

Black Crusade Chaos Army List

Tibernius V1.1

A Chaos Space Marine Army has a Strategy Rating of 4. Chaos Navy formations have an Initiative rating of 1+, while all other formations have an Initiative rating of 2+. The "Factions" rule applies to all Chaos Space marine Army formations.

Chaos Retinues

(A Chaos Space marine Army may include any number of Retinues.)

Formation	Core Units	Upgrades Allowed	Cost
Chaos Space Marine Retinue	One Chaos Space Marine Lord Character and Eight Chaos Space marine Units	Dreadnought, Demon Engines, Chaos Land Raiders, Dreadclaws, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince, Warlord, Cult Mariens, Havocs, Rhino, Chaos Vindicator, Chaos Spawn	275 Points
0-1 Chaos Space Marine Terminators (Unit per Chaos Space Marine Retinue)	One Chaos Space Marine Lord Character and Four To Six Chaos Space marine Terminator Units	Dreadnought, Demon Engines, Chaos Land Raiders, Dreadclaws, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince, Warlord, Chaos Spawn	275 Points +65 points per extra unit

Chaos Support Formations

(Up to Three Chaos Support or Demon Engine and Followers of Chaos Formations may be included in the army for each Retinue selected.)

You may only include Faction Demon Engines and Followers of Chaos if the Army already includes Cult Marines of the appropriate Faction.

Formation	Core Units	Upgrades Allowed	Cost
Chaos Armored Company	Four to eight Chaos Predators and/or Chaos Land Raiders in any combination	Chaos Vindicators	50 Points Per Predator 75 Points per landraider
Chaos Bike Company	One Chaos Space Marine Lord character and eight Chaos Space Marines Bike units	Demonic Pact, Icon Bearer	300 Points
Raptor Cult	One Chaos Space Marine Lord character and from four to eight Raptor units	Demonic Pact	175 Points +35 Points per extra Unit
Cult Marines	One Chaos Space Marine Lord character upgrade and six Khorne Berzerker, Thousand Sons, Plague Marine OR Noise Marine units	Chaos Champion, Chaos Dreadnought, Chaos Drop Pods, Chaos Rhinos, Daemonic Pact, Daemon Engines	275 Points
Cultist Mob	Twelve Cultist units	Demonic Pact, Icon Bearer, Demagogue, Chaos Spawn, Mutants	150 Points
0-1 Chaos Space Marine Chosen (Units per Chaos Space marine Retinue)	Four Chaos Space Marine Chosen Units	Dreadclaws, Rhinos, Demonic Pact, Dreadnought	125 Points
0-1 Chaos Space Marine Decimator (Units per Chaos Space marine Retinue)	One to Three Decimators	None	225 Points Each

Demon Engines Support Formation

You may only include Faction Demon Engines and Followers of Chaos if the Army already includes Cult Marines of the appropriate Faction.

Formation	Core Units	Upgrades Allowed	Cost
Khorne Demon Assault Engines	Four Demonic Assault Engines	None	300 Points
Khorne Demon Support Engines	Four Demonic Support Engines	None	200 Points
Nurgle Cartagion Towers	Four Contagion Towers.	None	325 Points
Slaanesh Demon Knights	Four Daemon Knights	None	275 Points
Tzeentch Silver Towers	Four Silver Towers	None	325 Points
Defiler Assault Pack	Four Defilers	None	275 Points
Khorne Greater Brass Scorpion	One to Three Greater Brass Scorpions	None	175 Points Each

Followers Of Chaos Support Formation

You may only include Faction Demon Engines and Followers of Chaos if the Army already includes Cult Marines of the appropriate Faction.

Formation	Core Units	Upgrades Allowed	Cost
Khorne Juggernauts	Four to Eight Juggernauts of Khorne	None	50 Points Each
Nurgle Beast of Nurgle	Four to Six Beasts of Nurgle	None	50 Points Each
Slaanesh Seekers pack	Six to nine Seekers	None	25 Points Each
Tzeentch Screamer Pack	Six to Nine Screamers	None	25 Points Each
Undivided Spawns Pack	Four to Six Chaos Spawn	None	25 Points Each

Chaos Upgrades

(Each Chaos formation may take up to four allowed upgrades)

Formation	Core Units	Cost
0-1 Warlord	Add one Warlord character to a Daemon Prince unit or a unit containing a Chaos Space Marine Lord	+25 Points
Chaos Champion	Add one Chaos Champion character	+50 Points
Chaos Landraider	Add up to four Chaos Land Raiders	+75 Points Each
Chaos Vindicator	Add up to three Chaos Vindications	+50 Points Each
Cult Marines	Add Two to Four units belonging to the Cult associated with the Retinue's faction: Berzerkers (Khorne), Noise Marines (Slaanesh), Plague Marines (Nurgle), Thousand Sons (Tzeentch).	+40 Points Each
Demon Prince	Replace the unit in the formation that includes the Chaos Lord character with a Daemon Prince unit. One Daemon Prince may be included for each Faction present in the army	+50 Points
Demonic Pact	Allows the formation to summon Daemons from the Daemon Pool	+25 Points
Demon Engines	Add up to Three Armored choices from the Demon Engine List, you may only add Faction specific units to formations contain appropriate Cult or Faction units:	+75 Points Each
Dreadclaws	Transport the entire formation in Dreadclaws	+5 Points Each
Dreadnought	Add up to three Chaos Dreadnoughts	+50 Points Each
Havocs	Add Two to four Havoc units	+40 Points Each
Icon Bearer	Add one Icon Bearer	+50 Points
Obliterators	Add up to three Obliterators	+85 Points Each
Chaos Spawn	Add up to Three Chaos Spawn Units	+25 Points Each
Demagogue	Add One Demagogue Character to a Cultist Mob	+50 Points
Mutants	Add One to Eight Mutants or Add One to Eight Big Mutants	+15 Points +35 Points
Rhinos	Add up to eight Rhinos. If you choose to take this option then you must take exactly enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it.	+10 Points Each

Demom Pool

(Daemons purchased for the Daemon Pool are not Faction specific and are used to represent Daemons from any Faction.)

Formation	Core Units	Cost
Demon Pool	Any Number of Lesser Demons	20 Points Each
	Any Number of Greater Demons	75 Points Each

Chaos Navy Titan and Demon War Engine Formations

You may only include Faction Demon War Engines and Flyers if the Army already includes Cult Marines of the appropriate Faction.

Chaos Titans and Demon Engines

Formation	Unit	Cost
Bane/WarLord Titan	One Battle Titan	800 Points
Ravenger/Reaver Titan	One Battle Titan	650 Points
Ferral/Warhound Titan	One Scout Titan	275 Points
Khorne Lord Of Battle	Lords of Battle	400 Points
	One to Two	Each
Slaanesh Demon Scout Titan	One to Two Questor or One to Two Subjugator	275 Points 225 Points
	Scout Titans	Each
Nurgle Plague Towers	One to Three	325 Points
	Plague Towers	Each
Death Wheel Squadron	One to Three	275 Points
	Death Wheels	Each

Chaos Navy and Demon Engines

Formation	Cost
Three Hellblade Fighters	200 Points
Two Hell Talon Fighter Bomber	250 Points
One Harbinger Bomber	450 Points
ThreeTzeentch Doomwings	150 Points
One to ThreeTzeentch Firelords	150 Points
	Each
0-1 Devastation Class Croupier	150 Points
(Upgrade to Despoiler Battleship)	(+100 Points)

SPECIAL RULE - Chaos Space Marine Lords
Chaos Space Marine Lord characters (Chaos Lord or Sorcerer Lord) may only be applied to one of the Core units of a Black Legion Formation. For example, the Chaos Space Marine Lord character for a Black Legion Retinue could only be added to the Chaos Space Marine units in that formation; it could not be added to any units, such as Obliterators or Cult Marines, purchased as an upgrade.

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Changes to Version 1.0

- Brass Scorpions changed to Demon Engines Support
- Decimator Added to Support
- Terminator and chosen Units restricted to 0-1 Per Chaos Space Marine Retinue
- Demon Engines Added to Chaos Retinues
- Harbinger Bomber added to Chaos Navy Units
- Death Wheels added to Titan And War Engine Support

Future Options

- Option to replace Units from the Chaos Space marine Retinue against CultMarines .
- Option to replace Units from the Chaos Space marine Retinue against Havocs .
- Option to replace Units from the Cultist Mob against Mutant units.
- Add Imperial Armored Vehicles to upgrade Option for Cultist.
- Add Demon Engines to Cultist Mob Units
- Add Cultist Mob to Chaos Core Units
- Add Unit Stats for Army List
- Add Brass scorpions to 0-1 per Cult marine Unit.