EMPEROR'S CHILDREN CHAOS SPACE MARINE ARMY LIST

"Let us cavort like the Graecians of old!"

Brother Hedonis

Forces
The Emperor's Children Chaos Space Marine Army List uses the datasheets from the Emperor's Children Forces section.

Using The Army List
The following army list allows you to field an Emperor's Children army.

Emperor's Children 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 one 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 upgrades, 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.

Emperor's Children 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
The *Fickle Masters*, *Sacrifice* and *Summoned Units* rules apply to the Emperor's Children army (see *Fickle Masters*, *Sacrifice* and *Summoned Units*, respectively).

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

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 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.

SPECIAL RULE
Emperor's Children Epic Tournament Special Rules

All formations in an Emperor's Children army owe allegiance to Slaanesh.

Fiends of Slaanesh cost one point to summon. Steeds of Slaanesh cost two points to summon.

SPECIAL RULE

Summoned Units[1]

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 Undivided	Bloodthirster (8), Great Unclean One (8), Keeper of Secrets (8), Lord of Change (8), Bloodletters (2), 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.

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1. **Summoned Units**

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

A: Yes.

EMPEROR'S CHILDREN CHAOS SPACE MARINE ARMY LIST

Emperor's Children armies have a strategy rating of 4. Chaos Navy, Questor, Subjugator and Knight Pack formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

EMPEROR'S CHILDREN RETINUES

FORMATION	UNITS	UPGRADES	COST
Retinue	Six Chaos Space Marines, one with a Chaos Lord or Sorcerer Lord character	All	225 points

EMPEROR'S CHILDREN ELITE FORMATIONS

(Any one elite formation may be fielded per each retinue.)

FORMATION	UNITS	EXTRAS	COST
Chosen	Four Chaos Space Marine Chosen	Daemonic Pact, Dreadclaws, Dreadnoughts, Rhinos	125 points
Emperor's Children Terminators	Between four and six Emperor's Children Terminators, one with a Chaos Lord or Sorcerer Lord character	Chaos Champion, Chaos Warlord, Daemon Prince, Daemonic Pact, Dreadclaws, Dreadnoughts, Icon Bearer, Land Raiders	275 points for four +60 points per extra
Noise Marines	Between six and ten Noise Marines, one with a Chaos Lord or Sorcerer Lord character	Chaos Champion, Daemonic Pact, Dreadclaws, Dreadnoughts, Icon Bearer, Land Raiders, Rhinos	300 points for six +35 points per extra

EMPEROR'S CHILDREN SUPPORT FORMATIONS

(Any one support formations may be fielded per each retinue.)

FORMATION	UNITS	EXTRAS	COST
Armoured Company	Between four and eight of any of the following units: Emperor's Children Predator, Emperor's Children Land Raider	Stalker	55 points each per Emperor's Children Predator 80 points each per Emperor's Children Land Raider
Bike Company	Eight Chaos Space Marine Bikes, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact, Icon Bearer	300 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

EMPEROR'S CHILDREN UPGRADES

(Up to four upgrades may be taken once per formation.)

UPGRADE	UNITS	COST
Chaos Champion	Add one Champion of Chaos character	+50 points
Chaos Marines	Add up to six Chaos Space Marines	+25 points each
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
0–1 Daemon Prince	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
Dreadclaws	Transport a formation containing only infantry units and Chaos Dreadnoughts in Dreadclaws	+5 points per unit
Dreadnoughts	Add up to three Emperor's Children Dreadnoughts	+50 points each
Havocs	Replace two or four Chaos Space Marines with an equal number of Havocs	+25 or +50 points
Icon Bearer	Add one Icon Bearer character	+25 points
Land Raiders	Add up to four Emperor's Children Land Raiders	+75 points each
Noise Marines	Replace two or four Chaos Space Marines with an equal number of Noise Marines	+25 or +50 points
Rhinos	Add one Chaos Rhino for every two infantry units	+10 points each
Stalker	Add one Stalker	+50 points

CHAOS NAVY AND WAR ENGINE FORMATIONS

(Up to a third of the points available may be spent on these formations.)

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
Questor	One Questor Titan		300 points
Subjugator	One Subjugator Titan		250 points
Thunderhawk	One Chaos Thunderhawk		200 points
0–1 Knight Pack	Between four and six of any of the following units:	Hell-Strider Hell-Knight Hell-Scourge	50 points each 75 points each 90 points each

DAEMON POOL

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

EMPEROR'S CHILDREN 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	*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.*
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaos Warlord	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander.*
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			*Daemonic Focus, Invulnerable Save, Leader.*
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	*Scout.*
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	*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+.*
Daemonettes	INF	15cm	4+	3+	-	-			*Expendable, First Strike, Invulnerable Save.*
Emperor's Children Terminators	INF	15cm	4+	3+	3+	2× Blastmaster Power Weapons	30cm (bc)	AP5+/AT6+, D Assault Weapons, EA(+1), MW	*Reinforced Armour, Teleport, Thick Rear Armour. Counts as Chaos Space Marine Terminators for the purposes of being transported.*
Fiends of Slaanesh	INF	20cm	4+	3+	-	-			*Expendable, Infiltrator, Invulnerable Save.*
Havocs	INF	15cm	4+	5+	3+	2× Autocannon	45cm	AP5+/AT6+	
Noise Marines	INF	15cm	4+	4+	3+	Blastmaster	30cm	AP5+/AT6+, D	*Fearless.*
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Steeds of Slaanesh	INF	20cm	4+	3+	-	-			*Expendable, First Strike, Infiltrator, Invulnerable Save, Mounted.*
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.*
Emperor's Children Dreadnought	AV	15cm	3+	4+	4+	Twin Blastmaster Power Fist	30cm (bc)	AP4+/AT5+, D Assault Weapons, EA(+1), MW	*Fearless, Walker. Counts as Chaos Dreadnought for the purposes of being transported.*
Emperor's Children Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon Twin Blastmaster	45cm 30cm	AT4+ AP4+/AT5+, D	*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.*
Emperor's Children Predator	AV	30cm	4+	6+	4+	Twin Lascannon 2× Blastmaster	45cm 30cm	AT4+ AP5+/AT6+, D	
Hell Strider	AV	30cm	5+	6+	5+	Lascannon Multi-melta and	45cm 15cm (15cm)	AT5+ MW5+ Small Arms, MW	*Fearless, Invulnerable Save, Walker.*
Stalker	AV	30cm	5+	6+	6+	Stalker Autocannon	30cm	2× AP5+/AT6+/AA5+	

Keeper of Secrets	WE	15cm	4+	3+	4+	Gaze of Slaanesh and Lash of Torment		30cm (15cm) (bc)	3× MW4+ Small Arms, EA(+1), FS, MW Assault Weapons, EA(+1), FS, MW	*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+.*
Hell-Knight	WE	30cm	5+	6+	5+	Thermal Lance and		30cm (15cm)	MW4+, FwA Small Arms, MW	*Damage Capacity 2, Fearless, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
Hell-Scourge	WE	30cm	5+	6+	3+	Castigator Cannon		45cm	3× AP3+/AT5+, FwA	*Damage Capacity 2, Fearless, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
Questor Titan	WE	35cm	5+	5+	3+	2× Castigator Cannon 2× Battle Cannon		45cm 75cm	3× AP3+/AT5+ AP4+/AT4+	*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+.*
Subjugator Titan	WE	35cm	5+	3+	5+	2× Battle Cannon 2× Hellblades		75cm (bc)	AP4+/AT4+ Assault Weapons, EA(+1), TK(D3)	*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+.*
Chaos Thunderhawk	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter		75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units or Chaos Dreadnoughts; Chaos Space Marine Terminators and Chaos Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
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	*Damage Capacity 4, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed.*
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)	*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.*
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)	*Transport. May transport 20 infantry units or Chaos Dreadnoughts; plus six Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.*

Dreadclaw	Special	n/a	n/a	n/a	n/a	-	*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.*

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.