

CHAOS SPACE MARINES FORGELIST



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CHAOS SPACE MARINES FORCELIST

The following conversions are based on *Codex: Chaos Space Marines*, with additional units from *Codex: Eye of Terror* and *Chapter Approved*.

SPECIAL RULES

The special rules on the following pages apply to a Chaos force.

MARKS OF CHAOS

See pages 12 and 38 of *Codex: Chaos Space Marines* for details on marks of Chaos. This section will only outline the changes necessary for use with *VOR* rules. Everything else, such as which models can take marks of Chaos, remain as described in the *Codex*.

All listed PV costs are per model, unless otherwise indicated.

Force Leader

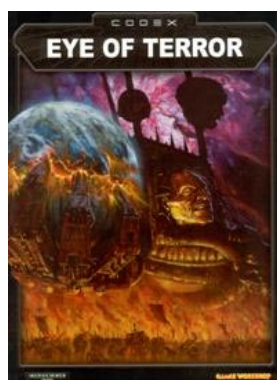
For purposes of the *Ancient Enemies* section on page 38 of *Codex: Chaos Space Marines*, a force is considered to be led by its highest-ranking model, using the following order:

- 1 Greater daemon
- 2 Chaos lord or daemon prince
- 3 Chaos lieutenant or Chaos sorcerer
- 4 Chosen
- 5 Possessed Chaos space marines
- 6 Obliterator
- 7 Everything else

Any aspiring champions in the highest-ranking squad, if present, are considered to outrank the other members of their squad. If this is still not enough to break the tie, the model worth the most PV (including its mark of Chaos, if it has any) is the force leader.

Vehicles

Vehicles do not pay any PV to receive a mark of Chaos; instead, it gives them an automatic



vehicle upgrade, as follows:

Mark of Khorne: Destroyer (p. 35)

Mark of Nurgle: Plague Carrier (p. 36)

Mark of Slaanesh: Warp Amp (p. 36)

Mark of Tzeentch: Coruscating Flame (p. 35)

Note that even though it is required to take it, the vehicle must still pay the PV for this upgrade.

MARK OF CHAOS UNDIVIDED (+5 PV per model)

A model bearing this mark may re-roll any Morale Test it has just failed, but must use the second result.

MARK OF KHORNE (+14 PV per model)

The mark of Khorne gives the model the Blood Lust ability, described below. The model may not be given the *Sorcerer* ability nor use any kind of psychic powers or gifts.

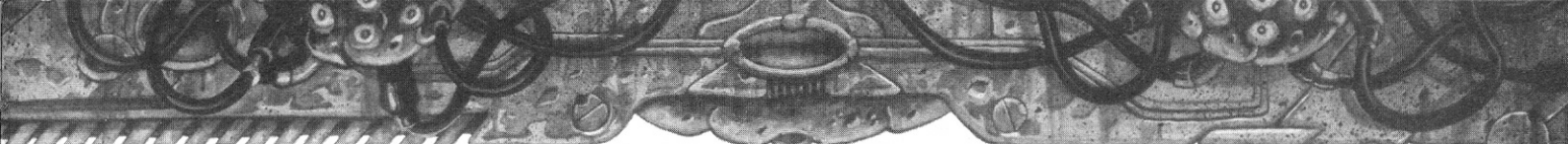
Blood Lust

A model with Blood Lust receives a -1 modifier to the MP Cost of any melee attack it makes (to a minimum of 1 MP per attack), and automatically succeeds at all Morale Tests it

is required to make.

Blood Frenzy: At the start of the model's activation, roll a Brains Test with a +4 modifier for it. If this test fails, the model is gripped by blood frenzy: it must move in a straight line toward the nearest enemy as far as possible so as to get into base-to-base contact with it; the model gains an extra 1D6 MP that may be used for movement only (if it is inside a vehicle, the model will exit this first). When base-to-base contact is achieved, the model must perform at least one melee attack against it if it has the MP to do so (not counting the extra 1D6 MP). The model may not make any ranged attacks in an activation during which it is subject to blood frenzy—although it may use ranged weapons with the Point-blank mode in melee combat, if it has any.

Charge! Any time the model is activated and not gripped by blood frenzy, check if it can move



into base-to-base contact with the closest enemy in LOS (don't move the marked model yet, just check if this is possible). If the marked model can reach the closest enemy, it is required to move into base-to-base contact with it, though it does not need to make a melee attack if it does not want to. This applies regardless of what kind of creature or vehicle the enemy is—a model with Blood Lust will charge anything from a gretchin to a growler chieftain.

MARK OF NURGLE (+1 PV per model)

The mark of Nurgle bestows the True Grit ability. Additionally, a model bearing this mark may not carry an autocannon, heavy bolter, lascannon or missile launcher regardless of what its normal Options allow.

True Grit

A model with the mark of Nurgle and armed with a boltgun may use it as [Mode: point-blank] for any melee attack which would receive the charging bonus (p. 86, *VOR Rulebook*). However, if the model uses the boltgun, it does not receive this modifier—it can either attack with a true melee weapon to get the charging modifier, or attack with the boltgun.

MARK OF SLAANESH (+1 PV per model)

A model with the mark of Slaanesh gets the Warp Scream ability, below.

Warp Scream

Any model attempting to parry an attack by a daemonette must add +1 to its roll.

MARK OF TZEENTCH (+15 PV or +25 PV per model)

All models with the mark of Tzeentch automatically pass all Morale and Guts Tests they are required to make, except Morale Tests for being out of squad coherency.

Any model bearing the mark of Tzeentch is not allowed to take veteran skills (p. 8). Also, some models with the mark of Tzeentch have the *Slow and Purposeful* ability, below. If so, this is noted in the model's statistics block; to these models, the mark of Tzeentch costs 15 PV.

Other models, again as indicated in their statistics, are required to take the *Sorcerer* ability (below) if they have the mark of Tzeentch; to these, the mark of Tzeentch costs 25 PV.

Slow and Purposeful

A model with this ability must pay 1 MP to start moving on each of its activations. That is to say, determine the MP cost for the desired move as normal, and then add 1 MP to that cost. Any time the model performs an action that is not movement (making an attack, using an ability that does not result in movement, etc.) it is considered to stop, and is required to pay another 1 MP to start moving again.

Additionally, these models gain +1 Lifeforce, but cannot have the Daemonic Essence gift, and will not be affected by the psychic powers Gift of Chaos and Mass Mutation (p. 33).

Sorcerer

A sorcerer can use psychic powers and equipment (p. 33), which must be bought at the appropriate PV. Sorcerers with the mark of Tzeentch automatically succeed at any Brains Tests they are required to make in order to determine whether a psychic power works (but not any other Brains Tests).

DAEMONIC GIFTS

As daemonic gifts represent a model's continuing corruption by Chaos, they are only available in VOR as improvements for named models (p. 108, *VOR Rulebook*). As such, they cost Campaign Points to buy, rather than PV, but unlike normal character improvements, no rolls are necessary to see if the character gains the gift: as soon as the points are spent, the character's statistics and/or abilities are improved accordingly. Also note that daemonic gifts do not count against the *Improvement Limits*, p. 108, *VOR Rulebook*: if a model's BOD has been increased twice already, for example, it can still receive daemonic resilience to gain another point of Body.

The cost in Campaign Points (CP) for each gift is shown after its name below. Daemonic gifts may only be purchased between games, and a model may only receive each gift once. A model wearing terminator armour may not take any of these gifts unless the gift description says otherwise.

Daemon Armour ((8 – AR) CP)

The model's Armor Rating is improved to 8, regardless of what it was before (a model that has an AR of 8 or higher already cannot receive this gift). The Campaign Points cost is equal to 8 minus the model's current Armor Rating.

Daemonic Aura (5 CP)

The model may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Daemon Chains (2 CP)

When rolling to determine whether a greater daemon possesses the model (see *Greater Daemons and Possession*, page 7), the die may be re-rolled if the result is not to the Chaos player's liking. The second roll must be used.

This gift may be used by models wearing terminator armour.

Daemonic Essence (7 CP)

The model gains +1 Lifeforce. A model in terminator armour may use this gift.

Daemonic Fire (1 CP)

The model may make a [MPC: 4, Uses/Turn: 1, Range: S 6/+2, M 12/-1, L —/—, Power: 4, AM: 0] attack. This gift can be used by a model in terminator armour.

Daemon Flight (4 CP)

The model may move using the rules for jump packs (p. 13, *Warhammer 40,000 to VOR Basics*). However, it may not be transported in a vehicle anymore.

Daemonic Mutation (3 CP)

The model's MP cost to make melee attacks is modified by -1, though no attack can cost less than 1 MP to make.

Models in terminator armour can use this gift.

Daemonic Resilience (2 CP)

This gives the model +1 Body. This gift can be used by a model wearing terminator armour.

Daemonic Rune (5 CP)

All attacks that cause 2 or more damage, subtract 1 from the damage they inflict against the recipient of a daemonic rune. For example, a [Damage: 3] weapon counts as only [Damage: 2]. A model with terminator armour may have a daemonic rune as well.

Daemon Spawn (10 CP)

A Chaos spawn accompanies the daemon-gifted model; see *Daemon Spawn* on page 16 for

game statistics. Models wearing terminator armour may be accompanied by a daemon spawn.

Daemonic Speed (10 CP)

The model gains +3 MP, although it may only use these for movement. For example, if the gifted model normally has 10 MP, it could now spend 13 MP on movement, or 10 MP on other actions and still move for 3 MP. It could not, however, spend more than 10 MP on non-movement actions.

Daemonic Stature (10 CP)

The model gains +1 Close Combat, -2 Ranged Combat, +1 Power and +1 Body, and in addition its melee attacks become [AM: no test]. The model can only use the following weapons: an axe of Khorne, a close combat weapon, a combi-bolter, a daemon weapon, a great weapon or a plague sword. The model also becomes of Large size (if it was not already) and may not be given a daemon steed (below); if it already has a steed, it loses it but the Campaign Points spent on it are not returned.

Daemon Steed (3 CP)

The model receives a +2 modifier to its Close Combat skill when charging instead of the normal +1, and also gains daemonic resilience if it does not have that gift already.

Daemonic Strength (2 CP)

The model's Power is increased by +1. A model in terminator armour can use this gift.

Daemonic Talons (3 CP)

The model's basic melee attack becomes [MPC: +0, Power: POW+1, AM: -1].

Daemon Venom (6 CP)

In close combat, if the model attacks using only its basic melee attack and the target's Armor Test is failed (or negated), the daemonic-gifted model will inflict damage on a roll of 6 or less, regardless of its own Power or the target's Body.

Daemonic Visage (4 CP)

In melee combat, if the model causes the enemy to make a Morale Test (for example because it kills an enemy and so brings them to less than 50% of their starting strength), that Morale Test has a -1 modifier. If all members of the model's squad have the daemonic visage gift, or one of them is a greater daemon (p. 19), the modifier is -2 instead. A model in terminator

armour can have daemonic visage.

DAEMONS

Daemons have a fundamental problem in *VOR* games, in that they must be summoned from the Warp—but there is no Warp inside the Maelstrom. Therefore, the following rules are only used if you want to play a game in the regular *Warhammer 40,000* universe but using *VOR: The Maelstrom* rules. On the other hand, if your games are set in the Maelstrom, with Chaos forces fighting in other denizens, see *Daemons in the Maelstrom* on page 8.

DAEMON SUMMONING TABLE

Turn	D10 Roll Needed
1	Daemon cannot yet be summoned
2	3 or lower
3	5 or lower
4+	7 or lower

Daemonic Instability

Instead of making Morale Tests, daemons make Instability Tests any time the rules call for a Morale Test. Do not refer to the Morale Table (p. 88, *VOR Rulebook*) if this test is failed; instead, if a single Instability Test

was made for the squad as a whole and was failed, subtract the target number from the roll and assign the result in damage to the squad; this may be split among different models in any way the controlling player desires, but no model may be given more points of damage than it has Lifeforce remaining. For example, if a squad of plaguebearers (Guts 7) roll a 9 on their Morale Test, two models must be assigned 1 point of damage each.

If the Instability Test is made for individual daemons, each model that fails takes 1 point of damage, or 2 points if it rolled a 10.

In either case, the daemons are not allowed to roll any Tests against this damage, nor to ignore it through the use of some ability or equipment: they are required take the damage. Models killed as a result are worth Glory Points for the Chaos player's opponent(s).

Named daemons killed by instability roll on the Named Model Damage Table (p. 108, *VOR Rulebook*) as normal.

Greater Daemons and Possession

To summon a greater daemon, the model it will be summoned into must be decided before the game. The chosen model must be an aspiring champion and bear the mark of the daemon to be summoned, or of Chaos Undivided; it need not be identified to the opposing player until the daemon is actually summoned, but the exact model must be written down before the game so that the opponent can verify the choice. Until the daemon is summoned, the host has the greater daemon's Power instead of its own (which can, therefore, give the choice away to the other players).

At the start of each turn, choose whether to invite or resist possession. If the choice is to resist, the daemon will only possess the model on a roll of 1 or 2 on 1D10, while if it is invited, a roll of 5 or less is successful. When possession occurs, the host is removed from play (and is worth Glory Points for the opponent) and replaced by the greater daemon model. Should

WARHAMMER 40,000 DAEMON SUMMONING

All daemons, unless otherwise noted in their respective statistics blocks, are not placed on the table in the Deployment phase at the start of the game (p. 75, *VOR Rulebook*).

At the start of every turn after the first (before any player has activated any units), the Chaos player makes a D10 roll for each of these units, against a target number determined by the game turn (see the Daemon Summoning Table). This roll is made before any other units are activated, and if it succeeds, the unit is placed on the table immediately.

To determine where the summoned daemons may be deployed, first choose a model bearing a Chaos icon of the same mark as the daemons being deployed, or a model bearing an icon of Chaos Undivided. Next, place the blast template so that its edge touches the base of the chosen model, and roll 1D10 to determine the direction and distance the template is displaced, as per the scatter rules (p. 84, *VOR Rulebook*). The distance of scatter is equal to the full roll of the die, however, not half the roll.

The summoned daemons may be placed anywhere in the area covered by the entire blast template (the whole 3-inch radius). If there are more models than fit onto the template, any which cannot be placed onto it are destroyed, and so are daemons that are placed closer than 1" of an enemy model, even if they are on the template. Destroyed daemons are worth Glory Points for the opponent.

The summoned daemons are considered to have not been activated in the current turn, and so can act normally in this turn.

the host be inside a vehicle or structure too small for the daemon to occupy, place the daemon outside the vehicle or structure instead, in base-to-base contact with it.

In case the host is killed in any way before possession occurs, the daemon immediately takes over: replace the killed host by the daemon. However, after possessing an already-killed host, at the end of each turn the daemon must roll an Instability Test (see p. 7) using 2D10, and taking the highest of the two rolls for the Test. Should this kill the daemon, it is worth Glory Points for the opponent.

VOR DAEMONS IN THE MAELSTROM

For VOR games set in the Maelstrom, rather than games played in the *Warhammer 40,000* setting, the following rules apply to all daemons.

All daemons in the force are considered to have been drawn into the Maelstrom while manifest in the real universe; as such, they may not be summoned but instead are deployed as normal together with all other units in the Chaos force. However, during the deployment phase of the battle, all daemon squads must be placed in squad coherency with a model bearing the appropriate mark of Chaos, or of Chaos Undivided, during the deployment phase of the game. Once the battle starts, the daemons may move out of squad coherency without suffering penalties for doing so—they are not part of the squad, and need only adhere to squad coherency during the deployment phase.

This also applies to greater daemons: they do not possess a model during the game, but are deployed at the start of the game as described above, like every other daemon.

Instability

Daemons are subject to instability in the Maelstrom, as described on page 7. Daemons lost to instability are considered permanently killed, absorbed into the Maelstrom and their energy sucked into the Maw, and in a campaign a named daemon that is lost to instability is automatically considered dead (p. 108, *VOR Rulebook*).

DAEMON WEAPONS

At the end of the activation of a model carrying a daemon weapon, if the model inflicted at least 1 point of damage with the weapon during its activation, it must roll a Guts Test. Should this fail, the model is affected as if by a failed psychic power (p. 14, *Warhammer 40,000 to VOR Basics*).

Only one model in a force may be equipped with a daemon weapon (but daemon weapons carried by named models are not counted for this purpose).

VETERAN SKILLS

Page 12 of *Codex: Chaos Space Marines* explains how many veteran skills a model may have. Ignore the last paragraph there under *Veteran Skills*, however, because in VOR, models cannot join or leave units.

Veteran skills can be bought either with Campaign Points (CP) or regular points (PV), so both costs are shown. Named models must pay Campaign Points to buy a veteran skill, whereas for units and un-named models, the PV cost is used instead. If a named model is part of a squad that also includes un-named models, the named models spend CP, while the un-named ones spend PV instead. Costs are always per model.

The following veteran skills are available.

Counter-Attack (3 CP/8 PV)

The model may parry melee attacks and can always receive a charge, even if it does not have a ready action (p. 86, *VOR Rulebook* for both).

Furious Charge (1 CP/1 PV)

When charging into melee combat (p. 86, *VOR Rulebook*), the model receives +1 Power to its attacks as well as the normal +1 CC.

Infiltrate (2 CP/5 PV)

The model may deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. It must be deployed at least 10 inches away from enemy models.

This skill may not be taken by models with a bike, the Daemonic Stature gift, followers, the mark of Khorne, a steed or terminator armour.

Move Through Cover (2 CP/4 PV)

To the model, Broken terrain counts as Open for movement purposes (p. 78, *VOR Rulebook*).

This skill may not be taken by models with a bike, the Daemonic Stature gift, followers, the mark of Khorne, a steed or terminator armour.

Night Vision (2 CP/5 PV)

In any scenario in which visibility is reduced for some reason, a model with night vision can see twice as far as a model without. For example, when *Temporary Darkness* is rolled on the *Battle Terrain Table* (p. 99, *VOR Rulebook*) a model with

night vision only gets -1 RC for attacks at ranges over 40 inches.

Siege Specialists (3 CP/9 PV)

When siege specialists attack a structure (pp. 78 & 87, *VOR Rulebook*), the Armor Modifier of their attacks does apply. Furthermore, if the Chaos force is the defender in a scenario, siege specialists receive a +2 modifier to all their Morale Tests as long as they are in a fortification (not just any structure, but one specifically designed to be defended, such as a bunker or trench).

ASPIRING CHAMPION

MP: 10 CC: 7 RC: 7 POW: 4 BOD: 4 BRN: 4 GUT: 9 LIF: 1 AR: 7 SIZE: M

Point Value: 46

Availability: Unlimited; aspiring champions may only be deployed in a force of the lost and the damned (see p. 41)

Structure: Each aspiring champion must be assigned to a squad of traitors or mutants and adhere to squad coherency

Equipment: Bolt pistol, close combat weapon, power armour

Options:

Boltguns (-1 PV per model): Each aspiring champion may replace its bolt pistol and close combat weapon with a boltgun.

Marks of Chaos: Although aspiring champions may be given one mark of Chaos each, these do not have the normal effects and PVs described on page 4, but rather those described below. Except for the mark of Chaos Undivided, this mark is normally applied only to the aspiring champion, not to the squad he is part of.

Mark of Chaos Undivided (+5 PV per model): No changes—see page 4.

Mark of Khorne (+5 PV): The aspiring champion gains an additional -1 modifier to the MP cost of any melee attacks he makes (bringing it to -2 MP per attack).

Mark of Nurgle (+3 PV): Adds +1 to the aspiring champion's Body.

Mark of Slaanesh (+1 PV): Increases the aspiring champion's Brains by +1.

Mark of Tzeentch (+8 PV): The aspiring champion gains the Sorcerer ability, allowing him to use psychic powers and equipment (p. 33).

Wargear: An aspiring champion may select up to 75 PV worth of wargear from the Chaos space marine armoury (p. 27).

Abilities:

Melee Attacks: The MP cost for aspiring champions to make melee attacks is modified by -1 MP per attack.

Squad Leader: A squad with an aspiring champion uses his Guts statistic for all Morale and Guts Tests it is required to make.

BASILISK

MP: 12 TC: 2 CC: — RC: 5 POW: 7 BOD: 6 LIF: 5 AR: 3(2)

Point Value: 188

Type: Medium Tracked

Availability: 1 per force; a Basilisk may only be taken by an Iron Warriors force (see p. 40)

Structure: Individual

Weapons: Earthshaker (90° forward firing arc), heavy bolter (90° forward firing arc)

Options:

Indirect Fire (+25 PV): With this ability, the Basilisk's Earthshaker may fire [Range: S 36-80/+1, M 240/—, L —/—, Mode: indirect, blast radius 3"]. It may not fire indirectly at ranges shorter than 36", though it can still use its normal ranges to fire directly.

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Vehicle Upgrades: A Basilisk may be equipped with any Chaos vehicle upgrades (p. 35).

BIG MUTANTS

MP: 10 CC: 7 RC: 3 POW: 6 BOD: 4 BRN: 3 GUT: 6 LIF: 3 AR: 3 SIZE: L

Boss Mutant

MP: 10 CC: 7 RC: 3 POW: 6 BOD: 4 BRN: 4 GUT: 7 LIF: 4 AR: 3 SIZE: L

Point Value: 40

Availability: Unlimited; big mutants may only be deployed as part of a force of the lost and the damned (see p. 41)

Structure: 3-10

Options:

Boss (+15 PV): One mutant in the squad may be replaced by a boss mutant, using the statistics shown above.

Guns: Any model in the squad may be equipped with firearms (+5 PV per model), while up to two models may be given flamers (+9 PV per model) or heavy stubbers (+13 PV per model) instead of firearms.

Scaly (+5 PV per model): The entire squad may have its Armor Rating increased to 5 and its Brains reduced to 2.

Abilities:

Melee Attacks: Unless given weapons as options, big mutants can only make basic melee attacks, the MP cost which is modified by -1 MP per attack; for a boss mutant, this modifier is -2 MP instead.

BLOODLETTER PACK

MP: 12 CC: 7 RC: 1 POW: 5 BOD: 4 BRN: 4 GUT: 9 LIF: 1 AR: 7 SIZE: M

Point Value: 62

Availability: Unlimited

Structure: 5-15

Equipment: Hellblade [MPC: 6, Power: 8, AM: -2], brass armour of Khorne

Abilities:

Daemonic Aura: A bloodletter may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Instability: Bloodletters suffer from daemonic instability (p. 7).

Khornate Frenzy: A bloodletter must always move toward the nearest enemy model and attempt to get into base-to-base contact with it. While in base-to-base contact with an enemy, a bloodletter must make at least one melee attack per turn, if it has the MP to do so.

Melee Attacks: The MP cost for a bloodletter to make melee attacks is modified by -1 MP per attack. This is already factored into the MPC of the hellblade above.

Summoned: Bloodletters must be summoned as described on page 7.

CHAOS CULTISTS

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 2 SIZE: M

Point Value: 13

Availability: Unlimited; Chaos cultists may only be taken in an Alpha Legion force (see p. 40)

Structure: 10-20

Equipment: Autopistol, close combat weapon

Options:

Cult Champion (+4 PV): One model in the squad may be upgraded to a cult champion, who has Guts 7 and may select equipment from the Chaos space marine armoury (but may not take more than 10 PV worth of weapons). The MP cost for a cult champion to make melee attacks is modified by -1 MP per

attack. A squad with a cult champion uses the champion's Guts statistic for all Morale and Guts Tests it is required to make.

Grenades: The entire squad may be equipped with frag grenades (+5 PV per model), Krak grenades (+5 PV per model) and/or meltabombs (+10 PV per model).

Laspistols: Any number of cultists may replace their autopistols by laspistols at no change in PV.

Mark & Icon of Chaos Undivided (+5 PV per model): All models in the cult may have the mark of Chaos Undivided. If this option is chosen, one model in the squad may be equipped with an icon of Chaos Undivided (+15 PV) as well.

CHAOS DEFILER

MP: 8 TC: 3 CC: 3 RC: 7 POW: 8 BOD: 7 LIF: 5 AR: 5(3)

Point Value: 281

Type: Heavy Walker

Structure: Individual

Weapons: Battle cannon, heavy flamer, Reaper autocannon

Options:

Flamer Replacement: The heavy flamer may be replaced with a havoc launcher (+3 PV). Alternatively, by replacing the heavy flamer, the defiler can increase its Close Combat statistic to 4 (+2 PV).

Indirect Fire (+5 PV): The battle cannon becomes [Mode: blast radius 3", indirect].

Secondary Weapons: The Reaper autocannon may be replaced with twin-linked heavy bolters (-9 PV) or twin-linked lascannons (+24 PV).

Vehicle Upgrades: A defiler may be equipped with any Chaos vehicle upgrades (p. 35) except Destroyer; note that to take Living Vehicle, the heavy flamer must be replaced by an increased Close Combat statistic, as noted above.

Abilities:

Daemonic Possession: A defiler ignores Haywire Electronics rolls on the Internal Damage Table (p. 91, *VOR Rulebook*).

Melee Attacks: A Chaos defiler can make [MPC: 4, Power: 8, AM: no test] melee attacks.

CHAOS DREADNOUGHT

MP: 6 TC: 1 CC: 7 RC: 7 POW: 6

BOD: 6 LIF: 3 AR: 4(2)

Point Value: 88

Type: Light Walker

Structure: Individual

Weapons: Twin-linked boltgun (180° left firing arc), power fist

Options:

Emperor's Children: If the dreadnought is part of an Emperor's Children force (see p. 40) and has the warp amp upgrade (p. 36), it may replace its twin-linked boltgun by a twin-linked sonic blaster (+6 PV), while the choices for its right-arm weaponry (see below) are expanded with a blastmaster (+31 PV) and a doom siren (+12 PV).

Left Arm Weaponry: The twin-linked boltgun may be replaced with a heavy flamer (+4 PV), while the power fist can be replaced with a missile launcher (+31 PV, 180° left firing arc).

Right Arm Weaponry: The dreadnought's right arm must be equipped with one of the following

FIRE FRENZY TABLE

1D6	Effect
1	Blood Rage! The dreadnought may not use any ranged attacks during this activation. Instead, it must move toward the nearest enemy model and attempt to get into base-to-base contact with it, gaining 1D6 extra MP which it may use for movement only. While in base-to-base contact with an enemy, the dreadnought must make at least one melee attack per turn, if it has the MP to do so. (If the dreadnought is immobilized, treat this roll as <i>Fire Frenzy</i> , below, instead.)
2-5	No effect! The dreadnought can move and fire normally.
6	Fire Frenzy! The dreadnought may not move during this activation. Instead, it must fire all its weapons at the nearest enemy model in LOS; if the nearest target is killed before all weapons have been fired, the dreadnought switches to whatever target is now nearest. Each weapon must be fired the maximum number of times allowed for it in a turn. (If the dreadnought has no functional ranged weapons or there are no enemy models in range, treat this roll as <i>Blood Rage</i> , above, instead.)

weapons, any of which has a 180° right firing arc: assault cannon (+21 PV), multi-melta (+39 PV), plasma cannon (+24 PV), twin-linked autocannon (+35 PV), twin-linked boltgun (+15 PV), twin-linked heavy bolter (+24 PV), twin-linked lascannon (+57 PV).

Vehicle Upgrades: A dreadnought may be equipped with any Chaos vehicle upgrades (p. 35).

Abilities:

Fire Frenzy: Roll 1D6 on the Fire Frenzy Table (p. 11) any time a dreadnought is activated.

Melee Attacks: The MP cost for a Chaos dreadnought to make melee attacks is modified by -1 MP per attack.

CHAOS HAVOCS

MP: 10 CC: 7 RC: 7 POW: 4 BOD: 4 BRN: 4 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 47

Availability: Unlimited

Structure: 5-20

Equipment: Boltgun, close combat weapon

Options:

Aspiring Champion (+4 PV): One model in the squad may be upgraded to an aspiring champion, who has Guts 9 and may select equipment from the Chaos space marine armoury. The MP cost for an aspiring champion to make melee attacks is modified by -1 MP per attack. A squad with an aspiring champion uses the aspiring champion's Guts statistic for all Morale and Guts Tests it is required to make.

Bolt Pistols (-1 PV per model): Any model in the squad may replace its boltgun with a bolt pistol.

Heavy Weapon: Up to four Chaos havocs in the squad may replace their boltguns with an autocannon (+23 PV per model), flamer (+3 PV per model), heavy bolter (+11 PV per model), lascannon (+43 PV per model), meltagun (+15 PV per model), missile launcher (+43 PV per model) or plasma gun (+18 PV per model).

Mark of Chaos: All models in the squad may have one mark of Chaos (either of Chaos Undivided or one of the individual Chaos gods), at the appropriate PV per model; see p. 4 for their PV costs and effects. All models in the squad must have the same mark of Chaos, and depending on the mark, some additional rules may apply to the squad:

Mark of Chaos Undivided: No changes.

Mark of Khorne: No changes.

Mark of Nurgle: No changes.

Mark of Slaanesh: Models carrying a boltgun may replace it with a sonic blaster (+12 PV per model). Any model carrying an autocannon can replace it with a blastmaster (+2 PV per model). Models equipped with a meltagun can replace it with a doom siren, bolt pistol and close combat weapon (-3 PV per model).

Mark of Tzeentch: No changes.

Transport: The squad may be joined by a Rhino (+105 PV + options).

Veteran Skills: Chaos space marines may select veteran skills (p. 8).

CHAOS HOUND

MP: 10 CC: 7 RC: 1 POW: 4 BOD: 4 BRN: 4 GUT: 8 LIF: 1 AR: 2 SIZE: M

Point Value: 15

Availability: 1 squad per model that may take wargear

Structure: 1-4

Abilities:

Follower: Each chaos hound squad must remain in squad coherency with the model to which it belongs (this is not the same as with that model's squad!). If the owning model is removed from the table for any reason, the hounds are removed as well; they are not worth Glory Points when killed or otherwise removed from play.

Melee Attacks: Chaos hounds can only make basic melee attacks, the MP cost for which is modified by -1 MP per attack.

CHAOS HOUNDS

MP: 10 CC: 7 RC: 1 POW: 4 BOD: 4 BRN: 4 GUT: 7 LIF: 1 AR: 2 SIZE: M

Point Value: 15

Availability: Unlimited; separate squads of Chaos hounds may only be used in a force of the lost and the damned (see p. 41)

Structure: 5-10

Abilities:

Cavalry: Chaos hounds receive a +2 modifier to their Close Combat skill when charging, instead of the normal +1.

Melee Attacks: Chaos hounds can only make basic melee attacks, the MP cost for which is modified by -1 MP per attack.

CHAOS LAND RAIDER

MP: 12 TC: 3 CC: — RC: 7 POW: 8 BOD: 7 LIF: 5 AR: 5(2)

Point Value: 285

Type: Heavy Tracked Transport (10)

Availability: Unlimited

Structure: Individual

Weapons: Twin-linked heavy bolter (90° forward firing arc), twin-linked lascannon (180° right firing arc), twin-linked lascannon (180° left firing arc)

Options:

Vehicle Upgrades: A Land Raider may be equipped with any Chaos vehicle upgrades (p. 35).

CHAOS LIEUTENANT

MP: 10 CC: 8 RC: 8 POW: 4 BOD: 4 BRN: 5 GUT: 9 LIF: 2 AR: 7 SIZE: M

Point Value: 63

Availability: Unlimited

Structure: Individual

Equipment: Power armour

Options:

Mark of Chaos: A Chaos lieutenant may have one mark of Chaos (either of Chaos Undivided or one of the individual Chaos gods), at the appropriate PV per model; see p. 4 for their PV costs and effects. Unless he has the mark of Chaos Undivided, the Chaos lieutenant must have the same mark as his retinue (see below).

Retinue: The Chaos lieutenant may be assigned to a squad of Chosen, with which he must remain in squad coherency.

Sorcerer (+8 PV): A Chaos lieutenant may be upgraded to a Chaos sorcerer, allowing him to use psychic powers and equipment (p. 33). If the lieutenant has the mark of Tzeentch, he is automatically a sorcerer and does not need to take this option.

Veteran Skills: Chaos lieutenants may select veteran skills (p. 8).

Wargear: A Chaos lieutenant may select up to 75 PV worth of wargear from the Chaos space marine armoury (p. 27).

Abilities:

Melee Attacks: The MP cost for a Chaos lieutenant to make melee attacks is modified by -2 MP per attack.

CHAOS LORD OR DAEMON PRINCE

MP: 10 CC: 8 RC: 8 POW: 4 BOD: 4 BRN: 5 GUT: 9 LIF: 3 AR: 7 SIZE: M

Point Value: 71

Availability: 1 per force

Structure: Individual

Equipment: Power armour

Options:

Mark of Chaos: A Chaos lord may have one mark of Chaos (either of Chaos Undivided or one of the individual Chaos gods), at the appropriate PV per model; see p. 4 for their PV costs and effects. Unless he has the mark of Chaos Undivided, the Chaos lord must have the same mark as his retinue (see below).

Retinue: The Chaos lord may be assigned to a squad of Chosen, with which he must remain in squad coherency.

Sorcerer Lord (+8 PV): A Chaos lord may be upgraded to a Chaos sorcerer lord, allowing him to use psychic powers and equipment (p. 33). If the lord has the mark of Tzeentch, he is automatically a sorcerer lord and does not need to take this option.

Veteran Skills: Chaos lords may select veteran skills (p. 8).

Wargear: A Chaos lord may select up to 150 PV worth of wargear from the Chaos space marine armoury (p. 27).

Abilities:

Daemon Prince: If the Chaos lord has been named and has received more than 15 Campaign Points worth of daemon gifts (p. 5), he can be considered a daemon prince.

Melee Attacks: The MP cost for a Chaos lord to make melee attacks is modified by -2 MP per attack.

CHAOS PREDATOR

MP: 12 TC: 2 CC: — RC: 7 POW: 7 BOD: 7 LIF: 4 AR: 3(2)

Point Value: 136

Weapons: Twin-linked lascannon (360° firing arc)

Options:

Emperor's Children: Any Predator that is part of an Emperor's Children force (see p. 40) may replace its twin-linked lascannon with a single blastmaster (-23 PV). If it has heavy bolter sponsons (see below) it may replace either or both of them with sonic blaster sponsons (+1 PV per sponson).

Main Weapon (-19 PV): The twin-linked lascannon may be replaced by an autocannon (non-twin-linked).

Sponson Weapons: The Predator may be fitted with a sponson on each side of the hull, carrying either a heavy bolter (+16 PV per sponson) or a lascannon (+51 PV per sponson) in each. The left-hand sponson has a 90° forward/left firing arc, the right-hand sponson has a 90° forward/right firing arc.

Vehicle Upgrades: A Chaos Rhino may be equipped with any Chaos vehicle upgrades (p. 35).

CHAOS RAPTORS

MP: 10 CC: 7 RC: 7 POW: 4 BOD: 4 BRN: 4 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 77

Availability: 1 squad per force

Structure: 5-10

Equipment: Bolt pistol, close combat weapon, frag grenades, krak grenades

Options:

Aspiring Champion (+4 PV): One model in the squad may be upgraded to an aspiring champion, who has Guts 9 and may select equipment from the Chaos space marine armoury. The MP cost for an aspiring champion to make melee attacks is modified by -1 MP per attack. A squad with an aspiring champion uses the aspiring champion's Guts statistic for all Morale and Guts Tests it is required to make.

Daemonic Flight: Chaos raptors may move using the rules for jump packs (p. 13, *Warhammer 40,000 to VOR Basics*). However, they may not be transported in a vehicle.

Daemonic Visage: In melee combat, if a Chaos raptor squad causes the enemy to make a Morale Test (for example because it kills an enemy and so brings them to less than 50% of their starting strength), that Morale Test has a -2 modifier.

Hit and Run: Chaos raptors do not need to roll to move out of melee combat (p. 87, *VOR Rulebook*)—they are automatically successful and will not be hit by their opponents.

Mark of Chaos (+5 PV per model): Any Chaos raptor may have the mark of Chaos Undivided.

Support Weapon: Up to three Chaos raptors in the squad may replace their bolt pistols with a flamer (+4 PV per model), meltagun (+16 PV per model), plasma gun (+19 PV per model) or plasma pistol (+17 PV per model).

Veteran Skills: Chaos raptors may select veteran skills (p. 8).

CHAOS RHINO

MP: 12 TC: 2 CC: — RC: 7 POW: 7 BOD: 7 LIF: 4 AR: 2(2)

Point Value: 105

Type: Medium Tracked Transport (10)

Structure: Individual

Weapons: Combi-bolter (360° firing arc)

Options: A Chaos Rhino may be equipped with any Chaos vehicle upgrades (p. 35).

Abilities:

Ease of Maintenance: A Chaos Rhino that has become Immobilized (see the Internal Damage Table, p. 91, *VOR Rulebook*) may roll 1D10 at the start of any of its activations. On a roll of 1 or 2, it is restored to Damaged Locomotion conditions at the start of its next activation. However, the Rhino may not fire any weapons in a turn in which it attempts this roll.

CHAOS SPACE MARINES

MP: 10 CC: 7 RC: 7 POW: 4 BOD: 4 BRN: 4 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 47

Availability: Unlimited

Structure: 5-20

Equipment: Boltgun, close combat weapon

Options:

Aspiring Champion (+4 PV): One model in the squad may be upgraded to an aspiring champion, who has Guts 9 and may select equipment from the Chaos space marine armoury. The MP cost for an aspiring champion to make melee attacks is modified by -1 MP per attack. A squad with an aspiring champion uses the aspiring champion's Guts statistic for all Morale and Guts Tests it is required to make.

Bolt Pistols (-1 PV per model): Any model in the squad may replace its boltgun with a bolt pistol.

Grenades: The entire squad may be equipped with frag grenades (+5 PV per model) and/or Krak grenades (+5 PV per model).

Heavy Weapon: One Chaos space marine in the squad may replace his boltgun with an autocannon (+23 PV), heavy bolter (+11 PV), lascannon (+43 PV) or missile launcher (+43 PV).

Mark of Chaos: All models in the squad may have one mark of Chaos (either of Chaos Undivided or one of the individual Chaos gods), at the appropriate PV per model; see p. 4 for their PV costs and effects. All models in the squad must have the same mark of Chaos, and depending on the mark, some additional rules may apply to the squad:

Mark of Chaos Undivided: No changes.

Mark of Khorne: Any model with a close combat weapon may replace this with a Khornate chainaxe (+18 PV per model). Models wearing power armour may not replace their boltguns except with bolt pistols (-1 PV per model) or plasma pistols (+16 PV per model).

Mark of Nurgle: No changes.

Mark of Slaanesh: Models carrying a boltgun may replace it with a sonic blaster (+12 PV per model). Any model carrying an autocannon can replace it with a blastmaster (+2 PV per model).

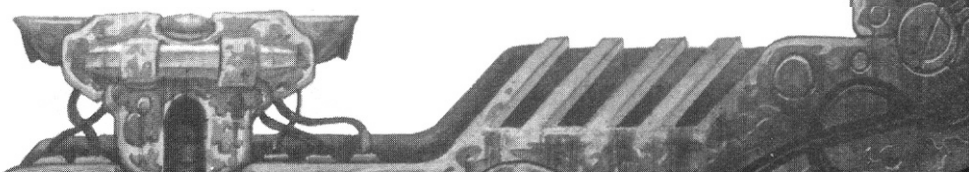
Mark of Tzeentch: If the squad has an aspiring champion, he receives the *Sorcerer* ability (p. 33). All other members of the squad gain the *Slow and Purposeful* ability from page 5, and may not take any weapon options or upgrades.

Support Weapon: One chaos space marine in the squad may replace his boltgun with a flamer (+3 PV), meltagun (+15 PV), plasma gun (+18 PV) or plasma pistol (+16 PV).

Terminators (+36 PV per model): If the squad has the mark of Tzeentch, all models may replace their power armour by terminator armour and their boltguns by combi-bolters and power weapons (each model has both). Only the aspiring champion may take other weapon options, however.

Transport: If it consists of 10 models or less, the squad may be joined by a Rhino (+105 PV + options).

Veteran Skills: Unless they have the mark of Tzeentch, chaos space marines may select veteran skills (p. 8).



CHAOS SPACE MARINE BIKERS

MP: 12 TC: 1 CC: 7 RC: 7 POW: 4 BOD: 5 LIF: 1 AR: 7(2)

Point Value: 57

Type: Light Wheeled

Structure: 3-10

Weapons: Twin-linked boltgun (90° forward firing arc), bolt pistol (360° firing arc)

Options:

Aspiring Champion (+3 PV): One model in the squad may be upgraded to an aspiring champion, who may select equipment from the Chaos space marine armoury. The MP cost for an aspiring champion to make melee attacks is modified by -1 MP per attack.

Close Combat Weapon (-1 PV per model): Any number of bikers in the squad may replace their bolt pistols with close combat weapons.

Grenades: The entire squad may be equipped with frag grenades (+5 PV per model) and/or Krak grenades (+5 PV per model).

Mark of Chaos: All models in the squad may have one mark of Chaos (either of Chaos Undivided or one of the individual Chaos gods), at the appropriate PV per model; see p. 4 for their PV costs and effects. All models in the squad must have the same mark of Chaos, and depending on the mark, some additional rules may apply to the squad:

Mark of Chaos Undivided: No changes.

Mark of Khorne: Any model with a bolt pistol may replace this with a Khornate chainaxe (+17 PV per model). Models wearing power armour may replace their bolt pistols with plasma pistols (+17 PV per model).

Mark of Nurgle: No changes.

Mark of Slaanesh: Any models in the squad may replace their twin-linked boltgun with a sonic blaster (+2 PV per model).

Mark of Tzeentch: If the squad has an aspiring champion, he receives the *Sorcerer* ability (p. 33). All other members of the squad gain the *Slow and Purposeful* ability from page 5, and may not take any weapon options or upgrades.

Support Weapons: Up to two bikers in the squad may replace their twin-linked boltguns with a flamer (-7 PV per model) or a plasma gun (+8 PV per model).

Veteran Skills: Chaos space marine bikers may select veteran skills (p. 8).

Abilities:

Iron Steeds: The spikes covering the bikes give any model wanting to dodge a Chaos space marine biker a -1 CC modifier (*Dodging Vehicles*, p. 90, *VOR Rulebook*).

No Daemonic Resilience: Named Chaos space marine bikers may not receive the Daemonic Resilience gift.

CHAOS SPAWN

MP: 8 CC: 5 RC: 1 POW: 5 BOD: 5 BRN: 3 GUT: 8 LIF: 2 AR: 7 SIZE: L

Point Value: 14

Availability: Unlimited

Structure: 3-5

Abilities:

Fearless: Chaos spawn automatically pass any Guts and Morale Tests they are required to make, except Morale Tests for being out of squad coherency.

Insanely Stupid: Any time a Chaos spawn is activated, unless it is in close combat, it must roll a Brains Test. If this fails, the model may not move or make attacks during its current activation.

Melee Attacks: Chaos spawn can only make basic melee attacks, at an MP cost of 2 MP per attack.

DAEMON SPAWN

MP: 8 CC: 5 RC: 1 POW: 5 BOD: 5 BRN: 3 GUT: 8 LIF: 2 AR: 7 SIZE: L

Point Value: 40

Availability: 1 per model with the Daemon Spawn gift (p. 6)

Structure: Individual

Abilities:

Follower: The daemon spawn must remain in squad coherency with the model to which it belongs (not necessarily with that model's squad!). If the owning model is removed from the table for any reason, the spawn is removed as well; it is not worth Glory Points when killed or otherwise removed from play.

Melee Attacks: Daemon spawn can only make basic melee attacks, at an MP cost of 2 MP per attack.

CHOSEN

MP: 10 **CC:** 7 **RC:** 7 **POW:** 4 **BOD:** 4 **BRN:** 4 **GUT:** 9 **LIF:** 1 **AR:** 7 **SIZE:** M

Point Value: 48

Availability: The number of Chosen available depends on the total PV of the Chaos force: for every 1,000 PV, or part thereof, that the Chaos force is worth, 10 models of Chosen may be deployed, to a maximum of 40 models. Any number of squads may be made from these models, as long as they follow the Structure restrictions.

Structure: 5-20 for Chosen deployed as separate squads, 4-19 for Chosen deployed as a retinue for another model.

Equipment: Boltgun, close combat weapon, power armour

Options:

Aspiring Champion (+3 PV): Any model in the squad may be upgraded to an aspiring champion. Aspiring champions may select equipment from the Chaos space marine armoury, but they may not be given the *Terminator Weapons* or *Weapons* options, below. The MP cost for an aspiring champion to make melee attacks is modified by -1 MP per attack.

Bolt Pistol (-1 PV per model): Any number of models in the squad may replace their boltguns by bolt pistols.

Grenades: Chosen in power armour may be given frag grenades (+5 PV per model) and/or krak grenades (+5 PV per model).

Mark of Chaos: All models in the squad may have one mark of Chaos (either of Chaos Undivided or one of the individual Chaos gods), at the appropriate PV per model; see p. 4 for their PV costs and effects. All models in the squad must have the same mark of Chaos, and depending on the mark, some additional rules may apply to the squad:

Mark of Chaos Undivided: No changes.

Mark of Khorne: Any model with a close combat weapon may replace this with a Khornate chainaxe (+18 PV per model). Models wearing power armour may not replace their boltguns except with bolt pistols (-1 PV per model) or plasma pistols (+16 PV per model).

Mark of Nurgle: No changes.

Mark of Slaanesh: Models carrying a boltgun or combi-bolter may replace it with a sonic blaster (+12 PV per model if carrying a boltgun, +2 PV per model otherwise). Any model carrying an autocannon or Reaper autocannon can replace it with a blastmaster (+2 PV per model when replacing an autocannon, -2 PV per model for replacing a Reaper). Models equipped with a melta-gun can replace it with a doom siren, bolt pistol and close combat weapon (-3 PV per model).

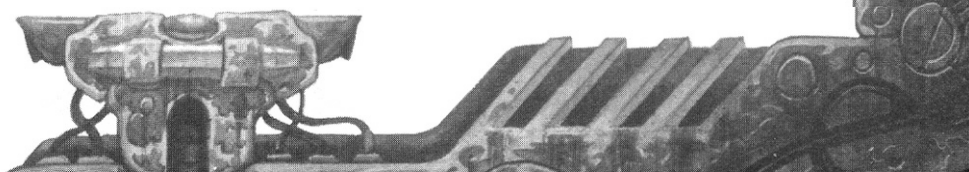
Mark of Tzeentch: Each model with this mark is a sorcerer and may select psychic powers and equipment (p. 33).

Special Icon: One model in the squad may carry either a daemon icon (+10 PV) or an icon of Chaos Undivided (+15 PV).

Terminators: Any model in the squad may replace their power armour by terminator armour, and their boltguns and close combat weapon by a combi-bolter and power weapon (+39 PV per model, or +44 PV per model for aspiring champions). This also gives them a -1 MP modifier to the MP cost of all melee attacks they make, which is cumulative with the MP cost reduction for being an aspiring champion. They may further replace their power weapon with a chainfist (+30 PV per model), a single lightning fist (+5 PV per model) or a power fist (+10 PV per model), and may also replace their combi-bolter by a combi-flamer (-6 PV per model) or a combi-melta (no change in PV).

Terminator Weapons: One in every three Chosen in terminator armour (except aspiring champions) may replace their combi-bolters with a heavy flamer (-2 PV per model) or a Reaper autocannon (+17 PV per model).

Chaos Space Marines Forcelist



Transport: If it has less than ten models and no models in terminator armour, the squad may be joined by a Rhino (+105 PV + options); if any models are equipped with terminator armour, and there are less than 10 models in the squad (counting each model in terminator armour as two models), the squad may be joined by a Land Raider (+285 PV + options).

Veteran Skills: Chosen may select veteran skills (p. 8).

Weapons: One in every three Chosen in power armour may replace their boltguns with an autocannon (+23 PV per model), flamer (+3 PV per model), heavy bolter (+11 PV per model), lascannon (+43 PV per model), meltagun (+15 PV per model), missile launcher (+43 PV per model), plasma gun (+18 PV per model) plasma pistol (+16 PV per model).

DAEMONETTE PACK

MP: 10 CC: 7 RC: 1 POW: 4 BOD: 3 BRN: 4 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 30

Availability: Unlimited

Structure: 5-15

Equipment: Claws [MPC: 4, Power: 5, AM: -1]

Abilities:

Daemonic Aura: A daemonette may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Instability: Daemonettes suffer from daemonic instability (p. 7).

Summoned: Daemonettes must be summoned as described on page 7.

Warp Scream: Any model attempting to parry an attack by a daemonette must add +1 to its roll.

MOUNTED DAEMONETTE PACK

MP: 12 CC: 7 RC: 1 POW: 4 BOD: 3 BRN: 4 GUT: 7 LIF: 1 AR: 3 SIZE: L

Point Value: 47

Availability: Unlimited

Structure: 5-10

Equipment: Claws [MPC: 4, Power: 5, AM: -1], lash tail [MPC: 5, Power: 7, AM: 0]

Abilities:

Daemonic Aura: A daemonette may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Daemonic Speed: The daemonette is mounted on a daemon fiend, and receives a +2 modifier to her Close Combat skill when charging instead of the normal +1.

Instability: Daemonettes suffer from daemonic instability (p. 7).

Summoned: Daemonettes must be summoned as described on page 7.

Warp Scream: Any model attempting to parry an attack by a daemonette must add +1 to its roll.

FLESH HOUNDS PACK

MP: 12 CC: 7 RC: 1 POW: 5 BOD: 4 BRN: 5 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 49

Availability: Unlimited

Structure: 3-10

Equipment: Claws [MPC: 3, Power: 6, AM: -1], fangs [MPC: 4, Power: 5, AM: -2]

Abilities:

Hound: A flesh hound receives a +2 modifier to its Close Combat skill when charging instead of the normal +1.

Instability: Flesh hounds suffer from daemonic instability (p. 7).

Invulnerable: A flesh hound may always make an Armor Test, using its normal AR, even against

attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Khornate Frenzy: A flesh hound must always move toward the nearest enemy model and attempt to get into base-to-base contact with it. While in base-to-base contact with an enemy, a flesh hound must make at least one melee attack per turn, if it has the MP to do so.

Melee Attacks: The MP cost for flesh hounds to make melee attacks is modified by -1 MP per attack. This reduction is already incorporated in the MPCs of the melee attacks shown above.

Summoned: Flesh hounds must be summoned as described on page 7.

FURIES PACK

MP: 9 CC: 7 RC: 1 POW: 5 BOD: 4 BRN: 5 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 44

Availability: Unlimited

Structure: 3-10

Equipment: Claws [MPC: 3, Power: 6, AM: -1], fangs [MPC: 4, Power: 5, AM: -2]

Abilities:

Daemonic Flight: Furies may move using the rules for jump packs (p. 13, *Warhammer 40,000 to VOR Basics*).

Instability: Furies suffer from daemonic instability (p. 7).

Invulnerable: A fury may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Melee Attacks: The MP cost for furies to make melee attacks is modified by -1 MP per attack. This reduction is already incorporated in the MPCs of the melee attacks shown above.

Summoned: Furies must be summoned as described on page 7.

GREATER DAEMON

All greater daemons have the following statistics. Any additional ones that apply to each individual type appear in their specific statistics.

Availability: 1 greater daemon per force (not one of each!)

Structure: Individual

Abilities:

Daemonic Visage: In melee combat, if a greater daemon causes the enemy to make a Morale Test (for example because it kills an enemy and so brings them to less than 50% of their starting strength), that Morale Test has a -2 modifier.

Fearless: Greater daemons cannot be knocked down.

Invulnerable: Greater daemons may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Living Icons: Each greater daemon is considered to be an icon of its respective Chaos god, and so allow daemons to be summoned next to them per the rules on page 7.

Melee Combat: A greater daemon's melee attack causes [MPC: +0, Power: POW, AM: no test].

Possession: Greater daemons must be summoned as described under *Greater Daemons and Possession* on page 7. Note that this does not apply to games set in the *Maelstrom*.

Untransportable: Greater daemons are too large to fit in any vehicle, and so cannot be transported.

Bloodthirster

MP: 10 CC: 9 RC: 1 POW: 8 BOD: 6 BRN: 4 GUT: 9 LIF: 4 AR: 7 SIZE: L

Point Value: 120

Abilities:

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Khornate Frenzy: A Bloodthirster must always move toward the nearest enemy model and attempt to get into base-to-base contact with it. While in base-to-base contact with an enemy, a Bloodthirster must make at least one melee attack per turn, if it has the MP to do so.

Melee Attacks: The MP cost for a Bloodthirster to make basic melee attacks is 1 MP per attack.

Great Unclean One

MP: 10 CC: 8 RC: 5 POW: 7 BOD: 6 BRN: 2 GUT: 9 LIF: 6 AR: 5 SIZE: L

Point Value: 138

Abilities:

Melee Attacks: The MP cost for a Great Unclean One to make basic melee attacks is 2 MP per attack.

Sorcerer: A Great Unclean One may select psychic powers and equipment (p. 33), but is limited to powers that require the mark of Nurgle.

Keeper of Secrets

MP: 10 CC: 9 RC: 5 POW: 7 BOD: 6 BRN: 4 GUT: 9 LIF: 4 AR: 5 SIZE: L

Point Value: 130

Abilities:

Melee Attacks: The MP cost for a Keeper of Secrets to make basic melee attacks is 1 MP per attack.

Sorcerer: A Keeper of Secrets may select psychic powers and equipment (p. 33), but is limited to powers that require the mark of Slaanesh.

Lord of Change

MP: 10 CC: 9 RC: 7 POW: 6 BOD: 6 BRN: 6 GUT: 9 LIF: 4 AR: 5 SIZE: L

Point Value: 129

Abilities:

Melee Attacks: The MP cost for a Lord of Change to make basic melee attacks is 2 MP per attack.

Sorcerer: A Lord of Change may select psychic powers and equipment (p. 33), but is limited to powers that require the mark of Tzeentch.

HORROR PACK

MP: 10 CC: 3 RC: 5 POW: 4 BOD: 3 BRN: 2 GUT: 7 LIF: 2 AR: 3 SIZE: M

Point Value: 37

Availability: Unlimited

Structure: 5-15

Options:

Flamer of Tzeentch (+11 PV per model): Any model in the squad may replace its *Daemonic Fire* ability by the following attack: [MPC: 5, Uses/Turn: 1, Range: S 5/+1, M 10/—, L 20/-1, Power: 5, AM: -1, Mode: full-auto]

Abilities:

Daemonic Aura: A horror may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Daemonic Fire: Horrors may make a [MPC: 4, Uses/Turn: 1, Range: S 6/+2, M 12/-1, L —/—, Power: 4, AM: 0] attack.

Instability: Horrors suffer from daemonic instability (p. 7).

Summoned: Horrors must be summoned as described on page 7.

MUTANTS

MP: 10 CC: 5 RC: 3 POW: 3 BOD: 4 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Mutant Boss

MP: 9 CC: 5 RC: 3 POW: 3 BOD: 4 BRN: 3 GUT: 7 LIF: 2 AR: 3 SIZE: M

Point Value: 25

Availability: Unlimited; mutants may only be deployed as part of a force of the lost and the damned (see p. 41)

Structure: 15-30

Equipment: Close combat weapon, frag grenades

Options:

Blessings of the Gods: Mutants may take daemonic gifts (p. 5) except for Daemonic Mutations and Daemonic Resilience, as they already have those. In addition, the entire squad may be given one of the following blessings:

Bloated (+6 PV per model): Increases the mutants' Armor Rating to 5.

Burly, Brawny and/or Goatheaded (+2 PV per model): Adds 1 to the mutants' Power.

Horrifying, Hypnotic or Brightly Coloured (+8 PV per model): Any enemy in base-to-base contact with a mutant suffers a -1 Guts modifier.

Leaping, Floating or Winged (+9 PV per model): The mutants gain +3 MP, but these can only be used for movement.

Boss (+10 PV): One mutant in the squad may be replaced by a mutant boss, using the statistics shown above. The boss may take up to 15 PV worth of equipment from the armoury (but no marks of Chaos or gifts), and a squad with an agitator uses his Guts statistic for all Morale and Guts Tests it is required to make. When summoning a greater daemon (see p. 7), the boss may not be possessed by it.

Grenades (+5 PV per model): The squad may be given Krak grenades.

Icon Bearers (+10 PV per model): Up to three models in the squad may carry a daemon icon (p. 31).

Ranged Weapons: Any number of mutants in the squad may replace their close combat weapons with firearms, autopistols and/or laspistols at no change in PV.

Support Weapons: Up to two models may replace their close combat weapons with flammers (+4 PV per model) or heavy stubbers (+8 PV per model).

Abilities:

Melee Attacks: The MP cost for mutants to make melee attacks is modified by -1 MP per attack; for a mutant boss, this modifier is -2 MP instead.

NURGLINGS

MP: 7 **CC:** 5 **RC:** 1 **POW:** 3 **BOD:** 3 **BRN:** 3 **GUT:** 6 **LIF:** 3 **AR:** 3 **SIZE:** M

Point Value: 24

Availability: 1 squad for each Individual model and squad with the mark of Nurgle

Structure: 3-10

Abilities:

Instability: Nurglings suffer from daemonic instability (p. 7).

Invulnerable: Nurglings may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Melee Attacks: Nurglings can only make basic melee attacks, at an MPC of 1 MP per attack.

Mischievous: In scenarios that call for the capturing of specific objectives, nurglings cannot capture objectives.

Small Targets: Nurglings in any kind of cover always counts as being in hard cover.

Vulnerable to Blasts: Any weapon using a template inflicts twice its normal Damage on nurglings.

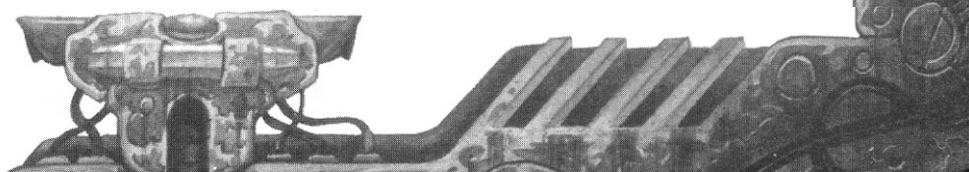
NURGLINGS (ALTERNATIVE)

This version of nurglings is intended as an alternative for better integration with the VOR rules. Instead of considering nurglings as a swarm, each nurgling is a separate model, so to use these statistics, you should only put one nurgling model on a 25-mm base instead of multiple ones on a 40-mm base. You can only use either these nurgling or the normal swarm in a game, but not both. The opposing players need to agree with the use of "separate" nurgling.

MP: 9 **CC:** 5 **RC:** 1 **POW:** 3 **BOD:** 3 **BRN:** 1 **GUT:** 6 **LIF:** 1 **AR:** 3 **SIZE:** S

Point Value: 12

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Availability: 1 squad for each Individual model and squad with the mark of Nurgle

Structure: 15-50

Abilities:

Instability: Nurglings suffer from daemonic instability (p. 7).

Invulnerable: Nurglings may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Melee Attacks: Nurglings can only make basic melee attacks, at a base MP cost of 3 MP per attack.

Mischievous: In scenarios that call for the capturing of specific objectives, nurglings cannot capture objectives.

Small Targets: Nurglings in any kind of cover always counts as being in hard cover.

Vulnerable to Blasts: Nurglings have a squad coherency of 0" (zero inches)—that is, each nurgling model has to stay in base-to-base contact with at least one other nurgling.

OBLITERATOR CULT

MP: 10 **CC:** 7 **RC:** 7 **POW:** 5 **BOD:** 5 **BRN:** 4 **GUT:** 8 **LIF:** 2 **AR:** 8 **SIZE:** L

Point Value: 300

Availability: 1 squad per force

Structure: 1-3

Equipment: Autocannon, flamer, heavy bolter, lascannon, melta gun (twin-linked), missile launcher (may fire frag missiles only), plasma gun (twin-linked) AND power fist (see *Body Weapons*, below)

Options:

Advanced Deployment (+5 PV per model): Obliterators deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Abilities:

Body Weapons: Although obliterator carry a huge range of weapons, they may only use one of them per turn. If this weapon has more than 1 use per turn, though, it may be fired up to its full number of uses per turn.

Daemonic Armour: This is already incorporated into the statistics above; it is mentioned here because it means any obliterator that are named may not be given the gift of daemonic armour (p. 5).

Daemonic Aura: An obliterator may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Daemonic Resilience: This is already incorporated into the statistics above; it is mentioned here because it means any obliterator that are named may not be given the gift of daemonic resilience (p. 6).

Fearless: Obliterators automatically succeed at any Morale and Guts Tests they are required to make, except Morale Tests for being out of squad coherency.

Melee Attacks: The MP cost for an obliterator to make melee attacks is modified by -1 MP per attack.

Slow and Purposeful: An obliterator must add +1 MP per inch to the cost of any terrain it moves through. When moving into melee combat, obliterator do not gain the +1 CC bonus for charging, and any model may parry the obliterator's first melee attack (the one that would normally have received the charging bonus). If the target may parry melee attacks anyway, it gains a +1 to its roll for this parry only.

PLAGUEBEARER PACK

MP: 9 **CC:** 7 **RC:** 1 **POW:** 4 **BOD:** 5 **BRN:** 4 **GUT:** 7 **LIF:** 1 **AR:** 3 **SIZE:** M

Point Value: 42

Availability: Unlimited

Structure: 5-15

Equipment: Talons [MPC: 4, Power: 5, AM: 0, Mode: daemonic venom (see below)], knife [MPC: 4, Power: 4, AM: -1]

Abilities:

Daemonic Aura: A plaguebearer may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Daemonic Venom: In close combat, if a plaguebearer attacks using its talons and the target's Armor Test is failed (or negated), the plaguebearer will inflict damage on a roll of 6 or less, regardless of its own Power or the target's Body.

Instability: Plaguebearers suffer from daemonic instability (p. 7).

Nurgle's Rot: At the end of a plaguebearer pack's activation, check if any models (friendly or otherwise) are within 6 inches of at least one plaguebearer. Each of those models takes a [Power: 1, AM: 0] hit automatically. A Damage Test is still required even if the model has a high enough Body to make the target number 0 or less—a roll of 1 is always successful. Immune to this effect is any model bearing the mark of Nurgle, all daemon models that have the *Summoned* ability, possessed Chaos space marines, and greater daemons.

Summoned: Plaguebearers must be summoned as described on page 7.

POSSESSED CHAOS SPACE MARINES

MP: 10 CC: 7 RC: 7 POW: 5 BOD: 4 BRN: 4 GUT: 9 LIF: 1 AR: 7 SIZE: M

Point Value: 64

Availability: Unlimited

Structure: 5-10

Equipment: Bolt pistol, close combat weapon

Options:

Aspiring Champion (+3 PV): One model in the squad may be upgraded to an aspiring champion, who may select equipment from the Chaos space marine armoury. The MP cost for an aspiring champion to make melee attacks is modified by -1 MP per attack.

Daemonic Ability: All models in the squad may be given one daemonic ability, chosen from the following: daemonic fire (+3 PV per model), daemonic mutation (+3 PV per model/+5 PV (total) for an aspiring champion), daemonic flight (+10 PV per model), daemonic talons (+3 PV per model) or daemonic visage (+8 PV per model). These use the rules for the daemonic gifts of the same name (p. 5). All models in a squad must have the same ability.

Mark of Chaos: All models in the squad may have one mark of Chaos (either of Chaos Undivided or one of the individual Chaos gods), at the appropriate PV per model; see p. 4 for their PV costs and effects. All models in the squad must have the same mark of Chaos, and depending on the mark, some additional rules may apply to the squad:

Mark of Chaos Undivided: No changes.

Mark of Khorne: Any model with a close combat weapon may replace this with a Khornate chainaxe (+18 PV per model). Models wearing power armour may replace their bolt pistols with plasma pistols (+17 PV per model).

Mark of Nurgle: No changes.

Mark of Slaanesh: No changes.

Mark of Tzeentch: Each model with this mark is a sorcerer and may select psychic powers and equipment (p. 33).

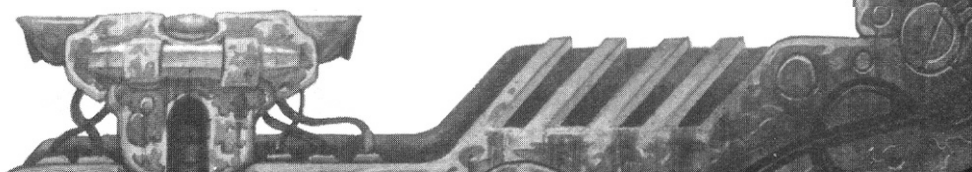
Transport: The squad may be joined by a Rhino (+105 PV + options), provided no model has the daemonic flight ability.

Abilities:

Daemonic Aura: A possessed Chaos space marine may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Daemonic Strength: This is already incorporated into the statistics above; it is mentioned here because it means any possessed Chaos space marines that are named may not be given the gift of Daemonic Strength (p. 6).

Chaos Space Marines Forcelist



SCREAMERS OF TZEENTCH PACK

MP: 9 CC: 7 RC: 1 POW: 4 BOD: 4 BRN: 5 GUT: 7 LIF: 1 AR: 3 SIZE: L

Point Value: 39

Availability: Unlimited

Structure: 3-10

Equipment: Claws [MPC: 3, Power: 6, AM: -1]

Abilities:

Daemonic Flight: Screammers may move using the rules for jump packs (p. 13, *Warhammer 40,000 to VOR Basics*).

Furious Charge: When charging into melee combat (p. 86, *VOR Rulebook*), a screamer receives +1 Power to its attacks as well as the normal +1 CC.

Instability: Screammers suffer from daemonic instability (p. 7).

Invulnerable: A screamer of Tzeentch may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Summoned: Screammers of Tzeentch must be summoned as described on page 7.

Swift Passes: Any screamer that starts its activation in base-to-base contact with an enemy model must attempt to move out of melee combat (p. 87, *VOR Rulebook*) and move away out of melee combat range—usually 1 inch away is enough, though against an opponent with longer reach (such as a zykhee with a Vikoon staff) the screamer may have to move further. Only when it has moved away far enough is it allowed to perform any other actions.

THRALL WIZARD

MP: 8 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 0 SIZE: M

Point Value: 6

Availability: 1 squad per model that has both the *Sorcerer* ability and the mark of Tzeentch

Structure: 1-4

Abilities:

Sacrifice: A thrall wizard that is in squad coherency with a sorcerer bearing the mark of Tzeentch may be sacrificed during the sorcerer's activation. This automatically removes him from the battle as a casualty; he is worth Glory Points to the opponent(s) and is considered dead—named thrall wizards that are sacrificed must be removed from the campaign roster. The sacrifice allows the sorcerer to use an additional psychic power this turn, beyond the normal number he can in a turn. Each sorcerer may only sacrifice a single thrall wizard in a turn, and in case the wizard is in squad coherency with two or more sorcerers, only the currently-activated one will gain the benefits from the sacrifice.

TRAITOR RECON

Availability: 1 per traitor, mutants or nurglings squad; traitor recon units may only be deployed as part of a force of the lost and the damned (see p. 41)

Structure: A traitor recon unit is a single Hellhound, a Rough Rider squad or a Sentinel squadron from the Imperial Guard forcelist.

Options: Traitor recon units may take any of their normal options, but none from the Chaos space marines forcelist.

TRAITORS

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 4 LIF: 1 AR: 3 SIZE: M

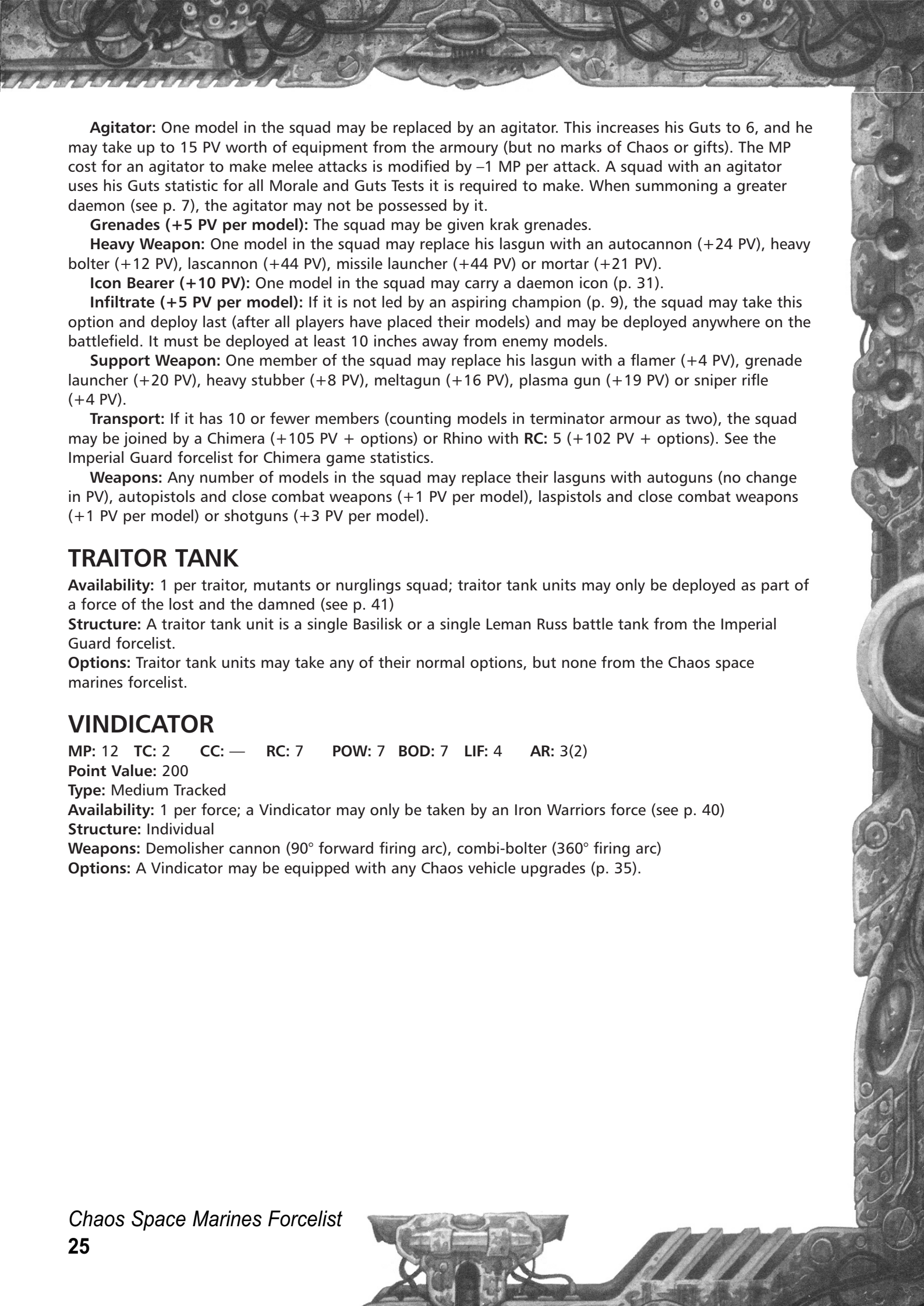
Point Value: 17

Availability: Unlimited; traitors may only be deployed as part of a force of the lost and the damned (see p. 41)

Structure: 5-15

Equipment: Lasgun, frag grenades

Options:



Agitator: One model in the squad may be replaced by an agitator. This increases his Guts to 6, and he may take up to 15 PV worth of equipment from the armoury (but no marks of Chaos or gifts). The MP cost for an agitator to make melee attacks is modified by -1 MP per attack. A squad with an agitator uses his Guts statistic for all Morale and Guts Tests it is required to make. When summoning a greater daemon (see p. 7), the agitator may not be possessed by it.

Grenades (+5 PV per model): The squad may be given Krak grenades.

Heavy Weapon: One model in the squad may replace his lasgun with an autocannon (+24 PV), heavy bolter (+12 PV), lascannon (+44 PV), missile launcher (+44 PV) or mortar (+21 PV).

Icon Bearer (+10 PV): One model in the squad may carry a daemon icon (p. 31).

Infiltrate (+5 PV per model): If it is not led by an aspiring champion (p. 9), the squad may take this option and deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. It must be deployed at least 10 inches away from enemy models.

Support Weapon: One member of the squad may replace his lasgun with a flamer (+4 PV), grenade launcher (+20 PV), heavy stubber (+8 PV), meltagun (+16 PV), plasma gun (+19 PV) or sniper rifle (+4 PV).

Transport: If it has 10 or fewer members (counting models in terminator armour as two), the squad may be joined by a Chimera (+105 PV + options) or Rhino with RC: 5 (+102 PV + options). See the Imperial Guard forcelist for Chimera game statistics.

Weapons: Any number of models in the squad may replace their lasguns with autoguns (no change in PV), autopistols and close combat weapons (+1 PV per model), laspistols and close combat weapons (+1 PV per model) or shotguns (+3 PV per model).

TRAITOR TANK

Availability: 1 per traitor, mutants or nurglings squad; traitor tank units may only be deployed as part of a force of the lost and the damned (see p. 41)

Structure: A traitor tank unit is a single Basilisk or a single Lemman Russ battle tank from the Imperial Guard forcelist.

Options: Traitor tank units may take any of their normal options, but none from the Chaos space marines forcelist.

VINDICATOR

MP: 12 TC: 2 CC: — RC: 7 POW: 7 BOD: 7 LIF: 4 AR: 3(2)

Point Value: 200

Type: Medium Tracked

Availability: 1 per force; a Vindicator may only be taken by an Iron Warriors force (see p. 40)

Structure: Individual

Weapons: Demolisher cannon (90° forward firing arc), combi-bolter (360° firing arc)

Options: A Vindicator may be equipped with any Chaos vehicle upgrades (p. 35).

CHAOS SPACE MARINE ARSENAL

ARMOR

Terminator Armour

This armor allows the model to always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -4 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -4.

When carried in a vehicle, a model wearing terminator armour counts as two medium-size models.

MELEE WEAPONS

Axe of Khorne

On a critical hit, the wielder of this axe gets a free melee attack against the same opponent, costing no MP. This attack is resolved as normal, and if it also scores a critical hit, it gives another free attack—and so on, until no further critical hit is rolled.

An axe of Khorne may only be wielded by a model that bears the mark of Khorne.

Bedlam Staff

A model that is hit but not killed by this weapon (for example because it succeeds at its Armor Test, or because it has 1 or more Lifeforce remaining) may not make any melee attacks until the end of its next activation. Vehicles hit by this staff suffer from Haywire Electronics (p. 91, *VOR Rulebook*) until the end of their next activation, in addition to any damage inflicted by the staff—if this causes Haywire Electronics as well, the effects are not cumulative.

Only a model with the mark of Tzeentch may use a bedlam staff.

Berserker Glaive

This weapon may only be used by individual models with the mark of Khorne. The model is automatically under influence of blood frenzy (see *Mark of Khorne*, p. 4) without rolling a Brains Test for it.

Dreadaxe

The target number for Damage Tests made with this weapon cannot be less than 5. If it does end up below 5, it becomes 5 instead.

Khornate Chainaxe

A model hit with this weapon uses either its normal Armor Rating, or an AR of 5, whichever is less, for the Armor Test. (Note that this does not apply to Razorfang, who may use his full Armor Rating against it.)

A Khornate chainaxe can only be wielded by a model with the mark of Khorne.

Lightning Claws

A model with lightning claws may re-roll the Damage Test if it fails; the second result must be used.

ARMOR

	RC	PV
Power Armour	7	+21
Terminator Armour	8	+34

MELEE WEAPONS

	MPC	Power	AM	PV	Notes
Axe of Khorne	+3	POW+1	No test	10	
Bedlam Staff	+1	POW+3	0	27	Heavy, daemon weapon
Berserker Glaive	+0	POW+3	-2	38	Heavy, daemon weapon
Chainfist	+3	POW+4	No test	40	Damage: 2, heavy
Close Combat Weapon	+1	POW	1	2	
Dark Blade	+3	POW+5	-2	25	Heavy, daemon weapon
Dreadaxe	+2	POW+1	0	13	Daemon weapon
Great Weapon	+2	POW+1	-1	3	
Khornate Chainaxe	+3	POW+3	0	20	Heavy
Lightning Claw (single)	+4	POW+3	-2	15	Heavy
Lightning Claws (pair)	+5	POW+3	-2	25	Damage: 2, heavy
Manreaper	+6	POW+3	-2	10	Heavy, daemon weapon
Needle of Desire	+2	*	0	15	Daemon weapon
Nurging Infestation	1	3	0	2	
Plague Sword	+2	POW+1	No test	15	
Power Fist	+3	POW+4	No test	20	Heavy
Power Weapon	+3	POW+3	-2	10	Heavy
Spiky Bits	+0	POW	-1	4	
Warp Blade	+3	POW+3	-2	30	Heavy, daemon weapon

* See this weapon's description

CHAOS SPACE MARINES ARMOURY

Marks of Chaos

Chaos Undivided* (+5 PV)
Mark of Khorne* (+14 PV)
Mark of Nurgle* (+1 PV)
Mark of Slaanesh* (+1 PV)
Mark of Tzeentch* (+15 PV or +25 PV)

One-Handed Weapons

Axe of Khorne** (+10 PV)
Bedlam Staff** (+27 PV)
Bolt Pistol (+3 PV)
Chainfist** (+40 PV)
Close Combat Weapon* (+2 PV)
Khornate Chainaxe (+20 PV)
Lash of Torment** (+9 PV)
Lightning Claw (single)* (+15 PV)
Needle of Desire** (+15 PV)
Pandemic Staff** (+8 PV)
Plague Sword** (+15 PV)
Plasma Pistol (+21 PV)
Power Fist* (+20 PV)
Power Weapon* (+10 PV)
Warp Blade** (+30 PV)

Two-Handed Weapons

Berserker Glaive** (+38 PV)
Boltgun (+5 PV)
Combi-Bolter* (+15 PV)
Combi-Flamer* (+9 PV)
Combi-Melta* (+15 PV)
Great Weapon (+3 PV)
Lightning Claws (pair)* (+25 PV)
Manreaper** (+10 PV)
Sonic Blaster** (+17 PV)

Daemonic Gifts

See page 6.

Veteran Skills

See page 8.

Daemon Weapons

Dark Blade* (+25 PV)
Dreadaxe* (+13 PV)
Ether Lance* (+19 PV)
Kai Gun* (+15 PV)

Wargear

Allure of Slaanesh^S (+12 PV)
Aura of Acquiescence**^S (+10 PV)
Banner of Rage**^K (+15 PV)
Bionics (see description for PV)
Blasted Standard**^T (+20 PV)
Blight Grenades^N (+15 PV)
Chaos Hound (+15 PV)
Chaos Space Marine Bike (+26 PV)
Collar of Khorne**^K (+18 PV)
Combat Drugs**^S (+27 PV)
Disc of Tzeentch^T (+15 PV)
Eye of Tzeentch**^T (+15 PV)
Feel no Pain**^K (+3 PV × model's Body)
Frag Grenades (+5 PV)
Inferno Bolts**^T (+4 PV)
Juggernaut of Khorne (+15 PV)
Krak Grenades (+5 PV)
Master-Crafted Weapon* (+5 PV)
Melta Bombs (+10 PV)
Nurgle's Rot**^N (+3 PV)
Nurgling Infestation**^N (+2 PV)
Personal Icon* (+5 PV)
Plague Banner**^N (+20 PV)
Rage of Khorne (+2 PV)
Rapturous Standard**^S (+40 PV)
Spiky Bits* (+4 PV)
Steed of Slaanesh^S (+14 PV)
Talisman of Burning Blood (+5 PV, +1 PV per model in squad)
Talisman of Tzeentch**^T (+30 PV)
Terminator Armour (+34 PV, minus cost of normal armor)
Thrall Wizard**^T (+6 PV)

Psychic Abilities & Equipment

Bolt of Change**^T (+46 PV)
Doombolt* (+14 PV)
Familiar* (+10 PV)
Gift of Chaos* (+20 PV)
Mass Mutation (+15 PV)
Minor Psychic Power* (see p. 34 for PV)
Twisting Path**^T (+25 PV)
Warp Focus* (+2 PV)
Warp Talisman* (+4 PV)
Wind of Chaos* (+13 PV)

* Models wearing terminator armour may be equipped with this item. (They may not take items without an asterisk.)

^K This item is limited to models bearing the mark of Khorne.

^N This item is limited to models bearing the mark of Nurgle.

^S This item is limited to models bearing the mark of Slaanesh.

^T This item is limited to models bearing the mark of Tzeentch

[†] Only models in terminator armour may have this item.

RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Autogun	3	1	S 6/+1 M 12/- L 24/-1	3	0	—	1	3
Autopistol	3	1	S 6/+2 M 12/-1 L -/-	3	0	Point-blank	1	2
Blight Grenades	5	1	S 5/+1 M 10/- L -/-	—	—	Indirect, blast radius 2"	1	15
Boltgun	4	1	S 6/+1 M 12/- L 24/-1	4	0	—	1	5
twin-linked	4	2	S 6/+1 M 12/- L 24/-1	4	0	—	1	15
Bolt Pistol	4	1	S 6/+2 M 12/-1 L -/-	4	0	Point-blank	1	3
Combi-Bolter	4	2	S 6/+1 M 12/- L 24/-1	4	0	—	1	15
Combi-Flamer	4	1	S 6/+1 M 12/- L 24/-1	4	0	—	1	9
Combi-Melta	4	1	S 6/+1 M 12/- L 24/-1	4	0	—	1	15
Doom Siren	4	1	Splash template	4	0	Splash template point-blank*	1	12
Ether Lance	4	1	Splash template	4	-1	Daemon weapon, splash template	1	19
Firearm	4	1	S 6/+1 M 12/- L 24/-2	4	0	—	1	4
Flamer	4	1	Splash template	4	0	Splash template	1	8
Frag Grenades	5	1	S 5/+1 M 10/- L -/-	4	0	Indirect, blast radius 2"	1	5
Heavy Stubber	4	1	S 10/+1 M 20/- L 30/-1	4	0	Full-auto	1	12
Krak Grenades	5	1	S 5/+1 M 10/- L -/-	4	-2	Indirect, blast radius 1"	1	5
Lasgun	3	1	S 6/- M 12/+1 L 24/-	3	0	—	1	3
Lash of Torment	as melee attack	limited by MP	S 1/- M 2/-1 L -/-	POW	0	Daemon weapon, point-blank	1	9
Laspistol	3	1	S 6/+1 M 12/- L -/-	3	0	Point-blank	1	2
Mortar	4	1	S 15/- M 30/+1 L 45/-	4	0	Indirect, blast radius 3"	1	25
Pandemic Staff	3	1	S 6/+1 M 12/- L -/-	3	0	Full-auto	1	8
Shotgun	3	1	S 6/+2 M 12/-1 L -/-	3	0	Blast radius 1"	1	6
Sniper Rifle	5	1	S 10/- M 20/+1 L 30/-	5	0	—	1	8
Sonic Blaster	4	*	S 6/+1 M 12/- L 24/-1	4	0	*	1	17
twin-linked	4	2	S 6/+1 M 12/- L 24/-1	4	0	Full-auto	1	21

HEAVY RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Autocannon	7	1	S 15/+1 M 30/- L 45/-1	7	-1	—	1	29
twin-linked	7	1	S 15/+1 M 30/- L 45/-1	7	-1	Full-auto	1	35
Battle Cannon	†	1	S 25/+1 M 50/- L 75/-1	8	-1	Blast radius 3"	2	90
Blastmaster	*	1	S 12/+1 M 24/- L 36/-1	*	*	*	1	31
Earthshaker	†	1	S 40/- M 60/+1 L 120/-	9	-1	Blast radius 3"	2	122
Grenade Launcher	6	1	S 6/+1 M 12/- L 24/-1	*	*	*	1	24
Havoc Launcher	4	1	S 15/+1 M 30/- L 45/-1	4	0	Blast radius 2"	1	16
Heavy Bolter	5	1	S 10/+1 M 20/- L 30/-1	5	-1	Full-auto	1	16
twin-linked	5	1	S 10/+1 M 20/- L 30/-1	5	-1	Full-auto	2	24
Heavy Flamer	5	1	Splash template	5	-1	Splash template	1	13
Kai Gun	6	1	S 6/+1 M 12/- L 24/-1	6	-1	Daemon weapon	1	15
Lascannon	7	1	S 15/- M 30/+1 L 45/-	7	-2	—	2	51
twin-linked	7	1	S 15/- M 30/+1 L 45/-	7	-2	Full-auto	2	57
Meltabombs	6	1	S 5/+1 M 10/- L -/-	8	No test	Indirect, blast radius 1"	1	10
Meltagun	7	1	S 6/+2 M 12/-1 L -/-	6	No test	—	2	20
twin-linked	7	1	S 6/+2 M 12/-1 L -/-	6	No test	Blast radius 1"	2	24
Missile Launcher	8	1	S 15/+1 M 30/- L 45/-1	*	*	*	1	51
Multimelta	7	1	S 6/+1 M 12/- L 24/-1	6	No test	—	2	39
Plasma Cannon	6	1	S 10/+1 M 20/- L 30/-1	5	-2	—	2	24
Plasma Gun	6	1	S 6/+1 M 12/- L 24/-1	5	-2	—	2	23
twin-linked	6	1	S 6/+1 M 12/- L 24/-1	5	-2	Blast radius 1"	2	27
Plasma Pistol	6	1	S 6/+1 M 12/- L -/-1	5	-2	Point-blank	2	21
Reaper Autocannon	7	1	S 10/+1 M 20/- L 30/-1	7	-1	Full-auto	1	33

* See this weapon's description.

† These are vehicle-mounted weapons only, and so do not need MP costs.

Manreaper

If the wielder of a manreaper is in base-to-base contact with more than one model, it may attack them all as a single melee attack. Choose one of the models as the starting point of the sweep, and whether the attack will go clockwise or counter-clockwise. The manreaper's wielder then rolls CC Tests as normal to attack each one in order. If any CC Test rolls a critical miss, no other models may be attacked, but otherwise, move on to the next model after each attack is resolved. Once all models in base-to-base contact have been attacked once, the attack is over.

Only a model with the mark of Nurgle can wield a manreaper.

Needle of Desire

The target number of the Damage Test for the needle of desire is always 8, regardless of the wielder's Power or the target's Body. Additionally, when a model loses at least 1 Lifeforce to this weapon, it is forced to make a Guts Test. If this fails, the model takes another 1D10÷3 (round up, but re-roll on a 10) points of damage from it.

Only a model with the mark of Slaanesh can be given a needle of desire.

Nurgling Infestation

This "weapon" may only be taken by models with the mark of Nurgle.

Plague Sword

Any non-vehicle model that takes damage from this weapon, but is not killed of it, must roll a Body Test with a +1 modifier (this comes after a successful Damage Test, not in place of it). If this is unsuccessful, the model loses all its remaining Lifeforce immediately. Named models may roll as normal to see if they survive after the battle (p. 108, *VOR Rulebook*), but must add +1 to the D10 roll on the Named Model Damage Table.

Only models with the mark of Nurgle can wield a plague sword.

Warp Blade

All enemy psychics within 12 inches of the wielder of this daemon weapon suffer a -2 Brains modifier when rolling to see if psychich powers or similar abilities work. Additionally, they roll a critical miss on a 9 or 10, rather than only on a 10.

RANGED WEAPONS

Blastmaster

A blastmaster can be used in two different ways; which to use must be chosen before rolling to see if it hits. As a varied-frequency weapon it causes [MPC: 5, Power: 5, AM: 0, Mode: knock-down], while in single-frequency mode it is [MPC: 8, Power: 8, AM: -1, Mode: blast radius 2"].

Blight Grenades

Any model in the blast radius of this grenade does not take damage, but suffers a -1 CC modifier until the end of its next activation. This modifier is not cumulative when the model is hit by multiple blight grenades, but can stack with CC modifiers from other sources.

Only models with the mark of Nurgle may use blight grenades.

Combi-Flamer

This weapon consists of a boltgun with an attached flamer. The flamer may only be fired once per game.

Combi-Melta

This weapon consists of a boltgun with an attached meltagun. The meltagun may only be fired once per game.

Doom Siren

This weapon ignores soft cover. If used in melee combat, it does not use the splash template, and will prevent the enemy from parrying the attack.

Ether Lance

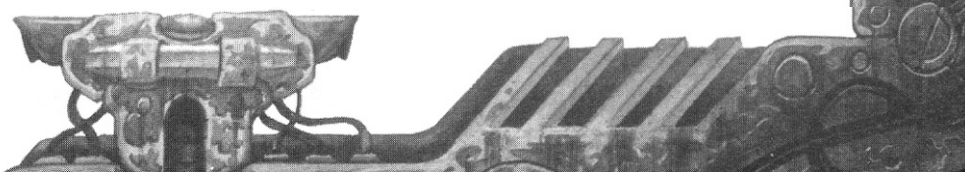
In addition to being a ranged weapon, the ether lance also functions as a power weapon in melee combat (see p. 26). Because an ether lance draws its power from the Warp, it cannot be used as a ranged weapon inside the Maelstrom, though it can still be used as a power weapon.

Firearms

A critical failure when firing a firearm will inflict 1 point of damage on the model equipped with it, unless it succeeds at an Armor Test.

Grenade Launcher

Can fire either frag or krak ammo. Frag is [Power: 3, AM: 0, Mode: indirect, blast radius 2"] while krak is [Power: 6, AM: -1, Mode: indirect, blast radius 1"]. The player decides which to fire before rolling to see if the attack hits.



Lash of Torment

Any squad that loses at least one casualty to this daemon weapon must make a Morale Test (only one Test regardless of the number of casualties). A lash of torment can only be wielded by a model bearing the mark of Slaanesh.

Meltagun

At Short range, an attack by a meltagun counts as inflicting 4 points of damage for purposes of the roll on the Vehicle Damage Table (p. 91, *VOR Rulebook*).

Missile Launcher

Can fire either frag or krak ammo. Frag is [**Power:** 4, **AM:** 0, **Mode:** blast radius 3"] while krak is [**Power:** 8, **AM:** -1, **Mode:** blast radius 1"]. The player decides which to fire before rolling to see if the attack hits.

Multimelta

At Short and Medium ranges, an attack by a multimelta counts as inflicting 4 points of damage for purposes of the roll on the Vehicle Damage Table (p. 91, *VOR Rulebook*).

Pandemic Staff

This weapon can also be used as a standard close combat weapon. It is a daemon weapon, and can only be wielded by a model with the mark of Nurgle.

Plasma Weapons

A critical failure when firing a plasma weapon will inflict 1 point of damage on the model equipped with it, unless it succeeds at an Armor Test. Plasma weapons carried on vehicles do not have this drawback.

Sonic Blaster

This weapon can be used in two different ways. One is to give a full-auto attack [**Uses/Turn:** 1, **Mode:** full-auto], the other is to have two uses per turn [**Uses/Turn:** 2, **Mode:** —]. Which one to use must be decided each turn before firing the weapon.

If it is twin-linked, the sonic blaster has only one mode, as shown on the table.

OTHER EQUIPMENT

Allure of Slaanesh (+12 PV)

A model with this ability (which is not considered to be a psychic power) can force one squad within 12 inches of the model to make a

Guts Test. If this succeeds, all models in the affected squad that are not engaged in close combat must spend 1D6 MP (roll for each affected model individually) on their next activation to move straight toward the model that used Allure of Slaanesh. They will stop if they come within 1" of a Chaos model. Only a model with the mark of Slaanesh may have this ability. [**MPC:** 6, **Uses/Turn:** 1]

Aura of Acquiescence (+10 PV)

Any enemy in melee combat with a model that has an aura of acquiescence may not attempt to move out of melee combat (p. 87, *VOR Rulebook*). If the Chaos model attempts to move out of melee combat, however, the enemy still gets to roll its Power to decide if it gets a free attack, but must apply a -2 modifier to the roll.

Aura of acquiescence may only be given to a model with the mark of Slaanesh.

Banner of Rage (+15 PV)

This banner is used as an icon to summon daemons (p. 7), and may once per battle be used to incite the squad carrying it into a melee frenzy. At the start of the squad's activation, declare the banner's use for this purpose. For the rest of the activation, all models in the squad gain a -1 modifier to the MP Cost of any melee attacks they make (to a minimum of 1 MP per attack).

A banner of rage may only be given to a model bearing the mark of Khorne.

Bionics (see below for PV)

When a model with bionics is killed, do not remove it from the table. At the start of its next activation, it may roll a Body Test with a -1 modifier; if the test succeeds, the model remains in play with a Lifeforce of 1.

The Point Value of bionics is as follows:

Model's Body	PV
1	+1
2	+2
3	+4
4	+5
5	+7
6	+8
7	+10
8	+12
9	+13
10	+15

Blasted Standard (+20 PV)

This banner can be used to summon daemons next to (see p. 7), and may also be used once per game as a weapon to target a whole squad at once. The bearer may spend 6 MP to choose one enemy squad that has at least one model within 6 inches of the standard; 2D6 members of this squad will each take a [Power: 6, AM: -1] hit, starting with the model closest to the standard and working toward the one furthest away. If there are more hits than members in the squad, start with the closest again until either all hits are allocated, or all models killed.

The blasted standard can only be carried by a model with the mark of Tzeentch.

Chaos Space Marine Bike (+26 PV)

A model equipped with a bike changes its statistics to the ones shown below. All statistics listed as "M" remain those of the model, plus any modifiers shown. If the model already has the daemonic resilience gift (p. 6), it does not gain +1 Body from the bike, and the bike's cost is reduced to 23 PV.

MP: 12 TC: 1 CC: M RC: M POW: M

BOD: M+1 BRN: M GUT: M LIF: M

AR: M(2)

Type: Light Wheeled

Weapons: Combi-bolter (90° forward firing arc)
Abilities:

Weapons Upgrade: The combi-bolter may be replaced by a flamer (-4 PV), meltagun (+5 PV) or plasma gun (+8 PV).

Collar of Khorne (+18 PV)

Only available to models bearing the mark of Khorne, this collar gives resistance to psychic abilities: any psyker power or similar ability (including beneficial ones) used against the wearer will fail on a roll of 8 or less on 1D10. This also applies if the wearer is under the template of a power, though it will only negate the power's effects on the wearer, not on any other models under the template.

Combat Drugs (+27 PV)

A model with combat drugs may spend 1 MP to pick any number of options from the list below (no matter how many are chosen, the cost is still 1 MP in total). If more than one option is selected in a single activation, the model rolls a Body Test for each option taken; each failed test causes the model 1 point of damage.

- ❖ When moving through Broken or Hazardous terrain, the model pays 1 MP less per inch

than normal (1 MP per inch for Broken terrain, 2 MP per inch for Hazardous);

- ❖ +1 Close Combat;
- ❖ +1 Power (for melee attacks only);
- ❖ Until the start of its next activation, the model may ignore the first point of Lifeforce it loses in melee combat;
- ❖ -1 MP cost to make melee attacks (minimum total cost is 1 MP per attack).

Only a model with the mark of Slaanesh may use combat drugs.

Daemon Icon (+10 PV)

In addition to functioning as a Chaos icon for summoning daemons (see p. 7), this icon "contains" a squad of daemons that can be summoned straight from it. When the icon bearer chooses to unleash the daemons, place the blast template in base contact with the icon bearer, and deploy the daemon squad on it as normal for daemon summoning. No roll is needed to summon the daemons, and the template does not scatter. In addition, a daemon icon may be used inside the Maelstrom to summon its imprisoned daemons, as they are not drawn directly from the Warp (it is assumed the daemons were enslaved in the icon before the Chaos force was drawn into the Maelstrom). [MPC: 4, Uses/Battle: 1]

A daemon icon may only be carried by a model in a unit of Chosen (p. 17) that has the mark of Chaos Undivided.

Disc of Tzeentch (+15 PV)

This changes the model's Size to large and gives it the Daemon Flight and Daemonic Mutation abilities from p. 6. Only a model with the mark of Tzeentch may ride a disc of Tzeentch.

Eye of Tzeentch (+15 PV)

Once per turn, the model may re-roll one Armor Test, CC Test, RC Test or Damage Test that it makes itself—not one made by an enemy. (Note that this means one of these Tests per turn, not one of each per turn.) The second result must be used.

Only a model with the mark of Tzeentch can have this ability.

Feel no Pain (+3 PV × model's Body)

This ability allows the model to roll a Body Test with +1 modifier any time it loses Lifeforce (note that this roll is not the Damage Test—it

comes after the Damage Test, if that was successful). If the Body Test succeeds, the model does not lose the Liferforce point(s) after all, and may continue the battle as if nothing happened. The Body Test may not be rolled against attacks that would kill the model without actually taking Liferforce points, or against melee attacks that do not allow an Armor Test.

This ability is only available to models bearing the mark of Khorne.

Icon of Chaos Undivided (+15 PV)

The model bearing this icon may be chosen as the target for daemon summoning (see p. 7). Additionally, all Chaos squads that bear the mark of Chaos Undivided and which have a model within 6" of the icon, automatically pass all Guts and Morale Tests they are required to make, with the exception of Morale Tests for being out of squad coherency.

Inferno Bolts (+4 PV)

The model's boltgun, bolt pistol or combibolter attacks gain [**Mode:** blast radius 1"]. Should the model have more than one of these weapons, inferno bolts must be purchased separately for each of them. They may only be used by a model with the mark of Tzeentch.

Juggernaut of Khorne (+15 PV)

This steed gives the model the Daemonic Essence, Daemonic Mutation and Daemonic Strength abilities (p. 6), as well as changing the model's Size to large.

A juggernaut is only available to models bearing the mark of Khorne.

Master-Crafted Weapon (+5 PV)

Any weapon except grenades can be master-crafted. If an attack with the weapon fails (except on a 10), the wielder may re-roll the die. The second roll must be used.

Nurgle's Rot (+3 PV)

At the end of the model's activation, check if any models (friendly or otherwise) are within 6 inches of it. Each of those models takes a [**Power:** 1, **AM:** 0] hit automatically. A Damage Test is still required even if the model has a high enough Body to make the target number 0 or less—a roll of 1 is always successful.

Immune to this effect is any model bearing the mark of Nurgle, all daemon models that have the Summoned ability, possessed Chaos space marines, and greater daemons.

This ability can only be taken by models bearing the mark of Nurgle.

Personal Icon (+5 PV)

The model can be chosen to summon daemons next to (see *Daemon Summoning* on page 7). The icon must bear the same Chaos mark as the model itself does.

Plague Banner (+20 PV)

This functions like a normal daemon icon (p. 31), and in addition, can be used once per battle to deliver a [**MPC:** 5, **Uses/Turn:** 1, **Range:** S 2/-1, M 4/-, L 6/+1, **Power:** 4, **AM:** no test, **Mode:** full-auto] attack. The plague banner can only be carried by a model with the mark of Nurgle.

Rage of Khorne (+2 PV)

When charging into melee combat (p. 86, *VOR Rulebook*), a model with this ability gains a CC bonus of $1D10 \div 3$ (rounded up, but re-roll on a 10) instead of the normal +1.

This ability is only available to models bearing the mark of Khorne.

Rapturous Standard (+40 PV)

This standard can be used to summon daemons next to (see p. 7), but only once per game. The wielder can also use it to give all models (friendly or otherwise) within 6" the *Feel no Pain* ability from page 31. Only models with the mark of Slaanesh can carry this standard.

Steed of Slaanesh (+14 PV)

This steed changed the model's Size to large, and also gives it +3 MP, although it may only use these for movement. Furthermore, the model's MP cost to make melee attacks is modified by -1, though no attack can cost less than 1 MP to make.

Only models with the mark of Slaanesh can use this steed.

Talisman of Burning Blood (+5 PV, +1 PV per model in squad)

When a model with a mark of Khorne must check for blood frenzy (p. 4), it may re-roll the Brains Test if it fails; the second roll must be used. If the model with this talisman is part of a squad, this effect applies to all models in that squad who bear the mark of Khorne; the talisman's cost is increased by +1 PV per model in the bearer's squad.

The talisman may only be worn by a model with the mark of Khorne.

Talisman of Tzeentch (+30 PV)

All enemy psychics in the battle suffer a -1 modifier to all Brains Tests they roll in order to make psychic abilities work. This also applies to models using psychic-like abilities, such as zykhee mystic powers or pharon magic.

Multiple talismans of Tzeentch in a single force are not cumulative, but in case there are two or more forces each with a talisman of Tzeentch in the same battle, they cancel each other so that all psychics do not receive Brains Test modifiers from them.

Teleport Homer

This device has no function in *VOR* games.

PSYCHIC ABILITIES & EQUIPMENT

Models with psychic abilities may only select one major power, but can make any number of rolls on the appropriate Minor Psychic Power table (p. 34), as long as they spend the necessary PV to do so.

Bolt of Change (+46 PV)

This is a ranged attack that uses the model's Brains statistic in place of its Ranged Combat to determine whether it hits. It may only be used by a model bearing the mark of Tzeentch. [MPC: 9, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/-1, Power: 8, AM: -2]

Doombolt (+14 PV)

This psychic power is a [MPC: 5, Uses/Turn: 1, Range: S 5/+1, M 10/—, L 20/-1, Power: 5, AM: -1, Mode: full-auto] attack; to use it, roll a Brains Test instead of a Ranged Combat Test, applying all the normal ranged combat modifiers.

Familiar (+10 PV)

A familiar allows the model to take a second major psychic power (at the appropriate PV cost).

Gift of Chaos (+20 PV)

To use this psychic power, choose a model (Chaos or otherwise) within 2 inches and LOS of the sorcerer; a Chaos model with the Follower ability may not be chosen. Then roll a Brains Test, subtracting the target's Body from the sorcerer's target number; if the Test is successful (a roll of 1 is automatically a success), replace the chosen model by a Chaos spawn (p. 16) under the control of the Chaos player, and belonging to the sorcerer. The transformed model is considered killed, and is worth Glory Points for the Chaos player; if the Chaos spawn is subsequently killed,

it is not worth Glory Points for the opponent. [MPC: 5, Uses/Turn: 1, Range: 2"]

Mass Mutation (+15 PV)

This psychic power can only be used on a squad of Chaos havocs, Chaos space marines, Chosen or possessed Chaos space marines; the sorcerer must be in squad coherency with at least one member of the squad. If the sorcerer's Brains Test succeeds, all members of the squad gain a daemonic gift determined using the table under Mass Mutation on page 18 of Codex: Chaos Space Marines. This gift is not permanent, but only lasts until the end of the squad's next activation. [MPC: 4, Uses/Turn: 1]

Sorcerer (+8 PV)

A model with this ability can use psychic powers, which must be bought separately. Only models that do not have the mark of Khorne can take this ability, and some models with the mark of Tzeentch have it automatically (see page 4) without the need to pay an additional 8 PV for it.

Twisting Path (+25 PV)

This psychic power can be used against an enemy squad with at least one member within 12 inches and LOS of the psychic. If he succeeds at a Brains Test, the target squad must immediately roll a successful Guts Test or be considered Paralyzed (per the Morale Table, p. 88, *VOR Rulebook*) until the end of the current turn. Each time this happens, the sorcerer's force gains 50 Glory Points, although this only applies once per squad—if a squad is paralyzed twice or more in the same battle, they only earn the Chaos player 50 GP in total.

Only a model with the mark of Tzeentch may have this power. [MPC: 4, Uses/Turn: 1]

Warp Focus (+2 PV)

The model must be equipped with any kind of melee weapon to use this ability, which does not require a Brains Test. When using a psychic power that has a limited range, add $1D10 \div 2$ inches to the maximum range of the power (normally, this will be its Long range, but if the power normally requires base-to-base contact, it now has a range equal to the roll), rolling each time the power is used.

Warp Talisman (+4 PV)

A sorcerer with this device may re-roll a failed Brains Test to make a psychic power work. The second result must be used. [Uses/Battle: 1]

Wind of Chaos (+13 PV)

For any model caught under the template of this attack, the attack's Power is equal to the target's Body—so that damage is always inflicted on a roll of 5 or less on the Damage Test. Note that this power does not benefit from the warp focus power (p. 33) to extend its range. [MPC: 5, Uses/Turn: 1, Power: special, AM: no test, Mode: splash template]

MINOR PSYKER POWERS

Any psychic model with a mark of Chaos (except the mark of Khorne) may roll 1D6 on the Minor Psychic Powers table for the mark the model has, using the rules under *Minor Psyker Powers* on page 14 of *Warhammer 40,000 to VOR Basics*.

Nurgle Minor Psychic Powers

1D6 roll Power

- 1 **No Usable power (0 PV).**
- 2 **Nurgle's Dance (+7 PV):** The psyker chooses one model within 12" and rolls a Brains Test. If this succeeds, the target model does not gain any benefit from being in cover until the psyker's next activation. [MPC: 4, Uses/Turn: 1]
- 3 **Nausea (+15 PV):** If the psyker rolls a successful Brains Test, one enemy squad or individual model within 12" receives a -1 RC modifier until the end of its next activation. [MPC: 3, Uses/Turn: 1]
- 4 **Affliction (+8 PV):** This power forces one enemy model, chosen by the psyker after a successful Brains Test, to roll a Body Test. If this fails, the model loses 1 Lifeforce. [MPC: 5, Uses/Turn: 1]
- 5 **Miasma of Pestilence (+14 PV):** Designate a target point within LOS and within 24" of the psyker model, then roll a Brains Test for the psyker. If this succeeds, place a 2" blast template centered on the target point; on a failed Brains Test, the template scatters using the normal rules (though a critical miss means the power failed to work at all, so do not place the template in this case). Any squad that has at least one model under the template is forced to make an immediate Morale Test. [MPC: 6, Uses/Turn: 1]
- 6 **Aura of Decay (+7 PV):** After a successful Brains Test, all enemy models in base-to-base contact with the psyker

must add +1 to the MP Cost of any melee attack they make. If the Brains Test failed, the +1 MPC is applied to all friendly models within 2" of the psyker instead. [MPC: 3, Uses/Turn: 1]

Slaanesh Minor Psychic Powers

1D6 roll Power

- 1 **No Usable power (0 PV).**
- 2 **Fuelled by Pain (+15 PV):** For every hit in melee combat that the psyker receives in a turn, but for which he succeeds at his Armor Test, the psyker receives a -1 MP modifier to the MP Cost of his own melee attacks, to a minimum of 1 MP per attack. This MPC modifier applies until the end of the psyker's next activation, at which point it is "reset" to -0 MP. [MPC: 3, Uses/Turn: 1]
- 3 **Siren (+7 PV):** If the psyker succeeds at a Brains Test, he may not be attacked in either close or ranged combat until the start of his next activation. This power may not be used if the psyker already has base-to-base contact with an enemy model. [MPC: 4, Uses/Turn: 1]
- 4 **Beam of Slaanesh (+12 PV):** The psyker chooses an enemy squad and rolls a Brains Test. If this succeeds, the enemy may not fire their weapons at any target at a range larger than 12" until the end of the targeted squad's next activation. [MPC: 6, Uses/Turn: 1]
- 5 **Touch of Slaanesh (+11 PV):** If the psyker succeeds at a Brains Test, any enemy models in base-to-base contact with him suffer a -1 CC modifier until the end of the turn. [MPC: 3, Uses/Turn: 1]
- 6 **She Who Thirsts (+10 PV):** After successful use of this power, if the psyker kills any enemy models in close combat during the rest of his current activation, the enemy squad is forced to make a Morale Test (one Test in all, not one per casualty). [MPC: 4, Uses/Turn: 1]

Tzeentch Minor Psychic Powers

1D6 roll Power

- 1 **No Usable power (0 PV).**
- 2 **Pink Fire of Tzeentch (+3 PV):** This attack uses the psyker's Brains Test to determine a hit. [MPC: 4, Uses/Turn: 1,

Range: S 6/+2, M 12/-1, L —/—,
Power: 4, **AM:** 0]

- 3 **Psychic Duel (+30 PV):** This power does not require a Brains Test, only the expenditure of its MP Cost. If used, it gives every enemy psychic (or model with similar powers) in the battle a -1 modifier to their Brains Tests until the end of the turn. Multiple uses of this power in a single turn are not cumulative, even when done by multiple psykers, but it does stack with the effects of a talisman of Tzeentch (p. 33). [**MPC:** 6, **Uses/Turn:** 1]
- 4 **Reckoning of Tzeentch (+15 PV):** After a successful Brains Test, the psyker and any models within 3 inches of him may re-roll one failed Ranged Combat Test in the rest of the turn. The second roll must be used, and this re-roll may not be used for attacks that already get a re-roll from some other effect. [**MPC:** 5, **Uses/Turn:** 1]
- 5 **Weaver of Fates (+30 PV):** The player controlling the psyker gains a +1 to all his or her initiative rolls during the entire battle.
- 6 **Withering Gaze (+15 PV):** If the psyker's Brains Test succeeds, any enemy that wants to move into base-to-base contact with him must roll a successful Guts Test before moving the final inch; if this fails, the model may choose to move into base-to-base contact with another model instead. This effect applies until the start of the psyker's next activation, but the power may not be used if the psychic is already in base-to-base contact with another enemy model. [**MPC:** 5, **Uses/Turn:** 1]

VEHICLE UPGRADES

Blasphemous Rune (+6 PV)

Enemy models attempting to dodge out of the vehicle's way during a collision attempt (p. 90, *VOR Rulebook*) get a -1 modifier to their roll. If the vehicle has a Close Combat statistic, then any enemy models in base-to-base contact with it suffer a -1 CC modifier to all attacks they make against it.

Coruscating Flame (+5 PV)

Any model attacking the vehicle in close com-

bat takes [**Power:** 1D6, **AM:** -1] damage, once per turn. If it survives, it may attack normally.

This upgrade can only be applied to vehicles bearing the mark of Tzeentch.

Daemonic Possession (+6 PV)

The vehicle ignores Haywire Electronics rolls on the Internal Damage Table (p. 91, *VOR Rulebook*). Daemonic possession may only be taken for an enclosed vehicle, and if the vehicle is a transport, it loses that ability when this upgrade is taken for it (that is, it cannot transport troops anymore).

Destroyer (+11 PV)

During each of the vehicle's activations, it may re-roll one failed CC Test (except if it rolled a 10); the second roll must be used. Any model attempting to dodge the vehicle (p. 90, *VOR Rulebook*) gets a -1 modifier to its CC Test.

A Chaos dreadnought with this upgrade will suffer the Blood Rage effect on a roll of 1-2 on the Fire Frenzy Table, while No Effect applies only on a roll of 3-5.

This upgrade is only available to vehicles bearing the mark of Khorne.

Dirge Caster (+9 PV)

With the exception of daemons, all Chaos squads that have a model within 6" of the icon, automatically pass all Guts and Morale Tests they are required to make, with the exception of Morale Tests for being out of squad coherency.

A vehicle may not have both a dirge caster and warp amp (p. 36).

Dozer Blade (+24 PV)

Provided the vehicle does not spend more than 6 MP for movement, this allows it to move through non-Open terrain at -1 MP cost per inch. The vehicle still cannot move through Impassable terrain.

Extra Armour (+3 PV)

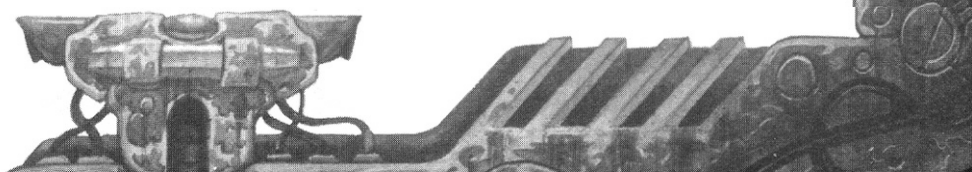
Gives the vehicle +1 AR.

Havoc Launcher (+16 PV)

Adds a havoc launcher with a 360° firing arc to the vehicle.

Living Vehicle (+11 PV)

Gives the vehicle a Close Combat statistic of 4, plus an [**MPC:** 4, **Power:** 4, **AM:** 0] attack. This may only be taken if the vehicle does not already have a CC statistic.



Mutated Hull (+3 PV)

Increases the vehicle's Armor Rating by 1. This is cumulative with Extra Armour, p. 35, if both are taken for a single vehicle.

Parasitic Possession (+12 PV)

If the vehicle suffers a Damaged Locomotion, Immobilized or Destroyed Weaponry result on the Internal Damage Table (p. 91, *VOR Rulebook*), it may spend 4 MP to repair one of these damage effects. Once the necessary MP have been spent, roll 1D10; on a roll of 5 or less, the chosen effect is repaired. [MPC: 4, Uses/Turn: 2]

Pintle Combi-Bolter (+15 PV)

Adds a combi-bolter with a 360° firing arc to the vehicle.

Plague Carrier (+3 PV)

At the end of the vehicle's activation, check if any models (friendly or otherwise) are within 6 inches of it. Each of those models takes a [Power: 1, AM: 0] hit automatically. A Damage Test is still required even if the model has a high enough Body to make the target number 0 or less—a roll of 1 is always successful.

Immune to this effect is any model bearing the mark of Nurgle, all daemon models that have the Summoned ability, possessed Chaos space marines, and greater daemons.

This upgrade can only be applied to vehicles bearing the mark of Nurgle.

Searchlight (+5 PV)

Under reduced lighting conditions (see entries on the *Battle Terrain Table*, pp. 97-104, *VOR Rulebook*), a vehicle with a spotlight may illuminate any area 2" in radius anywhere in its LOS. This costs the vehicle 1 MP, and the spotlight is assumed to be turned off whenever the vehicle moves. The whole area illuminated, including all models in it, are not under the effects of the darkness. However, the vehicle with the spotlight itself also counts as being normally visible.

Smoke Launchers (+3 PV)

Once in each game, the vehicle may make an indirect "attack" costing 3 MP against any point within 9 inches of the vehicle; this will scatter if it misses. Once the point of impact has been determined, a 2" radius around this point is considered filled with smoke (cotton wool can be used to represent this), which will provide soft cover to any target if the LOS to it is traced through the smoke—even if the model is not within 1 inch of the smoke. After the vehicle's next activation, the smoke is removed.

Warp Amp (+25 PV)

Any enemy model within 12 inches of a vehicle with a warp amp receives a -1 modifier to all its Guts Tests (including Morale Tests), rising to -2 if within 6 inches, and -3 if in base-to-base contact with the vehicle. Only the nearest vehicle with a warp amp will affect any given model.

Only a vehicle with the mark of Slaanesh can be given a warp amp.

ABADDON THE DESPOILER

MP: 10 CC: 9 RC: 8 POW: 4 BOD: 5 BRN: 5 GUT: 9 LIF: 3 AR: 8 SIZE: M

Point Value: 198

Availability: 1 per force; Abaddon the Despoiler may only be included in a Black Legion force of 2,000 PV or more. Abaddon the Despoiler is a Chaos lord, and so if he is part of a force, no other Chaos lord or daemon prince may be present.

Structure: Individual

Options:

Retinue: Abaddon may be assigned to a squad of Chosen, in which case he must adhere to squad coherency with it.

Abilities:

Chaos Terminator Armour: Abaddon may always make an Armor Test, using his normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2. If Abaddon is the target of a psychic power, or under the template of a psychic power, he may roll 1D10; on a roll of 5 or less, the power does not affect him (this applies to beneficial powers as well!).

Daemonic Rune: All attacks that cause 2 or more damage, subtract 1 from the damage they inflict against Abaddon. For example, a [Damage: 3] weapon counts as only [Damage: 2].

Daemon Sword Drach'nyen: This melee weapon can only be used once per turn, and no ability will allow the CC Test for it to be re-rolled, whether it succeeds or fails. If it wounds a non-vehicle model, the model is automatically killed (loses all remaining Lifeforce); named models do not roll to see if they survive the battle (p. 108, *VOR Rulebook*), but are always considered to have died instead. Vehicle are not automatically destroyed, but add +6 to their roll on the Vehicle Damage Table (p. 91, *VOR Rulebook*), guaranteeing at least internal damage, if not a detonation. [MPC: 3, Uses/Turn: 1, Power: 4, AM: no test]

Mark of Chaos Ascendant: Abaddon the Despoiler automatically succeeds at any Morale Tests and Knockdown Tests he is required to make, except Morale Tests for being out of squad coherency.

Melee Attacks: The MP cost for Abaddon the Despoiler to make melee attacks is modified by -1 MP per attack.

Talon of Horus: This weapon is a combination of a combi-bolter and a lightning claw (single), and also allows Abaddon to be chosen to summon daemons next to (see *Daemon Summoning* on page 7).

AHRIMAN OF THE THOUSAND SONS

MP: 10 CC: 8 RC: 8 POW: 4 BOD: 4 BRN: 5 GUT: 9 LIF: 3 AR: 7 SIZE: M

Point Value: 275

Availability: 1 per force; Ahriman is a Chaos sorcerer lord, and so if he is part of a force, no other Chaos lord or daemon prince may be present.

Structure: Individual

Equipment: Bolt pistol with inferno bolts, frag grenades, Krak grenades, mark of Tzeentch, talisman of Tzeentch

Abilities:

Black Staff of Ahriman: Any time Ahriman has just used a psychic power, he may roll a Brains Test (which is not used to see if the power works—it is a separate Test). If this succeeds, he may use an additional psychic power at half its normal MP cost (rounded up). He may continue to roll Brains Tests to try for even more powers, but each Test after the first gets a cumulative -1 modifier (so -1 for the second roll, -2 for the third, and so on). When he fails, he may no longer use any psychic powers in his current activation.

Melee Attacks: The MP cost for Ahriman to make melee attacks is modified by -2 MP per attack.

Psychic Powers: Ahriman has the following psychic powers: Bolt of Change, Doombolt, Gift of Chaos, Mass Mutation, Twisting Path and Wind of Chaos. He may make a roll on one of the minor psyker tables on pages 14-16 of *Warhammer 40,000 to VOR Basics* or one of the Chaos minor psyker power tables (p. 34), but may not take any other additional powers.

FABIUS BILE

MP: 10 CC: 8 RC: 7 POW: 4 BOD: 4 BRN: 4
GUT: 9 LIF: 3 AR: 7 SIZE: M

Point Value: 133

Availability: 1 per force; Fabius Bile is a Chaos lord, and so if he is part of a force, no other Chaos lord or daemon prince may be present.

Structure: Individual

Equipment: Bolt pistol, frag grenades, Krak grenades

Options:
Genetic Corruption: If Fabius Bile is part of a Chaos force, he may enhance any number of Chaos space marine squads (only) at a cost of +3 PV per model in the to-be-enhanced squads. During the deployment phase, when setting up an enhanced squad, roll on the Genetic Corruption Table to determine what enhancement these Chaos space marines have received. Roll for each squad separately.

GENETIC CORRUPTION TABLE

1D6 Enhancement

- 1 **Berserk Rage!** The Chaos space marines attack each other before the start of the battle. Each model in the squad takes an automatic [Power: 6, AM: no test] hit; casualties are worth Glory Points for the opponent(s). The surviving models gain +1 POW.
- 2-5 **Stable Mutation!** All models in the squad gain +1 POW and +1 BRN.
- 6 **Created a Monster!** The entire squad gains +1 POW, +1 BRN and a -1 MPC modifier to all melee attacks they make (with a minimum MPC of 1 per attack). However, at the end of the game all survivors of the squad will die automatically, and are worth Glory Points for the opponent.

If any named models are enhanced and die as a result of the enhancement, they get their normal roll after the battle to see if they survive. However, the enhancements provided by the treatment are not permanent—they wear off before the following battle in which the named models take part.

Abilities:

Characteristics: During the deployment phase of each battle in which Fabius Bile is used, roll 1D6 to determine his exact statistics. On a roll of 1, he gains the following modifiers: +1 CC, -2 RC, +1 POW, +1 BRN, and his melee attacks have an additional -1 MPC modifier (in addition to the normal -2 shown below). On a roll of 6, Fabius gets -3 CC, +1 RC, -1 POW, +1 BOD and -1 BRN instead. A roll of 2-5 has no effect.

Mark of Chaos Undivided: Fabius Bile may re-roll any Morale Test he has just failed, but must use the second result.

Melee Attacks: The MP cost for Fabius Bile to make melee attacks is modified by -2 MP per attack.

Rod of Torment: Any model representing a living being that is attacked with this melee weapon is automatically removed from the game if it takes any damage from the weapon. The MPC to use the Rod of Torment is 4 if the D6 during deployment rolled 2 or higher, but 3 if the D6 rolled a 1. [MPC: 4/3, Power: POW, AM: - 1]

The Surgeon: Fabius Bile may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Xyclos Needler: This weapon's Damage Test always has a target number of 8 when used against a living target, regardless of the weapon's Power or the target's Body. Against non-living targets (vehicles, robots, etc.) it rolls a normal Damage Test. [MPC: 3, Uses/Turn: 2, Range: S 6/+1, M 12/-1, L —/—, Power: 1, AM: 0]

KHÂRN THE BETRAYER

MP: 10 CC: 9 RC: 8 POW: 4 BOD: 4 BRN: 5 GUT: 9 LIF: 4 AR: 8 SIZE: M

Point Value: 186

Availability: 1 per force; Khârn the Betrayer may only be used in a force that includes at least one squad that has the mark of Khorne.

Structure: Individual

Equipment: Plasma pistol, power weapon, frag grenades, Krak grenades, collar of Khorne, daemonic armour, talisman of burning blood

Abilities:

Daemonic Rune: All attacks that cause 2 or more damage, subtract 1 from the damage they inflict against the recipient of a daemonic rune. For example, a [Damage: 3] weapon counts as only [Damage: 2].

Mark of Khorne: See p. 4.

Melee Attacks: The MP cost for this model to make melee attacks is modified by -4 MP per attack.

Rage of Khorne: When charging into melee combat (p. 86, *VOR Rulebook*), Khârn gains a CC bonus of $1D10 \div 3$ (rounded up, but re-roll on a 10) instead of the normal +1.

The Betrayer: Any time Khârn rolls a 10 on a CC or RC Test, he has hit the closest friendly model within 6" instead of his intended target (even if he was making a melee attack). The outcome of the attack is resolved normally. If there are no friendly models within 6 inches of Khârn, the attack is just a regular critical miss.

LUCIUS THE ETERNAL

MP: 10 CC: 8 RC: 8 POW: 5 BOD: 4 BRN: 5 GUT: 9 LIF: 3 AR: 7 SIZE: M

Point Value: 168

Availability: 1 per force; Lucius the Eternal may only be deployed in a Chaos force of 1,500 PV more. He is a Chaos lord, and so if he is part of a force, no other Chaos lord or daemon prince may be present.

Structure: Individual

Equipment: Power weapon, aura of acquiescence, combat drugs, doom siren, lash of torment, mark of Slaanesh

Abilities:

Armour of Shrieking Souls: This armor allows Lucius to always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -4 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -4.

Eternal: In a campaign game, if Lucius is killed he may not be used in the next game in which a Chaos force is deployed, but is available in the one after that. Should he be killed by a named model, that model does not roll on the Named Model Damage Table after the game, but is automatically considered to have died—even if it suffered no damage during the battle.

Fuelled by Pain: For every hit in melee combat that he receives in a turn, but for which he succeeds at his Armor Test, Lucius receives a -1 MP modifier to the MP Cost of his own melee attacks, to a minimum of 1 MP per attack. This MPC modifier applies until the end of Lucius' next activation, at which point it is "reset" to -0 MP. Although Lucius is a psyker, he may not have any additional psychic powers. [MPC: 3, Uses/Turn: 1]

Martial Pride: Lucius has an additional -1 MP modifier to the cost of melee attacks (in addition to all others he may have) when in close combat with an opponent who has a CC of 8 or higher. However, if in close combat with an opponent with CC 3 or less, Lucius must add +1 to the MP Cost of his melee attacks instead.

Melee Attacks: The MP cost for Lucius to make melee attacks is modified by -2 MP per attack.

TYPHUS

MP: 11 CC: 8 RC: 8 POW: 4 BOD: 5 BRN: 5 GUT: 9 LIF: 4 AR: 8 SIZE: M

Point Value: 166

Availability: 1 per Death Guard force; Typhus is a Chaos lord, and so if he is part of a force, no other Chaos lord or daemon prince may be present.

Structure: Individual

Equipment: Manreaper, nurgling infestation, terminator armour, warp talisman

Options:

Retinue: Typhus may be assigned to a squad of Chosen, in which case he must adhere to squad coherency with it.

Abilities:

Daemonic Essence: This is already incorporated into the statistics above; it is mentioned here because it means Typhus may not be given this gift again.

Daemonic Visage: In melee combat, if Typhus causes the enemy to make a Morale Test (for example because he kills an enemy and so brings them to less than 50% of their starting strength), that Morale Test has a -1 modifier. If all members of Typhus' squad have the daemonic visage gift, the modifier is -2 instead.

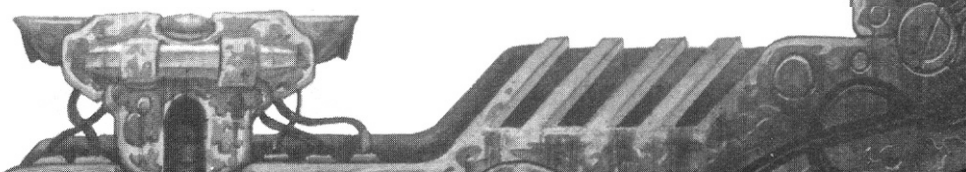
Destroyer Hive: Typhus is always considered to have a higher CC statistic than any opponent he fights in close combat.

Mark of Nurgle: See p. 4.

Melee Attacks: The MP cost for this model to make melee attacks is modified by -2 MP per attack.

Nurgle's Rot: At the end of Typhus' activation, check if any models (friendly or otherwise) are within 6 inches of him. Each of those models takes a [Power: 2, AM: 0] hit automatically. A Damage Test is still required even if the model has a high enough Body to make the target number 0 or less—a roll of 1 is always successful. Immune to this effect is any model bearing the mark of Nurgle, all daemon models that have the Summoned ability, possessed Chaos space marines, and greater daemons.

Psychic Powers: Typhus has the Wind of Chaos power (p. 34) as well as the Affliction and Miasma of Pestilence minor psyker abilities (p. 34). He may not roll for additional minor powers.



TRAITOR LEGIONS

ALPHA LEGION

Use the following special rules and additions when fielding an Alpha Legion force.

Daemons

An Alpha Legion force may not include any daemons that have the *Summoned* ability unless the force also includes at least one squad of Chaos cultists bearing an icon of Chaos Undivided at the start of the battle. If the cultist squad, or just the icon bearer, are removed from play, any daemons in the force will remain until they too are destroyed in the normal manner.

Icons

Alpha Legion squads and individual models may not carry icons of Chaos, with the exception of Chaos cultist squads.

Infiltrators

If an Alpha Legion model wearing power armour or daemon armour takes the Infiltrate veteran skill (p. 8), this does not count against the maximum number of skills the model may have.

Marks of Chaos

Alpha Legion models may only be given the mark of Chaos Undivided, not of any of the individual Chaos gods.

BLACK LEGION

The Black Legion has no special rules.

DEATH GUARD

Use the following special rules and additions when fielding a Death Guard force.

Daemons

When rolling to summon a favored daemon pack, add +1 to the target number.

Mark of Nurgle

All models, except vehicles, in a Death Guard force must have the mark of Nurgle or be daemons of Nurgle. None may be given the mark Chaos Undivided or of any of the other Chaos gods. The only models that cannot bear the mark of Nurgle that may still be used are a Great Unclean One, nurglings and plaguebearer packs.

EMPEROR'S CHILDREN

Use the following special rules and additions when fielding an Emperor's Children force.

Daemons

When rolling to summon a favored daemon pack, add +1 to the target number.

Mark of Slaanesh

All models, except vehicles, in an Emperor's Children force must have the mark of Slaanesh or be daemons of Slaanesh. None may be given the mark Chaos Undivided or of any of the other Chaos gods.

IRON WARRIORS

Use the following special rules and additions when fielding an Iron Warriors force.

Daemons

An Iron Warriors force may not include any daemons except daemon princes and possessed Chaos space marines.

Marks of Chaos

Iron Warriors models may only be given the mark of Chaos Undivided, not of any of the individual Chaos gods.

Obliterators

To an Iron Warriors force, obliterators have an Availability of Unlimited.

Servo Arm (+35 PV)

Any Iron Warrior model that does not represent a vehicle may be equipped with a servo arm.

This device can be used as a [MPC: +3, Power: POW+4, AM: no test] weapon. If the model with the servo arm is in base contact with an immobilized vehicle, he can repair it by spending 4 MP and making a successful Brains test. He may make multiple attempts per turn, as long as he has sufficient MP to do so. After such a repair, the vehicle is considered to have only damaged locomotion (its MP is reduced by half, rounding down).

Siege Specialists

All Iron Warrior models must take the Siege Specialists veteran skill, at a cost of +9 PV per model in the force. However, this skill is not considered when determining how many veteran skills a model may have.

NIGHT LORDS

Use the following special rules and additions when fielding a Night Lords force.

Daemons

A Night Lords force may not include daemons except for daemon princes, furies and possessed Chaos space marines.

Marks of Chaos

Night Lords models may only be given the mark of Chaos Undivided, not of any of the individual Chaos gods.

Night Fighters

All Night Lords models must take the Night Vision veteran skill, at a cost of +5 PV per model in the force. However, this skill is not considered when determining how many veteran skills a model may have.

Raptors

Raptors have an Availability of Unlimited in a Night Lords force.

Stealth Adept (+8 PV per model)

This veteran skill is only available to Night Lords models that do not have a bike, a steed, terminator armour, or the Daemonic Stature gift. It gives attackers an additional -1 RC modifier when attacking a Night Lord model that is in cover (making it -2 for soft cover and -3 for hard cover).

THOUSAND SONS

Use the following special rules and additions when fielding a Thousand Sons force.

Daemons

When rolling to summon a favored daemon pack, add +1 to the target number.

Mark of Tzeentch

All models, except vehicles, in a Thousand Sons force must have the mark of Tzeentch or be daemons of Tzeentch. None may be given the mark Chaos Undivided or of any of the other Chaos gods.

WORD BEARERS

Use the following special rules and additions when fielding a Word Bearers force.

Dark Apostles

One Chaos lord or Chaos lieutenant in a Word Bearers force may be designated as a dark apostle. The model must be given an accursed crozius (+30 PV), and may further have the Demagogue ability (+15 PV).

Accursed Crozius (+30 PV)

A melee weapon that causes [MPC: +3, Power: POW+3, AM: -2]. Additionally, the model carrying it can be chosen to summon daemons next to (see *Daemon Summoning* on page 7) and may always make an Armor Test, using its normal AR, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Demagogue (+15 PV)

Any Chaos squad with a model within 6" of the dark apostle will automatically succeed at any Morale Tests it is required to make, except Morale Tests made for being out of squad coherency.

Marks of Chaos

Word Bearers may only be given the mark of Chaos Undivided, not of any of the individual Chaos gods.

WORLD EATERS

Use the following special rules and additions when fielding a World Eaters force.

Daemons

The only types of daemon a World Eaters force may use are bloodletter packs, a Bloodthirster and flesh hound packs. When rolling to summon a favored daemon pack, add +1 to the target number.

Mark of Khorne

All models, except vehicles, in a World Eaters force must have the mark of Khorne or be daemons of Khorne. None may be given the mark Chaos Undivided or of any of the other Chaos gods.

THE LOST AND THE DAMNED

A force of the lost and the damned, also known as a Chaos horde, uses slightly different rules from regular Chaos forces or traitor legions.

AVAILABILITY

Only the squad types shown on the Lost and the Damned Availability Table may be deployed.

ALLIES

Other Chaos squads may be included as allies in a force of the lost and the damned, but such a force may not include more allied squads than there are squads in the lost and the damned force (counting each individual model as a squad). For example, if the lost and the damned field 5 squads, no more than five regular Chaos squads may be included.

LOST AND THE DAMNED AVAILABILITY TABLE

Squad Type	Availability
Big Mutants	normal
Bloodletter Pack	normal
Chaos Hounds	normal
Chaos Lieutenant	normal
Chaos Space Marines Aspiring Champions	normal
Chaos Spawn	normal
Daemonette Pack	normal
Daemonic Beasts	normal
Defiler	normal
Greater Daemon	normal
Horror Pack	normal
Mutants	normal
Nurglings	Unlimited
Possessed Chaos Space Marines	normal
Plaguebearer Pack	normal
Traitors	normal
Traitor Recon	normal
Traitor Tank	normal