

KILL TEAM

CHAOS SPACE MARINES

Codex Chaos Space Marines

This team list uses the special rules and wargear found in Codex: Chaos Space Marines. If a rule differs from the Codex, it will be clearly stated.

Warp Assault

Models in Terminator armour, Warp Talons, Mutilators, and Obliterators may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

Icons of Chaos

All Icons of Chaos have a 6" area of effect. Models may be affected by multiple Icons (they do not stack), but usual restrictions still apply – i.e. Only models with the Mark of Khorne may benefit from being within range of an Icon of Wrath.



Traitor Legions

Your Kill Team may belong to one of the following Traitor Legions, in which case all Chaos Acolyte, Aspiring Champion, Chaos Space Marine, Chosen, Raptor and Chaos Biker models in your Kill Team gain a special rule as indicated below at the points cost stated (per model that gains the rule):

- *Black Legion*: Hatred (Space Marines) (+1 pt)
- *Word Bearers*: Crusader (+1 pts)
- *World Eaters*: Furious Charge (+2 pts)
- *Iron Warriors*: Stubborn (+2 pts)
- *Death Guard*: Fear and Fearless (+3 pts)
- *Emperors Children*: Preferred Enemy (+3 pts)
- *Night Lords*: Fear and Hit and Run (+2 pts)

Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

TEAM LEADERS

Aspiring Champion

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- Champion of Chaos

Champion of Traitors:

In a Kill Team lead by an Aspiring Champion with a:

- Mark of Khorne, Khorne Berzerkers may be taken as Core.
- Mark of Nurgle, Plague Marines may be taken as Core.
- Mark of Slaanesh, Noise Marines may be taken as Core.

Terminator Armour:

- May replace all equipment with Terminator armour, Combi-bolter and Power Weapon for 20 points.
- May replace Terminator Combi-bolter with:

- Combi-flamer, -melta, -plasma	7 pts
- Power Weapon	12 pts
- Lightning Claw	17 pts
- Power Fist	22 pts
- Chainfist	27 pts
- May replace Terminator Power Weapon with:

- Lightning Claw	5 pts
- Power Fist	10 pts
- Chainfist	15 pts

Options:

- May replace any weapon with:

- Combi-bolter	3 pts
- Chainaxe	8 pts
- Combi-flamer, -melta, -plasma	10 pts
- Plasma Pistol	15 pts
- Power Weapon	15 pts
- Lightning Claw	15 pts
- Power Fist	25 pts
- May take one of the following:

- Mark of Khorne	3 pts
- Mark of Tzeentch	5 pts
- Mark of Nurgle	5 pts
- Mark of Slaanesh	5 pts
- May take any of the following:

- Veterans of the Long War	5 pts
- Ichor Blood	5 pts
- Gift of Mutation	10 pts
- Aura of Dark Glory	15 pts
- If model has the Mark of Nurgle may take:

- Blight Grenades	5 pts
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- If model is not wearing Terminator armour may take:

- Melta Bomb	5 pts
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- If not wearing Terminator armour, may take one of the following:

- Jump Pack	10 pts
- Chaos Bike	15 pts
- May take wargear from the Chaos armoury including *Aspiring Champion and Leader only items*. If wearing *Terminator armour* may also take *Terminator only wargear*.

Chaos Acolyte

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	9	3+

Wargear:

- Power Armour
- Bolt Pistol
- Force Weapon
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- Champion of Chaos
- Psyker (Mastery Level 1)

Champion of the Rubricae

In a Kill Team lead by an Acolyte, Thousand Sons may be taken as Core.

Warp Vassal:

Before the battle the Acolyte may choose a single Psychic Power from the following list to have for the duration of the game:

- Smite (Biomancy)
- Flame Breath (Pyromancy)
- Psychic Shriek (Telepathy)

You may instead choose one of the following, if you have the relevant Mark:

- Tzeentch's Firestorm (Tzeentch)
- Nurgle's Rot (Nurgle)
- Sensory Overload (Slaanesh)

Options:

- May replace Bolt Pistol with:
 - Combi-bolter 3 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Plasma Pistol 15 pts
- May take one of the following:
 - Mark of Tzeentch 5 pts
 - Mark of Nurgle 5 pts
 - Mark of Slaanesh 5 pts
- May take any of the following:
 - Melta Bomb 5 pts
 - Veterans of the Long War 5 pts
 - Ichor Blood 5 pts
 - Gift of Mutation 10 pts
 - Aura of Dark Glory 15 pts
- If model has the Mark of Nurgle may take:
 - Blight Grenades 5 pts
- May take one of the following:
 - Jump Pack 10 pts
 - Chaos Bike 15 pts
- *May take wargear from the Chaos Space Marine armoury including Acolyte and Leader only items.*

**Warp Adept**

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	1	8	2+

Wargear:

- Fleshmetal
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- Inspiring Presence
- Champion of Chaos
- Master of Mechanisms
- Shatter Defences

**Options:**

- May take Mechatendrils for 25 points.
- May replace any weapon with:
 - Combi-bolter 3 pts
 - Chainaxe 8 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Lightning Claw 15 pts
 - Power Fist 25 pts
- May take one of the following:
 - Mark of Khorne 3 pts
 - Mark of Tzeentch 5 pts
 - Mark of Nurgle 5 pts
 - Mark of Slaanesh 5 pts
- May take any of the following:
 - Veterans of the Long War 5 pts
 - Ichor Blood 5 pts
 - Gift of Mutation 10 pts
 - Aura of Dark Glory 15 pts
- *May take wargear from the Chaos Space Marine armoury including Techmarine and Leader only items.*

Cultist Champion

15 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	2	3	2	8	6+

Wargear:

- Improvised Armour
- Autopistol
- Close Combat Weapon

Special Rules:

- Inspiring Presence
- Champion of Chaos

Champion of Heretics:

In a Kill Team lead by a Cultist Champion, you *must* take at least 2 squads of Cultists when initially building your team, but you may increase the maximum Model Availability of Core models to 25 permanently.

Options:

- May replace any weapon with:
 - Shotgun 2 pts
 - Bolt Pistol 2 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
- May take one of the following:
 - Mark of Khorne 3 pts
 - Mark of Tzeentch 5 pts
 - Mark of Nurgle 5 pts
 - Mark of Slaanesh 5 pts
- *May take wargear from the Chaos Space Marine armoury including Leader only items.*

CORE**Chaos Space Marine**

13 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

Special Rules:

- None

Options:

- For every 5 Chaos Space Marines you take in your Kill Team, one may take one of the following:
 - Icon of Despair 10 pts
 - Icon of Flame 15 pts
 - Icon of Wrath 20 pts
 - Icon of Vengeance 25 pts
 - Icon of Excess 30 pts

Options:

- Any Chaos Space Marine may replace his Boltgun with a Close Combat Weapon for free.
- For every 5 Chaos Space Marines you take in your Kill Team, one may replace their Boltgun with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Heavy Bolter 10 pts
 - Autocannon 10 pts
 - Plasma Gun 15 pts
 - Missile Launcher 15 pts
 - Lascannon 20 pts
- May take any of the following:
 - Close Combat Weapon 2 pts
 - Veterans of the Long War 1 pts
- May take one of the following:
 - Mark of Khorne 2 pts
 - Mark of Tzeentch 2 pts
 - Mark of Slaanesh 2 pts
 - Mark of Nurgle 3 pts

Chaos Cultist Squad

20 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	6+

Wargear:

- Improvised Armour
- Autopistol
- Close Combat Weapon

Special Rules:

- Squad (5 Chaos Cultists)

Options:

- All Chaos Cultists in the squad may exchange their Autopistol for an Autogun for 5 points.
- One model in the Chaos Cultist squad may exchange his Autopistol with one of the following:
 - Heavy Stubber 5 pts
 - Flamer 5 pts
- The entire squad may take one of the following:
 - Mark of Tzeentch 5 pts
 - Mark of Slaanesh 5 pts
 - Mark of Khorne 10 pts
 - Mark of Nurgle 10 pts

SPECIAL

Chosen

18 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	9	3+

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- None

Terminator Armour:

- May replace all equipment with Terminator armour, Combi-bolter and Power Weapon for 13 points.
- May replace Terminator Combi-bolter with:
 - Combi-flamer, -melta, -plasma 5 pts
- May replace Terminator Power Weapon with:
 - Lightning Claw 3 pts
 - Power Fist 7 pts
 - Chainfist 12 pts
- May replace all Terminator weapons with:
 - Pair of Lightning Claws 7 pts
- One Chosen in your Kill Team may replace its Terminator Combi-bolter with:
 - Heavy Flamer 10 pts
 - Reaper Autocannon 25 pts



Options:

- May replace any weapon with:
 - Combi-bolter 3 pts
 - Combi-flamer, -melta, -plasma 10 pts
 - Plasma Pistol 15 pts
 - Power Weapon 15 pts
 - Lightning Claw 15 pts
 - Power Fist 25 pts
- One Chosen in your Kill Team may replace its Boltgun with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Heavy Bolter 10 pts
 - Autocannon 10 pts
 - Missile Launcher 15 pts
 - Plasma Gun 15 pts
 - Lascannon 20 pts
- May take one of the following:
 - Mark of Khorne 2 pts
 - Mark of Slaanesh 3 pts
 - Mark of Tzeentch 4 pts
 - Mark of Nurgle 5 pts
- May take the following:
 - Veterans of the Long War 2 pts
- One Chosen in your Kill Team may take one of the following:
 - Icon of Despair 10 pts
 - Icon of Flame 15 pts
 - Icon of Wrath 20 pts
 - Icon of Vengeance 25 pts
 - Icon of Excess 30 pts
- *May take wargear from the Chaos Space Marine armoury. If wearing Terminator armour may also take Terminator only wargear.*

Thousand Son

23 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	10	3+

Wargear:

- Power Armour
- Boltgun
- Aura of Dark Glory
- Inferno Bolts

Special Rules:

- Fearless
- Mark of Tzeentch
- Slow and Purposeful
- Veterans of the Long War

Khorne Berzerker

19 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	1	4	1	8	3+

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- Fearless
- Furious Charge
- Mark of Khorne

Options:

- May take any of the following:
 - Veterans of the Long War 1 pt
 - Chainaxe 3 pts
- Up to two Khorne Berzerkers in your Kill Team may replace their Bolt Pistol with:
 - Plasma Pistol 15 pts

Plague Marine

24 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	3	1	8	3+

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Plague Knife
- Blight Grenade
- Krak Grenade

Special Rules:

- Fearless
- Feel No Pain
- Mark of Nurgle

Options:

- May take the following:
 - Veterans of the Long War 1 pt
- Up to two Plague Marines in your Kill Team may replace their Bolt Pistol or Boltgun with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
 - Plasma Pistol 15 pts

Noise Marine

17 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	5	1	8	3+

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

Special Rules:

- Fearless
- Mark of Slaanesh

Options:

- May take any of the following:
 - Veterans of the Long War 1 pt
 - Close Combat Weapon 1 pt
- May replace Boltgun with:
 - Close Combat Weapon Free
 - Sonic Blaster 3 pts
- One Noise Marine in your Kill Team may replace his Boltgun with:
 - Blastmaster 30 pts

Raptor

17 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Unit Type: Jump Infantry**Special Rules:**

- Fear

Wargear:

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades
- Jump Pack

Options:

- One Raptor in your Kill Team may take one of the following:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
- One Raptor in your Kill Team may replace his Bolt Pistol with:
 - Plasma Pistol 15 pts
- May take one of the following:
 - Mark of Khorne 2 pts
 - Mark of Slaanesh 2 pts
 - Mark of Tzeentch 3 pts
 - Mark of Nurgle 3 pts
- May take the following:
 - Veterans of the Long War 2 pts

Possessed

26 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	4	1	4	2	9	3+

Wargear:

- Power Armour
- Close Combat Weapon

Special Rules:

- Daemon
- Fearless
- Fleet
- Vessels of Chaos

Options:

- May take one of the following:
 - Mark of Khorne 3 pts
 - Mark of Slaanesh 3 pts
 - Mark of Nurgle 4 pts
 - Mark of Tzeentch 5 pts
- May take the following:
 - Veterans of the Long War 2 pts

Mutilator

55 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	8	2+

Wargear:

- Fleshmetal

Special Rules:

- Bulky
- Daemon
- Deep Strike
- Mutilator Weapons
- Slow and Purposeful

Options:

- May take one of the following:
 - Mark of Khorne 5 pts
 - Mark of Slaanesh 6 pts
 - Mark of Nurgle 6 pts
 - Mark of Tzeentch 8 pts
- May take the following:
 - Veterans of the Long War 4 pts

Obliterator

70 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	4	2	8	2+

Wargear:

- Fleshmetal

Special Rules:

- Bulky
- Daemon
- Deep Strike
- Obliterator Weapons
- Slow and Purposeful

Options:

- May take one of the following:
 - Mark of Slaanesh 1 pts
 - Mark of Khorne 4 pts
 - Mark of Nurgle 6 pts
 - Mark of Tzeentch 8 pts
- May take the following:
 - Veterans of the Long War 3 pts

Chaos Biker

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	4	1	8	3+

Unit Type: Bike**Wargear:**

- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag & Krak Grenades
- Chaos Bike

Special Rules:

- None

Options:

- One Chaos Biker in your Kill Team may replace either his Close Combat Weapon or bike's twin-linked Boltgun with:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts
- May take one of the following:
 - Mark of Khorne 2 pts
 - Mark of Slaanesh 2 pts
 - Mark of Tzeentch 3 pts
 - Mark of Nurgle 6 pts
- May take the following:
 - Veterans of the Long War 1 pt

Chaos Spawn

30 points

WS	BS	S	T	W	I	A	Ld	Sv
3	0	5	5	3	3	D6	10	-

Wargear:

- None

Special Rules:

- Fear
- Fearless
- Mutated Beyond Reason
- Rage
- Random Attacks
- Very Bulky

Options:

- May take one of the following:
 - Mark of Khorne 2 pts
 - Mark of Slaanesh 3 pts
 - Mark of Tzeentch 4 pts
 - Mark of Nurgle 6 pts

Warp Talon

30 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	3+

Unit Type: Jump Infantry

Special Rules:

Wargear:

- Power Armour
- Two Lightning Claws
- Jump Pack

- Daemon
- Warpflame Strike

Options:

- May take one of the following:
 - Mark of Slaanesh 3 pts
 - Mark of Nurgle 4 pts
 - Mark of Khorne 4 pts
 - Mark of Tzeentch 6 pts
- May take the following:
 - Veterans of the Long War 3 pts

ARMOURY

Daemonic Essence (Leader Only) – 15 pts

The model can draw vitality from the Warp, enhancing his natural reserves of power. The model gains the Feel No Pain special rule.

Chaos Hound (Leader Only) – 10 pts

The model is accompanied by a Chaos Hound. Chaos Hounds are counted as wargear in all respect when playing a campaign, and do not need roll for Injury. A Chaos Hound does not count for Model Availability or Run Away! tests, and has the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
4	0	3	3	1	3	1	5	-

Unit Type: Beasts
Wargear: Teeth (Close combat weapon)
Special Rules: Rage

Favour of the Gods (Leader Only) – 5 pts

A model with Favour of the Gods may re-roll results on the Chaos Boon table.

Daemonic Flight (Aspiring Champion Only) – 20 pts

The model is able to fly using mighty demonic wings. Treat this as a Jump Pack. Also, a model with Daemonic Flight may use his Jump move in both the Movement and Assault phases during the same turn. May not be taken with a Chaos Bike or Terminator Armour.

Armour of Eternal War (Aspiring Champion Only) – 10 pts

The champion is wearing an ornate set of armour dating back to before the Heresy. This ancient relic inspires the champion's troops. Friendly models within 6" of the champion may re-roll failed Morale checks.

Daemonic Visage (Aspiring Champion Only) – 5 pts

The champion is surrounded by an unholy aura. The model gains the Fearless and Fear special rules.

Staff of Warfire (Acolyte Only) – 15 pts

The Acolyte may project powerful warp flame from the staff. The Staff of Warfire counts as a shooting weapon with the following profile:

	Range	S	AP	Type
Staff of Warfire	Template	5	4	Assault 1, Soul Blaze

Tome of Hunger (Acolyte Only) – 10 pts

This warp tainted book has gifted the Acolyte with the ability to absorb souls. If the Acolyte kills a model in base contact with him, roll a d6. On a 5+ he absorbs its life essence and recovers 1 wound already lost in battle.

Cloud of Flies (Mark of Nurgle Only) – 15 pts

Champions of Nurgle are frequently accompanied by swarms of pestulent flies. The model gains the Shrouded special rule.

Combat Drugs (Mark of Slaanesh Only) – 15 pts

Slaanesh champions have access to a wide variety of combat drugs. At the start of every Assault phase the model is engaged in combat, roll a d6. Consult the chart below to find out what happens. Any bonus lasts for the rest of the current phase.

1. Model takes an immediate S4 AP- hit.
2. Gains +1 WS.
3. Gains +1 Strength.
4. Gains the Shred special rule.
5. Gains +1 Attack.
6. Gains the Feel No Pain special rule.

Inferno Bolts (Mark of Tzeentch Only) – 10 pts

These are sorcerous bolt shells that have been inscribed with arcane runes that write with blue-white fire. Any Boltgun or Bolt Pistol the model uses are resolved at AP3.

Collar of Khorne (Mark of Khorne Only) – 5 pts

A talisman forged in the heat of Khorne's rage. The model passes any Deny the Witch rolls on a 2+.

Teleporter (Terminator Only) – 5 pts

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

Relic Weapon – 10 pts

The model has acquired an artefact of the great crusade era. Choose a single weapon the model has to gain the Master-crafted special rule.

Overcharged Weapon – 10pts

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot! rule. Plasma weapons may be overcharged but will Get Hot! on a To Hit roll of a 1 or 2 instead of just a 1.

Suspensors – 10 pts

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon even if he has moved in the previous Movement phase – although if he does so, the maximum range of the weapon is halved.

Smoke Grenade – 10 pts

A smoke grenade has the following profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

Bionics – 5 pts

Once the model loses his final wound and is about to be taken off the table as a casualty the bearer may make a dice roll. On a 6 the model is left with a single wound.