



1850 Pts - Chaos Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Daemon Prince (1⁺, 155 pts)													
Daemon Prince	1		7	5	6	5	4	5/6	4	10	3+/5	155	
Monstrous Creature; Eternal Warrior; (C:CSM, pp. 32 & 92); Wings; Mark of Slaanesh; Close Combat Weapon; Fearless; Lash of Submission (x1)													
Troops: Chaos Space Marines (11⁺, 240 pts)													
Chaos Space Marines	9		4	4	4	4	1	4	1/2	9	3+	240	
Infantry (p26 & p96 C:CSM); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x8); Close Combat Weapon (x9); Meltagun (x1); Rhino													
Aspiring Champion	1		4	4	4	4	1	4	2/3	10	3+	[45]	
Infantry; (C:CSM, pg. 96); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Bolter; Power Weapon													
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[50]	
Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Twin Linked Bolter; Havoc Launcher													
Troops: Chaos Space Marines (11⁺, 240 pts)													
Chaos Space Marines	9		4	4	4	4	1	4	1/2	9	3+	240	
Infantry (p26 & p96 C:CSM); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x8); Close Combat Weapon (x9); Meltagun (x1); Rhino													
Aspiring Champion	1		4	4	4	4	1	4	2/3	10	3+	[45]	
Infantry; (C:CSM, pg. 96); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Bolter; Power Weapon													
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[50]	
Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Twin Linked Bolter; Havoc Launcher													
Troops: Chaos Space Marines (11⁺, 240 pts)													
Chaos Space Marines	9		4	4	4	4	1	4	1/2	9	3+	240	
Infantry (p26 & p96 C:CSM); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Bolter (x8); Close Combat Weapon (x9); Meltagun (x1); Rhino													
Aspiring Champion	1		4	4	4	4	1	4	2/3	10	3+	[45]	
Infantry; (C:CSM, pg. 96); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Bolter; Power Weapon													
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[50]	
Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Twin Linked Bolter; Havoc Launcher													
Troops: Chaos Space Marines (10⁺, 160 pts)													
Chaos Space Marines	10		4	4	4	4	1	4	1/2	9	3+	160	
Infantry (p26 & p96 C:CSM); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x10); Bolter (x9); Close Combat Weapon (x10); Missile Launcher													
Elite: Chosen (6⁺, 145 pts)													
Chosen	5		4	4	4	4	1	4	1/2	10	3+	145	
Infantry; (C:CSM, pp. 27 & 94); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Bolter (x3); Close Combat Weapon (x5); Meltagun (x2); Infiltrate; Rhino													
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[35]	
Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Twin Linked Bolter													
Elite: Chosen (6⁺, 145 pts)													
Chosen	5		4	4	4	4	1	4	1/2	10	3+	145	
Infantry; (C:CSM, pp. 27 & 94); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x5); Bolter (x3); Close Combat Weapon (x5); Meltagun (x2); Infiltrate; Rhino													
Rhino	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[35]	
Vehicle (Tank); Fire Points 1; Access Points 3; Repair; (C:CSM, pp. 42 & 96); Searchlight; Smoke Launchers; Twin Linked Bolter													
Heavy Support: Obliterators (3⁺, 225 pts)													
Obliterators	3		4	4	4/8	4	2	4/1	2	9	2+/5	225	
Infantry; Deep Strike; (C:CSM, pp. 35 & 96); Obliterator Weapons; Power Fist; Fearless; Slow and Purposeful													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Defiler (1^X, 150 pts)												
Defiler	1	Grp: 	WS: 3	BS: 3	St: 6	In: 3	At: 3/4	FA: 12	SA: 12	RA: 10		150
Vehicle (Walker); (C:CSM, pp. 41 & 101); Fleet; Battle Cannon; Dreadnought CCW (x2); Close Combat Arm; Twin Linked Heavy Flamer; Daemonic Possession; Searchlight; Smoke Launchers												
Heavy Support: Defiler (1^X, 150 pts)												
Defiler	1	Grp: 	WS: 3	BS: 3	St: 6	In: 3	At: 3/4	FA: 12	SA: 12	RA: 10		150
Vehicle (Walker); (C:CSM, pp. 41 & 101); Fleet; Battle Cannon; Dreadnought CCW (x2); Close Combat Arm; Twin Linked Heavy Flamer; Daemonic Possession; Searchlight; Smoke Launchers												
Total Cost:											1850	

Option Footnotes	
Psychic Powers	
Lash of Submission	Pick any non-vehicle visible unit within 24". If psychic test successful then target is moved upto 2D6" by Chaos player. After move the target takes a pinning test (p88 C:CSM)
Skills	
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Slow and Purposeful	Counts as Relentless (p76 WH40K 5E), always count as moving in Difficult Terrain, conditions apply (p76 WH40K 5E)
Vehicle Upgrades	
Daemonic Possession	Ignores shaken/stunned. BS reduced (p87 C:CSM)
Searchlight	Searchlights are only of use in missions where the Night Fighting special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated target 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. See Wargear, pg. 36.
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).
Wargear	
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Mark of Slaanesh	Extra initiative (p25 C:CSM)
Power Armour	Confers a 3+ Armour Save.
Searchlight	Searchlights are only of use in missions where the Night Fighting special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated target 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. See Wargear, pg. 36.
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).
Sorcerer	
Wings	Move like jumpack infantry
Weapons	
Battle Cannon	72" Range; S8; AP3; Ordnance 1, Large Blast
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Close Combat Arm	
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Dreadnought CCW	
Havoc Launcher	48" Range; S5; AP5; Heavy 1; Blast; Twin-linked (p87 C:CSM)
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Kрак: 48" Range; S8; AP3; 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 Heavy Flamer	Template; S5; AP4; Assault 1; Reroll wounds

Validation Report

b-2. Apocalypse Allies: Trusted, Distrusted and Hated Enemy Allies; 1. Chaos Legions: Chaos Marines; c-1. File Version: 1.05c For Bug Reports/www.ab40k.org; b-1. Roster Options: Apocalypse; a-1. Scenario: Normal Mission
Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 15.7
% Fast: 0.0
% Heavy: 28.4
% HQ: 8.4
Model Count: 61
% Troops: 47.6
% Wargear: 0.0
Files version: 1.05

Group	Min	Max	Used
Formation	-	0	0
Other Units	-	0	10
Legendary Units	-	0	0