Chaos - Chaos Space Marines - troa champs - (1730 pts)

Army Roster (Chaos - Chaos Space Marines) (1730 pts)

Rules: Psychic

Configuration	
Battle Size	Strike Force (2000 Point limit)
Detachment Choice	Renegade Raiders Abilities: Raiders and Reavers
Show/Hide Options	Nurgle Daemons are visible, Chaos Knights are visible
Show/Hide Options	Unaligned Fortifications are visible, Unaligned Forces are visible, Tzeentch Daemons are visible, Titans are visible, Slaanesh Daemons are visible, Nurgle Daemons are visible, Legends are visible, Khorne Daemons are visible, Chaos Knights are visible

Character (105 pts)	
Chaos Lord (1) (105 pts)	Power fist, Daemon hammer, Despot's Claim, Warlord Rules: Dark Pacts, Leader, Devastating Wounds Abilities: Invulnerable Save[1], Leader, Chance for Glory, Lord of Chaos, Despot's Claim Unit: Chaos Lord Melee Weapons: Daemon hammer, Power fist[1]

Battleline (50 pts)	
Cultist Mob (10) (50 pts)	• 9x Cultist w/ autopistol and brutal assault weapon • Cultist Champion: Autopistol Rules: Dark Pacts, Pistol Unit: Cultist Mob Abilities: For the Dark Gods Melee Weapons: Brutal assault weapon (x2) (x4) Ranged Weapons: Autopistol (x2) (x4)

Infantry (520 pts)	
Chosen (10) (250 pts)	Chaos icon • 2x Chosen w/ boltgun and plasma pistol • 4x Chosen w/ combi-weapon and bolt pistol • 2x Chosen w/ paired accursed weapons and bolt pistol • 2x Chosen w/ power fist and plasma pistol Rules: Dark Pacts, Hazardous, Pistol, Anti-, Rapid Fire, Devastating Wounds, Twin-linked Unit: Chosen Abilities: Chosen Marauders, Chaos icon Melee Weapons: Accursed weapon (x2) (x4), Paired accursed weapons, Power fist[2] Ranged Weapons: Boltgun (x2) (x4), Bolt pistol (x2) (x4), Combi-weapon Ranged Weapons: Plasma pistol - standard (x4) (x8), Plasma pistol - supercharge (x4) (x8)
Warp Talons (10) (270 pts)	• 10x Warp Talon Rules: Dark Pacts, Deep Strike, Twin-linked Unit: Warp Talons Abilities: Warp Strike, Invulnerable Save[2] Melee Weapons: Warp claws

Mounted (140 pts)	
Chaos Bikers (3) (70 pts)	• Biker w/ meltagun: Astartes chainsword • Biker w/ plasma gun: Astartes chainsword • Biker Champion: Plasma pistol Rules: Dark Pacts, Rapid Fire, Hazardous, Pistol, Melta Unit: Chaos Bikers (x2) (x2) Abilities: Rapid Assault Melee Weapons: Close combat weapon (x6) (x18), Astartes chainsword (x4) (x8) Ranged Weapons: Combi-bolter (x10) (x30), Meltagun (x2) (x2) Ranged Weapons: Plasma pistol - standard (x4) (x4), Plasma pistol - supercharge (x4) (x4) Ranged Weapons: Plasma gun - standard (x2) (x2), Plasma gun - supercharge (x2) (x2)

Chaos Bikers (3) (70 pts)	• Biker w/ meltagun: Astartes chainsword • Biker w/ plasma gun: Astartes chainsword • Biker Champion: Plasma pistol Rules: Dark Pacts, Rapid Fire, Hazardous, Pistol, Melta Unit: Chaos Bikers (x2) (x2) Abilities: Rapid Assault Melee Weapons: Close combat weapon (x6) (x18), Astartes chainsword (x4) (x8) Ranged Weapons: Combi-bolter (x10) (x30), Meltagun (x2) (x2) Ranged Weapons: Plasma pistol - standard (x4) (x4), Plasma pistol - supercharge (x4) (x4) Ranged Weapons: Plasma gun - standard (x2) (x2), Plasma gun - supercharge (x2) (x2)

Vehicle   (800 pts)

Chaos Vindicator (1) (185 pts)	Combi-bolter, Havoc launcher Rules: Deadly Demise D3, Dark Pacts, Blast, Rapid Fire Abilities: Siege Shield, Damaged: 1-4 wounds remaining Unit: Chaos Vindicator (x2) (x2) Melee Weapons: Armoured tracks (x3) (x3) Ranged Weapons: Demolisher cannon (x2) (x2), Havoc launcher (x3) (x3), Combi-bolter (x10) (x10)
Chaos Vindicator (1) (185 pts)	Combi-bolter, Havoc launcher Rules: Deadly Demise D3, Dark Pacts, Blast, Rapid Fire Abilities: Siege Shield, Damaged: 1-4 wounds remaining Unit: Chaos Vindicator (x2) (x2) Melee Weapons: Armoured tracks (x3) (x3) Ranged Weapons: Demolisher cannon (x2) (x2), Havoc launcher (x3) (x3), Combi-bolter (x10) (x10)
Forgefiend (1) (190 pts)	Ectoplasma cannon and limbs, 2 ectoplasma cannons Rules: Deadly Demise D3, Dark Pacts, Blast Unit: Forgefiend Abilities: Daemonic Ordnance, Invulnerable Save[3], Damaged: 1-4 wounds remaining Ranged Weapons: Ectoplasma cannon (x3) (x6) Melee Weapons: Armoured limbs
Venomcrawler (1) (120 pts)	Rules: Dark Pacts, Deadly Demise D3 Unit: Venomcrawler (x2) (x2) Abilities: Invulnerable Save[4], Soul Eater Ranged Weapons: Excruciator cannon (x4) (x4) Melee Weapons: Soulflayer tendrils and claws (x2) (x2)
Venomcrawler (1) (120 pts)	Rules: Dark Pacts, Deadly Demise D3 Unit: Venomcrawler (x2) (x2) Abilities: Invulnerable Save[4], Soul Eater Ranged Weapons: Excruciator cannon (x4) (x4) Melee Weapons: Soulflayer tendrils and claws (x2) (x2)

Dedicated Transport   (75 pts)

Chaos Rhino (1) (75 pts)	Combi-bolter, Havoc launcher Rules: Deadly Demise D3, Dark Pacts, Firing Deck 2, Rapid Fire, Blast Unit: Chaos Rhino Abilities: Self-repair Transport: Chaos Rhino Melee Weapons: Armoured tracks (x3) (x3) Ranged Weapons: Combi-bolter (x10) (x20), Havoc launcher (x3) (x3)

Allied Units   (40 pts)

Nurglings (3) (40 pts)	• 3x Nurgling Swarm Rules: Deep Strike, Infiltrators, Lethal Hits Abilities: Invulnerable Save[5], Mischief Makers (Aura) Unit: Nurglings Melee Weapons: Diseased claws and teeth

Rules:

Psychic	Some weapons and abilities can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack.
Dark Pacts	If your Army Faction is HERETIC ASTARTES, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase: % [LETHAL HITS] % [SUSTAINED HITS 1]
Leader	While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit. Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks. Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks. Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.
Devastating Wounds	Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.
Pistol	Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit. If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.
Hazardous	Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve the following sequence (resolve each failed test one at a time): % If possible, select one model in that unit that has lost one or more wounds and weapons. % Otherwise, if possible, select one model in that unit (excluding CHARACTER m weapons. % Otherwise, select one CHARACTER model in that unit equipped with one or mo If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model. If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase, any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move.
Anti-	Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound.
Rapid Fire	Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.
Twin-linked	Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.
Deep Strike	During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.

Melta	Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'.
Deadly Demise D3	Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").
Blast	Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).
Firing Deck 2	Some TRANSPORT models have 'Firing Deck x' listed in their abilities. Each time such a model is selected to shoot in the Shooting phase, you can select up to 'x' models embarked within it whose units have not already shot this phase. Then, for each of those embarked models, you can select one ranged weapon that embarked model is equipped with (excluding weapons with the [ONE SHOT] ability). Until that TRANSPORT model has resolved all of its attacks, it counts as being equipped with all of the weapons you selected in this way, in addition to its other weapons. Until the end of the phase, those selected models' units are not eligible to shoot.
Infiltrators	During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.
Lethal Hits	Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.

Abilities
Raiders and Reavers
Ranged weapons equipped by HERETIC ASTARTES models from your army have the [ASSAULT] ability, and each time a HERETIC ASTARTES model from your army makes an attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.
Invulnerable Save[1]
This model has a 4+ invulnerable save.
Leader
This model can be attached to the following units: % C H O S E N % L E G I O N A R I E S
Chance for Glory
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength, Attacks, Armour Penetration and Damage characteristics of melee weapons equipped by this model by 1.
Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
Despot's Claim
At the start of your Command phase, if the bearer is on the battlefield, roll one D6, adding one to the result if the bearer is wholly within 12" of your opponent's deployment zone; on a 5+, you gain 1CP.
For the Dark Gods
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.
Chosen Marauders
This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.
Chaos icon
Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.
Warp Strike
At the end of the Fight phase, if this unit destroyed one or more enemy units this phase and is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.
Invulnerable Save[2]
Models in this unit have a 5+ invulnerable save.
Rapid Assault
Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength characteristic of that attack by 1.
Siege Shield
When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.
Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
Daemonic Ordnance
Each time this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its ranged weapons have the [DEVASTATING WOUNDS] and [HAZARDOUS] abilities.
Invulnerable Save[3]
This model has a 5+ invulnerable save.
Invulnerable Save[4]

This model has a 5+ invulnerable save	

Soul Eater

At the end of the Fight phase, if one or more attacks made by this model that phase destroyed one or more enemy units, until the end of the battle, add 1 to the Attacks characteristic of this model's weapons.

Self-repair

At the start of your Command phase, this model regains 1 lost wound.

Invulnerable Save[5]

Models in this unit have a 6+ invulnerable save.

Mischief Makers (Aura)

While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

Unit	M	T	SV	W	LD	OC
Chaos Lord	6"	4	3+	5	6+	1
Cultist Mob	6"	3	6+	1	7+	1
Chosen	6"	4	3+	3	6+	1
Warp Talons	12"	4	3+	2	6+	1
Chaos Bikers (x2) (x2)	12"	5	3+	3	6+	2
Chaos Vindicator (x2) (x2)	9"	11	2+	11	6+	3
Forgefiend	8"	10	3+	12	6+	3
Venomcrawler (x2) (x2)	12"	9	3+	9	6+	3
Chaos Rhino	12"	9	3+	10	6+	2
Nurglings	5"	3	7+	4	8+	0

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Daemon hammer	Melee	5	3+	8	-2	2	Devastating Wounds
Power fist[1]	Melee	5	2+	8	-2	2	-
Brutal assault weapon (x2) (x2)	Melee	2	4+	3	0	1	-
Accursed weapon (x2) (x2)	Melee	4	3+	5	-2	1	-
Paired accursed weapons	Melee	5	3+	5	-2	1	Twin-linked
Power fist[2]	Melee	4	3+	8	-2	2	-
Warp claws	Melee	4	3+	5	-2	1	Twin-linked
Close combat weapon (x6) (x6)	Melee	3	3+	4	0	1	-
Astartes chainsword (x4) (x4)	Melee	4	3+	4	-1	1	-
Armoured tracks (x3) (x3)	Melee	3	4+	6	0	1	-
Armoured limbs	Melee	2	3+	6	0	2	-
Soulflayer tendrils and claws (x2) (x2)	Melee	6	3+	6	-1	2	-
Diseased claws and teeth	Melee	4	5+	2	0	1	Lethal Hits

Ranged Weapons	Range	A	BS	S	AP	D
Autopistol (x2) (x2)	12"	1	4+	3	0	1
Pistol						
Boltgun (x2) (x2)	24"	2	3+	4	0	1
-						
Bolt pistol (x2) (x2)	12"	1	3+	4	0	1
Pistol						
Combi-weapon	24"	1	4+	4	0	1
Anti-INFANTRY 4+, Devastating Wounds, Rapid Fire 1						
Combi-bolter (x10) (x10)	24"	2	3+	4	0	1
Rapid Fire 2						
Meltagun (x2) (x2)	12"	1	3+	9	-4	D6
Melta 2						
Demolisher cannon (x2) (x2)	24"	D6+3	3+	14	-3	D6
Blast						
Havoc launcher (x3) (x3)	48"	D6	3+	5	0	1
Blast						
Ectoplasma cannon (x3) (x3)	36"	D3	3+	10	-3	3
Blast						
Excruciator cannon (x4) (x4)	36"	6	3+	6	-1	2
-						

Transport
Chaos Rhino
This model has a transport capacity of 12 HERETIC ASTARTES INFANTRY models. It cannot transport TERMINATOR, JUMP PACK, OBLITERATOR or POSSESSED models.

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Plasma pistol - standard (x4) (x4)	12"	1	3+	7	-2	1	Pistol
Plasma pistol - supercharge (x4) (x4)	12"	1	3+	8	-3	2	Hazardous, Pistol

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Plasma gun - standard (x2) (x2)	24"	1	3+	7	-2	1	Rapid Fire 1
Plasma gun - supercharge (x2) (x2)	24"	1	3+	8	-3	2	Hazardous, Rapid Fire 1