

BLACK LEGION CORE FORMATIONS

FORMATION	UNITS	UPGRADES	POINTS COST
Black Legion Retinue	One Chaos Space Marine Lord character and eight Chaos Space Marine units	All	275
Armoured Company	Four to eight Chaos Space Marine vehicles chosen from the following: Predators, Land Raiders	Vindicators, Defilers	50 each Predator 75 each Land Raider

BLACK LEGION ELITE FORMATIONS

(Up to one for each Black Legion Retinue taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Chaos Space Marine Terminators	One Chaos Space Marine Lord character and four Chaos Space Marine Terminator units	Champion, Daemonic Pact, Daemon Prince, Dreadnoughts, Defilers, Icon Bearer, Land Raiders, Obliterators, Warlord Add one or two Chaos Space Marine Terminator units for 60 points each	275
Chaos Space Marine Chosen	Four Chaos Space Marine Chosen units	Daemonic Pact, Dreadclaws, Dreadnoughts, Rhinos	125

BLACK LEGION SUPPORT FORMATIONS

(Up to two for each Black Legion core formation taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Bike Company	One Chaos Space Marine Lord character and eight Chaos Space Marine Bike units	Daemonic Pact, Icon Bearer, Warlord	300
Chaos Space Marine Havocs	One Chaos Space Marine Lord character, four Chaos Space Marine Havoc units and two Chaos Space Marine Rhinos	Champion, Daemonic Pact, Daemon Prince, Dreadnoughts, Icon Bearer Replace two Chaos Space Marine Rhinos with two Chaos Space Marine Land Raiders for 125 points	225
Defiler Assault Pack	Four Defilers	-	275
Raptor Cult	One Chaos Space Marine Lord character and four Chaos Raptor units	Daemonic Pact, Warlord Add one to four Chaos Raptor units for 35 points each	175

BLACK LEGION UPGRADES

(Up to four allowed upgrades may be taken by each formation, each different allowed upgrade may be taken once)

UPGRADE	UNITS	POINTS COST
0-1 Warlord	Replace one Chaos Space Marine Lord character with a Chaos Space Marine Warlord character	50
Champion	Add one Chaos Space Marine Champion character associated with the formations faction	50
Land Raiders	Add up to four Chaos Space Marine Land Raiders	75 each
Vindicators	Add up to three Chaos Space Marine Vindicators	35 each
Cult Marines	Add Four units belonging to the Cult associated with the Retinues faction as follows: Berzerkers (Khorne), Noise Marines (Slaanesh), Plague Marines (Nurgle), Thousand Sons (Tzeentch)	150
Daemon Prince	Replace the unit in the formation that includes a Chaos Space Marine Lord or Chaos Space Marine Warlord character with a Daemon Prince unit. If a Warlord Character is replaced the Daemon Prince gains the Supreme Commander ability	50
Daemonic Pact	Allows the formation to summon daemons and adds 1 lesser daemon to the lesser daemon pool	25
Defilers	Add up to three Chaos Defilers	65 each
Dreadclaws	Transport the entire formation in Dreadclaws	5 each unit
Dreadnoughts	Add up to three Chaos Dreadnoughts	50 each
Havocs	Add four Chaos Space Marine Havoc units	150
Icon Bearer	Add one Icon Bearer character	25
Obliterators	Add up to three Chaos Obliterator units	75 each
Rhinos	Add up to eight Chaos Space Marine Rhinos. You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible	10 each

AIRCRAFT, SPACECRAFT, WAR ENGINES AND TITANS

FORMATION	UNITS	POINTS COST
Hellblade Flight	Three Chaos Hellblade Fighters	200
Helltalon Flight	Two Chaos Helltalon Fighter Bombers	225
0-1 Spacecraft	One Chaos Devastation Class Cruiser <u>or</u> One Chaos Despoiler Class Battleship	150 250
Decimators	One to three Chaos Decimators	225 each
Death Wheels	One to three Chaos Death Wheels	275 each
Feral Titan	One Chaos Feral Titan	275
Ravager Titan	One Chaos Ravager Titan	650
Banelord Titan	One Chaos Banelord Titan	800

DAEMONS OF CHAOS

FORMATION	UNITS	POINTS COST
Lesser Daemon Pool	Add any number of Lesser Daemons	15 each
Greater Daemon Pool	Add any number of Greater Daemons	50 each

USING THE ARMY LIST

- A maximum of up to a third of the points available to the army may be spent on Aircraft, Spacecraft, War Engines and Titans.

CODEX CHAOS SPACE MARINES – BLACK LEGION

Name	Type	Speed	Armour	CC	Strategy Rating: 4		Initiative: 1+			Notes
					FF	Weapons	Range	Firepower		
Chaos Space Marine Warlord	CH	n/a	n/a	n/a	n/a	n/a	Daemon Weapon	(base contact)	Assault Wpns, MW, EA (+1)	Invulnerable Save, Supreme Commander
Chaos Space Marine Lord	CH	n/a	n/a	n/a	n/a	n/a	Daemon Weapon Warp Bolt	(base contact) (15cm)	Assault Wpns, MW, EA (+1) Small Arms, MW, EA (+1)	Invulnerable Save, Commander, Leader Lord has Daemon Weapon, Sorcerer has Warp Bolt
Chaos Space Marine Champion	CH	n/a	n/a	n/a	n/a	n/a	Daemonic Artefact Daemonic Bolt	(base contact) (15cm)	Assault Wpns, EA (+1), First Str Small Arms, EA (+1), First Str	Augment Summoning (2D3), Invulnerable Save Khorne, Nurgle, Undivided have Daemonic Artefact, Tzeentch, Slaanesh have Daemonic Bolt Sacrifice to gain Augment Summoning (6) Daemonic Focus, Invulnerable Save, Leader
Chaos Space Marine Icon Bearer	CH	n/a	n/a	n/a	n/a	n/a	-	-	-	-
Daemon Prince	Inf	15cm (30cm)	3+ (4+)	3+	3+	3+	Possessed Weapon Warp Bolt	(base contact) (15cm)	Assault Wpns, MW, EA (+2) Small Arms, MW, EA (+1)	Commander, Fearless, Leader, Reinforced Armour, Teleport, May have wings for speed 30cm, Armour 4+
Chaos Space Marine	Inf	15cm	4+	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	-
Chaos Space Marine Bikes	Inf	35cm	4+	3+	4+	4+	Bolters Chainswords	(15cm) (base contact)	Small Arms Assault Wpns	Mounted
Chaos Space Marine Terminators	Inf	15cm	4+	3+	3+	3+	Combi-Bolters Power Weapons 2 × Reaper Autocannons	(15cm) (base contact) 30cm	Small Arms Assault Wpns, MW, EA (+1) AP4+/AT6+	Reinforced Armour, Teleport, Thick Rear Armour
Chaos Space Marine Chosen	Inf	15cm	4+	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	Scouts
Chaos Space Marine Havocs	Inf	15cm	4+	5+	3+	3+	Bolters 2 × Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	-
Berzerkers	Inf	15cm	4+	2+	5+	5+	Bolt Pistols Chainaxes	(15cm) (base contact)	Small Arms Assault Wpns	Fearless
Noise Marines	Inf	15cm	4+	4+	3+	3+	Sonic Blasters Blast Master	(15cm) 30cm	Small Arms AP5+/AT6+, Disrupt	Fearless
Plague Marines	Inf	15cm	3+	3+	4+	4+	Bolters Plague Knives	(15cm) (base contact)	Small Arms Assault Wpns	Fearless
Thousand Sons	Inf	15cm	4+	5+	4+	4+	Bolters	(15cm)	Small Arms	Fearless, Reinforced Armour
Chaos Raptors	Inf	30cm	4+	3+	4+	4+	Melta Weapons Chainswords	(15cm) (base contact)	Small Arms Assault Wpns	Jump Packs
Chaos Obliterators	Inf	15cm	4+	3+	3+	3+	3 × Body Weapons	45cm	AP5+/AT5+/AA6+	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
Chaos Dreadnought	AV	15cm	4+	4+	4+	4+	Power Fist Twin Autocannons	(base contact) 45cm	Assault Wpns, MW, EA (+1) AP4+/AT5+	Fearless, Walker
Chaos Space Marine Rhino	AV	30cm	5+	6+	6+	6+	Twin Bolters	(15cm)	Small Arms	Transport (up to two: Berzerkers, Chosen, Chaos Space Marines, Chaos Space Marine Havocs, Noise Marines, Plague Marines, Thousand Sons)
Chaos Space Marine Predator	AV	30cm	4+	6+	5+	5+	2 × Heavy Bolter Twin Lascannons	30cm 45cm	AP5+ AT4+	-
Chaos Space Marine Land Raider	AV	25cm	4+	6+	4+	4+	Twin Heavy Bolters 2 × Twin Lascannons	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport (one Chaos Terminator <u>or</u> up to two: Berzerkers, Chaos Space Marines, Chosen, Chaos Space Marine Havocs, Noise Marines, Plague Marines, Thousand Sons)
Chaos Space Marine Vindicator	AV	25cm	4+	6+	4+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	Walker
Chaos Defiler	AV	20cm	4+	4+	3+	3+	Battlecannon Reaper Autocannons Twin Heavy Flamers <u>and</u> Battle Claws	75cm 30cm 15cm (15cm) (base contact)	AP4+/AT4+ AP4+/AT6+ AP3+, Ignore Cover Small Arms, Ignore Cover Assault Wpns, MW, EA (+1)	Fearless, Infiltrator, Invulnerable Save, Walker
Chaos Decimator	WE	15cm	4+	4+	4+	4+	Decimator Cannon 2 × Twin Reaper Autocannons 2 × Twin Reaper Autocannons	45cm 30cm 30cm	3BP, MW, Ignore Cover, FF Arc AP3+/AT5+, R Arc AP3+/AT5+, L Arc	Fearless, Reinforced Armour Dam Cap: 3 Crit: Destroyed, models within 5cm hit on 6+
Chaos Death Wheel	WE	30cm	4+	5+	3+	3+	Battlecannon 2 × Reaper Autocannons Battlecannon 2 × Reaper Autocannons	75cm 30cm 75cm 30cm	AP4+/AT4+, R Arc AP4+/AT6+, R Arc AP4+/AT4+, L Arc AP4+/AT6+, L Arc	Fearless, Reinforced Armour Dam Cap: 4, Void Shields: 2 Crit: Destroyed, rolls 3D6cm in random direction, models contacted hit on 4+.

BLACK LEGION – CHAOS TITAN LEGION SUPPORT

Name	Type	Speed	Armour	CC	Strategy Rating: 4		Initiative: 1+		Notes
					FF	Weapons	Range	Firepower	
Chaos Feral Titan	WE	30cm	5+	4+	5+	Battle Head	(15cm)	Small Arms, EA (+2), FF Arc	Fearless, Reinforced Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 3, Void Shields: 2 Crit: +1 dam, staggers D6cm in random direction, models contacted hit on 6+.
						Hellmouth	30cm	3BP, Ignore Cover, FF Arc	
						Death Storm	45cm	4 × AP4+/AT4+, F Arc	
Chaos Ravager Titan	WE	20cm	4+	3+	4+	Battle Head	(15cm)	Small Arms, EA (+2), FF Arc	Fearless, Reinforced Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 6, Void Shields: 4 Crit: Roll a D6 every turn: on 1 destroyed, units within 5cm hit on 5+, on 2-3 +1 dam, on 4-6 repaired no further trouble.
						Doom Burner	45cm	MW2+, TK (D3), Ignore Cover, FF Arc	
						2 × Death Storm	45cm	4 × AP4+/AT4+, F Arc	
						Tail	75cm	AP4+/AT4+	
						<u>and</u>	(15cm)	Small Arms, EA (+1)	
Chaos Banelord Titan	WE	15cm	4+	2+	4+	Battle Head	(15cm)	Small Arms, EA (+2), FF Arc	Fearless, Reinforced Armour, Thick Rear Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 8, Void Shields: 6 Crit: +1 dam, rampages 3D6cm in random direction, models contacted hit on 4+.
						Doom Fist	45cm	4 × AP4+/AT4+, F Arc	
						<u>and</u>	(base contact)	Assault Wpn, TK (D3), EA (+2), F Arc	
						6 × Havoc Missile	60cm	2BP, Indirect Fire, Single Shot, F Arc	
						Hellstrike Cannon	60cm	3BP, MW, Ignore Cover, F Arc	
						Tail	75cm	AP4+/AT4+	
<u>and</u>	(15cm)	Small Arms, EA (+1)							

BLACK LEGION – CHAOS NAVY SUPPORT

Name	Type	Speed	Armour	CC	Strategy Rating: 4		Initiative: 2+		Notes
					FF	Weapons	Range	Firepower	
Chaos Hellblade Fighter	Air	Fighter	6+	-	-	2 × Reaper Autocannons	30cm	AP4+/AT6+/AA6+, FF Arc	-
Chaos Helltalon Fighter Bomber	Air	Fighter Bomber	5+	-	-	Incendiary Bombs	15cm	2BP, Ignore Cover, FF Arc	-
						Twin Lascannons	30cm	AT4+/AA4+, FF Arc	
						Havoc Launcher	45cm	AP5+/AT6+, FF Arc	
Chaos Devastation Class Cruiser	Space	n/a	n/a	n/a	n/a	Pin-point Attack	n/a	MW2+, TK (D3)	May carry up to twenty units to deploy in Dreadclaws
Chaos Despoiler Class Battleship	Space	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	May carry up to forty units to deploy in Dreadclaws. Slow and Steady
						3 × Pin-point Attack	n/a	MW2+, TK (D3)	
						Orbital Bombardment	n/a	3BP, MW	

BLACK LEGION – CHAOS DAEMONS

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Bloodthirster – Greater Daemon of Khorne	WE	30cm	4+	3+	-	Axe of Khorne	(base contact)	Assault Wpn, TK (1), EA (+2)	Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Jump Pack, Reinforced Armour, Walker, Summoning Cost (8) Dam Cap: 3 Crit: Destroyed, daemons within 5cm destroyed on 6+.
						Whip	(base contact)	Assault Wpn, TK (1), EA (+1)	
Great Unclean One – Greater Daemon of Nurgle	WE	15cm	4+	4+	4+	Nurgling Swarms	(base contact)	Assault Wpn, EA (+1)	Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker, Summoning Cost (8) Dam Cap: 4 Crit: Destroyed, daemons within 5cm destroyed on 6+.
						Stream of Corruption	15cm	3BP, Ignore Cover	
						<u>and</u>	(15cm)	Small Arms, Ignore Cover, EA (+1)	
Keeper of Secrets – Greater Daemon of Slaanesh	WE	15cm	4+	3+	4+	Lash of Torment	(base contact)	Assault Wpn, MW, EA (+1), First Strike	Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker, Summoning Cost (8) Dam Cap: 3 Crit: Destroyed, daemons within 5cm destroyed on 6+.
						Gaze of Slaanesh	30cm	3 × MW4+	
						<u>and</u>	(15cm)	Small Arms, MW, EA (+1), First Strike	
Lord of Change – Greater Daemon of Tzeentch	WE	30cm	4+	5+	3+	Bedlam Staff	(base contact)	Assault Wpn, MW, EA (+1)	Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Jump Pack, Reinforced Armour, Walker, Summoning Cost (8) Dam Cap: 3 Crit: Destroyed, daemons within 5cm destroyed on 6+.
						Withering Gaze	45cm	2 × MW3+	
						<u>and</u>	(15cm)	Small Arms, MW, EA (+1)	
Daemonic Beasts – Lesser Daemons	Inf	20cm	4+	3+	-	Claws and Fangs	(base contact)	Assault Wpns	Infiltrators, Invulnerable Save, Summoning Cost (1)
Bloodletters – Lesser Daemons of Khorne	Inf	15cm	4+	4+	-	Hellblades	(base contact)	Assault Wpns, EA (+1)	Invulnerable Save, Summoning Cost (1)
Daemonettes – Lesser Daemons of Slaanesh	Inf	15cm	4+	3+	-	Daemonic Claws	(base contact)	Assault Wpns	First Strike, Invulnerable Save, Summoning Cost (1)
Flamers – Lesser Daemons of Tzeentch	Inf	15cm	5+	5+	3+	Flames of Tzeentch	(15cm)	Small Arms	Invulnerable Save, Summoning Cost (1)
Plague Bearers – Lesser Daemons of Nurgle	Inf	15cm	3+	4+	6+	Plague Swords	(base contact)	Assault Wpns	Invulnerable Save, Summoning Cost (1)
						Cloud of Flies	(15cm)	Small Arms	

Black Legion Special Rules

Summoned Units

Formations that purchase the Daemonic Pact upgrade, or units with this ability, allow the Chaos player to summon daemons to the battlefield. To summon Daemons the player must also have a Daemonic pool from which to summon. This pool contains two sections, one for lesser daemons and one for greater daemons and is not faction specific. The size of such pools must be visible to all players at all times and it is suggested that either tokens or dice are used to indicate the size of each pool available. As daemons are summoned the pool must be changed to reflect its current size.

To summon daemons the Chaos player chooses a formation with a daemonic pact and declares its intention to summon before any action roll is made. The player then rolls 2D3 to generate the number of summoning points available for this formation. The number of points required to summon each type of daemonic unit will be noted on its data sheet. The formation may then summon daemons up to the number of summoning points generated, up to the number of points left in the daemonic pool. Any points not used are lost.

The faction (must be noted at list creation) of the summoning formation determines what type of daemons may be summoned:

Khorne:	Daemonic Beasts, Bloodthirster, Bloodletters
Nurgle:	Daemonic Beasts, Great Unclean One, Plaguebearers
Slaanesh:	Daemonic Beasts, Keeper of Secrets, Daemonettes
Tzeentch:	Daemonic Beasts, Lord of Change, Flamers
Undivided:	Daemonic Beasts, Any other Lesser Daemon for twice the usual summoning points, Any Greater Daemon

Players may only have one greater daemon for a given faction on the table at a time. Summoned units must be set up within 5cm of a non-summoned unit in the summoning formation. They cannot be placed in enemy zones of control or impassable terrain.

Summoned units become part of the summoning formation for all rules purposes as long as they remain on the battlefield. Summoned units do not cause blast markers when they are destroyed, however daemonic units killed in an assault count towards the number of units killed when calculating the modifiers for assault resolution. Summoned units that are destroyed are removed from play and the summoning cost of each unit is lost from the player's daemonic pool.

Summoned units remain in play until the end phase of the turn in which they were summoned. After all formations have attempted to rally any summoned units are removed from play and returned to the daemonic pool. This may cause the formation to break as it may now have equal or more blast markers than its number of units. Greater Daemons returned to the Greater daemon pool keep any damage points taken and do not heal these points while off board. When summoned subsequently they maintain this damage.

When a formation breaks all of its summoned units are destroyed. When calculating victory points, the Lesser Daemon pool scores half points if the pool has less than or equal to half (round up) its original number of daemons remaining. The Lesser Daemon pool scores full points if the pool has less than or equal to a quarter (round up) its daemons remaining. Treat Greater Daemons as war engines for the purpose of calculating victory points.

Favour of the Gods

In the strategy phase of each turn if the Black Legion player rolls a 6 they are rewarded with 1D3 summoning points to add to any lesser daemon pool, however, if they roll a 1 then they lose 1D3 summoning points from any lesser daemon pool.

Augment Summoning

Units with the augment summoning ability add to the dice roll when their formation summons daemons. For example a unit with Augment Summoning (2D3) would give its formation 4D3 summoning points when it summons daemons and a unit with Augment Summoning (6) would give its formation 2D3 + 6 summoning points.

Daemonic Focus

Any formation with a unit with the daemonic focus ability may elect to keep any or all summoned units in play in the end phase. Broken formations may not use this ability as any daemons summoned by this formation are lost when the formation breaks.

Dreadclaws

Dreadclaws allow a chaos formation to enter play using the planetfall rules if a spaceship has been purchased to carry them. Units in a formation with Dreadclaws deploy using the planetfall rules but do not roll for scatter. Place the first unit within 15cm of the pre-plotted drop zone co-ordinates and place all other units in the formation within 15cm of this unit and in coherency. Units may not be placed in impassable terrain or enemy zones of control. The following may be deployed in Dreadclaws: Berzerkers, Chaos Dreadnoughts, Chaos Space Marine Havocs, Noise Marines, Plague Marines, Chaos Space Marine Chosen, Chaos Space Marines and Thousand Sons.

Chaos Lords

Chaos Space Marine Lord Characters may only be added to core units within a formation. They may not be added to any upgrade units purchased for a formation.

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