

## 2015 tournament v 2 (2000pts)

### Chaos Space Marines: Black Legion (2013) (Combined Arms Detachment) (2000pts)

#### No Force Org Slot

##### Hidden Units and Dataslates (Select first and once per roster)

Show all hidden Force Org options, Show Dataslate entries

##### Show Forgeworld

#### HQ (460pts)

##### Jaxxon - Chaos Lord (235pts)

Bike, Bolt Pistol, Mark of Nurgle, Power Armour, Sigil of corruption, The Hand of Darkness, The Skull of Ker'ngar, Veterans of the Long War, Warlord

*Champion of Chaos, Fearless, Independent Character, Mark of Nurgle, The Hand of Darkness, Veterans of the Long War*

##### Power Weapon

Power Sword

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Lord	Infantry	6	5	4	4	3	5	3	10	3+

Name	Description
Chaos Bikes	Changes unit type to Bike. The bike is fitted with a single twin-linked Boltgun
Sigil of Corruption	Confers a 4+ Invulnerable Save
The Skull of Ker'ngar	The bearer has Adamantium will and Eternal Warrior.

Name	Range	Strength	AP	Type
Bolt Pistol	12"	4	5	Pistol
Power Sword	-	User	3	Meele
The Hand of Darkness	-	x2	1	Meele, Armourbane, Fleshbane, Instant Death

##### Unsa - Sorcerer (225pts)

2x Additional Mastery Level, Bike, Bolt Pistol, Last Memory of Yuranthos, Mark of Tzeentch, Melta bombs, Power Armour, Sigil of corruption, Spell familiar, Veterans of the Long War

*Champion of Chaos, Independent Character, Mark of Tzeentch, Psyker, Veterans of the Long War*

##### Force Weapon

Force Stave

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Sorcerer	Infantry (Character)	5	4	4	4	2	4	2	10	3+

Name	Description
Chaos Bikes	Changes unit type to Bike. The bike is fitted with a single twin-linked Boltgun
Last Memory of Yuranthos	Psyker only. Increases the bearer ML by 1. Instead of generating a psychic power for this level, he automatically knows Sunburst from the Pyromancy Discipline. The psyker may choose to use 1, 2 or 3 WC. If the successful WC is 2, then the range is increased to 12", 18 if 3 WC. If the psyker fails while trying for a WC 2 or greater casting, then he is removed from play as a casualty.

**Sigil of Corruption** Confers a 4+ Invulnerable Save

**Spell Familiar** The bearer may re-roll failed Psychic tests.

Name	Range	Strength	AP	Type
<b>Bolt Pistol</b>	12"	4	5	Pistol
<b>Force Stave</b>	-	+2	4	Meele, Concussive, Force
<b>Melta-Bombs</b>	-	8	1	Armourbane, Unwieldy

## Elites (204pts)

### Noise Marines (204pts)

Icon of Excess, Noise Marine w/ Blastmaster, 3x Noise Marine w/ Sonic Blaster, Veteran of The Long War  
*Fearless, Mark Of Slaanesh, Veterans of the Long War*

#### Chucky - Noise Champion

Bolt Pistol, Doom Siren, Melta Bombs

*Champion of Chaos*

#### Power Weapon

Power Sword

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
<b>Noise Champion</b>	Infantry (Character)	4	4	4	4	1	5	1	9	3+
<b>Noise Marine</b>	Infantry	4	4	4	4	1	5	1	8	3+

Name	Description
<b>Icon of Excess</b>	Slaanesh Icon: The unit has Feel No Pain

Name	Range	Strength	AP	Type
<b>Blastmaster (Single Frequency)</b>	48"	8	3	Heavy 1, Blast, Ignores Cover, Pinning
<b>Blastmaster (Varied Frequency)</b>	36"	5	4	Assault 2, Ignores Cover, Pinning
<b>Bolt Pistol</b>	12"	4	5	Pistol
<b>Doom Siren</b>	Template	5	3	Assault 1
<b>Melta-Bombs</b>	-	8	1	Armourbane, Unwieldy
<b>Power Sword</b>	-	User	3	Meele
<b>Sonic Blaster</b>	24"	4	5	Salvo 2/3, Ignores Cover

## Troops (596pts)

### Chaos Space Marines (230pts)

9x Chaos Space Marines in the unit, Mark of Nurgle, Plasma Gun, Plasma Gun, Veterans of the Long War  
*Mark of Nurgle, Veterans of the Long War*

#### 9x Boltgun loadout

9x Bolt Pistol, 9x Boltgun

#### Opie - Aspiring Champion

Bolt Pistol, Boltgun, Melta Bombs

*Champion of Chaos*

## Power Weapon

Power Sword

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
<b>Aspiring Champion (Mark of Nurgle, Veterans of the Long War)</b>	Infantry (Character)	4	4	4	5	1	4	2	10	3+
<b>Chaos Space Marine (Mark of Nurgle, Veterans of the Long War)</b>	Infantry	4	4	4	5	1	4	1	9	3+

Name	Range	Strength	AP	Type
<b>Bolt Pistol</b>	12"	4	5	Pistol
<b>Boltgun</b>	24"	4	5	Rapid Fire
<b>Melta-Bombs</b>	-	8	1	Armourbane, Unwieldy
<b>Plasma gun</b>	24"	7	2	Rapid Fire, Gets Hot
<b>Power Sword</b>	-	User	3	Meele

## Chaos Space Marines (235pts)

9x Chaos Space Marines in the unit, Icon of flame, Mark of Tzeentch, Missile Launcher w/ Frag + Krak, Plasma Gun, Veterans of the Long War

*Mark of Tzeentch, Veterans of the Long War*

### 9x Boltgun loadout

9x Bolt Pistol, 9x Boltgun

### Jooz - Aspiring Champion

Bolt Pistol, Boltgun, Melta Bombs

*Champion of Chaos*

## Power Weapon

Power Sword

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
<b>Aspiring Champion (Veterans of the Long War)</b>	Infantry (Character)	4	4	4	4	1	4	2	10	3+
<b>Chaos Space Marine (Veterans of the Long War)</b>	Infantry	4	4	4	4	1	4	1	9	3+

Name	Description
<b>Icon of Flame</b>	Tzeentch Icon: All boltguns, combi-bolters and bolt pistols on this unit gain Soul Blaze.

Name	Range	Strength	AP	Type
<b>Bolt Pistol</b>	12"	4	5	Pistol
<b>Boltgun</b>	24"	4	5	Rapid Fire
<b>Frag Missiles</b>	48"	4	6	Heavy 1, Blast
<b>Krak Missiles</b>	48"	8	3	Heavy 1
<b>Melta-Bombs</b>	-	8	1	Armourbane, Unwieldy
<b>Plasma gun</b>	24"	7	2	Rapid Fire, Gets Hot
<b>Power Sword</b>	-	User	3	Meele

## Chaos Space Marines (131pts)

4x Chaos Space Marines in the unit, Mark of Nurgle, Meltagun, Veterans of the Long War

*Mark of Nurgle, Veterans of the Long War*

### 3x CCW and Boltgun loadout

3x Bolt Pistol, 3x Boltgun, 3x Close Combat Weapon

### CCW loadout

Bolt Pistol, Close Combat Weapon

### Happi - Aspiring Champion

Bolt Pistol, Boltgun, Melta Bombs

*Champion of Chaos*

### Power Weapon

Power Sword

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
<b>Aspiring Champion (Mark of Nurgle, Veterans of the Long War)</b>	Infantry (Character)	4	4	4	5	1	4	2	10	3+
<b>Chaos Space Marine (Mark of Nurgle, Veterans of the Long War)</b>	Infantry	4	4	4	5	1	4	1	9	3+

Name	Range	Strength	AP	Type
<b>Bolt Pistol</b>	12"	4	5	Pistol
<b>Boltgun</b>	24"	4	5	Rapid Fire
<b>Close Combat Weapon</b>	-	User	-	Meele
<b>Melta-Bombs</b>	-	8	1	Armourbane, Unwieldy
<b>Meltagun</b>	12"	8	1	Assault 1, Melta
<b>Power Sword</b>	-	User	3	Meele

## Fast Attack (540pts)

### Chaos Bikers (185pts)

4x Chaos Biker, Mark of Nurgle, 2x Meltagun, Veterans of the Long War

*Mark of Nurgle, Veterans of the Long War*

### Chibbs - Chaos Biker Champion

Bolt Pistol, Melta Bombs

*Champion of Chaos*

### Power Weapon

Power Sword

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
<b>Chaos Biker (Mark of Nurgle, Veterans of the Long War)</b>	Bike	4	4	4	6	1	4	1	8.01	3+
<b>Chaos Biker Champion (Mark of Nurgle, Veterans of the Long War)</b>	Bike (Character)	4	4	4	6	1	4	2	10	3+

Name	Range	Strength	AP	Type
<b>Bolt Pistol</b>	12"	4	5	Pistol
<b>Melta-Bombs</b>	-	8	1	Armourbane, Unwieldy
<b>Meltagun</b>	12"	8	1	Assault 1, Melta
<b>Power Sword</b>	-	User	3	Meele

### Chaos Bikers (185pts)

4x Chaos Biker, Icon of flame, Mark of Tzeentch, 2x Meltagun, Veterans of the Long War

*Mark of Tzeentch, Veterans of the Long War*

### Tiggs - Chaos Biker Champion

Bolt Pistol, Melta Bombs

*Champion of Chaos*

#### Power Weapon

Power Sword

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Chaos Biker (Veterans of the Long War)	Bike	4	4	4	5	1	4	1	8.01	3+
Chaos Biker Champion (Veterans of the Long War)	Bike (Character)	4	4	4	5	1	4	2	10	3+

Name	Description
Icon of Flame	Tzeentch Icon: All boltguns, combi-bolters and bolt pistols on this unit gain Soul Blaze.

Name	Range	Strength	AP	Type
Bolt Pistol	12"	4	5	Pistol
Melta-Bombs	-	8	1	Armourbane, Unwieldy
Meltagun	12"	8	1	Assault 1, Melta
Power Sword	-	User	3	Meele

### Gemma - Heldrake (170pts)

Baleflamer

*Daemon, Daemonforge, It Will Not Die, Meteoric Descent*

Name	BS	Front	Side	Rear	HP	Type
Heldrake	3	12	12	10	3	Vehicle (Flyer, Hover)

Name	Description
Daemonic Possession	Reduces BS to 3. Ignores Crew shaken and stunned results on a 2+. Roll a D6 each embark/disembark. On a 1, the vehicle eats a random model in the unit (remove from play, no saves allowed) and reagents a lost hull point.

Name	Range	Strength	AP	Type
Baleflamer	Template	6	3	Heavy 1, Soul Blaze, Torrent

### Heavy Support (200pts)

#### Terra - Forgefiend (200pts)

Additional Ectoplasma Cannon, Daemonic Possession, Two Hades Autocannon

*Daemon, Daemonforge, Fleet, It Will Not Die*

Name	WS	BS	S	Front	Side	Rear	I	A	HP	Type
Forgefiend	3	3	6	12	12	10	3	2	3	

Name	Description
Daemonic Possession	Reduces BS to 3. Ignores Crew shaken and stunned results on a 2+. Roll a D6 each embark/disembark. On a 1, the vehicle eats a random model in the unit (remove from play, no saves allowed) and reagents a lost hull point.

Name	Range	Strength	AP	Type
------	-------	----------	----	------

<b>Ectoplasma Cannon</b>	24"	8	2	Heavy 1, Blast, Gets Hot
<b>Hades Autocannon</b>	36"	8	4	Heavy 4, Pinning

## Selection Rules

**Champion of Chaos:** A Model with this rule must issue and accept challenges. Where there are multiple models with this rule, the controlling player may decide.

Whenever a model with this rule kills a character, roll a D66 and consult the Chaos Boon chart. This boon remains for the rest of the game.

**Daemon:** 5+ Invulnerable, Causes Fear

**Daemonforge:** Once per game, a model with this rule may re-roll failed to wound/penetration rolls. Declare at the start of the shooting or assault phase that you are using this ability.

At the end of the phase, roll a D6, on a 1 the unit loses a HP with no saves allowed.

**Fearless**

**Fleet**

**Independent Character**

**It Will Not Die**

**Mark of Nurgle:** +1 Toughness

**Mark Of Slaanesh:** Grants +1 Initiative

**Mark of Tzeentch:** Improves invulnerable saves by +1 (to 3++). Confers a 6+ Invulnerable if no existing save is present.

**Meteroric Descent:** Helldrake has the Vector Strike special rule while zooming. these hits are at S7

**Psyker:** May generate powers from Biomancy, Telepathy, Pyromancy and Daemonology (Sanctic and Maelific).

If marked, must generate 1 power from the discipline of the patron god, and no more than half from that discipline.

**The Hand of Darkness:** The bearer may choose to make a single special attack using the profile presented instead of normal attacks..

**Veterans of the Long War:** Models with this rule have +1 Ld and Hatred (Space Marines)

This Hatred applies for the following books:

Codex: Space Marines

Codex: Dark Angels

Codex: Space Wolves

Codex: Blood Angels

Codex: Grey Knights

## Statistics

	Units			Models			Upgrades		
<b>Chaos Space Marines: Black Legion (2013) (Combined Arms Detachment)</b>	<b>8x</b>	<b>1540pts</b>	<b>77%</b>	<b>39x</b>	<b>805pts</b>	<b>40.25%</b>	<b>157x</b>	<b>1690pts</b>	<b>84.5%</b>
<b>No Force Org Slot</b>	0x	0pts	0%	0x	0pts	0%	4x	0pts	0%
<b>HQ</b>	0x	0pts	0%	0x	0pts	0%	26x	795pts	39.75%
<b>Elites</b>	1x	204pts	10.2%	5x	169pts	8.45%	7x	70pts	3.50%
<b>Troops</b>	3x	596pts	29.79%	22x	6pts	0.3%	99x	650pts	32.5%
<b>Fast Attack</b>	3x	540pts	27%	11x	430pts	21.5%	18x	150pts	7.5%
<b>Heavy Support</b>	1x	200pts	10%	1x	200pts	10%	3x	25pts	1.25%
<b>Roster</b>	<b>8x</b>	<b>1540pts</b>	<b>77%</b>	<b>39x</b>	<b>805pts</b>	<b>40.25%</b>	<b>157x</b>	<b>1690pts</b>	<b>84.5%</b>

Created with [BattleScribe](#)