

# MASTERS OF THE FORGE

On Your Tabletop

## Chaos Faction Houserules

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# Abyssal Crusade Warbands and Chapters

For good or for ill, the Chapters which fought in the Abyssal Crusade are forever changed due to their experiences in the Eye of Terror.

Any unit of Chaos Space Marines which can take the Veterans of the Long War upgrade may, instead, take the **Veterans of the Abyssal Crusade** upgrade. Any Adeptus Astartes except for the Salamanders, Grey Knights, and Space Wolves may also take this upgrade. In either case, all units in a Formation or Detachment which can take the rule must do so. Also, in either case, this upgrade costs 1 point per model.

**Scars of the Past:** Both Space Marines units AND Chaos Space Marines units gain **Preferred Enemy** with both Chaos Space Marines and Space Marines. Both also gain **Hatred** with the Inquisition and the Adepta Sororitas.

**Enhanced Genetic Deformities:** Every Chapter which suffered through the Abyssal Crusade are still plagued by enhanced flaws in their Geneseed. How this manifests is based on their Parent Chapter.

- **Blood Angels** Veterans of the Abyssal Crusade often find themselves overcome with the Red Thirst, this unit, in a turn in which this unit charges into combat, models add 1 to their Initiative characteristics until the end of the Assault phase. A model that has made a disordered charge that turn receives no benefit.
- **Dark Angels** Successors who suffered the Abyssal Crusade find it hard to trust others in the Imperium (or anyone for that matter). They are Desperate Allies to all Forces of the Imperium except for other Dark Angels. They also may re-roll all failed Deny the Witch rolls against Telepathy.
- Veterans of the Abyssal Crusade of the **Iron Hands** Chapter are so disgusted by their own form that they can't bare to look upon it. They may not ally with any other Space Marine Chapter and they gain Hatred against all Chaos Space Marines and Space Marines they fight.
- **Imperial Fists** Successors who were forced to engage in the Abyssal Crusade can sometimes fall prey to visions of their own inadequacies or even the inadequacies of their ancestors traced all the way back to Dorn himself whose guilt at the death of the Emperor plagued him unto his own end. Imperfections are not tolerated. Whenever this unit re-rolls dice to hit and the re-rolls turn up 1s, the player may re-roll the 1s one additional time, keeping this result. If any further 1s are rolled, the unit immediately suffers that many wounds with no saves allowed. On the other hand, if any of the rerolls are a 6 then 3 hits are scored instead of 1.
- The **Raven Guard** Successors involved in the Abyssal Crusade have taken "quiet and brooding" to a whole new level. Teams of Raven Guard actually seem to work better alone. Any unit of Raven Guard who are not within 12" of another unit of Raven Guard add +1 to their cover save. Independent Characters who are not within 12" of any other Raven Guard model are considered to be Invisible as per the Psychic Power at all times.
- True to the stability of their Geneseed, the **Ultramarines** successors suffer no additional ailments from that time, though their memories are long and forgiveness is a joke. All melee attacks against Chaos Space Marines are resolved as if with the Instant Death Special Rule.
- The savagery of **White Scars** Veterans of the Abyssal Crusade is terrifying to behold. Once per game, during the assault phase, the controlling player can give all of these units the Rage special rule until the end of the turn.

# Cult Infiltrators

Chaos cults are everywhere. From the gangs that plague the lower levels of Hive cities, to aristocratic Slaaneshi cults of hedonism, greed and vanity, Tzeentch-touched mutants and people seeking Nurgle's embrace out of despair, cults come in all forms and can be found everywhere.

Despite the staggering number of cultists around the galaxy, most of them live in hiding from the Imperium's watchful eyes.

## Infiltrating an Enemy Unit

Cultist infiltrators are a tool of the forces of Chaos. Any army containing either Chaos Space Marines or Chaos Demons may choose one infiltrator which does not take up a Force Organization choice, but does have a points cost (see the individual listings). An infiltrator is "deployed" at the same time as Infiltrators during setup. Cultists cannot infiltrate any Chaos Daemon army or a Chaos Space Marine army with the same Mark of Chaos as their own.

Nominate one model in one of your opponent's Infantry Troops Choices. Place a piece of sticky-tac, greenstuff, or something similar under the base while your opponent's back is turned. This squad is now affected by the appropriate trait below. Casualties in this squad should be toppled instead of being removed straight away to see if they are the cultist. Once the cultist dies, all effects they brought with them stop affecting the rest of the squad.

## Khorne - 80pts

The worshippers of Khorne lust for bloodshed. Few things please their God more than mayhem and destruction. The cultist will run headlong into the enemy's ranks, and the rest of the squad feel they have no other choice but to follow and help protect their comrade.

The unit nominated to have been infiltrated by a Khorne cultist must seek out close combat at all costs. At the beginning of the shooting phase check range from the Infiltrated unit to the nearest enemy infantry unit (either in a transport or not) or monstrous creature (ignoring any units that are Zooming or Soaring). This is the Khorne infiltrated unit's Target. If they are not within 12" of the Target when the shooting phase begins, then they must run towards it. If they are still outside of 12", then the infiltrated unit acts as if affected by Brainleaf Fronds (BRB p.102) as members start fighting amongst themselves. If they are within 12" at the start of the assault phase then they must charge the Target as if they have Fleet (BRB p.35), unless they ran in the shooting phase.

## Slaanesh - 80pts

A cultist of Slaanesh revels in the emotions and sensations around them, and where there's a lack of strong emotions they will make their own. Whispers of dissent, gloom, and doom -- it all helps to undermine unit morale.

A unit that has been infiltrated by a Slaaneshi cultist reduce their Leadership by 1 and are affected by Fear (BRB p.35), automatically failing the check at the beginning of every player turn.

## Nurgle - 135pts

When you've seen enough friends die in combat, fought in enough meaningless conflicts on nameless planets few even know exists, despair might set in. You'll wish for an end to all your pains, real and imagined. Papa Nurgle will gladly take you into his fold and take all your pains away, for the price of eternal service in his name.

While the Cultist is alive, at the beginning of each turn, every uninfected model in the infiltrated unit must make a toughness test. Each model which fails the toughness test is marked with a token. They have been afflicted with the contagion. When every model in the unit has been afflicted with the contagion, the unit is removed from play. If the Cultist is killed, place a large blast over the model and resolve it as a Str X AP2 Poison 4+ which does not scatter as the Cultist explodes in a splatter of contagious goo.

## **Tzeentch - 70pts**

Strange happenings surround the mutant. Whether they are aware of their psychic potential or not doesn't matter. Wherever they go, bad things happen.

A unit that has been infiltrated by a Tzeentch cultist gain one Soulblaze token at the beginning of the Movement Phase of the controlling player's every turn. There is no limit to how many tokens they can have at one time. Resolve each Soulblaze token in turn. The cultist must always be allocated a hit for every Soulblaze that goes off. If the Cultist dies from an unsaved wound caused by Soulblaze, the chaos entity which had enthralled the Cultist uses their dying screams as a guide to enter the materium. Place a Chaos Spawn where the cultist died. The squad is now engaged in close combat with the Spawn and will fight an ongoing combat in the next assault phase.

# Daemon Weapons

According to the 3rd Edition Chaos Space Marines rulebook, “Just because a weapon is described as a blade or a sword does not mean it always takes this form. Modelers should feel free to represent a Daemon Weapon how they wish, as long as it looks suitably impressive and they inform their opponents what it is.” We’re taking this thought a bit further and providing a Daemon Weapon Construction Matrix using the old and new rules for Daemon Weapons in order to allow you to build one of these artifacts for your Chaos army.

You may apply this matrix to any melee weapon wielded by a Character in your army which is not already a unique weapon, including a simple close-combat weapon.

**Ego:** Every Daemon Weapon has an Ego. The stronger the weapon, the stronger the Ego, the harder it is to control, and, of course, the more points it costs:

Ego 0: +0pts  
Ego 1: +5pts  
Ego 2: +10pts  
Ego 3: +20pts

**Unique:** Note that, by using this matrix, you understand that Daemon Weapons are rare in the extreme and you may only have one such weapon for every two Detachments in your army list.

**Daemon Weapon:** This weapon counts as having the Daemon Weapon special rule, but it manifests differently. At the beginning of every turn, the character makes a Leadership Check. The bearer has a penalty on their leadership for this roll equal to the Daemon Weapon’s Ego. The wielder also receives a +1 bonus to their Leadership on this roll if they share a Mark with their Daemon Weapon (or if both they and the weapon have no mark). If the Character fails the Leadership check, they suffer a wound with no saves allowed. Most Daemon Weapons provide further special effects for passing and/or failing this roll.

## Unaligned Daemon Weapons

### Possessed (Ego 0)

The simplest, and usually newest, of all Daemon Weapons. The bound Daemon is still struggling with how to interact with its enslaver and the bearer is, likewise, still trying to coax power from the weapon.

If the bearer of this weapon passes their Daemon Weapon Check, they gain +1 attack that turn if they attack with that weapon.

### Dark (Ego 2)

*Usually bladed, this weapon is an unsettling black color; to look upon it is to stare into the abyss. A Dark Daemon Weapon is eternally hungry for souls and pushes its bearer beyond the limits of their strength.*

If the bearer of this weapon passes their Daemon Weapon check, when striking in combat, they receive +2 Strength beyond that of the weapon itself. Otherwise, the bonus is only a +1.

### Dread (Ego 2)

*While a Daemon Weapon of Dread is as hungry for souls as much as any other of its kind, this particular weapon desires the life force of fellow Daemons above all else.*

The Daemon Weapon of Dread is treated as having the Poison 4+ special rule and ignores the Invulnerable Saves of Daemons.

If the bearer passes their Daemon Weapon check, they may, instead, ignore all Invulnerable Saves.

### **Ether (Ego 1)**

*An Ether Daemon Weapon channels energy directly from the Warp. The entrapped Daemon delights in focusing beams of deadly energies at its bearer's enemies.*

During your psychic phase, the bearer of an Ether Daemon Weapon weapon may use the Inferno Psychic Power from the Pyromancy Discipline. When doing so, no Warp Charges are expended, but the power is resolved as if 2 successes were scored on the psychic check and it may, as such, be denied by the target as normal.

## **Daemon Weapons of Khorne**

### **Berserker (Ego 3)**

*Bound with the spirit of a tortured Bloodletter, the Berserker Daemon weapon constantly struggles for supremacy over its bearer.*

This weapon may only be borne by an Independent Character. So vicious is the weapon's personality that the Character may not join a unit. The bearer of a Berserker Daemon Weapon doesn't care much, however, because they charge forth into the enemy with wild abandon. They enjoy Feel No Pain 3+, Scout, and Fleet.

If the bearer of this weapon passes their Daemon Weapon check, they also enjoy d3+1 additional attacks with this weapon that round.

## **Daemon Weapons of Nurgle**

### **Manreaper (Ego 1)**

*The destructive capabilities of this rusted, ruined weapon are easy to dismiss; that is until it touches your flesh and it melts away like hot lard.*

For each initial unsaved wound dealt by a Manreaper Daemon Weapon, roll an additional attack. If the Character is in a Challenge, then the maximum number of extra attacks is 1.

### **Pandemic (Ego 1)**

*This weapon channels the vile essence of Nurgle's Garden into your foes.*

During your psychic phase, the bearer of Pandemic Daemon Weapon may use the Haemorrhage Psychic Power from the Biomancy Discipline. When doing so, no Warp Charges are expended, but the power is resolved as if 2 successes were scored on the psychic check and it may, as such, be denied by the target as normal.

## **Daemon Weapons of Slaanesh**

### **Torment (Ego 1)**

*This weapon feeds off the fears and doubts of its victims. Daemon Weapons of Torment are not only used in combat, but also as a means to keep a Chaos warlord's own troops in line.*

If this weapon dealt an unsaved wound this turn (including its own bearer), that unit is at a -1 Leadership for its Morale Check that turn, if one needs to be made. In addition, the bearer has the Fear special rule. If they already have the Fear special rule, then their Fear affects units with the And They Shall Know No Fear special rule.

### **Desire (Ego 2):**

*With but the tiniest scratch, this dangerous weapon fills its victims with paralyzing levels of emotion, from the most lofty of desires to the deepest despairs.*

Against non-vehicle units, a Daemon Weapon of Desire is a Destroyer Weapon, but treats all Destroyer Results of a 6 as a 5 instead.

If the bearer of a Daemon Weapon of Desire fails their Daemon Weapon check, they may not move, shoot, assault, or even make attacks in close combat that round.

## **Daemon Weapons of Tzeench**

### **Bedlam (Ego 1)**

*Most of these ancient weapons once belonged to Thousand Sons Astartes and, as such, are infused with the psychic impressions of their previous bearers, but not with any real clarity.*

This weapon has the Concussive special rule.

If the bearer of a Bedlam Daemon Weapon passes their Daemon Weapon check, they enjoy +1 Warp Charge that turn.

### **Warp (Ego 2)**

*A Daemon Weapon of the Warp is one which can wreak havoc with the Warp in the bearer's vicinity, making it difficult or even dangerous to harness.*

If the bearer of this weapon is within 18" of an enemy Psyker manifesting a psychic power, or if they are within 12" of any unit which is the target of a psychic power, they may elect to not Deny the Witch. Instead, they may force the psyker to re-roll any of their psychic dice. This could be successes, or simply any dice that didn't come up "6". It's up to the bearer of the Warp Weapon.

If the bearer of this weapon passes their Daemon Weapon check, they enjoy +1 Warp Charge that turn.

# Formations

## Blade of the Brotherhood

The Brotherhood of Blades are a mobile Chaos Warband who excel at identifying targets and deploying lightning raids upon them. They have organized their warband into nimble and somewhat independent groups called Blades. While they must ultimately answer to Lord Galvanus, they are free to operate on their own. This allows the Warband to operate in cells which are far more difficult to pin down by the Imperium. They are meant to hit a target and immediately disengage with their quarry. Consequently, if a single Blade finds itself somehow locked in a protracted battle, it is likely to find itself abandoned by the rest of the Brotherhood.

### Special Rules:

**Skirmishers:** All units without the Bulky or Slow & Purposeful Special Rules from this Detachment have the Hit & Run Special Rule

### Detachment:

#### Core (1):

- 2-6 units of Chaos Space Marines
  - These units may add a Chaos Rhino as a Dedicated Transport at no cost, although upgrades for the Rhino are not free.
- 0-6 units of Chaos Cultists
  - Units of Cultists with 10 models or less may add a Chimera Transport as a Dedicated Transport using the costs listed in Codex: Astra Militarum.

#### Command (0-1):

- Lord Valda Galvanus
  - If you take him in your army, Lord Galvanus must be your Warlord.
  - When a part of a Blade formation, all units within 12" of Lord Valda Galvanus have the Zealot special rule. This counts as his Warlord Trait.
- Warpsmith
- Dark Apostle

#### Auxiliary (1-10):

- Three Heads of the Hydra
  - 3 units of Chosen
  - One unit must be upgraded to contain Champion Corian
  - These units gain the Infiltrate Special Rule
  - While Champion Corian is alive, whenever one of the other two units of Chosen are completely destroyed, they go into Ongoing Reserves instead.
- Brethren of the Dark Covenant (Crimson Slaughter Formation)
- Cult of Slaughter (Crimson Slaughter Formation)
- 0-1 Daemon Engine Pack (Black Legion Formation)
- 1 Fast Attack
- 1 Elite
- 1 Heavy Support

#### Lords of War (0-1):

- 1 Lord of War

## Corpsemakers

Not much is known of the Corpsemakers. They are a small band of Chaos Space Marines who revel in wanton murder and destruction. They work as a single pack, overwhelming any enemy with their voracious appetite for bloodshed.

### Formation:

- 1 Squad of 20 Chaos Space Marines

### Restrictions:

- Units in this Formation may not select a Chaos Mark
- Units in this Formation must must, if possible, take the Veterans of the Long War upgrade.
- This Detachment is unique.

### Special Rules:

**Carnage Incarnate:** Units from this Formation enjoy the Infiltrate, Fleet, and Crusader Special Rules.

## The Foresworn

Kor Megron's closest advisors are never far from his side. These ancient Word Bearers dream of nothing less than the total annihilation of everything wrought in the name of the Emperor, particularly that which was raised by the Word Bearers themselves.

### Formation:

- 1 Daemon Prince (Kor Megron)
- 2-3 units of Chaos Space Marines

### Restrictions:

- Units in this Formation may not select a Chaos Mark
- Units in this Formation must must, if possible, take the Veterans of the Long War upgrade.
- This Detachment is unique.

### Special Rules:

**The Master's Bidding:** Kor Megron may join units of Chaos Space Marines from this Detachment as if he were an Independent Character, including for the purposes of Look Out Sir rolls. This unit is treated as having a majority toughness of 5 while Kor Megron lives.

**Death to the False Emperor:** All units in this detachment and all units within 12" of Kor Megron have the Hatred and Preferred Enemy rule against Adepta Sororitas units as well as any unit containing a generic or named version of one of the following Characters: Ministorum Priest, Wolf Priest, or Chaplain.

**Old Grudges:** Units from this Formation fly into a blind, bloody frenzy when fighting Ultramarines. While any unit with the Adeptus Astartes: Ultramarines faction is in play, units from this Formation are Fearless and have Rage.

## Gladiator Group 138

This band of Khornate Space Marines is led by the Champion, Kraagon Gorefist. These brutal warriors are experts at breaking enemy lines and striking fear into the hearts of their enemies.

### Formation:

- 1-3 Squads of Chaos Space Marines, Chaos Terminators, or Khorne Berserkers

### Restrictions:

- Units in this Formation must have the Mark of Khorne

### Special Rules:

**Reavers of Khorne:** All models may wield Chainaxes for free and they gain the Rending Special Rule. All models wielding Power Axes or Chain Fists gain the Shred Special Rule.

**Linebreakers:** If this unit is in your enemy's deployment zone at the end of the game, score an additional Victory Point.

## Scribes' Gambit Formation

The Blue Scribes are a mischievous brand of bookish Daemons who delight in disseminating false information and tricking the weak-minded into foolish decisions. This formation represents the Scribes' ability to infiltrate the enemy ranks by turning the enemy's own foolishness against them.

### Formation:

1-3 units of Chaos Cultists

### Restrictions:

The Cultists may not possess a Chaos Mark.

### Special Rules:

Objective Secured

**Heresy in the Ranks:** The Cultists in this formation begin the game under the control of your opponent. They deploy and use the units as if the Cultists were their own units. In this situation, the Cultists are considered Allies of Convenience when interacting with the controller's own models. The Cultists may not be put into Reserve.

**Emergence:** At the beginning of each of your player turns, roll a die. If the number is equal to or less than the current turn, pick a unit of Cultists from this Formation. Each Cultist model in this unit is replaced with a Pink Horrors model with no upgrades and control of the unit switches to you. Do this every turn until either all the Cultists are dead or have been turned into Pink Horrors

## Sons of Damnation

The sons of Damnation were once Word Bearers loyal to the God Emperor. They are now a warband of Chaos Space Marine Terminators bent on the fall of their father.

### Formation:

- 1-3 Squads of Chaos Terminators, totaling no more than 10 Terminators between them.

### Restrictions:

- Units in this Formation may not select a Chaos Mark
- Units in this Formation must, if possible, take the Veterans of the Long War upgrade.
- This Detachment is unique.

### Special Rules:

**Implacable Vengeance:** Units in this formation enjoy the Feel No Pain Special Rule

**Old Grudges:** Units from this Formation fly into a blind, bloody frenzy when fighting Ultramarines. While any unit with the Adeptus Astartes: Ultramarines faction is in play, units from this Formation are Fearless and have Rage.

# Special Rules

## Curse of the Obliteratti

Some units from Codex: Chaos Space Marines may choose to take the Curse of the Obliteratti. The following units may take this Mark: Chaos Space Marines, Raptors, Chosen, Chaos Terminators, and Chaos Havocs. Every model must take this upgrade which is 5 points per model and 5 additional points per Heavy Weapon in the squad.

Every turn, the unit may choose to alter their ranged weapons' profiles, though they must choose a different alteration every turn. They may either improve their weapons' AP by 1 (minimum 1), increase the weapons' strength by 1 (maximum 10), make the weapons twin-linked, or make the wounds explosive. Explosive wounds deal 2 wounds when a "6" is scored on the roll to wound. These wounds are allocated individually.

In addition, the unit gains the Daemon and Slow and Purposeful special rules.

## Lord of the Obliteratti

A Warpsmith may pay 100 points to make it a Lord of the Obliteratti. Their Bolt Pistol and Power Axe are completely replaced with a Power Fist and Obliterator Weapons (see the unit entry for Obliterators in Codex: Chaos Space Marines for details). The Warpsmith also adds +1 Wound to his profile and should be modeled on a 40mm base.

In addition, the character gains the Daemon, Deepstrike, Bulky, and Slow and Purposeful special rules.

## The Mark of Malice

*"...and he that went before now came last, and that which was white and black and all direction was thrown against itself. Grown mightily indignant at the words of the Gods, Malal did turn his heart against them and flee into the chambers of space . . . And no man looked to Malal then, save those that serve that which they hate, who smile upon their misfortune, and who bear no love save for the damned. At such times as a warrior's heart turns to Malal, all Gods of Chaos grow fearful, and the laughter of the Outcast God fills the tomb of space ."* - The Great Book of Despair

**Mark of Malice:** The Mark of Malice can be chosen as an upgrade for any model which normally allows for a Mark of Chaos. Followers of Malice exist for nothing more than to remind other Chaos powers that their gods are fickle and their deeds are, in the long run, meaningless. All models with this Mark have Preferred Enemy for Chaos Space Marines and Chaos Daemons. Additionally, followers of Malice are slippery and cling to the shadows like whispers. Whenever a ranged attack would ignore their cover save, a unit with this mark may move 6" before the attack is made. Lastly, Malal is not stingy with those he deems useful; any model with this Mark may re-roll any result of the Chaos Boon Table whenever they are called upon to make one, even if it is before the game has begun.

# New Units

## Terminator Rubricae

Some elite Thousand Sons warriors survived Prospero, but only by either a very generous or sarcastic standard.

Please note that the Aspiring Sorcerer is exactly the same as the one in the Chaos Space Marines Thousand Sons entry in that Codex, but has been omitted here to avoid copyright issues. Assume that Sorcerer has the same stats and options as the one from that book in addition to any below.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>SV</b>
Terminator Rubricae	5	4	4	4	2	4	2	10	2+

**Battlefield Role:** Elite

**Faction:** Chaos Space Marines

**Points:** 210

### Unit Type:

Rubricae are Infantry

Aspiring Sorcerer is Infantry (Character)

### Unit Composition:

3 Terminator Rubricae and an Aspiring Sorcerer

### Wargear:

- Terminator armour
- Combi-bolter
- Power weapon
- Inferno Bolts
- Slow and Purposeful
- Elite of the Thousand Sons

### Options:

- May add up to seven Terminator Rubricae - 55pts per model
- For every five models in the unit, one Terminator Rubricae may replace his combi-bolter with one of the following:
  - Heavy Flamer - 10pts/model
  - Reaper Autocannon - 25pts/model
- The Aspiring Sorcerer may replace his Power Armor with Terminator Armor - 20pts

**Elite of the Thousand Sons:** The Terminator Rubricae enjoy the Aura of Dark Glory like other Thousand Sons, but their invulnerable save is a 4+ instead of 5+.

## Lord Valda Galvanus

Galvanus is a **Chaos Lord** with a power sword, bolt pistol, Spined Artificer Armor, and the Chain of Dark Purpose. Galvanus is a huge Astartes and has a Strength of 5 rather than 4. He is 170 Points

**Spined Artificer Armour:** Lord Galvanus's armour is adorned with plumes of poisoned spines. The poison actually keeps enemies alive who would otherwise perish from grievous wounds. Sometimes Galvanus simply leaves his opponents to die in excruciating pain on the battlefield. Other times, he uses the poison as an opportunity to capture his enemies and put them to the question. Galvanus enjoys +1 attack in close combat with the **Poison** special rule.

**Chain of Dark Purpose:** His armor and flesh is threaded with a cursed chain which binds him to his duty to the Warmaster. Galvanus has the Eternal Warrior and It Will Not Die special rules. In addition, he enjoys a 5+ invulnerable save.

## Ascendant Brother

Ascendant Brother is a template which can be applied to any Space Marine Veteran, Space Marine Sword Brother, or Chaos Aspiring Champion. For 15 points, they add an additional wound and +1 Leadership. Champion Zige and Champion Corian count as an Ascendant Brothers

## Champion Corian

Corian is a Chaos Champion with the Ascendant Brother upgrade (15pts). He wields a Power Sword (15pts) and Volkite Serpenta (15pts, see the Horus Heresy rules from Forge World). Also, champion Corian has the Veterans of the Long War upgrade regardless of whether his unit does. In addition, Champion Corian has the **Intelligence** special rule: if Champion Corian is a part of your army, you may re-roll the dice when determining mission type. If you do not take advantage of this ability (or if the mission is predetermined by the narrative), then any unit Champion Corian is a part of gains the Scout special rule instead. In total, Champion Corian costs an additional 70 points above the usual cost of a Chaos Champion.

Note that you should feel free to use any squad Champion you desire to upgrade to Champion Corian as he is a master of disguise and infiltration. To forge a complete narrative, when deployed with Lord Galvanus, Champion Corian usually leads Galvanus's squad of Chosen. In the field, Corian will usually lead a squad of Havocs or Chaos Space Marines.

## Champion Zige

Zige is a Chaos Champion with the Ascendant Brother upgrade (15pts). Champion Zige has 3 Gifts of Mutation (30pts), a bolter, bolt pistol, and chainsword (2pts). In addition, Zige and whatever unit he is a part of gains the **Opportunist** special rule. Zige's unit gains Zealot if engaged in close combat with an enemy with either a Strength or Toughness of 3 or less. Conversely, they gain the Hit & Run special rule if engaged in close combat with an enemy with a Strength or Toughness of 5 or greater or a Walker. In total, Zige costs an additional 50pts above the usual cost of a Chaos Champion.

To forge the narrative, Champion Zige is best used as an upgrade for a non-marked Chaos Space Marines unit in Power Armour.

## Hedge Witch

Many aspiring Chaos leaders rely on the gifts of the Warp for success. Chaos Space Marine Sorcerers are in high demand, however, and have aspirations of their own. The Hedge Witch is an unaugmented human with the ability to harness the Warp, however this is far more risky than relying on a well-trained acolyte of the dark powers.

For the purposes of forging the narrative for Black Deeds, **The Crone** is a hedge witch.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>SV</b>
Hedge Witch	2	3	2	3	1	2	1	8	-

**Battlefield Role:** Special, see "Warlord's Pet"

**Faction:** Chaos Space Marines

**Points:** 40

**Unit Type:**

Infantry (Helpless Character)

**Unit Composition:**

1 Hedge Witch

**Wargear:**

- Close combat weapon

**Special Rules:**

- Psyker (Level 1)

**Helpless:** Helpless Characters may not accept or issue challenges, even if they are part of a faction which normally requires they do so. Moreover, models **MUST** attempt to Look Out, Sir for Helpless Characters if they can.

**Warlord's Pet:** The Hedge Witch always moves with and joins units along with your army's Warlord. They are not an Independent Character, but acts as such for movement and joining purposes when moving with the Warlord. In addition, the Hedge Witch may not move farther than 2" from the Warlord for any reason. If events would cause such a thing to happen, all other models must shift to allow the Hedge Witch to find their proper place by their master's side!

**Puppet of the Gods:** Whenever the Hedge Witch would take a wound from Perils of the Warp, roll a dice. On a 3+, if the Warlord is still alive, they take the wound instead.

**Options:**

- May add up to three Gift of Mutation - 10pts each
- Add a Laspistol - 3pts
- Upgrade to Level 2 Psyker - 25pts
- May purchase one of the following:
  - Mark of Tzeentch - 5pts
  - Mark of Nurgle - 6pts
  - Mark of Slaanesh - 4pts

**Gift of the Gods:** If the Hedge Witch has a specific Mark of Chaos, they may select powers from that god's Discipline.