

Chaos Space Marines Datasheets (v.1.0.1)

The “unit superior” rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

Faction abilities

- **Dark Pacts.** Any Chaos Space Marines unit can make a Dark Pact once per turn at any point during battle. If it does, it must first take a Morale test. If that test is failed, that unit suffers D3 wounds. Then choose **one** of the following abilities for that unit until the end of the turn:
 - Weapons equipped by models in this unit automatically wounds the target on Critical hits (Save rolls for such hits are automatically failed)
or
 - Weapons equipped by models in this unit deal one extra hit on Critical hits (only original hits can be counted as Critical)

Leaders

Chaos Lord (1 model)

Move 12" Save 3+ Wounds 3 Morale 3+ Control 1



JoyToy Chaos Space Marines Black Legion Chaos Lord Khalos the Ravager, 310pt

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	2+	-4	-
Melee weapons	Range	Att	Sk	AP	Features
Daemon Hammer	Melee	2	2+	-2	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons. Critical hits get AP(-4)

Model abilities

- **Chance for Glory.** Once per battle, when this model makes a melee attack, this model can use this ability. If it does, once this model's Daemon Hammer can make 3 attacks instead of 2.

Add abilities to the model

Cost

- **Will of the Leader.** Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn

+100pts

Chaos Lord in Terminator Armour **Move 10" Save 3+ Wounds 6 Morale 3+ Control 2**
(1 model)

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models

JOYTOY x WARHAMMER



JoyToy Chaos Space Marines Black Legion Chaos Lord in Terminator Armour, 500pt

Ranged weapons	Range	Att	Sk	AP	Features
Combi-melta	48"	2	2+	0	Gains AP(-4) against Infantry units
Melee weapons	Range	Att	Sk	AP	Features
Exalted Weapon	Melee	4	2+	-2	-
Chain Bayonet	Melee	1	2+	0	-

Model abilities

- When taking a wound, roll one die, and on a 6+ it is ignored

Add abilities to the model

Cost

- Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn

+100pts

Exalted Champion (1 model) **Move 12" Save 3+ Wounds 3 Morale 3+ Control 1**

Unit abilities

- While this model is leading a unit, each time a model in this model's unit makes an attack, add 1 to the Hit roll

JOYTOY x WARHAMMER



JoyToy Chaos Space Marines Red Corsairs Exalted Champion Gotor the Blade, 345pt

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	2+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Exalted Weapon	Melee	4	2+	-2	-

Sorcerer in Terminator Armour (1 model)

Move 10" Save 3+ Wounds 6 Morale 3+ Control 2

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- Once per this unit's activation, before attacking, pick one enemy unit within 36". Next time a friendly unit shoots at it, it gets +1 to hit (Psychic)
- While this model is leading a unit, you can re-roll Advance and Charge throws made for this model's unit

JOYTOY x WARHAMMER



JoyToy Chaos Space Marines Crimson Slaughter Sorcerer Lord in Terminator Armour, 575pt

Ranged weapons	Range	Att	Sk	AP	Features
Combi-melta	48"	2	3+	0	Gains AP(-4) against Infantry units
Infernal Gaze (Psychic)	48"	X	3+	-2	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Force Staff (Psychic)	Melee	4	3+	-1	Critical hits get AP(-4)
Chain Bayonet	Melee	1	3+	0	-

Infantry

Chaos Terminators (3-5 models)

Move 10" Save 3+ Wounds 3 Morale 3+ Control 2

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models



JoyToy Black Legion Chaos Terminator Brother Bathalorr, 250pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Combi-bolter	48"	3	3+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-



JoyToy Black Legion Chaos Terminator Brother Gnarl, 245pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Combi-plasma	48"	2	3+	0	Gains AP(-4) against Infantry units

Melee weapons	Range	Att	Sk	AP	Features
Accursed Weapon	Melee	3	3+	-2	-



JoyToy Black Legion Chaos Terminator Brother Gornoth, 410pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Reaper Autocannon (max. one per unit)	60"	4	3+	-1	Critical hits get AP(-4) and deal one extra hit (only original hits can be counted as Critical)

Melee weapons	Range	Att	Sk	AP	Features
Power Fist	Melee	3	3+	-4	-

Havocs (3-5 models) Move 10" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- When this unit is shooting without moving this turn, Critical hits deal one extra hit (only original hits can be counted as Critical)



JoyToy Chaos Space Marines Black Legion Havocs Champion Brother Slael, 110pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Gun	48"	1	3+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



JoyToy Chaos Space Marines Crimson Slaughter Brother Karvult, 235pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Gun	48"	1	3+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



Model abilities

- Chaos Icon. This model's unit get +1 to Morale test rolls for the Dark Pacts ability

JOYTOY x WARHAMMER



JoyToy Chaos Space Marines Black Legion Havocs Marine 02, **205pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Havoc Lascannon	72"	1	3+	-3	Each attack deals 3 damage, but only to one model

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Chaos Space Marines Black Legion Havocs Marine 03, **120pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Havoc Reaper Chaincannon	48"	4	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Chaos Space Marines Black Legion Havocs Marine 04, **190pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Havoc Heavy Bolter	60"	3	3+	-1	Critical hits deal one extra hit (only original hits can be counted as Critical)

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Chaos Space Marines Black Legion Havocs Marine 05, **180pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Havoc Missile Launcher	72"	X	3+	-2	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Legionaries (4-10 models)

Move 12" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- Gets +1 to hit in melee



JoyToy Chaos Space Marines Black Legion Brother Narghast, 105pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol	24"	1	3+	-4	-

Melee weapons	Range	Att	Sk	AP	Features
Accursed Weapon	Melee	2	3+	-2	-



JoyToy Chaos Space Marines Black Legion Brother Talas, 75pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

JOYTOY x WARHAMMER



JoyToy Black Legion Chaos Space Marine 01, 75pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Boltgun	48"	2	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Black Legion Chaos Space Marine 02, 105pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-

Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-

Model abilities

- Chaos Icon. This model's unit get +1 to Morale test rolls for the Dark Pacts ability



JoyToy Black Legion Chaos Space Marine 03, 75pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Boltgun	48"	2	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-



JoyToy Chaos Space Marines Crimson Slaughter Brother Maganar, 75pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Astartes Chainsword	Melee	2	3+	-1	-



Vehicles / Monsters

Helbrute (1 model) Move 12" Save 2+ Wounds 9 Morale 3+ Control 3

Unit abilities

- Once per this unit's activation, pick 2 friendly units within 24", which get +1 to their next Morale test roll for the Dark Pacts ability
- When this model is destroyed, roll one D6. On a 6, each unit within 12" suffers D3 mortal wounds (roll D3 separately for each unit within 12")



JoyToy Chaos Space Marines Black Legion Helbrute, 865pts

Ranged weapons	Range	Att	Sk	AP	Features
Helbrute Plasma Cannon	60"	2X	3+	-4	X - is the number of models in the target unit, but maximum 3
Melee weapons	Range	Att	Sk	AP	Features
Armoured Feet	Melee	3	3+	-1	-
Helbrute Hammer	Melee	3	3+	-3	Each attack deals 3 damage, but only to one model. Resolve each attack one by one, as if they were attacks from different weapons

