

EMPEROR'S CHILDREN CORE FORMATIONS

FORMATION	UNITS	UPGRADES	POINTS COST
Emperor's Children Retinue	One Chaos Space Marine Lord character and six Noise Marine units	All	275

EMPEROR'S CHILDREN ELITE FORMATIONS

(Up to one for each Emperor's Children Retinue taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Emperor's Children Terminators	One Chaos Space Marine Lord character and four Emperor's Children Terminator units	Champion, Daemonic Pact, Daemon Prince, Defilers, Dreadnoughts, Icon Bearer, Land Raiders, Warlord	400
Bike Company	One Chaos Space Marine Lord character and six Emperor's Children Bike units	Daemonic Pact	300

EMPEROR'S CHILDREN SUPPORT FORMATIONS

(Up to two for each Emperor's Children Retinue taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Armoured Company	Four to six Chaos Space Marine vehicles chosen from the following: Predators, Land Raiders	Vindicators, Defilers	50 each Predator 75 each Land Raider
Emperor's Children Defiler Pack	Four Emperor's Children Defilers	Dreadnoughts	275
Chaos Space Marines	Six Chaos Space Marine units and three Chaos Space Marine Rhinos	Daemonic Pact	250
Daemonic Knights	4 Chaos Daemon Knights	-	300

EMPEROR'S CHILDREN 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
0-1 Daemon Prince	Replace the unit in the formation that includes a Chaos Space Marine Lord or Chaos Space Marine Warlord character with an Emperor's Children Daemon Prince unit. If a Warlord Character is replaced the Emperor's Children Daemon Prince gains the Supreme Commander ability	50
Daemonic Pact	Allows the formation to summon daemons and adds one lesser daemon to the lesser daemon pool	25
Defilers	Add up to three Emperor's Children Defilers	75 each
Dreadnoughts	Add up to three Chaos Dreadnoughts	50 each
Havocs	Replace two Noise Marine units with Emperor's Children Havoc units	25
Icon Bearer	Add one Icon Bearer character	25
Rhinos	Add up to three 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
Dreadclaws	Transport the entire formation in Dreadclaws	5 each unit

AIRCRAFT, SPACECRAFT 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 Cruiser <u>or</u> One Chaos Despoiler Class Battleship	150 250
Questor Titan	One Chaos Questor Titan	275
Subjugator Titan	One Chaos Subjugator Titan	225
Reviler Titan	One Chaos Reviler Titan	650
Painlord Titan	One Chaos Painlord 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 and Titans.

CODEX CHAOS SPACE MARINES – EMPEROR’S CHILDREN

Strategy Rating: 4

Initiative: 1+ (Daemonic Knights 2+)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Chaos Space Marine Warlord	CH	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	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	Daemonic Bolt	(15cm)	Small Arms, EA (+1), First Str	Augment Summoning (2D3), Invulnerable Save Sacrifice to gain Augment Summoning (6)
Chaos Space Marine Icon Bearer	CH	n/a	n/a	n/a	n/a	-	-	-	Daemonic Focus, Invulnerable Save, Leader
Emperor’s Children Daemon Prince	Inf	15cm (30cm)	3+ (4+)	3+	3+	Possessed Weapon Lash of Pain	(base contact) (15cm)	Assault Wpns, MW, EA (+2) Small Arms, MW, EA (+1), First Str	Commander, Fearless, Leader, Reinforced Armour, Teleport. May have wings for speed 30cm, Armour 4+
Chaos Space Marine	Inf	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	-
Emperor’s Children Terminators	Inf	15cm	4+	3+	3+	Doom Sirens Power Weapons 2 × Blast Masters	(15cm) (base contact) 30cm	Small Arms, First Str Assault Wpns, MW, EA (+1) AP5+/AT6+, Disrupt	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
Emperor’s Children Havocs	Inf	15cm	4+	5+	3+	Sonic Blasters 2 × Blast Masters	(15cm) 30cm	Small Arms AP5+/AT6+, Disrupt	Fearless
Noise Marines	Inf	15cm	4+	4+	3+	Sonic Blasters Blast Masters	(15cm) 30cm	Small Arms AP5+/AT6+, Disrupt	Fearless
Emperor’s Children Bikes	Inf	35cm	4+	4+	4+	Doom Sirens	(15cm)	Small Arms, First Strike	Fearless, Mounted
Chaos Space Marine Dreadnought	AV	15cm	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+	Twin Bolters	(15cm)	Small Arms	Transport (up to two: Chaos Space Marines, Emperor’s Children Havocs, Noise Marines)
Chaos Space Marine Predator	AV	30cm	4+	6+	5+	2 × Heavy Bolter Twin Lascannons	30cm 45cm	AP5+ AT4+	-
Chaos Space Marine Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolters 2 × Twin Lascannons	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport (one Emperor’s Children Terminator <u>or</u> up to two: Emperor’s Children Havocs, Noise Marines)
Chaos Space Marine Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	Walker
Emperor’s Children Defiler	AV	20cm	4+	4+	3+	Sonic Disruptor 2 × Blast Masters Battle Claws Warp Scream	45cm 30cm (base contact) (15cm)	2 × AP5+/AT6+/AA6+, Disrupt AP5+/AT6+, Disrupt Assault Wpns, MW, EA (+1) Small Arms, First Str, Ignore Cover	Fearless, Infiltrator, Invulnerable Save, Walker
Chaos Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3 × AP3+/AT5+	Fearless, Invulnerable Save, Scout, Walker

EMPEROR'S CHILDREN – CHAOS TITAN LEGION SUPPORT

Strategy Rating: 4

Initiative: 1+ (Questor and Subjugator Titans 2+)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Chaos Subjugator Titan	WE	35cm	5+	3+	5+	2 × Hellclaw 2 × Battlecannon	(base contact) 75cm	Assault Wpns, TK (D3), EA (+1) AP4+/AT4+	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+.
Chaos Questor Titan	WE	35cm	5+	5+	3+	2 × Castigator Cannon 2 × Battlecannon	45cm 75cm	3 × AP3+/AT5+ AP4+/AT4+	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+.
Chaos Reviler Titan	WE	20cm	4+	3+	3+	Battlehead Hell Fist Sonic Devastator Castigator Cannon Tail <u>and</u>	(15cm) (base contact) 45cm 45cm 75cm (base contact)	Small Arms, EA (+2), FF Arc Assault Wpn, TK (D3), EA (+2), F Arc 4 × AP3+/AT4+, Disrupt, FF Arc 3 × AP3+/AT5+, F Arc AP4+/AT4+ Assault Wpns, EA (+1)	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.
Chaos Painlord Titan	WE	15cm	4+	2+	3+	Battlehead Lash of Torment 2 × Sonic Devastator Beam of Pleasure Tail <u>and</u>	(15cm) (base contact) 45cm 60cm 75cm (base contact)	Small Arms, EA (+2), FF Arc Assault Wpn, TK (D3), EA (+2), F Arc 4 × AP3+/AT4+, Disrupt, FF Arc MW3+, TK (D3+1), F Arc AP4+/AT4+ Assault Wpns, EA (+1)	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: Roll a D6 every turn: on 1 destroyed, units within 5cm hit on 4+, on 2-3 +1 dam, on 4-6 repaired no further trouble.

EMPEROR'S CHILDREN – CHAOS NAVY SUPPORT

Strategy Rating: 4

Initiative: 2+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
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 Twin Lascannons Havoc Launcher	15cm 30cm 45cm	2BP, Ignore Cover, FF Arc AT4+/AA4+, FF Arc AP5+/AT6+, FF Arc	-
Chaos Devastation Class Cruiser	Space	n/a	n/a	n/a	n/a	Pin-point Attack Orbital Bombardment	n/a n/a	MW2+, TK (D3) 3BP, MW	May carry up to twenty units to deploy in Dreadclaws
Chaos Despoiler Class Battleship	Space	n/a	n/a	n/a	n/a	3 × Pin-point Attack Orbital Bombardment	n/a n/a	MW2+, TK (D3) 3BP, MW	May carry up to forty units to deploy in Dreadclaws. Slow and Steady

EMPEROR'S CHILDREN – CHAOS DAEMONS

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Keeper of Secrets – Greater Daemon of Slaanesh	WE	15cm	4+	3+	4+	Lash of Torment Gaze of Slaanesh <u>and</u>	(base contact) 30cm (15cm)	Assault Wpn, MW, EA (+1), First Strike 3 × MW4+ Small Arms, 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+.
Daemonic Beasts – Lesser Daemons	Inf	20cm	4+	3+	-	Claws and Fangs	(base contact)	Assault Wpns	Infiltrators, 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)
Daemonettes on Steeds – Lesser Daemons of Slaanesh	Inf	30cm	5+	3+	-	Daemonic Claws	(base contact)	Assault Wpns	First Strike, Invulnerable Save, Summoning Cost (1)

Emperor's Children 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 of the summoning formation determines what type of daemons may be summoned; all formations in an Emperor's Children army belong to the Slaanesh faction.
- Slaanesh: Daemonic Beasts, Keeper of Secrets, Daemonettes, Daemonettes on Steeds
- 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 Emperor's Children 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: Chaos Dreadnoughts, Emperor's Children Havocs and Noise Marines.
- 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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