

# Tristan Whitehead - No Retreat VI (Warhammer 40,000 8th Edition) [101 PL, 2000pts]

## Spearhead Detachment +1CP (Chaos - Chaos Space Marines) [36 PL, 683pts]

Rules: *Daemonic Ritual, Despoilers of the Galaxy*

### No Force Org Slot

#### Legion

**Selections:** Black Legion

**Categories:** No Force Org Slot

**Abilities:** *Black Crusaders*

Abilities	Description
<b>Black Crusaders</b>	If your army is Battle-forged, all INFANTRY, BIKERS and HELBRUTE units in a BLACK LEGION Detachment gain the following ability: Add 1 to the Leadership characteristic of models in units with this trait. In addition, if a unit with this trait Advanced, it treats all Rapid Fire weapons as Assault weapons until the end of the turn (i.e. a Rapid Fire 2 weapon is treated as an Assault 2 weapon).

### Heavy Support [30 PL, 585pts]

#### Obliterators [10 PL, 195pts]

**Selections:** Mark of Slaanesh

**Categories:** Heavy Support, Heretic Astartes, Daemon, Infantry, Chaos, <Legion>, <Mark of Chaos>, Cult of Destruction, Slaanesh

**Abilities:** *Daemonic, Death to the False Emperor, Fleshmetal Guns, Teleport Strike*

#### 3x Obliterator [195pts]

**Selections:** 3x Fleshmetal guns

**Unit:** *Obliterator*, **Weapon:** *Fleshmetal guns*

Abilities	Description
<b>Daemonic</b>	This model has a 5+ invulnerable save.
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
<b>Fleshmetal Guns</b>	When a unit of Obliterators is chosen to shoot in the Shooting Phase or in Overwatch, roll three D3, one after the other. The first roll is added to 6 to determine the Strength for the unit's shooting attacks, the second roll is the AP, and the third roll is the Damage. For example, if the rolls were a 1 followed by a 3, followed by a 2, then the unit's attacks would have a Strength of 7, an AP of -3 and a Damage of 2 for that Shooting phase and Overwatch phase.
<b>Teleport Strike</b>	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Obliterator	4"	3+	3+	5	4	3	3	8	2+

Weapon	Range	Type	S	AP	D	Abilities	
Fleshmetal guns	24"	Assault	4	6+D3	-D3	D3	See below

#### Obliterators [10 PL, 195pts]

**Selections:** Mark of Slaanesh

**Categories:** Heavy Support, Heretic Astartes, Daemon, Infantry, Chaos, <Legion>, <Mark of Chaos>, Cult of Destruction, Slaanesh

**Abilities:** *Daemonic, Death to the False Emperor, Fleshmetal Guns, Teleport Strike*

### 3x Obliterator [195pts]

**Selections:** 3x Fleshmetal guns

**Unit:** *Obliterator*, **Weapon:** *Fleshmetal guns*

Abilities	Description
<b>Daemonic</b>	This model has a 5+ invulnerable save.
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
<b>Fleshmetal Guns</b>	When a unit of Obliterators is chosen to shoot in the Shooting Phase or in Overwatch, roll three D3, one after the other. The first roll is added to 6 to determine the Strength for the unit's shooting attacks, the second roll is the AP, and the third roll is the Damage. For example, if the rolls were a 1 followed by a 3, followed by a 2, then the unit's attacks would have a Strength of 7, an AP of -3 and a Damage of 2 for that Shooting phase and Overwatch phase.
<b>Teleport Strike</b>	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Obliterator</b>	4"	3+	3+	5	4	3	3	8	2+

Weapon	Range	Type	S	AP	D	Abilities
<b>Fleshmetal guns</b>	24"	Assault	4	6+D3	-D3	D3 See below

### Obliterators [10 PL, 195pts]

**Selections:** Mark of Slaanesh

**Categories:** Heavy Support, Heretic Astartes, Daemon, Infantry, Chaos, <Legion>, <Mark of Chaos>, Cult of Destruction, Slaanesh

**Abilities:** *Daemonic, Death to the False Emperor, Fleshmetal Guns, Teleport Strike*

### 3x Obliterator [195pts]

**Selections:** 3x Fleshmetal guns

**Unit:** *Obliterator*, **Weapon:** *Fleshmetal guns*

Abilities	Description
<b>Daemonic</b>	This model has a 5+ invulnerable save.
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
<b>Fleshmetal Guns</b>	When a unit of Obliterators is chosen to shoot in the Shooting Phase or in Overwatch, roll three D3, one after the other. The first roll is added to 6 to determine the Strength for the unit's shooting attacks, the second roll is the AP, and the third roll is the Damage. For example, if the rolls were a 1 followed by a 3, followed by a 2, then the unit's attacks would have a Strength of 7, an AP of -3 and a Damage of 2 for that Shooting phase and Overwatch phase.
<b>Teleport Strike</b>	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Obliterator</b>	4"	3+	3+	5	4	3	3	8	2+

Weapon	Range	Type	S	AP	D	Abilities
<b>Fleshmetal guns</b>	24"	Assault	4	6+D3	-D3	D3 See below

### Chaos Lord with Jump Pack [6 PL, 98pts]

**Selections:** Axe of Blind Fury, Bolt pistol, Frag & Krak grenades, Mark of Khorne, Power axe [5pts]

**Categories:** HQ, Chaos, Chaos Lord, Character, Fly, Infantry, Jump Pack, <Legion>, <Mark of Chaos>, Khorne

**Abilities:** *Axe of Blind Fury, Death to the False Emperor, Jump Pack Assault, Lord of Chaos, Sigil of Corruption*, **Unit:** *Chaos Lord with Jump Pack*, **Weapon:** *Axe of Blind Fury, Bolt pistol, Frag grenade, Krak grenade, Power axe*

Abilities	Description
<b>Axe of Blind Fury</b>	Models with a power axe only. The Axe of Blind Fury replaces the bearer's power axe.
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
<b>Jump Pack Assault</b>	During deployment you can set this unit up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this unit can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
<b>Lord of Chaos</b>	You can re-roll hit rolls of 1 made for friendly <LEGION> units within 6" of this model.
<b>Sigil of Corruption</b>	This model has a 4+ invulnerable save.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Chaos Lord with Jump Pack</b>	12"	2+	2+	4	4	5	4	9	3+

Weapon	Range	Type	S	AP	D	Abilities
<b>Axe of Blind Fury</b>	Melee	Melee	+3	-3	D3	You cannot re-roll or modify to hit rolls of 1 for attacks made with the Axe of Blind Fury. Instead, these attacks automatically hit a friendly unit within 1". Randomly determine which unit is hit if there is more than 1. If there are no friendly units within 1", the hit is ignored.
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Power axe</b>	Melee	Melee	+1	-2	1	-

### Battalion Detachment +3CP (Chaos - Chaos Space Marines) [65 PL, 1317pts]

**Rules:** *Daemonic Ritual, Despoilers of the Galaxy*

#### No Force Org Slot

##### Legion

**Selections:** Black Legion

**Categories:** No Force Org Slot

**Abilities:** *Black Crusaders*

Abilities	Description
<b>Black Crusaders</b>	If your army is Battle-forged, all INFANTRY, BIKERS and HELBRUTE units in a BLACK LEGION Detachment gain the following ability: Add 1 to the Leadership characteristic of models in units with this trait. In addition, if a unit with this trait Advanced, it treats all Rapid Fire weapons as Assault weapons until the end of the turn (i.e. a Rapid Fire 2 weapon is treated as an Assault 2 weapon).

### HQ [19 PL, 360pts]

**Abaddon the Despoiler [12 PL, 240pts]**

**Selections:** Drach'nyen, Talon of Horus, Warlord

**Categories:** HQ, Khorne, Slaanesh, Heretic Astartes, Tzeentch, Nurgle, Black Legion, Chaos Lord, Character, Infantry, Terminator, Chaos, Warlord

**Abilities:** *Dark Destiny, Death to the False Emperor, First Among Traitors, Lord of the Black Legion, Mark of Chaos Ascendant, Teleport Strike, The Warmaster*, **Unit:** *Abaddon the Despoiler*, **Weapon:** *Drach'nyen, Talon of Horus (melee), Talon of Horus (shooting)*

Abilities	Description
<b>Dark Destiny</b>	Abaddon the Despoiler has a 4+ invulnerable save. In addition, all damage suffered by Abaddon the Despoiler is halved (rounding up).
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
<b>First Among Traitors</b>	The Death to the False Emperor ability triggers an extra attack on rolls of 5+ instead of 6+ for models in friendly BLACK LEGION units that are within 6" of your Warlord.
<b>Lord of the Black Legion</b>	You can re-roll any failed hit rolls for friendly BLACK LEGION units that are within 6" of Abaddon the Despoiler.
<b>Mark of Chaos Ascendant</b>	Friendly HERETIC ASTARTES units automatically pass Morale tests whilst they are within 12" of Abaddon the Despoiler.
<b>Teleport Strike</b>	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
<b>The Warmaster</b>	If your army is Battle-forged and Abaddon is your Warlord, you receive 2 additional Command Points.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Abaddon the Despoiler</b>	6"	2+	2+	4	5	7	6	10	2+

Weapon	Range	Type	S	AP	D	Abilities
<b>Drach'nyen</b>	Melee	Melee	+1	-3	D3	Roll a D6 each time Abaddon the Despoiler fights. On a 1 he suffers a mortal wound and cannot use this weapon further during this phase. On a 2+ he can make that many additional attacks with this weapon.
<b>Talon of Horus (melee)</b>	Melee	Melee	x2	-3	D3	
<b>Talon of Horus (shooting)</b>	24"	Rapid Fire 2	4	-1	D3	-

### Sorcerer with Jump Pack [7 PL, 120pts]

**Selections:** Bolt pistol, Death Hex, Force sword [8pts], Frag & Krak grenades, Mark of Tzeentch, Smite, Weaver of Fates

**Categories:** HQ, Chaos, Character, Fly, Heretic Astartes, Infantry, Psyker, <Legion>, <Mark of Chaos>, Tzeentch

**Abilities:** *Death to the False Emperor, Jump Pack Assault*, **Psychic Power:** *Death Hex, Smite, Weaver of Fates*, **Psyker:** *Sorcerer*, **Unit:** *Sorcerer with Jump Pack*, **Weapon:** *Bolt pistol, Force sword, Frag grenade, Krak grenade*

Abilities	Description
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
<b>Jump Pack Assault</b>	During deployment you can set this unit up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this unit can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Psychic Power	Warp Charge	Range	Details
<b>Death Hex</b>	8	12"	If manifested, select a visible enemy unit within 12" of the psyker. Until the start of your next Psychic phase, that unit cannot take invulnerable saves.
<b>Smite</b>	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.
			If manifested, select a visible TZEENTCH HERETIC ASTARTES unit within 18" of the

**Weaver of Fates** 6 18" psyker. Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+). Models that do not have an invulnerable save instead gain a 5+ invulnerable save.

Psyker	Cast	Deny	Powers Known	Other
Sorcerer	2	1	Smite and 2 powers from the Dark Hereticus discipline	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Sorcerer with Jump Pack	12"	3+	3+	4	4	4	3	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

## Elites [21 PL, 495pts]

### Helbrute [7 PL, 165pts]

**Selections:** Mark of Tzeentch, Power scourge [43pts], Twin lascannon [50pts]

**Categories:** Chaos, Elites, Vehicle, Heretic Astartes, <Mark of Chaos>, Emperor's Children, Tzeentch

**Abilities:** *Crazed, Explodes*, **Unit:** *Helbrute*, **Weapon:** *Power scourge, Twin lascannon*

Abilities	Description
<b>Crazed</b>	At the end of any phase in which this model suffers any unsaved wounds or mortal wounds, roll a D6. On a roll of 6, this model immediately makes a shooting attack as if it were your Shooting phase if there are no enemies within 1", or a piles in and fights as if it were in the Fight phase if there are enemies within 1". If there is no visible target within range, nothing happens.
<b>Explodes</b>	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Helbrute	8"	3+	3+	6	7	8	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Power scourge	Melee	Melee	+2	-2	2	Each time the bearer fights, it can make 3 additional attacks with this weapon.
Twin lascannon	48"	Heavy 2	9	-3	D6	-

### Helbrute [7 PL, 165pts]

**Selections:** Mark of Tzeentch, Power scourge [43pts], Twin lascannon [50pts]

**Categories:** Chaos, Elites, Vehicle, Heretic Astartes, <Mark of Chaos>, Emperor's Children, Tzeentch

**Abilities:** *Crazed, Explodes*, **Unit:** *Helbrute*, **Weapon:** *Power scourge, Twin lascannon*

Abilities	Description
<b>Crazed</b>	At the end of any phase in which this model suffers any unsaved wounds or mortal wounds, roll a D6. On a roll of 6, this model immediately makes a shooting attack as if it were your Shooting phase if there are no enemies within 1", or a piles in and fights as if it were in the Fight phase if there are enemies within 1". If there is no visible target within range, nothing happens.
<b>Explodes</b>	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Helbrute	8"	3+	3+	6	7	8	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Power scourge	Melee	Melee	+2	-2	2	Each time the bearer fights, it can make 3 additional attacks with this weapon.
Twin lascannon	48"	Heavy 2	9	-3	D6	-

### Helbrute [7 PL, 165pts]

**Selections:** Mark of Tzeentch, Power scourge [43pts], Twin lascannon [50pts]

**Categories:** Chaos, Elites, Vehicle, Heretic Astartes, <Mark of Chaos>, Emperor's Children, Tzeentch

**Abilities:** *Crazed, Explodes*, **Unit:** *Helbrute*, **Weapon:** *Power scourge, Twin lascannon*

Abilities	Description
<b>Crazed</b>	At the end of any phase in which this model suffers any unsaved wounds or mortal wounds, roll a D6. On a roll of 6, this model immediately makes a shooting attack as if it were your Shooting phase if there are no enemies within 1", or a piles in and fights as if it were in the Fight phase if there are enemies within 1". If there is no visible target within range, nothing happens.
<b>Explodes</b>	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Helbrute	8"	3+	3+	6	7	8	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Power scourge	Melee	Melee	+2	-2	2	Each time the bearer fights, it can make 3 additional attacks with this weapon.
Twin lascannon	48"	Heavy 2	9	-3	D6	-

## Troops [25 PL, 462pts]

### Chaos Space Marines [5 PL, 94pts]

**Selections:** Mark of Slaanesh

**Categories:** Chaos, Heretic Astartes, Infantry, <Legion>, <Mark of Chaos>, Troops, Slaanesh

**Abilities:** *Death to the False Emperor*, **Unit:** *Chaos Space Marine*

#### Aspiring Champion [17pts]

**Selections:** Boltgun, Frag & Krak grenades, Power sword [4pts]

**Unit:** *Aspiring Champion*, **Weapon:** *Boltgun, Frag grenade, Krak grenade, Power sword*

#### 3x Marine w/ Boltgun [39pts]

**Selections:** 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

**Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

#### Marine w/ heavy weapon [38pts]

**Selections:** Bolt pistol, Lascannon [25pts]

**Weapon:** *Bolt pistol, Lascannon*

Abilities	Description
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Aspiring Champion	6"	3+	3+	4	4	1	2	8	3+
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Power sword	Melee	Melee	User	-3	1	-

### Chaos Space Marines [5 PL, 94pts]

**Selections:** Mark of Slaanesh

**Categories:** Chaos, Heretic Astartes, Infantry, <Legion>, <Mark of Chaos>, Troops, Slaanesh

**Abilities:** *Death to the False Emperor*, **Unit:** *Chaos Space Marine*

#### Aspiring Champion [17pts]

**Selections:** Boltgun, Frag & Krak grenades, Power sword [4pts]

**Unit:** *Aspiring Champion*, **Weapon:** *Boltgun, Frag grenade, Krak grenade, Power sword*

#### 3x Marine w/ Boltgun [39pts]

**Selections:** 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

**Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

#### Marine w/ heavy weapon [38pts]

**Selections:** Bolt pistol, Lascannon [25pts]

**Weapon:** *Bolt pistol, Lascannon*

Abilities	Description
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Aspiring Champion	6"	3+	3+	4	4	1	2	8	3+
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Power sword	Melee	Melee	User	-3	1	-

### Chaos Space Marines [5 PL, 94pts]

**Selections:** Mark of Slaanesh

**Categories:** Chaos, Heretic Astartes, Infantry, <Legion>, <Mark of Chaos>, Troops, Slaanesh

**Abilities:** *Death to the False Emperor*, **Unit:** *Chaos Space Marine*

### Aspiring Champion [17pts]

**Selections:** Boltgun, Frag & Krak grenades, Power maul [4pts]

**Unit:** *Aspiring Champion*, **Weapon:** *Boltgun, Frag grenade, Krak grenade, Power maul*

### 3x Marine w/ Boltgun [39pts]

**Selections:** 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

**Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

### Marine w/ heavy weapon [38pts]

**Selections:** Bolt pistol, Lascannon [25pts]

**Weapon:** *Bolt pistol, Lascannon*

Abilities	Description
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Aspiring Champion</b>	6"	3+	3+	4	4	1	2	8	3+
<b>Chaos Space Marine</b>	6"	3+	3+	4	4	1	1	7	3+

Weapon	Range	Type	S	AP	D	Abilities
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-
<b>Boltgun</b>	24"	Rapid Fire 1	4	0	1	-
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Lascannon</b>	48"	Heavy 1	9	-3	D6	-
<b>Power maul</b>	Melee	Melee	+2	-1	1	-

### Chaos Space Marines [5 PL, 90pts]

**Selections:** Mark of Slaanesh

**Categories:** Chaos, Heretic Astartes, Infantry, <Legion>, <Mark of Chaos>, Troops, Slaanesh

**Abilities:** *Death to the False Emperor*, **Unit:** *Chaos Space Marine*

### Aspiring Champion [13pts]

**Selections:** Boltgun, Chainsword, Frag & Krak grenades

**Unit:** *Aspiring Champion*, **Weapon:** *Boltgun, Chainsword, Frag grenade, Krak grenade*

### 3x Marine w/ Boltgun [39pts]

**Selections:** 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

**Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

### Marine w/ heavy weapon [38pts]

**Selections:** Bolt pistol, Lascannon [25pts]

**Weapon:** *Bolt pistol, Lascannon*

Abilities	Description
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Unit	M	WS	BS	S	T	W	A	Ld	Save
------	---	----	----	---	---	---	---	----	------



<b>Aspiring Champion</b>	6"	3+	3+	4	4	1	2	8	3+
<b>Chaos Space Marine</b>	6"	3+	3+	4	4	1	1	7	3+

Weapon	Range	Type	S	AP	D	Abilities
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-
<b>Boltgun</b>	24"	Rapid Fire 1	4	0	1	-
<b>Chainsword</b>	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Lascannon</b>	48"	Heavy 1	9	-3	D6	-

### Chaos Space Marines [5 PL, 90pts]

**Selections:** Mark of Slaanesh

**Categories:** Chaos, Heretic Astartes, Infantry, <Legion>, <Mark of Chaos>, Troops, Slaanesh

**Abilities:** *Death to the False Emperor*, **Unit:** *Chaos Space Marine*

#### Aspiring Champion [13pts]

**Selections:** Boltgun, Chainsword, Frag & Krak grenades

**Unit:** *Aspiring Champion*, **Weapon:** *Boltgun, Chainsword, Frag grenade, Krak grenade*

#### 3x Marine w/ Boltgun [39pts]

**Selections:** 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

**Weapon:** *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

#### Marine w/ heavy weapon [38pts]

**Selections:** Bolt pistol, Lascannon [25pts]

**Weapon:** *Bolt pistol, Lascannon*

Abilities	Description
<b>Death to the False Emperor</b>	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

Unit	M	WS	BS	S	T	W	A	Ld	Save
<b>Aspiring Champion</b>	6"	3+	3+	4	4	1	2	8	3+
<b>Chaos Space Marine</b>	6"	3+	3+	4	4	1	1	7	3+

Weapon	Range	Type	S	AP	D	Abilities
<b>Bolt pistol</b>	12"	Pistol 1	4	0	1	-
<b>Boltgun</b>	24"	Rapid Fire 1	4	0	1	-
<b>Chainsword</b>	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Lascannon</b>	48"	Heavy 1	9	-3	D6	-

**Daemonic Ritual:** Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do, first choose one of the four Chaos Gods - KHORNE, TZEENTCH, NURGLE, or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron - for example, a KHORNE CHARACTER could only attempt to summon KHORNE DAEMONS.

Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

**Despoilers of the Galaxy:** If your army is Battle-forged, all Troops units in Chaos Space Marine Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.

Created with [BattleScribe](#)