



EMPEROR'S CHILDREN CHAOS SPACE MARINE ARMY LIST

“Let us cavort like the Graecians of old!”

Brother Hedonis

Forces

The Emperor's Children Chaos Space Marine Army List uses the datasheets from the Emperor's Children Forces section.

Using The Army List

The following army list allows you to field an Emperor's Children army.

Emperor's Children formations come in three types: *retinues*, *elite formations* and *support formation*. Each retinue you include in the army allows you to field any one elite formation and any one support formations. Although you can only take an elite or support formation if you first take a retinue, they are treated as separate independent formations during the battle and do not have to move around together.

In addition, formations may be given upgrades, each upgrade may only be taken once per formation. Which upgrades a formation may be given are listed in the “Upgrades” column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Emperor's Children armies may be supported by Chaos Navy and War Engine formations. Up to a third of the points available to the army may be spent on these formations.

Special Rules

The *Fickle Masters*, *Sacrifice* and *Summoned Units* rules apply to the Emperor's Children army (see *Fickle Masters*, *Sacrifice* and *Summoned Units*, respectively).

Certain units have special abilities described in *Augmented Summoning* (see *Augmented Summoning*) and *Daemonic Focus* (see *Daemonic Focus*).

SPECIAL RULE

Sacrifice

A unit with a Champion of Chaos character may be sacrificed before rolling for summoning points to generate 6 summoning points to summon a Greater Daemon. The Greater Daemon must be placed within 10cm of the unit with the Champion of Chaos, which is then removed from play.

SPECIAL RULE

Emperor's Children Epic Tournament Special Rules

All formations in an Emperor's Children army owe allegiance to Slaanesh.

Fiends of Slaanesh cost one point to summon. Steeds of Slaanesh cost two points to summon.

SPECIAL RULE

Fickle Masters

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemon to add to the Daemon Pool (see *Summoned Units*). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

SPECIAL RULE ***Summoned Units***¹

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. Formations that purchase the Daemonic Pact upgrade are able to summon daemons to the battlefield.

Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit are listed below in parentheses after each unit). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a "chain" of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

| <i>Faction</i> | <i>Daemons</i> |
|-----------------------|--|
| Khorne | Bloodthirster (8), Bloodletters (1), Daemonic Beasts (1) |
| Nurgle | Great Unclean One (8), Plaguebearers (1), Daemonic Beasts (1) |
| Slaanesh | Keeper of Secrets (8), Daemonettes (1), Daemonic Beasts (1) |
| Tzeentch | Lord of Change (8), Flamers (1), Daemonic Beasts (1) |
| Chaos | Bloodthirster (8), Great Unclean One (8), Keeper of Secrets (8), Lord of Change (8), Bloodletters (2), |
| Undivided | Plaguebearers (2), Daemonettes (2), Flamers (2), Daemonic Beasts (1) |

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. Summoned units are Expendable, but they are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by Blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers for assault resolution. If a formation loses an assault (see Loser Withdraws) remove extra hits from the formation before it is broken and all the remaining summoned units are then removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see Daemonic Focus). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

1. Summoned Units

Q: Does the action that a formation will carry out need to be declared before daemonic units are summoned?

A: Yes.

EMPEROR'S CHILDREN CHAOS SPACE MARINE ARMY LIST

Emperor's Children armies have a strategy rating of 4. Chaos Navy, Questor, Subjugator and Knight Pack formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

| EMPEROR'S CHILDREN RETINUES | | | |
|-----------------------------|---|----------|------------|
| FORMATION | UNITS | UPGRADES | COST |
| Retinue | Six Chaos Space Marines, one with a Chaos Lord or Sorcerer Lord character | All | 225 points |

| EMPEROR'S CHILDREN ELITE FORMATIONS | | | |
|---|---|--|---|
| <i>(Any one elite formation may be fielded per each retinue.)</i> | | | |
| FORMATION | UNITS | EXTRAS | COST |
| Chosen | Four Chaos Space Marine Chosen | Daemonic Pact, Dreadclaws, Dreadnoughts, Rhinos | 125 points |
| Emperor's Children Terminators | Between four and six Emperor's Children Terminators, one with a Chaos Lord or Sorcerer Lord character | Chaos Champion, Chaos Warlord, Daemon Prince, Daemonic Pact, Dreadclaws, Dreadnoughts, Icon Bearer, Land Raiders | 275 points for four +60 points per extra |
| Noise Marines | Between six and ten Noise Marines, one with a Chaos Lord or Sorcerer Lord character | Chaos Champion, Daemonic Pact, Dreadclaws, Dreadnoughts, Icon Bearer, Land Raiders, Rhinos | 300 points for six +35 points per extra |

| EMPEROR'S CHILDREN SUPPORT FORMATIONS | | | |
|--|---|----------------------------|---|
| <i>(Any one support formations may be fielded per each retinue.)</i> | | | |
| FORMATION | UNITS | EXTRAS | COST |
| Armoured Company | Between four and eight of any of the following units: Emperor's Children Predator, Emperor's Children Land Raider | Stalker | 55 points each per Emperor's Children Predator 80 points each per Emperor's Children Land Raider |
| Bike Company | Eight Chaos Space Marine Bikes, one with a Chaos Lord or Sorcerer Lord character | Daemonic Pact, Icon Bearer | 300 points |
| Raptor Cult | Between four and eight Raptors, one with a Chaos Lord or Sorcerer Lord character | Daemonic Pact | 175 points for four +35 points per extra |

| EMPEROR'S CHILDREN UPGRADES | | |
|---|---|--------------------|
| <i>(Up to four upgrades may be taken once per formation.)</i> | | |
| UPGRADE | UNITS | COST |
| Chaos Champion | Add one Champion of Chaos character | +50 points |
| Chaos Marines | Add up to six Chaos Space Marines | +25 points each |
| 0–1 Chaos Warlord | Add one Chaos Warlord character per army to a Daemon Prince or a unit with a Chaos Lord character | +50 points |
| 0–1 Daemon Prince | Replace a unit with a Chaos Lord character with a Daemon Prince | +50 points |
| Daemonic Pact | Add one Lesser Daemon to the Daemon Pool. The formation may summon daemons. | +25 points |
| Dreadclaws | Transport a formation containing only infantry units and Chaos Dreadnoughts in Dreadclaws | +5 points per unit |
| Dreadnoughts | Add up to three Emperor's Children Dreadnoughts | +50 points each |
| Havocs | Replace two or four Chaos Space Marines with an equal number of Havocs | +25 or +50 points |
| Icon Bearer | Add one Icon Bearer character | +25 points |
| Land Raiders | Add up to four Emperor's Children Land Raiders | +75 points each |
| Noise Marines | Replace two or four Chaos Space Marines with an equal number of Noise Marines | +25 or +50 points |
| Rhinos | Add one Chaos Rhino for every two infantry units | +10 points each |

| CHAOS NAVY AND WAR ENGINE FORMATIONS | | |
|--|---|--|
| <i>(Up to a third of the points available may be spent on these formations.)</i> | | |
| CHAOS NAVY | | |
| FORMATION | UNITS | COST |
| Harbinger | One Harbinger | 400 points |
| Hell Blades | Three Hell Blades | 200 points |
| Hell Talons | Two Hell Talons | 225 points |
| 0–1 Spacecraft | One Devastation Class Cruiser or one Despoiler Class Battleship | 150 points or 250 points |
| CHAOS WAR ENGINES | | |
| FORMATION | UNITS | COST |
| Questor | One Questor Titan | 300 points |
| Subjugator | One Subjugator Titan | 250 points |
| Thunderhawk | One Chaos Thunderhawk | 200 points |
| 0–1 Knight Pack | Between four and six of any of the following units: | Hell-Strider 50 points each Hell-Knight 75 points each Hell-Scourge 90 points each |
| DAEMON POOL | | |
| UNIT | COST | |
| Greater Daemon | +50 points each | |
| Lesser Daemon | +15 points each | |

(Up to four upgrades may be taken once per formation.)

| UPGRADE | UNITS | COST |
|---------|-----------------|------------|
| Stalker | Add one Stalker | +50 points |

EMPEROR'S CHILDREN FORCES

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|--------------------------------|------|----------------|------------|-----|-----|---------------------------------------|----------------|---|--|
| Champion of Chaos | CH | n/a | n/a | n/a | n/a | Daemon Artifact Daemon Bolt | (bc) (15cm) | Assault Weapons, EA(+1), FS Small Arms, EA(+1), FS | <i>Augmented Summoning (+2D3), Invulnerable Save. A Champion of Chaos added to a formation that belongs to Khorne, Nurgle or Chaos Undivided has a Daemon Artifact weapon. A Champion of Chaos added to a formation that belongs to Slaanesh or Tzeentch has a Daemon Bolt weapon.</i> |
| Chaos Lord | CH | n/a | n/a | n/a | n/a | Daemon Weapon | (bc) | Assault Weapons, EA(+1), MW | <i>Commander, Invulnerable Save, Leader.</i> |
| Chaos Warlord | CH | n/a | n/a | n/a | n/a | - | | | <i>Supreme Commander.</i> |
| Icon Bearer | CH | n/a | n/a | n/a | n/a | - | | | <i>Daemonic Focus, Invulnerable Save, Leader.</i> |
| Sorcerer Lord | CH | n/a | n/a | n/a | n/a | Warp Bolt | (15cm) | Small Arms, EA(+1), MW | <i>Commander, Invulnerable Save, Leader.</i> |
| Chaos Space Marine Bikes | INF | 35cm | 4+ | 3+ | 4+ | Twin Bolters | (15cm) | Small Arms | <i>Mounted.</i> |
| Chaos Space Marine Chosen | INF | 15cm | 4+ | 4+ | 4+ | Autocannon | 45cm | AP5+/AT6+ | <i>Scout.</i> |
| Chaos Space Marines | INF | 15cm | 4+ | 4+ | 4+ | Autocannon | 45cm | AP5+/AT6+ | |
| Daemon Prince | INF | 15cm (30cm) | 3+ (4+) | 3+ | 3+ | Warp Blast Possessed Weapon | (15cm) (bc) | Small Arms, EA(+1), MW Assault Weapons, EA(+2), MW | <i>Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.</i> |
| Daemonettes | INF | 20cm | 4+ | 3+ | - | - | | | <i>Expendable, First Strike, Invulnerable Save.</i> |
| Emperor's Children Terminators | INF | 15cm | 4+ | 3+ | 3+ | 2× Blastmaster Power Weapons | 30cm (bc) | AP5+/AT6+, D Assault Weapons, EA(+1), MW | <i>Reinforced Armour, Teleport, Thick Rear Armour. Counts as Chaos Space Marine Terminators for the purposes of being transported.</i> |
| Fiends of Slaanesh | INF | 20cm | 4+ | 3+ | - | - | | | <i>Expendable, Infiltrator, Invulnerable Save.</i> |
| Havocs | INF | 15cm | 4+ | 5+ | 3+ | 2× Autocannon | 45cm | AP5+/AT6+ | |
| Noise Marines | INF | 15cm | 4+ | 4+ | 3+ | Blastmaster | 30cm | AP5+/AT6+, D | <i>Fearless.</i> |
| Raptors | INF | 30cm | 4+ | 3+ | 4+ | Bolt Pistols | (15cm) | Small Arms | <i>Jump Packs.</i> |
| Steeds of Slaanesh | INF | 20cm | 4+ | 3+ | - | - | | | <i>Expendable, First Strike, Infiltrator, Invulnerable Save, Mounted.</i> |
| Chaos Rhino | AV | 30cm | 5+ | 6+ | 6+ | Combi-Bolter | (15cm) | Small Arms | <i>Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.</i> |
| Emperor's Children Dreadnought | AV | 15cm | 3+ | 4+ | 4+ | Twin Blastmaster Power Fist | 30cm (bc) | AP4+/AT5+, D Assault Weapons, EA(+1), MW | <i>Fearless, Walker. Counts as Chaos Dreadnought for the purposes of being transported.</i> |
| Emperor's Children Land Raider | AV | 25cm | 4+ | 6+ | 4+ | 2× Twin Lascannon Twin Blastmaster | 45cm 30cm | AT4+ AP4+/AT5+, D | <i>Reinforced Armour, Thick Rear Armour, Transport. May transport one unit of Chaos Space Marine Terminators or Obliterators, or two infantry units (except Daemon Princes) without Jump Packs or Mounted.</i> |
| Emperor's Children Predator | AV | 30cm | 4+ | 6+ | 4+ | Twin Lascannon 2× Blastmaster | 45cm 30cm | AT4+ AP5+/AT6+, D | |
| Hell Strider | AV | 30cm | 5+ | 6+ | 5+ | Lascannon Multi-melta | 45cm 15cm | AT5+ MW5+ | <i>Fearless, Invulnerable Save, Walker.</i> |
| Stalker | AV | 30cm | 5+ | 6+ | 6+ | Stalker Autocannon | 30cm | 2× AP5+/AT6+/AA5+ | |

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|----------------------------|-----------|--------------------|-----|-----|-----|---|------------------------------|--|--|
| Keeper of Secrets | WE | 20cm | 4+ | 3+ | 4+ | Gaze of Slaanesh and Lash of Torment | 30cm (15cm) (bc) | 3× MW4+ Small Arms, EA(+1), FS, MW Assault Weapons, EA(+1), FS, MW | <i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i> |
| Hell-Knight | WE | 30cm | 5+ | 6+ | 5+ | Thermal Lance and | 30cm (15cm) | MW4+, FwA Small Arms, MW | <i>Damage Capacity 2, Fearless, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.</i> |
| Hell-Scourge | WE | 30cm | 5+ | 6+ | 3+ | Castigator Cannon | 45cm | 3× AP3+/AT5+, FwA | <i>Damage Capacity 2, Fearless, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.</i> |
| Questor Titan | WE | 35cm | 5+ | 5+ | 3+ | 2× Castigator Cannon 2× Battle Cannon | 45cm 75cm | 3× AP3+/AT5+ AP4+/AT4+ | <i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i> |
| Subjugator Titan | WE | 35cm | 5+ | 3+ | 5+ | 2× Battle Cannon 2× Hellblades | 75cm (bc) | AP4+/AT4+ Assault Weapons, EA(+1), TK(D3) | <i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i> |
| Chaos Thunderhawk | AC/ WE | Bomber | 4+ | 6+ | 4+ | Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter | 75cm 30cm 15cm 15cm | AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right | <i>Damage Capacity 2, Planefall, Reinforced Armour, Transport. May transport eight infantry units or Chaos Dreadnoughts; Chaos Space Marine Terminators, Chaos Dreadnoughts and Obliterators count as two units each. May counts as a Thunderhawk Gunship for the purposes of being transported. Critical Hit Effect: The unit and all units being carried are destroyed.</i> |
| Harbinger | AC/ WE | Bomber | 5+ | n/a | n/a | Reaper Autocannon Reaper Autocannon Reaper Autocannon Incendiary Bombs | 30cm 15cm 15cm 15cm | AP4+/AT6+/AA5+, FxF AP4+/AT6+/AA5+, Left AP4+/AT6+/AA5+, Right 6BP, FxF, IC | <i>Damage Capacity 4, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed.</i> |
| Hell Blade | AC | Fighter | 6+ | n/a | n/a | 2× Reaper Autocannon | 15cm | AP4+/AT6+/AA5+, FxF | |
| Hell Talon | AC | Fighter- Bomber | 5+ | n/a | n/a | Bombs Twin Lascannon Havoc Launcher | 15cm 30cm 45cm | 2BP, FxF, IC AT4+/AA4+, FxF AP5+/AT6+, FxF | |
| Despoiler Class Battleship | SC | n/a | n/a | n/a | n/a | Orbital Bombardment 3× Pin-Point Attack | n/a n/a | 3BP, MW MW2+, TK(D3) | <i>Slow and Steady, Transport. May transport 40 infantry units or Chaos Dreadnoughts; plus nine Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.</i> |

| | | | | | | | | | |
|---------------------------|---------|-----|-----|-----|-----|---|------------|-------------------------|--|
| Devastation Class Cruiser | SC | n/a | n/a | n/a | n/a | Orbital Bombardment Pin-Point Attack | n/a n/a | 3BP, MW MW2+, TK(D3) | <i>Transport. May transport 20 infantry units or Chaos Dreadnoughts; plus six Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.</i> |
| Dreadclaw | Special | n/a | n/a | n/a | n/a | - | | | <i>Planetfall, Transport. May transport one formation of infantry units (except Chaos Space Marine Bikes) and Chaos Dreadnoughts. The Dreadclaw does not scatter 2d6cm after being placed within 15cm of the drop zone co-ordinates recorded at the start of the game (see Planetfall). Any troops carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Dreadclaw models should be removed from the board once the formation they transport has disembarked.</i> |

SPECIAL RULE
Augmented Summoning

Some chaos units are noted as having *Augmented Summoning* (+x). Units with this ability add a number of summoning points equal to “x” when the formation they are in summons daemons (see *Summoned Units*). For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3.

SPECIAL RULE
Daemonic Focus

Certain Chaos units are noted as having *Daemonic Focus*. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with daemonic Focus may not be used to keep summoned units in play if the formation is broken.