

13TH BLACK CRUSADE BLACK LEGION ARMY LIST

Ten thousand years ago, the Imperium of Man was beset by a devastating civil war known as the Horus Heresy. Several Space Marine Legions rebelled against the “False Emperor” under the persuasive-yet-corrupt leadership of Warmaster Horus, a former lieutenant of the Emperor who fell under Chaos’ sway. Space Marine fought brother Space Marine, culminating in a final battle at the Imperial Palace on Holy Terra.

Though the forces of the Imperium were victorious, the Emperor of Mankind was mortally wounded and encased in the Golden Throne to sustain his life. Meanwhile, the surviving rebel Space Marines fled for the Eye of Terror, a massive Warp storm on the northeastern edge of the galaxy. Here, warp-space mixed with realspace and the Daemons of Chaos could manifest themselves.

The traitor Space Marines took refuge in the Eye of Terror, launching raids and Black Crusades from their maelstrom base. These Chaos Space Marines became an endless plague upon the Imperium, wreaking havoc in the name of their Chaos Gods.

SPECIAL RULE

Fickle Masters

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemon to add to the Daemon Pool (see Summoned Units). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

SPECIAL RULE

Sacrifice

A unit with a Champion of Chaos character may be sacrificed before rolling for summoning points to generate 6 summoning points to summon a Greater Daemon. The Greater Daemon must be placed within 10cm of the unit with the Champion of Chaos, which is then removed from play.

Forces

The 13th Black Crusade Black Legion Army List uses the datasheets from the Black Legion Forces section.

Using The Army List

The following army list allows you to field a Chaos Space Marine army based on Abbadon’s Black Legion. It can also be used as a “stand in” army list for other Traitor Legions, such as the Death Guard, World Eaters, Night Lords and Iron Warriors.

Black Legion formations come in three types: *retinues*, *elite formations* and *support formation*. Each retinue you include in the army allows you to field any one elite formation and any two support formations. Although you can only take an elite or support formation if you first take a retinue, they are treated as separate independent formations during the battle and do not have to move around together.

In addition, formations may be given up to four upgrades but each upgrade may only be taken once per formation. Which upgrades a formation may be given are listed in the “Upgrades” column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Black Legion armies may be supported by Chaos Navy and War Engine formations. Up to a third of the points available to the army may be spent on these formations.

Special Rules

Certain units have special abilities described in *Augmented Summoning* (see *Augmented Summoning*) and *Daemonic Focus* (see *Daemonic Focus*).

SPECIAL RULE*Summoned Units¹*

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. Formations that purchase the Daemonic Pact upgrade are able to summon daemons to the battlefield.

Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit are listed below in parentheses after each unit). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a "chain" of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

Faction	Daemons
Khorne	Bloodthirster (8), Bloodletters (1), Daemonic Beasts (1)
Nurgle	Great Unclean One (8), Plaguebearers (1), Daemonic Beasts (1)
Slaanesh	Keeper of Secrets (8), Daemonettes (1), Daemonic Beasts (1)
Tzeentch	Lord of Change (8), Flamers (1), Daemonic Beasts (1)
Chaos	Bloodthirster (8), Great Unclean One (8), Keeper of Secrets (8), Lord of Change (8), Bloodletters (2),
Undivided	Plaguebearers (2), Daemonettes (2), Flamers (2), Daemonic Beasts (1)

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. Summoned units are Expendable, but they are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by Blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers for assault resolution. If a formation loses an assault (see Loser Withdraws) remove extra hits from the formation before it is broken and all the remaining summoned units are then removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see Daemonic Focus). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

1. Summoned Units

Q: Does the action that a formation will carry out need to be declared before daemonic units are summoned?

A: Yes.

13TH BLACK CRUSADE BLACK LEGION ARMY LIST

13th Black Crusade Black Legion armies have a strategy rating of 4. Chaos Navy formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

BLACK LEGION RETINUES			
FORMATION	UNITS	UPGRADES	COST
Armoured Company	Between four and eight of any of the following units: Chaos Predator, Chaos Land Raider	Defilers, Vindicators	50 points each per Chaos Predator 75 points each per Chaos Land Raider
Retinue	Eight Chaos Space Marines, one with a Chaos Lord or Sorcerer Lord character	All	275 points

BLACK LEGION ELITE FORMATIONS			
<i>(Any one elite formation may be fielded per each retinue, not armoured company.)</i>			
FORMATION	UNITS	EXTRAS	COST
Chaos Terminators	Between four and six Chaos Space Marine Terminators, one with a Chaos Lord or Sorcerer Lord character	All except Cult Marines, Havocs, Rhinos and Vindicators	275 points for four +60 points per extra
Chosen	Four Chaos Space Marine Chosen	Daemonic Pact, Dreadclaws, Dreadnoughts, Rhinos	125 points

BLACK LEGION SUPPORT FORMATIONS			
<i>(Any two support formations may be fielded per each armoured company or retinue.)</i>			
FORMATION	UNITS	EXTRAS	COST
Bike Company	Eight Chaos Space Marine Bikes, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact, Icon Bearer	300 points
Defiler Assault Pack	Four Defilers	None	275 points
Havocs	Four Havocs, one with a Chaos Lord character, and two Chaos Rhinos or Chaos Land Raiders	Chaos Champion, Daemon Prince, Daemonic Pact, Dreadnoughts, Icon Bearer	225 points or 350 points
Raptor Cult	Between four and eight Raptors, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact	175 points for four +35 points per extra

BLACK LEGION UPGRADES		
<i>(Up to four upgrades may be taken once per formation.)</i>		
UPGRADE	UNITS	COST
Chaos Champion	Add one Champion of Chaos character	+50 points
0–1 Chaos Warlord	Add one Chaos Warlord character per army to a Daemon Prince or a unit with a Chaos Lord character	+50 points
Cult Marines	Add four Berzerkers, Noise Marines, Plague Marines or Thousand Sons to a formation that belongs to Khorne, Slaanesh, Nurgle or Tzeentch respectively	+150 points
0–1 Daemon Prince per faction	Replace a unit with a Chaos Lord character with a Daemon Prince	+50 points
Daemonic Pact	Add one Lesser Daemon to the Daemon Pool. The formation may summon daemons.	+25 points
Defilers	Add up to three Defilers	+75 points each
Dreadclaws	Transport a formation containing only infantry units and Chaos Dreadnoughts in Dreadclaws	+5 points per unit
Dreadnoughts	Add up to three Chaos Dreadnoughts	+50 points each
Havocs	Add four Havocs	+150 points
Icon Bearer	Add one Icon Bearer character	+25 points
Land Raiders	Add up to four Chaos Land Raiders	+75 points each
Obliterators	Add up to three Obliterators	+75 points each
Rhinos	Add one Chaos Rhino for every two infantry units	+10 points each
Vindicators	Add up to three Chaos Vindicators	+35 points each

CHAOS NAVY AND WAR ENGINE FORMATIONS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
CHAOS NAVY		
FORMATION	UNITS	COST
Harbinger	One Harbinger	400 points
Hell Blades	Three Hell Blades	200 points
Hell Talons	Two Hell Talons	225 points
0–1 Spacecraft	One Devastation Class Cruiser or one Despoiler Class Battleship	150 points or 250 points

CHAOS WAR ENGINES		
FORMATION	UNITS	COST
Banelord	One Banelord Titan	800 points
Deathwheels	Up to three Deathwheels	275 points each
Decimators	Up to three Decimators	225 points each
Feral	One Feral Titan	275 points
Ravager	One Ravager Titan	650 points

DAEMON POOL	
UNIT	COST
Greater Daemon	+50 points each
Lesser Daemon	+15 points each

BLACK LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Champion of Chaos	CH	n/a	n/a	n/a	n/a	Daemon Artifact Daemon Bolt	(bc) (15cm)	Assault Weapons, EA(+1), FS Small Arms, EA(+1), FS	<i>Augmented Summoning (+2D3), Invulnerable Save. A Champion of Chaos added to a formation that belongs to Khorne, Nurgle or Chaos Undivided has a Daemon Artifact weapon. A Champion of Chaos added to a formation that belongs to Slaanesh or Tzeentch has a Daemon Bolt weapon.</i>
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Chaos Warlord	CH	n/a	n/a	n/a	n/a	-			<i>Supreme Commander.</i>
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			<i>Daemonic Focus, Invulnerable Save, Leader.</i>
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	<i>Commander, Invulnerable Save, Leader.</i>
Berzerkers	INF	15cm	4+	2+	5+	Bolt Pistols	(15cm)	Small Arms	<i>Fearless.</i>
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(bc)	Assault Weapons, EA(+1)	<i>Expendable, Invulnerable Save.</i>
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	<i>Mounted.</i>
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	<i>Scout.</i>
Chaos Space Marine Terminators	INF	15cm	4+	3+	3+	2× Reaper Autocannon Power Weapons	30cm (bc)	AP4+/AT6+ Assault Weapons, EA(+1), MW	<i>Reinforced Armour, Teleport, Thick Rear Armour.</i>
Chaos Space Marines	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast Possessed Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+2), MW	<i>Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.</i>
Daemonettes	INF	15cm	4+	3+	-	-			<i>Expendable, First Strike, Invulnerable Save.</i>
Daemonic Beasts	INF	20cm	4+	3+	-	-			<i>Expendable, Infiltrator, Invulnerable Save.</i>
Flamers	INF	15cm	5+	5+	4+	Flames of Tzeentch	(15cm)	Small Arms, EA(+1)	<i>Expendable, Invulnerable Save.</i>
Havocs	INF	15cm	4+	5+	3+	2× Autocannon	45cm	AP5+/AT6+	
Noise Marines	INF	15cm	4+	4+	3+	Blastmaster	30cm	AP5+/AT6+, D	<i>Fearless.</i>
Obliterators	INF	15cm	4+	3+	2+	3× Body Weapons	45cm	AP5+/AT5+/AA6+	<i>Fearless, Reinforced Armour, Teleport, Thick Rear Armour.</i>
Plague Marines	INF	15cm	3+	3+	4+	Bolters	(15cm)	Small Arms	<i>Fearless.</i>
Plaguebearers	INF	15cm	3+	4+	6+	Plague of Flies	(15cm)	Small Arms	<i>Expendable, Invulnerable Save.</i>
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols	(15cm)	Small Arms	<i>Jump Packs.</i>
Thousand Sons	INF	15cm	4+	5+	4+	Bolters	(15cm)	Small Arms	<i>Fearless, Reinforced Armour.</i>
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon Power Fist	45cm (bc)	AP4+/AT5+ Assault Weapons, EA(+1), MW	<i>Fearless, Walker.</i>
Chaos Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	<i>Reinforced Armour, Thick Rear Armour, Transport. May transport one unit of Chaos Space Marine Terminators or Obliterators, or two infantry units (except Daemon Princes) without Jump Packs or Mounted.</i>
Chaos Predator	AV	30cm	4+	6+	4+	Twin Lascannon 2× Heavy Bolter	45cm 30cm	AT4+ AP5+	
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	<i>Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.</i>
Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	<i>Walker.</i>

Defiler	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+/AT4+	<i>Fearless, Infiltrator, Invulnerable Save, Walker.</i>
					Reaper Autocannon	30cm	AP4+/AT6+		
					Twin Heavy Flamer	15cm	AP3+, IC		
					Battle Claws	(bc)	Assault Weapons, EA(+1), MW		
Banelord Titan	WE	15cm	4+	2+	4+	Hellstrike Cannon	60cm	3BP, FxF, IC, MW	<i>Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 4+.</i>
					Doomfist	30cm	4× AP4+/AT4+, FwA		
						and (bc)	Assault Weapons, EA(+2), TK(D3)		
					6× Havoc Missile	60cm	2BP, FwA, Ind, SS		
					Battlehead	(15cm)	Small Arms, EA(+2)		
					Tail	75cm	AP4+/AT4+		
						and (bc)	Assault Weapons, EA(+1)		
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne	(bc)	Assault Weapons, EA(+3), TK	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
Deathwheel	WE	30cm	4+	5+	3+	2× Reaper Autocannon	30cm	AP4+/AT6+, Left	<i>Damage Capacity 4, Fearless, Reinforced Armour, 2 Void Shields. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or a war engine unit it will stop. All units it moves into or over suffer a hit. The unit is destroyed.</i>
					2× Reaper Autocannon	30cm	AP4+/AT6+, Right		
					Battle Cannon	75cm	AP4+/AT4+, Left		
					Battle Cannon	75cm	AP4+/AT4+, Right		
Decimator	WE	15cm	4+	4+	4+	Decimator Cannon	45cm	3BP, FxF, IC, MW	<i>Damage Capacity 3, Fearless, Reinforced Armour. Critical Hit Effect: Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.</i>
					2× Twin Reaper Autocannon	30cm	AP3+/AT5+, Left		
					2× Twin Reaper Autocannon	30cm	AP3+/AT5+, Right		
Feral Titan	WE	30cm	5+	4+	5+	Death Storm	45cm	4× AP4+/AT4+, FwA	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i>
					Hellmouth	30cm	3BP, FwA, IC		
					Battlehead	(15cm)	Small Arms, EA(+2)		
Great Unclean One	WE	15cm	4+	4+	4+	Stream of Corruption	15cm	3BP, IC	<i>Daemonic Focus, Damage Capacity 4, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
						and (15cm)	Small Arms, EA(+1), IC		
					Nurgling Swarm	(bc)	Assault Weapons, EA(+1)		
Keeper of Secrets	WE	15cm	4+	3+	4+	Gaze of Slaanesh	30cm	3× MW4+	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
						and (15cm)	Small Arms, EA(+1), FS, MW		
					Lash of Torment	(bc)	Assault Weapons, EA(+1), FS, MW		
Lord of Change	WE	30cm	4+	5+	3+	Withering Gaze	45cm	2× MW3+	<i>Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.</i>
						and (15cm)	Small Arms, EA(+1), MW		
					Bedlam Staff	(bc)	Assault Weapons, EA(+1), MW		

Ravager Titan	WE	20cm	4+	3+	4+	Doomburner 2× Death Storm Battlehead Tail	45cm 45cm (15cm) 75cm	MW2+, FxF, IC, TK(D3) 4× AP4+ /AT4+, FwA Small Arms, EA(+2) AP4+ /AT4+ and (bc) Assault Weapons, EA(+1)	<i>Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.</i>
Harbinger	AC/ WE	Bomber	5+	n/a	n/a	Reaper Autocannon Reaper Autocannon Reaper Autocannon Incendiary Bombs	30cm 15cm 15cm 15cm	AP4+ /AT6+ /AA5+, FxF AP4+ /AT6+ /AA5+, Left AP4+ /AT6+ /AA5+, Right 6BP, FxF, IC	<i>Damage Capacity 4, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed.</i>
Hell Blade	AC	Fighter	6+	n/a	n/a	2× Reaper Autocannon	15cm	AP4+ /AT6+ /AA5+, FxF	
Hell Talon	AC	Fighter- Bomber	5+	n/a	n/a	Bombs Twin Lascannon Havoc Launcher	15cm 30cm 45cm	2BP, FxF, IC AT4+ /AA4+, FxF AP5+ /AT6+, FxF	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment 3× Pin-Point Attack	n/a n/a	3BP, MW MW2+, TK(D3)	<i>Slow and Steady, Transport. May transport 40 infantry units or Chaos Dreadnoughts; plus nine Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.</i>
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-Point Attack	n/a n/a	3BP, MW MW2+, TK(D3)	<i>Transport. May transport 20 infantry units or Chaos Dreadnoughts; plus six Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.</i>
Dreadclaw	Special	n/a	n/a	n/a	n/a	-			<i>Planetfall, Transport. May transport one formation of infantry units (except Chaos Space Marine Bikes) and Chaos Dreadnoughts. The Dreadclaw does not scatter 2d6cm after being placed within 15cm of the drop zone co-ordinates recorded at the start of the game (see Planetfall). Any troops carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Dreadclaw models should be removed from the board once the formation they transport has disembarked.</i>

SPECIAL RULE
Augmented Summoning

Some chaos units are noted as having *Augmented Summoning* (+x). Units with this ability add a number of summoning points equal to “x” when the formation they are in summons daemons (see *Summoned Units*). For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3.

SPECIAL RULE
Daemonic Focus

Certain Chaos units are noted as having *Daemonic Focus*. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with daemonic Focus may not be used to keep summoned units in play if the formation is broken.