

Pw csm (Warhammer 40,000 8th Edition) [120 PL, -1CP, 1750pts]

Battalion Detachment +5CP (Chaos - Chaos Space Marines) [23 PL, 379pts]

Rules: *Daemonic Ritual, The Warmaster's Legion (Black Legion)*

No Force Org Slot

Legion

Selections: Black Legion

Categories: No FORCE ORG SLOT

Abilities: *Black Crusaders*

Abilities	Description	Ref
Black Crusaders	If your army is Battle-forged, all Daemon Prince, INFANTRY, BIKERS and HELBRUTE units in a BLACK LEGION Detachment gain the following ability: Add 1 to the Leadership characteristic of models in units with this trait. In addition, if a unit with this trait Advanced, it treats all Rapid Fire weapons as Assault weapons until the end of the turn (i.e. a Rapid Fire 2 weapon is treated as an Assault 2 weapon).	Codex Heretic Astartes - Chaos Space Marines p157

HQ [14 PL, 229pts]

Chaos Lord on Bike [7 PL, 117pts]

Selections: 2. Flames of Spite, Chainsword, Combi-bolter [2pts], Combi-bolter [2pts], Ghorisvex's Teeth, Mark of Nurgle, Warlord

Categories: HQ, BIKER, CHAOS LORD, CHARACTER, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: CHAOS, WARLORD, FACTION: NURGLE

Abilities: *Death to the False Emperor, Flames of Spite, Ghorisvex's Teeth, Lord of Chaos, Sigil of Corruption, Turbo-boost*, **Unit:** *Chaos Lord on Bike*, **Weapon:** *Chainsword, Combi-bolter, Frag grenade, Ghorisvex's Teeth, Krak grenade*

Abilities	Description	Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Flames of Spite	If the wound roll for a melee weapon attack made by your Warlord is 6+, it inflicts 1 mortal wound on the target in addition to any other damage.	
Ghorisvex's Teeth	Model with chainsword only. Ghorisvex's Teeth replaces the bearer's chainsword and has the profile below.	
Lord of Chaos	You can re-roll hit rolls of 1 made for friendly <LEGION> units within 6" of this model.	
Sigil of Corruption	This model has a 4+ invulnerable save.	
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaos Lord on Bike	14"	2+	2+	4	5	6	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Ghorisvex's Teeth	Melee	Melee	User	-3	2	Each time the bearer fights, it can make 2 additional attacks with this weapon. Each time you roll a wound roll of 6+ for an attack made with this weapon, the target of the attack suffers 1 mortal wound in addition to the normal damage.	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Sorcerer in Terminator Armour [7 PL, 112pts]

Selections: Combi-bolter [2pts], Force stave [8pts], Mark of Nurgle

Categories: HQ, FACTION: CHAOS, CHARACTER, INFANTRY, PSYKER, TERMINATOR, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, FACTION: HERETIC ASTARTES, SORCERER, FACTION: NURGLE

Abilities: *Death to the False Emperor, Teleport Strike, Terminator Armour*, **Psychic Power:** *Smite*, **Psyker:** *Sorcerer*, **Unit:** *Sorcerer in Terminator Armour*, **Weapon:** *Combi-bolter, Force stave*

Abilities	Description	Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Terminator Armour	Models in this unit have a 5+ invulnerable save.	

Psychic Power	Warp Charge	Range	Details	Ref
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Sorcerer	2	1	Smite and 2 powers from the Dark Hereticus discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Sorcerer in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Force stave	Melee	Melee	+2	-1	D3	-	

Troops [9 PL, 150pts]

Chaos Cultists [3 PL, 50pts]

Selections: 9x Chaos Cultist w/ Autogun [45pts], No Chaos Mark

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: <MARK OF CHAOS>, FACTION: <LEGION>

Abilities: *Mere Mortals*

Cultist Champion [5pts]

Selections: Autogun

Unit: *Cultist Champion*, **Weapon:** *Autogun*

Abilities	Description	Ref
Mere Mortals	CHAOS CULTIST units do not gain a Legion Trait.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autogun	24"	Rapid Fire 1	3	0	1	-	

Chaos Cultists [3 PL, 50pts]

Selections: 9x Chaos Cultist w/ Autogun [45pts], No Chaos Mark

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: <MARK OF CHAOS>, FACTION: <LEGION>

Abilities: *Mere Mortals*

Cultist Champion [5pts]

Selections: Autogun

Unit: *Cultist Champion*, **Weapon:** *Autogun*

Abilities	Description	Ref
Mere Mortals	CHAOS CULTIST units do not gain a Legion Trait.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autogun	24"	Rapid Fire 1	3	0	1	-	

Chaos Cultists [3 PL, 50pts]

Selections: 9x Chaos Cultist w/ Autogun [45pts], No Chaos Mark

Categories: TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: <MARK OF CHAOS>, FACTION: <LEGION>

Abilities: *Mere Mortals*

Cultist Champion [5pts]

Selections: Autogun

Unit: *Cultist Champion*, **Weapon:** *Autogun*

Abilities	Description	Ref
Mere Mortals	CHAOS CULTIST units do not gain a Legion Trait.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autogun	24"	Rapid Fire 1	3	0	1	-	

Spearhead Detachment +1CP (Chaos - Chaos Space Marines) [76 PL, 975pts]

Rules: *Daemonic Ritual, Despoilers of the Galaxy (Alpha Legion)*

No Force Org Slot

Legion

Selections: Alpha Legion

Categories: NO FORCE ORG SLOT

Abilities: *Hidden In Plain Sight*

Abilities	Description	Ref
Hidden In Plain Sight	If your army is Battle-forged, all Daemon Prince, INFANTRY, BIKERS and HELBRUTE units in an ALPHA LEGION Detachment gain the following ability: Your opponent must subtract 1 from hit rolls that target units with this trait if they are more than 12" away.	Codex Heretic Astartes - Chaos Space Marines p157

HQ [6 PL, 101pts]

Chaos Lord in Terminator Armour [6 PL, 101pts]

Selections: Combi-bolter [2pts], Mark of Nurgle, Power maul [4pts]

Categories: HQ, CHARACTER, FACTION: HERETIC ASTARTES, INFANTRY, TERMINATOR, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, CHAOS LORD, FACTION: CHAOS, FACTION: NURGLE

Abilities: *Death to the False Emperor*, *Lord of Chaos*, *Sigil of Corruption*, *Teleport Strike*, **Unit:** *Chaos Lord in Terminator Armour*, **Weapon:** *Combi-bolter*, *Power maul*

Abilities	Description	Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Lord of Chaos	You can re-roll hit rolls of 1 made for friendly <LEGION> units within 6" of this model.	
Sigil of Corruption	This model has a 4+ invulnerable save.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaos Lord in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Power maul	Melee	Melee	+2	-1	1	-	

Heavy Support [70 PL, 874pts]

Hellforged Leviathan Dreadnought [16 PL, 289pts]

Selections: Butcher cannon array [40pts], Butcher cannon array [40pts], 2x Hellflamer [34pts], Nurgle

Categories: <LEGION>, FACTION: CHAOS, DREADNOUGHT, HEAVY SUPPORT, HELLFORGED, HERETIC ASTARTES, VEHICLE, HELBRUTE, NURGLE

Abilities: *Containment Breach*, *Hellfire Reactor*, *Machina Malifica*, **Unit:** *Hellforged Leviathan*, **Weapon:** *Butcher cannon array*, *Hellflamer*, **Wound Track:** *Hellforged Leviathan*, *Hellforged Leviathan1*, *Hellforged Leviathan2*, *Hellforged Leviathan3*

Abilities	Description	Ref
Containment Breach	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a roll of a 6 it explodes and the hellish energies at its core are unleashed. Each unit within 6" suffers D3 mortal wounds unless it is a Psyker, in which case it suffers D6 mortal wounds instead.	
Hellfire Reactor	A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.	
Machina Malifica	At the end of each Fight phase, roll a number of D6 for this model equal to the number of models that were slain by it during this phase; for each dice that scores a 5+, this model regains one lost wound. This model cannot regain lost wounds by any other means.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hellforged Leviathan	*	*	*	8	8	14	4	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Butcher cannon array	36"	Heavy 8	8	-1	2	If a unit has any models slain by this weapon in the Shooting phase, the unit subtracts 2 from its Leadership for the rest of the turn. This modifier is not cumulative.	
Hellflamer	8"	Heavy D6	5	-1	2	This weapon automatically hits its target.	

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Hellforged Leviathan	-	M	WS	BS	
Hellforged Leviathan1	8-14+	8"	2+	2+	
Hellforged Leviathan2	4-7	5"	3+	3+	
Hellforged Leviathan3	1-3	3"	4+	4+	

Obliterators [18 PL, 195pts]

Selections: Mark of Slaanesh, 3x Obliterator [18 PL, 195pts]

Categories: HEAVY SUPPORT, FACTION: HERETIC ASTARTES, DAEMON, INFANTRY, FACTION: CHAOS, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, CULT OF DESTRUCTION, FACTION: SLAANESH

Abilities: *Daemonic, Death to the False Emperor, Fleshmetal Guns, Teleport Strike*

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Fleshmetal Guns	When this unit is chosen to shoot in the Shooting Phase or fires Overwatch, roll three D3, one after the other to determine the characteristics of the unit's fleshmetal guns for that Shooting phase or Overwatch attack. The first roll is added to 6 to determine the Strength, the second roll is the AP, and the third roll is the Damage. For example, if the rolls were a 1, followed by a 3, followed by a 2, then the unit's attacks would have a Strength of 7, an AP of -3 and a Damage of 2.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Obliterator	4"	3+	3+	5	5	4	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Crushing fists	Melee	Melee	+1	-1	D3	-	
Fleshmetal guns	24"	Assault 6	6+D3	-D3	D3	See above	

Obliterators [18 PL, 195pts]

Selections: Mark of Slaanesh, 3x Obliterator [18 PL, 195pts]

Categories: HEAVY SUPPORT, FACTION: HERETIC ASTARTES, DAEMON, INFANTRY, FACTION: CHAOS, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, CULT OF DESTRUCTION, FACTION: SLAANESH

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Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
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Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Obliterator	4"	3+	3+	5	5	4	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Crushing fists	Melee	Melee	+1	-1	D3	-	
Fleshmetal guns	24"	Assault 6	6+D3	-D3	D3	See above	

Obliterators [18 PL, 195pts]

Selections: Mark of Slaanesh, 3x Obliterator [18 PL, 195pts]

Categories: HEAVY SUPPORT, FACTION: HERETIC ASTARTES, DAEMON, INFANTRY, FACTION: CHAOS, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, CULT OF DESTRUCTION, FACTION: SLAANESH

Abilities: *Daemonic, Death to the False Emperor, Fleshmetal Guns, Teleport Strike*

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Fleshmetal Guns	When this unit is chosen to shoot in the Shooting Phase or fires Overwatch, roll three D3, one after the other to determine the characteristics of the unit's fleshmetal guns for that Shooting phase or Overwatch attack. The first roll is added to 6 to determine the Strength, the second roll is the AP, and the third roll is the Damage. For example, if the rolls were a 1, followed by a 3, followed by a 2, then the unit's attacks would have a Strength of 7, an AP of -3 and a Damage of 2.	
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Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Obliterator	4"	3+	3+	5	5	4	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Crushing fists	Melee	Melee	+1	-1	D3	-	
Fleshmetal guns	24"	Assault 6	6+D3	-D3	D3	See above	

Outrider Detachment +1CP (Chaos - Chaos Space Marines) [21 PL, -1CP, 396pts]

Rules: *Daemonic Ritual, Despoilers of the Galaxy (Alpha Legion)*

No Force Org Slot [-1CP]

Gifts of Chaos (1 Relic) [-1CP]

Categories: NO FORCE ORG SLOT

Legion

Selections: Alpha Legion

Categories: NO FORCE ORG SLOT

Abilities: *Hidden In Plain Sight*

Abilities	Description	Ref
Hidden In Plain Sight	If your army is Battle-forged, all Daemon Prince, INFANTRY, BIKERS and HELBRUTE units in an ALPHA LEGION Detachment gain the following ability: Your opponent must subtract 1 from hit rolls that target units with this trait if they are more than 12" away.	Codex Heretic Astartes - Chaos Space Marines p157

HQ [9 PL, 183pts]

Daemon Prince with Wings [9 PL, 183pts]

Selections: Intoxicating Elixir, Malefic talon [10pts], Slaanesh, Warp bolter [3pts]

Categories: HQ, FACTION: CHAOS, CHARACTER, DAEMON, FLY, FACTION: HERETIC ASTARTES, MONSTER, FACTION: <LEGION>

Abilities: Daemonic, Death to the False Emperor, Intoxicating Elixir, **Unit:** Daemon Prince with Wings, **Weapon:** Malefic talon, Warp bolter

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Intoxicating Elixir	Add 1 to the bearer's Strength and Attacks characteristics.	Codex Heretic Astartes - Chaos Space Marines p162
Prince of Chaos	You can re-roll hit rolls of 1 made for friendly <LEGION> and SLAANESH DAEMON units within 6".	

Psychic Power	Warp Charge	Range	Details	Ref
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	Smite and one power from the Dark Hereticus discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Daemon Prince with Wings	12"	2+	2+	7	6	8	4	10	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.	
Warp bolter	24"	Assault 2	4	-1	2	-	

Fast Attack [12 PL, 213pts]

Bikers [4 PL, 71pts]

Selections: Mark of Slaanesh

Categories: FACTION: HERETIC ASTARTES, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, BIKER, FAST ATTACK, FACTION: CHAOS, FACTION: SLAANESH

Abilities: *Death to the False Emperor, Turbo-boost*

Biker [23pts]

Selections: Chainsword, Combi-bolter [2pts]

Unit: *Biker*, **Weapon:** *Chainsword, Combi-bolter, Frag grenade, Krak grenade*

Biker [23pts]

Selections: Chainsword, Combi-bolter [2pts]

Unit: *Biker*, **Weapon:** *Chainsword, Combi-bolter, Frag grenade, Krak grenade*

Biker Champion [25pts]

Selections: Combi-bolter [2pts], Combi-bolter [2pts]

Unit: *Biker Champion*, **Weapon:** *Combi-bolter, Frag grenade, Krak grenade*

Abilities	Description	Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Biker	14"	3+	3+	4	5	2	1	7	3+	
Biker Champion	14"	3+	3+	4	5	2	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Bikers [4 PL, 71pts]

Selections: Mark of Slaanesh

Categories: FACTION: HERETIC ASTARTES, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, BIKER, FAST ATTACK, FACTION: CHAOS, FACTION: SLAANESH

Abilities: *Death to the False Emperor, Turbo-boost*

Biker [23pts]

Selections: Chainsword, Combi-bolter [2pts]

Unit: *Biker*, **Weapon:** *Chainsword, Combi-bolter, Frag grenade, Krak grenade*

Biker [23pts]

Selections: Chainsword, Combi-bolter [2pts]

Unit: *Biker*, **Weapon:** *Chainsword, Combi-bolter, Frag grenade, Krak grenade*

Biker Champion [25pts]

Selections: Combi-bolter [2pts], Combi-bolter [2pts]

Unit: *Biker Champion*, **Weapon:** *Combi-bolter, Frag grenade, Krak grenade*

Abilities	Description	Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Biker	14"	3+	3+	4	5	2	1	7	3+	
Biker Champion	14"	3+	3+	4	5	2	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Bikers [4 PL, 71pts]

Selections: Mark of Slaanesh

Categories: FACTION: HERETIC ASTARTES, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, BIKER, FAST ATTACK, FACTION: CHAOS, FACTION: SLAANESH

Abilities: *Death to the False Emperor, Turbo-boost*

Biker [23pts]

Selections: Chainsword, Combi-bolter [2pts]

Unit: *Biker*, **Weapon:** *Chainsword, Combi-bolter, Frag grenade, Krak grenade*

Biker [23pts]

Selections: Chainsword, Combi-bolter [2pts]

Unit: *Biker*, **Weapon:** *Chainsword, Combi-bolter, Frag grenade, Krak grenade*

Biker Champion [25pts]

Selections: Combi-bolter [2pts], Combi-bolter [2pts]

Unit: *Biker Champion*, **Weapon:** *Combi-bolter, Frag grenade, Krak grenade*

Abilities	Description	Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Turbo-boost	When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Biker	14"	3+	3+	4	5	2	1	7	3+	
Biker Champion	14"	3+	3+	4	5	2	2	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Frag grenade	6"	Grenade D6	3	0	1	-	
Krak grenade	6"	Grenade 1	6	-1	D3	-	

Force Rules

Daemonic Ritual: Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do, first choose one of the four Chaos Gods - KHORNE, TZEENTCH, NURGLE, or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron - for example, a KHORNE CHARACTER could only attempt to summon KHORNE DAEMONS.

Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

Despoilers of the Galaxy (Alpha Legion): If your army is Battle-forged, all Troops units in Chaos Space Marine Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.

The Warmaster's Legion (Black Legion): If your army is Battle-forged, all Troops units in BLACK LEGION Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.