


































# Chaos Cultists / Marines

Pts	CULTISTS	DICE	SPECIAL- all troops Jam on a fail.
1	Neophyte		Shoot / Melee  . Snap Fire.
3	Khorne Cultist		8" range. Melee  P. May not parry.
3	Nurgle Cultist		P. Slow. Tough.
3	Tzeentch Cultist		+1.
3	Slaanesh Cultist		RO.
2	Beastman		Melee  . Feral.
3	Anarchist		Special Weapon (see below). Load.
5	Magus		CMD-1.
5	Wych		Psy 2. Automatically fails incursion rolls.
7	Chaos Spawn		Feral. Melee only.

SPECIAL WEAPON	DICE	FAIL	NOTES
Heavy Stubber		J	Rapid Fire
Flamer		J/X	Flamer Template, Burn, Persist, Volatile
Meltagun		J/O	Flamer Template. Load.
Plasma Gun		J/O	Line Effect, Burn. Load.
Sniper Rifle		J	IR if no move.

Pts	MARINES	DICE	All models are <b>Armored</b> . All shoot <b>Rap. P</b> unless noted.
3	Marine		
5	Berserker		Frenzy. Melee  P Scythe. Shooting 8" P.
5	Noise		Shooting  FT, Burn, KD, Load.
5	Sorcerer		Psy-1.
5	Plague		Melee P, Tough, Slow.
5	Reaper		Melee  Scythe. Shooting 8" P. Tough.
+5	Lord	+ 	+ CMD-2.
+3	Terminator	+ 	Heavy.
+3	Heavy Weap.	-	Choose one heavy weapon from the list below.

HEAVY WEAPON	DICE	FAIL	NOTES – HEAVY (Max 1 move, ignore KD).
Heavy Bolter		J/X	P, Rapid Fire
Heavy Flamer		J/X	Hvy Flamer Template, Burn, Persist, Volatile
Multimelta		J/O	Heavy Flamer Template. Load.
Missile Launcher		-/X	2" Blast, IR. Load.
Conversion Beamer	Defender's Dice + 	O/X	Burn. Line effect. Load.

# Chaos Daemons / Mutants

Pts	DAEMONS	DICE	SPECIAL- melee only unless noted.
3	Flesh Hound		Mob 2. Trot.
3	Bloodletter		Frenzy. Scythe.
7	Bloodcrusher		+1 Move Action (Mount). Trot.
15	Bloodthirster		Big. P. CMD-1.
3	Nurgling Swarm		Swarm. P.
3	Plaguebearer		P.
7	Beast of Nurgle		P.
15	Great Unclean One		Big. Tough. CMD-1.
3	Horror of Tzeentch		Killed = split into 2 models rolling  each.
3	Flamer of Tzeench		Shooting: FT burn.
7	Disc of Tzeentch		+1 Move Action (Mount). Trot. Fly.
15	Lord of Change		Psy 3. CMD-2
3	Succubus		RO. Fly.
3	Daemonette		Lunge.
7	Steed of Slaanesh		+1 Move Action (Mount). Trot.
15	Keeper of Secrets		RO.

Pts	MUTANTS	DICE	SPECIAL
2	Mutant		Melee . Load.
5	Raider		Shooting , load. +1 Move Action (Mount).
5	Rat Swarm		Swarm. Melee only.
7	Brute		Heavy. Reload. 2"B, -or- P.



# ORKS

Pts	ORKS	DICE	All weapons: X
1	Gretchin		
2	Shoota Ork		
2	Choppa Ork		8" range. Melee  P.
5	Nob		
7	Mekboy		Shooting: . FT Burn / Rap / 2"B / P
15	Warboss		Tough.
2	Squig		Feral. Mob-3.
5	Weirdboy		Psy-2.
5	Warbike		Mount (+ Move).