

BLACK LEGION ARMY LIST (swordwind)

BLACK LEGION FORMATIONS

FORMATION TYPE	CORE UNITS	UPGRADES ALLOWED	POINTS
0-1 Raptor Cult	1 Chaos Lord character upgrade and from 4 to 8 Raptor units	Daemonic Pact	35 each
0-2 Black Legion Chosen Space Marines	1 Chaos Lord character upgrade and from 4 to 6 Chosen Space Marine units	Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince	65 each
Black Legion Retinue	1 Chaos Lord character upgrade and 8 Chaos Space Marines units	Rhinos, Havocs, Dreadnought, Defilers, Dreadclaws, Cult Marines, Chaos Land Raiders, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince	275
0-1 Black Legion Forlorn Hope per Black Legion Retinue	4 Chaos Space Marines, (Chaos Space Marines in the formation receive the Scout ability for free)	Dreadclaws, Rhinos, Daemonic Pact	125
Black Legion Bike Company	1 Chaos Lord character upgrade and 8 Chaos Space Marines Bike units	Daemonic Pact, Icon Bearer	300
Black Legion Armoured Company	4 to 8 Chaos Predators and/or Chaos Land Raiders	Defilers	50 per Predator, 75 per Land Raider
0 - 2 Black Legion Assault Company	1 to 3 Decimators and/or Death Wheels	Defilers	225 per Decimator, 275 per Death Wheel
Daemon Pool	Lesser Daemon, Greater Daemon (Note: Daemons purchased or the Daemon Pool are not Faction specific and are used to represent a Daemon from any faction.)		20 per Lesser Daemon, 75 per Greater Daemon

BLACK LEGION UPGRADES

UPGRADE	UNITS	POINTS
Rhinos	Up to 8 Rhinos. If you choose to take this option then you must take exactly enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it	10 each
Cult Marines	4 units belonging to the Cult associated with the Retinue's faction: Berzerkers (Khorne), Noise Marines (Slaanesh), Plague Marines (Nurgle), Thousand Sons (Tzeentch)	150
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25
Obliterators	Up to 3 Obliterators	75 each
Dreadnought	Up to 3 Dreadnoughts	50 each
Chaos Land Raiders	Up to 4 Chaos Land Raiders	75 each
Defilers	Up to 3 Defilers	75 each
Dreadclaws	These work in exactly the same manner Marine Drop Pods. They may not be taken by formations that include any vehicles other than Dreadnoughts. In addition they require a Devastation class cruiser or Despoiler class battleship in order to be used	5 points per unit in the formation
Havocs	4 Havoc units	150
Icon Bearer	1 Icon Bearer character upgrade	50
Daemon Prince	Replace the unit in the formation that includes the Chaos Lord or Warlord character with a Daemon Prince unit. 1 Daemon Prince may be included in an army for each Chaos faction, not including Undivided, present in the army	50
Chaos Champion	1 Chaos Champion character upgrade	50

CHAOS TITAN LEGION WAR ENGINES

FORMATION	POINTS
Banelord Titan	800
Ravager	650
Feral	300

CHAOS NAVY AND AEROSPACE UNITS

FORMATION	POINTS
Swiftdeath Interceptor	200 for 3
Helltalon Fighter-bomber	300 for 2
Devastation Class Cruiser	150
Despoiler Class Battleship	250

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STRATEGY RATING 4 INITIATIVE 2+ (+1 if no hated formations within 30cms, does not apply to off table formations)

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Daemon Weapon Warp Bolt	base contact 15cm	Assault wpn, MW, TK, +2A Small Arms, MW, TK, +1A	(Supreme*) Commander, Leader, Teleport Reinforced Armour, (Wings*) Fearless Leader, Invulnerable Save, Supreme Commander
Chaos Warlord (Lord Character)	CH	n/a	n/a	n/a	n/a	Daemon Weapon	base contact	Assault wpn, MW, +1A	Leader, Invulnerable Save, Supreme Commander
Chaos Lord (Lord Character)	CH	n/a	n/a	n/a	n/a	Daemon Weapon	base contact	Assault wpn, MW, +1A	Leader, Invulnerable Save, Commander
Sorcerer Lord (Lord Character)	CH	n/a	n/a	n/a	n/a	Warp Bolt	15cm	Small Arms, MW, +1A	Leader, Invulnerable Save, Commander
Champion of Chaos	CH	n/a	n/a	n/a	n/a	Daemon Artifact Daemon Bolt	base contact 15cm	Assault wpn, First Strike, +1A Small Arms, First Strike, +1A	Invulnerable Save, Augment Summoning +2 D3, See datasheet for weapon
Icon Bearer	CH	n/a	n/a	n/a	n/a	None	n/a	n/a	Leader, Daemon Focus, Invulnerable Save
Havocs	INF	15cm	4+	5+	3	2 x Autocannons	45cm	AP5+/AT6+	
Chaos Space Marines	INF	15cm	4+	4+	4+	Bolters Autocannon	15cm 45cm	Small Arms AP5+/AT6+	
Berzerkers	INF	15cm	4+	2+	5+	Bolt Pistols Chainaxe	15cm base contact	Small Arms Assault wpn	Fearless
Noise Marines	INF	15cm	4+	4+	3+	Sonic Blasters Blastmaster	15cm 30cm	Small Arms AP5+/AT6+, Disrupt	Fearless
Plague Marines	INF	15cm	3+	3+	4+	Bolters Plague Knives	15cm base contact	Small Arms Assault wpn	Fearless
Thousand Sons	INF	15cm	4+	5+	4+	Bolters	15cm	Small Arms	Fearless, Reinforced armour
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Bolters Chainswords	15cm base contact	Small Arms Assault wpn	Mounted
Raptors	INF	30cm	4+	3+	4+	Melta Weapons Chainswords	15cm base contact	Small Arms Assault wpn	Jump Packs
Chosen	INF	15cm	4+	3+	3+	Combi-Bolters Power Weapons	15cm base contact	Small Arms Assault wpn, MW, +1A	Reinforced Armour, Thick Rear Armour, Teleport
Obliterators	INF	15cm	4+	3+	2+	2 x Reaper Autocannon 3 x Body Weapons	30cm 45cm	AP4+/AT6+ AP5+/AT5+/AA5+	Fearless, Reinforced Armour, Thick Rear Armour, Invulnerable Save, Teleport
Chaos Dreadnought	AV	15cm	4+	4+	4+	Twin Autocannon Power Fist	45cm base contact	AP4+/AT5+ Assault wpn, MW, +1A	Walker, Fearless
Chaos Rhino	AV	30cm	5+	6+	6+	Storm Bolter	15cm	Small Arms	Transport (2)
Chaos Predator	AV	30cm	4+	6+	5+	Twin-linked Lascannon 2 x Heavy Bolter	45cm 30cm	AT4+ AP5+	
Chaos Land Raider	AV	25cm	4+	6+	5+	2 x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced Armour, Thick Rear Armour, Transport (2*)
Defiler	AV	15cm	4+	4+	3+	Defiler cannon Or Twin Lascannon Defiler Heavy Flamer Or Battle Claws	75cm 75cm 45cm 15cm 15cm base contact	AP4+/AT4+ IBP, Indirect AT4+ AP4+, Ignore Cover Small Arms, Ignore Cover, +1A Assault wpn, MW, +1A	Fearless, Invulnerable Save, Walker

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NAME	TYPE	SPEED	STRATEGY RATING	INITIATIVE	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Death Wheel	WE	30cm	4+	5	3	2 x Reaper Autocannon	30cm	AP4+/AT6+, left side	2 Void Shields, DC 4, Reinforced armour, Fearless, Crit = See datasheet
						2 x Reaper Autocannon	30cm	AP4+/AT6+, right side	
						Battle Cannon	75cm	AP4+/AT4+, left side	
Decimator	WE	15cm	4+	4+	4+	Battle Cannon	75cm	AP4+/AT4+, right side	DC 3, Reinforced armour, Fearless, Crit = See datasheet
						2 x Twin Reaper Autocannon	30cm	AP3+/AT5+, right side	
						2 x Twin Reaper Autocannon	30cm	AP3+/AT5+, left side	
Baneford Titan	WE	15cm	4+	2+	4+	Decimator Cannon	45cm	3BP, MW, Ignore Cover, FxF	6 Void Shields, DC 8, Walker (step over), Reinforced Armour, Thick Rear Armour, Fearless, Crit = See datasheet
						Havoc Missile Rack	60cm	6 x 2BP Indirect, Single Shot	
						Hellstrike Cannon	60cm	3BP, MW, Ignore Cover, FxF	
						Doomfist	30cm	4 x AP4+/AT4+, FxF	
						Or	base contact	Assault wpn, MW, TK (D3), +2A	
						Battlehead	15cm	Small Arms, FxF, +2A	
						Tail	75cm	AP4+/AT4+	
						Or	base contact	Assault wpn, +1A	
						Doomburner	45cm	MW2+, TK, Ignore Cover	
						2 x Death Storm	45cm	4 x AP4+/AT4+	
Ravager Titan	WE	20cm	4+	3+	4+	Battlehead	15cm	Small Arms, FxF, +2A	4 Void Shields, DC 6, Walker (step over), Reinforced Armour, Fearless, Crit = See datasheet
						Tail	75cm	AP4+/AT4+	
						Or	base contact	Assault wpn, +1A	
Feral Titan	WE	30cm	5+	4+	5+	Death Storm	45cm	4 x AP4+/AT4+	2 Void Shields, DC 3, Walker, Reinforced Armour, Fearless, Crit = See datasheet
						Battlehead	15cm	Small Arms, FxF, +2A	
						Hellmouth	30cm	3BP, MW, Ignore Cover	
						Stormbolters	15cm	AP5+/AA5+, FxF	
Swiftdeath Fighter	AC	Fighter	6+	n/a	n/a	Heavy Bolter	30cm	AP5+/AA6+, FxF	
Hellaton Fighter-bomber	AC	Fighter Bomber	5+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Havoc Launcher	45cm	AP5+/AT6+, FxF	
						Incendiary Bombs	15cm	2BP, FxF	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	Transport (20)
						Pin-point Attack	n/a	MW2+, TK (D3)	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	Transport (20), Slow & Steady
						3 x Pin-point Attack	n/a	MW2+, TK (D3)	

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Daemonic Beasts	INF	20cm	4+	3+	n/a	Claws and Fangs	base contact	Assault wpn	1 SP, Invulnerable Save, Infiltrator
Bloodthirster: GD of Khorne	WE	30cm	4+	3+	n/a	Axe of Khorne Bloodthirster's Whip	base contact base contact	Assault wpn, TK, +2A Assault wpn, TK, +1A	8 SP, DC 3, Inspiring, Walker, Wings, Invulnerable Save, Reinforced Armour, Fearless, Crit = See datasheet
Bloodletters	INF	15cm	4+	4+	n/a	Hellblades	base contact	Assault wpn, +1A	1 SP, Invulnerable Save
Great Unclean One: GD of Nurgle	WE	15cm	4+	4+	4+	Nurgling Swarm Stream of Corruption And	base contact 15cm flame template	Assault wpn, +1A Small Arms, Ignore Cover, Disrupt, +1A Ap4+/AT5+, Ignore Cover, Disrupt	8 SP, DC 4, Inspiring, Walker, Invulnerable Save, Reinforced Armour, Fearless, Crit = See datasheet
Plaguebearers	INF	15cm	3+	3+	5+	Plague Swords Plague of Flies	base contact 15cm	Assault wpn Small Arms	1 SP, Invulnerable Save
Lord of Change: GD of Tzeentch	WE	30cm	4+	5+	3+	Withering Gaze And Bedlam Staff	45cm 15cm base contact	2 x MW3+, MW Small Arms, MW, +1A Assault wpn, MW, +1A	8 SP, DC 3, Inspiring, Walker, Wings, Invulnerable Save, Reinforced Armour, Fearless, Crit = See datasheet
Flamers	INF	15cm	5+	5+	4+	Flames of Tzeentch And	base contact 15cm	Assault wpn Small Arms, +1A	1 SP, Invulnerable Save
Keeper of Secrets: GD of Slaanesh	WE	15cm	4+	3+	4+	Gaze of Slaanesh And Lash of Torment	30cm 15cm base contact	3 x MW4+, MW Small Arms, MW, First Strike, +1A Assault wpn, MW, First Strike, +1A	8 SP, DC 3, Inspiring, Walker, Invulnerable Save, Reinforced Armour, Fearless, Crit = See datasheet
Daemonette	INF	15cm	4+	3+	n/a	Daemonic Talons	base contact	Assault wpn, First Strike	1 SP, Invulnerable Save