

Marin's Black Legion (Warhammer 40,000 9th Edition) [51 PL, 1,000pts]

Patrol Detachment OCP (Chaos - Chaos Space Marines) [51 PL, , 1,000pts]

Rules: *Daemonic Ritual, The Warmaster's Legion (Black Legion)*

Configuration

Detachment Command Cost

Categories: CONFIGURATION

Legion

Selections: Black Legion

Categories: CONFIGURATION

Abilities: *Black Crusaders*

Abilities	Description	Ref
Black Crusaders	If your army is Battle-forged, all CHARACTER, INFANTRY, BIKERS and HELBRUTE units in BLACK LEGION Detachments gain the following ability: Add 1 to the Leadership characteristic of models in units with this trait. In addition, if a unit with this trait Advanced, it treats all Rapid Fire weapons as Assault weapons until the end of the turn (i.e. a Rapid Fire 2 weapon is treated as an Assault 2 weapon).	Codex: Heretic Astartes - Chaos Space Marines p157

Stratagems [-2CP]

Council of Traitors [-1CP]

Categories: STRATAGEMS

Abilities: *Council of Traitors*

Abilities	Description	Ref
Council of Traitors	Use this Stratagem before the battle if your Warlord is a BLACK LEGION CHAOS LORD, DAEMON PRINCE or ABADDON THE DESPOILER. Pick up to one BLACK LEGION DARK APOSTLE and up to one BLACK LEGION SORCERER from your army. Generate a Warlord Trait for each model you picked (note that these models are only regarded as your Warlord for the purposes of these Warlord Traits). You can only use this Stratagem once per battle. No two characters from your army can have the same Warlord Trait.	

Relics of the Long War (1 Relic) [-1CP]

Categories: STRATAGEMS

HQ [16 PL, 2CP, 315pts]

Abaddon the Despoiler [11 PL, 2CP, 220pts]

Selections: Drach'nyen, Talon of Horus, Warlord

Categories: HQ, FACTION: KHORNE, FACTION: SLAANESH, FACTION: HERETIC ASTARTES, FACTION: TZEENTCH, FACTION: NURGLE, FACTION: BLACK LEGION, CHAOS LORD, CHARACTER, INFANTRY, TERMINATOR, FACTION: CHAOS, WARLORD

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Dark Destiny, Death to the False Emperor, First Among Traitors, Lord of the Black Legion, Mark of Chaos Ascendant, Teleport Strike, The Warmaster*, **Unit:** *Abaddon the Despoiler*, **Weapon:** *Drach'nyen, Talon of Horus (melee), Talon of Horus (shooting)*

Abilities	Description	Ref
Dark Destiny	Abaddon the Despoiler has a 4+ invulnerable save. In addition, all damage suffered by Abaddon the Despoiler is halved (rounding up).	
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
First Among Traitors	The Death to the False Emperor ability triggers an extra attack on rolls of 5+ instead of 6+ for models in friendly BLACK LEGION units while they are within 6" of your Warlord.	
Lord of the Black Legion	You can re-roll hit rolls for friendly BLACK LEGION units while they are within 6" of Abaddon the Despoiler.	
Mark of Chaos Ascendant	Friendly HERETIC ASTARTES units automatically pass Morale tests while they are within 12" of Abaddon the Despoiler.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
The Warmaster	If your army is Battle-forged and Abaddon is your Warlord, you receive 2 additional Command Points.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Abaddon the Despoiler	6"	2+	2+	5	5	8	6	10	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Drach'nyen	Melee	Melee	+1	-3	3	Roll a D6 each time the bearer fights. On a 1 they suffer 1 mortal wound and cannot use this weapon further during this phase. On a 2+ they can make that many additional attacks with this weapon.	
Talon of Horus (melee)	Melee	Melee	x2	-4	D3	-	
Talon of Horus (shooting)	24"	Rapid Fire 2	4	-1	D3	-	

Master of Possession [5 PL, 95pts]

Selections: 5. Trusted War-leader, Bolt pistol, Cloak of Conquest, Cursed Earth, Force stave, Frag & Krak grenades, Infernal Power, Mark of Slaanesh, Smite, Warlord

Categories: FACTION: CHAOS, FACTION: <MARK OF CHAOS>, FACTION: HERETIC ASTARTES, FACTION: <LEGION>, CHARACTER, INFANTRY, PSYKER, MASTER OF POSSESSION, HQ, FACTION: SLAANESH, WARLORD

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Cloak of Conquest, Daemonkin, Death to the False Emperor, Rite of Possession, Trusted War-leader*, **Psychic Power:** *Cursed Earth, Infernal Power, Smite*, **Psyker:** *Master of Possession*, **Unit:** *Master of Possession*, **Weapon:** *Bolt pistol, Force stave, Frag grenades, Krak grenades*

Abilities	Description	Ref
Cloak of Conquest	Each time the bearer slays an enemy CHARACTER, add 1 to the bearer's Strength, Attacks and Leadership characteristics until the end of the battle.	
Daemonkin	This model has a 5+ invulnerable save.	
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Rite of Possession	PSYKERS suffer Perils of the Warp on any Psychic test roll of a double that is made for them, instead of just double 1 or 6, while they are within 12" of any enemy models with this ability.	
Trusted War-leader	While your Warlord is on the battlefield, roll a D6 each time you spend a Command Point to use a Stratagem; on a 5+ that Command Point is immediately refunded.	

Psychic Power	Warp Charge	Range	Details	Ref
Cursed Earth	7	N/A	If manifested, then until the start of your next Psychic phase, the invulnerable save of friendly <LEGION> DAEMON units is improved by 1 (to a maximum of 3+) whilst they are within 6" of this psyker.	
Infernal Power	6	N/A	If manifested, then until the start of your next Psychic phase re-roll hit and wound rolls of 1 for attacks made by friendly <LEGION> DAEMON units whilst they are within 6" of this psyker.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Master of Possession	2	1	Smite and two powers from the Malefic Discipline	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Master of Possession	6"	3+	3+	4	4	4	3	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1	-	
Force stave	Melee	Melee	+3	-1	D3	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	

Troops [14 PL, 255pts]

Chaos Cultists [6 PL, 65pts]**Selections:** Mark of Slaanesh**Categories:** TROOPS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: SLAANESH, FACTION: <LEGION>**Abilities:** *Mere Mortals*, **Unit:** *Chaos Cultist***10x Chaos Cultist w/ Autogun [50pts]****Selections:** 10x Autogun**Weapon:** *Autogun***2x Chaos Cultist w/ autopistol and brutal assault weapon [10pts]****Selections:** 2x Autopistol, 2x Brutal assault weapon**Weapon:** *Autopistol, Brutal assault weapon***Cultist Champion [5pts]****Selections:** Autogun**Unit:** *Cultist Champion*, **Weapon:** *Autogun*

Abilities	Description	Ref
Mere Mortals	CHAOS CULTIST units do not gain a Legion Trait.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Autogun	24"	Rapid Fire 1	3	0	1	-	
Autopistol	12"	Pistol 1	3	0	1	-	
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.	

Chaos Space Marines [8 PL, 190pts]

Selections: Icon of Excess [10pts], Mark of Slaanesh

Categories: FACTION: CHAOS, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, TROOPS, CHAOS SPACE MARINES, FACTION: SLAANESH

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Death to the False Emperor, Icon of Excess, Unit: Chaos Space Marine*

Aspiring Champion [24pts]

Selections: Astartes chainsword, Combi-plasma [10pts], Frag & Krak grenades

Rules: *Combi Weapon*

Unit: *Aspiring Champion, Weapon:* *Astartes chainsword, Boltgun, Frag grenades, Krak grenades, Plasma gun, Standard, Plasma gun, Supercharge*

3x Marine w/ boltgun [42pts]

Selections: 3x Bolt pistol, 3x Boltgun, 3x Frag & Krak grenades

Weapon: *Bolt pistol, Boltgun, Frag grenades, Krak grenades*

4x Marine w/ chainsword [56pts]

Selections: 4x Astartes chainsword, 4x Bolt pistol, 4x Frag & Krak grenades

Weapon: *Astartes chainsword, Bolt pistol, Frag grenades, Krak grenades*

Marine w/ heavy or special weapon [34pts]

Selections: Bolt pistol, Reaper chaincannon [20pts]

Weapon: *Bolt pistol, Reaper chaincannon*

Marine w/ heavy or special weapon [24pts]

Selections: Bolt pistol, Plasma gun [10pts]

Weapon: *Bolt pistol, Plasma gun, Standard, Plasma gun, Supercharge*

Abilities	Description	Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Icon of Excess	If a unit has an Icon of Excess, its Death to the False Emperor ability takes effect on any hit rolls of 5+, rather than 6+.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Aspiring Champion	6"	3+	3+	4	4	1	2	8	3+	
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.	
Bolt pistol	12"	Pistol 1	4	0	1	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Frag grenades	6"	Grenade D6	3	0	1	Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	-	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	
Reaper chaincannon	24"	Heavy 8	5	-1	1	-	

Elites [6 PL, 115pts]

Helbrute [6 PL, 115pts]

Selections: Helbrute fist, Mark of Slaanesh, Multi-melta [5pts]

Categories: FACTION: CHAOS, ELITES, VEHICLE, FACTION: HERETIC ASTARTES, FACTION: <MARK OF CHAOS>, FACTION: <LEGION>, HELBRUTE, FACTION: SLAANESH

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Crazed, Explodes*, **Unit:** *Helbrute*, **Weapon:** *Helbrute fist, Multi-melta*

Abilities	Description	Ref
Crazed	At the end of any phase in which this model suffers any unsaved wounds or mortal wounds, roll a D6. On a roll of 6, this model immediately makes a shooting attack as if it were your Shooting phase if there are no enemies within 1", or piles in and fights as if it were in the Fight phase if there are enemies within 1". If there is no visible target within range, nothing happens.	
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Helbrute	8"	3+	3+	6	7	8	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Helbrute fist	Melee	Melee	x2	-3	3	-	
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	

Heavy Support [15 PL, 315pts]

Obliterators [15 PL, 315pts]

Selections: Mark of Slaanesh

Categories: HEAVY SUPPORT, FACTION: HERETIC ASTARTES, DAEMON, INFANTRY, FACTION: CHAOS, FACTION: <LEGION>, FACTION: <MARK OF CHAOS>, CULT OF DESTRUCTION, FACTION: SLAANESH

Rules: *Hateful Assault, Malicious Volleys*

Abilities: *Daemonic, Death to the False Emperor, Fleshmetal Guns, Teleport Strike*

3x Obliterator [15 PL, 315pts]

Selections: 3x Crushing fists, 3x Fleshmetal guns

Unit: *Obliterator*, **Weapon:** *Crushing fists, Fleshmetal guns*

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Fleshmetal Guns	Each time this unit is chosen to attack with fleshmetal guns, roll three D3, one after the other, to determine the characteristics of the unit's fleshmetal guns when resolving those attacks. The first roll is added to 6 to determine the Strength, the second roll is the AP, and the third roll is the Damage. For example, if the rolls were a 1, followed by a 3, followed by a 2, then the unit's attacks would have a Strength of 7, an AP of -3 and a Damage of 2.	
Teleport Strike	During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Obliterator	4"	3+	3+	5	5	4	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Crushing fists	Melee	Melee	+1	-1	D3	-	
Fleshmetal guns	24"	Assault 6	6+D3	-D3	D3	See above	

Daemonic Ritual: Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do, first choose one of the four Chaos Gods - KHORNE, TZEENTCH, NURGLE, or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can only attempt to summon the units of their patron - for example, a KHORNE CHARACTER could only attempt to summon KHORNE DAEMONS.

Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds. ()

The Warmaster's Legion (Black Legion): If your army is Battle-forged, all Troops units in BLACK LEGION Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal. ()

Selection Rules

Combi Weapon: When attacking with this weapon, choose one or both of the profiles. If you choose both, subtract 1 from all hit rolls for this weapon. ()

Hateful Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn. ()

Malicious Volleys: Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type. A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, bolt pistol, combibolter, Inferno boltgun). Rules that apply to bolt weapons also apply when firing the boltgun profile of combi-weapons and when firing Artefacts of Chaos that replaced a bolt weapon, (e.g. Spitespitter). The Talon of Horus is also a Rapid Fire bolt weapon. ()

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