion (1000 Point limit)
- Detachment Choice: Emperor's Children, Renegade Raiders
- Show/Hide Options: Chaos Knights are visible, Khorne Daemons are visible, Legends are visible, Nurgle Daemons are visible, Slaanesh Daemons are visible, Titans are visible, Tzeentch Daemons are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

NAME	ROLE	PTS	OPTIONS
Lucius the Eternal	Epic Hero	95	Warlord
Master of Executions	Character	105	Mark of the Hound
Warpsmith	Character	70	
(10) Cultist Mob	Battleline	50	1x Cultist Champion: Autopistol 9x Cultist w/ autopistol and brutal assault weapon
(10) Cultist Mob	Battleline	50	1x Cultist Champion: Autopistol 9x Cultist w/ autopistol and brutal assault weapon
(5) Legionaries	Battleline	80	1x Aspiring Champion: Chaos icon, Plasma pistol, Heavy melee weapon 4x Legionary w/ chainsword
(10) Chosen	Infantry	250	3x Chosen w/ boltgun 4x Chosen w/ combi-weapon and bolt pistol 1x Chosen w/ paired accursed weapons and plasma pistol: Chaos icon 2x Chosen w/ power fist and plasma pistol
Forgefiend	Vehicle	190	2 ectoplasma cannons, Ectoplasma cannon and limbs
Venomcrawler	Vehicle	110	

95 PTS		LUCIUS THE ETERNAL																
Models			Options															
1x Lucius the Eternal			Doom siren, Duellist's sword and Lash of Torment, Warlord															
Unit			M	T	SV		W		LD		OC							
Lucius the Eternal			6"	4	3+		5		6+		1							
Ranged Weapons			Range		A		BS		S		AP		D		Keywords			
Doom siren			12"		D6		N/A		6		-1		1		Torrent			
Melee Weapons					Range		A		WS		S		AP		D		Keywords	
Duellist's sword and Lash of Torment					Melee		8		2+		5		-2		2		Precision	
Abilities		Description																
Armour of Shrieking Souls		Each time this model is destroyed by an attack made by an enemy unit, that unit must take a Leadership test: if that test is passed, that enemy unit suffers D3 mortal wounds; if that test is failed, that enemy unit suffers D6 mortal wounds. If mortal wounds inflicted in this way destroy that enemy unit, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with D3 wounds remaining.																
Duellist's Pride		While this model is leading a unit, models in that unit have the Fights First ability.																
Invulnerable Save		This model has a 4+ invulnerable save.																
Leader		This model can be attached to the following units: ■ LEGIONARIES ■ NOISE MARINES																
Rules		Dark Pacts, Fights First, Leader, Precision, Torrent																
Categories		Chaos, Character, Epic Hero, Faction: Emperor's Children, Infantry, Lucius the Eternal, Slaanesh, Warlord																

105 PTS		MASTER OF EXECUTIONS															
Models				Options													
1x Master of Executions				Axe of dismemberment, Bolt pistol, Mark of the Hound													
Unit				M		T		SV		W		LD		OC			
Master of Executions				6"		4		3+		4		6+		1			
Ranged Weapons				Range		A		BS		S		AP		D		Keywords	
Bolt pistol				12"		1		3+		4		0		1		Pistol	
Melee Weapons				Range		A		WS		S		AP		D		Keywords	
Axe of dismemberment				Melee		5		2+		7		-2		2		Devastating Wounds, Precision	
Abilities		Description															
Leader		<p>This model can be attached to the following units:</p> <ul style="list-style-type: none">■ CHOSEN■ LEGIONARIES <p>You can attach this model to one of the above units even if one other CHARACTER model has already been attached to it (a unit cannot have two MASTERS OF EXECUTIONS attached to it). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.</p>															
Mark of the Hound		Models in the bearer's unit have the Scouts 6" ability.															
Trophy Taker		Each time this model destroys an enemy CHARACTER model, you gain 1CP.															
Warp-sighted Butcher		While this model is leading a unit, each time a model in that unit makes a melee attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that unit is Below Half-strength, you can re-roll the Wound roll as well.															
Rules		Dark Pacts, Devastating Wounds, Leader, Pistol, Precision															
Categories		Chaos, Character, Faction: Heretic Astartes, Grenades, Infantry, Master of Executions															

70 PTS		WARPSMITH									
Models		Options									
1x Warpsmith		Flamer tendril, Forge weapon, Melta tendril, Plasma pistol									
Unit		M	T	SV			W	LD	OC		
Warpsmith		6"	4	2+			4	6+	1		
Ranged Weapons		Range	A	BS	S	AP	D	Keywords			
► Plasma pistol - standard		12"	1	2+	7	-2	1	Pistol			
► Plasma pistol - supercharge		12"	1	2+	8	-3	2	Hazardous, Pistol			
Flamer tendril		12"	D6	N/A	3	0	1	Ignores Cover, Pistol, Torrent			
Melta tendril		6"	1	2+	8	-4	D3	Melta 1, Pistol			
Melee Weapons		Range	A	WS	S	AP	D	Keywords			
Forge weapon		Melee	4	3+	6	-2	2	Anti-VEHICLE 4+			
Abilities		Description									
Enrage Machine Spirits		At the end of your Movement phase, select one enemy VEHICLE unit within 12" of this model. That unit must take a Battle-shock test.									
Leader		This model can be attached to the following units: ■ CHOSEN ■ HAVOCS ■ LEGIONARIES									
Master of Mechanisms		In your Command phase, select one friendly HERETIC ASTARTES VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per Command phase.									
Warpsmith		While this model is within 3" of one or more friendly HERETIC ASTARTES VEHICLE units, this model has the Lone Operative ability.									
Rules	Anti-, Dark Pacts, Hazardous, Ignores Cover, Leader, Melta, Pistol, Torrent										
Categories	Chaos, Character, Faction: Heretic Astartes, Infantry, Warpsmith										

50 PTS		CULTIST MOB								x2
Models						Options				
1x Cultist Champion						Brutal assault weapon, Autopistol				
9x Cultist w/ autopistol and brutal assault weapon						Autopistol, Brutal assault weapon				
Unit	M	T	SV	W	LD	OC				
Cultist Mob	6"	3	6+	1	7+	1				
Ranged Weapons	Range	A	BS	S	AP	D	Keywords			
Autopistol	12"	1	4+	3	0	1	Pistol			
Melee Weapons	Range	A	WS	S	AP	D	Keywords			
Brutal assault weapon	Melee	2	4+	3	0	1	-			
Abilities	Description									
For the Dark Gods	At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.									
Rules	Dark Pacts, Pistol									
Categories	Battleline, Chaos, Cultist Mob, Damned, Faction: Heretic Astartes, Grenades, Infantry									

80 PTS		LEGIONARIES							
Models		Options							
1x Aspiring Champion		Close combat weapon, Plasma pistol, Heavy melee weapon, Chaos icon							
4x Legionary w/ chainsword		Astartes chainsword, Bolt pistol, Close combat weapon							
Unit	M	T	SV	W	LD	OC			
Legionaries	6"	4	3+	2	6+	2			
Ranged Weapons	Range	A	BS	S	AP	D	Keywords		
Bolt pistol	12"	1	3+	4	0	1	Pistol		
Ranged Weapons	Range	A	BS	S	AP	D	Keywords		
► Plasma pistol - standard	12"	1	3+	7	-2	1	Pistol		
► Plasma pistol - supercharge	12"	1	3+	8	-3	2	Hazardous, Pistol		
Melee Weapons	Range	A	WS	S	AP	D	Keywords		
Astartes chainsword	Melee	4	3+	4	-1	1	-		
Close combat weapon	Melee	3	3+	4	0	1	-		
Heavy melee weapon	Melee	3	3+	8	-2	2	-		
Abilities	Description								
Chaos icon	Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.								
Veterans of the Long War	Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.								
Rules	Dark Pacts, Hazardous, Pistol								
Categories	Battleline, Chaos, Faction: Heretic Astartes, Grenades, Infantry, Legionaries								

250 PTS				CHOSEN												
Models								Options								
3x Chosen w/ boltgun								Accursed weapon, Bolt pistol, Boltgun								
4x Chosen w/ combi-weapon and bolt pistol								Accursed weapon, Bolt pistol, Combi-weapon								
1x Chosen w/ paired accursed weapons and plasma pistol								Paired accursed weapons, Plasma pistol, Chaos icon								
2x Chosen w/ power fist and plasma pistol								Boltgun, Plasma pistol, Power fist								
Unit		M			T			SV			W		LD		OC	
Chosen		6"			4			3+			3		6+		1	
Ranged Weapons		Range	A	BS	S	AP	D	Keywords								
Bolt pistol		12"	1	3+	4	0	1	Pistol								
Boltgun		24"	2	3+	4	0	1	-								
Combi-weapon		24"	1	4+	4	0	1	Anti-INFANTRY 4+, Devastating Wounds, Rapid Fire 1								
Ranged Weapons						Range		A	BS		S	AP	D	Keywords		
► Plasma pistol - standard						12"		1	3+		7	-2	1	Pistol		
► Plasma pistol - supercharge						12"		1	3+		8	-3	2	Hazardous, Pistol		
Melee Weapons						Range		A	WS		S	AP	D	Keywords		
Accursed weapon						Melee		4	3+		5	-2	1	-		
Paired accursed weapons						Melee		5	3+		5	-2	1	Twin-linked		
Power fist						Melee		4	3+		8	-2	2	-		
Abilities		Description														
Chaos icon		Each time the bearer’s unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.														
Chosen Marauders		This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.														
Rules	Anti-, Dark Pacts, Devastating Wounds, Hazardous, Pistol, Rapid Fire, Twin-linked															
Categories	Chaos, Chosen, Faction: Heretic Astartes, Grenades, Infantry															

190 PTS		FORGEFIEND							
Models		Options							
1x Forgefiend		2 ectoplasma cannons (2x Ectoplasma cannon), Ectoplasma cannon and limbs (Armoured limbs (Ectoplasma cannon))							
Unit		M	T	SV	W	LD	OC		
Forgefiend		8"	10	3+	12	6+	3		
Ranged Weapons			Range	A	BS	S	AP	D	Keywords
Ectoplasma cannon			36"	D3	3+	10	-3	3	Blast
Ectoplasma cannon (2)			36"	D3	3+	10	-3	3	Blast
Melee Weapons		Range	A	WS	S	AP	D	Keywords	
Armoured limbs		Melee	2	3+	6	0	2	-	
Abilities		Description							
Daemonic Ordnance		Each time this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its ranged weapons have the [DEVASTATING WOUNDS] and [HAZARDOUS] abilities.							
Damaged: 1-4 wounds remaining		While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.							
Invulnerable Save		This model has a 5+ invulnerable save.							
Rules	Blast, Dark Pacts, Deadly Demise D3								
Categories	Chaos, Daemon, Faction: Heretic Astartes, Forgefiend, Vehicle, Walker								

110 PTS		VENOMCRAWLER							
Models		Options							
1x Venomcrawler		2x Excruciator cannon, Soulflayer tendrils and claws							
Unit		M	T	SV		W		LD	OC
Venomcrawler		12"	9	3+		9		6+	3
Ranged Weapons		Range	A	BS	S	AP	D	Keywords	
Excruciator cannon (2)		36"	6	3+	6	-1	2	-	
Melee Weapons		Range	A	WS	S	AP	D	Keywords	
Soulflayer tendrils and claws		Melee	6	3+	6	-1	2	-	
Abilities	Description								
Invulnerable Save	This model has a 5+ invulnerable save								
Soul Eater	At the end of the Fight phase, if one or more attacks made by this model that phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.								
Rules	Dark Pacts, Deadly Demise D3								
Categories	Chaos, Daemon, Faction: Heretic Astartes, Vehicle, Venomcrawler, Walker								

Selection Rules

Anti-:

Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound.

Blast:

Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

Dark Pacts:

If your Army Faction is HERETIC ASTARTES, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

Deadly Demise D3:

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").

Devastating Wounds:

Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved

Fights First:

Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability.

Hazardous:

Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, if one or more models attack with Hazardous weapons, then after that unit has resolved all of its attacks, you must take one Hazardous test for each Hazardous weapon that was just used by rolling one D6. For each roll of 1, that test is failed and one model in that unit equipped with a Hazardous weapon is destroyed (selected by the controlling player), unless that model is a Character, Monster or Vehicle, in which case it suffers 3 mortal wounds instead. Note that if you selected a Character model in an Attached unit, the mortal wounds suffered must be allocated to that model first, even if there is another model in that unit that has lost one or more wounds or has had attacks allocated to it this phase.

Ignores Cover:

Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.

Leader:

While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.

Melta:

Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'.

Pistol:

Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit. If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.

Precision:

Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.

Rapid Fire:

Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.

Torrent:

Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.

Twin-linked:

Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.