

CHAOS SPACE MARINE KILL TEAMS

Stalking through the smog-wreathed gloom, bands of Chaos Space Marines come seeking glorious reward from the Dark Gods. Murderers and madmen gifted with superhuman strength, resilience and speed, they are monsters clad in baroque power armour who slaughter all in their path. Zealous cultists accompany their masters to battle, motivated by a mixture of terror, hate and desperate ambition. As the servants of Chaos accrue wealth, they funnel it into their preparations for abhorrent summoning rituals, fuelling monstrous braziers and sacrificial pyres in the hopes of conjuring Daemons into reality, and thus overrunning their foes for good.

CHAOS SPACE MARINES SPECIAL RULES

The following special rule applies to all members of a Chaos Space Marines kill team, other than Chaos Cultists.

Marks of Chaos: When you recruit a model with this ability, pick a Mark of Chaos to give them and modify your roster accordingly:

- **Khorne:** Add 1 to the fighter's Attacks characteristic.
- **Tzeentch:** The fighter has a 5+ invulnerable save.
- **Nurgle:** Add 1 to the fighter's Toughness characteristic.
- **Slaanesh:** Add 1 to the fighter's Initiative characteristic.
- **Undivided:** Add 1 to the fighter's Leadership characteristic.

Note that once you have given a fighter a Mark of Chaos, you cannot change it.

USING A CHAOS SPACE MARINES KILL TEAM

A Chaos Space Marines kill team follows all of the normal rules, with the following exceptions:

- When a Chaos Cultist earns his third 'Mission Completed' mark, he does not get promoted in the usual manner. That Chaos Cultist becomes a Trooper and may be given skills in the future as normal, but their characteristics and equipment remain the same.

ASPIRING CHAMPION

Kill Team Leader

Cost to recruit: 225 points

	M	WS	BS	S	T	W	I	A	Ld
Aspiring Champion	4"	4	4	4	4	1	4	2	9

Masterful killers who walk the path to glory or damnation, Aspiring Champions butcher their enemies in the name of the Dark Gods.

Wargear: An Aspiring Champion has a combat blade and power armour. In addition, an Aspiring Champion can be armed with items chosen from the Chaos Space Marines Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Champion of Chaos: If an Aspiring Champion takes an enemy leader out of action in hand-to-hand combat, you can make a roll on the Advance table and apply its effects immediately.

CHAOS SPACE MARINE

Trooper

Cost to recruit: 120 points

	M	WS	BS	S	T	W	I	A	Ld
Chaos Space Marine	4"	4	4	4	4	1	4	1	8

Whether ancient traitor or more recently rebelled renegade, every Chaos Space Marine is a powerful warrior who kills without mercy or hesitation.

Wargear: A Chaos Space Marine has a combat blade and power armour. In addition, a Chaos Space Marine can be armed with items chosen from the Chaos Space Marines Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

CHAOS CULTIST

New Recruit

Cost to recruit: 40 points

	M	WS	BS	S	T	W	I	A	Ld
Chaos Cultist	4"	3	3	3	3	1	3	1	7

Though the Chaos Space Marines see them as little more than expendable vermin, Chaos Cultists fight with desperate fervour to earn their masters' favour.

Wargear: All Chaos Cultists have a combat blade and improvised armour. In addition, a Chaos Cultist can be armed with items chosen from the Chaos Cultists Hand-to-Hand Weapons, Pistols, Basic Weapons and Miscellaneous Equipment lists.

CHAOS GUNNER

Specialist

Cost to recruit: 130 points

	M	WS	BS	S	T	W	I	A	Ld
Chaos Gunner	4"	4	4	4	4	1	4	1	8

Certain Chaos Space Marines excel in the use of potent ranged weaponry, slaughtering their enemies amidst storms of sulphurous firepower.

Wargear: A Chaos Gunner has a combat blade and power armour. In addition, a Chaos Gunner can be armed with items chosen from the Chaos Space Marines Hand-to-Hand Weapons, Pistols, Heavy Weapons, Special Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

CHAOS SPACE MARINE WEAPON AND EQUIPMENT LISTS

Ammunition

Inferno bolts* 25 points

* Can be purchased for bolt pistols or boltguns only. Fighters with the Mark of Tzeentch only.

Grenades

Frag grenades 25 points

Melta bombs* 30 points

Blight grenades** 35 points

Krak grenades 40 points

* Aspiring Champion only

** Fighters with the Mark of Nurgle only

Miscellaneous

Camo gear 5 points

Clip harness 10 points

Photo-visor 15 points

Red-dot laser sight 20 points

Telescopic sight 20 points

Weapon reload *Half cost of weapon in points*

Hand-to-Hand Weapons

Combat blade (knife) 5 points

Assault blade (sword) 15 points

Chainsword 25 points

Power sword* 50 points

Power fist* 85 points

* Aspiring Champion only

Pistols

Bolt pistol 25 points

Plasma pistol* 50 points

* Aspiring Champion only

Basic Weapons

Boltgun 35 points

Heavy Weapons

Autocannon 150 points

Heavy bolter 180 points

Missile launcher:

... with frag missiles 175 points

... with super krak missiles 190 points

... with both 225 points

Lascannon 250 points

Special Weapons

Flamer 40 points

Plasma gun 80 points

Meltagun 95 points

CHAOS CULTISTS WEAPON AND EQUIPMENT LISTS

Miscellaneous

Weapon reload *Half cost of weapon in points*

Hand-to-Hand Weapons

Combat blade (knife) 5 points

Flail 10 points

Assault blade (sword) 15 points

Axe 15 points

Bludgeon 15 points

Pistols

Autopistol 15 points

Basic Weapons

Autogun 20 points

Shotgun 20 points



WEAPONS AND EQUIPMENT

HAND-TO-HAND WEAPONS

AXE

Baroque and heavy-bladed, the axes wielded by Chaos Cultists are ghoulish-looking murder weapons.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Dual-handed: An axe can be wielded in one hand using the profile above. Alternatively a fighter can wield an axe with both hands, in which case it confers a +1 bonus to their Strength.

BLUDGEON

Some Chaos Cultists wield improvised mauls, clubs or hammers to crush their enemies to their knees.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Concussive: A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

CHAINFIST

Tipped with roaring chain-blades, these monstrous gauntlets can carve even a Space Marine in two.

Range	Strength	Damage	Save Mod.
Close Combat	8	D3	-7

Noisy: This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

FLAIL

The flails used by cultists are often nothing more than gore-stained lumps of metal tied to strips of scavenged leather.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Flailing Attack: Enemy fighters cannot parry against a fighter that is attacking with a flail.

MUTATED LIMBS

The gifts of the Dark Gods can be hideous to behold, but lashing talons and pincer limbs are deadly in battle.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-1

Flailing Attack: Enemy fighters cannot parry against a fighter that is attacking with mutated limbs.

PISTOLS

AUTOPISTOL

The autopistol is a rapid-firing automatic pistol that is both easy to manufacture and simple to use, making it a favoured weapon amongst cultist organisations.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	3	1	-	4+

BASIC WEAPONS

AUTOGUN

Autoguns are manufactured in factories and underhive workshops across the Imperium. A sturdy frame combined with a high rate of fire makes an autogun a popular weapon on many an Imperial world.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	3	1	-	4+

SPECIAL WEAPONS

COMBI-BOLTER

Two boltguns combined in a single housing and drawing rounds from a linked multi-hopper, this weapon can maintain a ferocious rate of fire.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	4	1	-1	5+

Sustained Fire: 1 dice.

COMBI-FLAMER

The combi-flamer combines the prodigious stopping power of a boltgun with a single-shot flamer unit, perfect for filling a crawlway or ruin with scouring flame.

A combi-flamer can be fired either as a boltgun or a flamer, but can only be fired as a flamer once per game.

COMBI-MELTA

Combining a boltgun and a single shot melta unit, the combi-melta all but guarantees the death of a single, deeply unfortunate foe.

A combi-melta can be fired either as a boltgun or a meltagun, but can only be fired as a meltagun once per game.

HEAVY WEAPONS

AUTOCANNON

Heavy automatic cannons that fire shells the size of a man's forearm, autocannons are designed to rip apart light vehicles. Against infantry, their effect is catastrophic.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20"	20-40"	-	-	7	D3	-3	4+

Sustained Fire: 1 dice.

LASCANNON

The lascannon fires a concentrated stream of laser energy that can punch through a battle-tank. Fighters hit by such a weapon stand little chance of survival.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-24"	24-48"	-	-	9	D6	-6	5+

GRENADES

BLIGHT GRENADES

These foul bombs contain virulent toxins and diseased filth, that sprays a wide area when they detonate. Victims caught in the blast are riddled with pox and plague, and are quickly reduced to rotting cadavers.

Strength	Damage	Save Mod.
3	1	-1

Large Blast: Blight grenades erupt in a spray of foetid liquid; they use the large blast template.

Poisonous: Blight grenades always wound fighters on a 4+, regardless of their Toughness, unless a lower result would be required.



ARMOUR

IMPROVISED ARMOUR

Fashioned from ragged cloaks, scavenged wargear and crudely beaten metal plates, the improvised armour worn by Chaos Cultists offers poor protection at best.

A fighter wearing improvised armour has a basic armour save of 6+.

SPECIALISED EQUIPMENT

JUMP PACK

Some Chaos Space Marines, most notably those of the Night Lords, favour the use of jet-powered jump packs to leap across the battlefield in soaring bounds.

A fighter with a jump pack treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain.

AMMUNITION

INFERNO BOLTS

Rune-carved bolt shells used by the worshippers of Tzeentch, these projectiles can punch through power armour, and explode in searing blasts of Warp flame.

Weapons equipped with inferno bolts have the following profiles until they run out of ammunition, after which they may continue to fire with their standard ammunition.

Bolt Pistol

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	4	1	-3	5+

Boltgun

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	4	1	-3	5+

Rare Ammunition: A fighter equipped with a weapon reload cannot re-roll a failed Ammo roll for their inferno bolts – the re-roll only applies to the first failed ammo roll they make for their weapon's standard ammunition.

CHAOS SPACE MARINE SPECIAL OPERATIVES

RAPTOR

	M	WS	BS	S	T	W	I	A	Ld
Raptor	8"	4	4	4	4	1	4	1	8

Airborne terror troops, Raptors are debased assault specialists who have been twisted by the power of the Warp. They leap into battle using jump packs, paralysing their victims with horrific screeches before pouncing and hacking them to pieces.

Wargear: A Raptor has a chainsword, bolt pistol, frag and krak grenades, a jump pack and power armour. He may also do any of the following:

Exchange his chainsword for a power sword or power fist.

Exchange his bolt pistol for a plasma pistol.

Pick a Mark of Chaos.

Killer Reputation: Raptors cause fear.

CHAOS TERMINATOR

	M	WS	BS	S	T	W	I	A	Ld
Chaos Terminator	4"	4	4	4	4	1	4	2	9

Veterans of a thousand battles, Chaos Terminators are lumbering behemoths of spiked armour and hatred who mow down any foolish enough to stand in their path. Though they are not swift, Chaos Terminators are all but impervious to harm thanks to their hulking Tactical Dreadnought armour, and their weapons are fearsome indeed.

Wargear: A Chaos Terminator has a power maul, combi-bolter and Terminator armour. He may also pick a Mark of Chaos and do one of the following:

Exchange his power maul for a chainfist, power axe or power fist.

Exchange his combi-bolter for a combi-flamer or combi-melta.

Exchange his power maul and combi-bolter for a pair of lightning claws.

Killer Reputation: Chaos Terminators cause fear.

Bounty: If a Chaos Terminator is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

CHAOS SPAWN

	M	WS	BS	S	T	W	I	A	Ld
Chaos Spawn	2D6"	3	0	5	5	3	3	D6	10

Those who are overwhelmed by the mutative gifts of the Chaos Gods become revolting sub-human abominations known as Chaos Spawn. Heaving masses of screaming mouths, undulant flesh and snapping, claw-tipped tentacles, these twisted monstrosities lurch into the enemy ranks to rend, kill and devour at random.

Wargear: A Chaos Spawn has mutated limbs. It may also pick a Mark of Chaos.

Killer Reputation: Chaos Spawn cause fear.

Shapeless Abomination: Before moving or attacking with a Chaos Spawn, randomly generate their characteristics as appropriate.

'I murdered thousands for the Emperor and he gave me nothing except his damning silence. Now his lapdogs yap for every life I take, whilst the gods promise me the galaxy.'

- SVANE VULFBAD

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, as veterans of countless wars against humanity, the Chaos Space Marines are highly skilled at both ranged and close combat, while Space Marine Scouts favour stealth and guerilla tactics over blunt force.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Chaos Space Marines	Trooper	✓				✓	✓	
	Specialist	✓		✓		✓	✓	
	Leader	✓	✓	✓		✓	✓	✓

