

Kill Them All (1250 points)

Chaos Space Marines

Strike Force (2000 points)

Slaves to Darkness

CHARACTER

Chaos Lord in Terminator Armour (115 points)

- Mark of Chaos: Slaanesh
- Warlord
- 1x Chainfist
- 1x Combi-weapon
- Enhancement: Intoxicating Elixir

Haarken Worldclaimer (120 points)

- 1x Helspear
- 1x Herald's Talon

DEDICATED TRANSPORT

Chaos Rhino (85 points)

- Mark of Chaos: Nurgle
- 1x Armoured tracks
- 1x Combi-bolter
- 1x Combi-weapon
- 1x Havoc launcher

OTHER DATASHEETS

Chaos Terminator Squad (195 points)

- Mark of Chaos: Slaanesh
- 1x Terminator Champion
- 1x Chainfist
- 1x Combi-bolter
- 4x Chaos Terminator
- 2x Combi-bolter
- 1x Paired accursed weapons
- 3x Power fist
- 1x Reaper autocannon

Chaos Vindicator (210 points)

- Mark of Chaos: Chaos Undivided
- 1x Armoured tracks
- 1x Demolisher cannon

Forgefiend (165 points)

- Mark of Chaos: Nurgle
- 1x Armoured limbs
- 2x Ectoplasma cannon
- 1x Ectoplasma cannon

Noise Marines (85 points)

- 1x Noise Champion
- 1x Chaos Icon
- 1x Close combat weapon
- 1x Doom siren
- 1x Power fist
- 1x Sonic blaster
- 4x Noise Marine
- 1x Blastmaster
- 4x Bolt pistol
- 4x Close combat weapon
- 3x Sonic blaster

Noise Marines (85 points)

- 1x Noise Champion
- 1x Chaos Icon
- 1x Close combat weapon
- 1x Doom siren
- 1x Power fist
- 1x Sonic blaster
- 4x Noise Marine
- 1x Blastmaster
- 4x Bolt pistol
- 4x Close combat weapon
- 3x Sonic blaster

Raptors (190 points)

- Mark of Chaos: Chaos Undivided
- 1x Raptor Champion
- 1x Plasma pistol
- 1x Power fist
- 9x Raptor
- 7x Astartes chainsword
- 5x Bolt pistol
- 2x Close combat weapon
- 2x Melta gun
- 2x Plasma pistol

CHAOS SPACE MARINES

ARMY RULES

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

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, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

Each time a unit makes a Dark Pact, after it has resolved its attacks, it must take a Leadership test; if that test is failed, that unit suffers D3 mortal wounds.

THE LOST AND THE DAMNED

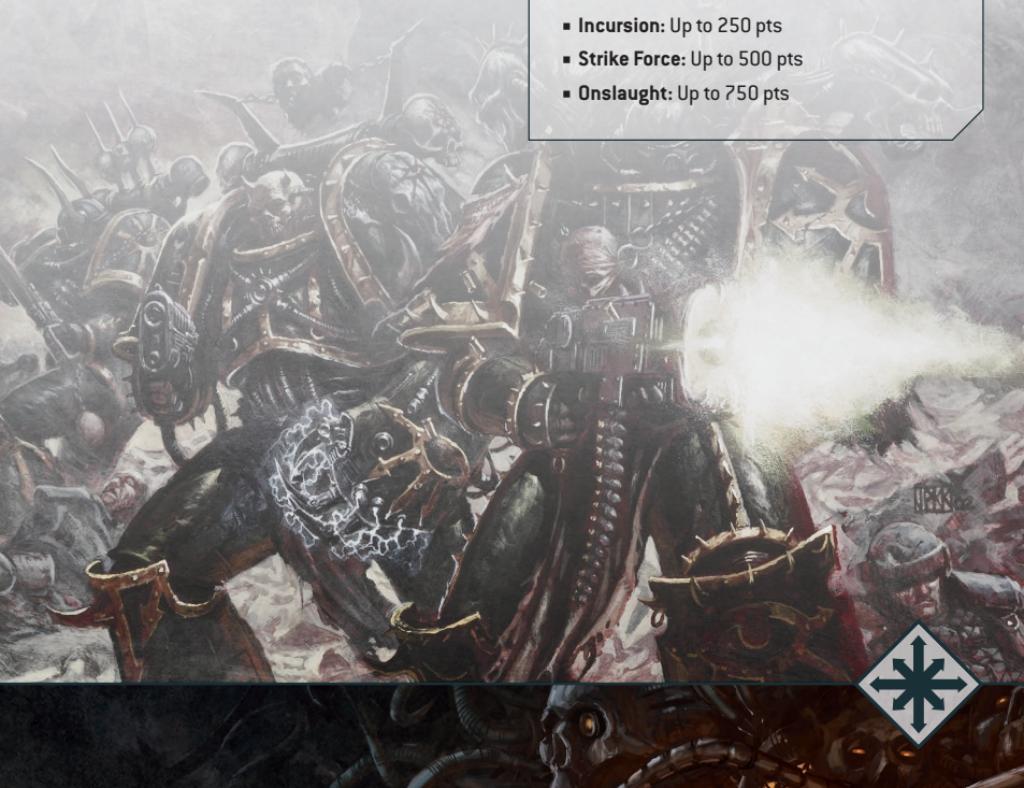
Some traitors have given themselves entirely to the service of the Dark Gods, and they are so lost to damnation that they barely resemble the warriors they once were.

If your Army Faction is **HERETIC ASTARTES**, you can include any of the following units in your army, and when you do so their Faction keywords are replaced with **HERETIC ASTARTES**:

- **KHORNE BERZERKERS** (see World Eaters)
- **RUBRIC MARINES** (see Thousand Sons)
- **PLAGUE MARINES** (see Death Guard)

The combined points value of such units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 750 pts



CHAOS SPACE MARINES – SLAVES TO DARKNESS

DETACHMENT RULE

If your Army Faction is Heretic Astartes, you can use this Slaves to Darkness Detachment rule.

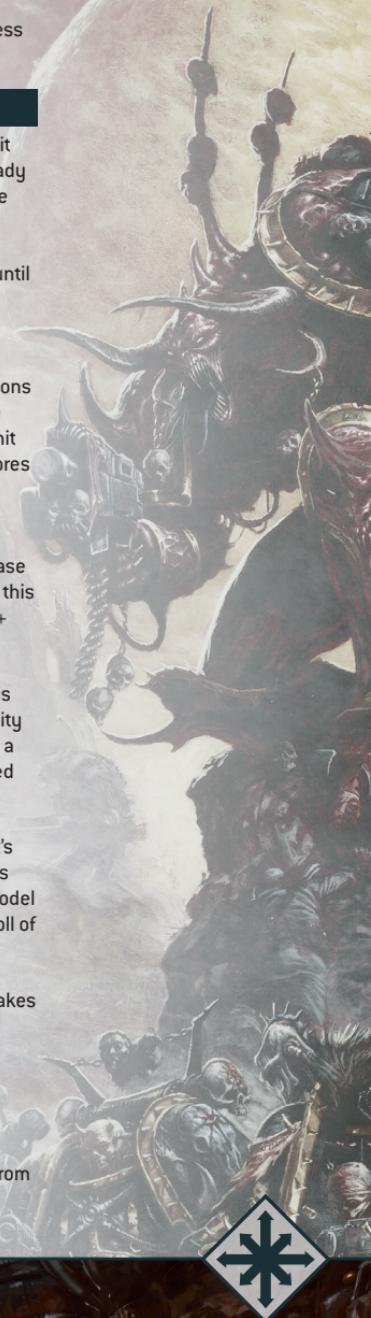
MARKS OF CHAOS

When mustering your army, each time you select a **HERETIC ASTARTES** unit to include in your army, if that unit is not an **EPIC HERO** and does not already have one or more of the keywords listed below, you must select one of the keywords listed below for that unit to gain [note which units gain which keywords in this way on your Army Roster]. Each time a unit with one of these keywords makes a Dark Pact, it gains the associated ability below until the end of the phase.

KEYWORD	ABILITY
KHORNE	Blood Fury: In the Fight phase, if this unit's weapons gained the [LETHAL HITS] ability this phase as the result of a Dark Pact, each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.
TZEENTCH	Warpfire: In the Shooting phase, if this unit's weapons gained the [LETHAL HITS] ability this phase as the result of a Dark Pact, each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.
NURGLE	Spreading Sickness: In the Shooting phase, if this unit's weapons gained the [SUSTAINED HITS 1] ability this phase as the result of a Dark Pact, each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.
SLAANESH	Excessive Cruelty: In the Fight phase, if this unit's weapons gained the [SUSTAINED HITS 1] ability this phase as the result of a Dark Pact, each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.
CHAOS UNDIVIDED	Glory to Chaos: Each time a model in this unit makes an attack, re-roll a Hit roll of 1.

RESTRICTIONS

- You cannot select the **KHORNE** keyword for a **PSYKER** unit to gain.
- A **CHARACTER** unit with the Leader ability can only be attached to a Bodyguard unit if both of those units share one of the same keywords from the list above.



CHAOS SPACE MARINES – SLAVES TO DARKNESS

STRATAGEMS

If you are using the Slaves to Darkness Detachment rule, you can use these Slaves to Darkness Stratagems.

INFERNAL RITES

SLAVES TO DARKNESS – BATTLE TACTIC STRATAGEM

With gruesome offerings and ritualised promises, the Chaos Space Marines seek the protection of their infernal masters.

2CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One HERETIC ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

PROFANE ZEAL

SLAVES TO DARKNESS – BATTLE TACTIC STRATAGEM

Fervent mortal followers flock to the champions of Chaos, damning their souls seeking promises of dark power.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One HERETIC ASTARTES unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1. If your unit is a CHAOS UNDIVIDED unit, you can instead re-roll the Hit roll and you can re-roll the Wound roll for that attack.

ETERNAL HATE

SLAVES TO DARKNESS – STRATEGIC PLOY STRATAGEM

Heretic Astartes are fuelled by hate, a searing spite that burns fiercely within them unto the very moment of death. Even as their life force pours from terrible wounds, this loathing can drive them to fight on in a second wind of wrath. Those Heretic Astartes in thrall to the Blood God feel this enmity to an even greater extent than others, exploding with violence just as the enemy think they have finally ended them.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One HERETIC ASTARTES unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 to the result if it is a KHORNE unit: on a 4+, do not remove it from play. That destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

CHAOS SPACE MARINES – SLAVES TO DARKNESS

STRATAGEMS

If you are using the Slaves to Darkness Detachment rule, you can use these Slaves to Darkness Stratagems.

SKINSHIFT



1CP

SLAVES TO DARKNESS – EPIC DEED STRATAGEM

With the Dark Gods and the powers of the warp on their side, Chaos Space Marines can cheat death altogether. Their foes look on in horror as killing wounds knit themselves together in a cacophony of hideous cracks and squelches and shattered armour reforms. After such a blessing, the Heretic Astartes are both something far greater, and far less, than what they once were.

WHEN: Your Command phase.

TARGET: One **HERETIC ASTARTES** unit from your army.

EFFECT: One model in your unit regains up to 3 lost wounds. In addition, if your unit is a **TZEENTCH** unit below its Starting Strength, one destroyed model (excluding **CHARACTER** models) is returned to your unit with its full wounds remaining.

UNNATURAL SWIFTNESS



1CP

SLAVES TO DARKNESS – STRATEGIC PLOY STRATAGEM

Some Heretic Astartes appear to move with a speed that should be impossible, weapons and bodies seemingly moving from one place to another in the blink of an eye.

WHEN: Your Movement phase.

TARGET: One **HERETIC ASTARTES** unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back. In addition, if your unit is a **SLAANESH** unit, until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

DARK OBSCURATION



1CP

SLAVES TO DARKNESS – STRATEGIC PLOY STRATAGEM

Choking fogs echoing with the screams of tortured souls; dense clouds of bloated flies; deluges of bloody rain; whirlwinds of coruscating flames blazing in a thousand hues. Such warp-born phenomena can appear on the battlefield in an instant, and disappear just as quickly. All serve to obscure the Heretic Astartes from their terrified foes.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **HERETIC ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit has the Stealth ability. In addition, if your unit is a **NURGLE** unit, until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 12".

CHAOS SPACE MARINES – SLAVES TO DARKNESS

ENHANCEMENTS

If you are using the Slaves to Darkness Detachment rule, you can use these Slaves to Darkness Enhancements.

TALISMAN OF BURNING BLOOD

This talisman constantly drips with thick, bubbling gore. The air around it is so heavy with the charnel stench of the slaughterhouse that it imbues the bearer's limbs with supernatural ferocity and strength – a welcome boon to those eager to claim the worthiest skulls for Khorne.

HERETIC ASTARTES KHORNE model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. Each time the bearer's unit makes a Dark Pact, until the end of the phase, add D3 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

EYE OF TZEENTCH

The Eye of Tzeentch is a relic that has been exposed to wild psychic energies for ten millennia. Champions who stare into the artefact's unblinking depths can glean the secrets of the warp.

HERETIC ASTARTES TZEENTCH model only. Each time the bearer's unit makes a Dark Pact, take a Leadership test for the bearer: if that test is passed, you gain 1CP.

ORB OF UNLIFE

Within these glassy spheres lurks a diluted life-eater virus. Although quick to burn out when the sphere is broken, everything nearby not touched by Nurgle's bountiful blessings – flesh, armour and bone – finds itself consumed by the ravaging viral strain..

HERETIC ASTARTES NURGLE model only. At the end of the Fight phase, roll one D6 for every enemy unit within 6" of the bearer, adding 1 to the result if the bearer's unit made a Dark Pact that phase: on a 4+, that enemy unit 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, for while it heightens the bearer's abilities, foes caught in its soporific fumes are paralysed with terror and ecstasy.

HERETIC ASTARTES SLAANESH model only. The bearer has the Feel No Pain 5+ ability. Each time the bearer shoots or fights, if the bearer's unit made a Dark Pact this phase, after the bearer has resolved those attacks, select one enemy unit that was hit by one or more of those attacks; that enemy unit must take a Battle-shock test.

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.

HERETIC ASTARTES CHAOS UNDIVIDED model only. Each time the bearer's unit makes a Dark Pact, that unit's weapons gain the [LETHAL HITS] and [SUSTAINED HITS 1] ability until the end of the phase, instead of just gaining one of those abilities.



HERETIC ASTARTES ARMOURY

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Lascannon [HEAVY]	48"	1	4+	12	-3	D6+1
Melta gun [MELTA 2]	12"	1	3+	9	-4	D6
▶ Missile launcher – frag [BLAST, HEAVY]	48"	D6	4+	4	0	1
▶ Missile launcher – krak [HEAVY]	48"	1	4+	9	-2	D6
▶ Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	?	-2	1
▶ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	?	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

WEAPON LISTS

- Several HERETIC ASTARTES models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this datacard.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.



Chaos Lord in Terminator Armour (115 points)

- Mark of Chaos: Slaanesh
- Warlord
- 1x Chainfist
- 1x Combi-weapon
- Enhancement: Intoxicating Elixir

CHAOS LORD IN TERMINATOR ARMOUR

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	5	3+	8	-2	2
Exalted weapon	Melee	6	2+	5	-2	2
Paired accursed weapons [TWIN-LINKED]	Melee	7	2+	5	-2	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE: Deep Strike, Leader

FACTION: Dark Pact

Lord of Chaos: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Formidably Resilient: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

INVULNERABLE SAVEKEYWORDS: INFANTRY, CHARACTER, CHAOS, TERMINATOR,
CHAOS LORD IN TERMINATOR ARMOURFACTION KEYWORDS:
HERETIC ASTARTES**Haarken Worldclaimer (120 points)**

- 1x Helspear
- 1x Herald's Talon

HAARKEN WORLDCLAIMER

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Helspear [ASSAULT, SUSTAINED HITS D3]	12"	1	2+	8	-3	3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Herald's Talon [PRECISION]	Melee	6	2+	5	-2	2
Helspear [EXTRA ATTACKS, LANCE, SUSTAINED HITS D3]	Melee	1	2+	8	-3	3

ABILITIES

CORE: Deep Strike, Leader

FACTION: Dark Pact

Head Taker: While this model is leading a unit, each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model's unit and roll one D6 for each model in this model's unit: for each 4+, that enemy unit suffers 1 mortal wound.

Herald of the Apocalypse (Aura): While an enemy unit is within 6" of this model, in the Battle-shock step of your opponent's Command phase, if that enemy unit is below its Starting Strength, it must take a Battle-shock test. This ability cannot cause a unit to take two Battle-shock tests in the same phase.

INVULNERABLE SAVEKEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, CHAOS, CHAOS
UNDIVIDED, HAARKEN WORLDCLAIMERFACTION KEYWORDS:
HERETIC ASTARTES

CHAOS RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

Chaos Rhino (85 points)

- Mark of Chaos: Nurgle
- 1x Armoured tracks
- 1x Combi-bolter
- 1x Combi-weapon
- 1x Havoc launcher

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Havoc launcher [BLAST]	48"	D6	3+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Dark Pacts

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, CHAOS, RHINO

FACTION KEYWORDS:
HERETIC ASTARTES

CHAOS TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

Chaos Terminator Squad (195 points)

- Mark of Chaos: Slaanesh
- 1x Terminator Champion
 - 1x Chainfist
 - 1x Combi-bolter
- 4x Chaos Terminator
 - 2x Combi-bolter
 - 1x Paired accursed weapons
 - 3x Power fist
 - 1x Reaper autocannon

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Paired accursed weapons [TWIN-LINKED]	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

CORE: Deep Strike

FACTION: Dark Pacts

Despoilers: Each time this unit makes a Dark Pact, until the end of the phase, each time a model in this unit makes an attack, you can re-roll the Hit roll.

INVULNERABLE SAVE

4+

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHAOS, TERMINATOR, CHAOS TERMINATOR SQUAD

FACTION KEYWORDS:
HERETIC ASTARTES

Chaos Vindicator (210 points)

- Mark of Chaos: Chaos Undivided
- 1x Armoured tracks
- 1x Demolisher cannon

CHAOS VINDICATOR

M	T	SV	W	LD	OC
9"	11	2+	11	6+	3

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Demolisher cannon [BLAST]	24"	D6+3	3+	14	-3	D6
Havoc launcher [BLAST]	48"	D6	3+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pacts

Siege Shield: When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it [provided no other friendly units are also within Engagement Range of that enemy unit]. In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

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.

KEYWORDS: VEHICLE, SMOKE, CHAOS, VINDICATOR

FACTION KEYWORDS:
HERETIC ASTARTES

Forgefiend (165 points)

- Mark of Chaos: Nurgle
- 1x Armoured limbs
- 2x Ectoplasma cannon
- 1x Ectoplasma cannon

FORGEFIEND

M	T	SV	W	LD	OC
8"	10	3+	12	6+	3

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Ectoplasma cannon [BLAST]	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured limbs	Melee	2	3+	6	0	2
Forgefiend jaws	Melee	5	3+	7	0	2

ABILITIES

CORE: Deadly Demise D3

FACTION: Dark Pacts

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



KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, FORGEFIEND

FACTION KEYWORDS:
HERETIC ASTARTES

NOISE MARINES

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

2 u. of Noise Marines (170 points)

- Noise Marines (85 points)
 - 1x Noise Champion
 - 1x Chaos Icon
 - 1x Close combat weapon
 - 1x Doom siren
 - 1x Power fist
 - 1x Sonic blaster
- 4x Noise Marine
 - 1x Blastmaster
 - 4x Bolt pistol
 - 4x Close combat weapon
 - 3x Sonic blaster

• Noise Marines (85 points)

- 1x Noise Champion
- 1x Chaos Icon
- 1x Close combat weapon
- 1x Doom siren
- 1x Power fist
- 1x Sonic blaster
- 4x Noise Marine
 - 1x Blastmaster
 - 4x Bolt pistol
 - 4x Close combat weapon
 - 3x Sonic blaster

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
► Blastmaster – single frequency [HEAVY]	48"	3	4+	9	-2	3
► Blastmaster – varied frequency	36"	6	3+	6	-1	1
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Doom siren [TORMENT]	12"	D6	N/A	6	-1	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Sonic blaster [ASSAULT]	24"	3	3+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, CHAOS, SLAANESH, NOISE MARINES

ABILITIES

FACTION: Dark Pact

Riotous Cacophony: In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.

WARGEAR ABILITIES

Chaos Icon: Each time the bearer's unit takes a Leadership test for the Dark Pact's ability, you can re-roll that test.

RAPTORS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1

Raptors (190 points)

- Mark of Chaos: Chaos Undivided
- 1x Raptor Champion
 - 1x Plasma pistol
 - 1x Power fist
- 9x Raptor
 - 7x Astartes chainsword
 - 5x Bolt pistol
 - 2x Close combat weapon
 - 2x Melta gun
 - 2x Plasma pistol

FACTION KEYWORDS:
HERETIC ASTARTES

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORMENT]	12"	D6	N/A	4	0	1
Melta gun [MELTA 2]	12"	1	3+	9	-4	D6
► Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
► Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
► Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
► Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, FLY, JUMP PACK, CHAOS, RAPTORS

ABILITIES

CORE: Deep Strike

FACTION: Dark Pact

Fearsome Aura: While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

Terrifying Assault: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

FACTION KEYWORDS:
HERETIC ASTARTES