Codex chaos space marines pdf 8th edition

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keyword change, allowing you to get god-specific lovers and access to relevant icons. However, keep in mind, the LEGION You can't give DEATH GUARD or THOUSANDS SONS Legion a key word for any unit that is not listed on their respective army lists either in the index: Chaos or their own code. So you can't have DEATH GUARD bikes, and you can't have THOUSANDS OF SONS Warptalons, for example. Renegade Head equivalents like cleaning and scourged fine, however. Keep in mind that there are Daemons in the book that don't share the keyword agt; and by taking them you will lose access to your legion line. Data sheets

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are in your code to allow the call. If you want to daemon army, get daemon code, or run Daemon Allied Squad. Special Character Note there are several Forgeworld character Note the Not
both ALPHA LEGION and FAITHLESS, only polishing the latter. The intention seems to be that you want to field a Faithless Army, you'd give all your FAITHLESS units a keyword and choose Alpha Legion tactics. Also note
that if you are looking for a legion of specific characters like Harn or Lucius, you will find them within the world of eaters and children of the emperor records in their legions. Special Rules (Edit) Arch-Daemonic Ritual: Ever wanted to meet Satan himself? Now you can! A special version of Daemonic Ritual is designed for
your big nasty Lord of War Daemons, namely An'Ggrath, zarakinel, Aetaos'Rau'Keres and Scabeiathrax. There are a few differences: you roll up to the 9D6, but if you roll triple, your CHAOS CHARACTER goes SPLAT. The zarakinel may be reliably triggered with this and Scabby is about half the time, but An'Ggrath and
Aetaos may need some rolling shenanigans to take off. Note that Word Bearers Stratagem doesn't protect against rolling threes for this matter, as it only stops fatal wounds, but re-rolling should allow you to get it off most of the time, so it's still very useful. It is highly recommended to keep some barebone warpsmiths or
exalted champs around if you are trying this so you accidentally don't SUELCH your trickery from the sorcerer. In addition, a trio of R'H Renegade Commanders can be picked up for measly 75 points if you are against word bearers and are looking for some chumps to get spray for expensive Marines. Daemonic Ritual:
Grab a robe and the Wizard Hat Sinister Hood. Build a salt circle, find yourself a goat carcass, and are willing (or unwilling if you're that) a virgin party. Too far for a war game? Well, it's 40k, you've already sold your soul to get models, aren't they? It's time to call Damons! Any CHAOS CHARACTER can take this action
instead of moving during the Movement phase, with the exception of Cypher. Roll 3d6 and Heretic Can cause up to this many power levels worth new friends! This is very useful when used to place (cheap) charging lock fleshwalls or objective humpers where necessary, instead of footslogging across the map. But don't
overdo the reserved points to call and don't rely on a call for something big (with the possible but still not recommended exclusion of the Guardian of Secrets.) Daemon Troops has four power for 10 models, with the ability to upscale through unit size if you roll high. Keep in mind that rolling doubles inflicts a fatal wound
and rolling threes applies the D3 of them. If you don't have a reliable way to repair wounds or roll over the bone, think twice before using your warlord to do so. Remember that CHARACTERS with signs can only be called by the henchmen of their bound god. Death to the false emperor: a replacement for Long War
veterans. Every time you roll 6 to hit (or 5 if you have a No.1 modifier, for example) in close combat when fighting against an imperial scum, you get to immediately make another attack. These attacks alone cannot generate additional attacks. Don't forget when you are fighting imperial armies. Despoilers Of the Galaxy:
The lens secured by any other name is still as powerful. Hateful Attack: If you take, charge, or perform a heroic intervention, get the No.1 attack. Anyone with HERETIC ASTARTES or FALLEN keywords gets this - i.e. literally everything in the Code except... those with the keyword CULTIST. Also applies to vehicles, so
now Helbrutes are even more attractive, and makes the bolt gun and chain sword builds much more attractive with additional attacks. Malware volleys: The 2nd edition returns, Any heretical model of Astartes using rapid fire bolt weapons can take twice the listed attacks (2 for Bolters, 4 for Combi-bolters, etc.) if at least
one of the following is true: the target is in half the range. The model did not move during the previous stage of movement. Model shooting Terminator, Biker, or Helbrute. Opinion: This is not the most powerful rule by any means, but it inflames some life in the fire of small arms, as well as increasing the effective range of
Terminator Combi-bolters. Compared to Imperium, you don't have many varieties of bolt weapons; and the lack of Hurricane Bolters or Bolt rifles to use the rule. What you have though is the Marines' rubric - who will love this rule. It also indirectly increases the survivability of the marine environment, as it allows marine
units to sit in hiding or on purpose and continue to benefit from rapid fire. Take a few squads with bolters and a heavy bolter or two and place them on target for some solid Holidaymakers. You can also do the same with regular Terminators, 10 terms with combi bolters now always put out 40 shots in the shooting phase.
Paired with their melee abilities it makes them one of the most versatile units in the Game, able to deal with hordes and vehicles alike with ease. Simple Mortals: Added to the revised Code, it prevents cultists from benefiting from Legion/Renegade Traits. Oddly enough, it doesn't affect Dark Disciples, but at this point GW
is just desperate to get CSMs on the table, so cultists will never see anything useful in the long run. Warlord Traits (edited) Universal edit Eternal Vendetta: Re-roll wounds in the keyword ADEPTUS ASTARTES. Instantly better than hate embodiment when against the marine armies (which
should be common) and OP against them, but useless against everything else. Huron has this trait of a warlord, but if you use Vigilus Ablaze to give him the Raiders of the Maelstrom Renegade Trait, he has a Reaver Lord instead (see below). The Elevated Champion: Add 1 to your attacking profile. While it doesn't seem
to be underwhelming at first, it is also the most reliably useful of universal traits, not relying on rolling 6s or hoping that re-voting turns out to be best for you. A live update on the most reliably useful of universal traits, not relying on rolling 6s or hoping that re-voting turns out to be best for you. A live update on the most reliably useful of universal traits, not relying on rolling 6s or hoping that re-voting turns out to be best for you. A live update on the most reliably useful of universal traits, not relying on rolling 6s or hoping that re-voting turns out to be best for you. A live update on the most reliably useful of universal traits, not relying on rolling 6s or hoping that re-voting turns out to be best for you. A live update on the most reliably useful of universal traits, not relying on rolling 6s or hoping that re-voting turns out to be best for you. A live update on the most reliably useful of universal traits, not relying on rolling 6s or hoping that re-voting turns out to be best for you. A live update on the most reliably useful of universal traits, not relying on rolling 6s or hoping that re-voting turns out to be best for you. A live update on the most reliably useful of universal traits and the most reliably useful of universal traits and the most reliably useful of universal traits and the most reliable traits and the most r
give him Diabolic powers with Malefic Claws, you have 10 attacks in effect 9. Someone said: Blood for the God of blood? Flame Spite: On to wound roll 6 in close combat, inflict one fatal wound in addition to any other damage. This warlord trait works best if your warlord relies on the weight of attacks such as Prince
Demon with two male claws or Alpha Legion Lord with Hydra Blade, or is likely to receive additional attacks from DTTFE. The Lord on steed Slaanesh is also a wonderful choice as well. Hate to incarnate: You have to re-roll the wound rolls 1 for attacks made by your warlord. An aggressive trait that is very useful only at
the beatstick headquarters. Great for Daemon Prince or any headquarters with high-strength weapons (plasma, Chainfist) or volume attacks (Blade Hydra, Malefic Claws). Otherwise it's just average. Lord of Terror: Enemy units within 6 inches must roll 2 bones for morale and use the highest result. This one doesn't do
shit for most armies, but is brutal with the Night Lords (which is ironic given that it's not a specific feature of the Night Lord). With a cumulative -5 when using predators with icons (or more if you use Be'lakor, too), making your opponents give up the lowest result to die very well. Fabulous Bill comes stock with this one,
which kinda sucks. Haarken Worldclaimer also gets this, which works much better for him than for Bile. Wicked Add 1 to the wound feature of the rulebook. Almost any warlord will benefit from this trait, but for maximum strength, take the Iron Warriors Daemon
Prince with Fleshmetal Exoskeleton and Nurgle's keyword, Nurgle, he can benefit from the blessing of grandfather cunning and Miasma Pestilence mental power. Psyker Only (edit) in the code: Daemonkin, these warlord traits can be taken if your warlord is a psyker (i.e. a sorcerer of any type, a non-Khornate Daemon
Prince, or a master of possession). Arch-Sorcerer: The warlord knows one additional psychic power from any discipline on their character sheet. Unfortunately, all your legitimate media have access to only one discipline, and they all already know more powers than they can throw away. Least bad on Daemon Prince,
where he doubles the non-Smite credentials to choose from (usually Warptime and Diabolic Power are your best bets). Demon-Bound Power: No. 1 to power warlord's characteristics. In addition, you can re-roll the damage rolls for your military commander's power weapons, if he has one - remember Daemon
Princes don't. It's useless for sorcerers because chaos lords fight better anyway, but it makes Daemon Princes Of Nurgle, Slaanesh or Tzeentch Str 8 - allowing them to fight anything but knights and is still good. Combined with Diabolic Strength, it makes the DP S10, which is enough to injure almost all heavy infantry on
2's. The Master of Magic: The warlord can deny another power, and restores the wound to every power he denies successfully. Useful for the blitzing Daemon Prince against Psyker-heavy armies, as he can stop the smite or two and heal up in the process. Hell's Gaze: No. 6 to the smite power range of your warlord. Feel
like a thousand son for the game, or better yet, to take the Thousand Sons instead. Reader of Fate: After the fight, you can re-roll one mental test or deny the attempt. Also, if your army battle is forged, every time your warlord throws mental strength, roll 1d6. At 6, get a command post. One of the other warlord traits that
allows you to regenerate CP, but worse overall because you need to throw power to get a 1/6 chance to do so. Warp Lord: When taking a mental test, a warlord can roll over 1s, Perhaps one of the best options is to stick with the Terminator sorcerer or master of possession in the Squad of the Council of Traitors. Virtually
eliminates the double one hazard, and will come into the clutch at the end of the game, where keeping team points is more of a concern. It can also be used to enhance the difficulty of your opponents denying attempts, or on rare occasions, you can play to push a regular smite into a super smite. A good trait if you don't
know which army you'll be up against, cough tournaments cough to the cough tournaments cough to the cough
longer range of 12 and can choose a specific target, which perhaps makes it much more flexible. Since you just can't characters in the shooting phase, you can deprive Girlyman or Cawl or Celestine of their invuln save and then break them to pieces in close combat. Absolutely diabolical, Unlike the Null zone, 12 is
enough range for your Psyker to throw this from THE FREE security (hide behind other units), and is the definitive answer to both Deathstar killy units like Wraithblades or Stormshield Terminators and Snowflakes like Trajan Valoris, Caldor Dream, or any other unique characters that hide behind invulns. Put this on the
daemon prince and he becomes the ultimate destroyer of hopes and dreams. With an invulnerable save to hide behind, several units can withstand the wicked power of charging Daemon Prince and live to fight back. You may not need it every game, but using Chaos Familiar nab this in binding can change everything.
Diabolic Force (WC 6): Target model within 12 of Psvker gets 2 forces. No. 1 attacks. Do you know who is a fantastic target for this? Also, Daemon Prince. Starring on Helbrute with a fist/whip combo. This will net you 6 S14 AP-3 D3 attacks and 3 S10 AP-2 D2 from
Disaster, all strikes at 3 which should be enough to put a significant hole in any tank. Laugh manic when Helbrute gets crazy and can fight twice in the same phase of the fight ... Gift of Chaos (WC 6): Enemy unit targets within 6 inches. Roll to die. If you roll higher than the strength of the unit, it suffers d3'3 fatal wounds.
If the character is killed, add Chaos Spa.... mistake, an unnamed beast in your army. It's diabolical if you use the right. In order to use this right, give the power of the sorcerer, put that sucker in the Terminator armor and deeply hit it with other thermisms near the enemy's headquarters and give him a round of shooting.
You will need to go through a whole round of everything that the enemy throws at you, but that's what other terminators are for. If this works, you'll have a lovely strange ball (that you'll need to pay a point of reinforcement to use) near or around all that's left of your deep strikers. Also, you can just stuff a vanilla sorcerer
into a rhino to get him to the enemy character. Add the chaos of the launcher and/or the Marines oil up who you are going to. Hell's Gaze (WC 5): Select enemy unit for 18 to have a looking contest with and throw 3 dice; any results of 4 cause a fatal wound. Although not as spam and reliable as Smite, it can target
specific enemy units, not just closer. Prescience (WC 7): Choose a friendly Unit of the Marine Corps of Chaos within 18; This unit adds 1 to their hit rolls (shooting and close combat) before the next mental phase, than others to take off, but it is true, since this power can be a huge power multiplier for your army. However,
don't throw this power on any block that already hits 2 if it carries a lot of plasma and you are very very to keep him alive through reloading. You will spend the effect, since hit roll 1 always don't hit, regardless of modifiers. Prescience allows Death False Emperor hits to generate by 5, or 4 if the device has an icon excess.
Unfortunately, as the icon of excess and the Black Legion Warlord Trait First among the traitors the wording states that DTTFE to 4, but they won't stack up. Will still make Slaanesh blush though (to be fair does
anything). Prescience provides a greater profit in efficiency when thrown per unit with lower stats or a large number of shots, (for example, BS4 becomes 3 is an improvement of offensive product 133%; BS3 to BS2 is 125%. Similarly, on units with better shooting attacks (such as the Combi-plasma Terminators or the
biker combi-bolter squad), the increase in offensive output is more useful. Especially destructive per unit that can shoot and charge in the same turn, such as Terminators. As if you need another reason to throw a sorcerer behind them when they are deepstrike. Warptime (WC 6): Choose a friendly Unit of the Marine
Corps of Chaos within 3; this unit can immediately move, as if it were a phase of movement. Can't be applied more than once in turn and you can't use it on things coming from Deepstrike/Reinforcement. Still fantastic. Mark Specific Przyker of Nurgla, Slaanish or Ceentcha can replace their God-powered power with one
of the forces of the Dark Eretic they already know. All these powers in different ways increase the durability of the marked units. They are all WC WC 6 and are aimed at the HERETIC ASTARTES block within 18 years, meaning they can all be used on psyker casting them. The powers of Nurgle and Tzeentch are of
particular importance because Death Guard and Thousand Sons, respectively, receive lower versions of these in their legion-specific disciplines: their copies can only be targeted at their own Legion, but those below do not have such a limitation. Delightful Agony (WC 6)Slaanesh: Goals SLAANESH HERETIC
ASTARTES block for 18; that the device ignores wounds by 5. Throw on the 10-man Terminator squad and drink enemy tears. Or forget the Termies and throw this shit at the marked Land Raider of any option to make him feel pleasure (it probably possessed anyway). You will struggle to contain your heretic laughter at
the endless, ineffective suffering of your opponent. Miasma Pestilence (WC 6)Nurgle: NURGLE HERETIC ASTARTES unit for 18 protected cloud flies and enemies aimed at them suffer -1 to hit. Not bad for Alpha Legion and Night Lord or just swipe the plasma spammers. A combo with The Benedictine Darkness of
Prayer and Alpha Legion feature for some real (most of the Imperial Guard literally can't hit you, play at night, and now the Marines can't hit you). </DEITY&gt; &lt;/DEITY&gt; Destiny (WC 6)Tzeentch: T'ENTCH HERETIC ASTARTES unit for 18 gets 1 to their invulnerable save (capping at 3) or 5 if they don't have one.
Just great, especially on things that get high-impact weapons pointed at them often. You can also use Chaos Familiar tricks to give your aspiring sorcerer this power to use on your own squad of Marines headings. It also works well with illusory prayers or corona noctolite to provide Havocs or other units in the 4 range.
Throw it on The Land of Raider Achilles and you're officially that quy x 11. Someone said 19 wounds on the T8 2/3 model that can fix itself by eating people? Oh, my God, what a twist. Malefig These forces are unique to the Master of Possession. As you'd expect, they're all about powering your daemonic units. Cursed
Land (WC 7): Increases the invulnerable zlt't.'LEGION'gt;saves friendly DAEMON within 6 by 1, to a maximum of 3. Oh, how we missed this from the 7e, and while it's not as nice as it used to be, giving the big Daemon engines an invulnerable save is always a plus. Invasion (WC 7): Acts like Daemonic Ritual, but you
throw 4 bones instead of 3 and don't risk fatal wounds from rolling doubles or triple. Fuck knows what's going on on the quad bike roll. The price of WC is steep, but you can use it on top of Daemonic Ritual; it helps that it is also more likely to cause stronger daemons and will be less likely to backfire. Hell's Power (WC 6):
Until the next mental phase of the user, the user receives a 6aura, which allows all friendly DAEMON units to re-roll 1s to hit and injure. Remember that includes Daemon engines, so have fun with food up to the Lord of the Skulls. Keep in mind to hit the re-roll overlaps with the Chaos of the Lord, and to wound in a melee
with exalted champions, both of whom are better at what they are always on; Accordingly, the big reason to take this is to polish the outlet range, since you don't have access to re-rolling 1s to the wound on the range. Unfortunately, there is no way to make a Deep Strike caster with your Oblits. Mutated Wake (WC 7):
Buffs 1 Target Unit Chaos Caviar, Obsessed, or Obliterators/Mutilators for 18 read: Chaos caviar can re-roll up their attack number, Mutilated and obliterators can roll over weapons S. AP or D. It's absurdly bad - 3 out of 4 target units only get the positive effect
of their melee exit from the caster with dramatically less mobility than they do, where the positive effect is some combination is harder to throw or just fundamentally less useful than another source can provide; for example, the Tzeentch Herald with Gaze of Fate provides WC6 which is it, but better since all these units
roll once for the whole block and it is easier to throw. Obliteers will be the best target, but not only you are the only one who will be the best target. Up to 3 models, the strongest positive effect can get is the damage to re-roll against the W2 goal, where it is still weaker than the hellish force on top of being harder to throw.
Seriously, just give this power a hard pass. Possession (WC 5): Improves AP's near-weapon user by 2 (e.g. AP-1 becomes AP-3). Until the next mental phase of the user, any infantry characters killed by the user become mushroom things that are added to your army (unless they were space Marines or Space Marines of
Chaos, then they become Big Obsessed). In addition, any vehicle destroyed by the user in close combat automatically explodes, with the user not fatally injured in the explosion. Unfortunately, the new units aren't free, and AP Momentum seems like it will make master ownership more lethal in close combat, but the MOF
only has 3 attacks, so you're probably better off taking different power if you have a Daemonbound Power WT and a good plan. Donation (WC 4): Choose any model within 2 caster. They're taking a fatal wound. Then select the friendly Legion of Daemon unit for 18 and it heals the D3 wound. If the victim is Warpssmith
and the beneficiary is the Daemon engine, it heals three wounds instead. While the Warpsmith element is cute, it's not necessary. Just keep a couple of cultists close to your master possession as a cheap cure for what you care about. In addition, you can use the power on the model, like the venomcrawler, which heals
the wound at the beginning of each turn. Finally, if your psyker gets into battle, you can use this power to target the enemy if they get too close. Just think of it as a 2 range gun that causes a fatal wound with a healing effect acting as a bonus. Also, keep Warpsmith 1 away from your favorite Daemon engine and your
Caster 2 from Warpsmith and smile as your killer engine heals the d3'3 wound turn. Note that because the power hurts for one (which can be mitigated by any Feel No Pain) and heals for 1d3, in a pinch you can damage the goal you're trying to heal - you'll have a 1 in 3 chance of not healing them, but you can't heal less
than injury - and on anything with Feel No Pain, the math is even more forgiving. Similarly, MOP can shorten itself to provide healing if necessary. Since Lord Discordant is both a warpsmith and a Daemon engine, this works particularly well on it - vou'll cut it by 1 and heal it for 3. Prayers to the Dark Gods (edit) There are
11 common prayers that the dark apostles now have access to; 1 that each apostle default, 6 that you can choose from, and 1 prayer for each good of chaos that in addition depending on the apostles sign if he has one. Each apostle can try to chant 1 prayer for a battle round on roll 3 or 2 if there is at least one dark
disciple nearby. Each prayer can only be attempted once per battle round. Mandatory Dark Green: If this prayer is heard, you can re-roll the blow rolls in the fight phase for friendly attacks made during 6 of this priest. Because you roll for prayer at the beginning of the turn, this prayer sees almost no benefit until later
turns, especially because you can't give up prayer while embarking on a transport, God Specific Prayers; Blessed DevotionSlaanesh; If this prayer is heard, the priest will receive strength No.2. The mutating call of
Cintsch: If this prayer is heard, the priest will be healed for the lost wounds of D3. Horne's angry plea: If this prayer is heard, the priest will receive 2 euros to his power. Universal Extra Prayers: Benedictium of Darkness: Choose one friendly legion unit within 6 of this priest. Subtract one of the hit rolls made for attacks
with a range of weapons that target this unit. Note that since this happens at the beginning of the round of battle and not your turn, this prayer is very helpful if you end up going second. Use this to protect a highly priority unit, such as Lord Discordant, from being taken out by the first turn. Stack with Miasma Pestilens for
Eldar-level shenanigans. Litany of Despair: Your opponent rolls 2D6 and drops the lowest result every time they take a moral test for a unit within 6 priest. The perilously short range of this prayer make it really hard to use it properly, but if you find a way to properly insert it into the army of night lords, you'll see even
flayed ones work in fear. Illusory plea: The friendly models of the Legion within 6 of this priest have 5 invulnerable save. Foreshadowing potency: Add 3 to this priest's melee has armor penetration characteristic -4. Soultearer Portent: Choose one friendly Legion
unit within 6 of this priest. Add 1 to the wound rolls for attacks made with melee weapon models in this unit. Consider styling with foresight if you really need to hit the
target. Common relics unlike previous editions, as long as your army battle is fake now you get one free heirloom and can pay CP to get 1 or 2 more, There are some limitations though; as you can't put more than one relic on any CHARACTER, and you can't give them any named characters either. In addition, almost all
Melee is replaced by a power weapon, so you can't give it to Daemon Princes. Many relics also sit awkwardly on some characters because of their default equipment and roles. For example, you can give them to sorcerers, but you have to give up their Bolt Pistols for Power-Weapons and then replace it with an artifact,
but still keep the force of the weapon. In this regard, discover that many relics compete for the same or similar role, and some of them come with clumsy activation requirements. Few relics are real options given out for your warlord - especially if you can take the Thunder Hammer on the model, or it would be better as a
named character for their respective legion. This means that you're going to find yourself giving your heirloom characters that have specific roles in your army - so make sure you use them to the fullest, i.e. not letting the Melee-Relic to shoot a oriented character. If you want to find legion relics, you will find them attached
to their respective Legion entry. Daemon weapons are a type of relic found in Psychic Awakening: Faith and Fury. Being daemonic they can be used to replace several ad-wrought weapons. The catch of four out of five new relics is also fixed to a specific MARK CHAOS. They function the same with other relics, but have
a 1/6 chance of fatal wound to the carrier, in which case they do not work. For the first time in the combat phase the model is selected for attack, on the 2 they can use the weapon as usual. Remember that you can always burn
down the command post if things go south, and the extra power they give you is usually worth the investment. Universal relics Black Mace: Replaces the power of a mole or a cursed crozius. Melee weapons with S-3 AP-2 D2. Roll 1d6 anytime you kill a model with it; at 6, the model unit suffers an additional fatal wound at
the end of the phase. You can't cheese and give it to the prince anymore, but it's a very effective weapon anyway. Also, the only way your Dark Apostle can get properly killed by melee weapon with force
No.1, AP-4, D1. At the beginning of the game, name the enemy character, All your successful melee strikes against this character cause fatal wounds. Very well. Just a live update to Power Sword and with a very useful NOPE-ing ability vs. 2/3 Characters. If you have transport for it, this is easily one of the best ways to
take the character hunting special rule for a sublime champion from a funny trick to a terrible threat. Girlymaaaaaan, where are you? Aside from ignoring inv inv, it also doesn't require wound rolls, so it's extremely impressive against high-strength enemy characters such as VEHICLE or MONSTER characters. Ul'O'Cca
Black Weapon AxeDaemon: Replaces axe power, axe force, or axe daemon. SU APO D1, just like your CCW you have dint existing. Any unaltened roll 4 wound causes 1 fatal wound in to any other damage. Although it is best for the sublime champion, because the main weapon is so bad, and the weapon is only only
5/6 of the time is usually worse than another choice of weapons like Thunder Hammer. God Specific Relics are limited to characters with appropriate MARK CHAOS. Horne axe blind rage: replaces the axe power model. The S-3 is an AP-3 and a Dd3, but for hitting rolls 1 cannot be rolled or modified. Instead,
they hit friendly units within 1. Now any Lord, Elevated Champion, or Warpsmith dedicated Horn can be a fun quy to be around! Overall - a poor choice, seeing both the Chaos of the Lord's ability. On the other hand, it
significantly increases the damage from C'C. However, if you don't want your axe-killer genocide of your own guys, you have to make sure they are outside one betrayal to achieve, which can be tricky. Some Anons claim that it is best to just take a fist of power and a talisman of burning blood to make sure you pull that
charge. The talisman of burning blood: the carrier can advance and charge in the same turn and can roll failed charge rolls. Good on Juggerlord, better at winged Daemon Prince. Can also help Horne labeled Lord Discordant if you don't use that specialist squad. Saal, Weapon WrathfulDaemon: Replaces Force or Hell's
Sword. Being an AP-5 and a D2 is already guite dangerous, you add your Daemon weapon roll to the force of the weapon (so 2 to 6); You may think of it as an S (U'3.33) AP-5 D2, which is certainly better than an axe blind rage, but it's a low bar for comparison too. Works well on the Terminator Lord, but best of all on
Daemon Prince, as when he's not, you can retreat to Malefic Talons with Prince, but only fag the Lord's close combat weapon. Also, on Prince he should not compete with other options like Thunder Hammer or G'holl'ax. Nurgle Puscleaver: Replaces Sword Power, AP -2 and 1D3 Damage. It's the ability to injure all non-
vehicles by 2. Try it on Terminator Lord and laugh as he makes his point back hunting CC monsters three times his price. G'holl'ax, Fist DecayDaemon Weapon: Replaces fist power, but in every way Thunder Hammer, which is always wound at 2 - which makes you question why he needs a power boost, but Nurgle is
the ioker afterall. At first it is deceptive, both for the major lords and the jumping lords vou can take the Thunder Hammer. However, as it replaces Power Fist it is effectively 31pt savings for these models as you only need to pay 9pts per fist. It's also the only way to give Terminator Lord weapons with Thunder Hammer.
stat lines - since they can't take them as a wargear choice. It also works well on the champion's exhalation, as with the wound re-rolls it is almost quaranteed to put hurt on anything stupid enough to take it on. Slaanesh Elixir: Add 1 to the power and attacks of the media. Makes Makes dude is even more murdery.
Combine with Diabolic strength for MAXIMUM EXCESS (especially at Daemon Prince with the children of Emperor WT). Usually the best melee relic is available to you. Thaa'ris and Rhi'ol, Predatory TalonsDaemon Weapon: Replaces a pair of lightning claws or Malefic claws. SU AP-2 D2, and can re-roll the wound rolls
The carrier can make an additional number of attacks with these weapons, equal to the result of their Daemon Weapon roll. If you want the lightweight nature of shredding infantry, then this is not the worst choice around. The downside is your stuck with using your weapon is often asked melee guestions if you don't. It
also has limited use on Prince's Daemon as it competes with the intoxicating Elixir with double Malefic Talons. That's because of the 1/6 chance of not working. Tzeentch Eye Tzeentch: Add 1 to the mental
test at Smite, throwing at 4 and get extra wounds at 10. Smite's expected output rises from 1.79 fatal wounds to 2.08. Don't build around as if you like Tzeentch marked by smite spam you have to take TKSons as allies that don't carry creeping penalty difficulties. D'D'AX, a weapon of helplessness: replaces a sword of
force, a sword of force, or a hellish sword. S:U AP-3 and 1d3 Damage. Invulnerable saves cannot be made when an attack is allowed with these weapons. Probably the most useful relic when used on Daemon Prince with wings and diabolical force or strain of mental power. This turns Daemon Prince into a very effective
flying assassin who can slingshot himself (using Chaos Familiar Stratagem), and then charge in denying the goal of invulnerable saves without having to do Death Hex cast. Thanks to Hateful Assault, even if you don't
daemon the weapon roll, you get 6 attacks with its claws on the S7 or 7 attacks on the S9 if you used diabolical force so not as punishing as other weapons (just as planned). Unit Analysis (edit) Headquarters Lord of Chaos: Your Vanilla Leader. Lots of customization and solid statline. You can take a different version as
your warlord, but this guy is useful as a secondary headquarters for his aura, which allows you to re-roll every 1 to hit in 6 bubbles for friendly units. You can keep this guy around Plasma Favorites or even Predators/Helbrutes to protect them and let them use overpaying more freely. Note that this aura, like all auras,
applies to itself as well. You have the opportunity for a Jump-Pack. Also interesting is that vanilla chaos Lord is cheap as chips even after throwing his load of shiny toys. Even his Gear is especially cheap if you go for something crazy like Combi-Melta and Power Fist, and even then it still goes according to 100pts.
</LEGION&gt; &lt;/LEGION&gt; this means that there are very few reasons not to take one buff to your Havoc Gunline safe from killers like Lictors and all without having to pay for Power Fists on your Havoc Champions.
There is one fun trick you can do with this Lord that the loyalist equivalent (captain) can't; double wielding plasma pistols. If you can't decide between going shooty or choppy with your Lord, this is a decent compromise. Two plasma pistols cost 1 point less than Combi-Plasma, and this gives you exactly the same number
of plasma shots in 12, provided you don't overpay. You basically trade the ability to make one plasma shot at 24 for the ability to shoot in close combat. And remember that his reroll-1s aura belongs to himself, so don't be afraid to overload this shit. Just wu it! Oh, and remember that chic Moritat model from HH that no
one used? Well now you have an excuse to box it! Perhaps just taking combi plasma is better, tho... Because Damon's shells are a thing. Note that a plasma gun or kombi-plasma does not kill the wearer until all shots are resolved, but with double plasma pistols, if the first gun rolls 1, the owner is dead before they can
shoot a second gun. This means that two pistols will have fewer wounds at target than a rifle, as well as fewer wounds per point (due to the high cost of the updated Code of Chaos, the Lords
are one of the few units that can now take a thunder hammer! However, they can't take a hammer of thunder if they're in Terminator armor. So put your lords on bikes or give them jump packs and enjoy smashlords. Just don't forget that -1 strike prevents the death of the false emperor from launching. Jump chain sword
lord, take lord with jump pack and 2 chain swords in black legion, use heirloom chain sword and WLT for fatal wounds on 4 with veterans of long war and prayer. You can also use psychic strength and give psyker WLT from the
Raptorial host for extra utility. Chaos Terminator Lord: As above, but with Terminator armor. Unfortunately, unlike loyalists you have no choice between different types of armor, an additional wound, comes stock with Combi-Bolter and Power-sword and the ability to teleport on the
field with a turn of 2 years (Thanks to the frequently asked guestions). It is your heavy duty chaos Lord, the one you want as your Can be very cheap and effective, given what it can do. A pair of lightning-fast claws is being upgraded for weapons. Kombi-plasma w/chainfist if you don't want to give up shooting. Or Kombi-
Bolter Combie-Bolter relic of melee. Thunder Hammers now cost almost twice for this guy compared to CA2019 while Lightning Claws got a little cheaper as one and paired. Consider making him Slaaneshi while running it with the weapons of Slaanesh Daemon of faith and fury, even unbuffed it can throw up 11 AP-2 D2
attacks on the charge if you roll well, and that's up to counting field traits and other amateurs, although it's all on S:User, not Sx2. However, amateurs like Diabolic Power will still have his hitting on the S6 meaning he still wounds ME at 3s and is more effective in mixing Primaris. Dark Apostle: Although his stats and gear
have nothing to write about home, he has many abilities that are a great power multiplier. Demagogue essentially fixes most Of the Ld issues you have to worry about, while prayers can offer significant buffs ranging from flat buffs to friendly units (No.1 strike with a long-range weapon, No.1 to wound in melee) to debuff
for your opponent (roll 2 dice for the leadership to drop the lowest). Nowadays, it is best used as a totem of the back of the field, which hangs around nearby units that could benefit from a little help. If you need to see your sorcerer fly throwing smites and warp time stuff, rather than stuck backfield casting prescience on
Havocs, use the Dark Apostle to do so instead. Need to make these deep strikes disturbing cultists for longer, but aren't they Tzeentch marked? Use the Dark Apostle to give them an invulnerable save and Ld 9. Think of it more as a multi-purpose support unit than a melee leader of old ones. The Dark Apostle must now
roll to activate the Dark zelot, and the inability for him to activate any prayers while in transport (as units not on board can not affect the board, if specified), means that he will go out without chanting, at least to turn if you want to use it near the front line (and his disciples take up extra space in transport). Several Apostles
cannot repeat the same prayer, so you can't use multiples of it to make a larger bubble of repeated misses in close combat. Instead, think of him working like Psyker now - who has to roll to succeed, with a maximum of one attempt at prayer, period, no matter how much of it you have. The basic use of multiple apostles
keeps them close to the same pair of Disciples, and the use of the entire cluster to buff a certain unit/group of units several times. This means that the best prayers, practically speaking, are -1 that will be shot on the target unit, No.1 shoot at the target unit (safe plasma!), and 5 for all nearby A special note goes to the
word carriers, as it can help largely from the voice of the Lorgar WT, since from frequently asked questions it also affects prayers, boosting the range of their extra three. It may not sound like much at first, but the transition from 12 diameter to illusory pleading to 18 diameter (not including its base) base) be noticed
immediately, as you can cover most (if not all) of your backfield with it along with most of your front lines. You can also give it to the Damned Crosies and even Cousteaus. Never send it without support though; with heirloom and prayer
he may dish out the pain. but he will do down like a bitch if he has to take it. Consider the Word Carriers Dark Apostle with the flames of Spite Warlord Trait and the Cursed Crosium. You will update it with the Apostle of the Dark Council, Natch. He has to sing Omen potency and Soultearer Portent on himself. He will kick
all the ass in the name of the dark gods, handing out deadly wounds like candy at 5 and just generally beating the crap out of people. Have a sorcerer with Warptime handy to help him actually get where he needs to go (and remember, with the malevoln Covenant, Word Bearer sorcerers just got super reliable), or keep
him as a back-line counter-attack defense. Daemon Prince: No longer the one-man army he once had, although his melee is still pretty powerful. Use it to support other units with its 6bubble and psychic strength. 8 wounds means he can't be targeted for shooting unless he's the nearest block, so hold him for another
block that can match his 8 speed. If you play in Horne's army, always take him as a psyker, the No.1 attack isn't even close to doing what his mental strength can do (especially considering one gives him an extra attack anyway). The new Code made all the short-range weapons options for them exactly the same cost, so
now it's a choice between two attacks (Talons), doing 1 more damage per attack (Sword), or with your strength, AP and damage at 1 better due to -1 hit (Axe). Talons are probably still his best equipment selection if you are desperate for something to kill the vehicles with, but even then, 7 (8 for Horne... I see you did
there GW) attack on -2 AP nothing to mock. The children of Emperor Daemon Prince are particularly cruel. Take Elixir's intoxicating relics for force No. 1 and No.1 attack; and stimulated pain WL feature for 1 euro attack on the wound taken up to 3 attacks. With Malefic Talons it's S8/AP-2/DMG 2 with 8-11 attacks as soon
as it starts to take the wounds! He can also throw delightful agony at himself for 5 FNP. Or Diabolical force for S10 and 9-12 attacks! He can also take a warp bolter for some but no game-breaking shooting. Important note: Thanks to 2019 frequently asked questions ALL Daemon Princes: Chaos Space Marines, Chaos
Daemons, Death Guard, and Thousands of Sons are all now considered the same data tables for Matched Play purposes. So now, despite the number and type of squads you take you now 3 maximum. Thus, Daemon Prince Spam was nerfed. Important note: Fly again allows models to navigate enemy models while
However, the flvers can no longer block the movement, and the demon prince who flies into ruins in the movement phase can still be stuck there in the charge phase. Don't forget the extra attack you get for its standard one set of small claws! The Elevated Champion: One of your main melee buffers and automatic
requirement for melee-oriented armies as it provides re-deployment of a failed wound aura for friendly units within 6 during the combat phase. It's also a bit of a duel as he re-rolls all the hits against enemy characters (including inflated plasma pistols in melee so grab one). Can take a number of different weapons to help
him in the melee, and with the update of the code. Thunder Hammer, No model yet, although any matching kit bashed model will do. The benefits are largely from Mark Horne, as this gives him access to fight twice the trick. If you feel really means, keep the Dark Apostle and the sublime champion next to your
Berzerkers or the Chosen Armed Power Weapon to re-roll on hits and wounds. The only downside is its lack of mobility-increasing options and the painful lack of invulnerable to maintain. Synergy is good with almost every relic in the code and Vigilus ablazes, except maybe shooting relics as it wants to be in CC.
Comparing him to other staff ministers in the purest potential of killing a character, the Executioner is slightly better than Champion for 50pts extra, Lord is a little worse with both because of Unwieldy. The higher the strength of the sign, the better
Exalted compares. As a dueling type, he is the main candidate for Anathema, and is disgustingly cost effective at doing so. DTTFE on this assembly is hilarious, exponentially even more so with the impeccable host of crazies. Add in fury of Khorne for some impressive character-mashing - 8 deadly wounds is enough to
deck most characters, and with enough luck you can solo Big Bobby G in one round. That being said, Lord situation is better with this build because of its self-reliability with Sigil and Deepstrike shenanigans. Lord Discordant: The answer to the question: What do you get when you cross Warpssmith. lord of Chaos with a
mount and a Damon engine? Lord Discordant... eccentric to say the least, and despite being aimed at targeting vehicles, surprisingly comprehensively for what you pay, Beware though, that having 12 wounds means that it can be targeted in the shooting phase, so expect your giant spider rider to be taken off the table
turn 1 if you don't plan ahead (Benedictium of Darkness, prepared positions, etc.). He can take a fair beating though, having 2/5, The wound has healed on your turn, as well as having the choice of either healing 1d3 wounds or dealing 1d3 fatal wounds to an enemy car for 12 after killing an enemy car. Provides a positive
effect for the daemon-friendly engines, which at the same time debaffes the enemy's zlt;/LEGION although you'll use it a lot more for the first than the last. Also, with the BS2 its aura will naturally cancel the negative modifier to hit after moving, if you decide to equip it with an autocannan instead of an baleflamer. It
actually stands out best in melee battles with MES and CHP for several rounds, rather than vehicles, due to damage and AP profiles of his weapons. Just be careful though, as it can get bogged down in drops like everyone else (and can't escape). His attacks also require a bit of accounting and a bit of scratching on his
head to use practically. Lord Discordant himself has a 4A base with his Gleave chain, hitting the S-2 (usually 8) if you heroically intervened or charged, the AP-2 D2. This means that it is best to take on vehicles if you can get the charge off; otherwise, he'll probably iniure at 5. Its mechatendrils then
provide 2A on the SU (usually 4) APO D1, which will be heavily used to target either the GES or as hail Mary's slit from the final wound on the wounds remaining) S-3 (usually 7) AP-2 D1d3 and a techno-virus injector
on the S-4 (usually 8) AP-4 D1d3, which takes an additional 1d3 fatal wounds to the vehicles it successfully wound. He can change the injector to a magma cutter if you're an idiot. His No.1 hit means he naturally causes the death of a false emperor at 5. Take Disco Lord's impeccable host squad,
throw Ultimate Trust feature and elixir's intoxicating relic on it. Then there's a prince or sorcerer nearby to throw foresight at him, and now you have a 160 PT model that can kill a knight in a single phase battle. You get 5 S10 -2 2dmg attacks, 5 S8 -2 D3 Dmg attacks and 1 S9 -4 D3 Dmg to attack all that proc 3 extra hit
rolls on 4 (4 hit rolls if your target is imperial). Have fun. Master of Executions: Like the sublime character of a murderer. Has a great heroic intervention 6 if there are any enemy character for 6 and can re-roll a single roll kick, wound roll or damage roll that is aimed at the character once for
the fight phase. His axe dismemberment is basically a power fist without a penalty hit and deals additional fatal wounds on wound rolls 6. Slaanesh Master performance with intoxicating Elixir will come on WS2, S10, A6, AP-3 D3. In addition to the nature of the killing, it allows the MoS to punch some pretty big holes in
vehicles and monsters. It's so cheap that he will almost always make his points back if he gets into a melee. Now cheaper and more efficient with rhinos, now even more As a character hunter especially with all factions getting cuts for their characters as well. Master of possessions: a slightly converted sorcerer. No gun
options for a bolt gun and and employees, but comes with 5 invulnerable save and forces Psykers for 12 to treat all doubles rolls as a danger of deformity. It also uses malephic forces instead of Dark Hereticus forces. It is unclear where he is designed to fit into the big picture throughout the army, as most of his powers
focus around Daemon polishing. If you really want to run Daemonkin and a normal sorcerer doesn't do it for you, there are better things than this guy. This guy also power multiplies Daemon engines like nothing else. Cursed Earth and Dark Power are auras, so you can cram a few Forgefiends in range for a big dacca
ball that refuses to die. If you add Defiler, it also gets better in melee allowing you to chase any pesky Deep Striking units and makes his weapon more than just an afterthought. At the opposite end of the spectrum, you can use Chaos Familiar to swap power at Warptime, throw MOP across the board and cast the
Invasion to cause Daemons right on the doorstep of your opponents, in the process bypassing virtually all the flaws of a conventional call. Sorcerer: Pretty standard. You threw 2 powers and deny one, stats according to the rest of your warriors and ... That's it. He can take the Jump Pack if desired and Force Weapons is
cool, but don't let this guy join the melee if you can avoid it; his 3 WS and 3 attacks mean he's not good enough to take on hordes (since excess damage is wasted). It is, however, your main source of fatal wounds and buffs. It is
important to note that in a blow over from the 7th Chaos the Lords got an invulnerable save, most sorcerers however, were not. Make sure it is well guarded or surrounded by screen units as it will fall faster than you expect. Note: As for the frequently asked guestions, sublime sorcerers are more expensive than regular
ones, making this guy a reasonable option again for cheap psychic options if you play Thousand Sons, Don't forget that his Bolt pistol, with his 2 BS this guy is an excellent target for Daemon Shell dish from another 1D3 Deadly Wound. Terminator Sorcerer: Heavy Sorcerer Duty, Note that this guy is an excellent target for Daemon Shell dish from another 1D3 Deadly Wound. Terminator Sorcerer: Heavy Sorcerer Duty, Note that this guy is an excellent target for Daemon Shell dish from another 1D3 Deadly Wound.
than a vanilla one, but where mobility is not a problem, overall a better investment. Termi-Sorcerer's came with 1W, and more importantly, 5 keep as standard, just be sure to wear a helmet. You can make him a second-line fighter using a combination of wargear and mental strength, but don't worry. Its stock of
Equipment Combi-Bolter and Power Sword, and wherever possible the sword should be changed for the staff almost immediately, since Overall No 2 Str on character as it is more important than -3AP. Oddly enough, despite the fact that he is obsessed with warp trinkets and magical items, not many relics fit well into this
guy. Warpsmith: Dramatically improved for the 8th edition, Warpsmith is The cheapest headquarters you can get, but don't let its low cost fool you - it's figuratively Swiss army knife. In standard form, comes with a number of tools in the form of Flamer, Meltagun, and Bolt Pistol (which you'll never shoot). Not being able to
increase mobility, it will advance everywhere, but its basic assault weapon is in any way, so it doesn't matter. His gun can also be replaced by a combi weapon, which is not a bad idea at all, as the most expensive choice, combi-melta, means that it still comes at just 1pt more than the standard, unequipped Lord of
Chaos. This made things all the better, given that he shoots at 2, comes with 2 saves thanks to his modded armor power, and his stock of melee options power axe and fur-tendrils (two chain words), allowing him to hold his own against small ME squads. With so much kit for what you pay for, it can slot pretty much
anywhere and contribute, although it can often be difficult to determine where it will add the most. Also comes with a few useful abilities; The first allows it to repair your vehicles, allowing it to end up within 1 of recovering d3 lost wounds at the end of the movement phase. The second allows him to curse the enemy car,
to induce a fatal wound on roll 2 for 18. Another option is to have it help your artillery and long-range firepower by repairing them or protecting against deep strikes. In addition, it can be used to drive a shotgun in the Land Raider that once he deposits everything he carried, he can then repair and leave to go sit on a goal
or two. With all the bells and whistles that come with other headquarters options, it's very easy to lose sight of this quy; Do not. Giving him kombi-clad makes him an extremely dangerous tank hunter at different distances. The BS 2 and bolter allows it to reliably hand out deadly wounds at 24 with Daemon Shell, the 18
enemy vehicles in range are in range are in range to be cursed for even more fatal wounds, and a pair of meltaguns at close range will crash virtually anything but super-heavy. It's also worth noting that the bonus meltagun works against any target in the 8th, meaning you can char-broil enemy characters who can be squaring off for
a fight. Of course, combi-cry is less effective than combi plasma outside 6, provided you don't mind recharging (and you usually shouldn't). Chaos Lord on the Bike Index only: This Lord is fast and solid. 14 movement, strength 5 and additional wounds are very nice. If you can't decide whether you want a hard or fast Lord,
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you can't go wrong with this guy. Now that you Shoot all non-gun weapons, swap his bolt gun for a second combi bolter. Currently he and the bike sorcerer are the only Chaos headquarters that can legally have two combi-bolters. 8 S4 shots at 12 on a guy who can hit 2, reroll 1s, and move 14 per turn? Yes please. From
Bolter drill Combi-Bolter Lord Lord The solid selection of Outrider headquarters is backed up by 15 bikes of various special weapons and combinations. Clock in about 570pts you can really throw a lot of shots down the range without the turbo-boosting. Forge World: Compared to the standard CSM analogue, compared
to the standard CSM analogue, it is a Warpssmith test for all intents and purposes with strength No.1, No.1 strength No.1, No.1 strength and wound No.1 compared to the standard CSM analogue, although it has changed the variants of the weapon. It costs a fair bit more, but given the best stats and similar wargear (and healing) it can be a
solid choice if you want quality over quantity, and don't have to buy more than one to take care of your vehicles. However, their master mechanisms allow them a D3 wound/turn back on top of everything else is probably worth the price. Chaos Hellwright
on Dark Abeyant Forge World: All the same options as above, with the inclusion of an additional gun and forced statistics. If you really only want him on Abeyant. Abeyant is also valuable for accompanying melee-oriented Damon
engines into battle, as this allows Hellwright to move at full 8 inches and should not run it up. Thanks to the fatal wounds that the gun will spit out and the improved damage to the axe, it is also much more able to make a valuable contribution once it is time to get stuck. Chaos Lord on a Bike (Legends): Hard and fast. The
extra wounds and strength are good, and Sigil provides him with decent protection. Throw it along with some other bikers if you really want it to hurt. Sorcerer on a Bike (Legends): Hard and fast. The extra wounds and strength are good, but then again this guy doesn't have an invulnerable save and jink is not a thing
anymore. If you don't plan to use its speed to keep it safe (and even then why not use jumpack?), you may as well choose another option. One thing this option has over any other type of sorcerer is mobility. The ability to zip 20 across the board and still cast mental strength can dramatically improve the viability of a
shorter range of psychic forces like Warptime or Prescience. Chaos Lord / Sorcerer on Mount Daemonic (Legends): Before we get into them, note that Daemonic Mountains give the model DAEMON a key word. It's both good and bad. Good, because that means you get polished by the nearby Heralds (No.1 Power is
good), so if you want to go Daemonkin you have the synergy right there (confirmed in the designers' comments). Bad because things like the Grey Knights that are much stronger against you, keep this in mind when you choose your lords and sorcerers. Remember that despite DAEMON you don't get God-specific
bonuses. For example, Ariman with the disc has both DAEMON and T'EENTCH keywords, but he doesn't get No.1 to his invuln because he lacks the ephemeral form of special special In accordance with the frequently asked questions: If your army is battle-wrought, all the character, infantry, biker and Helbrute units in
the Chaos Space Marine Squads get the Legion Trait, as long as each unit in this unit is from the same legion. Means that the characters on Mount Demon can benefit from the Legion of Traits. Chaos Lord on Juggernaut (Legends): Slowly for the established chaos of the Lord, with only 8 movement, trading from speed to
hit. Has the same stats as Chaos Lord on a bike, but with the S5, and the juggernaut itself has 3 attacks on the S5 (No.2 on the charge) and ap-1 with a blade of the horn. Solid killy and one of the best to go for if you're planning an attack by a heavy army, after all, the S5 means the S10 powerfist swing. It can also do
decent damage with double claws, and flame Spite. Re-rolls hit and injure, getting extra fatal wounds at 5, even for 3 mount attacks. Statistically, it kills most H's in a single activation. They can no longer take Thunder Hammers to the newest BIG frequently asked questions (AKA BIG frequently asked questions). Chaos
Lord on the Drive (Legends): The only mountain that doesn't raise the statistics of the Lord of Chaos, instead you get 12 movement and keyword FLY, as well as a weak single attack from the mountain itself. There's nothing he can do that Chaos Lord with a Go Pack can't, besides being killed by the lighter Grey Knights.
He can, however, benefit from various DAEMON fans such as the Heralds. Lord of Chaos at Palanquin (Legends): The slowest of the Lords with the big difference being that you can't teleport on the field. T5 and 6 wounds like the Lord's bike, and some minor extra
attacks from Nurglings. Pretty cheap, which makes him a decently tough lynchpin for gunline as he can buff the plague of the Marines while intercepting any melee threats. Interesting fact: because he has the keywords NURGLE and DAEMON, any units that he destroys are considered in the direction of Tullia Pestilens
for The Epidemic. Now that the frequently asked questions have confirmed that CSM characters can cause daemons, it performs a lynchpin role even better by being able to summon in Nurglings and Plaguebearers to screw with deepstrikers or tie and chase those who get close. Chaos Lord on Steed Slaanesh
(Legends): (in) the famous Chaos Lord on Steed Slaanesh has lost all his tactical advantages in the new edition, but he is still very good. 12 movement, and it can advance and still charge. It gets an extra bike wound, but not an improvement in strength; he gets an extra attack, not. Consider giving this guy a Combi-
Flamer so that he can advance, shoot without penalty and still charge. Give him some brutal melee weapons to take advantage of Attack. Sorcerer on the Drive (Legends): Tzeentch blessed him with 5 invulnerable save, which makes this guy very interesting. However, if you take a caster on the drive, you're probably
playing Tzeentch Thousand Sons, which The sublime is better. Sorcerer Tzeentch is still interested in throwing Weaver's fortunes at no Thousand Sons, which The sublime is better. Sorcerer Tzeentch possessed for 4. If you play one of the inseparable legions, consider this guy as a further update over the sorcerer with the Jump Pack; the keyword
Tzeentch is not so important and you are not obliged to accept the power aligned with God. It has the same mobility to reach critical areas and provide mental support, and increased longevity allows it to work better as a lone wanderer. The price difference between them is almost identical to what you would have paid to
give the character an invulnerable save in previous editions. Sorcerer at Palanquin (Legends): Unlike the Lord of Chaos, being slow is not a great deal for a sorcerer, so this may be a good option as it is cheaper than giving him Terminator armor. Interesting fact: because it has the keywords NURGLE DAEMON, any units
that he destroys are considered in the direction of Tallia Pestilens for The Epidemic. Sorcerer on Slade Slaapesh (Legends): Additional attack and ability to move forward and charge are not good selling points for Mount Sorcerer. Yes, force weapons are vile, but you don't want this guy in close combat if you can avoid it.
Yes, it gives you extra wound and greater mobility, but so does the bike. In small games where you can't afford much H's, this guy can be useful as a nester of all trades. Special characters note that any special characters belonging to a particular chapter of the Legion/Renegade can be found in their own Legion section;
for example, Abaddon can be found in the Black Legion section. Cypher: Technically more renegade, but close enough for rule purposes, sports like IMPERIUM and CHAOS keywords. Has the same protection as lord of Chaos, as well as the same stats and the No.1 Movement, Cypher is a bargain for what he does. Not
only can be put out a lot of pain with the weapon, but he buffs nearby Fallen allowing plasma to spam out and the best part is that if it goes down, roll the D6. At 2 (keep CP ready) it is not considered killed for the purposes of any mission victory conditions, just to spite your opponent. Forgeworld Lord Arcos Forge World:
Chaos Lord, which has two sub-factional keywords: FAITHLESS and ALPHA LEGION. He has a good synergy with the Alpha Legion stratage, being able to penetrate 12 from enemy lines for free and supplying no.1 CP that can be used to infiltrate the retinue for him. His tankiness is usually a fairy deceptive, since he
only has 3/5, but he has a built-in -1 to shooting against him, which stacks up with an alpha-legion trait for -2 to shooting against him outside 12. However, with his combi-cry and Black Blade Venom (near SU AP-2 Damage (!), gets No.1 to injure things that are not VEHICLE units), it wants to be able to close in melee.
Also note that you can take the Flame spite feature for him and then use VotLW trickery in close combat to inflict 1 fatal wound on a non-vehicle target in addition to any other damage for each wound roll 4. Fortunately, its aura effect that gives no.1 to advance and charge rolls for FAITHLESS (non-ALPHA LEGION) units
within 6 allows it to do just that. Overall, it's a pretty versatile choice of headquarters to use. He's not that good at small point games where you can only run 1 headquarters, but running it with only one headquarters is a waste of his WL feature anyway. In games with higher points, you can run it with I Am Alpharius
warlord trait by abusing his infiltration and CP bonus for a free one nuclear charge and just switch to the next warlord down the list as soon as he and his retinue are overwhelmed. Modellers Note: As the forge of the world's special character after her, and B: a special character for one of the least popular legions, Arcos
has no model. One of the most popular options for conversion is the aspiring champion, as it comes with a combi-melta slung over a backpack, matching serpentine horns, and arguably the most vicious kind of combat knife in the range. Jufor Impaler The Forge World: Another double legion of character, this time as
WORLD EATER/ SKULLTAKER. Its re-roll aura is just a buff skulltakers, which means that while you can take it to the list of world eaters, you should take it to the Skulltakers, which means that while you can take it to the list of world eaters, you should take it to the Skulltakers, which means that while you can take it to the list of world eaters, you should take it to the Skulltakers, which means that while you can take it to the list of world eaters, you should take it to the Skulltakers, which means that while you can take it to the Skulltakers list. At 120 points it's a solid headquarters choice, and Jufor will tear his way through any 2-ran units and most of the common characters it comes
through. Comes with a named fist of force and an axe of force, a fist is the same as a standard power fist, while the axe goes from AP-2/D2 to AP-4/D3 on rolls 6 against characters. It's also pretty durable, boasting 7 runs and 2/4. Uniquely, he also has the ability to deny the mental power that gives him more mileage on
the world's devourers list as a mental variant of denial (on top of your cunning and relics). Not to mention that he also has the ability to punch deep, preventing him from having to run a marathon. Add to that that it also forces the opponent to add 1 to their leadership rolls while within 6 inches. As far as Horn-aligned
Terminator Lords go, he has an almost automatic preference as, for comparison purposes, Horn Chaos Lord with an axe of power (which he loses a bolter), comes to 109 points. GW has yet to clarify if The Ability of Jufora causes the Daemon Banner reality Blink to fail.
RAW, Reality Blink happens on roll 1, however, as you add one (rather than subtract from the enemy's leadership, like all similar that the result becomes 2 in accordance with the modifier's priority order. Before the frequently asked questions, this means that Jufor is so scared that he actually stops the daemons coming
out straining to fight it. Troops (edited) Black Legionnaires (Blackstone Fortress): Two human beings Chaos Marines found in Blackstone Fortress. These guys should take the BLACK LEGION keyword. Such a small detachment means that they are effectively immune to morale because you cannot run away when you
are dead. Problems arise though, as the pair cost 26 points - meaning they cost more base than conventional CSM, they can be really useful by hiding from VOC in the back line like the Deep-Strike Screen. Your opponent will either try to track them down, or will have to spend long shots to kill a couple of Marines. If you
are a Black Legion and find yourself a few points for free, give them consideration. You also need Obsidius Mallex as well to prevent them from rendering their squad no longer a battle forging. These guys also have a unique disadvantage of not taking up the organization's power slot in the squad when Obsidius Mallex is
in it, so they won't help you complete the squad to qualify for his CP. Chaos space Marines: It seems these quys are now 11 points, a hell of an honest expense given the bonus rules they get. However, they are still trying to be the first choice of troops on most lists. CSM are ... well and becomes more attractive with each
micro-buff (for example, Bolter Drill, New Renegade Traits, Stratagems, new weapons such as Reaper Chain-cannon and slight cut points on the model in CA2019), as well as from settings to other units (e.g., Mere mortals for cultists). They are best deployed for a specific purpose - either as a camping, bodies to support
killer hordes (thanks to a Bolter drill) or a chip with a wound or two to knock down a car (thanks to a special and heavy weapon). However they still don't bring enough to the table to build your broader plans on. Part of the problem is that Havocs and Chosen are doing a similar job, but with easier access to weapons - so
if you don't need troop slots filled, take them instead. Also, compared to their loyal counterparts, CSM came out worse overall if you're actually fighting the forces of IMPERIUM, and in this case they're better at assuming you can get to fight and roll well. MSU is better than a large unit, you are not vulnerable to morale, at
the same time able to get two special weapons (one in the block, one on the champion). Get a couple of MSU squads with combi-melta/flater and regular melt/flamethrower and throw them into the rhino, since most opponents won't pay attention to them, they can reliably support your best stuff, chip all over the field and
eventually threaten the goal with Ob-Sec. As far as the icons the squad can take are, they all lack the brilliance, but the most useful are the icon of despair when your other guys win the fight, or revenge if you're going to have more squads. With the Bolter Drill, the Chainsword/Bolt-Pistol option for these guys is outdated
as you can achieve much more damage to the output of fast-shooting; instead of charging into battle and zlt;/may'gt; enemy chance to attack back. If you really want a melee legion, then make them slaanesh and give the champion a fist of strength. Combined with some form of aura to re-roll, he will probably deal with at
least some damage before he and his squad gets destroyed. The current state of affairs means that CSM tends tote around The Reaper Chaincannon, as this turns them into a good little objective camping choice. Give the champion a combi bolter, and you have a squad that can deal with light and medium infantry pretty
well, deal 10 bolter shots and 8 heavy bolter equivalent shots to 24 if you don't move. Given that the Havocs unit will get focused down very guickly at close range, these guys have good use in toting around extra chain guns for later rounds. Take 10 and take 2 caress. 3 squad in the battalion gets you a very good anti-
tank with 8 ablative wounds each, allowing the rest of your army to run and chop the up. Boltguns you 2 S4 shots with fast fire up to 24, if you do not move, then 3 S4 attacks on the charge. 4 S4 as a whole, but
yours still get 3 total S4 attacks in subsequent turns, and are attacked in retaliation. There can be used for one 20 person blob with chains, Mark Horn and icon for 210 points and tossed at the enemy with a strain, but its usually best to give them boltguns and take squads of ten with special/heavy weapons and camp.
Chaos cultists: Your cheap choice of troops. Cultists can now be set for close combat or range without any change in points, though as GSM you achieve the same damage from shooting as getting into a fight without being punched back. Honestly, don't worry about running them in close combat as other units will always
be much better. The unit is also largely calling to be in range too, since cultists have access to special melee weapons, but not special melee weapons weapons were meles weapons.
out enemy Deepstrikes with them. Like GES, the unit they come with a lot of problems: first, they have t3, 6 save means they die, often and often; while the current coverage system quarantees anything more than MSU will struggle to get the benefit. Also, more are going to run away the moment when they start to fall, as
with their terrible Ld 5 (6 with the champion) you will find them wanting, especially if they are left alone somewhere without support. However, these are not all negatives; Cultists Snowball in a real threat when under various buffs that other units of Chaos can provide; and especially synergies are good with the Dark
Apostles, who fix their low leadership. It could be Go on with them, acting as a quard for the cold and heartless iron warriors of the warlord or Abaddon, which will make them fearless and provide re-rolls too. Then you can also use prayers to give unit -1 to be hit, No.1 to hit with shooting and 5. The sorcerer nearby can
then throw on Prescience, and if you label them as Slaanesh, you can also throw on the delightful agony on them for 5, or if Tzeentch them invulnerable save to 4, or with Nurgle make them -2 to get in. Finally, add in the veterans of the long war Stratagem and seemingly innocuous drops of cultists is now an incredibly
real threat to almost the entire mez infantry in the rapid range of fire, and even the models above T6 as they wound at 4 and 5 in most cases and forcing saves (although TEZ will greatly laugh at this). It also becomes incredibly difficult for your opponent to get rid of them, and even if they commit firepower, it's just blob
cultists anyway, and if you have CP to spare they can get back on the edge of the table at full strength. Thanks to Mere Mortals, the cultists listed here are now objectively inferior to those on the list of Renegades and Heretics. If it's CP your after, an unworthy 32 (x2 commanders, x3 Renegade militia) basically provides
everything you want them to do for less than 200 points. Got a 20% drop in points in CA2019. It's only 1ppm, but it adds quickly to the big drops. Even one 30 model unit will save you 30pts and with the rising price of Thunder Hammers for characters in CA2019, you'll need these savings elsewhere. Daemons:
Technically is not part of the Chaos of Space Marines, but worth mentioning because the Daemonic Ritual can cause them. Fast PSA about tools and 1 Banner on 10 models in the block. However, your block can
only benefit from one of them. What's the point, you ask? Calling rolls and gain points in the match, that's why. You see, you still have to decide which models are in each block. This means you can have 30 model units ready just in case you roll that 15 to call, but
can bring them into one 10-person unit at a time if you only get a few 5 rolls and they can all still have these extra goodies to help them. Called units are not considered part of your squad and therefore cannot receive Legion Devils. Blood breakers: Still the same glass cannons they've always been, they're an assault
infantry unit that's very good at cutting multi-horned heavy infantry, both primarily Marines and Terminators. 2 Each on the charge, at AP -3, hitting 3, injuring at 3 (against MH) and potentially dealing 2 damages with one swing? These guys are cruel. A deep blow these guys next to with unit primarily Marines and deal
with troll-person. Then cry as they all get knocked down in the overwatch. Daemonettes: The Daemonettes were the Bloodletters more reliable on him. This is not to say that these girls are not very good at work, but they have been
overshadowed, especially now that TE tends to have multiple wounds. They still have more attacks (and if you have a unit of 20 or more, you add one to their attacking characteristic), higher speed and punch in front of anyone that would make them great, like MSU... if only they weren't so fragile! Instead, use them as
you would Genestealers - send these girls to suppress some camping crap in the shelter. Daemonettes rely on getting into the fight guickly, so make sure you buy the tool and use the loci to get them into it. HorrorS Tzeentch: Much changed from its previous incarnations, when the horror killed it breaks down into lesser
horrors, and also remains as part of the same unit. Unfortunately for matching play, new horrors come out of your reserved for call points of selection, making full use of this increases the relative cost of Pink Horror by 120%, although its challenge is always a success. Fortunately, these moments should not be reserved
just for horrors and can be used for other call purposes as well. While this reduces the overall size of your strength, you can easily use this to keep the body in a block on target or in a high threat position. Similarly, the threat that your opponent kills in a fission charge may be enough to make them think twice about it. Pink
Horrors: (Note: This unit had its power rating reduced by 1 in Codex: Chaos Marines 2.0) Expensive at full well - 7 bases, but 17 if you want to afford a full separation, so it's almost never worth spending the necessary points on a split, but if you want a tool for speed, taking one (no charge for a split)
to upgrade to Ircentides for free it's free to wear it. Never take an icon if you bring at least 7 Pinks as the icon can't bring back any other color, although his crappy morale on 1 will still work. Another interesting note is their Gun Power User, so if you park them next to the Herald their shooting jumps from 3 to 4. Given how
the wounds work in the 8th it can make a huge difference, more if you can find a way to raise it further to 5 (either cast Boon changes and hope for the best or bring Mutalith to increase its strength, or bring a few, since their effects are cumulative). Blue Horror: Like pink horror without a gun and worse BS/WS, but also
not anything either, at 5 points (8 if you want to be able to afford to share them). Not a good idea, don't use them if hey come from Splitting Pink Horrors. Brimstone Horrors: Cheapest Cheap The choice of chaos (or anyone) has access to, so useful to fill large squads with low investment points, otherwise they are not
worth it as they die like mosquitoes in a bank raid. Plaguebearers Nurgle: Slow but tough and good in close combat with their re-rolls to the wound. If you want to draw a line, they are the right choice, especially in packs of 20 (so get 30 to keep the bonus for a while). Two or three drops out of 30 can flood the field and
can be surprisingly (disgusting) resilent and soak up a lot of fire and damage. Elites edit Chaos Terminators: Standard 2A, 2W, 2, 5 Termies. Difficult and slain, it is now worth as much as their loyalist counterparts at 23ppm. Unlike loyalists, Chaos Terminators accept chain cells as standard; making them cheaper overall
before tweaking. They are also a little more versatile thanks to tags/powers and icons. Taking Khornate Terminators and letting them icon anger still make turn 2 strikes option by adding Prescience will allow you to shoot both parts of the combi-arms and/or hit with power/chain fists without penalty! Do you want a terminators and letting them icon anger still make turn 2 strikes option by adding Prescience will allow you to shoot both parts of the combi-arms and/or hit with power/chain fists without penalty! Do you want a terminators are the combi-arms and/or hit with power/chain fists without penalty! Do you want a terminator and letting them icon anger still make turn 2 strikes option by adding Prescience will allow you to shoot both parts of the combi-arms and/or hit with power/chain fists without penalty! Do you want a terminator and icons.
bomb? Take 10 Terminators with kombi plasma and chains. Tag them with SLAANESH and teleport them and activate the endless cacophony for 40 shots of S7/AP-3/D1 shots. Take Chaos Lord or Daemon Prince for a re-rolling one hit, and the sorcerer or Daemon Prince for The No.1 hit with Prescience. For maximum
use of Long War Veteran cheese for 1 euro to injure and recharge plasma for 40 shots S8/AP-3/D2! There are drawbacks to this, however, despite their save and 2 wounds they eat the dots guickly, so you are best suited to focus them on one particular task and they make it the second they will
appear (either after a deep stroke or leave your transport). Don't use them too early either as your opponent will be too heavily shielded and most of your remaining army to destroy them. Send them too late and you've lost too much from your opponents killy units or killed so much they won't make your points back.
They're the kind of unit that you can build your army around like a sucker punch or a late wildcard game - but don't expect them to do much if what they were built to kill has already been dealt with. Consider: at 23 points per model (CA2019), Terminators can take Combi-Bolter (2pts) and Chainaxe (1pt) for 26 items per
model. It's a 130-point block with a 2/5, 2-pointers, 20 4/1 turn shots, and 13 5/-1/1 melee attacks, with a deep hit, Consider what you can get otherwise at this price and it's hard to match, Selected: Flexible elite, with all that it entails and with make CA2019 make them cheaper, they are all the more Give them gear to
solve the problem and they will do it nicely, but these guys don't come cheap. Problems with light infantry? give them flamethrowers and/or Combi-Flamers, 6d6 AUTO KICK Shots. Armor problems? Take the plasma / Melta's, you can take 5 Combi-X and 1 X-gun. Do you want Light/Middle Melee Killers? Give any
Favorite additional melee weapon without replacing them with a bolter. Always take Chainsword no matter what you do with them as there's literally no shortage because it's free. Don't forget to give them transportation if you're going to send them to beat their face, and always remember veterans of the Long War cunning
as it makes them that much better! Bolter Drill made Favorite look more like... What the Chaos of the Space Marine Corps should be. Take two squads of 5 with Combi-Bolters and Chainswords and share a rhino in between. This gives you a very cheap objective pursuer with a mobile speed bump to the back then up.
They can keep their own in Close Combat (as 16 attacks on a squad can lead to a wound or two), and their shooting with VOTL can cause a lot of damage to enemy troops of choice that deviate too close. If you get them in close combat, then consider making them the children of the emperor. The chosen ones can be a
great offensive, but not tougher than the usual Marines, and thus they will be guaranteed to attack if they are not charged and they also get access to an excess of violent cunning. At 1 point more than the usual sea space chaos it means they are basically a 1 point upgrade that gives you a No.1 attack, No.1 guide and
more power weapons at the expense of ObSec, but if you use them in an aggressive strategy, then that's not really a drawback. Selected are one of the only non-headquarters units in the code that can take Thunder Hammers, with small discount points too. With Hateful Assault currently providing additional attack,
Hammer-Chosen can be a fairly attractive choice. In a squad of World Eaters, Squad Thunder Hammer set Favorite with Icon of Wrath, gives you 25 attacks to charge. Clicking on 4 and injuring most things at 3. Add in Long War Veterans, and it's 2 for everything except Knight, who's 3's. At 160pts this is a matter most
melee armies can't and don't want to give up - especially because they come with Bolt pistols and Boltguns as standard and don't need to give them up. With the new hateful rule of attacks each, when they charge or receive a charge, it makes the unit thunder hammer chosen absolutely scary in a
melee even a five-man unit will get 16 thunder hammer attacks base, now consider veterans of the long war, foresight, soultearer foreshadowing, fury horn and nearby lord that now 32 attacks hitting 3 in re-rolling 1 and injuring Knight at 2 on AP -3 and 3 damages each! Dark Disciples: Buffers for Your Dark Apostle, you
don't want to go without them. Going from a 1/3 chance of failing prayers to a 1/6 chance is a big deal, and even if you don't it means that your command post re-roll is a much better chance of success. They're cheap, very very Shoot (effectively be characters as long as they're near the Dark Apostle) and don't take the
FOC slot, so there's no excuse for skipping them if you want your fanatics. Fallen: Mostly Chaos, chosen with the keyword IMPERIUM. An additional advantage is that they get to re-roll 1 in the shooting phase if they don't move in the motion phase, and can never lose more than one model's failed moral test (presumably
they rotate Commissioner duty). Otherwise, they are identical favorites in both statistics and variants, but without the benefits of signs and legion traits. Outside of their specialized squad, they cannot use transport. Also, again outside of his specialist squad, only Cypher buffs them. Fret though, there's another thing
they're absolutely fantastic at: adding even more plasma to your army. Between The Chosen and the Fallen, you can technically field 36 plasma guns (assuming the Rule three limit the data sheet and a few Combi-plasma). Consider putting Cypher and dropped plasma spam into the vanguard of the squad and adopt the
Vigilus Specialist Squad. This allows them to be polished by sorcerers and take rhinos. You can also give them melee weapons, but aside from The Chainswords (they're free) you don't want there are better units for the role. Yes their roll-up works on their gun even in close combat. No, it won't stop them from being torn
apart. Big obsessed: More badder possessed that comes in squads up to 2, which then behave like individual units after deployment (e.g. Dreadnought claws). Each of them has character, and they have 5s in strength, wounds, and attacks, which makes them a force to be reckoned with in combat. As an added
bonus, they buff all the DAEMON units that they share with the Legion and The Sign of Chaos with No 1S (so pile all in one cluster for demon lovers and then watch your opponent shoot you to death the whole game). Super-strong Maulerfiends anyone? Helbrute: Given the new lease of life with a consistent point of
decline. Helbrute is one of the best Distraction Carnifex Chaos can box at its price. Overall it is long lasting, durable, and scary, in this order, since it takes a decent amount of applied firepower to be put up and does not deteriorate as it gets injured. Can serve as a semi-mobile gun platform (make sure to keep the Lord
nearby for re-rolls) or it can be kitted out for melee to protect the back line from hard-hitting deep-hitting units (although the very things you want to fight will probably break his somewhat new asshole for a long time). That being said, you can make this a very menacing pursuit unit, since they have good options, get a
legion of traits and their own gimmicks. For Ranged Builds: For a start, ditch multi-melta; they're rubbish for their points taken into account, while the
double heavy bolter remains the anti-infantry weapon of choice. The gelbrut plasma gun is now much better priced up to 16pts from 30pts, but has yet to use it with the intention of harming the helbrute to cause crazy; chances are that it happens when you shoot a weapon 2.7%, meaning that you better just pay for
something that will damage the enemy rather than kill the helbrute faster. Rocket launchers have also gone down in price, making versatility over stopping power compromise more palatable. Kitted for range, Helbrute can be potentially devastating if you roll up extra shots with Fire Frenzy. Finally, to close the list, if you
give them Mark Slaanesh and make them the emperor's children, you give him the opportunity to take the Doom Siren as a cheaper option fist/plumer combo. It can also swap its Multi-Melta for two Blastmasters. This is a great choice if you want a pure Helbrute range; just slap the rocket launcher on the other hand and
abuse the crap out of Fire Frenzy (thanks to Forge World's Forces of Chaos often asked questions). For Melee Builds: The default Helbrute Fist is still statistically better than Helbru
lower compared to a fist. Helbrutes can also choose to bring two scourges of power, allowing you to fulfill your dreams of turning your helbrutes into wacky octopus monsters or waving inflatable arm-flailing tube people (do this if you know you're up against T4 W2 models and watch them melt). Bring one in the emperor's
children's army for maximum hentai. Hateful Assault also applies to these guys, which means they now point to a really nasty distraction carnifex. Because of the hilariously ill-worded frequently asked questions, each model in the game has a close combat weapon in addition to what you see on your data sheet, meaning
Battering Onslaught only needs one melee weapon listed to launch, so a second fist doesn't really help you. Check with your opponent in front of hand. Horne Berzerkers: One of the, if not the biggest reasons, you don't need to build your regular units for close combat (except maybe Hammer-Chosen) and now a whole
item cheaper each in CA2019. How these guys will always kick theirs at him. Almost certainly you take the icon of anger to re-register the charge with bullets makes the charges While Chainaxe and Chainsword combos tend to get you more returns
anyway. The champion greatly benefits from Power Fist (kick in S10) and as long as you get your charge, you get to fight twice before someone who doesn't Twin Lightning claws will also give you a re-roll on the wound and a sweet extra attack. Also, does not lose DTTFE. Keep in mind, however, that they are no more
durable than normal CSM, and so they need transportation to help them get where they need to go. Also, if they are charged all they can go down guickly. That being said, if you really want Deathstar (and why not, as they are troops on the world's devourer list), then put 18 of them with an axe, sword and fist at the
champion (or 3.5 man units, for maximum fistiness) in Haribdis attack the claw and then join the exalted champion with a burning Blood Talisman and Cheap Lord riding a shotgun. Whatever they hit, they'll run. It also works well as a punch-troops in the Black Legions list without supporting characters, as using Let the
Galaxy Burn allows them to re-roll to hit 1 to 1CP rolls. According to frequently asked questions, World Eater Attack trait only applies to the first activation in the combat phase. The real advantage of berzerkers is how they combine the quantity and quality of attacks like no other unit when rocking Chainaxes! RAW Hateful
Assault adds its attack to both activations, not the next phase of the fight as it lasts until the end of the turn. Since they are considered troops for the devourers of the army of the devourers of the world; how to take them with Legion tactics and Hateful Attack makes them
damn entitled monstrous on melee charge. Armed with a chain word/chainaxe combo, the 10-man squad mostly receive 92 assaults on the another round of attacks minus Butchers nails because of blood for God's blood). That many attacks in
force 5/6 will at least make even Ork and Blood Angels players think twice when getting into a melee. The hateful attack now makes even more problem is, these guys are too damn good to kill! A simple means to get up to your squad size and attempt multiple charge units, ideally from
transport; When pumping out 80 or more S6 AP-1 attacks you need to make sure that each of these causes damage and don't just get wasted. It also allows you to tie up enemies who are placed to shoot after falling backwards or something later. Also, big units can withstand more casualties, and you know these guys
are going to get a lot of fire back. Consider the underground bus party against gunlines like guard and tau. Termit assault drill can carry 12 models, 2 units by 5 berzerkers with an icon each, chaos lord and sublime champion. each unit could potentially charge the unit on their edge and thus trap the neighboring unit in
combat. With a huge number of attacks berzerkers you can potentially neuter a large chunk of enemy firefight. Plus a big drill melt on the tracks, which are now close to enemy lines, will force the enemy to reconsider their battle battle Expensive, but not much to play with 4 charge rolls, 2 of which get rerolls from the icon
of Anger, Coder's note: Don't use the old ugly (and now approaching dwarf level short) Horne Berzerker models. The new kit for the Berzerkers is to get hold of some Chainaxes and Khornate heads. The age of Sigmar Wrathmongers,
Skullcrushers, or Blood Warriors are all excellent sources for the latter. Mutilators: Surpassed offensive Terminators and slowly as fuck, Mutilators and slowly as fuck, Mutilators have two advantages: first, that as obsessed they are Daemons, and so benefit from Daemonic units like the Big Daemons/Heralds, as well as their psychic powers (you might
as well further buff them with Fabius Beale). Second, they give a shitload of wounds, worthy attacks, AP and damage to their point of value, especially given that they clock in just over 100pts (again hateful attack and Word Eaters helps here). They're not going to hit as hard as kitted out a termite unit, but they also won't
cost anywhere close to as much, and point-for-point they do very well for what they stand for, just deep-strike them and treat them as a backup for your core strength or as a quard for the long-term Choppy Lord. Use long war veterans to help them fuck everything they stumble upon. Some Legion Traces like the children
of the Emperor or renegades to help their terrible mobility also do well, helping them get where they need to be and hit in front of the enemy, otherwise if you roll well on their S/AP/D you want to use the fight again to cunning through Mark Horne. Stick them in the raider land with Master of Possession, The Big Possessed
and Chaos the Sorcerer in Termie Armor. Of course, it's going to be a little expensive, but we're squeezing blood out of the stone. After getting the Hateful Assault and using the Red Corsairs Renegade Trait it solves some of the mobility issues out there, it's a cheap one-off deep striking distraction of Carnifex's Marines
noise: These guys are so good at being one of the best range units you have with great mobility (as they can advance and still shoot) and good weapons; that might as well have an AP-1 as long as you shoot someone in hiding. Even their death is not much of a concern as they can shoot after they take the wounds, but
before they remove them (even if they are killed in close combat). By themselves they have good reasons to play the Emperor's children, although despite their attacks, the option for Doom Siren, Stratagem, Icon Excess and Legion Trait they won't be as good at close combat as the Berzerkers, or other units like The
Chosen One. not to mention the choice to join the fray as it means you will lose the sonic blaster and Points you need to make back significantly. You can also buff them with psychic powers, but it's just more of the points used on them, rather than the qlt; Behrerkers. They're not bad for the role, you're just not going to
2019. Squad of 10 with 2 Blastmasters will cost you 36 points less thanks to cheaper bodies and Blastmasters. Note: A rule that protects characters from direct attack specifically states that this applies only to the shooting phase, so if you have the noise of Marines dying in a mental or combat phase, Music Apocalypse
will allow you to target characters regardless of nearby units! Also, if you decide to take the plasma on the champion, then you can also recharge it when he dies without risking himself. Plaque of Marines: One of the most expensive options, the plaque of Marines are as tough as shit, but in a different way to the Columns
of the Marines. The rubrics keep better against massive low damage (which usually means low strength) weapons, while plague Marines are better against high AP and high damage like overcharged plasma guns (and they are very slightly worse against unloaded plasma guns). They
can also be built for melee, with good options that can have decent damage and that boost your strength (while allowing different re-rolls), and as such they are a good option if you want a slightly weaker Berzerkers who are not in danger of getting their shit kicking if they are charged or shot. Champion, as well as the
other two guys in the five-man unit can take a plasma gun, and with a disgustingly steady one, they can shrug off quite a bit of damage. You still need the Lord or the equivalent for re-rentals, as overheating simply automatically removes the model from the game rather than sticking out the wound. Obsessed: If you get
these guys, then remember a few things: they need master possession and a big obsessed babysitter them in order to bring out their full potential, and they can benefit from both malefic powers and any auras of Chaos Daemon characters. Thanks to damon's two wounds and rescue, they are actually about as tough as
the usual plague marines, even if they lack a disgustingly stable rule. D3 attacks with what amounts to Power Axes are only slightly inferior (6/7) to the sea plague with a bubotic axe. In this comparison, Obsessed is cheaper and faster, dealing with almost as much damage, and can be affected by the Herald Nurgle if you
are willing to include one while not enough to vary the damage that a plague of Marines can do. Units of them are cheap and effective, both in melee units and as distractions, and every round they take is not aimed at your special weapons. If you are interested in a mob of killer killers then you're better off with Horne
Berzerkers and if you want just a steady range of units, stick with the aforementioned Plague Marines. Obsessed to do well mid between the two if you want them to be even tougher (and then benefit
from something like hysterical madness). Marines: Interesting choice, and now it's cheaper to make their hell bolters free. They can cover numerous bases and as long as you keep them out of close combat; because your power weapon is unlikely to win the fight for you. Working best as objective campers, being hard as
shit to remove (for all but plasma/heavy weapons) - while being able to shoot armored shots and possibly fatal wound from time to time. If you want to enlarge them, swap the sorcerer's smite using Chaos Familiar Tricks for something else. Warptime takes away their biggest flaw and turns them into a threat the enemy
cannot ignore or avoid. Note that if you want just pure shooting and don't worry about them hanging around, then you're better off with the sorcerer throws. If he kills himself with dangers, he can bring a couple of columns. With updated bolter rules these guys can
do some serious work against infantry on a decent range. Pop them on the object/cover in your deployment zone and give them a soulreaper and watch their enemy troops mulch. Warpflamers received a 2pt cut in CA2019. Forge of the world's elites These units can be found in the Imperial Armor and Imperial Armor
Index: Chaos. Chaos Decimator Forge World: Decimator Forge World: Decimator essentially became a helbbute eccentric, It's weaker in the melee against the entire T5 and above (despite the extra attack), and best against all T4 and below, it's kind of better on the range in that it has fantastic options, The Butcher Gun is very visible and has a
fantastic debuff, although Helbrute with Blastmasters has a much better AP and the ability to use Firey, which Decimator has no access to. Like the Daemon engine it can, for 2CP, ignore traffic penalties to its heavy weapon and re-roll its to hits and wounds. Meanwhile a Soulburner firecracker is an utterly fantastic anti-
all weapon and even the deadly wounds it causes Decimator are not a problem because it can just naturally heal those who do. You can even take two, since you can only injure yourself once for a gun. Butcher guns meant more to offensive lists like debuffing enemy units before participating in them Fighting can be
much more valuable than just shooting them again. With 5 he has to live long enough to affect the later twists of the game. We recommend skipping C-ray C-ray Although, as a hand slot is better spent on other weapons. In short, take Decimators, if you need fatal wounds, leadership debuffs and durability without the
Warpsmiths/Hellwrights following them around, get Helbrutes for everything else. Can also theoretically benefit from 2 Middle Arms equipped ordinances under each person has a close combat weapon if you decide to go siege-claw/gun mode. A common note on all the non-superheavy Daemon engines: While robust
and toting huge guns, their horrible WS and BS effectively make them CP sinks, so if you expect any meaningful damage from things, prepare to spam Daemonforge and blasphemous machines. Bring the second battalion or prepare for disappointment. Hellforged Contemptor Dreadnought Forge World: The Contempt
remains as good as ever. He has a huge number of options and can be kitted to any role you want without much guestion (especially since the frequently asked questions allows him to swap both fists for long-range weapons), even his degrading stats are not a problem since he only gets 4 at the absolute worst and you
have many ways of polishing your army. As a Decimator it can get a butcher's cannon for solid strength and debuff weapons, although its Soulburner isn't nearly as good. Use Decimator if you want to spew deadly wounds as there are other things The Contempt can do better. The Twin Heavy Bolter remains cost-
effective, but the Borough Assault Gun may be the best choice overall when faced with tighter elite infantry such as the Coustedas. Like the Decimator, give finger C-ray guns, as with butcher guns reducing the cost in CA18, double butcher guns are very effective loads that can threaten most targets. Melee Wise take
ChainClaw over DeathClaw and Shooting Weapons. Like Helbrute and poorly worded frequently asked guestions you can still benefit from a dark rage that requires 2 melee weapons to be equipped to get a bonus). Hellforged Predator: Embarrassed to see this in the elite slot? Like everyone else! Anyway, it is a predator
that is an elite with some additional rules and weapons. Standard Weapon Pred with the ability to choose Flamestorm Cannon fuck these pesky Marines, Magna-melta cannon, super multi-melta and a bad idea that won't make its point back, and C-ray guns that should be missed as it's not as good as Lascannon no
matter how FW try to sell it to you. Surprisingly, it is one of the few models that have characteristics that improve as it takes damage, and as such you would do so to choose what allows it to close in while ignoring modifiers for his BS, making flamethrowers shoes for the role. A plasma destroyer can also work well to
soften the block, so the Predator can finish them off himself, in turn allowing it to heal thanks to Machina Malifica. For frequently asked questions, you can't use Kill Shot Stratagem with Predators. A pretty scary way to use this thing is with Flamestorm guns, two heavy flamethrowers, and a Combi-flammer. T1, advance
and pop smoke, warp if you need to. T2, flame away with your autohitting flame weapons that don't give a damn about degrading accuracy, and charge for 5'D3 attacks like the S6 AP-3, (with hateful attack and fury fuel rampage). The more harm it takes, the more it is to kill him in close combat, and since Hellforged
models don't give a damn about spam like relics do, spam two or three of these things (and become that guy). Hellforged Sicaran: An even bigger car in the elite slot? No, it's not the dust Slaanesh kicks, it's real life. Sicaran is still a beast on the T7 W14 3, but as always, we take him for his main weapon, and his
awesome mobility allows him to hunt down those flyers he had to knock down (as well as get into battle so he could eat people to heal). Sicaran is one of those models that can actually do double roles pretty well, since its increased autochanons can cause damage throughout, and the selection of heavy bolters/lascans
allows you to fill depending on the other hole you're missing, more anti-infantry for the first, more anti-armor for the latter. Dedicated To Transport to edit Chaos Rhino - The workhorse is back, and now cheaper, thanks to GW realizing that loyalists rock 20 different transport options (including Forgeworld) compared to
Chaos half a dozen or so (including Forgeworld). Rhinos are basically assault vehicles now, although to qualify as a distraction Carnifex;
Especially if you pop smoking the first turn it moves or advances. When it comes to loading on extra gear like Havoc Launcher and/or other weapons make sure you don't cross the threshhold to make it a notable threat. Keep in mind that even if you don't plan on driving upfield with them, they can still protect your
(expensive) infantry guite reliably from turning one shenanigans by moving on to providing fire support and denying it as much as
possible, or charge it in close combat to soak up the overwatch/deny the enemy of their shooting. Also hide other units behind it for cover. The moment your opponent gets annoyed enough to shoot him, he's already done more and more for his points. Cheese on. Terrax-Pattern Termite Assault Drill (Forge World) is a
giant 134-ton exercise can carry up to 12 of the marines. The Underground Assault ability allows you to put this (and its payload) in reserve and Deep Strike, and the guys inside can zlt;/LEGION/LEGION on the same turn this thing appears. The real selling point on this is that his strength is 8 with 10 wounds and has an
average melee weapon in the form of his drill. Mathhammer'd out and in the top profile, the exercise will do 6 damages against Knight. Also, if you don't kill something with a drill after a melee, you roll the D6 and at 2 it takes a fatal wound, then 3, then 4, etc., until you fail by making 2.5 MW on average after the attacks.
He won't kill a knight, but he has a very good chance of killing light machines. Flyer edit Heldrake: AKA Helturkey. No hard to hit, no airborne, but it's not necessarily a bad thing, it still has hellish regeneration and it's reliable but not unkillable, and perhaps better than later in the 7th edition, because of the loss of the face
now tower weapons again. Falling prices mean Baleflamer is pretty much an auto-take at the moment as it costs the same regardless. The reason for this is that being Daemon Engine Heldrake has a terrible BS 4 and moving around hitting that up to 5 on heavy weapons. In addition to shooting, Heldrake can be used
effectively in close combat; with 4 attacks, WS 3, S7 AP -1 Dd3 Claws, with No. 1 to hit against the fly.com. This makes Heldrake the best anti-Flyer in the game as a few flyers can fight back. In addition, being a unit with a means of means it can charge something and then retreat while melting the face with a daemonic
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fire. A supreme backfield nuisance or tool to close opponents heavy guns to turn, Drake can even fill the role of a flying assassin against open enemy characters (although he is likely to fail against open enemy characters (although he is likely to fail against open enemy characters).
reduces in both directions. It can be loaded with ground units, but it can also be used to anchor enemy units as they cannot retreat through their base as they cannot retreat through their base as they cannot retreat through their base as they cannot retreat through it; Watch your opponent flip the table when he realizes can't fall back off
his Castellan through any of your units pinning him in battle because they all have strange keywords. A common note on all the non-superheavy Daemon engines: While robust and toting huge guns, their horrible WS and BS effectively make them CP sinks, so if you expect any meaningful damage from things, prepare to
spam Daemonforge and blasphemous machines. Bring the second battalion or prepare for disappointment. Eyrine Cults (AKA Forge World Flyers) Hell Blade Forging World: Courtesy of the perverted minds of Dark Mechanics comes one of the best anti-flyer units in the game. From 18 -60 Which doesn't degrade as you
take damage, a funky rule that allows it to turn up to 90 degrees at the beginning and end of each stage of the movement, as well as its heavier weapons you'll hunt enemy flyers in style. If you're in the world, fly-and-a-half, think Heldrake isn't going to do it (or you want something that can't be charged by
ground troops), then you might as well go with Hell Blade. It's also cheaper than Heldrake at 130 items with Helstorm Guns. Hell Blade and Hell Talon is the actual solution again (for the wrong reasons). It is appropriate to think
of Hell Talon as a flying predator or the actual flying version of Heldrake, trading its split focus between air and earth to become a pure flyer/bomber. Helstorm guns is a must (you can technically change it, but you never want to) as its twins lascannons learn how to like them. As for its bombs, Pyrax is best if you want to
go after infantry mobs, although a warp-pulse bomb can also do you well if you have plans to debuffing their guides (if you play The Night Lords, for example), or even if you don't want to get shot at as its debuff applies to all hit rolls. Baletalon smash charges right better against vehicles and monsters than warp-pulse
bombs, despite both sharing a similar bonus, but you already have good weapons that deal with a lot of wounds, so only take them if you expect a ton of monsters/tanks/buildings. Storm Eagle Gunship Forge World: Eye-wateringly priced to be the best transport flyer Chaos has to offer; allows you to ram 20 Berzerkers 45
in the face of the enemy. It's rugged, has good firepower and needs to be equipped to deal with groups. Transporting the Berzerkers? Take the anti-armour. Once it drops its passengers it can go to deal with these threats or spend a couple of turns ferry
units around hard to achieve goals. Don't overlap with roles if you can; as if the block he falls can't do his job on his own, then Storm Eagle shouldn't carry them. Fire Raptor Gunship Forge World: Choose two quad-core heavy bolters and two Twin Lascannons and your Fire Predator will happily remove ten-man Tactical
Squad per turn or Imperial Knight in two. Very expensive, but while he lives, he destroys, needing dedicated firepower to remove in turn. Put Prescience on it to really get the most out of making priority your enemy number 1. Want to go even further? Grab yourself a Nurgle sorcerer, throw Mark Nurgle on this bad boy
and then use Miasma Pestilence to make it even harder to get caught. The Dark Apostle can pray for an extra -1 to strike. Xiphon Forge World Interceptor: Another solid version of the anti-ane-air. Like Hell Blade, it has the No.1 to hit the units, hitting 2 against them for full wounds. It looks cheap from its point value, but
once you tack on two two two two two two lascans and a Soulstalker rocket launcher it's over 200 points. Unfortunately, it won't be like a lt. at his work as Hell Blade does not worsen, and the degradation of Helldrake are minor until his last 3 wounds (and
the dragon regenerates the wounds). Fast Attack Edit Chaos Bikers: T5, 2 Wounds and 14 Movement allows them to take off the complex movement and kite most things around the board. With the price drop in CA 2018 as bikers and weapons, these guys are very good at filling the hole left in any army. Need an anti-
horde? Take the Flamers and move forward 20 to unleash a auto-strike hellfire on the Greenskins. Need anti-armor? Take melta, have the ability to move forward and still fire, and force your opponent to split their shooting between these guys and other heavy hitters. Plasma is a good all rounder option, but works best
with headquarters support. Don't charge them or gear them up for attack, you're trolling them and they can easily get bogged down. If you have to go into melee swap your bolt pistols for chains as this is the best option and has no points of value. Good overall use for these guys is to take three units in MSU 3, give the
chambion a combi-melta/blasma/flamer and two other melting/plasma/flamethrower and treat all nine as a kind of very fast glass gun. Run up to the board and unleash hell with all your guns and always keep the combi bolter while adding special weapons to your firing. Should easily make your point back, and against
light infantry charging after unloading a powerful flamethrower/combi bolter volley is not the worst idea. Increased, like all Marines Bolter Drill. Squad of 5 bikers with Combi-Flamer and Flamethrowers gives you 20 Bolter Shots and 3D6 Auto-Hitting Flamer Shots for less than 150pts. Tack in the Lord and Veterans of the
Long War and melt the entire conscript or boy squads in one round of shooting. Biker with a combi bolter and a chain word is 25 points. Compared to 2 Chaos Space Marines with bolters, you get the same number of wounds, the same number of attacks, higher strength, 14-movement and the same number of rapid-fire
shots that you can make in 24 when moving as opposed to the Marine Corps. In addition, in addition, in addition to this, you can add a plasma gun at the same price as a Marine, without replacing the main gun. DAMN is good as red corsairs or Raiders Chaos Predators: Your attacks are marines equalizer, but with creepy masks.
Useful for tactical violations and for the use of special weapons to fire at vulnerable targets (arm them with meltas for furtive shots on the back line of vehicles or plasma for ME). Predators are surprisingly different assault marines as they can take 2 special plus combat weapons, with special melee weapons Only for the
champion. A clear picture of their intended role. If you want to be dirty, take 2 5-man Raptor squads with 2 plasma on the champions and a deep kick in with with Jump-Pack Lord. With the precision of a deep blow to get into the rapid-fire range and the aura of the lord to roll over one, the amount
of inflated plasma you put out will make your opponent Groan, and also be significantly cheaper than the Combi-Plasma Terminators. They can melee with Mark Horn and the icon of anger, although their melee is only helpful if you play certain legions, and even then they're better at deep strikes near vulnerable shooty
units and charging them. If you don't want to deep blow to use plasma, or still want to melta in/flamethrowers, then use Warptime and slingshot them all over the way. Now you can do deep predator attacks (shooting and hand-to-hand combat) tumbleweed for one command post. If you also mark them as Slaanesh you
can make them shoot twice and still reapply. Set up only within 12 inches and LET FLY ALL GUNS! With recharging plasma you can safely deal with 12 wounds damaging the meg squad, or about 8 on the strength of a 7 vehicle before you increase the wound. These guys like the Night Lords in the host of the Raptors
incredibly well, they get a 5 3d6 charge from deepstrike and for 1 CP to tie the unit turn until it is a vehicle and does not have the minimum mobility characteristics (such as a plane). Against armies like Tau it may be a game-changing combo as they rely on only a few shooting units to do all their damage and their units
are completely incompetent in combat, so your predators can just sit there pinning two riptides for the entire game. Chaos caviar: an old, dead meme and now dedicated meatshield. These are the guys (or stuff?) you want ahead because of their higher movement, higher strength, higher wounds and good fighting ability
If you're footslogging anything or want an anti-smite bubblewrap then this is your... That's what I'm They can do decent in close combat, but they're not great at that because they stand just like the Terminators, which will probably surpass. What they can do is dunk Overwatch or Smite so there's not much harm in
charging in. you might as well get a little more of them before they go down, and even if your opponent doesn't target them they can tie the range of units pretty well (and with some lucky rolls, even manage to kill them). Be sure to laugh if you manage to tie something like Broadside because there were more
threatening/more expensive targets for the enemy to shoot. Also, as super-heavy walkers (i.e. imperial knights) can only retreat over infantry and swarms you can use caviar to tarpit them on a turn or two while something that can actually kill them moves closer. With point changes you can get 5 for 100pt. With its
deceptive strength and decent mobility things worse to choose to draw fire or fill the brigade. Deformation claws: Lightning claws will ensure that they will mess up the crap, especially since they prevent overwatch if they charge on the turn they are a deep blow (a (a vs. Tau). If done for field commanders or other valuable
units, it's a perfectly cheesy and 10-man unit at 190pts according to CA 2019 can tie a lot of your army opponents assuming they survive retaliation in close combat. 5 invuln is also nice (especially when increased to 4 with Cursed Earth), although not as good as it was before the age of AP modifiers. However, that 9
charge is no more likely for them than for everything else, and they can't take the icons because the claws don't allow the flag to grip the poles very well. Keep in mind, Warp Claws have the keyword DAEMON - combined with a sign of chaos, it allows them to benefit from auras like marked chaos daemon characters
(i.e.. Daemonic Loci and Buffs), as well as auras of great obsessive and malefic forces. A fun, sassy little strategy that demonstrates it gives the squad a warp claws to sign Horne so that when you take off the charge you can use Horn's fury trick to give them another round of RIP and TEAR and with allied Herald of Horn
nearby gives you two rounds of power axe attacks that re-roll wounds. Your going to want these guys to host the Raptors just to get that No.2 to charge out of deepstrike, it doesn't sound great, but it makes a huge difference to your changes of getting that charge especially considering that you can roll over your charge
when you come down. Forge of the world Fast Attack Like with the elites. Found in the Imperial Armor and Imperial Armor Index: Chaos. Horne's Bloodbaest Forge World: The best melee walker for his glasses, Bloodbath is a blender on prickly legs. Expect him to attract a lot of firepower, so much so that his hellish
regeneration won't be enough, especially if he scuttles halfway across the board. Using Warptime on this is necessary if you want to get into the enemy in just one turn, it has come to the enemy of at least a few other units, preferably along with something like
Warpsmith/Hellwright to repair some of the damage it is going to take. One is only going to put you in the range of anything, possibly a fast-shooting range in a few units, and you don't want to weather that much firepower. Once you get to the enemy however, go crazy as there's nothing that's bad at killing, and both
loadouts are good depending on what you're fighting (a harpoon for vehicles/monsters that also helps make a charge, blades for everyone else). It almost goes, not to mention, but take it with (or a few) Lord Disco's Soulforged Pack. Adding two to your movement feature and having an attack after advancing the trick
makes your threat range 18 2d6 (No. 2 if you land a harpoon). Add in warp time to faster than Heldrake at speed. Big Blight Drone 'Forge World': Large drone weapons combined with its movement make this device pretty pretty although it's an expensive block on the field. Unlike Blood Slaughterer you want it to go alone
and make it the enemy as fast as possible (made easier thanks to Carrion Haunter, making it so that you don't even need Warptime), since its Bile Maw has to be somewhat close and he has a much better chance of exploding when he dies. Fortunately, T7, invuln and wound regeneration should mean that won't be
anytime soon. Hellforged Dreadclaw Drop Pod Forge World: For the price of almost two Spiky Metal Bawkses you can get yourself Flying Spiky Metal Bawks... which functions more like a mobile pod pod. However, true to its FW origins, it also packs a shopping list of confusing features. Transport-wise it can haul Raptors
and Termies (herp-de-derp Obliterators count as one model each due to wording) or even a Dread/Decimator (thanks FAQ, making it the only viable delivery vector for our choppy walkers). It zips around with flat motion 15 and FLY, which means that the damage doesn't slow it down and it ignores the terrain. Zoom-
zoom! He packs a surprisingly good melee weapon (which unfortunately gets worse) and he can also burn nearby bastards with his jet wash, although it's more of a mulligan before you eat people to heal themselves. Something to remember is that since his movement doesn't deteriorate he can be used for a deep
stroke, seat your payload and then fly to someone else you want to cruise around, or charge the range unit way in the backfield who really doesn't want to be in combat with anything. Just like a rhino, as long as it annoys the crap out of your opponent it does its job. Hellforged Kharybdis Attack Claw (The World):
Dreadclaw Lacks Spikes? Ever wanted a box model that weighs as much as its value point? Well here you go! Dear (in every way), tough and somewhat shooty, Kharybdis is one of those that can really urinate from your opponent provided you hit him deep, unload as many berzerkers you took, and get that immediate
charge before they can react before whipping up thing 15 from the next turn to burn and shoot more crap. It's not interesting it was hit with a hike of points since it really justifies it, although if you just want it for its troop potential and are worried about it getting destroyed, you will be better off with a storm eagle. Heavy
support to edit Chaos Land Raider: The Big One. Beast beast of wicked destruction. It's Land Raider, and the logical choice is to add something to YOUR army that can blow up crap and bring your big boys together for fun. Functionally identical to Loyalist Land Raider Phobos, although it is possible to take Combi-
weapons and Havoc instead of Multi-Melta. Fast (for its size) and its durability is fantastic, ESPECIALLY once you put Delightful Agony or Miasma Pestilence on it, making it a rabies challenge to destroy. Note that while this may be Combi-plasma, supercharging it will result in it possibly killing in one going. Don't do that
man. Got even cheaper in CA 2019 at 180pts before wargear means they no longer eat as many points in the Army before. Chaos Predator is more durable on T7, has more wounds, said wounds can be healed by Warpsmith, is
immune to Morala, has access to two very topical tricks and moves twice as fast without needing expensive transport to be able to do so. Havocs have more easily, benefit from Legion Traits, are better in melee, are not so vulnerable to D6 weapons damage and
don't have humiliating shooting statistics when they lose their wounds. Some people like tanks, some people like tanks, some people like tanks, or anti-infantry (or to a lesser extent as). For an anti-tank role, you can capture a las ancestor armed
with 4 laskanons. You can give it the Combi-X of your choice and/or the chaos of the launcher if you have a spare point (especially now that the chaos of the launcher is cheaper). It's as perfectly normal as without them too. For an anti-infantry role, you can have a Dakka-pred armed with a vastly improved Predator
Autocannon and two heavy Bolter sponsons. Unlike las pred you will certainly want to spring for Combi-X and Havoc Launcher as it still ends up being cheaper anyway. You can also choose to make the mix and match both by choosing one of each layout (heavy bolters with the Lascannon tower basically) and shooting
each weapon at all its best optimized for. However, the N' matching mix is usually still a bad idea. If you share your fire every round, it usually means that you don't kill things fast enough, or at least slower than if you specialized in Predator in anti-tank or anti-infantry. Finds competing in a purchased heavy support role
between Fiends Mauler, Havocs, Defilers and Land Raiders. However, it remains an attractive choice if you can't think of putting that on the list. Chaos Vindicator: Stuck in a bit of a niche killing very heavy infantry and monsters, far from useless however. T5 infantry and below will suffer, and vehicles will take a beating
from this much firepower (make sure to focus on vehicles/monsters first). The benefits of the Combi-weapon and havoc launcher are pretty good, particularly the Combi-cry complements the Vindicator's anti-vehicle firepower nicely allowing it to move forward and tanks light weapons shots effectively (being Take it if you
want something to lead a car attack; Close-range firepower will serve you well. Extra points if you give him delightful agony or Miasma Pestilence to make him absorb even more fire. With C Codex: Space Marines update, we got an erratum that changes the destroyer of the gun d6 shots. It's a good change, but the d6 is
so swing that you can't rely on it. Defiler: Here's the thing, Deffy is exactly what you expect it to be, it's a big, stompy, kill daemon engine that will inevitably draw in a lot of enemy fire because of how dangerous it is. Well the price, it can be incredibly disruptive and how you manage it really depends on what you like to do.
Replacing it with flamethrowers and auto-guns for havoc launcher and Twin Las-Cannon can ruin the day of some vehicles - just make sure to use Prescience, blasphemy machines and Daemon Forge on it if you do. Otherwise keep it cheap, Bring Defiler Whip and Autocannon and run it up the board, in which case
Deffy gets 4 STR 16 AP-3 D6 damage and 3 STR 12 AP-2 D3 attacks plus No.1 of them thanks to Hateful Assault in melee, something very few units could ever dream of such a cheap price (zlt;150pts), then there's Daemonforge on top. However, no matter how you build it, it will inevitably attract guite a bit... Attention
from the enemy, intentionally or not. Meaning There's a good chance that he might die before he gets into a melee, although you can set it up with Miasma Pestilence. Delightful Agony, or Weaver's fate combined with smoke launchers. Take 2, and arm them with the whip, and watch all the units they charge be removed
the Flamer range, he is in charge range, place it quite comfortably in against most deep striking units. If you really should have Flamer put a Combi-Flamer on it for 8 points, you still save 14 points, points useful for other Spiky Dudes. A common note on all the non-superheavy Daemon engines: While robust and toting
huge guns, their horrible WS and BS effectively make them CP sinks, so if you expect any meaningful damage from things, prepare to spam Daemonforge and blasphemous machines. Bring the second battalion or prepare for disappointment. Because Defilers have no bases, any part of the model can be used to
measure distances. This is especially important in close combat, where you can attack from the claws. This (depending on the pose of your model) may mean that you can attack from the claws. This is especially important in close combat, where you can attack from the claws. This is especially important in close combat, where you can attack from the claws. This is especially important in close combat, where you can attack from the claws. This is especially important in close combat, where you can attack from the claws. This is especially important in close combat, where you can attack from the claws. This is especially important in close combat, where you can attack from the claws. This is especially important in close combat, where you can attack from the claws. This is especially important in close combat, where you can attack from the claws.
charging though. Forgefiend: Dakkafiend, comes in standard with 2 Hades Autocannons and a reinforced jaw, but this jaw can and Warpsmith Warpsmith any deep-sea. Got nice little drop points on both units and his weapons. Because of this Autocannons
should stay, as they stand just like plasma, but deal more shots at higher strength. For plasma spam you have Favorites and dropped for it anyway. Bring a pack of 2 of these things and watch them exit a ridiculous amount of firepower on target making sure that your strain is infused with the lubricant of the monkey
nearby, usually to them. They work best when polished things like Prescience and Daemon Forge trick as their BS is only 4, and it gets really crappy when it degrades. Abaddon also has a damn positive effect for them, although you should only use it with them when you do a strategy to march him across the field and its
aura only has a positive effect of forge-fiends while they're in it (don't have them follow him). A common note on all the non-superheavy Daemon engines: While robust and toting huge guns, their horrible WS and BS effectively make them CP sinks, so if you expect any meaningful damage from things, prepare to spam
Daemonforge and blasphemous machines, Bring the second battalion or prepare for disappointment, Havocs; Now come only in Squad 5 with an improved strength of 5, which, make no mistake, do not end up for the loss of additional bodies. They should take 4 heavy weapons, and treat heavy bolters and Lascannons
as the default load. In addition, they can move and fire heavy weapons without penalty, which dramatically increases their mobility. Auto-cannons were once the general's weapons, now it's overshadowed by the Reaper Chaincannon. The biggest problem is that you may find that although you are hit frequently,
especially if polished by foresight, wounds are often, most damage can be negated by saves, and unlike Chaincannon it does not have a large amount of fire to make its flaw. All that aside, regular Marines Chaos can take them now too so if you still want them, get them there, not. They can really be a really decent choice
over The Reaper Chaincannon if this tool is used in the right place. Reaper Chaincannon H8, 24 S5, AP -1, priced 20, D1. AutoCann H2, 48, S7, AP -1, D2 priced 10. Reaper Chaincannon will always outperform Autocannon against hordes with low strength, armor and HP (ME Standards). But autocannons are more
versatile with its S7, it can be very good against Eldars-like (thanks to the durability of the 'Toughnessx2'), any vehicles with the durability of No.6, and they can also damage the Doomsday Arks more easily, which could negate the lascanrons with their guantum protection, and they can kill Primaris at a greater range.
with only one hit. Buffed the right way, could do its job very well by being the whole 70 items cheaper than Dakka-pred, and 40 items cheaper than Reaper Chaincannons Havocs. One, admittedly more niche, is used for Autocannons - Custodes. Their strength is high injure their infantry and bikers by 3, their 2 damages,
admittedly, not as impressive as the Dd3 or D3 pistol, but better than chipping away at them with D1 weapons, and they have enough AP to make them invuln saves without spending ap or points on it. Heavy Bolters and Reaper Chaincannon fit into their own niche; Reaper Chaincannon offers almost triple shots, having
12 less range, and they are both shred infantry. The downside, of course, is that Chaincannons are twice as expensive and losing one hurts. Since you don't have extra bodies in the unit anymore, consider using one or two heavy bolters with Chaincannons if you want to just go after the infantry and remove those before
chaincannons be a little more point effective. Strictly speaking though, chaincannons will surpass almost all other weapons (except Lascannon and against armored targets). Consider sticking to a unit or two of Chaincannon's armed chaos in a Termit assault drill with Chaos Lord or Sorcerer vs. Tau or Guard and watch
the gunline turn fine red mist. The Iron Warriors legion means they have nowhere to hide either. Rocket launchers are now the most flexible weapon, they are almost as good as Lascannon against heavy targets, but not that useless against everything else, especially with the point of drop in CA 2018. These are weapons
you want in small games when you don't know your opponent or you only want one Havoc squad to support your army and want to switch to other things. The perfect weapon what if. Note that if you know what your opponent is bringing, then this is actually the least attractive option, as the Lascannons outperform it
against armor, heavy bolters outperform it against the infantry, although you can keep at least one sticking around if the flyers give you a hard time, simply because Flakk is a missile trickery thing. Lascans are absolutely terrible against heavy goals. He does one job, but he does it well, totally useless against everything
else (except monster/killing characters, but no one is stupid enough to let you shoot them). Maulerfiend: Choppafiend, fast and capable of cracking open any tank he comes into contact with especially with his drop points under CA 2018 and back in CA 2019. Make sure to swap for lasher tendrils like that, although the
Magma cutter is nice to your humiliating stats and base 4A you want to pick up additional attacks where you can, especially as they have decent AP and damage (and Daemonforge affects them As Forgefiends they work better in pairs and tag-team targets or threats to elite infantry infantry can't fight them effectively hand
in hand. Make sure to get them through the box guickly (Warptime helps) as they will draw a shitload of attention from those who don't want their tanks ripped open. Obliterators: Chaos Space Marine - CA 2019 confirms that they have 95 points every now. Your Randumb Gunners. Although the profile of the weapon is
random, it is biased towards targeting high-strength, multi-wound models, so mostly vehicles, monsters, elite infantry, since even with the point of drop their weapons simply do not indicate effective against hordes of infantry. The short range basically means they have to hit deep to be effective, which doesn't really sign
against them because its far enough to avoid counter-Deepstrike tricks like Auspex scanning. You can also choose a delivery method like some Forge World transports because they forgot to make sure that Obliterators take more than one space. If you really want to shoot them, make them slaanesh so that you can use
Stratagem to shoot twice, preferably after dropping them in the right near a very expensive block. Aside from that, don't charge them, they're not designed to fight, despite their termie-like durability, their A3 and S5, it's a waste of their guns that can always do more, and their stats should be seen as a more deterrent for
enemy units to think about charging them. Also keep in mind that they are Daemons, so that they can be polished by Daemon characters and their psychic forces. Keep in mind, however, that if what you want is a special spam weapon, you have to go favorite over these guys and Havocs make the range of the game
better, Obliterators best used as a really shooty bomb that appears out of nowhere. Another option to consider with Obliterators and an ally in the Feculent Gnarlmaws squad. Magic trees can be deployed throughout the battlefield in areas that you can deep blow. Drop in Obliterators and
laugh as your opponent struggles to remove them with anything other than heavy anti-tank fire. With Shadowspear, their guns are now Attack 6, and their stats are rising to T5 and W4. They also receive a new melee weapon in the form of crushing fists (S-1 AP-1 D3 D). However it seems that they will go up at points of the po
value, but this can be slightly offset by the Obliterators' ability to deploy to units 1-3 as they could return in the 7th edition. Venomcrawler: The new Daemon engine on the unit. Unusually, his range of weapons also suffer from table damage, so it's good that they have an improved Daemonforge that also regenerate
wounds when it gets killed in the fight phase. from sticking around the owner of the possession, since MoP adds 1 to his calling rolls if he is in six it. Also, both his weapon and his melee attack proc off his innate value S, that is, any buffs of his S (for example, more more will buff his shooting and his close fight. Despite
being the squishiest of daemon engines in terms of wounds. The scanner entrusts this by being as fast as a maulerfiend, and with an assault weapon. This means that you can keep the scanner moving or moving up the board and not suffer the same precision penalties that other daemon engines do. Be careful not to
put your opponent in a position to think that this is the biggest threat on the table, it certainly can be, but if you do it will immediately die. On the other hand, using Venomcrawler as a bullet sponge to protect your Big Obsessed is worth the strategy and can be used to make your opponent focus it down. Fans of
Venomcrawler gets from 6 Big Obsessed nearby to make it extremely powerful, forcing the enemy to shoot him, especially useful in objective games where your troops need that first turn or two to get into good positions. Auto-enabled Red Corsair. A common note on all the non-superheavy Daemon engines: While
robust and toting huge guns, their horrible WS and BS effectively make them CP sinks, so if you expect any meaningful damage from things, prepare to spam Daemonforge and blasphemous machines. Bring the second battalion or prepare for disappointment. Forge World Heavy Support Chaos Vindicator Laser
Destroyer (See Forge of the World of Frequently Asked Questions): Rather lazily copied from a space sea entry, so it's amusingly the only thing in the Astartes Chaos Registry that can take Storm Bolter and Hunter-Killer rockets. Otherwise, it comes with a laser gun volley, a heavy 2 D3 Lascannon with a foot less range,
but with the ability to recharge its ruthless S10 AP-5 D6 statline, which can shoot twice but risks having to deal with 3 deadly wounds back on it on to-hit rolls 1. It also receives the hellish weapon of melee hunger and the ability of Machina Malefica, as well as the keyword HELLFORGED. So ultimately you get a much
better deal than the loyalists, since your tank destroyer can start eating guardsmen if they get too close. Hellforged Deredeo Dreadnought! A lot of people have wanted this for a while and rightly so, it kicks in. Butcher Cannon Array and Ectoplasma Batteries are in direct competition
with each other, and against MH and better they both do almost the same amount of damage, but butcher guns are still the best option because aside from the higher range you also get the advantage of knocking down the enemy's leadership making it the best choice overall. Skip Malignas Saker, while it's likely to injure
your shots too low and the damage is too unpredicatable. Greater Havoc Launcher is choosing how you can fight it than hiding behind a rock when you have low wounds (and/or waiting to be repaired) to stay relevant, but it also competes with Hellfire Hellfire Hellfire If you have a few rear blocks such as Havocs, skip the
launcher and get the veil, this will provide a much greater benefit to you as they can handle the fact that the launcher will shoot anyway, but if you've already got something like Noctolith Crown then feel free to go to the launcher as the saves won't stack up. Finally, remember a cool ranch upgrade is better than a nacho
cheese one. Hellforged Land Raider Achilles Forge World: Your Land Raider on steroids with 2 double multi-meltas and massive soulburner scorer who has a range of 48 with 2D3 shots. Not only is he capable of having huge damage and fatal wounds, it has a built-in 4 that can be polished to 3 if you give it to Mark
Tzeentch and cast a spell. You will lose friends playing this way as you don't have to be reminded of how much pain in the land of a raider with 3 to get rid of. The only drawbacks are its increased cost and very limited transport capabilities (6 infantry models). Put Your Favorite in it rocking plasma spam and send them to
kill heavier infantry while you deal with vehicles/everything that survives them (meltas for vehicles, soulburner for survivors). As currently frequently asked questions Achilles does not have the Spirit of the Daemonic machine as a vanilla land raider, meaning he will incur penalties for moving and shooting. This especially
sucks since your soulburner is heavy, so try to find a way to put Prescience on it if you can, or use a blasphemer machine to remove this fine. Hellforged Land Raider Proteus: For a little more points you get an LR with some fantastic extra abilities. Standard offloading but increased combat ability and regen, its
Phylactery is good if you're going to Night Lords or want further debuff units to hit the butcher cannon, and make your opponent want to deeply hit their anti-armor outside the rapid-fire/melting range. Definitely worth considering if you want to go somewhere with a unit like Favorite without worrying about them being taken
out by an asshole who fall down and recharge the plasma in the ass. Also note that as his melee increases, he is better off himself, hopefully heal from the damage and continue to be a massive pain in the enemy. Make sure to
capture the chaos of the launcher, otherwise its default download is pretty good. As currently frequently asked questions, Proteus does not have the Spirit of the Daemonic machine as a vanilla land raider, meaning he will incur penalties for moving and You can use blasphemy machines to remove this if you want/need,
sucks you need a CP to do so. Hellforged Leviathan Dreadnought The Forge World: Whatever was sacrificed in the name of Chaos to make them available... It was worth it. This super dreadnought is a monster and is priced very well for what it does. With C FW Dreadnoughts got the keyword Helbrute this bad boy can
be polished your legion traits - The Children of the Emperor always struggles first comes to mind (thanks to the frequently asked questions). As for the actual weapons options are all unpleasant and totally deadly in the right circumstances, but very expensive on an already expensive model. Butcher our arrays are the
most well rounded, but the AP-1 can really detract from potential damage. The Gray option is good against large infantry groups, but is often a waste of points, since only 40k infantry that come in 20 models are often cheap as chips and individually poor target selection. The Soulburner is a good anti-tank, but has a short
range and a leviathan slowly. Often Leviathan Dread is a brilliant distraction unit, but if you have a reliable way to get it into the fray guickly it's unlikely to really make it a point back. Place it in front of your army in the middle and use it to make your opponent sweat while the chaos and obliteranters pop heavier targets.
Hellforged Rapier Battery Forge World: You'll most likely take them for a cheap laser destroyer and kick enemy vehicles apart (a trio of them can royally fuck a knight), although C-ray guns are good as everyone's choice and guad-heavy bolters are good against infantry drops. He can also have people in close combat.
but given his stats and purpose, you have to do everything you can to prevent it. Finally, never forget to have some kind of aura affecting him, missing out with his heavy shots is devastating. Note that Daemon Unleashed can't actually cause, as it is being frequently asked questions, since it calls on Crewmen in the
same block to be killed, and its unit has no Crewmen in it; hence, no one can be killed to trigger the ability. Also note that the Death Guard and Thousand Sons cannot accept them as of the current frequently asked questions. Note also that because of the frequently asked questions, because Crewmen are a separate
unit of rapiers can't actually be fired at all, since they need Crewman's they unit to do so. Hellforged Scorpius (Forge of the World): Chaos finally gets, a few expensive (points and cash), whirlwind. Scorpio Multi-Launcher is your main investment here allowing the forehead of 3D3 Str 6 AP-2 D2 shots to battle without the
need for LOS. The upgrades come in the form of an extra combi weapon and a Hayoc Launcher - but you're not going to do that, as you want it to hide the whole game and stand still - as it allows you to shoot Multi-Launcher a second time. Like other Hellforged it has an increased melee ability, although you Don't want it
there as stay still shoot twice at targets is much better, just get Warpsmith/Hellwright if you want/need to rebuild it, and keep a hell of a hunger if enemy units stray too close to you. To simulate the purpose of the whirlwind with the third side of the tower should be good for most opponents. Hell's Sikaran Venator (Forge)
(Forge) Venator trades the usual amount of sicaran against skimmer shots to destroy vehicles; It has a Malignatas laser beam that is AP-5, damage 2D6, and you roll 3d6 against the Ld target to injure. He has Immortal Hatred, which allows him to throw the 4th bone (dropping the lowest) in the Malignatas wound roll if
he kills any model. Often seen in games without sponson options and for good reason, you pay for one of the best medium anti-tank weapons in the game, no need to sink more points in this tank. Plague Hulk of Nurgle (Forge World); Want a worse but tougher Defiler that doesn't heal itself? You found it! Unfortunately,
you get a short end of the stick in this deal, as while he's going to hit the crap out of enemy armor and do decently against other targets, Defiler is (tiny) head and shoulders over him in terms of damaging output. It can also be called, but with 12 PR it won't happen reliably (outside of master-possession casting invasion),
and now that Defiler's points are lower, the Hulk is just not going to give as good a return on investment. As of April 2019, this guy now packs keywords with the Warpsmiths and Daemonkin units, and can now use Daemonforge Stratagem and benefit from
those associated with the Soulforged Specialist Squad. Fortified structure Bastion of Chaos: Found in CA2019. this thing now deserves an honorable mention. It's an imperial bastion with numbers filed off, except it trades the Save point (largely irrelevant) for the point of strength... bringing it frankly funny is the T10, so
over 200pts the two squads can lean back into the fuckoff 20W tower, which bounces off the lascans like grot gunz and will require a superheavy to tip over for the rest of the game - all the strength of Aguila Strongpoint for half the price. Noctilith Crown: Good for providing backfield protection for your own guys, in case
you don't want to invest in Hellfire Veil Deredeo, and that's its main function. Of course, this can help you get your mental credentials off, although it's possible you're going to be out of range a lot of the time, given the range of most of your abilities if you want to continue using Prescience (which isn't a bad choice). Keep
nothing will suck more than see it get destroyed by having it and then watch as he destroys the units he was defending. Last note: Keep in mind that all buffs work for the Chaos units as a whole, not just their own, so in the game Chaos vs. Chaos, the game is a game of Chaos vs. Chaos 
advantage too. Noctilitus crown can be used instead of the Dark Apostle to provide your backline vacationers (i.e. Havocs) with 5 invulnerable save instead of having a dark apostle there. Lords of War edit Ides Diabolus (Open Game Only): Make-A-Raider rule exclusively for Open Play, allowing pimp yo a big scratch ride
(almost) as you see fit. The example given in the Chapter Approved 2017 shifts its Twin Heavy Bolter to additional sponsons in order to instead mount The Reaper Autocannon, making it a little more shooty due to 5 transport capacity. Yes, you can make The Terminus Ultra Chaos legal with this rule. No, you can't bring it
to a normal game. Numbers. Horn Lord Skulls: Depending on how well you want the hand and gun to be, KLOS works from either 400 points or 479 points according to CA 2019. The weapon is better for the more expensive version, but you want KLOS in close combat, and even if he has a tank instead of legs he can't
shoot his gun if the rhino pushes him. Like Kytan, he can SMASH and SLASH with his enormous axe and as he actually gains attacks when low on wounds than Knight, you'd think he wasn't worth the points, but a 5 invulnerable save in the
fight phase really amounts to any lack of wounds. Keep in mind that while he gets more attacks as it is hit, it also gets slower, so make sure he is at least somewhat protected/hidden/protected in the first place as there is nothing sadder than having 8 attacks and not being able to use any of them. Use the cp re-rolls to get
it in battle; You paid for it, so you better use it. If you want to get rid of the blunt look, consider using Kytan Ravager as a proxy (the forge of the world even states on its page that its intended for LoS echoes). The Igor gun is the cheapest of the three torso guns and the only one with a range as high as 18. This can
threaten light vehicles as well as small, elite units like primaris sea aggressor. The 48-Apazone and -4 AP are the real strengths of this gun. Daemongore and Gorestorm guns have similar stats but different roles. Both 18-flame weapons with a force that corresponds to KLOS and flat damage. Daemongore is better at
taking chunks off vehicles with its 3 damage, while Gorestorm is better against the hordes. Ides Gatling Cannon: The more expensive of the two hand options are 30 points more than Skullhurler, Is Avenger Gatling Gun, but better. Range No.12, power No.2. all for 4 less points than the Avenger. True, you must buy a
heavy flamethrower with the Avenger, so that technically fewer shots. However, ask yourself if an additional d6 attack on 8 is worth a compromise? Probably not, Skullhurler is a cheaper hand option and is likely to be seen on the bare bones of KLOS. His His are his 60s, high strength, and bonus shots against units 10 or
more. His weaknesses are his occasional shots and 1d3 damage, making him a poor vehicle killer. Kytan Ravager: Kytan is a good alternative to Knight Renegade, but has heretical starts and key words, so you can aim at it with Warptime and Prescience, not to mention The Diabolical Force. Has fewer wounds than a
knight, but his invulnerable and regen helps soften that a bit, and his Legion keyword means that unlike the Knights Warpsmith/Hellwright can recover it in the middle of a battle. Its SMASH helps make sure other big hitters and characters are coming down quickly. Like Brass Scorpio he can shoot while in combat, so you
really want to get him there guickly so you can get to CLEAVING LOYALIST FILTH. Mind you, it also benefits from Daemonforge cunning, re-roll all the hits and wounds for 1 CP!? Yes please. The Big Brass Scorpio From Horne's Forge World: Yet a beast capable of bringing a ton of pain and handling most things.
including hordes (thanks to its ability to shoot while in combat), and like most such things, it's very durable thanks to its invulnerable, Regen, and Rin, ensuring that anyone who thinks to bring it down through Smite will reconsider. Even before the fight, his shooting is able to put on any type of unit. In combat, the scorpion
attacks with fuckton high strength, high AP, high damage, and can dish out a good dose of flamethrower attacks. With a 3D6 charge range and 12 base motion, deploy this dad last and right at the front, with the first charge turning as your opponent watches in absolute horror as you send nuclear flooding to your line. Do
keep an eye on it though, like, with changes in the rules and only 20 wounds, this device can be reliably knocked down in turn or two (the first turn of the charge is key). This metal scorpion murder is expensive (the frequently asked 2018 questions took it up to a whopping 650pts) and at its points of cost you need to
make sure you smash your enemies with it immediately or you can be better off with Defiler, Forgefiend and Maulerfiend for the same cost. It's a shame that you can't use Warptime on it. This is because all the forces in the game who choose the goal to do so after the manifestation, which is the only when it is possible
danger. Because the goal Smite is forced to, it is possible at an explicit time to determine if Scorpio will be targeted, so 4 presumably will work, but remember how 8E is broadly built in that each discipline has 1-2 powers in it that make fewer fatal wounds than Smite does in exchange for a zlt;/Legion/Legion'gt; psyker
choose a target, so Run won't work - you can only use it to psykers danger more often when you know during the cast that the scorpion will be targeted. Hellforged Spartan Assault Tank Forge World: Your Super LR has unfortunately moved to the LOW slot, however it's not letting that get it! It is very likely to deliver a
payload if your opponent uses other Forge World models against you (in this case, you better be Word Bearers because you will need prayer)). Despite the impressive delivery system, don't fill it with expensive models such as Terminators, you'll probably lose a few thanks to In the
Belly of the Beast (Berzerkers are still a good choice). Try not to put characters in it either, losing them instantly like what can really gimp your gameplan. For long-range weapons, hold quad-core lascans, the laser destroyer will not put out the same amount of damage. Heavy bolters are also a good thing to keep, if you
want to deal with damage up close, then you have the CSM you carry to do it for you, and you can charge it in to use hellish hunger once you drop them off (choose a different target than one load of chopping on). Never leave it in combat either, always make sure to pull it out and then shoot and charge again. Chaos
launcher is also cheap and useful, so make sure to get that too. The last thing to keep in mind is that if you want something capable of delivering expensive but
nasty. So at the top of the rules that we've seen for other Hellforged tanks, it's even more durable and thanks to steel Behemoth it can always shoot or charge even when you back off, but enough of that, let's talk about the fact that the FUCKHUEG gun is sticking out of the front of it. Injury to the lead rather than the
strength means on average you are going to injure everything in the game and deal an absolute minimum of 5 damage to the wound, nasty. Use it to nuke Land Raiders, other units as heavy as it is, monsters etc. It costs a lot of points (and works great with any Units of Night Lords) and you have to make these back
quickly as it's going to attract a lot of firepower. Put it in the aura of a re-roll (especially while it still has 2 BS) and avoid shooting models for less than 150 points if you can. It may take heavy bolters and caress, but it doesn't need to either, and that just add numerous points that you still have to make back. Havoc
launcher dirt is cheap as well as useful, so you might as well grab that. Like most tanks, not use hellish hunger if the enemy comes to you, your wounds should be healed by Warpsmith/Hellwright, rather than drive up to chew on people, so you get exposed more who most likely killed you than healed. Hellforged Typhon
Heavy Siege Tank (Forge World): Your tank when you absolutely need 1 unit dead, and one of the few units of vehicle with BS 2 (before it degrades anyway). Put him in an aura and laugh as his gun gets big against everything, especially Terminators/Primaris. That being said, you still want to point it back, so don't go
shooting something like unit recruits or even regular guard units, find the priciest/deadliest thing within reach and unload. To help him in this endeavor, get lascanrons, you've already put so many points into it that you might as well go all the way and never try to drive up to the use of hellish hunger. Its perfect range of 48
and moving not only falls that, but it opens you up to return fire/charges from units that can actually take you on. Ignore the improvements to the WS from the damage chart as well as machina Malifica and use it only in close combat if the unit ends up coming to you. Hellforged Fellblade Forge World: Incredibly
expensive, especially because of the chapter Approved points of the hike he received, but still Baneblade's exponentially means cousin. Two types of shot and several sponsons allow Hellforged to perform multiple roles, which he does very well, being essentially anti-everything. Keep quad-core lascans and keep double
heavy bolters, other options aren't going to help you nearly as much and always get the chaos of the launcher. Va-everything, keep this beast at about 36 -48 range to get the most use out of your weapon (don't worry too much about the destroyer not being in range) and make sure to re-roll the aura on it as you don't
want to miss these important AI shells when they're going to make a difference. Good take for non-apocalypse games, just don't expect there's room for any other expensive units. Too bad his best range is well out of the perpetual hunger range because his WS actually gets better as he loses his wounds. Hellforged
Falchion Forge World: Incredibly expensive, and at first glance it will look like one of the best units in the game to remove titanic. If you take on titanium with this thing, then its macro weapon will tear this thing a new asshole, and all you will have
is regret. So the Titans, but the smaller targets are good, aren't they? NOPE, Falchion is redundant to an extreme degree nothing less and you are unlikely to make your points back before it is knocked down (especially since it has no invuln). Hellforged Mastodon: Have you ever wanted to transport 40 Marines at a time
leaflets and generally be almost indestructible? Then Mastodon is LoW for you! With 30 wounds and 5 empty shield, Mastodon is a damn hard nut hack, made all the more if he somehow gets in 6diazone for its siege melta array re-hitting inches Sokar Pattern Stormbird Gunship Forge World: Pretty much the largest
flyer/transport/model Forge World offers next to the Titans. It's bloody expensive in points and material money, so he can ferry the entire army to the battlefield. Has like 8 lascans, lots of different rockets and bombs, empty shields, and a few heavy bolters here and there for flavor. Void shields can expand and overlap
nearby troop 8 away that popped up if it hovered. Has 40 wounds, T9, 5 after void shields. Thunderhawk Gunship Forge World: Lords of War: Titans Edit Chaos Warhound Scout Titan Forge World: The smallest version of Titan, Still clocking in 1500 2,000 points (although all gun options are free.) finally lives up to its
scouting name, being able to move ridiculously twenty-four inches when on full wounds, although it has a slightly more limited choice of weapons than its older brothers, between a turbo-laser destructor, a Titan plasma blaster, an ad gun, and a volcano mega-bolter you can set it on target for almost anything. Chaos
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Reaver Battle Titan Kuzneka World: Middle Class Titans. It's a 4000-point (weapon-free) model, with an impressive statline, and some amazing weapons, Melta especially does a short job of anything close enough. But the biggest factor here is that all his arms arm MACRO RULE! This is important because it means that
whenever you fire on Titanic units, D doubles! It's madness with weapons like a volcano canon or a melt canon. This model can kick like no other... Well, except for one below. Chaos Warlord Battle Titan Forge Worlds: Beast at 6000 Points (weapons are still free, so yay) The warlord has stats unlike the total in the game
with T16 S16 and whooping 70 wounds! It's on top of its ridiculous defense against everything as well as all the weapon options that are pretty impressive, being able to knock out any other model in the game in one phase of shooting. One of the best of them is the sunfury plasma annihilator, in addition to its rather
impressive exit damage ability to hit units you didn't shoot at could destroy the Astra Militarum/Tau parking lot, massively attack or destroy the characters lurking around (the more models in the original unit, the better the way it spreads its radius). Whatever you go with, the warlord is ridiculously powerful, and very hard
to kill. Legions and Renegades' edit Here we go, the main thing that gives Chaos Space Marines their style of play. Everyone has their favorite band and way of playing, so choose your traitors and try to find what synergy is best with their traits,
relics and tricks. Unlike where everything gets the advantage of Head Tactics. Legion Legion apply only to all character, infantry, bikers and Helbouts in the combat army. Note that the Renegades, having relatively powerful traits, are unable to use Long War Stratagem veterans. This is important because Stratagem is
one of the best ways to deal with higher strength enemies. Finally, any character unique to the Legion (or Renegade warband) must use his own legion/military warlord Trite. Alpha Legion in the dark darkness of the distant future, there is no such thing as Truth. Thematically, the Alpha Legion is known for its mastery of
deception, covert operations, sabotage and information warfare. Crunchwise they have similarities to that, but instead there are plenty of opportunities to help the surroundings, outflanking, and messing with the enemy rather than being more secretive than the Night Lords. However, to kick the punishment they inflict on
opponents and the fact that it can be stacked with other effects give them an amazing amount of strength. It's one of the strongest army traits in the game, turning units like Leviathan Dreadnoughts into almost invincible killing machines. Their goodies do a lot of things to annoy an opponent: a warlord kick-a-mole,
redeployment in the middle of a game, denial of Deepstrike, and forcing opponents to spend extra CP. Hydra's sons will make a great ally of The Chaos Lists, who want some extra potential for shenanigans. Legion Trait: Hidden in the Plain Look: Your opponent must subtract 1 of their hit rolls while targeting units with
this trait if they are more than 12 away. It's insanely powerful and fantastic on anything, especially Helbrutes, and even better: Hellforged Dreadnoughts. Don't forget the enemy plasma and how it overheats on them and buck if they decide to super-charge, so the Termies running isn't as bad as it would normally be. It's
also amazing if you play some sort of gun or artillery-based army. Commander Traces: I Am Alpharius: In addition to this warlord is killed, you can immediately choose another ALPHA LEGION CHARACTER in your army to take their
place and create a warlord's trait for them (including this one). If the mission you play grants winning points to kill an enemy warlord, your opponent will only achieve that goal if all the LEGION CHARACTERS in your army have been killed. Adaptive, and it's always hilarious to see an opponent attempt to kill a warlord to
turn into a fucked up Whack-A-Mole game. Clandestine: -1 to hit the warlord. Headhunter: The warlord can snipe the characters and add cherries on top, causing fatal wounds on the unalidied 6's. Master of Diversion: At the beginning of the first round of the fight, before the first turn, select up to 3 other ALPHA units and
redeploy them in accordance with normal deployment rules. let's get you kind of baited out by your opponents Choice. Cult Leader: Makes cultists a little more dangerous! Any cultists within 6 warlords who roll 6 to injure improves their AP weapon at -1. Faceless Commander: After a battle at the end of the
movement phase you can remove the warlord from the battlefield and redeploy them within 3 friendly ALPHA LEGION INFANTRY unit from enemy models. Stratagems: Forward Operatives (1CP): Use this Stratagem during deployment when you have created an ALPHA LEGION INFANTRY unit from
your army. At the beginning of the first round of the first round of the first move, you can move this unit to 9. He can not put an end to this step within 9 favorite enemy models. If both players have units that can move before the first turn, the player who makes the first move moves his units first. Each unit can be
selected for this Stratagem only once per fight. This can, theoretically, help get to turn one charge with something like a Berzerker blob squad, as in some standard deployments the distance between you and your opponent is between 12-24 inches. It can also be used to fight to deploy to a certain extent, or even move
your guys to the target very early. As it happens at the beginning of the first round of the battle you can use this on the elite squad and then, depending on who gets the first turn, throw them forward or get them behind the cover or LOS blocking terrain. You can't spam this on the same block, but because it's not used
during the phase, you can spam it through a few units. It will get expensive guickly if you use it on smaller units like H's polished, but it can be great for, for example, to get 3 units of chain cannon chaos into position if you have CP. Conceal (2CP): Use your opponents at the beginning of the shooting phase. Choose one
ALPHA LEGION INFANTRY unit. until the end of this phase, enemy models can only target this unit if it is the nearest visible target. Sabotage Armory (1CP): Want to see a tank go into fireworks? If you run this as enemy rolls to see if their tank strikes, you add No.3 to their roll and block them from re-rolling. I hope you
have these all in place. Scrambled Coordinates (1CP): Use in the movement phase of your opponents when the enemy unit is installed as reinforcement, but before it is placed on the battlefield. This unit should be created in more than 12 of any alpha LEGION units in your army. Renascent Infiltration (1CP): Use at the
end of the movement phase. Choose one ALPHA LEGION INFANTRY unit, which is more than 3 from any enemy models and does not arrive as reinforcements that rotates. Remove this unit from the Battlefield. At the end of the next phase of the movement, set this unit on the battlefield again at more than 9 from any
enemy models. Ambush (2CP): Use your opponents in the movement phase. Once the enemy unit is set up as reinforcements, select one ALPHA LEGION block it can still
shoot that turn. We Alpharius (1CP): Use before the battle after the appointment of your warlord. Choose another ALPHA LEGION CHARACTER from your army that is not your warlord. Very similar to the Black Legion Council of Traitors with more flexibility at the expense of
just one additional WT instead of two. Relics: Hydra Blade: Replaces the chain word model. With an S-1 AP-2 profile and a flat 2 damage, a solid close combat option, don't mind the D3 instead of the 1 extra attacks it gives you. Fun fact: these weapons are exactly the same as that of the loyalist relic of Terra's Teeth.
Coincidence? I think not! Drakescale Plate: INFANTRY model only. Provides 2 armor to keep and 5 FNP against fatal wounds. Very good, but unfortunately can not be taken DP. Mindveil: At the beginning of the movement phase, the model with this relic can roll 3D6 and the result becomes the movement of this model,
characteristic until the end of the turn. They can also navigate other models and terrain as if they were not there, and the bearer can charge in turn that they have fallen back. Crying Hydra: Once in battle at the beginning of the round of battle if the
bearer of this relic is on the battlefield. Until the end of the battle round when your opponent spends command points to use the trick of the D6 roll. At 4 your opponent has to spend one extra CP to use this trick. viper's Bite: replaces the combi bolter. 24 Fast Fire 2 S5 AP-3 2 damage. Hydra Teeth: Model only with bolt
arms. Bolt arms carrier automatically hit, always wounds on 2, if targeting VEHICLE or TITANIC in which case it wounds at 6. Units also do not get the advantage of covering them to keep against this weapon bolt. (Consider the character in the Terminator armor with this and the character of the headhunter - aiming at
the character with 4 automatic hits, wounding on 2s, and not allowed cover). Shadeblade: Model only with a sword of power/power. The S-1 AP-3 D3 damage and attacks made against the carrier are at -1. Tactics: Here are some tactics that are better used in the Alpha Legion Army than any other. And for my next trick
...: Build yourself a Death Star, get the Sorcerer Nurgle and the Dark Apostle. Now all you have to do is use the blessing of darkness and Miasma Pestilence on it. Play at night to make the most space marines unable to hit you. Alpha Strike: Assuming that your Berzerkers 24 from the enemy after deployment, forward
operatives does that Your move makes that 9. Sorcerer Lord on a bike can keep up with these guys by giving them Prescience and Warptime. Your Berzerkers now only need to do Charge on Turn 1. Don't forget the veterans of the long war and death of the false emperor and a lot of charge all in range if you survive the
overwatch because you probably want three combat pitches with these guys at the moment. And, if your opponent goes first your Alpha Legion feature probably saves some of Berzerker's lives too. The ultimate character hunter: Take the sorcerer on the bike. Give him the trait of the warlord Hedhunter, the additional
Kombi-Bolter and the relic of Hydra's teeth. Give it Warptime and any other power you want. Now you're like a model that can zip around the table, loosely target the character, auto-hit with 8 shots on 24 range, injuring at 2, and ignoring the cover. While it's not super scary on paper, it might be enough to pull out the back
line polishing the characters and disrupt enemy gameplans. Give him a Slaanesh sign and use a double strategem shoot to get 16 shots. The Black Legion in the gloomy darkness of the distant future, the Galaxy will burn. Thematically, the Black Legion is arguably the greatest force of Chaos space Marines, their exact
size is unknown, and they do not worship any particular entity. All of them are united by one desire: to finish what Gore started, and to demolish the Empire, eventually united for Warmaster, how can you fail? The Black Legion is easily beloved of The Chaos Space Marines Games Workshop by being a poster of faction
boys (even if they're not on the cover). This leads to them having pretty basic options to allow them to fill almost any role you want. They were also the first to receive extended WTs. Stratagems, and relics. While they are not the most competitive it is hard to go wrong with them as it should be for conventional Space
Marines. The Legion of Trait: Black Crusaders: Units with this trait add one to their leadership characteristic. In addition, if the unit has advanced with this trait, they consider all rapid-fire weapons as assault weapons. A lover of leadership is good at allowing unmarked units with revenge icons to reach LD10 (!), but
unfortunately the other is pretty mediocre. It only comes into play on the few Fast Fire Weapons Chaos has (mostly bolters, combie bolters, and plasma guns) and imposes a -1 fine hit, and you can't charge if you've advanced. It is best to use in conjunction with Lord or Abaddon re-roll hit aura to try to march large drops
of CSM in a fast range of fire faster, but otherwise very mid-road. Note: Chaos bikers can use this trait to move, advance, and still fire, although you get 2 shots from each combi bolter rather than 4, regardless of range. It is best used when you are trying to bypass or surround the enemy unit. Warlord As poster-boys of
CSM, as well as the main antagonists of the Empire, the Black Legion have several traits that they can choose from that also work very well with their unique Stratagem. Brute Black Clothes: No 1 to warlord Feature. In addition, it inflicts D3 fatal wounds on the 4th in the unit it charges. Better than their relic for causing
fatal wounds. First among the traitors: The death of a false emperor the ability to trigger at 5, rather than 6 for all models in friendly BLACK LEGION units for 6 warlords. Unfortunately, because of the wording on the excess icon and this rule (they both set it at 5 rather than give 1) you can only get a burst of bone by 4 if
you use Prescience. Abaddon has this. Indomitable: All damage to your warlord is half. Couple very well with characters that can draw heavy fire from your opponent. Looking at you, Lord Discordant. Soul Eater: Every time your warlord destroys an enemy unit, he repairs d3 lost wounds. Most likely to call after killing an
enemy character, so put it on someone that's something like Thunder Hammer. Trusted Warleader: Roll every time you use a command post. At 5, he's back. A trait that can pay off, although it can't successfully cause more than once for a round bout. Veteran Raider: Friendly BLACK LEGION units within 6 of your
warlord can declare a charge even if they are dropped back. Charging and getting to fight first so often makes you feel stronger than the emperor's children (or slightly weaker white scars) - it's best to use the Lord's Jump or Go sorcerer supporting predators, of course, since they'll be able to retreat, shoot, and charge
Stratagems: Council of Traitors (1 CP): Use before the battle if your warlord is Chaos Lord, Daemon Prince, or Abbadon. Allows you to give the commander a trait of the Dark Apostle Trusted
Warleader and he will pay for himself (there are much better sorcerer-unique traits another can get). It is almost always worth using in the army of the black legion as it gives you more options. The only big drawback is that your options for units are limited. For some reason the Warpsmiths, Disco Lords, Masters of
Ownership and Masters of Execution were not invited to the council. Selected from the Pantheon (1 CP): Use it at the beginning of your turn. Select a Black Legion unit that is not marked. They get all 4 marks before the next turn. Mostly useful for the use of god specific tricks, aur, or powers. And yes, you can use this to
give the sorcerer the key word to Horne. Legacy Mountain (1 CP): Use during the morality phase, add one to the leadership of the Black Legion unit. Useful whenever you find yourself heavily debuffed for LD For most of your army and are in a drop, otherwise
just pay an extra point to ignore the loss. Let Galaxy Burn (1 CP): Use this trick whenever BLACK LEGION BIKER or INFANTRY is selected for attack in a shooting or combat phase. You can All hit rolls 1 for the device. If it's a Block of Chaos Space Marine, you roll over all the hits instead. Just like Ultramarines' Head
Tactics, but better - it's only the second such ability in the game (the first was Cawl), allowing you to re-roll any hits, not just failed them. Difference matters when dealing with negative modifiers to hit - if your CSM collide -1 hit, this layer will allow you to re-roll 3s, as opposed to pleb Ultramarines layers that won't. Also
keep in mind that you can fully take the 20 man squad to make the most of this Stratagem. Relentless Fighters (1 CP): Use of infantry unit. If there are more models in the block, then there are enemy models within 3' and then add 1 to these attack units. Oh, hey, they remembered the 30k Sons of Mountain Rules! Relics
of the Long War (1/3 CP): Chaos of the Marine copy-paste. A standard multifaceted trick. Tip Spears (1 CP): At the beginning of the first phase of shooting, re-roll unsuccessful hits for which of your units is closest to the enemy for this phase. If there is a tie, choose which one affects. World Killers (3 CP): Use early in the
round. Turns off the objective (or equivalent) rule of your opponents until the end of the round of battle. Perfect for unexpectedly grabbing a goal at the last minute from a drop that thought it was under control. Relics: Yes, because why don't they get a lot of them as well? Angelsbane: Replaces Kombi-Bolter. Becomes the
S5 AP-2 D2, which goes up to 3 if used against anything with the keyword IMPERIUM. Firmly shooty, the pair are nice with Bolter's beta rule, and with a bit of luck can even bring down a three-shot keeper or jack up a vehicle. Not bad at all. Conguest Cloak: Each time the carrier kills an enemy character, add 1 to the
strength, attack, and leadership that characterizes the carrier for the pattle. Useless for most of the battle, but on killing models such as some lords, executioners and deamon princes - the potential to become a complete monster in CC is underliable. Stacks well with other features like the Black Clad Brute and
many other tactics to buff out of one model. Gorisvex Teeth: Replaces the chain sword. -3 AP, 2 damages. No 2 attacks. Every time you roll 6 to the wound, the target takes a fatal wound in addition to normal damage. Lynchpin for Chainlord build, put on a chaos gentleman with a jump pack and give him a flame of
malice WL feature for 2 deadly wounds on any wound roll 6, and then pump up the wounds ability through veterans, prayers, mental strength, etc. Eye of the Night: After the game, in the shooting phase, the night's eye carrier can choose the visible enemy car. At 2, it takes d3 fatal wounds. Not very impressive, but at
least it's not worth more than the guy carrying it anymore. Also Car invuln saves. Fluff states that this thing be able to cause massive power failure or catastrophic internal damage. But on the table, this thing will tickle the car once. Works pretty well with the Jump Pack Sorcerer using smite and rocking demon
shells, allowing the vehicle to zap with 3D3 fatal wounds if the opportunity arises. Sightless Helm: -1 ballistic skills, -1 AP on all your weapons (so ap -1 becomes ap -2). It doesn't affect your ability to hit things in close combat. Consider putting this on Lord Discordant for maximum effect (who cares about BS when you
have Baleflamer...) spine blade: replaces sword power. Power No.1. D6 attacks every time the bearer attacks. Look, a damone weapon that's not trying to kill you. Can get guite funny of you pairing up with the Lord's Khornate and make him fight a few times, Trophies of Carnage: the No.1 guide allied Black Legion for 6
and -1 quide enemies for 6. Specialized squad: Yes, the Black Legion even get its own squad of specialists. What don't they have? It only selects BLACK LEGION TERMINATOR units; You probably only have about 2-3 units dedicated to BoD as well as any Termy Mr or Abby. As long as you pay 1 CP for updates the
following is available for you: Warlord Trait: Favorite from Warmaster: All BRINGERS DESPAIR units within 6 of your warlord roll 1s to hit. Slap it on Chaos Lord, and it becomes re-rolling all the bad hits that you seriously want if you intend on accompanying the retinue of terms and using the crude cunning of submission
Cheaper than the Space Marines Head Master Upgrade, which does the same, but with fewer pluses. Stratagems: There are two as situational. Brutal Conquest (1 CP): During the battle phase, any models of your BRINGERS OF DESPAIR unit are killed to count as double for the upcoming morale phase. If you have a
mixed package of terminators or your lord up front, it shouldn't be too hard to pull off. Chuck has some Night Lords out there and it can get painful. Selected enforcers (1 CP): Use when friendly heretical astartes units within 18 of the BRINGERS DESPAIR unit required to take a moral test. This unit automatically passes a
morale test, Much cheaper than Mad Courage, so why not? Relic; Foe Cleaver; Replaces the power axe, the S-3 AP-2 D1d3, add one to hit the rolls when targeting the IMPERIUM unit, Don't forget the death of the False Emperor. Unique characters; Of course, the Black Legion naturally have the most special characters.
while other legions try to get even one. Abaddon Despoiler: Warmaster himself, the guy /tg/ always jokes about for being an armless failure and which was a rare sight on the table ... Well, not Last, As long as your plan involves closing the gap and tearing up the crap you're going to find a use for it and there are very few
things in the game that can take it on get away with a fine. Aside from being a potent melee threat, it has two aura abilities: one that makes all units of the Black Legion within 6 re-roll all to hit the rolls, and the other, making all heretical Astartes immune to moral challenges. Also, unlike most things in Terminator armor, it
has a 6 rather than a 5 move. For this reason, as well as the fact that any transport he's in becomes a priority target for your opponent, consider teleporting him into battle, just don't forget that he has 6 attacks with his claw and additional D6 attacks with a sword (which, if you roll 1, will cause MW on him, not an additional
sword attack - he can still fight with claws That's it, though). According to Vigilus Ablaze, his stats have risen to Cousteau's level to make it nastier than ever before. The S5 and T5 with 8 wounds along with all the other jazz locations it is very firmly behind only Gilliman and then followed by the new Calgary as far as
Astartes-based units are concerned. If you plan to take advantage of the 6 movement (unlike most Terminator 5 movement), then walking it over the meatshield while facing havocs and using its re-roll on them is startlingly effective. Note that its morality aura refers to the units of any legion during 12 Abaddon, if you are
mixing and matching it can prevent other units of Chaos from escaping. It's a good idea to save at least one of the CP it gives you to re-roll on Drach'nyen. You either wish you had more than 2 attacks, or you want to prevent it from poking your eye when you really need it to cut someone in half. Keep in mind that since it
has all the keywords of the faction of the chaos of God, and thus can use any brand of specific tricks or be targeted to sign specific psychic forces. While it's not cheap in terms of CP or sorcerers, it can raise its threat level to apocalyptic proportions. Take note of Khornate's trickery, which allows him to fight twice.
Obsidius Mallex Fortress Blackstone: a kind of attempt halfway between loyalist Smash Captain and Black Legion chaos Lord. Obsidius is the master of Servants of the Abyss in the Blackstone Fortress game. It's basically Chaos Lord statline with Thunder Hammer and Plasma Pistol. Like all splat-game units. GW has
made an effort to keep it balanced in relation to other code records, meaning that you'll pay for this combo. In doing so Obsidius goes out to be more expensive than his loyalist colleague with the same load, while at the same time forgetting to bring his
Frag and Krak grenades. The real limitation of Obsidius, however, is its absence of the Chaos Sign a key word. Without it, he can, RAW, use the trick of the god-specific tricks (such as Hornes fight twice), which in turn actually go to the creation of the establishment worth
considering. Finally, thanks to -1 From his Thunder Hammer, he can't proc The Death of a False-Company without prescience a positive effect. Where it shines if you want to kill 5 to 6 injured targets or vehicles with a relatively inexpensive solo model. Now the Thunder Hammer 40 points ... Except for this guy who plays
by his own rules and a unique data sheet. His hammer is equivalent to 23 points, so now a few useful grabs, except that he's slow and stupid otherwise. Haarken Worldclaimer Vigilus Defiant: Another Black Legion Lord like Mallex, only with a buff specifically for predators, not for everyone. At first it seems that it will be a
powerful multiplier of force for any Raptor heavy army, but unfortunately it really isn't. He doesn't have a gun (and so he can't use the trick of Daemon Shells), instead his Helspear acts as An Attack 1 12 S-1 AP-3 D1d3 weapon that he can't use in melee (and it wasn't fixed in errata). Note that his re-roll aura only works
for predators (which he is) and but only for their melee weapons, meaning that he didn't even get to roll his spear to throw, which explains why all the art around him reveal was his spear pierced into the ground without hitting anything or anyone. It would be better if he had polished warp coupons, and they are the ones
who actually want to be in close combat and benefit the most from his buffs. At least its aura allows you to re-roll all the bad hits, not just the Black Legion. Night Lords players should consider taking him into the secondary squad to put his 18th ld debuff aura to work, and
if you use a lot of predators rather than loading them with plasma, then this guy isn't really too bad a choice to bring. At 92 points, it's worth taking and building around tactics: Here are some tactics that work better for the Black Legion than any other legion. Black Dressed Monster: Black Legion Dark Apostle - Black-clad
Brutus - Black Mace - Foreshadowing Potency makes for a rather nasty glass cannon. Unfortunately, 4 wounds doesn't get you much if you don't keep it protected, but that S8 AP-4 2D Wound Mortal causing Mace will put in the job with the assload of attacks it will crank up. Black Tide: March Abbadon up to the board
with rows of pho CSM and chaos. Use your aura to spam re-rolls and ignore morale. Anti armor will be safe in large drops. As soon as the lines converge Abbadon kills what's left. Elected Abbadon: Take Abbadon and the Lord in the same
battalion, make this lord your warlord. Take the Dark Apostle and the Sorcerer in Battalion, use the cunning of the Council of Traitors and give them the features of the warlord. In total you have four very powerful and very customizable H's that are much more tax than your troops and CP generation. For a wicked
combination of fluff and crunch, continue Devram Korda: Make this Lord a loyal stick with Mark Slaapesh, intoxicating Elixir and indomitable. Go big with the formation of Justaerian Terminator and break your opponent. (Favorite Warmaster
works here too, if you put it in formation, although the indomitable/wicked durability corresponds to its functionally invulnerable fluff). Ygethmor Cheater: Take the sorcerer, give him Mark Tzeentch and trusted Warleader and then tool him however you want to overload the enemy through physical powers and
sophisticated dickery. Skyrak Slaughterborn: Take the Apostle, give it to Mark Nurgle, Black Dressed Brute, Nurgle Prayer, and Relic of The Crosium. Footslog it along with Abbadon and troops, maybe some plague marines for a juicy wall to protect the core of your army. Let him literally talk shit and provoke his fellow
warriors into untold acts of violence. BONUS Urkrathos: Take the Lord's Horne, give it a Gorsivex Teeth chain blade, and pair with some Berserkers in LR or Dread Claw. This guys follow everyone else and uses the squad north of MSU to clean up all that remains. He may not take any traits, annoyingly, but he completes
the four Chosen Abbadon. The brazen beasts in the dark darkness of the distant future, there are no armor that will withstand the total hatred. Thematically Brazen Beasts are extremely zealous berzerker beasts that are known to lure Daemons into the car. Think Horne worshipping iron warriors and you are on the right
track. Crunchwise they won't throw away as many attacks as the world of eaters, but they will beat harder, and their warlords can snowball into having incredibly brutal killing machines, in case your opponent was stupid enough to bring out Techmarines and pharmacists. The brazen beasts can really be made around their
field commanders, even if you've lost most of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will hard carry the rest of your army as long as you manage to buff them enough you can still find yourself winning as they will have a will be a supplied to the property of the pr
charged, or performed a heroic intervention, it is decided on the AP-4. Essentially turns your units into mini-genestovers. Note that the trait does not affect Chainfists in any way. If you somehow got an AP-5 melee weapon into the army, the devil would actually
worsen it. Best with low-AP melee, especially chainswords. All units should be labeled Horne if they are able to do so, and no sorcerers are allowed. Chief Of The Trait: Cut Run: The time your warlord kills the enemy CHARACTER, their attacks and strength characteristics increases by 2 for the rest of the game. Stronger
but narrowly focused version Slaughterbourne. Stratagem: Burning Daemonheart (1 CP): Use at the end of the battle phase. Select an enemy unit within 1 unit of brazen BEASTS DAEMON ENGINE. Roll die for this unit; at 2-4, they take 1d3 fatal injuries, and at 5-6, they take 3. Relic: Daemonflesh Plate: The medium
has save 2. Movement 1, attack number one. Like a relic of iron warriors, but more choppy. Crimson carnage in the gloomy darkness of the distant future, only the fury of battle can silence the dead. Thematically, the Crimson Massacre is the Marines, cursed to hear those they stabbed. Despite their corruption.
originating from Tzeentch (despite Khornate subtext), they are an indivisable Warband. They still have a particularly butt hurt after (finally) finding out how widely they were played by Changer Ways. Crunchwise Crimson Slaughter is schizophrenic and pretty mediocre. They want to mix the night Lords terror tactics with
the destructive power of the World Eaters, but they don't really do it so well. Most of their benefits can be replicated and done better elsewhere. They have a very good relic, but none of their traits really synergy with it very well. Renegade Trait: A Moment's Peace: If a unit with this trait destroys an enemy unit, roll 1d6; At
5, you get 1 CP. In addition, this unit of cars is tested by Moralele until the end of the turn. It seems very good until you realize how hard it can be to completely destroy certain units, and a few times you'll roll it out you may not even get a CP bonus. Moral bonus is worth nothing to the characters who destroy units. and it
lasts only until the end of the turn. Commander Trait: Maelstrom Terror: Enemy units within 6 of the warlord suffer -1 punishment becomes -2, and the aura expands to 9 after the warlord kills the enemy model. It is very easy to resist, and makes you in the place of your
warlord in a vulnerable position. This may be fine with some allies of the Night Lord. Stratagem: Terrifying Phenomena (2 CP): Select relief function within 3 of it suffer -1 to hit. Not bad by any means - can work very well when combined with some alpha legion
of allies and Nurgle the sorcerer. Relic: Blade of The Relentless: Sword of Power No.1S. If you kill any enemy models, then this weapon will now injure automatically without having to roll. It may be funny if you can get it in a snowball, but you need to build a warlord around it. Couples well with another dude rocking The
Killing Sword. Vrosh Tattersoul: While most would say that this man is no different from a normal sublime champion with the same Wargear, these people would be This model, on top of his combi melt and axe power, as well as sporting a bolt gun, which the sublime champion must give up any weapon. While this makes
it (a little) better in hordes and weak infantry, the real reason why it is mentioned for Daemon Shells strategem, allowing him to do d3 fatal wounds at 3. Its a nice little gotcha trick you can pull on an unsuspecting opponent. The emperor's children in the dark darkness of the distant future, there is only depraved madness
Thematically, the Emperor's Children are Slaanish's admirers, who seek excess and perfection in all its forms, and they will do their best to achieve both; they have advocated precise execution, coordination and tactical superiority since their inception. Crunchwise Emperor children have a unique selection of troops, much
like the world of eaters, although they are more effective in shooting than in close combat. It's definitely not because of the lack of CC abilities, as their own Legion has a lot. Slaanesh is more appealing to gunlines than fencing, but using both isn't too much to ask. Most of their relics, strategists and generals revolve
around the creation of dangerous HK blocks, but their Stratagem can provide various buffs and tactical tricks. Powerful combos with Slaanesh Daemons such as Contorted Epitome, so the only ways your opponent can leave the fight with wet pants or in a body bag. The new content really blessed this legion as well,
Slaanesh heard your pleas! Trait Legion: Impeccable perfection: Units with this trait always fight first in the phase of combat, even if they are not charged or have similar ability, then alternate the choice of units for the fight, starting with the player whose turn occurs. You
don't need to be told how useful it is. Beware of the Howe Banshees, Slaanesh Damon in combat, or just the units that are charged - meaning that the opponent) will be able to assign his first block to hit in front of yours (this will mean problems if Genestealers Swarm or Ork Boyz get
that charge in the first place). On the other hand, it can deter massive charges and also means that you bypass all other phases of fight activation afterwards, and your units strike first! On the other hand, it affects each round of melee, so fights that go beyond one phase will always give you at least one final advantage.
with all your units swinging first, even to turn the opponent. EMPEROR'S CHILDREN Noise Marines count as troops rather than elites, allowing the army out of them again. All units should be labeled Slaanesh if they can be. Warlord Traits Flawless duelist: At the beginning of the fight phase, roll d3. Subtract this number
from the characteristics of an enemy attack model while they are within 1 of your warlord. Glutton for punishment: All punches against Reduce damage done by 1 (minimum 1). Makes you a little more likely to survive your IMPERIAL FISTING, but durability is not why you chose this legion. Intoxicating Musk: -1 -1 hit on
the penalty for the enemies for 3. The flawless Duelist will pretty much always be better. Loathsome Grace: When the charge or perform a heroic intervention, the warlord gains strength and an attack of 1 euro until the end of the battle phase. Stimulated by pain: get 1 attack
on each wound suffered, to a maximum of 3. If you heal any wounds, you will lose associated bonus attacks. The fur is on most footslogging characters, but can turn a prince's demon into (even more) of a killing machine. Unspothed arrogance: Use during the battle phase. Each player secretly chooses 1, 2 or 3. If the
numbers are the same, nothing happens. If they don't, you add the number you choose to your warlord's attacks. As one of the few traits in the game that can fuck you over, you really shouldn't be picking this one. Like, in general. Stratagems fight Elixirs (2CP): Time to dig into Deldar's drug cache! Use before the game
to provide one block of EMPEROR'S CHILDREN that is not a vehicle or a cultist, one of the following impulses: 1 to A, T, or S, or 2 to M. Since you can definitely do some tailoring to keep up with plasma spam or speed up the killing spree. Brutal Duelings (1CP): Use during the battle
phase. Choose one EMPEROR'S CHILDREN unit that is not a vehicle or a cultist. Any unalted wound roll 6 is decided on the AP-3. Excess of Violence (1CP): Use this trick before THE EMPEROR'S CHILDREN INFANTRY unit attacks during the fight. Each time the model in this unit kills the enemy model, it can
immediately make another roll kick using the same weapon in the same purpose. Interestingly, the updated trick in Psychic Awakening - Faith Fury removes the line, preventing bonus attacks from generating further attacks. Activate the trick on the Power Fist block armed Terminators, Thunder Hammer Armed Favorites,
or warp claws and destroy entire hordes. When you attack the IMPERIUM unit, you get this on top of the death of the false emperor, which virtually guarantees a swipe at anything other than the most complex units. Excruciating Frequencies (1CP): Turn the dial to 11 and watch your drummer spontaneously burn out!
Use during the shooting phase; targets of one unit of the EMPEROR'S CHILDREN. Until the end of the phase, Blastmasters, Sonic Blasters, and Doom Sirens get No.1 S and D. TIME to do things EVEN LOUDER. Perhaps one of the best middle fingers you can give in the Primaris Army now, and as an added bonus
turns it all off to dust off for the Marines. In addition, buffs up to one Blastmaster profile frequency Lascannon is a force and more than half of his top damage is on a good roll. Supplement your choice of eardrum breaking music while you roll for SLAANESH. 20 people, 2-Blastmaster units with this, Infinite Cacophony,
and Long War veterans tend to kill more than a knight. Honor of the Prince (1CP): Use during time charging phase after rolling for charge one of the bones rolled to 6. Combine with some of the new re-roll charge tools like Raimentive Repuls to make charges
all but certain on the turn you deepstrike. Use it in a predatory host for the superfluous. Incessant Contempt (1CP): Use during the enemy charge phase. Choose EMPEROR'S CHILDREN CHARACTER. They can perform 6 Heroic Intervention as long as it ends within 1 enemy character. Tactical Excellence (1CP):
Relocation of one EMPEROR'S CHILDREN unit. Relics of Armor Revelation: No Overwatch vs. Carrier. If the morale test failed by an enemy unit within six, one additional model runs. Moral part meh, but disabling the overwatch is pretty damn nice if you're going against Tau or other factions that don't want to be
charged. This is one of the only ways to close the overwatch with chaos, if your army relies on charging assault troops or daemon engines you should really consider finding some way to get this relic on your list. Combined with a unit of night lords predators you can charge into the heart of the gunline army without
overwatch and prevent them from falling backwards, this could be a game of winning strategy against armies like Tau and Guard and surprisingly cheap in points to take off. Blissgiver: Replaces Bolt Pistol Models for Lash with 6 range. It is a D6 attack, but can shoot in close combat and in close combat with S:User and
AP-1. Also, if you wound the character with it, you get a 1/6 chance of fighting D3 fatal wounds. Fantastic to add some more damage in the melee, and if you do, you can just stand behind your meatshields and poke the enemy with it. Also, since it replaces the gun with assault, it means that you can shoot along with
needs another decimarian appendage. Distortion: Mirror blade in my hand who is the most beautiful in all the earth. Replaces the sword of power or the sword of power or the sword of power. User strength, -4 ap, 1D3 damage. At the beginning of the battle phase, the carrier can look into the blade. The weapon becomes x2 force, but you
suffer a -1 hit. (All the benefits of a powerfist, but none of the cost.) Endless Smile: When the enemy takes a moral test for a unit within 6 carriers, they must roll the extra dice and you decide which one will be discarded. Facebook -1 Lead for Enemy Models for 6 Raiment Repulsive: The carrier can roll over all hit,
wounds, and charge rolls. Well holy shit, it's broken like balls. Sure, it still has the same saves as before, but once you're in combat, the fight, thing can also lie down and die. Fatal sonancy: 12 Assault 1d6 S6 AP-2 D1, auto hits, ignores cover. A little stronger Doom Siren for your master who couldn't get it before. Give
him a thunderous hammer and make Lord Commander Eidolon, 40k edition. Put it on Warpsmith with combiplasma for a Swiss Army knife with the answer to anything for 12, even if one of these answers is SCREAMING LOUDLY. Remains of Maraviglia: PRIEST models only, 1/battle, instead of chanting a prayer, they
can use this relic. EMPEROR'S CHILDREN unit within 6 can re-roll the wounds until the end of the round. Much better than a lieutenant in the Space Marine Corps. Be sure to combine this with the chaos or noise of the Marines you are going to doubletap with anyway. Unique Unit Lucius Eternal: Favorite Boy Toy
Slaanesh is back and with some neat tricks. Lucius is cheap as shit for what he offers; As long as you get him into battle or stabbing him several times before they completely kill him. Like all characters who have 5 wounds or
less, watch the fuck for snipers (he will be the main target) and keep it screened, Otherwise feel free to get him into a fight where you want as he only gets stronger with every wound he takes, being able to deal with 12 attacks at full capacity before you take DttFE as he can get 8 usually, No. 2 to attack the character, No.
2 for firing his eyelashes (don't try to roll them all at once, eyelashes don't use DFEtt). Keep in mind, however, that he's not Hearn, you can't charge everything you want and expect him to die, but if you keep him relegated to units/characters around his own point costing 50 points above him, he'll find it easy to come out
on top. Thanks to its cost-cutting it's worth considering it for buff duty, probably with the noise of Marines or hanging around Helbrutes armed with blastmasters and rocket launchers (especially if you use Fire Frenzy). Of course, the Normal Chaos Lord may buff units as well, but Lucius easily surpasses the children of the
Emperor of the Lords in melee while only costing a little more, something worth considering if you're worried the enemy will come to you, not the other way around. Sonic Dreadnought: It's Helbrute, but technically it's a separate data table called Sonic Dreadnought: You can take 2 Blastmasters on his multi-melt hand and
you can give it to Doom Siren. Here are some tactics that work better for the emperor's children than any other legion. Phoenix Guard 2.0: This involves a deep strike in terminator sorcerer and pulling some shenanigans. You will Terminators with Lightning Claws, everyone will need Mark Slaanesh, and the sorcerer
should also know the delightful agony, you also want to run them as emperor emperor Specially. On Turn 2, Deep Strike these (preferably behind) are what is particularly scary and threw delightful agony at them. Now your opponent has to make a painful choice on his turn - to retreat from your Terminators, but closer to
what else you have running to the enemy, or get into battle with an extremely rugged opponent who will also get a swing primarily thanks to EC Legion Tactics. Alternative opinion: A huge waste of points; Just bring Terminators with Combi-plasma or Combi-Bolters as well as chain axes. Will do much better. If you're a fan
of Lightning Claws check it out: Perfect kick: Take some predators or warp claws and lord or sorcerer with a jump pack and put them in the host of a predatory warlord trait to get the No.2 charge within 6 of it and use the prince's honor if necessary to turn one of
your charge bones into 6. Congratulations, you have a deep striking block that can't help but charge it without some kind of external negative charge it without some kind of external negative charge it without some kind of external negative charge modifier. For absolute perfection, charge it without some kind of external negative charge it without some kind of external negative
with this just got a positive effect on their overwatch) and slap raiment repulsive on the warlord to give them a full punch, wound and charge rerolls. Lord Slamgrim: The 8th edition of the weapon changes the table data paradigm allowing some interesting styling lovers to create a powerful smash gentleman. Disgusting
Grace (No1C No1A on Charge) - Hateful Attack (No1A on Charge) - Intoxicating Elixir (No1C No1A) - Combat Elixirs (2CP - No1A) - Diabolic Power (No2C No.1A) gives us the S8 and A9, which with a modified Thunder Hammer gives us 9 attacks on strength 16. What's neat is it doesn't really require long war veterans
to use, since you're sitting on the S16 already. Honor Prince (one bone charge 6) and host the Raptorial squad for Vicious Descent (roll over all the hits after a deep kick) for extra fun. Some things to keep an eye on, however, are rules that allow your opponent to shoot at your units while they strike deeply, and screen
the chaff (less a problem if your noise Marines are doing their job). Savvy gunline opponents don't want any of the above strategies anywhere near their army, so they will do their best to avoid them. The immaculate Master in the gloomy darkness of the distant future, the pure must eliminate those who are not.
Thematically, the Immaculate Master is so bogged down in inflating their own ego that they have lost sight of everything else. In fact, they're so bogged down in making everyone know how perfect they are, that don't even realize how corrupt they've become. Crunchwise The Immaculate Master for everyone else that
chaos space marines to the Empire. You effectively get your Imperium against everyone, while doubling it if you actually fight against the Empire. They're still not going to generate as many attacks as World Eaters, but then again you can have Psykers of all types and these guys can't. Renegade Trait: Death to
the Imperfect: Death to the False Emperor, but against all. These are stacks with the death of a false emperor, in which case you will get 2 additional attacks instead of 1. Not guite as good as the kids base the emperor trait, if you can't go first then you can lose more attacks than you would get beyond that line, so if you
don't want their Stratagem, relic or wt, then just go EU. As frequently asked questions all flawless host units should be Slaanesh marked if they are able to do so. Warlord Trait: Ultimate Confidence: If your warlord receives bonus attacks from his legion traits, they can make 3 bonus attacks instead of 1. Turn your warlord
into a blender and Lord Dissonance into a lawnmower (Remember, Lord Dissonant launches additional attacks on 5 because of his own aura). Stratagem: We can't fail (1 CP): Choose a FLAWLESS HOST INFANTRY group in the combat phase. They can roll all their hit rolls. Relic: Flawless cloak: No 1 A and add 3 to
the user's aura of ability. Feel like a carrier of the word. The bonus aura wasn't going to help much, especially since unlike The Voice of Lorgara is a trait, it wasn't a frequently asked question to apply to prayers. Tactics: Here are some tactics that work better for the flawless host than any other traitors. Swaggering
Spiderbot (Disco Lord Lawnmowing): Take Lord Discordant, throw the Ultimate Trust trait and intoxicating elixir relic on it, and then the prince or sorcerer nearby to throw foresight at him. Now you have a 160 PT model that can kill a knight in one phase of combat. You get 5 S10 -2 2dmg attacks, 5 S8 -2 D1d3 Dmg
attacks and 1 S9 -4 D1d3 dmg attacks all of which proc 3 extra rolls hit on 4 (4 hit rolls if your target is imperial). Have fun. Obsessed lawnmower: Take the maxed-sized units Slaanesh marked Obsessed, put them in the Daemonkin Ritual Squad, and give one of your Great Obsessed Shepard true faith. Once in the
melee use the Neverborn court and you'll have an average of 60 (or 100 for a full squad that rolled 3 for base attacks, No. 1 for Vessles and another 1 for a hateful assault on the charge) S7 AP-2 attacks (S8 possible with Herald Slaanesh). With a flawless host this equates to an average of 23 extra hits, with WL-Trait
active, it will give you 12 fatal wounds at the price of 1CP. You should also take the excess icon to proc these extra DttFE hits at 5 and still get DttImp with icon. Shredder DP: Take your prince, make sure he's got double coupons, replace
the claws with predatory coupons from PA, take Ultimate Confidence WT, and give it to him for mental strength. 6-10 attacks with each 5 processing 3 attacks (No. 4 VS Imperium) re-rolling the wound, at 2 damages each. This re-rolling wounds that really make it
worth considering demon claws over malefic claws. In the gloomy darkness of the distant future, there is only bitter hatred. Thematically, the Iron Warriors are known as some of the greatest siege lords in the galaxy. They are famous for their unrivalled alliance with the Cult of Destruction (Obliters and Kalechitors), their
methodically planned conquest campaigns and their ability to break through and conquer any protected place, from Bunker on the hill to the whole world of the fortress. Crunch wise, they were MASSIVELY improved compared to earlier in this edition. The Legion of Legion of Iron Warriors Trait is useful in the current meta
with everyone and their dog gets the benefits of covering in the open, and also have a large selection of warlord tracks and some extra fragrant Stratagems that make their traditional style of play much more powerful. Not the most viable of all legions, but certainly has the potential for some fun powerful army builds. They
have synergy with shooting, obliters, vehicles, and they don't die. The Legion of Trait: Siege of the Lords: Enemy units attacked by units with this trait do not benefit from their savings throws for being in hiding. In addition, you can re-roll any unfortunate rolls of wounds for units with this tactic when they are aimed at
BUILDING. In other words, it is identical to the old tactic of the head of the Imperial Fist, which undoubtedly infuriates the iron warriors. On the other hand, you get to give the middle finger a prepared Stratagem position if you get the first twist, as it ignores the cover functionally AP-1. Warlord Traits Bastion: When solving
an attack made by a weapon with an AP -1 against the IRON WARRIORS unit for 6, which is in hiding, the AP is reduced to 0. Kinda gimmicky, but Dour Duty Stratagem can make it pretty awesome. However, it's a tough sell. Cold and bitter: Friendly IRON WARRIORS units within 6 of the warlord auto-pass morality
tests. It's a lot of cult drops that won't run away. Daemonsmith: When the attack is resolved by IRON WARRIORS Daemon Engine or Cult of Destruction within 6, the unaltended shock rolls of 6 cause an additional blow. Forgefiends, Obliterators, and Defilers will be gracious for exploding bones, and Lord Of the Skulls
will go nuclear in the firing phase. Iron without: 5 FNP. Great for Lord Discordant or Prince Smash. Siege Master: Guarantee that your heavy weapons will leave their mark. Stoical IRON WARRIORS units for 6 ignore the penalty for moving and firing heavy weapons. Keep in it's all units, not just infantry. Turns any of your
Marines heavy weapons into chaos and saves you CP if you have any nearby vehicles or daemon engines that carry heavy weapons and need to change position. Lord Discordant escorts Forgefiends for 8 movement and ballistic skills 3 in the coming shooting phase? Oh yes. Stratagems Bitter Feud (1CP): Grr, we hate
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imperial fists. One unit can roll over blows and wound rolls in close combat when targeting them. Cannot fodder (2CP): Use during the firing phase of your opponents, select one IRON WARRIORS infantry unit and one IRON WARRIORS cult unit within 6 of it. Until the end of this phase, enemy units cannot target this
unit until the cultists are visible. Very similar to a cloud of flies for the death quard, except a little worse because you have the stigma of needing each cultists to be completely within the 6 selected unit. Which can be difficult if you are trying to protect a small infantry unit with a large drop of cultists. But it can be a little
easier if you use to protect a large group with a larger group of cultists. Dour Duty (1CP): Use during the enemy firing phase or during the enemy's AP gun deteriorates by 1. Throw this on Land Raider or Obliterators in cover,
and even the best anti-tank weapons will struggle to reduce its armor below 3. Also works great with the bastion, as it will make the device immune to the AP -2 and below. Iron in, Iron Without (1CP): Use this trick when the IRON WARRIORS unit loses the wound. Until the end of the phase, every time the said unit loses
a wound, they roll to die; 6 wound ignored. It is best used on a central tank, say a Land Raider or a Typhon heavy siege tank. Methodical Destruction (1CP): Use when selecting the IRON WARRIORS unit for firing. Either re-roll the damage rolls, or re-roll any or all of the bones used to determine the type of characteristic.
The first works best on high-war weapons like lascanons, while the latter helps maximize the output of explosive weapons and flamethrowers by pumping their number of shots. Rampant Techno Virus (1CP): Use during the shooting or fight phase when you choose IRON WARRIORS Obliterators or mutilators units to
attack. Until the end of the phase, you can roll over any or all of the bones used for the carpenter's guns of this unit or carnivorous weapons. Against heavy targets, it's pretty much about as good as a multiplier, like re-rolling 1s to hit and injure, and it will stack; the lighter the target, the less useful it is - for example, from
T3/5 (GES) is negligible. Tank Hunters (1CP): Use during firing or combat phases. Choose one IRON WARRIORS unit (not cultists!) and one enemy car. Iron Warriors can re-roll the wound rolls against the goal. Unholy Vigor (1CP): Choose the car of the iron warriors. He recovers 3 3 3 Combine with Warpsmith's
healing ability and use on the daemon engine to recover between 5-7 wounds per turn. This is enough to bring almost any vehicle from its low health bracket to the highest, all to the end of the phase of movement. Relics axe the Forge Master: Replaces the axe power or Daemon axe. 3 forces, -3 ap, 2 damages. Against
vehicles, the unalted roll 5 deal d3 fatal wounds in addition to any other damage. Fantastic, especially against loyalist vehicles, as the burst of bone from DTTFE will dish out even more fatal wounds. Give it to Prince Damon and watch him chop the Repulsors in half. Cranium Malevolous: Use instead of shooting. Roll the
dice for each enemy vehicle for 9; at 4, they take d3 fatal wounds. at 6, they take 3 fatal wounds. Alas, poor Yorick, I knew his EMP explosions well. Fleshmetal Exoskeleton: Provides 2 armor to save and allows the user to regenerate the wound at the beginning of the turn. Perfect for Daemon Prince, as they usually can't
upgrade their armor saves. Insidium: The carrier gets the key word Daemon if it doesn't yet have it and adds one to their strength, strength and wounds. I see the overlords and the Princes of Smash walking a mile away. It also gives desperately needed strength to Lord Discordant. Combine with iron without the warlord
Trait to make an unkillable monster. Siege Switch Mace: Replaces the Power of the Mole or the Cursed Crosium. Comes with two profiles. Swings: S-2 AP-3 D1d6, can make a maximum of 2 attacks in a rout. When rolling for damage, roll twice and drop the lowest. Combined with prayers, it gives
fluff and crunch to add the Dark Apostle to your list. Spitespitter: Replaces the combibolter. Fast Fire 2, 5 Force, -3 AP, d3 damage. Largely a plasma cannon with double shots. Awesome. Techno-poisonous mechadendrits: Only Warpsmiths, 4 additional attacks that cause fatal wounds if they hit, but you can't generate
additional attacks for these 4. Here are some tactics to use with Iron Army Warriors. Daemon engine spear, take a soulforged pack with 3 helldrakes and a top command squad with a sorcerer, a dark apostle and two warpsmites. Give one
Warpsmith or Lord dissonance Stoic Advance warlord feature, give your sorcerer the foresight and warp of psychic powers. The Apostle must have a cursed earthly power and charge one of them in the same turn (after
moving twice with a time warp) and 1 unit each firing stage can Wounds against 1 enemy car, which is very handy on the defilers. All of your Damon engines heal 1 wound for the turn for 1 CP, although you can give 1 daemon engine an extra 3 wounds back on top of this, this, Your warpsmith can heal d3 wounds in
addition to each turn with an average of 6 wounds back for the turn, enjoy the reaction of your opponents as your maulerfiend goes straight from 1 wound to the top bracket in one turn. The night lords in the gloomy darkness of the distant future terror is the main weapon. Thematically, the Night Lords are terrifying
marines emerging from carefully planned ambushes to strike when their targets are least expected, and terrorizing their enemies, skinning their victims and tying them to armor. Crunchwise Night Lords is a fairly flexible choice, with a shrinking leadership base and tools that seem to be geared towards tactical advantage
they have plenty of room to experiment with different strategies, if you don't rely solely on their ability to reduce the enemy To Ld you will find it quite useful to experiment with different strategies, if you don't rely solely on their ability to reduce the enemy With Ld's reductions as a nice added sting to his losses. As the faith and fury they
have expanded their tactical and debuff choices, they now reward bullying and breaking your opponents through coordinated strikes that are much more harrowing to survive because of their advanced tactical and combat stratagems, their heroes can also become surprisingly terrifying whether you are tooled and used to
intimidate weaker units or torpedo them to the necessary lynchpin or to torpedo them to the necessary lynchpin or to the necessary l
this trait for 6, up to a maximum of -3. Can be extremely powerful if you can get overlapping executive penalties and then start causing death. GW themselves recommend three units of the Night Lords, one with an icon of desperation, at least one of which is a unit of predators to provide a -5 hit to the leadership before
losses even start to get counted, virtually ensuring more models have lost failed morale checks. With the release of the Chaos Knights Index, you can take the Renegade Knight as your warlord, give him a traitor sign for even more Ld. shorten (-1 for 12, -2 to 6.) Have fun! Too bad a common Stratagem completely
negates its consequences, but on the positive side even -3 Ld will force your enemy to spend CP. (Of course, you have to hunt down the occasional commisar if you want to pull this trick away. Blamming beat everything from your friends' skins to armor to that space marine huge robot killer coming to squeeze you)
Warlord Traits: The Curse of the Night Ghost: After each round of battle, you can re-roll one roll, charge roll, advance roll, charge roll, or save roll made for your warlord. Hell, there's a lot of possible re-preparation. More importantly, it means you don't need to so much CP for said rerolls. One piece at a time:
The warlord can charge in turn that they have fallen back and any attacks made with melee weapons against the warlord are -1 to hit. Holy Christ, that's good, Murderous reputation; The unalidious shock rolls of the six warlords inflicted fatal wounds in addition to any other damage. Better than Flame Spieth? Not a
chance. The Flame Of Spite can be changed to four mortal wounds. If you want fatal wounds for shooting, go with Daemon Shells trickery. Murder fury: Add D3 attacks on the warlord in turn that they accuse, have been charged, or heroically intervened before the end of the phase of the battle. Combo is with our hit and
run trick for some really dirty fighting. One with shadows: when completely on or in the terrain, No.1 to save the throw (no invulnerable saves). Also, while this model is completely on or in the terrain, no.1 for invulnerable saves (maximum 3). Basically while in the area you get 2 euros for the bonus cap and 1 euro invulnerable saves.
Become one with Sneaky Power. Dirty Fighter: If there are more friendly models within 3 of the warlord than enemy models, add 1 to wound rolls for field melee commanders with weapons. Gang on small units and RIP and TEAR, Pack a high AP, the reason RAW is it still considers vehicles as one model as opposed to
something like the Crimson Fists head tactic, which counts them as 5 models, stack with VotLW to injure anything in the game for at least 4. Stratagems: At Midnight Clad (1CP): Use this trick whenever the NIGHT LORDS INFANTRY unit is the target for a shooting attack. Before the end of the phase, all enemy units,
shooting at this unit, must subtract 1 of their shock rolls. As gw noted, since this Stratagem is only announced after you're targeted, it's a smart way to turn tables on units that like to use charged plasma weapons (like Hellblasters). Alas, does not work for Daemon princes, since they are not infantry. We're here for you!
(1CP): At the beginning of the enemy's motion phase, one Night Lords unit that is not a vehicle prohibits any model within 1 of falling backwards (unless they are a vehicle or a Titanic, or with minimal motion characteristics). Pull this on to some intimidated guardsmen or fire warriors and rest assured knowing that you
have another twist to turn the rest of this unit into chunky salsa. The extra value against fly units, since they tend to shoot the crap out of you after falling backwards, and hit and run an asshole who rely on a cycle of charging will always fight you first. Otherwise, you are still in close combat and thus cannot shot by
everyone else, damn this thing is great! Better yet, as it doesn't indicate jump units either, use this to block any Tau combat suit, from the cold star commander all the way to the broadside, since they are all considered either infantry or monsters, and watch the fear form in real time. Vox Scream (2CP): Use at the end of
the phase of movement, select the enemy enemy within the 18th division of the Night Lords, enemy units cannot be affected by the abilities of the aura of the affected by the abilities of the aura and watch
Girlyman's qunline crumble. Prey on the Weak (1CP): Use in the shooting or combat phase, select Night Lords. Until the end of this stage, when targeting a unit with a lower Ld characteristic than the selected unit, add 1 to hit the rolls. While it is obviously designed for predators and other melee forwards, it can work
wonders on range provided you play correctly. Most units in the game (including vehicles) usually tie you up for Ld, so breaking the link with the true bunch of tools Chaos has. Both the tactics of terror and the icon of desperation 6 aura and thus work on the range (although only charging generally performs more than
bolted shit). The revenge icon works until you misplace a champion (unfortunately Havocs can no longer take it). Selected and Termy are inherently Ld9, so take your enemies on a tour of the plasma city. The catch on this stratagem is fun and pretty much existing. It's also a guaranteed No.1 hit in close combat for
Daemon Princes with their LD10, great for pumping DTTFE on your prince to 5. Hit and Run (1CP): Use in the charge even if they are dropped back. So you get to fight them first and with No.1A from hateful attack to boot. Once again, the extra value for fly units
that will also get to shoot before getting stuck again. Or you can just hop that guard drop and pounce on the valuable thing they've been screening - no one said you should fall back to the edge of the table, right? From night (1CP): Use at the beginning of the charge phase, select one infantry unit Night Lords completely
on or in the terrain, until the end of the turn, add 2 to charge the rolls, and No.1 to get into the battle. It would be convenient if half of the types of terrain did not prevent the charges... Raptor Strike (1CP): Use the charging phase, select one Night Lords Jump package that was created as a reinforcement of this turn, roll
3D6 to charge the roll of this device. Makes that host Raptorial charge all but a foregone conclusion. In fact, it's your pocket host Raptorial on demand. Interestingly, this is a copy of the blood paste Of Angels strategist, but the point is smaller. Coincidence? I think not! Flay Them Alive (1CP): Use in the combat phase
when the unit is destroyed from the Night Lords unit. Until the end of the turn, when the moral test will be taken for enemy units within 12 of this unit, your opponent and an additional D6, and you can choose which ones to opt out. Relics: Black Hunt Claws: Replaces a pair of lightning-fast claws; With S-1, AP-3 and D3
damage on top of the power-play power, inherent in double-lightning claws, they combine hordes of shredding ability LCs with AP and damaging Sword force. Forces. Daemonicus: Infantry model only. Enemies within 6 carriers all reduce their auras to 1 and block anyone from hitting deep within 12 of it. While you can
mock the nerf aura, remember: you don't fight in a vacuum. If you have your warlord supported with some other guys, you could close the potential pain in the aura and leave your buddies to pieces. Stormbolt Plate: Infantry model only, get two to save and always count as being in cover. Solo Go
Lords appreciate it. Flayer: Power Sword model only. S11, AP-3, D2. Each model destroyed in an attack with this weapon is considered 2 for morale. Makes even the Marines tremble with fear. Night terror talons: Model only with the keyword Fly. S1, AP-1, D1. When the model with this weapon fights, he receives a D3
additional attack or D6 if he is charged or made a heroic intervention. Your horde of mulching Lightning feet is only worth it when stacked with other charge shenanigans, though hardly so. Scourging Circuit: Improve AP melee carriers at 1. And -1 attack (minimum 1) for enemy models within 1 carrier. Misery of the Meek:
Once per battle: At the beginning of the Motion phase, the carrier recovers lost D6 wounds and receives D3 additional attacks before the next turn begins. Tactics: Here are some tactics that work much better for the Night Lords than in any other Legion. Ave Dominus Nox: Based on the bomb of the Legion's leadership of
the Night Lord. 2 squad of predators with special weapons, maybe a contempt with a double meat cannon. See that lovely great squad of keepers, or their jetbikes... Just get your 2 predators within 3 to be a -5 guide for them, that before you cause any wounds with contempt for another-1 guide, and if you manage to kill
one with say predators melt a gun, it's a 7 guide during morale, you don't even need to get into close combat. If the opponent rolls 2, or uses 2cp, this is a guaranteed failure. Even more painful with the relics of Flayer and/or Flay are their live Stratagem. If you prefer to kill enemies outright, Prey on the weak can help with
that too. Undivided cult of horror: Tired of the night lords always characterized as Hornates? Time to make the final list of fear. Take at least The Night Lord's Headquarters, a unit of predators with an icon of despair, and The Contempt, Decimator, Leviathan, or Deredeo with a butcher gun or two. This will lead to -3 to a
lead of 6, -4 by 3 (icon), and -5 on 1 (Raptors), and an extra -2 for being injured with a butcher gun (s). The morale of some other means can be further reduced. The easiest option is most likely Chaos Spawn, since each unit causes -1 LD. Another Chaos with lord of terror Trait, or ally in Haarken Worldclaimer. Other
remedies include Hell Talons with warp-pulse bombs, harmful Blightbringers (one possibly with Knell's Relic), Be'lakor, Samus, and/or Nurgle Herald with Entropic Knell for an additional -1 Leadership each. Malefic Lords with creeping terror can contribute to a good -1d3 leadership, and if you are faced with the enemies
of IMPERIUM, some Renegade team squads with renegade banners can substitute in another -1. The recently added Vulgrar and his Nightmare Hulks may join this party too. Jufor, Sloppity Bilepipers, Ogryn Beast Dog Handler, and several Furies units are a great addition to this, since they remove additional patterns
when enemies are not their moral tests, instead of piling on even more, perhaps superfluous, leadership penalties. The Millennial Sorcerer with Centch's Treason goes well with all of this, and he can even bring some
Mutalites with him, in case you need a little more. If you really want to go big or go home, the zarakinel and Cacophonous choir can help bring in an average of 7 fatal wound units in the debuff zone; You can even give it Phantasmagoria to really grind salt in. Maybe bring the Slaaneshi Herald with the Forbidden Eye to
close any pesky auras? The Renegade Knights can also get on with the action with their Traitor Mark Relic, which adds an extra -1! And if you want to be really mean, take a heavy Destroyer Cerberus and have fun automatically
injuring each tank. (An average of 50 wounds at all, at least 8 wounds. And while we're at it, let's just mention that Chaos Warlord Titan also strikes another -2, not that you'll be able to afford to run anything else near it. Perhaps Chaos has so many options for shredding leadership, it's almost possible to do the trick more.
Leadership scores can only be forced to 1 at a minimum, which can lead to a lot of wasted rules. Be sure to spread your army, so you're not having the same rules to overlap each other! Alternative View: It's a lot of work just to try to force a loss on the enemy when you might just try to destroy the units rather than rely on
moral shenanidans. To fully use this strategy, you also need several units that can create a cumbersome army. In the case of some armies like Tau, there is a high probability that all your bomb guide will simply be ignored by lucky roll 6. Raptorial Alpha Strike: This is one kind of self-evident indeed, take a predatory host
with one 5 people warp claws and 15 man unit predators and of course the chaos of the gentleman in the jump pack (any weapon is good on this guy, but don't overdo it he here for his damage out) give him a TIP of the CLAW warlord feature for No.2 for charging your predators and warp claws on the turn they go
down, Ideally your warp claws should deep firing into the lid so they can benefit from NIGHT on 1CP for an extra No 2 to charge for a 5 rolling charge from deepstrike without overwatch allowed, once your claws have made their charge just charge your predators in the biggest possible concentration of enemy units and
then in the next phase of motion play we HAVE COME FOR you for 1p and keep the massive enemy parts of the enemy for 1p. This whole combination costs only about 450pts and allows you to tarpit a huge number of your army opponents for a few turns as your other units move in for the kill. Key pick (s) You need a
guide to debuffs acting as an add-on rather than an initial tool for removing models/units. Focus on killing and destroying models with the usual chaos of heavy hitters (aka most elite section) and then allow bad morale to increase overall damage. In addition, you have to walk a fine line between superfluous and maiming
the enemy. If you kill units outright, there is nothing to scare and your army essentially plays without legion tactics. In addition, you need to plan around the army broad protection of leadership (rule of mafia, commissioners, ignoring moral tests, certain mental forces, etc.). This means that you usually have to find ways to
kill certain characters that can be difficult without dedicated snipers. Few armies can combine fluff and crunching is good, however, it is not an army of beginners. The word Carriers edit In the gloomy darkness of the distant future, there is only the laughter of thirsty gods. Thematically, Word Bearers are a true legion of
Chaos Space Marines, having managed to keep their shit together when its ers went bad and managed to regroup until they were once again on the Legion-Force, not having every member with a megalomania vacation to make their own warband. They love to incite the masses to rebel against those fools who do not
see the truth, and they are known to bring dozens of Daemonic allies into battle. Crispy-wise Word Carriers have the weakest Legion of Trite. Fortunately, they're not alone, however, being the best choice if you want to go deep into fully devoted territory whether it's spam possessed and polishing them with characters or
daemonic allies, whether dedicated to one or all aspects of pristine truth we recommend checking out the Tactics of Chaos Daemons too. However, their new content greatly increased their ability to function without the Demon Chaos Code, gaining a plethora of powerful Buffing and utility-based relics and Stratagems,
and first place as the most powerful psychic legion of vanilla chaos legions of legions. Very much that their Legion of Trite is a responsibility. Legion Trait: Profane Sil: Units with this trait can failed moral tests. Just like they won't know the fear, so you get something all loyalist scum get for free with their head tactics.
That's not to say that you shouldn't take Word Bearers because there's more to them than their Legion Traits, or relics, don't bring them. Warlord Traits: The Voice of Lorgar: Add 3 in the range of any aura abilities (as frequently asked questions, this includes
prayers) that the warlord has. Rooftop Hayocs should be able to hear your Lord yelling at them to shoot straight, while covering a lot of ground. It's complete garbage if you don't drop it on the Dark Apostle to increase the range of his prayers. Elevated possession: This warlord gets possessED and DAEMON keywords
(unless they don't have them yet). Add 1 to the characteristics of the Warlord Power and Attack and add 1 to the movement characteristic of this warlord. Note that this means that they can be polished by the Big Obsessed. Masters of Possession. Daemonic Loci, and several Relics from the Demon Code. In particular, it
allows the warlord to be carried out by revered masters to increase the damage from all the weapons that the character has. Daemonic Whispers: If your army is a battle wrought, roll one d3 before the battle, you will get a number of extra command points egual to the result. After each fight, if this warlord is on the
battlefield, you can re-roll one roll kick, wound roll, damage roll or save the throw. Master of the Union: Add one to the Atacs typical of the models in the friendly units of WORD BEARERS DAEMON, while their unit is within 6 of this warlord. Diabolist: When this warlord loses the wound. roll one D6. adding 3 to the result.
if this wound is lost as a result of a fatal wound, at 6 that wound is not lost, Blasphemous regeneration; Add one to the characteristics of this warlord recovers to D3 lost wounds. Stratagems; Dark Pact (1CP); Use this trick when WORD BEARERS CHARACTER tries to
summon a DAEMONS unit to the battlefield using a daemonic ritual. You can roll over any of the bones used in the draft roll, and your character will not suffer from any fatal wounds for rolling doubles or triple. Given how much cheaper daemons have received, this makes the challenge much more viable. The Malicious
Covenant (1CP): Use this strategy in your mental phase when WORD BEARERS PSYKER units from your army are not a mental test. This is autmatically manifested in the fact that the PSYKER unit at the minimum required charge value of the strain and without double rolling, and can not resist the attempt of denial
After resolving the effects of mental strength, that PSYKER unit suffers one fatal wound. Apostle of the Dark Council (1CP): Use this Strategy before the battle. Choose one WORD BEARERS PRIEST model from you army. Now he's he one additional prayer from prayer to dark gods and can chant one additional prayer
at the beginning of the battle round as the Master of the Holiness of the Lovalists. You can only use this Stratagem once per fight. Damned Despoilers (2CP): Use this Stratagem after deployment, but before the first round of combat, if THE WORD BEARERS OF you the army is on the battlefield. Choose one relief
function (except for the fortification). Units fully on or within this terrain function do not get the benefit of covering their savings throws. Revered Hosts (1 CP): Use this Stratagem in the combat phase when THE WORD BEARERS POSSESSED unit or WORD BEARERS GREATER POSSESSED units from your army
selected to fight with. Unit at the end of the phase add 1 to the damage characteristic models of melee weapons in this unit equipped. Hexagramic Wards (1CP): Use this Stratagem at any stage after taking a lifeline for the WORD BEARERS CHARACTER model from you Army. Treat the result of this saving throw as 6.
Each WORD BEARERS CHARACTER model from your army can only be targeted once for combat. A great alternative to the traditional Tumbled-roll command. Revenge for the Monarchy (1CP): Use this Stratagem in the combat phase when the WORD BEARERS unit of you army is selected to fight. Relic: Cursed
Crosium: S-2, AP-2, and Flat 3 Damage, replacing the mole power or cursed crosies. In addition, the carrier can re-roll unsuccessful wounds rolls with weapons in close combat while fighting against IMPERIUM units. An extremely powerful relic for one of the weakest legions in the code, there is almost no reason to miss
it as it is a great option and can dish out a shocking amount of pain. Put it on the Dark Apostle with the foreshadowing of Potency, and he will strike like a mini-Big Damon. Using Stratagems to allow it to hit twice can actually surpass its bloodthirsters, albeit at the expense of the shitload CP. Crown Blasphemer:
Improving the invulnerable save model with this relic at 1, maximum 3. Subtract one of the leadership characteristic models in enemy units while within 6 of this model with this relic, subtract
2 from the result. Reviler's book: A model that is not just DAEMON. Before the battle, the model with this relic can be read from the Reviler Book. If so, randomly generate two Boone Chaos for this model from a table found in Chaos Boon rolling Spawndom, Daemonhood and duplicate results. Note that it is not worth any
command points and The CHARACTER, VEHICLE or MONSTER model should not be destroyed. Malefic Tom: PSYKER model only. The model with this relic knows another psychic force from their chosen discipline. When the mental test is taken for the model with this relic, add 1 to the total. Eschen Axe: Model only
with a chain axis. This relic replaces the chain cage and has the following profile - No. 1 Str. -2 AP, d3 Dmg. Enemy units with 1 model with this relic can not step back if they do not have the keywords VEHICLE or TITANIC, or have a minimal characteristic Move. Lorgar's message: only the PRIEST model. When a model
with this relic is chanting prayer, you can repeatedly roll the dice to determine if that prayer has been heard. Add one to the model leadership characteristic in friendly UNITS of WORD BEARERS, while their device with 6 of this model. Strategies: Despite their Legion of Trait, Word Bearers have a very obvious style of
play for Daemons, Aura, Polishing, and Morality. Daemons add an ABSURD level of sophistication and diversity to the Army list, and the Dark Apostle, Chaos Lord, or any Daemon Squad can be polished to truly insane proportions. Allies from outside: First, to take masters of possession and go heavier on
monsters/daemons; If you use Dark Pact when using an invasion you can make their call extremely reliable, conjure up the maximum size of Daemon units (seekers come to mind to make it much more likely you'll make a charge, or Bloodcrushers because they're just devastating on charge, and it's not too much harder
to do) or a new Secret Guardian, thanks to the low enough charge you'll get it the vast majority of the time. If you really want to increase all Guardian attacks to S7 (and sword S9) to injure Marines by 2 while being able to crush vehicles. Even just from
the role of support keeper can help if you already have possessed or other Slaanesh in battle, as they can almost immediately throw a hysterical frenzy and give you an out-of-sequence close round fight (although you're better off doing it from the Herald if you just want to troll the enemy with that step). Don't worry about
skipping on sorcerers, if you really want something like Warptime you can always use Chaos Familiar Stratagem to give it to one of the masters of ownership. Little Lorgar: The second way to do this is to use the Dark Apostle to keep the main line. With the Cursed Crosium and the foreshadowing of the potency of prayer
it makes a very effective deterrent charge, since you can make it 6 Force 6 (8 if you make it the Apostle of the Dark Council and sing The Prayer of Horne in addition) Ap-4 attacks that do 3 damages each, that is it effectively in almost the same weight category as Big Daemon (more if you want to burn a lot of CP, 1 for
beseeching and 3 to get it to fight again, just just case you wanted to make Bloodthirsters look like anutine). Given Lorgar's voice and using illusory entreaties you can pretend you have an army of Daemons by spreading that 5 save around, which goes well with a lot of cultists and/or havocs, especially since it fixes
the moral problems first. Naturally, this works a lot better in small and medium point games than really big ones, although it still provides a decent bubble there too. Note that if you want to hit even harder, you can also go with exalted possession instead of Lorgar's voice, which in turn allows him to benefit from the craft's
never-born cunning from the Daemonkin Ritualists squad, and allows him access to even more amateurs, but at that point you're basically trying to make a smash captain rather than keep a line. Angry Little Lorgar: Apostle with Black Mace. Only D2, but more Str (9) and the potential to solve fatal wounds on the 6s.
Cursed Lord: Chaos Go Lord with Cursed Crosium and sublime possession. Swinging for a flat 3 damage on the S7 is nice and getting better with Revered Hosts. If you've teamed up with Nurgle Daemons DP with a locus and a virulent blessing, you can get up to ridiculous levels of damage for a stale wound. Probably
better in theory hammer than on a countertop. Tarpit Lord: Chaos Lord with Go Pack and Ashen Axe. The main purpose of this model is to mark along the side your assault forces and block the enemy in battle. It's easy to fold into a non-vehicle unit with a gentleman and traps your opponent - if you pile in your close
combat unit to the same target to protect yourself from shooting. Wicked Obsessed: Make your squad specialist Daemonkin Ritualists. Then give your warlord the Master of the Union a line. Uses vessels for never-born (1 CP) and revered hosts (1 CP) tricks. Congratulations, you have Squad Strength 6, Attack 2'D3,
Damage 2 on the model. You can go even further with the Big Obsessed, Master of Possession, Dark Apostle, Skull Altar, Scarbrand and/or Herald. They can become really violent to the full potential. And since they are very tight with the HP 2 and save 3/5, they are more durable than the Berserks and can make a hole
in higher strength. Add a field commander with Shepard's true faith, and now you're doing fatal wounds on top of your already massive damage outlet. Give the Sign of the Obsessed Nurgle. Ally or call in Nurgle Daemon psyker with the virulent power of Blessing. Buff Obsessed Block with Virulent Blessing, VotLW, and
Soultearer Portent Prayer. Each Obsessed Attack is currently doing 4 damages apiece on wound rolls 4. (((Fabius Biel is also a good choice for polishing possess))) This should be divided into several angry underprivileged. It's Too Long World Eaters (Edited) In the grim darkness of the distant future, there is only an
eternity of carnage carnage Slaughter. Thematically, the devourers of the world are angry Marines, wanting little more than to close the distance and butcher their enemies, just as Horn prefers. Fortunately, this is a role they fit into very well. Crunchwise your relics and Stratagems protect you from mental threats, and
everything else is aimed at rushing at the enemy and chopping it back into its basic components. Your enemy will be contemptuous of the simplicity and fear of the effectiveness of the traits offered by this legion. This is enhanced by your ability to take Berzerkers as troops, allowing you to truly drown the enemy in
attacks. If you want more nuance, collaborate with another legion. The Trait Legion: Butcher's Nails: When a unit with this trait successfully charges, you make one additional attack with each model in the next phase of the battle. This often translates as 4 attacks on the model, on top of the ability to strike first, and in
some cases, being able to fight more than once. This obviously makes units like Warp Talons/Predators, Berzerkers, and possessed much better. This applies only to the first phase of combat your units receive, not extra ones, such as those that are provided with special rules of your Berzerker or Stratagems (thanks to
the frequently asked questions). All models should be marked by Horne whenever possible. Of course, this means the absence of sorcerers. WORLD EATERS Berzerkers are considered troops, not elites. Warlord Traits: Slaughterborn: Add 1 to your warlord's attacks and power characteristics every time he kills an
enemy model of CHARACTER, MONSTER or TITANIC. YES KILL THE KNIGHTS!!!! Arch Slaughterer: At the beginning of the battle phase, your warlord gets the D3 additional attacks if there are more enemies within 3 of them than the friendly model. These additional attacks last until the end of the battle phase. Horne
Apprentice: Your warlord can roll over all the punches and wound rolls when they are fighting an enemy character or unit with models that have 5 or more wounds. Not as sick as Raiment Repulsive these EC prissies are, but you're going to ruin the duel. On the other hand, it is a trait, not a relic. Violent Urgency: No.1 to
advance and charge rolls for friendly WORLD EATERS units for 6 of this warlord always fights first, even if they do
not charge. Stratagem: Disdain for witchcraft (1CP): When an enemy psiker uses force within 24 of the WORLD EATERS unit, roll d6. At 4, the power is annulled. Identical to the Black Templar Abhor Witch is a trick, but no less effective against those pesky psykers. Apoplectic Frenzy (1CP): during deployment when set
up by WORLD EATERS INFANTRY. At the beginning of the first round of the fight, but before the first turn This unit can move up to 9, but can't take this step for 9 any enemy models. SKULLS FOR THE SKULL THRONE (1CP): Use in the combat phase when an enemy character is destroyed by ME-weapon WORLD
EATERS CHARACTER Gain D3. Get CP to collect skulls for Horne. Because you get a D3 CP and it costs 1CP at worst nothing happens and at best you get 2CP. Red Butchers (2CP): Use before the fight. Choose one WORLD EATERS CHAOS TERMINATORS unit from your army. This unit acquires the power of No.
1 and the ability to blood for the god of blood. You can only use this trick once. Grab one of these upgrade kits from the world of forge and go RIP AND TEAR Note in the frequently asked guestions explains that yes. WORLD EATERS TERMINATORS CHARACTERS can be selected for this Stratagem. Although
significantly less efficient than a full unit and guite expensive in terms of CP, it can go some way to make the WORLD EATERS Smashfucker very, very dangerous. Oh, and it doesn't specify the name of the characters, so you could slap it on Jufor if you really want to. Kill! Maim! Record! (1CP): Use in the combat phase
before consolidating with the WORLD EATERS division. Until the end of this stage, each model can move up to 6 when they are consolidated instead of 3. Wild Fury (1CP): Use in the combat phase when VORLD EATERS unit to fight with. Stock Nails (1CP): Use in the combat phase when THE WORLD
EATERS INFANTRY or WORLD EATERS BIKER unit that is not CHAOS CULTIST selected to fight with. In addition, when targeting units IMPERIUM DttFE launches at 5. BLOOD FOR THE BLOOD GOD! (2CP): Use in the combat phase after the enemy unit is destroyed by the WORLD EATERS model. Before starting
your next turn all the friendly WORLD EATERS auto units pass the moral test. Relics: Brass Collar Bhorgaster: Allows the wearer to deny one psychic force for a turn as if he were a psyker immediately suffers the danger of deformity. This combined with the contempt of
witchcraft is bound to make the psyker of heavy armies think twice before they start unleashing their mindbullets or at least stay the hell out of the owner. Crimson Killer: Model with only a plasma gun. 12 Pistol 1 S9 AP-3 3 Damage and unalted roll wounds 4 score a fatal wound in addition to normal damage. Gorefather:
Wait, what? Apparently, ol' Angron felt merciful enough that he could part with another chain saxophone. And what a beast it is, the S-2 D3, with -1 hit compensated with 3 fatal wounds instead of regular damage. Banner of Fury; PRIEST model only. After the fight, you can deploy the Fury
Banner at the beginning of the battle phase. If they make friendly WORLD EATERS units in Get a 1 euro attack. Berserker Glave: A model with a power axe or an axe dismemberment only. The S'1 AP-3 2, which gives the carrier 5 FNP. A good replacement for the power axe, but it is not necessary to replace the master
of executions with an axe by default. Helmet Furore: INFANTRY model only. The carrier receives power number 2, and if they are within 8 of any enemy units they must declare a charge. Bloodhunger: When the enemy model is destroyed in the battle phase the model with this relic roll D6. On the 4th model with this relic
restores up to 1 lost wound. Unique character: Hearn the Traitor: Melee is a bitsty and swell guy, a little bit else. Has one job and does it very well, working on pretty much everything throughout the game on charge (unless they're a car), he just needs a little help getting within the charge distance from time to time, so
watch the fuck for the snipers and never send it alone, he needs meat shields to lock that asshole with Lascannon and there's no one else that combo is better with it than World Eaters Berzerkers. His plasma gun may also be of some use (oddly enough its re-roll thanks to its special rule applies to weapons, but not his
them up again and pile in so that no one is within 1 of Herne So he can't hit any of his good friends. If you want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to knowledge and really want to give a finger to giv
are best friends 4 Lyfe. The key to using Hearn is stage management, According to the frequently asked questions, Blood for God's blood occurs during the charge part of the pattle. Hearn's position is so he's within 1 inch of his charging Berzerker friends. Activate them first, then use BFTBG again, before
consolidating out of its aura. Again, according to the frequently asked questions, Hearn only gets his bonus World Eater Legion feature attack on his first activation in the fight phase. Tactics: These are the tactics that work best if you use World Eaters Legion. Khornate Party Wang: Get a rhino, or better yet - the land of
the raider. Put 8 Berzerkers with Chainaxes in it, put a fist of power on the sergeant for good measure as well. Also, take the sword of power, so you can produce even more attacks against these corpse-loving Licks. Add the Dark Apostle or better yet Hearn for those who magically re-rolls to hit. Finally add a sublime
champion to those re rolls to the wound. The key to creating this strategy is working making sure your transport doesn't get blown up and all your guys are shot at bits before they they Enemy. If you can avoid it... You get 14 S6, AP-1 attacks, hitting 3s, re-rolling all the misses and all the bad wound rolls. And it's up
to 3 re-rolled power fists, or Chainswords go off or any of the actual characters go. In addition it does not take into account the death to the false emperor or Traitss of legions, which are even more brutal with re-rollable attacks. Then you get to do it twice. Just remember - if you use Herne as the source of your re-rolls -
always activate the zerkers before you activate it. Otherwise you may find your ranks somewhat diminished before they even start hurting the enemy. The best part about this tactic is that if you only take bare bones like Hearn No 9 berzerkers with axes in a rhino, it will cost you just under 400 points. You can isolate that
into a separate Squad World Eaters Patrol (if you don't play us yet, otherwise just include buggers in your army as troops and mandatory headquarters), giving them one additional melee attack on the charge to the model for activation. Seeing how they will activate TWICE... Do I really need to keep going? It is doubtful
whether this will be very good in games up to 1000 points, as it takes a huge chunk of your pool of points. The key to adopting this tactics works for you is to not let the party van get nuked up to the guys inside can reach your destination. If you use raider land, it should be easier since they are pretty tight now. If you are
using a rhino, try to customize things so that not all heavy enemy weapons can be aimed at your party van, ALSO - USE SMOKE LAUNCHERS, NEVER FORGET ABOUT THEM! Keep in mind that it takes about 3 lascannon wounds to break up a rhino - perhaps two, with some luck and/or a command post to re-roll.
With this in mind, try to stay out of sight of several units capable of dishing out d6s damage. And if your rhino explodes - try to make it explode where its contents will not be shredded by shots after that. While it is not the squishiest spear, it can be brutally maimed by a combination of heavy anti-tank weapons (krak,
lascan) and anti-infantry weapons (heavy bolters, massive bolter fire). If you really want to get the full power of the device, consider a Drop Pod or Termit Attack drill and deep kick their turn 2 years. Don't forget that rolls occur before modifiers. So when you roll 3 to punch the power, it's a hit, so it doesn't get re-rolled.
You then apply the modifier, making it a blunder. I know. I know. Who wants just some ordinary old party van? I want a flying party bus, Dark Apostle, Elevated Champion, 18x Berzerkers equipped with Chainaxe and Chainswords and fist power at the Champs-
Elysees. Oh, and make them the World Eaters Squad. This gives you 51xS6 AP-1 attacks, 18xS5 attacks, 18xS5 attacks, 18xS5 attacks, 18xS5 attacks, 18xS6 atta
party bus if you can't crash into an enemy from orbit? Two rhinos, each with 9 (or eight for you holy number of purists) Berzerkers, the Dark Apostle and the sublime champion riding with them, and the cultist screen, makes for a formidable double van party and gives 5CP. Deep insert units that want to jump and pop
rhinos? Now they have a load of ObSec cultists to get through. Long War Veterans - yes, it sticks out in both Berzerker activation at the end of the combat phase, for 3 CP. RIP and TEAR! Reach out and touch someone: You need a few things for that.
Termie/Raptor Lord with violent urgency and Raptor Lord in the host Raptorial Specialist squad. Drop 10 Warp Talons 9 away, as usual, drop the lord's thumi and the lord's predator behind them. These 2 Warlord Traits will give any zlt; Jump pack a friendly unit no. 3 for their charge roll. These Warp Claws are going to
make this charge and deny Overwatch, since you just need a combination of 6 to get there. Red corsairs in the gloomy darkness of the distant future are nothing sweeter than revenge. Thematically it is your pirate marines, raiders who swoop and take what they want without any fucks given. They are also one of the
largest forces of CSM, not least because they will take any sad fuck who has given up their original power in favor of something more. Crunchwise... Hey kids, do you want some CP? The Red Corsairs are insanely good at getting CP, between their main trait, the warlord trait, and the special nature of no other faction in
40K (yet) can get CP so effectively, just 6 MSU CSM squadrons with an assortment of 4 H's will net you a cool 16 CP spend on almost anything. Suffice it to say, Red Corsairs are easily one of the strongest traits you can choose for your army. Renegade Trait: Raiders of Maelstrom: Units with this trait can advance and
charge in the same turn. In addition, if the squad contains 3 or more units with this trait, the command advantages of this squad are increased by 1 CP. If this unit contains 3 or more units of space Marines chaos, the command advantage increases by 3 CP. The former catch all the traits for Renegade Heads as a whole
was already strong, and was polished even further, seemingly for no reason, so make sure to take advantage of this by combining this with Warptime and Icon of Wrath (since you don't play the cult legion there's no reason not to go multi-god), making you one of the fastest armies of 8E, and combined with the natural
variability of Berzerkers, predators and predators time as bikers become funny) funny) Make CSMs play like they should always have-powerful CC units that favor balls from, risky style of play. Don't forget the Chaos Space Marine units, since even if they're all expendable MSUs you'll still get a CP bonus. Chief Of The
Trait: Reaver Lord: Your army can have one extra heirloom for free (as opposed to paying CP for it like no other). I still can't give two relics to the same character, add 1 to their number of attacks for the rest of the battle. If you use Vigilus Ablaze to give it to the
Raiders of the Maelstrom Renegade Trait, Huron gets this warlord Trait instead of eternal Vendetta. Stratagem: More where they came from (3 CP): A tide of traitors, but also for chaos space Marines, not cultists. Corsairs ask you to spam CSM and you should always take a full 20 man squad with bolters and cheated out
by the champion. Since your CSM squads create their own command points, the second 270-point squad that you throw on the battlefield is essentially completely free for both points and CP. Relic: Bite Maelstrom: Replaces Combi-Melta. The bolter part rises to rapid-fire 3 AP-1 D2, and the melter part rises to 1S (S9 of
all), making it a very bad idea for anything to be within 12 of it (24 bolter drill rules). Ironically, Huron was almost killed by a melt blast, it seems he grew to respect this weapon and now offers some of the best around his best captains! Unique character: Huron Black Heart: Huron and his pirate parrot Hamadrya now have
separate models that make up one unit, and as long as the latter is alive Huron can try to show one extra mental strength. Other than that, he's a kind of sorcerer Lord with one extra attack, and who gives command post if he's a warlord. Comes with the equivalent of a fist, an axe and a heavy flame. It is especially
noteworthy that Hamadrya can be used to soak up a hit that could kill him, although you don't want to give up his pet too early, since without it he has lost half of his mental game. Also remember that any buffs that affect him also affect Hamadrya, even if he doesn't come that often. It's a shame that he's much weaker
than his fluff and pre-racial counterparts, though he's almost half the size. It's pretty well priced, although its lack of Terminator armor for deep hitting along with no other options to increase movement aside from Warptime means that all it's really good for a kid is sitting CSM drops. Fortunately, the Corsair CSM drops the
fairy powerful, and it works well marching up the board along with them casting powers and increasing the dakka output. Once they crash into enemy lines Middle/upper tier beat a stick that can get very dangerous for its value according to the right mental forces/strategists and after he kills the character. It is better not to
make it your warlord, as corsairs corsairs corsairs Garnering so much CP his bonus 1 isn't all that valuable. Make someone else a warlord (Demon Prince/Termi Lord) and build them for a specific role. Strategies: Red Corsairs are very fast with a strong very simple way of creating CP, naturally there are several ways to take
advantage of this. Suicide Fire Bikers: Take outrider squad with three biker squads, Chaos Lord on a bike and sorcerer on a bike and sorcerer on a bike and sorcerer on a bike. Give biker flamethrowers and thunder hammer while the sorcerer takes all that point effective for your army. Give them red slash corsairs and put
them front and center. They need a sorcerer's lover, no matter what squad needs it, run them, in advance'em, hit them 7D6 worth FLAMES!! Then charge them. They (should) kill most of everything that is willing to shoot overwatch, and finish what is left of the horde army with lots of BRRR-ING chains. Note that while this
works well to remove large hordes, you need something for tougher units like berzerkers to follow them (especially if they are a separate squad of world eaters). Use the hammer and power weapon to the fullest and consider your fists on the sergeants to help bust a few models of the wound, as well as take Malestroms
Bite to Lord's, as you get so close. Fun Tactics: This is a fun tactic that works better for Red Corsairs than any other subfraction. 30/30/60/90 Build: What would you do if you had 30 cp and endless supplies of guys, and not just cultists, but actual Marines, with gear? Step 1: Take the brigade. Fill it with cultists, and other
cheap must-have options, seasonings to match your meta. Wargear, marks, and legion traits don't matter that much at the moment, but Tzeentch and Crimson Slaughter net tons of command point repetition and some defensive strength. Step 2: Take 2nd Red Corsair Battalion. The headquarters here doesn't matter too
much, although you can shoehorn Blackheart's if you like. All that really matters is the 6ish Chaos of Space Marine Squads with the Red Corsair Legion feature. Step 3: PROFIT!!!! With this build, you look at 90 recyclable dudes, 60 of which are cultists, 30 CSMs, and 32 CP. With the right combination of strength,
wargear, and units, you can get a resilience, a decent range of support units, and all the flexibility you need to pilot this list. Piratical 17: Thanks to the Red Corsairs Renegades, a three-unit squad that have the keyword CHAOS SPACE MARINES will receive a 3CP bonus. The basic idea is to use Battallion for 5CP and
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3CP for this trait. 315 Points - 2x Warp Smith (60 per); 3x Marines (65 per. Remixes are recommended in accordance with your Adding a heavy weapon or replacing the lord with a blacksmith will increase the cost, but potentially get more mileage from your CP squad. Note that the blacksmith becomes essentially
meaningless except for taxes, since it is blocked Repair RED CORSAIRS vehicles for something, perhaps useful, use the dark apostle and daemon prince with wings. Give CSM chain words and flamethrower. Enjoy CP and use CSM as budget assault units. Just take a master of executions or two instead. Worth just like
Warpsmith, but works on its own. In the gloomy darkness of the distant future there will be nothing left. Thematically, the Marines are convinced that the only way to save the galaxy is to erase all life in it and start over. In other words, they neckbeards who liked him better before he went bad. Crunchwise, while a little
underwhelmed by the choices offered by their trait, if you play them as vicious and methodical fighters they are portrayed as in knowledge, you will find them highly effective in butchering your enemies one unit at a time. They are also one of the best options for competitive/tournament listings along with thousands of
sons, Death Guard, and/or Daemons Squad. Renegade Trait: Bringers of Oblivion: You can re-roll shock rolls for attacks targeting a unit that has lost one or more wounds in this turn. All cleaning units should be labeled Nurgle if they are able to do so. Applied in both the shooting and fight phase, so set the ball rolling with
the Psykers in the mental phase, and always remember to start firing with a weapon that is automatically hit, such as baleflamers, or guys who already have the ability to re-roll to hit, since they won't notice a positive effect anyway and are a little more likely to activate it. Commander Trait: Blessed Mission: Your warlord
can re-roll the wound rolls 1 and all the damage rolls. Couples are well with high levels of damaged weapons that roll for damage, such as power fists and combi-meltas. A reminder that Nurgle's specific relics always wound on 2. Stratagem: All Life Is Worthless (1 CP); In the firing phase, Unit Shoe is not within 1 enemy
models can shoot enemy units within 1 friendly units for this phase, but hit rolls 1 hit friendly units instead. Hilarious when anything with the character nearby to re-roll). Great use with poxwalkers with dead walks again cunning, any losses
will be restored with interest. Note that this Stratagem only indicates that the shooting unit should be a cleaning unit, not a deal unit, and not locked for infantry or biker units, so that your tanks, Daemon engines, and flyers can be used to support allied assault units like Knights, Daemons, or other specialized assault units.
Handy for wrinkles from Smash Captains and the like, or resin pits (but only if you absolutely should). Relic: Orb Unlife: After the fight, you can throw Orb instead of firing, so it's a grenade. Select a point on the battlefield to 8 away. Roll 1d6 for each enemy unit within d6 of the target, adding -2 if is a vehicle. At 4, the unit
takes 1d3 fatal wounds. In the gloomy darkness of the distant future, there will be only those who have the wisdom to see the real way. Thematically Scourged are a prime example of being careful what you want. Being able to hear all the telling lies did them no favors, so of course they decided to sign up with the
greatest liar in existence. Don't judge, we all make terrible life choices from time to time. Crunchwise Scourged succeed in breaking opponents who rely on powerful deep punches or mental strength. They also reward MSU with high-strength, low-volume fire weapons such as melt. Renegade Trait: Omniscient: You can
re-roll one roll kick every time a unit shoots or fights, and always overwatch at 5. Note that re-deployment once per unit, so you'll get more benefit from it from MSU. Of course, it's useless at automatically hitting the weapon. As frequently asked guestions all Scourged units should be Tzeentch marked if they are able to
do so. Chief Commander Trait: Shattering the truth: at the beginning of each stage of the battle, you can choose an enemy unit within 3 of your warlord. This unit cannot be selected to fight in the fight phase until all other units capable of fighting have done so. If the target unit has the ability that allows him to fight first, he
instead fights as if he doesn't have that ability. Can be used to fuck over really undetectable units if they deal with multiple to attack, just as their trait works much better with MSU spam. Stratagem: Prescience (2 CP): When the enemy strikes deep within 12
scourged INFANTRY units, this unit can turn out of the attack shooting phase against a deep striker. Unlike most such tricks this one doesn't have a -1 hit installed! Beautiful vs. GSC. Relic: The Book of Untruth: Whenever a psyker for 18 carriers successfully manifests psychic power, roll d6; 5, to cause a fatal wound.
This actually means a fatal wound once on 3 successful enemy casts - which is not going to hurt anyone if you play against grey knights or thousands of sons. Bila's creations in the gloomy darkness of the distant future will survive only the fittest. Thematically, The Bile Creations are a legion of perverted mutants created
by the experiments of Fabius Beale. Their causes can be many, from oaths and contracts to enslavement, but they all depend on the slaughter of the madman to live. Crunchwise Creations bile is a fast melee army, putting their increased speed and strength for good use. Unfortunately, neither of their things benefits the
cultists, so if you want to imitate Glandhound packages of novels you are out of luck. Legion Trait: Experimental Enhancements: Add 1 to the movement and strength characteristics of units with this trait. Warlord Trite: If running the Creations of Bile, Fabius Biel must be a warlord, so you are stuck with a mediocre Lord of
Terror warlord trait (they could at least have given him a unique). Stratagem: Macrotensile Sinews (1 CP): At the beginning of the movement stage, select one Bile infantry unit creations (excluding Cultists). Until the end of your turn, he can advance and charge, and whenever he advances or charges he gets 1 euro to
the result. Terrifying Visage (1 CP): At the beginning of any stage, select one Bile Infantry Creation (except for cultists). Until the end of this block, subtract 1 of their hit rolls. Poisonous Claws (1CP): Use this trick when choosing the creation of a bile
unit (except for cultists) to fight. Until the end of this stage, when allowing an attack made with CLOSE COMBAT WEAPON profile sixes to hit auto-wounds. Best on multiple attacks without melee weapons, like favorites or the noise of the Marines, but really? If you actually need a device to injure better in close combat
you would just use Long War veterans for the same price. Combined with master observes (see below), it can be guite awesome per unit with a lot of attacks. Needless to say, veterans are still better layers. The biggest thing about this strata is that you can use veterans on one of your units and use this (and master
watching) to power another unit during the same phase. This will allow your opponent to think long and hard about where he is going to use the counteroffensive. Master Watching (1 CP): Use this trick in your shooting or combat phase when an infantry unit of Creations of Bile (except for cultists) is selected to attack. If
they are within 12 of your warlord and visible, roll the hits. Dermal Cheating (1CP): Use this trick in the firing phase when the creation of an infantry unit bile (except for cultists) is the target of any attack. Add 1 to the strength of the device until the end of the phase. Taken Alive (1CP): Use this trick in the combat phase
when the model is destroyed in a melee attack from the creations of the Bile Infantry Unit (actually including the cultists this time!) For the rest of the game, all losses from this unit are counted as two defeats when calculating Morality. Higher Creation (1CP): Use this trick once per game before a fight. Choose one
creation bile character from your army that is not Fabius Bile. Choose from three abilities: Prime Test Subject: Add 1 to the strength and strength 
attacks. Ravenous Biology: Get 6 to feel pain-free. Also, at the end of the fight phase, this model restores D3 wounds if any enemy models were destroyed within 1 1 them at this stage. Relics: Helmet all-seeing: Roll d6 for every command post you spend on cunning; at 5 he gets a refund. Hyper-growth bolts: can only be
given to characters with a bolt gun, bolt, or combi weapon. You can choose to shoot this attack rather than your gueue and you can add 1
that symbols of armor saving throw. Unique character: Fabius Bile: Old Fabulous is a kind of odd duck in that if you work creation bile, you are forced to accept it, but he doesn't benefit from his Legion Of Trait (remember when he self-experimented so much with his random stats?). Although he has lost two sort of
torment attacks, overall he is slightly better in statistics, getting Chirurgeon attacks, 5 FNP and his Xyclos Needler updated to -2 AP and 2 Damages. His fighting skills were never the reason why you take him, however. You take it because of its Advanced Warriors ability, which allows you to select a nearby heresy
Astartes infantry unit, and roll d3 for a random 1 positive effect on strength, strength or attack. It's been modified so instead of rolling d6 for the whole squad to see if one unit dies, making it a little safer to buff up the horde than the elite. Since this happens at the
end of your phase of movement, and given the creations of bile lovers at speed (which bile is lacking), you may have some trouble getting it in the range of your melee units, especially if you want to use Macrotensile Sinews for an early charge. With its new assistant of sorts, Biles' casual positive effect becomes much
more reliable as you can essentially choose to give unit No.1 strength rather than take the occasional die roll. This makes polishing Poxwalkers and cultists much more desirable for T5 and T4, respectively. And you can make a murmur of the Marines in a substantially better plague of marines on T5 with 5 with one spell
No.1 to movement and strength is a welcome bonus, but comes at the expense of the mediocre trait of the warlord and other, the best features of the World. Another advantage is the fact that unlike other legions, you are not limited to one particular god that give you
access to a number of useful spells and banners that other legions will be restricted from. Stratagems (edited) Beseech of chaos gods (1 CP): Use at the beginning of your turn. Choose a unit without a sign and they get one. It's fluffy, and very situational and borderless if you're trying some desperate Strategy on your
opponent. Choose the right sign before the game and you won't need to spend valuable team points. Basically made even more redundant the black legion's ability to give all four sign signs one goal. Virtually useless though. Blasphemers (1 CP): Use before attacking a vehicle in the firing phase. Until the end of the
stage, this vehicle can ignore the punishment for moving and firing heavy weapons or for advancing and firing assault weapons. Chaos Boone (1 CP): The infamous benefit of the table returns, is now at 2d6 and triggered after the non-Daemon Prince CHARACTER kills any CHARACTER, VEHICLE, or MONSTER in the
fight phase. One CHARACTER can benefit from this several times, and duplicates turn into 7. Interestingly, Matched Play clearly does not prevent your character from transforming; The only limitation is that the converted unit has to keep mark he started with. Since all these results are good on the champion and you can
choose who activates it, it's much better than what it was before. 2: Spawning. Replace your character with one of the gribbly things that are set up within 6 of his previous position. Not too bad, but it will most likely remove many of the amateurs and abilities that you previously occupied. 3: All range of the character's
weapons get a 6-band boost. Pistols and kombi-clads enjoy this, but allow you to throw the Demon shells further. 4: No 3 M. Third Leg 5: No 1 S. Large biceps 6: No. 1 A. Third hand 7: Choose any result other than spawning or daemonhood. The gods are happy! 8: Enemies targeting this character in the fight phase get
1 to hit the rolls. Shifty Demon dance moves. 9: 1 euro for all saving throws. Metallic demonic skin. Damn good as good as well. 10: No. 1 T. Demon. Like Spawndom, but to replace the character with Daemon Prince instead; it should share the mark with the character replaced, if it
had one. Please note that Prince Damon has no fans of Boone. Again, you may lose certain abilities or have a decreased mental output, but you get a powerful melee monster. Chaos Familiar (1 CP):: Use at the beginning of your mental phase; HERETIC ASTARTES PSYKER can change one force known to another
from the Dark Hereticus discipline. Very situational, but it can be useful. As written, this allows you to exchange Smite for additional Dark Hereticus power. Can also be used for other factions of Chaos Marine, assuming that you have a full squad of heresy Astartes on your list. Think Mortarion with Warp. You can also use
on master possession: controversially useful, maybe, but it will allow you to benefit from MoP's 5 and Debuff aura, as well as the same value points as a similarly armed sorcerer (and 1 PL cheaper when it matters) using something like Warptime or Prescience. Very useful for responding to your needs with your mental
phase. More useful for Thousands but remember this if you need it. Daemonforge (1 CP): Choose DAEMON VEHICLE either at the firing stage or during the attack. You can re-roll all failed to hit and wound the rolls for the rest of the rest Phase. This almost fixes the problem that most daemon engines have, as well as 4
base strike and only able to equip heavy weapons. Forgefiend can carry its own weight as long as it continues to eat those, and Tendril Maulerfiend can do some serious punching. Also ensures that your Kytan will fuck everything it charges. Daemon Shells (1 CP): Instead of shooting normally with a bolter, bolt gun,
combi bolter, or bolt-end combi weapon, you can use this trick. Make one roll to hit without the re-rolls allowed. If it gets, it makes D3 fatal wounds. Not great on full strength models, but very useful if you need to finish off a wounded tank or push the unit down the level on
the damage chart. Do you know who can use this? Lord of Chaos with a bolt-gun. Which he can shoot in close combat. And hits at 2. Oh dear. Fire Frenzy (1 CP): Use on the Helbrute block, which does not move this turn. He can fire all his weapons twice, but can only target the nearest visible enemy unit. Very nice
when used to shooting drops with Twin Heavy and Combi Bolter 'rough, or when this tank in front of your Twin Las 'brute really needs to die. Very nice on Sonic Dreadnaught with two Blastmasters, no matter what he shoots at. Flakk Rocket (1 CP): When an infantry model shoots a rocket launcher per unit with Fly, make
a one-stroke roll with the No.1 strike. If you hit, make D3 fatal wounds instead of rolling on the wound. Really useful in case the opponent is packing flyers. And something else: It works on any block with Fly, so in case you don't like the look of those Vanguard veterans flying at you, shoot 1-3 of them from the sky.
Important note!: This only affects a specific model, not the entire block! So while at first glance this may seem like an incentive to take Havocs with 4 rocket launchers, you can only apply this to one of them. That's not to say that this trick is bad, far from it - just that you get as much out of it by taking 1-2 missile launchers
at normal Marine Chaos as you would by taking 4 with Havocs. Gifts of Chaos (1 or 3 CP): Your standard extra artifact is a trick. 1 CP gets you 1 extra or 2 extra for 3 CP. Killshot (1 CP): (identical versions of Space Marine) Use in the shooting phase if you have a predator for 6 out of 2 other predators from the same
chapter. Add 1 to the rolls of wounds and damage for all their attacks against monsters and vehicles. Now only the effects of basic predators, not Hellforged them. It must be difficult to coordinate fire with the screeching damon, but still sucks to not have. Linebreaker Bombardment (1 CP): (identical versions of Space
Marine) Use in the shooting phase if you have a Vindicator for 6 of 2 other Vindicators from the same chapter. None of them can shoot their guards. Instead, choose a seat for 24 of all three, and roll the D6 D6 each unit is within 3, adding 1 if the device has 10 models and subtracting 1 if it is a symbol. At 4, the unit takes
3D3 fatal wounds. Tide of Traitors (2 CP): One use only. Use at the end of the movement phase. Select the Chaos Cultists unit and remove them from the battlefield, more than 9 from any enemy models, and in full STARTING STRENGTH! Long War
Veterans (1 CP): Choose HERETIC ASTARTES INFANTRY or BIKER units. They add one to all their wound rolls for the rest of the smelting squads much more reliable, too. Don't underestimate the use of this trick with a mass of bolters (and/or sound
blasters). especially against the strength of 7 models. Having an S4 weapon wounds predator at 4 is no small thing. And let's not even talk about how totally disgusting it gets when paired with Horne Berzerkers. Remember that this runs until the end of the phase, so it works with endless cacophony and other shoot/fight
twice abilities. Mark Specific Edit Infinite Cacophony (2CP) Mark Slaapes: Use this trick at the end of the shooting phase. Choose SLAANESH HERETIC ASTARTES BIKER. This unit can immediately shoot again. Is this a unit of 10 Slaanesh Terminators with Combi
Plasma and Chaos Lord dropping and evaporating two units instantly with 40x S8 AP-3 D2 shots? I think so! It could be bonkers. Combined with foresight and/or VotLW you can absolutely OBLITERATE things. The main targets for this combination are any big squads (because the math just works better than the more
models is affected), but focus on Havocs, Obliterators, and the aforementioned Termies. Especially havocs with Reaper Chaincannons (64 heavy shots bolter, anyone?), although be sure to ask the nearest Ork player for some extra dice. Slaaneshi bikers can be extremely effective against backfield objective holders and
can be used in conjunction with other units to table GSC and other armies deep-hitting turn 1 using warptime they can move 28 and then shoot twice with bolter discipline for 72 turn shots and 52 range of threat. Fury Horne (3CP) (Mark Horne): Use this trick at the end of the fight phase. Choose KHORNE HERETIC
ASTARTES INFANTRY or KHO HERERNETIC ASTARTES BIKER - this unit can fight again immediately. Now you can give your basic Chaos marines, cultists, or biker unit trick Horne Berzerker. Speaking of which, use this on Horne Berzerkers to allow them to fight three times for a phase and reap those skulls!
Grandfather's Blessing (2CP) Mark Nurgle: Choose NURGLE HERETIC ASTARTES INFANTRY BIKER units. One model heals d3 wounds. If there are no injured models in the unit, one model who was killed earlier in combat returns to the unit with one wound. Wound. Sorcerer (1CP) Mark Tzeentch: Use at the end of
your mental phase; T'EENTCH HERETIC ASTARTES PSYKER may try to show one extra power. It is the only one of the four compatible with non-infantry/biker models such as cavalry or monster. Specialized units are unique units made specifically for specific sub-factions and units that give them access to additional
Stratagem, Warlord and Artifacts, Converting the squad into a specialized squad costs 1 KP for a specialized squad, Field Commander (1 CP); This trick has a special mention, For one command point, you can assign a character with the keyword Specialist Detachment, and they acquire the line of the warlord associated
with this squad. Can't be used on named characters or give your warlord a second trait of a warlord. Usefulness can vary. Extremely handy for combat/buff characters that will probably get focused, but you don't want your opponent to score Kill a Warlord such as The Master of Raptorial Headquarters and Soulforged Lord
Discordants. Cult of the Damned want a specialized squad for cult uprisings? Gather your units with the Dark Apprentice, and Chaos Of the Cultist Keywords. Chief Of The Trait: A Likcative Preacher: Roll up charge rolls for friendly Cult of the Damned units while they are within 6 of your warlord.
Stratagems: Ritual Suggestions (1 CP): Use this trick when the enemy model is destroyed by the cult unit of the Cursed Chaos in the wrestling phase. This iconic unit automatically passes moral tests for REST OF THE BATTLE. Even if it is something as small as one grotto, if the cultist drops beats any model to
death in battle they immediately grow balls of steel. Chorus of True Faith (1 CP): Add No. 1 to your Cult of the Cursed Chaos of the Cultist Bloc within 6. While it is almost useless in strengthening your human hordes, it can give any marine units behind them a chance to be
used. You can pay points for the Dark Disciples and save yourself CP, although this ability stacks with them and yourself - with 1 unit of cultists or dark disciples, and 1 CP, all Apostles within 6 of both units automatically succeed on prayers. Relic: Inferno Tom: Get a Weapon in the Form of a Blazing
Book, 8 Assault 1d6 S5 AP-1 D1d3, automatically hits. (Yes, it's in addition..!!) Daemonkin Ritualists Edit affects the dark apostles, dark disciples, masters of possession, obsessed and more possessed This detachment revolves around most of the demon-related units that Chaos Space Marines have access to. wound
roll 6 for an attack made with a melee-friendly weapon Daemonkin Ritualists unit within 6 of your warlord that the attack inflicts a fatal wound on the goal in addition to normal damage. This could be a decent trait, but because wound rolls need to be unchanged 6's you can't use tricks like VotLW to increase your chances
of getting fatal wounds. This has fun potential if you have CP. Running The Black Mace Apostle with Lorgar's voice, and follow up with the MOP with this trait and Rod's hot thick heirloom. Both have nasty melee weapons that will cause fatal wounds at 6 But again, it will cost 3 CP (Squad, Field Commander, No.1 relic)
so... might not be worth it if you have a CP or can farm it back. It's a decent trait if you play in the squads strengths and take a lot of possessed. Having them polished more possessed and/or MOP will make them funny, especially if you use blood vessels for Neverborn on them as well. Stratagems: Vessels for Neverborn
(1 CP): At the beginning of the fight phase choose Daemonkin Ritualists Daemon unit from your army, which is within 6 of the friendly Daemonkin Ritualists Master of Ownership add 1 to the strength and attack characteristics of the models in the unit you have chosen to end the phase. Don't forget to have Big Obsessed
nearby to nest the strength of this unit further. Souls devotees (1 CP): use at the beginning of the phase of movement. Choose Daemonkin Ritualists character that is within 6 of this unit and the D3 roll. The obsessed unit has a number of fatal wounds
equal to the result, and the character restores a number of wounds equal to the result. It is not entirely ideal that your dear zap possessed units only to slightly heal the master of possessions, the dark apostle, or more possessed. Relic: Burning rod: replaces the power rod. P3, AP -1, d3 damage. At the end of the battle
phase, select an enemy unit within 1 carrier. They're taking a fatal wound. Who allowed Slaanish to name this relic? The destruction of the battery edit affects the chaos of the Lords, warpsmiths, Havocs and obliterators. This squad is all about pure shooting power with a special focus on destroying vehicles and
fortifications. Some call it an anti-knight squad because of its emphasis on destroying vehicles, very similar to the Imperial Fist Siegebreaker cohort, but all around is worse than it is. Ironically, despite being fluffy as a fuck for a bitter buoy, it's also almost useless to them. The warlord of Trait: Armour Bane: All of the
battery units within six of the warlord roll 1s to the wound in an attack by vehicles. Stratagem: Wall-Breakers (1 CP): Use at the beginning of the firing phase, select the DEVASTATION BATTERY unit in your army, and you can re-roll the damage rolls for attacks made against BUILDINGS until the end of the phase. Very
similar to the trait of iron warriors, but perhaps even more Penalty volleyball (1 CP):: Use the end of your opponents first phase, if you didn't go first. Choose a DEVASTATION BATTERY unit from your army. This unit can shoot as if it were a shooting phase. Functionally, it gives you some ability to overcome the flaw of
not going first, and can be used to squeeze an extra bit of shooting against an important promotion goal on your lines. Relic: Damon's Eye: Choose friendly DEVASTATION BATTERY units within 6 carriers, enemies don't get the cover advantage against them. It's useless for iron warriors. Fallen Angels edit the odd
squad that allows stock csm sorcerers and chaos rhinos who share Vanquard's squad of only Fallen Angel units to swap their usual keywords; Sorcerers also replace Death to the False Emperor with the ability of fallen angels from their data sheet. This fixes fallen's problem with
transports nicely, and gives them some psyker support too. Chief Of The Trait: Agent of Discord: Technically it's exclusive to Cypher (and subsequently not really WT), but boy, it's doozy. Enemies within 12 syfer cannot benefit from any abilities that would allow them to obtain, recycle, or return CP. No VT, no special
rules, nothing. As an added bonus, having 10 or more friendly FALLEN ANGELS nearby raises the range of the aura to 18, which jumps to 24 if there are more than 20 of them, so you can maximize the impact of your no CP for you! Aura. This is guaranteed to give any army that bases its strategy on CP regeneration
(especially IG) migraines. Stratagems: Without a Trace (1 CP): At the beginning of the enemy firing phase, the FALLEN ANGEL unit is completely inside or on the ground feature subtracting one to hit out of all the shots rolls targeting them. Ancient Feud (1 CP): When selecting the FALLEN ANGELS unit to fight, re-roll
the wounds against the dark angels. Relic: Caliban steel blade: replaces the sword of power. If the user makes a wound roll 6, he does d6 damage instead of d3 damage instead of d3 damage. This shit is arguably the worst relic in the CSM code, but you're still going to take it because of your sorcerer losing his mark and legion, and all the
universal relics of chaos to replace the weapons sorcerers can't have, this is the only relic the Fallen Sorcerer with this and diabolical strength is a pretty good combo, not the best, but still fun to take. Also, this sword is well connecting with the Daemon-Bound Power warlord trait, so there is
that too. The owner of Raptorial edit affects those who wear JUMP PACK. Combined together, it allows you to create a raptor/warp coupon bomb. Works well as the sorcerers. Chief Pedestrian Trait: Claw Tip: Add 2 to charge rolls made for friendly Raptorial units, as long as they are within 6 of your
warlord. This is exactly what The Raptorial Host units need to increase the chances of successfully charging your opponent's opponent Make units like warp coupons seem much more reliable. Stratagems: Terror Strike (1 CP): When an enemy unit is destroyed by the receiving Raptorial unit, all other enemy units within 6
of any receiving Raptorial unit take -1 penalty Id to the end of the turn. In the Night Lords squad with a Haarken Worldclaimer ally and a few icons of desperation, it can stack up to a staggering -6 Ld penalty even before you start factoring in other means of debuffing Ld. Looks good in isolation, but Chaos has so many
sources of leadership cuts that it's largely redundant. It shines better in small games where you can only have so many units to debuff the enemy with. Vicious Descent (1 CP): When the host Raptorial block is set up through a deep kick, he re-rolls all his attacks for that turn. Incredibly far-fetched without access to the
Claw Board warlord feature, and even then, you still have to withdraw that charge after you land in favor. But if you use predators for special dacca weapons you can make them re-shoot attacks. Basically it's safe to recharge plasma, anyone? Season to taste with shooting twice. The Black Legion can use this along with
other roll strategem for double reloading plas-raptor squads. Relic: Hiropter Wings: Roll d6 for each enemy unit that the bearer moves during the phase of movement to use. I know what you're thinking. OMG, this would be perfect with warp. In
addition to deformation occurs in the mental phase, and this relic works only in the movement and charge phases. Note that if you retreat with these wings, nothing prevents you from flying over the device to retreat from it. Soulforged Pack edit your Daemonforge squad, although all you choose are Warpsmith (which
includes Lords Discordant and Hellwrights) and Daemon Engine units. Chief Train Trait: Master Soulforge: Your Daemon engines get no 2 movements when within 6 of your warlord, which unfortunately means you'll need either Lord Discordant or Hellwright on Dark Abeyant to keep up. Forgefiends can feel a little left
here with nothing to support their weapons. Stratagems: Daemonforge Overdrive (1 CP): Use at the beginning of the battle phase, select Soulforged Pack Daemon Engine from your army. Double the number of wounds left in the model to determine its characteristics in relation to the damage table until the end of the
phase or until the model is reduced to 0 wounds. Cheap, and excellent to deduce that last bit of use from a Daemon engine that is almost dead. HOWEVER, since it indicates that you are using this at the beginning of the fight phase, it is unfortunately nothing to improve forgefiends and only really benefit melee focused
daemon engines. Hell's Engines (1 CP): At the beginning of the charging phase, select Soulforged Pack Daemon out of your army. This model can be charged even if it has advanced earlier in turn. Really good, but it only targets one daemon engine, so choose wisely. This gets a lot more mileage if used on
Super Heavy, like Kytan Ravager or Lord of the Skulls, combined with warp time that virtually guarantees a first turn change for any daemon engine. Relic: Mechaserpents: Replaces Mechatendrils. P1, AP -1, 2 injuries. Each time the media fights, they can make 1 additional attack with this weapon for each MODEL
enemy within 1 carrier. Indecently, given the great base of the Lord Dissonance. Tactical Goals Edit 11 - For the Dark Gods! 1 vice president for destroying an enemy unit or for failing a morale test. 12 - Rise to fame 1 vice president if the enemy CHARACTER, VEHICLE, or MONSTER has lost its last wound in HERETIC
ASTARTES CHARACTER. 13 - There will be Chaos Roll d6 while generating this tactical goal and every step after that. Get 1 vice president to manage a goal that matches your d6 result. 14 - Warp your ally 1 vice president either manifests mental strength or successfully using the Daemonic Ritual that turn. d3 Vice
President, if you've done both. 15 - Claim and Despoil d3 Vice President, if you claim the goal held from your opponent at the beginning of the turn. 16 - Long War 1 vice president to destroy enemy unit. If he had the keyword IMPERIUM, then instead the vice president d3. Raised to 3 vp if 3 or more IMPERIUM units
were destroyed, and d3'3 VP if 6 or more were destroyed. Common Known Strategies (Edit) Cacophony Blitz: Take as many obliterators units as you like. To separate them all as Slaanish. Take the Terminator or jump pack Lord, sorcerer with Prescience or even Abaddon to keep them company. Deepstrike as soon as
possible depending on the purpose you want to chew may need to pop Long War veterans for good measure. Then proceed to tear anything below the new asshole for SLAANESH. Then, if something is left to stand somewhere near you, engage in trollface and use Infinite
cacophony to do another round of shooting with one unit of obliters for SLAANESH. If you manage to clear most of the threats in the area (which you should), you can charge your chaos to the gentleman and continue the rape for SLAANESH. Don't worry about leaving it in the open - it's a one-off piece with 4 after the
first turn of shooting, and if your opponent concentrates on taking it down, it means it diverts valuable firepower anyway from your shooty dudes. If It will do, you can use them to blow again the next turn. FOR SLAAPESH! Note - This tactic becomes utterly brutal if you use a large unit of plasma terminators instead of
obliters. This gives 40 STR 8 shots, re-rolling 1s, hitting two or re-rolling all the bad hits and then injuring everything on the AP-3. If you position the Terminators optimally, you you Perfectly wipe two big goals in two consecutive volleys, then charge the third right
bat and butcher it in a melee in the battle phase. Admittedly, it requires guite a bit of setup, and costing about 800 points to actually pull it off, not to mention 1-3 team points, but if you manage to pull it off well, it will probably win you the game. Note also that Long War Veterans gives No.1 wound rolls for the WHOLE
shooting phase. This means that both rounds are shooting with an endless cacophony. WARNING DEFFIEFEX: Take a defiler with a lash and a SLAANESH sign, then place it on the edge of the deployment zone. Then, there's the Terminator Sorcerer (or any nearby SLAANESH Psykers) cast Warptime along with
Prescience and/or Delightful Agony. Now you have an obscenely tank monster in the face of an enemy that can remove any car or monster in an instant with Daemonforge in the upcoming phase of battle (with some luck on damage rolls, Defiler with Scourge-Prescience'Daemonforge can instantly destroy Necron
MONOLITH). You probably can't (and shouldn't) buff your Deffiefex as it is every step, despite the absolute destruction it can bring; it's a scare tactic. The goal is to get your opponent to make 1 of 2 painful choices, either: Implement this part of the distraction tactics and leave it alone to sow your shit, or B: destroy it and
save your ass for the moment, but at the cost of letting the rest of your army destroy their shit even harder. Forge World Fuckery: Take at least 2 Sonic Dreadnaughts each with Doom Siren and two fists with heavy flamethrowers, and drop them with Dreadclaws as the ultimate DISTRACTION CARNIFEX that can
threaten absolutely everything on the table. To be the ultimate asshole about it, not even using the actual Forge World models for these units as usual Helbrutes and Drop pods with some extra bits attached will do the job just as well. Fuck 40k, we play 30k ... and we play dirty!!: The main difference in our troops
department over loyalist scum is that we can take 2x heavy weapons, not just 1 on our CSM troops, if you plan to play a big footblob it can be a win-win situation; Remember that the only models that are moving get -1 fine to shoot from heavy weapons; this means that you can move all units except for individual models
(as long as they remain in cohesion). This will allow you to bring heavy support stuff like lascannons out of heavy support stuff that will be buried by the body (if you bring a 10 person squad, each 2x lascannon hidden behind 8 bodies) and last but not least you get an objective holder
(win-win situation). If you then add a moral controller Warrior warlord feature), then the enemy must remove every model wound for them to achieve the cool things you are hiding. It is best to put the lascannon right in front of the device and then do the rest of the part jump in front of them your next twist (you can decide
what to remove from the victims, literally where you want, so dosen't guestion where you put them). By doing this, you get a free extra motion unit/bolter range without getting any penalties for moving lascannon. This allows you to have 3 heavy support slots for free for the extra firepower mauler-raping machine or what
you plan to do with interesting heavy support units. There are command points to be traveled to: If you need CP but want them as cheap as possible to buy more interesting toys in other squads, consider using Renegade and Hetetics Battalion. Two Renegade Commanders, plus three Renegade militia squads. This
gives you 5 CP for 170pts allowing you to fit into more toys in other units. Given the cheapest battalion you can field out Code 2 Warpsmiths (120pts) and 30 cultists (150) it saves you flat 100pts for wargear or units elsewhere. The downside is the NRL is basically the worse guard who matter most as a means of hiding
on goal, being meat shields or blocking deep strikers in the back line. Most likely, they will not see the game, but such is the price of power. However, since cultists can't take a legion of traits in any way the cost is greatly mitigated. I feel something is coming up...: This one is pretty simple, actually. Just take the Vanguard
Squad, which is 4 chaos demitants with two soulburner firecrackers (210 points each), with a Terminator sorcerer as headquarters, and take an outrider squad with four dredklay pods (130 points each) and a Terminator sorcerer. Starting turn 2, you'll be able to deeply punch everything in the face of your opponents and
vomit 16D3 fatal wounds on him, and throw foresight at the two decimators. Remember that if you play with Rule three, you are limited to three Decimators. Istian Chainsword Massacre: As far as Vigilus Ablaze, Chaos Lords can take thunder hammers. This means you can run your own treacherous smash captains (who
are still sub-par compared to their loyalist equivalents). More interestingly, the new Black Legion chain-sword relic, Teeth Ghorisvex, can be taken by Chaos Lord with a go pack. Aside from a decent profile, he deals with fatal wounds at 6 to the wound. Give him the Flame Spite Warlord trait and hit it with long war
veterans, and what do you get? Lord Chaos, who can move 12, has 4, 6 attacks, hitting 2s and rerolling 1s, wounds ME on 3s and GE on 2s, each wound features. You deal with 2 fatal wounds on each wound roll 5 or 6. He can reasonably threaten T7 goals and absolutely
aligns all that T3 and doesn't have 4. If you can hit it with Soultearer the Dark Apostle It gets even crazier! The catch is that you risk a lot by doing it your warlord to get spite flame and you you basically hoping he rolls from one to three 5s or 6s to the wound. He only had 93 points though! Also, investing even more CP
with the Chosen Pantheon means you can give him 3 with Weaver's fortunes and make him fight twice with Horn fight again layers. Of course, at that point, you invested 5 CP, warlord, and relic. He's better off getting serious damage. Overwatch is SO Last Edition: About charging into a sea of painful overwatches such
as T'au, blob guard, Shoota Boyz, or lots of flamethrowers? On the turn you plan to do so, right behind them Deep impact in the strain claw block, then strike with warp coupons before anything else. No Overwatch for anyone! Consider a few small units and go for priority goals, hoping to get that 9-inch charge and save
re-registration. Don't expect them to last long or do much, but choosing a 500 pts gunline can neuter your opponents strategy while the rest of the army moves into position. Remember that this tactic is not designed to use solo as warp coupons don't have a native re-roll, so combo them with other Daemons or just expect
them to get shot when the enemy pulls back (by the time you should at least be in a good position). Bile's Boys: Ever felt like your total CSM needed a little more punch for them? How about a drop of 20 s5 Marines with potentially 4 attacks (base 1, chain word, hateful attack, bilious upgrade) on the model on charge? how
about the same device getting a 7 inch stroke, d61 promotion and d61 charge? all for the low low cost 11pts model and 1 CP? Throw something fun at the champion like fist power and you get 5 s10 AP-3 d3d in the mix too. And they can limit goals. If you feel like losing friends try the same with Horne Bersekers or
possessed running along with great possessed, and watch them turn knight into pulp. Building your army to edit Well... good news bad news. A large number of our kits are related to the 7th Horne Codex, plastic, along with models from the new Death Guard and OVER 9000 Sons. Plus Terminators, Daemon Prince, and
CSM kit. Bad news... Want a special character? Some of them are failcast. Selected? Prepare your box of bits. You can use the Dark Revenge chosen, but they are mono-pose and all armed with weapons cc. Forge World upgrade kits are coming along the way of the dog dodo. So prepare your box with the bits. The
new plastic Havocs come out, the kit comes with only 2 of most weapons, so feel free to steal from the damsel to fill, your mileage can vary. Fortunately, since GW has decided that since we are the de facto bad guys tuning in, we are finally getting some damn attention. Hell yes. When the blessed Golden Age of
Rowntree has come, we can build an army of starting sets. So prepare your anus for the Dark Gods, it will be a bumpy trip. With Vigilus Ablaze gives us new plastic kits for Abaddon, Dark Apostle, Regular Marines, Chaos, Terminators and
Obliteers plus a bunch of brand new things! If you play Nurgle or Undivided, get Dark Imperium. Period, not if or not about this. You get some plague marines who are one of our best elites, Chaos Lord in Terminator Armor (Lord of Contagion), Chaos Lord (Noxious Blightbringer), Chaos Sorcerer (Malignant Chumcaster)
and 20 cultists (Poxwalkers). After that, grab Shadowspear (while he's still around). Next, snag Rogue Trader Set (it's crap gold). Use the Start Collecting for 20 Marines, as well as Helbrute, Chaos Lord on Palanquin and some riders for future appeals. For Horne, not
much thought is required - Maelstrom Gore is a lot, but if you don't want to invest in it, Berzerkers are cheap anyway. Grab the start set of the collection! Horn Bloodbound for Decent Chaos Lord/Harn, 10 Berzerkers, and 3 Bloodcrusher proxies (also can be used as chaos bikes if you pin a pair of bolters together and
glue it to the top of the juggernaut, or give the rider a storm bolter hand). As always, starting a CSM collection set or two doesn't hurt. If you go to AOS Starter/Thunder and Blood, you can use reavers as cultists. Or cut your head on Stormcast Eternals and add spikes to taste. The choir is not a great Helbrute, but makes
an interesting Prince Daemon with a touch of transformation work. If you go for a full starter, the Mighty Lord looks like a Terminator gentleman a bit already. Attach some extra pauldrons to the bloodsecrator, and it can double as a metallic-looking Dark Apostle. For Slaanesh to use the same trick as with Nurgle, combine
slaves into darkness and a CSM kit to make twenty Marines. Other than now, those riders you get can be fielded as Slaanesh Seekers and Chariot as Herald. Throwing at the beginning of the collection! The daemons from the Slaanesh kit will make your transformation look less like the perfection aspect of Slaanesh and
more like the androgynous horror aspect. Tzeentch is a little more complicated. By kitbashing Rubricae with regular CSM and/or MK III Marines, you'll be doing some interesting looking non-Thousand Sons. For a more loyalist-defector look, grab a box of horrors and some things that won't be named and use a huge
number of extra bits for accessories Start collecting! Box. For iron warriors or similar tech-inspired armies, it's really easy to make your army look like they should. Get the start of the collection! Kit and MK III squad and mix and max. Tartaros Terminators tend to look better than for a more mechanical look, and since we
only get one type of Terminator (and they're at the same price) anyway, it doesn't matter. If you were a nagging betrayal in Kalt or burning Prospero before they were off the shelf, you're halfway there. The Night Lords are surprisingly underrepresented on the countertop, despite their popularity in fluff, which is probably
due to their ridiculous FW prices for their upgrade parts (which eventually comes out looking like they're really pure Batman) and the crappy quality of their GW models and bits. Fortunately, we were blessed by Warp Talons. $35 for a set of 5 sounds bad, but the bits, from head to arms, are very brooding and scary. Mix
one set with two sets of MK IV Marines, and you've got the Night Lords for 1/3 of the FW price. If you play Chaos aligned Night Lords and a dark Imperium set (you have to, since you play Nurgle for those moral debuffs, right?), you can use the vents from the converted Foetid Bloatdrone to make an extra Raptor or two.
Also, look for Graveguard bits from AoS, cut them down and put on your Marines and there you go. For Obliterators, grab some easy-to-build aggressors and any remaining weapons you like. Glue weapons are mostly everywhere and add some green stuff. It doesn't even have to look amazing to mimic flesh-metal
armor. Add the horns to taste, and use a hobby knife to scratch any areas that you don't add green material to. Anyone left in the kombi-weapons? Reaper Chaincannons only come in one box, but good resin alternatives are being sold on Etsy Cultist Blobs'edit for any CSM army, you'll need a metric fuckton cultists, but
if you don't want to get 10 sets of 5-man cultist squad or, happens to, there are three sets of 20 people from an additional set of DVs from two years ago, you'll have to convert a lot. Some ideas: Blackstone Fortress is a good start for cultists. You get 14 traitor guards with the bat, plus four each from Negavolt cultists and
beasts. Both can be easily put on 25mm bases, with a small canopy on the steam. Also, pop some ghoul head on the qul's bodies for the creepy looking Haemonculus abominations). Now you have 26 cultists. Good start, but we
need MOAR. For the Tzeentchian army, grab the Kairic Acolytes set. Give them a few extra bolters or lasguns for graphs like autoguns or laspistols and bolt pistols for pistols, now you have 20 more. For Slaaneshi warband, slapping some sister massacre/Sister Blood/Lifetakers head on DEldar Wyches makes for the
perfect damaged Eldar. Simple and super efficient. Khorne warbands are also super easy - grab some Bloodreavers, slap them on 25mm bases, now you have 20 cultists. Nurgle for the blessed. First, remember that Roque Trader box we you to get? Anyway, Vox Shamblers are ready to work for cultists. Now use an
extra plaguebearer kit (don't lie to me, I know you have) for weapons that you can then proceed to attach to Genestealer, IG or Fire Fire infected militias. If you're desperate, Poxwalkers are always a good option. Dark Mechanicum (useful for iron warriors) cultists can be easily made by inconsistency of Skitarii and
Militarum Tempestus bits. Right out of the box solution is 30k Tech Thralls. You can also use some Electo-Priests (finally a good looking crazy looking fanatic. The new Arco-Flagellants are as good as out-of-the-box solutions. Just be sure to
trim any obvious imperium bits. Not undivided for you? Okay, it's good to grab a chair and change your underwear because these bastards are easy and relatively cheap. All you need is the Cawdor Gang and Empire Flagellants (you should have this kit anyway if you've ever touched the IN-28). Most of all bits are
compatible with some small shaving, fastening and greenstuff for Cawdor makers (they all snap fit). Throw on some bits of Chaos and you're good to go. (normal flagellants with various paint and chaotic symbols on books, scrolls, turtles and flesh are also beautiful. Beastmen can be done simply by giving Gorsuch
Genestealer or IG bits. Potentially expensive, but Necromunda Gangers can build very good cultists, Cawdor and Orlock specially as Orlocks have a similar scum in the rags aesthetics of a dark revenge cultivator. The Orlock kit comes with enough guns to make
10 shooty cultists off the bat (including a heavy stubber no less!), while the two-box Cawdor kit gives enough to make 10 and 10 melee/range. codex chaos space marines 8th edition pdf chomikuj. download
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