

## 2000 Pts - Chaos Marines - TSHFT Army 2

| Name   | # | Grp  | WS    | BS     | S        | T      | Wo      | I      | A      | Ld     | Save   | Cost  |
|--|---|------|-------|--------|----------|--------|---------|--------|--------|--------|--------|-------|
| <b>HQ: Daemon Prince (1<sup>+</sup>, 150 pts)</b>  |   |      |       |        |          |        |         |        |        |        |        |       |
| Daemon Prince  | 1 |      | 7     | 5      | 6        | 5/6    | 4       | 5      | 4      | 10     | 3+/5   | 150   |
| (C: CSM, pp. 32 & 92); <b>Unit Type:</b> Monstrous Creature; <b>Unit Type:</b> Jump Infantry; Wings; Mark of Nurgle; Close Combat Weapon; Eternal Warrior; Fearless  |   |      |       |        |          |        |         |        |        |        |        |       |
| <b>HQ: Chaos Lord (1<sup>+</sup>, 165 pts)</b>   |   |      |       |        |          |        |         |        |        |        |        |       |
| Chaos Lord   | 1 |      | 6     | 5      | 4        | 4      | 3       | 5/6    | 3/4    | 10     | 3+/5   | 165   |
| (C: CSM, pp. 30 & 92); <b>Unit Type:</b> Cavalry; Frag Grenades; Krak Grenades; Mount of Slaanesh; Mark of Slaanesh; Bolt Pistol (x1); Daemon Weapon; DW: Bliss Giver; Fearless; Independent Character   |   |      |       |        |          |        |         |        |        |        |        |       |
| <b>Elite: Dreadnought (1<sup>+</sup>, 105 pts)</b>   |   |      |       |        |          |        |         |        |        |        |        |       |
| Dreadnought  | 1 | Grp: | WS: 4 | BS: 4  | St: 6/10 | In: 4  | At: 2/4 | FA: 12 | SA: 12 | RA: 10 |        | 105   |
| (C: CSM, pp. 40 & 95); <b>Unit Type:</b> Vehicle (Walker); Searchlight; Smoke Launchers; Dreadnought CCW; Heavy Flamer; Dreadnought CCW; Twin Linked Bolter; Crazy   |   |      |       |        |          |        |         |        |        |        |        |       |
| <b>Elite: Chaos Terminators (5<sup>+</sup>, 200 pts)</b>   |   |      |       |        |          |        |         |        |        |        |        |       |
| Chaos Terminators  | 1 |      |       |        |          |        |         |        |        |        |        | 200   |
| (C: CSM, pp. 28 & 94); <b>Unit Type:</b> Infantry; Terminator Armour; Icon of Slaanesh; Mark of Slaanesh; Terminator; Deep Strike  |   |      |       |        |          |        |         |        |        |        |        |       |
| Terminator   | 5 |      | 4     | 4      | 4/8      | 4      | 1       | 4/1    | 2      | 10     | 2+/5   | [185] |
| (C: CSM, pp. 28 & 94); Terminator Armour; Mark of Slaanesh; Power Weapon (x4); Twin Linked Bolter (x1); Chain Fist (x1); Combi-flamer (x1); Combi-melta (x2); Heavy Flamer (x1)  |   |      |       |        |          |        |         |        |        |        |        |       |
| <b>Troops: Khorne Berzerkers (9<sup>+</sup>, 233 pts)</b>  |   |      |       |        |          |        |         |        |        |        |        |       |
| Khorne Berzerkers  | 7 |      | 5     | 4      | 4        | 4      | 1       | 4      | 2/3    | 9      | 3+     | 233   |
| (C: CSM, pp. 36 & 98); <b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Mark of Khorne; Bolt Pistol (x7); Close Combat Weapon (x7); Fearless; Furious Charge; Rhino   |   |      |       |        |          |        |         |        |        |        |        |       |
| Skull Champion   | 1 |      | 5     | 4      | 4        | 4      | 1       | 4      | 3/4    | 10     | 3+     | [51]  |
| (C: CSM, pp. 36 & 98); <b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Mark of Khorne; Bolt Pistol (x1); Power Weapon; Fearless; Furious Charge  |   |      |       |        |          |        |         |        |        |        |        |       |
| Rhino  | 1 | Grp: | BS: 4 | FA: 11 | SA: 11   | RA: 10 |         |        |        |        |        | [35]  |
| (C: CSM, pp. 42 & 96); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 10 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 1; Searchlight; Smoke Launchers; Twin Linked Bolter; Repair  |   |      |       |        |          |        |         |        |        |        |        |       |
| <b>Troops: Plague Marines (8<sup>+</sup>, 261 pts)</b>   |   |      |       |        |          |        |         |        |        |        |        |       |
| Plague Marines   | 6 |      | 4     | 4      | 4        | 4/5    | 1       | 3      | 1/2    | 9      | 3+     | 261   |
| (C: CSM, pp. 38 & 97); <b>Unit Type:</b> Infantry; Blight Grenades; Frag Grenades; Krak Grenades; Power Armour; Mark of Nurgle; Personal Icon; Bolt Pistol (x6); Bolter (x4); Close Combat Weapon (x6); Flamer (x2); Fearless; Feel No Pain; Rhino |   |      |       |        |          |        |         |        |        |        |        |       |
| Plague Champion  | 1 |      | 4     | 4      | 4/8      | 4/5    | 1       | 3/1    | 2      | 10     | 3+     | [73]  |
| (C: CSM, pp. 38 & 97); <b>Unit Type:</b> Infantry; Blight Grenades; Frag Grenades; Krak Grenades; Power Armour; Mark of Nurgle; Bolt Pistol; Power Fist; Combi-flamer; Fearless; Feel No Pain  |   |      |       |        |          |        |         |        |        |        |        |       |
| Rhino  | 1 | Grp: | BS: 4 | FA: 11 | SA: 11   | RA: 10 |         |        |        |        |        | [35]  |
| (C: CSM, pp. 42 & 96); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 10 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 1; Searchlight; Smoke Launchers; Twin Linked Bolter; Repair  |   |      |       |        |          |        |         |        |        |        |        |       |
| <b>Troops: Thousand Sons (9<sup>+</sup>, 266 pts)</b>  |   |      |       |        |          |        |         |        |        |        |        |       |
| Thousand Sons  | 7 |      | 4     | 4      | 4        | 4      | 1       | 4      | 1      | 9      | 3+/4   | 266   |
| (C: CSM, pp. 37 & 98); <b>Unit Type:</b> Infantry; Inferno Bolts; Power Armour; Mark of Tzeentch; Bolter (x7); Fearless; Slow and Purposeful; The Sorcerer Commands; Rhino   |   |      |       |        |          |        |         |        |        |        |        |       |
| Aspiring Sorcerer  | 1 |      | 4     | 4      | 4        | 4      | 1       | 4      | 2/3    | 10     | 3+/4   | [70]  |
| (C: CSM, pp. 37 & 98); <b>Unit Type:</b> Infantry; Power Armour; Mark of Tzeentch; Bolt Pistol; Force Weapon; Fearless; Doombolt; Inferno Bolts  |   |      |       |        |          |        |         |        |        |        |        |       |
| Rhino  | 1 | Grp: | BS: 4 | FA: 11 | SA: 11   | RA: 10 |         |        |        |        |        | [35]  |
| (C: CSM, pp. 42 & 96); <b>Unit Type:</b> Vehicle (Tank); <b>Transport Capacity:</b> 10 models; <b>Access Points:</b> 3; <b>Fire Points:</b> 1; Searchlight; Smoke Launchers; Twin Linked Bolter; Repair  |   |      |       |        |          |        |         |        |        |        |        |       |
| <b>: Summoned Lesser Daemon (5<sup>+</sup>, 65 pts)</b>  |   |      |       |        |          |        |         |        |        |        |        |       |
| Summoned Lesser Daemon   | 5 |      | 4     | -      | 4        | 4      | 1       | 4      | 2      | 10     | -/5(i) | 65    |
| (C: CSM, pp. 62 & 102); <b>Unit Type:</b> Infantry; Close Combat Weapon; Fearless  |   |      |       |        |          |        |         |        |        |        |        |       |

| Name  | # | Grp    | WS                         | BS | S   | T | Wo | I   | A   | Ld | Save        | Cost |
|---|---|--------|----------------------------|----|-----|---|----|-----|-----|----|-------------|------|
| <b>Heavy Support: Havocs (5<sup>x</sup>, 165 pts)</b>   |   |        |                            |    |     |   |    |     |     |    |             |      |
| Havocs  | 5 | ☞      | 4                          | 4  | 4   | 4 | 1  | 4   | 1/2 | 9  | 3+          | 165  |
| (C: CSM, pg. 96); <b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Chaos Glory; Bolt Pistol (x5); Bolter (x1); Close Combat Weapon (x5); Autocannon (x4) |   |        |                            |    |     |   |    |     |     |    |             |      |
| <b>Heavy Support: Obliterators (3<sup>x</sup>, 225 pts)</b>   |   |        |                            |    |     |   |    |     |     |    |             |      |
| Obliterators  | 3 | ☞      | 4                          | 4  | 4/8 | 4 | 2  | 4/1 | 2   | 9  | 2+/5        | 225  |
| (C: CSM, pp. 35 & 96); <b>Unit Type:</b> Infantry; Obliterator Weapons; Power Fist; Deep Strike; Fearless; Slow and Purposeful  |   |        |                            |    |     |   |    |     |     |    |             |      |
| <b>Heavy Support: Predator (1<sup>x</sup>, 165 pts)</b>   |   |        |                            |    |     |   |    |     |     |    |             |      |
| Predator  | 1 | Grp: ☞ | BS: 4 FA: 13 SA: 11 RA: 10 |    |     |   |    |     |     |    |             | 165  |
| (C: CSM, pp. 43 & 100); <b>Unit Type:</b> Vehicle (Tank); Searchlight; Smoke Launchers; Twin Linked Lascannon; Lascannon  |   |        |                            |    |     |   |    |     |     |    |             |      |
| <b>Total Cost:</b>  |   |        |                            |    |     |   |    |     |     |    | <b>2000</b> |      |

| Option Footnotes                     |  |
|--------------------------------------|--|
| Psychic Powers                       |  |
| Doombolt                             | 18" Range; S4; AP3; Assault 3 (p88 C:CSM)  |
| Special Rules                        |  |
| Crazed                               | 1 - Fire Frenzy<br>2 to 5 - Sane<br>6 - Blood Rage<br>(p40 C:CSM)  |
| Deep Strike                          | Unit may arrive by Deep Strike (BRB, pg. 95).  |
| Eternal Warrior                      | Immune to Instant Death (p74 WH40K 5E)   |
| Fearless                             | Automatically pass all morale tests, conditions apply (p75 WH40K 5E)   |
| Feel No Pain                         | If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)  |
| Furious Charge                       | Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)   |
| Independent Character                | (See WH40k, pg. 50.)   |
| Repair                               | If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is no longer immobilized.  |
| Slow and Purposeful                  | Counts as Relentless (p76 WH40K 5E), always count as moving in Difficult Terrain, conditions apply (p76 WH40K 5E)  |
| The Sorcerer Commands                | The Aspiring Sorcerer who leads the squad is a Psyker. If the Aspiring Sorcerer is killed, the Thousand Sons Marines roll a single dice for their Slow and Purposeful movement, unless the squad includes an Independent Character with the Mark of Tzeentch from the beginning of the turn. |
| Unit Type                            |  |
| <b>Unit Type:</b> Cavalry            | Unit Type: Cavalry (WH40k, pg. 54)   |
| <b>Unit Type:</b> Infantry           | Unit Type: Infantry (p.54 WH40k)   |
| <b>Unit Type:</b> Jump Infantry      | Unit Type: Jump Infantry (p.52 WH40k)<br>1) Move up to 12" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test.<br>2) Assault 6" affected by Diff Terr.<br>3) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test.                            |
| <b>Unit Type:</b> Monstrous Creature | Unit Type: Monstrous Creature (p.51 WH40k)<br>1) Have Move Through Cover (p. 75 WH40k)<br>2) Fire two weapons per turn and have Relentless (p. 76 WH40k).<br>3) Close combat wounds ignore Armour Saves.<br>4) Armour penetration 2D6+Str  |
| <b>Unit Type:</b> Vehicle (Tank)     | Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)   |
| <b>Unit Type:</b> Vehicle (Walker)   | Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)   |
| Wargear                              |  |
| Blight Grenades                      | Defensive grenades; enemy units do not gain their bonus attacks for Charging (p38 C:CSM)   |
| Chaos Glory                          | Re-roll failed morale checks (p81 C:CSM)   |
| Frag Grenades                        | Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).  |
| Icon of Slaanesh                     | Unit gains benefits of the Mark of Slaanesh (p81 C:CSM)  |
| Inferno Bolts                        | Bolters AP3 (p37 C:CSM)  |
| Krak Grenades                        | One attack with 6+D6 AP (exceptions apply p72 WH40K)   |

|                       |   |
|-----------------------|---|
| Mark of Khorne        | Extra attacks (p25 C:CSM)   |
| Mark of Nurgle        | Extra toughness (p25 C:CSM)   |
| Mark of Slaanesh      | Extra initiative (p25 C:CSM)  |
| Mark of Tzeentch      | Invulnerable save (p25 C:CSM)   |
| Mount of Slaanesh     | Model becomes cavalry (p86 C:CSM)   |
| Personal Icon         | Guides teleporters/daemons (p81 C:CSM)  |
| Power Armour          | Confers a 3+ Armour Save.   |
| Searchlight           | Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight. |
| Smoke Launchers       | Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).  |
| Terminator Armour     | Confers a 2+ Armour save and a 5+ Invulnerable save.  |
| Wings                 | Move like jumpack infantry  |
| Weapons               |   |
| Autocannon            | 48" Range; S7; AP4; Heavy 2   |
| Bolt Pistol           | 12" Range; S4; AP5; Pistol  |
| Bolter                | 24" Range; S4; AP5; Rapid Fire  |
| Chain Fist            | Ignores armour saves, strikes last, doubles strength, 2D6 + strength for AP.  |
| Close Combat Weapon   | If used with another close combat weapon, +1 attack in close combat.  |
| Combi-flamer          | Bolter: 24" Range; S4; AP5; Rapid Fire<br>Flamer: Template; S4; AP5; Assault 1; One shot<br>(p83 C:CSM)   |
| Combi-melta           | Bolter: 24" Range; S4; AP5; Rapid Fire<br>Melta: 12" Range; S8; AP1; Assault 1; Melta; One shot<br>(p83 C:CSM)  |
| Daemon Weapon         | Two handed, Power weapon, +D6 attacks (rolls of 1 has other effects), +1 Str (p93 C:CSM)  |
| Dreadnought CCW       | Strength 10; Ignores armour saves in close combat.  |
| DW: Bliss Giver       | Two handed, Power weapon, +D6 attacks (rolls of 1 has other effects), Instant Death (p93 C:CSM)   |
| Flamer                | Template; S4; AP5; Assault 1  |
| Force Weapon          | Ignores armour saves in close combat. If a model takes a wound but is not killed, make a psychic test; if you pass, it dies. Use against one model per combat round. (p50 WH40K 5E)   |
| Heavy Flamer          | Template; S5; AP4; Assault 1  |
| Lascannon             | 48" Range; S9; AP2; Heavy 1   |
| Obliterator Weapons   | Choose from lascannon, multi-melta, plasma cannon, twin-linked plasma gun, twin-linked meltagun, twin-linked flamer (p100 C:CSM)  |
| Power Fist            | Ignores armour saves, increases strength in close combat.   |
| Power Weapon          | Ignores armour saves in close combat (p42 WH40K 5E)   |
| Twin Linked Bolter    | 24" Range; S4; AP5; Rapid Fire, Linked  |
| Twin Linked Lascannon | 48" Range; S9; AP2; Heavy 1 Linked  |

### Roster Statistics

% Elite: 15.3  
 % Fast: 0.0  
 % Heavy: 27.8  
 % HQ: 15.8  
 Model Count: 48  
 % Troops: 38.0  
 % Wargear: 0.0  
 Files version: 1.08