

500 Pts - Chaos Marines - 500 Pt Chaos Space Marine Battleforce Army

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Chaos Lord (1⁺, 120 pts)												
Chaos Lord	1		6	5	4	4	3	5	3/5	10	3+5(i)	120
(C: CSM, pp. 30 & 92); Unit Type: Infantry; Frag Grenades; Krak Grenades; Melta Bombs; Mark of Khorne; Bolt Pistol (x1); Power Weapon; Fearless; Independent Character												
Troops: Khorne Berzerkers (9⁺, 203 pts)												
Khorne Berzerkers	8		5	4	4	4	1	4	2/3	9	3+	203
(C: CSM, pp. 36 & 98); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Mark of Khorne; Bolt Pistol (x8); Close Combat Weapon (x8); Fearless; Furious Charge; Rhino												
Rhino	1	Grp: BS: 4 FA: 11 SA: 11 RA: 10										[35]
(C: CSM, pp. 42 & 96); Unit Type: Vehicle (Tank); Transport Capacity: 10 models; Access Points: 3; Fire Points: 1; Searchlight; Smoke Launchers; Twin Linked Bolter; Repair												
Troops: Chaos Space Marines (10⁺, 175 pts)												
Chaos Space Marines	10		4	4	4	4	1	4	1/2	9	3+	175
(C: CSM, pp. 26 & 96); Unit Type: Infantry; Frag Grenades; Krak Grenades; Power Armour; Chaos Glory; Bolt Pistol (x10); Bolter (x8); Close Combat Weapon (x10); Flamer (x1); Heavy Bolter												
Total Cost:											498	

Option Footnotes

Special Rules	
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
Independent Character	(See WH40k, pg. 50.)
Repair	If a Rhino is immobilized for any reason, then in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is no longer immobilized.
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Wargear	
Chaos Glory	Re-roll failed morale checks (p81 C:CSM)
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Mark of Khorne	Extra attacks (p25 C:CSM)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Power Armour	Confers a 3+ Armour Save.
Searchlight	Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Weapons	
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Flamer	Template; S4; AP5; Assault 1
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Twin Linked Bolter	24" Range; S4; AP5; Rapid Fire, Linked