

## Black Legion

### Black Legion Core Formations

Any number of core choices may be taken

DETACHMENT	UNITS	UPGRADES	POINTS COST
Retinue	One CSM Lord Character and eight CSM units	All	275

### Black Legion Elite Formations

One elite formation may be included for every core formation taken

DETACHMENT	UNITS	UPGRADES	POINTS COST
Chaos Space Marine Terminators	One CSM Lord Character and four CSM Terminator units	Chaos Dreadnought, Defilers, Chaos Land Raiders, Obliterators, Daemonic pact, Chaos Champion, Icon Bearer, Daemon Prince, Warlord. 0-2 CSM Terminators for 60 points each	275
Chosen	Four Chaos Space Marine units with the addition of "Scout"	Dreadclaws, Chaos Rhinos, Daemonic pact, Chaos Dreadnought	125
Decimators	One to Three Decimators	Defilers	225 each

### Black Legion Support Formations

Up to two support formations may be included for every core formation taken

DETACHMENT	UNITS	UPGRADES	POINTS COST
Armoured Company	Four to eight Chaos Predators and/or Chaos Land Raiders in any combination	Chaos Vindicators, Defilers	50 per Predator 75 per Land Raider
Bike Company	One CSM Lord Character and eight CSM Bike units	Daemonic pact, Icon Bearer, Warlord	300
Defiler Assault Pack	Four Defilers	None	275
Raptor Cult	One CSM Lord Character and four Raptor units	Daemonic pact, Warlord. 0-4 Raptors for 35 points each	175

### Black Legion Upgrades

Each formation may take up to four allowed upgrades

UPGRADE	UNITS	POINTS COST
0 - 1 Warlord	Replace one CSM Lord Character	50
Chaos Champion	Add one Chaos Champion character	50
Chaos Land Raiders	Add up to four Chaos Land Raiders	75 each
Chaos Vindicators	Add up to three Chaos Vindicators	35 each
Cult Marines	Add four units belonging to the Cult associated with the Retinues faction: Beserkers (Khorne), Noise Marines (Slaanesh), Plague Marines (Nurgle), Thousand Sons (Tzeentch)	150
Daemon Prince	Replace the unit in a formation that includes a CSM Lord or Warlord character with a Daemon Prince unit. One Daemon Prince may be included for each Faction present in the army. If the CSM Warlord is replaced the Daemon Prince gains Supreme Commander	50
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25
Defilers	Add up to three Defilers	75 each
Dreadclaws	Transport the entire formation in Dreadclaws	5 per unit in the formation
Havocs	Add four Havoc units	150
Icon Bearer	Add one Icon Bearer character	50
Obliterators	Add up to three Obliterators	85 each
Chaos Rhinos	Add up to eight Chaos Rhinos. You <u>must</u> take <u>exactly</u> enough Chaos Rhinos to carry the units after other upgrades that have transport capacity have been taken. No transport spaces may be 'left over' if it is possible to avoid this.	10 each

### Daemon Pool

FORMATION	UNITS	POINTS COST
Daemon Pool	Any number of Lesser Daemon units	20 each
	Any number of Greater Daemons	75 each

### Chaos Navy

FORMATION	UNITS	POINTS COST
Hellblade Flight	Three Hellblade Fighters	200
HellTalon Flight	Two Helltalon Fighter-bombers	250
0 - 1 Orbital Support	One Devastation Class Cruiser	150
	OR One Despoiler Class Battleship	250

### Chaos Titans

FORMATION	UNITS	POINTS COST
Banelord	One Banelord Titan	800
Ravager	One Ravager Titan	650
Feral	One Feral Titan	275
Deathwheel Squadron	One to three Deathwheels	275 each

**Black Legion**

**Initiative 2+ (+1 if no hated faction within 30cms)**

**Strategy Rating 4**

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Berzerkers	Inf	15cm	4+	2+	5+	Chain axe Bolt Pistols	Base Contact 15cm	Assault Wpn Small Arms	Fearless
CSM Bikes	Inf	35cm	4+	3+	4+	Chain swords Bolters	Base Contact 15cm	Assault Wpn Small Arms	Mounted
CSM Champion	CH	-	-	-	-	Daemon Artifact Daemonic Bolt	Base Contact 15cm	EA+1, First Strike Small Arms, EA+1, First Strike	Augment Summoning (2D3), Inv Save. Khornate, Nurgle or undivided Champions have Daemon Artifact. Slaanesh and Tzeentch have Daemonic Bolt
Daemon Prince	Inf	15cm (30cm)	3+ 4+	3+	3+	Possessed Weapon Warp Blast	Base Contact 15cm	Assault Wpn, MW EA+2 Small Arms, MW EA+1	Commander, Fearless, Leader, RA, Teleport. Can have Wings and uses stats on this line
Decimator	WE	15cm	4+	4+	4+	2 x Twin Reaper Autocannon  2 x Twin Reaper Autocannon Decimator Cannon	30cm  30cm 45cm	AP3+/AT5+, Left Arc  AP3+/AT5+, Right Arc 3BP, MW, Ignore cover, FxP	DC3, Fearless, RA Crit - Destroyed. Units within 5cm hit on a 6+
Defiler	AV	20cm	4+	4+	3+	Battle Claws Twin Heavy Flamer  Reaper Autocannon Battlecannon	Base Contact 15cm AND 30cm 75cm	Assault Wpn, MW EA+1 AP3+, Ignore Cover Small Arms, Ignore Cover AP4+/AT6+ AP4+/AT4+	Fearless, Infiltrator, Inv Save, Walker
Dreadclaw	AV	0cm	5+	-	-	None			Placed within 15cm of plotted drop zone.
Chaos Dreadnought	AV	15cm	4+	4+	4+	Power Fist Twin Autocannon	Base Contact 45cm	Assault Wpn, MW EA+1 AP4+/AT5+	Fearless, Walker
Havocs	Inf	15cm	4+	5+	3+	2 x Autocannon	45cm	AP5+/AT6+	
Icon Bearer	CH	-	-	-	-	None			Daemonic Focus, Inv Save, Leader
Chaos Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2 x Twin Lascannon	30cm 45cm	AP4+ AT4+	RA, Thick Rear Armour
CSM Lord	CH	-	-	-	-	Daemon Weapon Warp Bolt	Base Contact 15cm	Assault Wpn, MW EA+1 Small Arms, MW EA+1	Either Sorcerer or Lord. Both have Commander, Inv Save and Leader. Lords have a Daemon Weapon and Sorcerers have the Warp bolt.
Chaos Space Marine	Inf	15cm	4+	4+	4+	Bolters Autocannon	15cm 45cm	Small Arms AP5+/AT6+	
Noise Marines	Inf	15cm	4+	4+	3+	Sonic Blasters Blast Master	15cm 30cm	Small Arms AP5+/AT6+ Disrupt	Fearless
Obliterators	Inf	15cm	4+	3+	2+	3 x Body Weapons	45cm	AP5+/AT5+/AA6+	Fearless, RA, Teleport, Thick Rear Armour
Plague Marines	Inf	15cm	3+	3+	4+	Plague Knives Bolters	Base Contact 15cm	Assault Wpn Small Arms	Fearless
Chaos Predator	AV	30cm	4+	6+	5+	2 x Heavy Bolter Twin-Linked Lascannon	30cm 45cm	AP5+ AT4+	
Raptors	Inf	30cm	4+	3+	4+	Chain swords Melta Weapons	Base Contact 15cm	Assault Wpn Small Arms	Jump Packs
Chaos Rhino	AV	30cm	5+	6+	6+	Twin Bolters	15cm	Small Arms	
Chaos Terminators	Inf	15cm	4+	3+	3+	Power Weapons Combi-bolters 2 x Reaper Autocannons	Base Contact 15cm 30cm	Assault Wpn, MW EA+1 Small Arms AP4+/AT6+	RA, Teleport, Thick Rear Armour
Thousand Sons	Inf	15cm	4+	5+	4+	Bolters	15cm	Small Arms	Fearless, RA
Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	
CSM Warlord	CH	-	-	-	-	Daemon Weapon	Base Contact	Assault Wpn, MW EA+1	Inv Save, Supreme Commander

### Black Legion Allies

Name	Type	Strategy Rating NA				Chaos Navy 2+, Chaos Titan Legion 1+				Notes
		Speed	Armour	CC	FF	Weapons	Range	Firepower		
Hellblade	Fighter	-	6+	-	-	2 x Reaper Autocannons	30cm	AP4+/AT6+/AA6+, FxF		
Helltalon	Fighter-bomber	-	5+	-	-	Incendiary Bombs	15cm	2 BP, FxF		
						Twin Lascannon	45cm	AT4+/AA4+, FxF		
						Havoc Launcher	45cm	AP5+/AT6+, FxF		
Despoiler	Spaceship	-	-	-	-	Orbital Bombardment	na	3 BP MW	Slow and Steady	
						3 x Pin-point Attack	na	MW2+ TK(D3)		
Devastation	Spaceship	-	-	-	-	Orbital Bombardment	na	3BP MW		
						Pin-point Attack	na	MW2+ TK(D3)		
Banelord Titan	WE	15cm	4+	2+	4+	Battlehead	15cm	Small Arms, EA +2 FxF	DC 8, 6 Void Shields, Fearless, RA, Thick Rear Armour, Walker Crit - Move 3D6 in a random direction. If it contacts an obstruction or a unit it cannot move over it takes a point of damage. Any units moved over are hit on a 4+	
						Doom Fist	Base Contact	Assault Wpn, TK(D3) EA+2		
							OR 30cm	4 x AP4+/AT4+, Fwd		
						Havoc Missile Rack	60cm	6 x 2 BP, Indirect. Single shot. Fwd		
						Hellstrike Cannon	60cm	3BP MW, Ignore Cover, Fwd		
Death Wheel	WE	30cm	4+	5+	3+	Battlehead	15cm	AP4+/AT6+, Left Arc	DC 4, 2 Void Shields, Fearless, RA Crit - Move 3D6cm in a random direction, inflicting a hit on any unit moved over. It stops if contacts impassable terrain or another WE. Destroyed once move complete	
						2 x Reaper Autocannons	30cm	AP4+/AT6+, Right Arc		
						Battle Cannon	75cm	AP4+/AT4+. Left Arc		
Feral Titan	WE	30cm	5+	4+	5+	Battle Cannon	75cm	AP4+?AT4+. Right Arc	DC3, 2 Void Shields, Walker, RA, Fearless Crit - Stagger D6cm. If hits impassable terrain or unit takes 1 extra damage. Units moved over hit on a 6+	
						Battlehead	15cm	Small Arms, EA+2, FxF		
						Hellmouth	30cm	3BP, Ignore cover, FxF		
Ravager Titan	WE	20cm	4+	3+	4+	DeathStorm	45cm	4 x AP4+/AT4+, Fwd	DC 6, 4 Void Shields, Walker, RA, Fearless Crit - Roll D6 in every end phase until repaired. On a 1 Titan is destroyed, any units within 5cms are hit on a 5+. 2-3 One extra point of damage, 4+ Repaired	
						Battlehead	15cm	Small Arms, EA+2, FxF		
						Doomburner	45cm	MW2+ TK D(3), Ignore Cover, FxF		
						2 x Death Storm	45cm	4 x AP4+/AT4+, Fwd		
						Tail	Base Contact	Assault Wpn, EA+1		
	OR 75cm	AP4+/AT4+								

### Daemons

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Bloodletters	Inf	15cm	4+	4+	-	Hellblades	Base Contact	Assault Wpn, EA+1	Inv Save, 1 Summoning point
Bloodthirster (GD of Khorne)	WE	30cm	4+	3+	-	Axe of Khorne	Base Contact	Assault Wpn, TK(1) EA+2	DC3, Inspiring, Walker, Jump Pack, Inv Save, RA, Fearless 8 Summoning points. Crit - Destroyed with any daemonic units within 5cms
						Bloodthirsters Whip	Base Contact	Assault Wpn, TK(1) EA+1	
Daemonette	Inf	15cm	4+	3+	-	Daemonic Claws	Base Contact	Assault Wpn	First Strike, Inv Save, 1 Summoning point
Daemonic Beasts	Inf	20cm	4+	3+	-	Claws and Fangs	Base Contact	Assault Wpn	Infiltrator, Inv Save, 1 Summoning point
Flamer	Inf	15cm	5+	5+	4+	Flames of Tzeentch	Base Contact	Assault Wpn	Inv Save, 1 Summoning point
							OR 15cm	Small Arms, EA +1	
Great Unclean One (GD of Nurgle)	WE	15cm	4+	4+	4+	Nugling Swarm	Base Contact	Assault Wpn, EA+1	DC4, Inspiring, Walker, Inv Save, RA, Fearless 8 Summoning points. Crit - Destroyed with any daemonic units within 5cms
						Stream of Corruption	15cm	Small Arms, EA +1, Ignore Cover	
							OR 15cm	3 BP, Ignore Cover	
Keeper of Secrets (GC of Slaanesh)	WE	15cm	4+	3+	4+	Lash of Torment	Base Contact	Assault Wpn, MWEA+1, First Strike	DC3, Inspiring, Walker, Inv Save, RA, Fearless 8 Summoning points. Crit - Destroyed with any daemonic units within 5cms
						Gaze of Slaanesh	15cm	Small Arms, MW EA+1, First Strike	
							OR 30cm	3 x MW4+	
Lord of Change (GD of Tzeentch)	WE	30cm	4+	5+	3+	Bedlam Staff	Base Contact	Assault Wpn, MW EA+1	DC3, Inspiring, Walker, Jump Pack, Inv Save, RA, Fearless 8 Summoning points. Crit - Destroyed with any daemonic units within 5cms
						Withering Gaze	15cm	Small Arms, MW EA+1	
							OR 45cm	2 x MW3+	
Plague Bearers	Inf	15cm	3+	4+	6+	Plague Swords	Base Contact	Assault Wpn	Inv Save, 1 Summoning point
						Plague of Flies	15cm	Small Arms	

## Special Rules

<b>Factions</b>	All formations in the army must either be Undivided or aligned to one of the four chaos factions. If a formation is not within 30cms of a formation from a hated faction then it gains +1 to all initiative tests. Khorne hates Slaanesh and vice-versa. Nurgle hates Tzeentch and vice-versa. Formation off board never gain this bonus.	
<b>Daemon Summoning</b>	Summoning points are purchased in pools of both lesser and greater daemons. Each formation with a Daemonic Pact may summon daemons before making its initiative test to activate. Roll 2D3 to see how many points are available each time daemons are summoned (4D6 if a unit with augmented summoning is in the formation). Up to this many points of daemons can then be summoned from either the lesser daemon or greater daemon pool. The type of daemons each formation can summon are listed below.	
	Khorne	Bloodletters, Bloodthirster, Daemonic Beast
	Nurgle	Great Unclean One, Daemonic Beasts, Plague Bearers
	Slaanesh	Daemonettes, Daemonic Beasts, Keeper of Secrets
	Tzeentch	Daemonic Beasts, Flamers, Lord of Change
	Undivided	Daemonic Beasts
	Only one Greater Daemon for each faction may be in play at any given time. Summoned units must be placed within 5cms of any none-summoned unit in the formation. Once summoned the daemonic units become part of the formation. Summoned units do not generate BM's when killed but do count towards casualties in an assault. Destroyed units are removed from play and the summoning cost is lost from the relevant pool. In the end phase after the formation rallies all summoned units are removed and the summoning cost placed back in the relevant pool unless the formation has Daemonic Focus. Greater Daemons retain damage points while offboard. If the formation is broken all summoned units are destroyed.	
	In the GT scenario the lesser Daemon pool is counted as a formation if the game ends in a draw. Players score half points when the pool is reduced to 50% and full points once it is reduced to 25%	
<b>Favour of the Gods</b>	Stragery roll = 1 Loose 1D3 from any pool. = 6 add 1D3 to any pool	
<b>Augmented Summoning</b>	Add 2D3 to each summoning roll	
<b>Daemonic Focus</b>	Summoned units do not return to their pool in the end phase	
<b>Dreadclaws</b>	Plot a drop point pre-game. The final drop point can then be moved 15cms from this point when they arrive	
<b>Transport Capacity</b>	Despoiler	Forty units that can be carried by Dreadclaws
	Devastation	20 units that can be carried by Dreadclaws
	Dreadclaw	One of the following - Dreadnoughts, CSM, Bezerkers, Havocs, Noise Marines, Plague Marines or Thousand Sons
	Chaos Land Raider	One CSM Terminator or two of the following - CSM, Bezerkers, Havocs, Noise Marines, Plague Marines or Thousand Sons
	Chaos Rhino	Two of the following - CSM, Bezerkers, Havocs, Noise Marines, Plague Marines or Thousand Sons