

WHAT THE 40K

WHAT THE FAQ

CHAOS SPACE MARINES

Version 1.0.1

WHAT THE FAQ is a fan-made, unofficial, non-profit game mod for Warhammer 40,000.

Note that the intention of this document is to overwrite the dated mechanics present in Codex Chaos Space Marines -8th Edition, while keeping those presented in PA: Faith and Fury and Vigilus Ablaze intact. Across this document Designer's Notes are noted in *blue*.

DETACHMENT ABILITIES

<p><i>*Intended to override page 162 -THE LOST AND THE DAMNED to bring consistency to CSM.</i></p>	
<p>A HERETIC ASTARTES Detachment is one that only includes models with the HERETIC ASTARTES keyword (excluding units with the UNALIGNED keyword).</p>	
<p>If your army is Battle-forged:</p> <ul style="list-style-type: none"> ● HERETIC ASTARTES Detachments gain the following abilities. <ul style="list-style-type: none"> ○ Infernal Jealousy ○ Heretical Minions ○ Unified In Their Service. ● HERETIC ASTARTES units in HERETIC ASTARTES Detachments gain the Legion Traits ability. ● CHAOS CULTIST units in HERETIC ASTARTES Detachments gain the Cult Traits ability. ● Troops units in HERETIC ASTARTES Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book. 	<p><i>*Relevant details for these abilities below.</i></p>
<p>INFERNAL JEALOUSY</p> <p><i>The Lords of the Traitor Legion warbands do not willingly share power.</i></p> <ul style="list-style-type: none"> ● You can include a maximum of one CHAOS LORD unit and one DAEMON PRINCE unit in each HERETIC ASTARTES Detachment in your army. 	<p><i>*As seen in codex Death Guard, limits the number of Lords/DPs per detachment. Gotta take the nerfs with the buffs.</i></p>

<p>HERETICAL MINIONS</p> <p>The traitor legions are frequently accompanied into battle by mortal followers.</p> <ul style="list-style-type: none"> You cannot include more CHAOS CULTIST units than HERETIC ASTARTES CORE INFANTRY units each HERETIC ASTARTES DETACHMENT in your army. <p>Example: If a Detachment includes two CHAOS SPACE MARINE units and one CHAOS TERMINATOR unit, it can also include up to three CHAOS CULTIST units.</p>	<p>*As seen in codex Death Guard, ensures Cultist units don't outnumber CSM units.</p>
<p>UNIFIED IN THEIR SERVICE</p> <p>When the warriors of the Traitor legions dedicate themselves wholly to one of the great powers, their pledge is rewarded.</p> <p>A <MARK OF CHAOS> army is one that only includes HERETIC ASTARTES models with the same <MARK OF CHAOS> keyword.</p> <ul style="list-style-type: none"> Reduce the cost of additional <MARK OF CHAOS> DAEMONS detachments by 1 CP if it shares the same <MARK OF CHAOS> HERETIC ASTARTES keyword. <p>Example: A KHORNE DAEMONS detachment that is taken in addition to a BLACK LEGION KHORNE detachment, can reduce the cost required by 1.</p>	<p>* A personal inclusion. A warband wholly devout to an individual Chaos God, should have greater ease in allying with them. Simply a player should be rewarded for wholly dedicating their list to a single mark.</p>
<p>LEGION & CULT TRAITS</p> <p>Each of the Traitor Legions has been twisted by their dark history, shaping their culture and their methods of war.</p> <ul style="list-style-type: none"> All HERETIC ASTARTES units (other than CHAOS CULTIST units) with this ability, and all the models in them, gain a Legion Trait so long as every unit in their Detachment is from the same Legion. All CHAOS CULTIST units instead gain a Cult Trait. The traits gained depends on which Legion they are from, as shown in the Subfaction Rules section. <p>Example: A BLACK LEGION unit with the Legion Trait ability gains the Black Crusaders trait. A BLACK LEGION unit with the Cult Trait ability gains the Dark Remembrancers trait.</p>	<p>While Cultists certainly should not get Legion Traits, Cultists are an element unique to the traitor legions. Providing them separate traits creates both the opportunity to further describe the culture of the legion, while also granting players the unique utility cultists would provide their traitor legions. (In early 8th edition this was represented to a degree by providing CP.)</p>

LEGION COMMAND

If your army is Battle-forged and includes any **HERETIC ASTARTES** detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade any of the following **HERETIC ASTARTES CHARACTER** units in your army: **CHAOS LORD, DARK APOSTLE, SORCERER, WARPSMITH.**

Each time you upgrade one of the aforementioned units, it's Power Rating is increased, as shown in the table below.

**This should look familiar, put together with the goal of providing equivalency in mind. i.e. A top commander or psyker of the loyalist Astartes should not be categorically superior to that available to the traitors.*

CHARACTER	LEGION COMMAND KEYWORD	POWER	POINTS
CHAOS LORD	LEGION MASTER	+2	+40
DARK APOSTLE	MASTER APOSTLE	+1	+25
SORCERER	ARCH SORCERER	+1	+25
WARPSMITH	FORGE LORD	+1	+20

- Each time you upgrade a unit, it gains a new keyword, as shown in the Lords of the Legion Keyword column on the table above.
- It also gains one or more additional abilities, as shown in the appropriate section over the following pages, as well as access to bespoke Warlord Traits and Relics.
- These units are all considered to be the same datasheet for the purposes of any mission rules that limit the number of times any particular datasheet can be included in your army.

You cannot upgrade named characters using these rules. An army cannot contain more than one model from the same Legion that has the same Command Keyword.

Example: It cannot contain two **BLACK LEGION LEGION MASTERS**, or two **IRON WARRIORS FORGE LORDS** etc.

LEGION MASTER

To achieve supreme command over a warband of Heretic Astartes demands an iron will, strategic brilliance, and tenacity tempered over millennia.

ABILITIES

A **LEGION MASTER** model gains the following ability:

Legion Master:

- In your Command phase, select one friendly **<LEGION> CORE** or **<LEGION> CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

MASTER APOSTLE

Only the most devout of Dark Apostles can commune with the great powers.

ABILITIES

A **MASTER APOSTLE** model gains the following ability:

Conduit of Chaos:

- This model knows one additional prayer from the Prayers to the Dark Gods.
- In your command phase, if this model is on the battlefield, it can recite one additional litany it knows that has not already been recited by a friendly model that turn.

ARCH SORCERER

Only the most disciplined sorcerers can bend the fabric of reality to their will.

ABILITIES

An **ARCH SORCERER** model gains the following ability:

Arch Sorcerer:

- This model knows one additional psychic power from their chosen discipline and can attempt to deny one additional power.

WARLORD TRAIT

Warp Lord:

Dark energies of the immaterium flow through this warlord's veins, ready to be drawn upon at a whim.

- Add 1 to Psychic tests taken for this **WARLORD**.

FORGE LORD

Only the most gifted warpsmiths can mend flesh metal and invigorate the daemonic machine spirits of their hellforged craft.

ABILITIES

A **FORGE LORD** model gains the following ability:

Forge Lord:

- Each time this model repairs a model using it's Master of Mechanisms ability, that model regains up to 3 lost wounds instead of up to D3.

DATASHEET ABILITIES

**Designer's Note: updated to bring some semblance of consistency to CSM.*

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units referenced on the datasheets rather than described in full. These are described below.

VETERANS OF THE LONG WAR

Chaos Space Marines are amongst the finest warriors in the galaxy.

REMORSELESS

Chaos Space Marines have waged war for millennia, fought against countless horrors, few things in the galaxy give them pause.

- Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.

MALICIOUS VOLLEYS

The Traitor Legions, for all their heresy, are still Space Marines, and are experts at making war with their bolters.

- Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:
 - The shooting model's target is within half the weapons' range.
 - The shooting model is **INFANTRY** and its unit Remained Stationary in your previous Movement phase.
 - The shooting model is a **TERMINATOR**.

HATEFUL ASSAULT

The Heretic Astartes are elite troops who strike with the fury of a thunderbolt.

- Each time this unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in this unit.

**Added an umbrella term to mirror that of Angels of Death. It felt appropriate to use VotlW since it's no longer used as the stratagem name, changed to Eternal Hatred as per Codex Death Guard.*

**Remorseless has been added as seen in Codex Death Guard, as CSM should not be more likely to flee than loyal marines.*

**Malicious Volleys and Hateful Assault appear unchanged.*

* Major Overhaul -While everything else in this doc is very much suggesting to make changes to establish consistency with existing publications, this is an area of *inserted creativity*.

A new mark keyword has been added along with benefits provided by each mark. This Marks of Chaos system stands to offer justifiable benefits in place of having combat doctrines.

MARKS OF CHAOS

Those who earn the favour of a particular Chaos God are marked by them, their pledged dedication grants favour from those whose mark they bear.

If every unit from your army has the **HERETIC ASTARTES** keyword (excluding **UNALIGNED** units or **DAEMON** detachments that fall under the Unified In Their Service ability), this unit gains a bonus (see below) depending on which **<MARK OF CHAOS>** it bears.

- If a Heretic Astartes datasheet does not specify which Mark of Chaos a unit has, it will have the **<MARK OF CHAOS>** keyword.
- When you include such a unit in your army, you must nominate which Mark of Chaos that unit has. You simply replace the keyword in every instance on that unit's datasheet with one of the following: **KHORNE**, **TZEENTCH**, **NURGLE**, or **SLAANESH**. Note that **PSYKERS** cannot have the **KHORNE** keyword.
- You do not have to choose a Mark of Chaos for a unit if you do not want to; if you do not it is assumed that the unit has not dedicated itself to serving a specific Dark God. If that is the case, replace the **<MARK OF CHAOS>** keyword in every instance on that unit's datasheet with **VENGEANCE**.
- The exceptions are units from the World Eaters or Emperor's Children Legions: all **WORLD EATERS** units must have the **KHORNE** keyword if they are able to do so, and all **EMPEROR'S CHILDREN** units must have the **SLAANESH** keyword if they are able to do so.

Example: *If a unit has the **KHORNE**, **TZEENTCH**, or **NURGLE** keywords it cannot be from the Emperor's Children Legion. Note that this results in **PSYKERS** cannot be from the World Eaters Legion.*

- Note that the while the following units do gain the **<MARK OF CHAOS>** keyword selected, they do not claim the relevant mark benefits and legion mark benefits as listed below.
 - **DAEMON PRINCES**
 - **CHAOS CULTISTS**

*For the most part, the application of Marks of Chaos is the same.

The inclusion for non marked units to be granted the Mark of Vengeance has been added. - There should be a benefit for not marking your units, to a Chaos God, more on this below.

Daemon princes do not gain the mark benefits due to creating more consistency with Codex Death Guard. Also, their ascension has seen their improve beyond the base for the most part.

Cultists don't gain benefits since they are not the *Slaves to Darkness*.

MARK BENEFITS

Those who have pledged themselves in service to the ruinous powers are blessed with an aspect of their strength.

**Designer's Note: For determining the mark benefits, the associated cult marine was used. i.e. Using the Khorne Berzerkers for the mark of khorne.*

//MARK OF KHORNE

Those who bear the Mark of Khorne are consumed with a violent rage, urging them to spill blood.

A unit with the Mark of Khorne gain the following:

- Increase the Strength characteristic of a unit by 1.
- Increase the AP of melee weapons they are equipped with by 1.

//MARK OF TZEENTCH

Those who bear the ever burning Mark of Tzeentch are possessed by a dark purpose, and are driven to see destiny take its course.

- Units with a Mark of Tzeentch gain a 6+ invulnerable save. If they already have an invulnerable save it is increased by 1 (to a maximum of 3+).

//MARK OF NURGLE

Those who bear the Mark of Nurgle are gifted with a resilience beyond mortal comprehension.

- Increase the Toughness characteristic of a unit with this Mark by 1.

//MARK OF SLAANESH

Those who bear the Mark of Slaanesh move with mesmerizing swiftness.

- Increase the Movement characteristic of a unit with this Mark by 1.

//MARK OF VENGEANCE

For those who do not pledge themselves in service to the pantheon the betrayal and hatred of those who worship the Corpse Emperor burns brightly.

- Each time you roll a hit roll of an unmodified 6 for a model with this mark in the Fight phase, it can immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks. .

**Marks now add benefits to units. And better parallels the value of combat doctrines. Marks of Chaos should mean something.*

**Maintained the perk to increase the units Strength, but due to its limited effectiveness (when compared to the other marks) added a boost to melee AP.*

Note: for the purpose of this rule Khorne Berzerkers are assumed to already possess the benefit (sans AP), similar to how plague marines have a built in plus 1 toughness.

Following in line, the Mark of Tzeentch gives or buffs a unit's invulnerable save.

Note: for the purpose of this rule Rubric Marines are assumed to already possess the benefit.

Again with Nurgle, DG marines all have plus 1 Toughness, so too will units marked Nurgle.

Note: For the purpose of this rule Plague Marines are meant to have this rule hardcoded into their datasheet.

The benefit for the Mark of Vengeance is the existing DttFE rule but made universally applicable. Seeing as how that mechanic is absent from Codex Death Guard (and likely will be the same for CSM), it felt like a great way to provide the mechanic through a thematic choice.

rites of war

Dark influences have twisted the manner in which the traitor legions wage war. Some legions have dedicated themselves fully to the Dark Gods and are rewarded for their unending service, whilst others follow the shadows of their ancient war rites.

A **<LEGION>** Detachment is one that only includes models with the same **<LEGION>** keyword (excluding **unaligned** units). Note that such a Detachment is also a **HERETIC ASTARTES** Detachment, as described in the *Detachment Abilities* section, and as such, all the **HERETIC ASTARTES** Detachment abilities also apply to that Detachment.

If a **HERETIC ASTARTES CHARACTER** is your **WARLORD**, then every unit (other than **CHAOS CULTIST** units) in Detachments with the same **<LEGION>** keyword gains the Rites of War ability (see below) depending on which **<LEGION>** and which **<MARK OF CHAOS>** they bear.

SUBFACTION RULES

This is the meat of this WTFAQ. Yes there are Datasheet updates, and points changes and, some score stratagem inclusions to add a feeling of parity to CSM, but here is the heart of the doc. The foundational rules that add validity and flavour to represent their identity as subfactions.

EMPEROR'S CHILDREN

<p>LEGION TRAIT: FLAWLESS PERFECTION <i>Inured to everyday sensations by lifetimes of indulgence, the Emperor's Children find stimulation only in excess, be it shocking acts of violence or gratuitous displays of martial prowess.</i></p> <ul style="list-style-type: none"> • Units with this trait can fight first in the Fight phase even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place. • Units with this trait are eligible to perform Heroic Interventions as if they were CHARACTERS. <p>CULT TRAIT: SLAVES TO SENSATION <i>The followers of Emperor's Children are enthralled to the essence of their legion masters, and serve them with unparalleled passion.</i></p> <ul style="list-style-type: none"> • Each time a model with this tactic would lose a wound made by an attack with a Strength characteristic less than 6, roll one D6; on a 6, that wound is not lost. 	<p><i>*Kept the base of the existing trait with its limitations- Which serves to help the EC maintain control in the enemy fight phase. (which in 9th edition already serves better) Adding to their trait is the capacity to heroically intervene army wide, it speaks to their past where they wanted to show their martial pride. It also feels appropriate for the legion greedy for sensation, while serving to enhance the foundation of their trait.</i></p> <p><i>*Went with a direction to emphasize their sensitivity to sensation. - bonus for the 6.</i></p>												
<p>RITE OF WAR: SLAANESH -EUPHORIC EXCESS <i>The warriors of the Emperor's Children take deep pleasure in the excesses of the Dark Prince, the frisson of battle driving them to strike again and again.</i></p> <p>All units in an Emperor's Children army have a Range of Euphoria, for being wholly marked to Slaanesh.</p> <ul style="list-style-type: none"> • When attacking a target within the Range of Euphoria (see below), a hit roll of 6 scores an additional hit. 	<p><i>*I've added something a little more for the Emperor's Children. Similar to the Death Guard and Thousand Sons, they are locked to a specific mark and so are denied the utility of the other marks. Euphoric Excess has been modelled after Death Guard's Contagion Abilities - an increasing threshold that yields an effect, but instead of lowering toughness it grants exploding hits for attacks made on 6s (mechanically, encouraging players to seek that excess).- a perk pulled from AoS Hedonites of Slaanesh ability: Euphoric Killers.</i></p>												
<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr style="background-color: #f2f2f2;"> <th style="padding: 5px;">Battle Round</th> <th style="padding: 5px;">Range of Euphoria</th> </tr> </thead> <tbody> <tr> <td style="padding: 5px;">1</td> <td style="padding: 5px;">6"</td> </tr> <tr> <td style="padding: 5px;">2</td> <td style="padding: 5px;">12"</td> </tr> <tr> <td style="padding: 5px;">3</td> <td style="padding: 5px;">18"</td> </tr> <tr> <td style="padding: 5px;">4</td> <td style="padding: 5px;">24"</td> </tr> <tr> <td style="padding: 5px;">5</td> <td style="padding: 5px;">30"</td> </tr> </tbody> </table>	Battle Round	Range of Euphoria	1	6"	2	12"	3	18"	4	24"	5	30"	
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IRON WARRIORS

LEGION TRAIT: SIEGE LORDS

Cold-hearted warriors whose only faith is in their weapons of war, the Iron Warriors have perfected siege warfare, and are able to gouge out even the most stubbornly entrenched enemies.

- Each time a model with this trait makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
- Each time a model with this trait makes a ranged attack with a Heavy weapon:
 - if that model's unit made a Normal Move, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.
 - If instead that model's unit made Remained Stationary, improve the Armour Penetration characteristic of that attack by 1.

CULT TRAIT: TARPITS OF FLESH AND SPIRIT

The Heretic Astartes of the Iron Warriors care little for their weak mortal followers, only seeing them as a means to end.

- **HERETIC ASTARTES** units (other than **CHAOS CULTIST** units) can shoot at enemy units that are within engagement range of **CHAOS CULTISTS** units, but each time you roll a hit roll of 1 for such an attack, resolve that attack against a friendly **CHAOS CULTIST** unit within engagement range of the target unit instead. You may choose which friendly unit is hit.

*Following instep with the Imperial Fists change, the first part of their trait, has been updated to reflect Light Cover.

For the second part of their trait (previously a perk vs. buildings)... Where the Imperial Fists flex their bolter marksmanship, I felt it was suitable for the Iron Warriors to flex their skills with heavy weapons. Bonus AP in combination with denying cover bonuses will ensure they are not outshined as siege specialists.

*It felt appropriate that the cold and pragmatic Iron Warriors would use their cultists for such bitter purposes. Speaks similarly to the Cannon Fodder Stratagem presented in PA: Faith and Fury.

RITE OF WAR: VENGEANCE - IRON FIRE

The Iron Warriors are cold and unflinching in the face of enemy fire, wielding the most devastating weapons with deadly proficiency.

Units with the Mark of Vengeance:

- Can increase the number of shots fired by Blast weapons by the maximum number of shots divided by 3. However the final total may not exceed the maximum value of the weapons Type characteristic.

Example: A D6 Blast weapon can add 2. If the rolled result was a 5, the modified result would be 6 shots.

*The Iron Warriors should be without doubt the most devastating of the traitor legions as it relates to ranged combat.

So with the Mark of Vengeance they will be able to maximize the potential of the most destructive weapons (blast). I felt it was appropriate that the Iron Warriors Legion Rite requires the use of mathematics, in order to use blast weaponry with deadly precision.

NIGHT LORDS

<p>LEGION TRAIT: TERROR TACTICS <i>The Night Lords revel in fear and mayhem, and will take apart an opposing army piecemeal, dividing and isolating the weakest enemies so that their confused cries can be savoured.</i></p> <ul style="list-style-type: none"> Models in enemy units must subtract 1 from their Leadership characteristic for each unit with this trait that is within 6" of theirs (to a maximum of -3). When a unit with this trait attacks a unit with a Leadership characteristic lower than their own unit, add 1 to that attack's hit roll. <p>CULT TRAIT: MURDERERS ALL <i>The mortal followers of the Night Lords relish the opportunity to take life.</i></p> <ul style="list-style-type: none"> Improve this unit's Brutal Assault Weapon's AP by 1. When a unit with this trait attacks a unit with a Leadership characteristic lower than their own unit in the Fight Phase, increase their Attacks characteristic by 1. 	<p>*Kept the core stacking element of the leadership debuffs intact. But added a way to reward the players' setups-the benefit pulled from Prey on the Weak Stratagem presenting in PA: Faith and Fury.</p> <p>*Simply, it felt logical the Night Lords followers would be thugs and murderers. When given the opportunity, they would be lethal killers (to a human standard).</p>
<p>RITE OF WAR: VENGEANCE - HORROR CULT <i>The Night Lords have been committing horrific atrocities since times of the Great Crusade. The Raptor Cults move with unnerving speed as they move towards their prey reveling in the fear caused as they execute their directives.</i></p> <p>Units with the Mark of Vengeance:</p> <ul style="list-style-type: none"> Add 1" to their Move characteristic for JUMP PACK units. The Battlefield Role of Raptors is Troops instead of Fast Attack. 	<p>Granting more movement aids in the setup of leadership debuffs. Enabling Raptors the capacity to count as troops, serves as a neat exception for a Legion known for fighting dirty.. Also speaks to the Night Lords heavy use of Raptors.</p>

PREY ON THE WEAK	1 CP	
<p>Night Lords - Strategic Ploy Stratagem <i>Striking at the will of their victims, the meek of mind are the quarry of the VIII Legion.</i></p> <ul style="list-style-type: none"> Use this Stratagem in the Shooting or Fight phase, when a NIGHT LORDS unit from your army is chosen to shoot or fight. Until the end of that phase, when resolving an attack made by a model in that unit against an enemy INFANTRY unit whose models have a lower Leadership characteristic than the attacking model, add 1 to the wound roll. 		<p>*Changed the stratagem to plus 1 to wound instead of hit, and added a restriction to Infantry targets. - Since the plus 1 to hit vs. lower leadership has been added for their <i>enhanced</i> trait this needed to change. -Since Eternal Hatred is now a 2 CP stratagem, the Night Lords gaining an equivalent at a reduced cost, under the restriction of setting up Ld debuffs (atleast vs infantry targets), is fair.</p>

WORLD EATERS

LEGION TRAIT: BUTCHER'S NAILS

Angron's sons hurl themselves towards their foe, intent on tearing them apart in a brutal whirlwind of violence.

- Add 1 to Advance and Charge rolls made for units with this trait.
- When a unit with this trait made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Attacks characteristic of models in that unit.

CULT TRAIT: BLOOD THRALLS

Spurred on by the need to spill blood in service of the Blood God, the followers World Eaters careen towards slaughter with reckless abandon.

- Units with this trait are eligible to declare a charge within a turn in which they Advanced.

Improved the base of their trait, granting the WE plus 1 attack following the same restrictions as the BA Red Thirst. The secondary perk needed to be something to improve their delivery, Add 1 to Advance and Charge rolls felt suitable to the flavour text.

The mortal followers' frail minds are further at the whim of Khorne's wrath. Also serves their Legion Mark bonus well (further details in the relevant section).

RITE OF WAR: KHORNE - BLOOD TITHE

The world eaters have travelled far down the crimson path. Palpable blood lust rises and falls with the flow of battle, the Blood God granting more favour for each skull claimed and each drop of blood spilled.

A World Eaters army generates Blood Tithe points during the course of each battle, for being wholly marked to Khorne. The controlling player must keep a record of how many points their army accrues.

- One point is generated each time a unit belonging to either player is wiped out.
- Unless stated otherwise in the rule for a reward, Blood Tithe points can be expended at the start of either player's Command phase, but only once per phase.
- Pick one Blood Tithe reward that has a value equal to or less than your current number of Blood Tithe points and immediately resolve its effects.
- When one or more Blood Tithe points are expended, any remaining points are lost, though more points can be generated later in the game as normal.

Following the same rationale as the Emperor's Children (only more so since WE also can't take Psykers) the World Eaters have been given a system to parallel that of Death Guard's Contagion Abilities.

The Blood Tithe as defined on the left, has been adapted from the system of the same name as used by the Blades of Khorne in AoS.

Reward	Detail	BT Cost
Bloody Exemplar	Gain a Command Point.	1
Blood God's Favour	Select one DARK APOSTLE unit from our army that has not chanted a prayer this turn. That model can chant one prayer that has not already been recited by a friendly model this turn. That prayer is automatically inspiring (do not roll) and takes effect until the start of your next Command Phase.	2
Skulls for the Skull Throne	Used In the Fight phase. Select a unit to fight with. Until the end of that phase, if an attack made by a model in that unit destroys an enemy model, the attacking model can make one additional attack against the same unit using the same weapon.	3
Spell Eater Curse	Used in the Psychic phase. Choose this reward immediately after a PSYKER has cast a spell anywhere on the battlefield; it is automatically denied. You may not choose this reward after having attempted to deny the power using other mechanics.	4
Exhortations of Butchery	Used In the Fight phase. Select a unit to fight with. Until the end of that phase, each time a model makes a melee attack, add 1 to that attack's wound roll.	5
Incarnate Violence	Select a unit not within Engagement Range from your army; that unit can move as if it were the Movement phase. If it is within 12" of an enemy unit, it can either move as if it were the Movement phase or charge as if it were the Charge phase.	6
Apoplectic Frenzy	Select a unit from your army that is within Engagement Range of an enemy unit; that unit can immediately pile in and attack as if it were in the Fight phase.	7
Crimson Rain	You may use this once per battle. Immediately after you use it, and in every one of your Command phases afterwards, you may heal all friendly KHORNE units on the battlefield D3.	8

BLACK LEGION

<p>LEGION TRAIT - BLACK CRUSADERS <i>The Black Legion exemplify the threat posed by the Heretic Astartes, emerging from the Eye of Terror for the sole purpose of erasing the Imperium from the Galaxy.</i></p> <ul style="list-style-type: none"> • Add 1 to the Leadership characteristic of models with this trait. • When units with this trait Advances they can fire their Rapid Fire Weapons as if they made a Normal Move. <p>CULT TRAIT - DARK REMEMBRANCERS <i>The cult warriors of the Black Legion proudly witness the true crusade for humanity, arming themselves with the plundered gear of those who worship the False Emperor.</i></p> <ul style="list-style-type: none"> • Add 1 to the Leadership characteristic of models with this Cult Trait, if they can draw line of sight to a BLACK LEGION HERETIC ASTARTES unit. • Improve the Save characteristic of models with this Cult Trait by 1. 	<p>Improving upon the groundwork of the existing trait. Maintained the mirroring of the Ultramarines they add 1 to Ld, but instead of their Rapid Fire weapons becoming Assault, they just gain the exception to fire Rapid Fire instead. Thus allowing them to not lose their rate of fire while suffering the advancing w/assault weapons penalty.</p> <p>Felt reasonable that the Black Legion Cultists should be able to perform like Renegade Guard.</p>
<p>RITE OF WAR: VENGEANCE - EDGE OF THE SPEAR <i>The Black Legion are exemplary shock troops, upon entering the battle grid they attack their foes with overwhelming force.</i></p> <p>Units with the Mark of Vengeance:</p> <ul style="list-style-type: none"> • Improve the Armour Penetration characteristic of attacks made in the Battle Round they are set up on the battlefield. • If arriving from reserves they can add 1 to their attack's hit rolls. 	<p>Black Legion's most notable tactic was the spear tip. Allowing units to gain plus 1 to hit and bonus ap on the turn they are set up speaks to that, and also ensures they perform analogously to standard Space Marines (performing under preferred doctrines).</p>

UNIT ADJUSTMENTS

<p>ABADDON THE DESPOILER</p> <ul style="list-style-type: none"> • Give him the LEGION MASTER keyword. • Change the Talon of Horus profiles to the following: <ul style="list-style-type: none"> ◦ Shooting: 24" - RF2 - S5/AP-1 /D2 ◦ Melee: Melee User /AP-2/D2/Re-roll wound rolls. • Replace the Lord of the Black Legion ability with the following: <ul style="list-style-type: none"> ◦ In your Command phase, select one friendly BLACK LEGION CORE or BLACK LEGION CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll. • Give him the Lord of Chaos Ability. • Add the following to his Mark of Chaos Ascendant ability: <ul style="list-style-type: none"> ◦ Abaddon the Despoiler gains the VENGEANCE keyword, and is able to claim all of the mark benefits of all Mark of Chaos keywords he possesses. • Change his Battlefield Role from HQ to Lord of War. • Give him the SUPREME COMMANDER keyword. 	<p>I want to bury 'Failbaddon'.</p> <p>*Gains Legion Master keyword for consistency with the Legion Master system.</p> <p>*Upgraded the Talon of Horus. Shooting so that it is not worse than a Dark Angels Stormbolter relic. Melee so it is more consistent, re-rolls wounds 'cause: Lightning Claw and reduced AP in exchange. Drach'nyen remains as a heavier hitter.</p> <p>*His re-roll aura follows the new standard for Chapter Masters along with gaining the Lord of Chaos ability.</p> <p>*Abaddon with the Mark of Chaos Ascendant should gain all the relevant mark perks. He's a beast now M7", S6, T6, 3++</p> <p>*And rightfully so he should be a LoW and a Supreme Commander.</p>
<p>HAARKEN WORLDCLAIMER</p> <ul style="list-style-type: none"> • Replace the Herald of the Apocalypse ability with the following: <ul style="list-style-type: none"> ◦ This model along with 1 BLACK LEGION RAPTOR unit can be setup in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. • Add the following ability to the Helspear: <ul style="list-style-type: none"> ◦ Friendly RAPTOR units can add 1 to charge rolls made against a target unit that was successfully hit with the Helspear in the previous Shooting phase. 	<p>Made changes so Haarken isn't a total stooge.</p> <p>*Herald of the apocalypse leadership debuff is okay at best. Replaced it to allow a deepstrike exception, which now works in conjunction with the Black Legion Rite of War and better represents his function as the Herald.</p> <p>*Helspear also sucks, so now it can at least provide some utility.</p>

WORD BEARERS

<p>LEGION TRAIT: PROFANE ZEAL <i>The Word Bearers march to war for the glory of the Chaos pantheon, stirred into a rapturous state of fanaticism by blasphemous catechisms and the dark promises of Ruinous Powers.</i></p> <ul style="list-style-type: none"> • Add 1 to the hit roll if one or more models from that model's unit have been destroyed in this battle, even if they have been subsequently returned to the battlefield.. • Models with this trait have a 6+ invulnerable save. <p>CULT TRAIT: PILLARS OF FAITH <i>The cults of the Word Bearers serve the legion with righteous belief in the true powers of the universe.</i></p> <ul style="list-style-type: none"> • You can re-roll failed Morale tests for units with this trait. • While any unit with this trait is within 3" of a friendly WORD BEARERS DARK APOSTLE, add 1 to dice rolls to see if a prayer chanted by that DARK APOSTLE is heard. 	<p>Since ATSKNF has become available to the traitors via Relentless, the morale perk has been replaced with a mild perk to improve performance after suffering casualties. For a secondary perk an army wide 6+ invulnerable save felt suitable. It adds a strong defensive layer, and mirrors Shield of Faith of the Battle Sisters, and alludes to a light Demonic style invuln..</p> <p>Simply, Word Bearers Dark Apostles should be above their contemporaries, similar to the Thousand Sons' psykers. Their faithful followers are a thematic way to achieve that result.</p>
<p>RITE OF WAR: VENGEANCE - WORSHIP UNDIVIDED <i>The Word Bearers warriors who serve as vessels for their daemonkin exist in a state of transcendent communion, their every movement guided by beings beyond time.</i></p> <p>Units with the Mark of Vengeance:</p> <ul style="list-style-type: none"> • Gain the KHORNE, TZEENTCH, NURGLE, and SLAANESH keywords as if they have those marks but do not claim their relevant benefits. 	<p>It finally provides rules representation for undivided worship. Where specific worship would grant a singular potent benefit, Word Bearers with the mark of vengeance gain more utility, able to use any mark specific strat, relic, or WLT.</p> <p>It's also neat that typically, Vengeance Rites of War, are used to represent the foundational methods of war (30k era). Except for the first heretics, they do not have that affordance, there is only the truth.</p>

DARK PACT	0 CP	<p>*Summoning seems to be going out the window, so it does not make sense for Dark Pact to function in the same manner. Instead I present a meta game, forgo using a cultist unit for the opportunity to gain CP. Creates some interesting decisions. Enemy players will need to either slay the cultists unit entirely, or tag them into combat, in order to deny its success.</p>
<p>Word Bearers - Strategic Ploy Stratagem <i>The Word Bearers are expert at drawing favour and divine insight from the Dark Gods using profane rituals and gruesome sacrifices.</i></p> <ul style="list-style-type: none"> • Use this Stratagem at the start of the Battle Round. Select a unit of Chaos Cultists. • That unit is considered to be performing the action: Malign Ritual (Action) <ul style="list-style-type: none"> ◦ One CHAOS CULTIST infantry unit from your army can start to perform this action if it is within 3" of a friendly DARK APOSTLE unit. ◦ The action is completed at the end of the Battle Round, provided the unit attempting it is not destroyed and was not interrupted (unit makes a Move, Shooting, Charge, Fight activation, or the Dark Apostle moved beyond 3" of the acting unit). • If at the end of the Battle Round the Malign Ritual (Action) was completed, then you gain a number of Command Points based on the number of models in the unit which completed the action. <ul style="list-style-type: none"> ◦ 10 or less 1 CP ◦ 20 or less 2 CP ◦ 30 or less 3 CP 		

ALPHA LEGION

<p>LEGION TRAIT: MUTABLE TACTICS <i>The Alpha Legion are masters of intelligence, and preparation, able to reprioritize in an instant and bring countermeasures to every ploy their enemy attempts to use against them.</i></p> <ul style="list-style-type: none"> • After both sides have finished deploying their armies, select one Battlefield Role. Until the end of the battle, each time a model with this trait makes an attack against an enemy unit with that Battlefield Role, re-roll a wound roll of 1. • Units with this trait are able to shoot in a turn in which they Fell Back, but if they do, then until the end of the turn, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll. <p>CULT TRAIT - AGENTS OF THE HYDRA <i>The followers of the Alpha Legion are trained in espionage, often sent ahead of the legion; these agents integrate among the local populace providing valuable intel and establish a foothold for the Alpha Legion.</i></p> <ul style="list-style-type: none"> • During deployment, when you set up a unit with this ability, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models. 	<p>Flipped the table here. I felt the previous Hidden in Plain Sight was a poor reflection of the Alpha Legion. And it felt most suitable for the Alpha Legion to be the legion that is maximally flexible and reactive.</p> <p>No brainer here. The Alpha Legion uses agents in this manner in lore. So it's suitable that their cultists should be able to forward deploy to represent that utility.</p>
<p>RITE OF WAR: VENGEANCE - COILS OF THE HYDRA <i>The command structure of the Alpha Legion are masters of duplicity, able to mislead and misdirect even the most vigilant of enemies before delivering the killing blow.</i></p> <p>Units with the Mark of Vengeance:</p> <ul style="list-style-type: none"> • Unless a CHARACTER unit is the closest eligible target, enemy models cannot target it with ranged attacks. 	<p>Granting this exception is intended to allow the Alpha Legion characters to function using the 8th edition character targeting rules. It allows them to be far more cagey in their implementation. Allows them to actually be <i>Hidden in Plain Sight</i>. And encourages the leaders to not dedicate themselves to the ruinous powers; since most often than not, the Alpha Legion just use them as a means to an end.</p>

<p>REPRIORITIZE. DESTABILIZE. DESTROY.</p>	<p>2 CP</p>	<p>* Since Deathwatch does the same and that is the template used, it makes sense to add a stratagem to enable Alpha Legion to change the focus of their legion trait.</p>
<p>Alpha Legion -Epic Deed Stratagem <i>The corrupted machines spirits the traitor legions vehicles operate in spite of critical damage.</i></p> <ul style="list-style-type: none"> • Use this Stratagem in your Command phase, if a WARLORD unit from your army is on the battlefield. • Change the Battlefield Role selected for the purposes of the Mutable Tactics Legion Trait for your army. • You can only use this Stratagem once. 		

CORE STRATAGEMS

If your army includes any **HERETIC ASTARTES** Detachments, you have access to these Stratagems, and you can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of **<LEGION>** on that Stratagem (if any) with the name of the Legion that you selected this unit is drawn from.

**Designer's Note: The following stratagem list has been built over the framework of the current 9th ed. Space Marines Codex using it alongside the 9th ed. Death Guard Codex and the 8th ed. CSM codex as a guide. Various stratagems have been added to enable the CSM to operate at an equivalent proficiency to that of the loyalists. To that end, Mark of Chaos stratagems have been reworked to both lessen the punishment of being mono marked, while also fitting in with the revised Marks of Chaos rules.*

GIFTS OF CHAOS	1 CP	<p>Updated the existing stratagem to be consistent with that of the modern standard as seen in Codex Space Marines.</p> <p>1 CP per relic.</p>
<p>Heretic Astartes - Requisition Stratagem <i>Though fickle with their gifts, the Chaos Gods will reward those champions who continue to prove themselves worthy.</i></p> <ul style="list-style-type: none"> Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the HERETIC ASTARTES keyword. Select one HERETIC ASTARTES CHARACTER model from your army and give them one Hellforged Relic (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use the Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this stratagem three times). 		
ASCENDANT CHAMPION	1 CP	<p>Added a stratagem to be consistent with that of the modern standard as seen in Codex Space Marines.</p>
<p>Heretic Astartes - Requisition Stratagem <i>Every Chaos Space Marine is a champion in their own right, a post human demigod who stands above the mortals of humanity.</i></p> <ul style="list-style-type: none"> Use this Stratagem before the battle, when you are mustering your army, if your WARLORD has the HERETIC ASTARTES keyword. Select one HERETIC ASTARTES CHARACTER model from your army (excluding named characters) and determine one Warlord Trait for it (this must be a Warlord Trait it can have). That model is only regarded as your WARLORD for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this stratagem three times). 		
DEATH TO THE FALSE EMPEROR	1 CP	<p>Reconfigured DttFE to better mirror the Death To The Traitors! Stratagem in codex Space Marines. Since this existing DttFE ability has been removed from codex DG 9th ed, as an army wide ability, it made sense to use that name here as it speaks to that flavour text</p>
<p>Heretic Astartes - Battle Tactic Stratagem <i>The seething hatred that the Chaos Space Marines harbour for the Corpse Emperor and his weakling Imperium is a weapon unto itself.</i></p> <ul style="list-style-type: none"> Use this Stratagem in the Fight phase, when a HERETIC ASTARTES unit from your army is selected to fight an IMPERIUM unit. Until the end of the phase, each time a model in that unit makes a melee attack against an IMPERIUM unit, you can re-roll the hit roll. 		
ECHOES OF THE CRUSADE	2 CP	<p>Provided an equivalent stratagem to Honour The Chapter stratagem of codex Space Marines. Allowing Chaos Space Marines the capacity to fight twice. No longer restricting the mechanic to KHORNE.</p>
<p>Heretic Astartes - Battle Tactic Stratagem <i>Just as they have done in millennia past, the warriors of the traitor legions mercilessly wage war.</i></p> <ul style="list-style-type: none"> Use this Stratagem at the end of the Fight phase. Select one CHAOS SPACE MARINES unit from your army that is within Engagement Range of any enemy units, that unit can fight again. 		

RAPID FIRE	2 CP	<p>Provided an equivalent to the Rapid Fire stratagem of codex Space Marines. Allowing Chaos Space Marines and Chosen to shoot twice.</p> <p>No longer restricted to Slaanesh</p>
<p>Heretic Astartes - Battle Tactic Stratagem The combination of superhuman reflexes and eons of experience results in Chaos Space Marines can produce a devastating volley of fire.</p> <ul style="list-style-type: none"> Use this Stratagem at the end of your Shooting phase. Select one CHAOS SPACE MARINES unit from your army; that unit can shoot again. 		

WARRIORS OF LEGACY	2 CP	<p>Provided Chaos Terminators an equivalent stratagem to Fury Of The First, from codex Space Marines and Vermid Whispers, in Codex Death Guard.</p>
<p>Heretic Astartes - Battle Tactic Stratagem The ancient terminator plate of the Heretic Astartes is a terrifying weapon of war. When wielded by the most skilled warriors of the legion, their legacy becomes clear.</p> <ul style="list-style-type: none"> Use this Stratagem in the Shooting phase, when a TERMINATOR unit from your army is selected to shoot, or in the Fight phase, when a TERMINATOR unit from your army is selected to fight. Until the end of the phase, each time a TERMINATOR model in that unit makes an attack, add 1 to that attack's hit roll. 		

WARP TWISTED PHYSIOLOGY	1CP/2CP	<p>Provided CSM with an equivalent to Transhuman physiology available to core units.</p>
<p>Heretic Astartes - Battle Tactic Stratagem The warp twisted battleplate and physiology of the Chaos Space Marines enable them to fight through even the most grievous of wounds.</p> <ul style="list-style-type: none"> Use this Stratagem in any phase, when a HERETIC ASTARTES CORE unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have. If that unit contains 5 or fewer models, this Stratagem costs 1 CP, otherwise it costs 2CP. 		

ETERNAL HATRED	2CP	<p>Provided Eternal Hatred from codex Death Guard, which is undoubtedly the new VotLW stratagem.</p>
<p>Heretic Astartes - Battle Tactic Stratagem The hatred of the Traitor Legions has burned for millennia.</p> <ul style="list-style-type: none"> Use this Stratagem in the Shooting phase, when a HERETIC ASTARTES CORE INFANTRY unit from your army is selected to shoot, or in the Fight phase, when a HERETIC ASTARTES CORE INFANTRY unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's wound roll 		

DAEMONIC MACHINE SPIRIT	2 CP	<p>Added the stratagem to be consistent with that of the modern standard as seen in Codex Space Marines- Power of the Machine Spirit, and Unclean Machines Spirit stratagems within codex Space Marines and Death Guard.</p>
<p>Heretic Astartes -Epic Deed Stratagem The corrupted machines spirits of the traitor legions vehicles operate in spite of critical damage.</p> <ul style="list-style-type: none"> Use this Stratagem in your Command phase. Select one HERETIC ASTARTES MACHINE SPIRIT model from your army. Until the start of your next Command phase, that model is considered to have it's full wounds remaining for the purposes of determining what characteristics on it's profile to use. 		

DIVINE COMMUNION	2CP	<p>Added stratagem to serve as the equivalent for the Commanding Oratory stratagem in codex Space Marines. Allowing Dark Apostles to auto cast prayers, or cast a prayer after they disembark.</p>
<p>Heretic Astartes -Epic Deed Stratagem Spurred on by faith in the dark gods, the Dark Apostle recites his prayers with even greater fervour.</p> <ul style="list-style-type: none"> Use this Stratagem at the start of any phase of yours other than your Command phase. Select one HERETIC ASTARTES DARK APOSTLE unit from your army that has not recited a litany this turn. That model can recite one litany that has not already been recited by a friendly model this turn. That prayer is automatically heard (do not roll) and takes effect until the start of your next Command phase. 		

GRANDFATHER'S BLESSING	2 CP	<p>A large revision! The 8th edition paradigm for these marked strats were that they also appeared within the relevant marked codices. However within DG 9th ed, I could not find a valid analog stratagem. So instead Grandfather's Blessing offers a perk to give Nurgle units the new Disgustingly Resilient perk for the battle round rather than the previous, 2CP for a D3 heal.</p>
<p>Heretic Astartes Nurgle -Epic Deed Stratagem <i>Grandfather Nurgle is eager to bestow daemonic fecundity upon his faithful servants, sealing their gaping wounds with pulsating growths and replacing their spilt blood with curdling ichor.</i></p> <ul style="list-style-type: none"> Use this Stratagem in your Command phase. Select a HERETIC ASTARTES NURGLE INFANTRY or HERETIC ASTARTES NURGLE BIKER unit. Until the start of your next Command phase, each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1). 		

FURY OF KHORNE	1 CP	<p>A large revision! Changed Fury of Khorne, since 'fight twice' has moved to Chaos Space Marines (following the standards set by Codex Space Marines), this new Fury of Khorne now adds 2" to charge rolls and 3" pile in or consolidate, granting a total of 8".</p>
<p>Heretic Astartes Khorne -Epic Deed Stratagem <i>The bloodlust of Khorne's followers is never sated, and is only heightened by the arterial sprays of their enemies.</i></p> <ul style="list-style-type: none"> Use this Stratagem in the charge phase, when a HERETIC ASTARTES KHORNE INFANTRY unit from your army is selected to charge. That unit can add 2 charge rolls. And each time it makes a pile in or consolidation move, it can move up to an additional 3". 		

GREAT SORCERER	1 CP	<p>Great sorcerer is slightly changed, added that a failed manifestation results in 1 mortal wound.</p>
<p>Heretic Astartes Tzeentch - Epic Deed Stratagem <i>Those not driven mad by the worship of Tzeentch are given the power to harness the energies of the warp like no other, though if misused the Changer of Ways takes its toll.</i></p> <ul style="list-style-type: none"> Use this Stratagem at the end of your psychic phase. Select a HERETIC ASTARTES TZEENTCH PSYKER. The Psyker can immediately attempt to manifest one additional psychic power this turn. If the attempted power fails to manifest the PSYKER suffers 1 Moral Wound. 		

ENDLESS CACOPHONY	2 CP	<p>A large revision! Changed Endless Cacophony, since 'shoot twice' has been moved to Chaos Space Marines (following the standards set by Codex Space Marines). This new Endless Cacophony instead allows a Slaanesh Infantry unit to score an additional hit on natural hit rolls of 6.</p>
<p>Heretic Astartes Slaanesh - Epic Deed Stratagem <i>The worshippers of Slaanesh relish the moment they are able to release their salvos of ammunition upon their foes.</i></p> <ul style="list-style-type: none"> Use this Stratagem in the Shooting phase. When a HERETIC ASTARTES CORE SLAANESH INFANTRY unit from your army is selected to attack with ranged weapons. Until the end of that phase, unmodified hit rolls of 6 score 1 additional hit. 		

HIT-AND-RUN WARFARE	1 CP	<p>Added a stratagem to be consistent with that of the <i>modern standard</i> as seen in Codex Space Marines.</p>
<p>Heretic Astartes - Strategic Ploy Stratagem <i>Chaos Space Marine Bikers are experienced riders, handling their bikes expertly on any terrain.</i></p> <ul style="list-style-type: none"> Use this Stratagem in your Movement phase, when a HERETIC ASTARTES BIKER unit from your army Falls Back. That unit is still eligible to shoot this turn even though it Fell Back. 		

HAMMER OF WRATH	1 CP	<p>Added a stratagem to be consistent with that of the <i>modern standard</i> as seen in Codex Space Marines.</p>
<p>Heretic Astartes - Strategic Ploy Stratagem <i>Chaos Space Marines with jump packs crash into combat with bone breaking force.</i></p> <ul style="list-style-type: none"> Use this Stratagem in your Charge phase, when a HERETIC ASTARTES JUMP PACK unit from your army finishes a charge move. Select one enemy unit within Engagement Range of that Jump Pack unit and roll one D6 for each model in that Jump Pack unit that is within Engagement Range of that enemy unit. For each dice result that equals or exceeds that enemy unit's Toughness characteristic, it suffers 1 mortal wound.. 		

SKILLED RIDERS	1 CP	Added a stratagem to be consistent with that of the <i>modern standard</i> as seen in Codex Space Marines.
<p>Heretic Astartes - Strategic Ploy Stratagem Chaos Space Marines riders rely on their post-human reflexes to weave around incoming fire.</p> <ul style="list-style-type: none"> Use this Stratagem in your opponent's Shooting phase, when a HERETIC ASTARTES BIKER unit from your army that Advanced is selected as the target of a ranged attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from the hit roll. 		

MALICIOUS ADVANCE	2 CP	Stand in for the Steady Advance stratagem in codex Space Marines. Rather than count Normal move as Remain Stationary; CSM can be more aggressive, and count an Advance as Normal Move.
<p>Heretic Astartes - Strategic Ploy Stratagem Eons of warfare result in Chaos Space Marines being able to fire their weapons on the move.</p> <ul style="list-style-type: none"> Use this Stratagem in your Movement phase, when a HERETIC ASTARTES unit from your army is selected to Advance. Until the end of the turn, that unit is considered to have made a Normal Move.. 		

BESEECH THE DARK GODS	0-1 CP	Beseech the Dark Gods stands well in place of Adaptive Strategy of Codex Space Marines 9th ed. It has largely been kept intact, only adding the terminology for the Mark of Vengeance, and the ability to beseech after performing a task for 0 CP.
<p>Heretic Astartes - Strategic Ploy Stratagem The Chaos Gods will always reveal themselves to the willing, and those who take life in their name.</p> <ul style="list-style-type: none"> Use this Stratagem in your Command phase, or after the selected unit destroys a unit in the Fight phase. Select a HERETIC ASTARTES unit from your army with the VENGEANCE keyword that has not dedicated itself to one of the Chaos Gods. You can immediately dedicate that unit to one of the Chaos Gods, it loses the VENGEANCE keyword and gains the relevant <MARK OF CHAOS>. If this stratagem is used after an enemy unit was destroyed in the Fight phase, reduce it's cost to 0 CP. 		

DAEMONIC GLUTTONY	1 CP	Noticed this stratagem in Codex Death Guard, it makes no mention of Nurgle or plagues. It perhaps may be a replacement for Daemon Forge seeing as how their statline is no longer subpar and probably will be featured across the Heretic Astartes rules.
<p>Heretic Astartes - Strategic Ploy Stratagem Daemons can restore their energy and strength by consuming the souls of mortals.</p> <ul style="list-style-type: none"> Use this Stratagem in Fight phase when a HERETIC ASTARTES DAEMON ENGINE unit from your army is selected to fight. Until the end of the phase, each time an enemy model is destroyed by an attack made by that model, that DAEMON ENGINE model regains 1 lost wound (to a maximum of 3 wounds per phase). 		

FLAKK MISSILE	1 CP	Updated the stratagem to be consistent with that of the <i>modern standard</i> as seen in Codex Space Marines.
<p>Heretic Astartes - Strategic Ploy Stratagem Deploying smoke launchers, the Chaos Space Marines screen themselves from the enemy.</p> <ul style="list-style-type: none"> Use this Stratagem in your Shooting phase, when a HERETIC ASTARTES INFANTRY model from your army targets an AIRCRAFT unit with a missile launcher. You can only make one attack with that weapon this phase, but add 1 to that attack's hit roll. If a hit is scored, the target suffers 2d3 mortal wounds and the attack sequence ends. 		

SMOKESCREEN	1 CP	Added the stratagem to be consistent with that of the <i>modern standard</i> as seen in Codex Space Marines.
<p>Heretic Astartes - Strategic Ploy Stratagem Deploying smoke launchers, the Chaos Space Marines screen themselves from the enemy.</p> <ul style="list-style-type: none"> Use this Stratagem in your opponent's Shooting phase, when a HERETIC ASTARTES SMOKESCREEN unit from your army is selected as a target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from the hit roll. 		

DAEMON SHELL	1 CP	The following stratagems serve well enough as is.
CHAOS FAMILIAR	1 CP	
TIDE OF TRAITORS	2 CP	
<ul style="list-style-type: none"> • Use as Instructed. 		

That is all I can justify from a CSM equivalency position. Several stratagems have been suggested for override. As for the ones not mentioned, I suggest omitting them entirely.

REMAINING BACK END

(WARLORD TRAITS, RELICS, DISCIPLINES, PRAYERS)

**Designer's Note: I actually am not partial on overwriting anything in the above areas. There are some real hard passes, but I think between what's available in the core codex and the supplements PA: Faith and Fury and Vigilus: Ablaze, there is a decent enough set. The bulk of the Astartes Disparity, is largely foundational.*

DATASHEETS

This section holds the changes to override on the existing datasheets within Codex Chaos Space Marines 8th ed. The nature of these changes are to reflect datasheet consistency between what is in Codex Space Marines and Codex DeathGuard 9th ed.

- Add the ability: **Veterans of the Long War** to all units excluding **CHAOS CULTISTS** units.
- Add the **CORE** keyword to all **INFANTRY, BIKER** and **HELBRUTE** units, excluding **CULT OF DESTRUCTION, CHAOS CULTIST** and **CHARACTER** units.
- Update all instances of the Lord of Chaos ability with:
 - **Lord of Chaos [Aura]:** While a friendly **<LEGION> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

HQ

- Change the following on the **DAEMON PRINCE** datasheet:
 - Change default statline to: 8"/2+/2+/S7/T6/W8/A6/Ld10/Sv3+
 - Change weapon profiles to:
 - Daemonic Axe: S+2/AP-2/D3/-
 - Hellforged Sword: S+1/AP-3/D3/-
 - Malefic Talons: SU/AP-1/D2/Each time the bearer fights, it makes 1 additional attack with this weapon.
 - Replace the Prince of Chaos ability with: **Lord of Chaos [Aura]**
- Adjust the **KHARN THE BETRAYER** datasheet with:
 - Replace the Kill! Maim! Burn! ability with: **Lord of Chaos [Aura]**
 - Add the **Legion Master** ability.
- Adjust the **LUCIUS THE ETERNAL, CYPHER** and **HURON BLACKHEART** datasheets with:
 - Change their *Lord* abilities so they only affect their respective **CORE** units.
- Adjust the **EXALTED CHAMPION**'s *Aspire to Glory* ability so it only affects their respective **CORE** units.
- Improve Attack characteristic of **CHAOS LORD, CHAOS LORD IN TERMINATOR ARMOUR, MASTER OF POSSESSION, SORCERER, SORCERER IN TERMINATOR ARMOUR, WARP SMITH** and **DARK APOSTLE** units by 1.
- Add the following ability to the **WARP SMITH** datasheet:
 - **Awaken Machine Spirits:** In your Command phase, this model can awaken one friendly **<LEGION> VEHICLE** model within 3" of it. Until the start of your next Command phase, each time that **VEHICLE** model makes a ranged attack, add 1 to that attack's hit roll. Each model can only be awakened once per turn.

CORE UNITS

- Adjust the following datasheets: **CHAOS SPACE MARINES, CHOSEN, KHORNE BERZERKERS, RUBRIC MARINES, PLAGUE MARINES, NOISE MARINES, TERMINATORS, RAPTORS, WARP TALONS, BIKERS** and **HAVOCS**
 - Improve Wounds and Attack characteristics by 1.
 - Cap unit size to 10, omit **HAVOCS**
- Replace the statline of the **POSSESSED** datasheet with the one within Codex Death Guard 9th ed.
 - Remove the ability: **Writhing Tentacles**
- Add the following respective abilities to the **KHORNE BERZERKERS, RUBRIC MARINE, PLAGUE MARINES** and **NOISE MARINES** datasheets:
 - **Exemplars of the Blood God:** This unit is already considered to have the Strength increase provided by its mark.
 - **Exemplars of the Changer of Ways:** This unit is already considered to have the Invulnerable save increase provided by its mark.
 - **Exemplars of the Plague Father:** This unit is already considered to have the Toughness increase provided by its mark.
 - Replace the unit size, statline, weapon profiles, other wargear, wargear options and the Vectors of Death and Disease ability of the **PLAGUE MARINES** datasheet with the one within Codex Death Guard 9th ed.

NON CORE

- Replace the statline, weapon profiles and abilities of the **CHAOS SPAWN** datasheet with the one within Codex Death Guard 9th ed.
- Adjust the **CHAOS VINDICATOR** datasheet with:
 - Add the option under Other Wargear - Vindicator Siege Shield
 - Ability: Each time a ranged attack is allocated to the bearer, add 1 to any armour saving throws made against that attack.
- Split the Chaos Predator into 2 units **CHAOS PREDATOR ANNIHILATOR** and **CHAOS PREDATOR DESTRUCTOR** as defined in Codex Death Guard 9th ed., keeping the abilities and keywords intact from Codex Chaos Space Marines 8th ed.
- Adjust the **CHAOS VINDICATOR, CHAOS PREDATOR ANNIHILATOR/DESTRUCTOR, CHAOS LAND RAIDER, CHAOS RHINO** and **DEFILER** datasheets:
 - Remove the abilities: Smoke Launchers
 - Add the **SMOKESCREEN** keyword.
- Add the **MACHINE SPIRIT** keyword to the **CHAOS LAND RAIDER** unit.
- Change the **FORGEFIEND** statline so WS is 3+ and BS starts at 3+, then degrades to 4+ and ends at 4+
- Change the **MAULERFIEND, VENOM CRAWLER** and **HELDRAKE** WS and BS to 3+.
- Replace the statline weapon profiles and abilities of the **DEFILER** datasheet with the one within Codex Death Guard 9th ed.

WARGEAR AND WEAPON LISTS

The bulk of the weapon performances should be at the adequate present standard since GW did FAQ this area of the core codex.

MARK ICONS

Icon of Wrath and Icon of Flame seem adequate in terms of their functional application.

ICON	UNIT	EFFECT	
Icon of Despair	NURGLE units only	In your Morale phase, roll one D6 for each enemy unit within Engagement Range of the bearer's unit; on a 4+ that enemy unit suffers 1 mortal wound.	Updated so that it is consistent with that of Icon of Despair in Codex Death Guard 9th ed.
Icon of Excess	SLAANESH units only	Increase the range of friendly <LEGION> unit's aura abilities by 3" when measuring to see if it can reach the bearer's unit.	Previous Icon of Excess is awful. Went with something out of the box, allowing the icon to help auras reach the unit.
Icon of Vengeance	VENGEANCE units only	Improve the Armour Penetration characteristic Melee weapons that models are equipped with by 1.	Another old lame Icon. The rationale here is that this will allow CSM units to perform as exemplary melee marines (equivalent to that of the Assault Doctrine).

KHORNE BERZERKERS		FAST ATTACK		HEAVY SUPPORT	
Unit Size	5-10 models				
Unit Cost	21 pts/model	RAPTORS		HAVOCS	
Combi-bolter	+5 pts	Unit Size	5-10 models	Unit Size	5 models
Combi-flamer	+5 pts	Unit Cost	21 pts/model	Unit Cost	28 pts/model
Combi-melta	+5 pts	Combi-bolter	+5 pts	Combi-bolter	+5 pts
Combi-plasma	+5 pts	Combi-flamer	+5 pts	Combi-flamer	+5 pts
Plasma Pistol	+5 pts	Combi-melta	+5 pts	Combi-melta	+5 pts
Lightning Claw	+5 pts	Combi-plasma	+5 pts	Combi-plasma	+5 pts
Power Axe	+5 pts	Plasma Pistol	+5 pts	Plasma Pistol	+5 pts
Power Fist	+10 pts	Flamer	+5 pts	Flamer	+5 pts
Power Maul	+5 pts	Plasmagun	+10 pts	Plasmagun	+10 pts
Power Sword	+5 pts	Meltagun	+10 pts	Meltagun	+10 pts
Set points the same as a Plaguemarine Squad.		Lightning Claw	+5 pts	Lightning Claw	+5 pts
		Power Axe	+5 pts	Power Axe	+5 pts
		Power Fist	+10 pts	Power Fist	+10 pts
		Power Maul	+5 pts	Power Maul	+5 pts
		Power Sword	+5 pts	Power Sword	+5 pts
		Set points the same as a Vanguard Vet squad with jump packs. Used Assault squads points as a guide.		Lascannon	+5 pts
				Missile Launcher	+5 pts
				Reaper Chaincannon	+10 pts
		WARP TALONS		No clear reference, used Heavy Intercessor as a guide. Used Devastators for wargear guide.	
		Unit Size	5-10 models		
		Unit Cost	30 pts/model		
		No clear reference. Increased points relative to Raptors based on the existing difference.		CHAOS VINDICATOR	
				Unit Size	1 model
				Unit Cost	130 pts
		CHAOS SPAWN		Combi-bolter	+5 pts
		Unit Size	1-5 models	Combi-flamer	+5 pts
		Unit Cost	23 pts/model	Combi-melta	+5 pts
		Used entry in Codex DG 9th ed. as a guide.		Combi-plasma	+5 pts
				Havoc Launcher	+5 pts
		BIKERS		Set unit points and wargear using the loyal Vindicator as a guide. For the Havoc Launcher, the DG 9th ed Chaos Rhino entry was used.	
		Unit Size	5-10 models		
		Unit Cost	21 pts/model		
		Combi-bolter	+5 pts	CHAOS PREDATOR ANNIHILATOR	
		Combi-flamer	+10 pts	Unit Size	1 model
		Combi-melta	+10 pts	Unit Cost	130 pts
		Combi-plasma	+10 pts	Combi-bolter	+5 pts
		Plasma Pistol	+5 pts	Combi-flamer	+10 pts
		Flamer	+5 pts	Combi-melta	+10 pts
		Plasmagun	+10 pts	Combi-plasma	+10 pts
		Meltagun	+10 pts	Havoc Launcher	+5 pts
		Chain Axe	+5 pts	Heavy Bolter	+15 pts
		Lightning Claw	+5 pts	Lascannon	+20 pts
		Power Axe	+5 pts	Set unit points and wargear using the entry within DG 9th ed.	
		Power Fist	+10 pts		
		Power Maul	+5 pts	CHAOS PREDATOR DESTRUCTOR	
		Power Sword	+5 pts	Unit Size	1 model
		Set points the same as a Vanguard Vet squad with jump packs. Used Assault squads points as a guide.		Unit Cost	130 pts
				Combi-bolter	+5 pts
				Combi-flamer	+10 pts
				Combi-melta	+10 pts
				Combi-plasma	+10 pts
				Havoc Launcher	+5 pts
				Heavy Bolter	+15 pts
				Lascannon	+20 pts
				Set unit points and wargear using the entry within DG 9th ed.	
				CHAOS LAND RAIDER	
				Unit Size	1 model
				Unit Cost	285 pts
				Combi-bolter	+5 pts
				Combi-flamer	+10 pts
				Combi-melta	+10 pts
				Combi-plasma	+10 pts
				Havoc Launcher	+5 pts
				Set unit points and wargear using the entry within DG 9th ed.	

FORGEFIEND		DEDICATED TRANSPORTS		LORDS OF WAR	
Unit Size	1 model	CHAOS RHINO		ABADDON THE DESPOILER	
Unit Cost	140 pts	Unit Size	1 model	Unit Size	1 model
Ectopsama Cannon	+10 pts	Unit Cost	80 pts	Unit Cost	380 pts
No relative entry. Maintained the points difference between the Forgefiend and Defiler present in CSM 8th ed codex, relative to the Defiler in DG 9th ed codex.		Additional Combi-bolter	+5 pts	No relative entry. Based points of Guilliman in SM 9th ed codex.	
DEFILER		Combi-flamer	+10 pts		
Unit Size	1 model	Combi-melta	+10 pts		
Unit Cost	165 pts	Combi-plasma	+10 pts		
Combi-bolter	+5 pts	Havoc Launcher	+5 pts		
Combi-flamer	+10 pts	Set unit points and wargear using the entry within DG 9th ed.		CHAOS ICONS	
Combi-melta	+10 pts			HELDRAKE	
Combi-plasma	+10 pts			Icon of Wrath	+10 pts
Defiler Scourge	+10 pts			Icon of Flame	+10 pts
Twin Heavy Bolter	+10 pts	FLYERS		Icon of Despair	+10 pts
Twin Heavy Flamer	+15 pts	HELDRAKE		Icon of Excess	+10 pts
Twin Lascannon	+20 pts	Unit Size	1 model	Icon of Vengeance	+10 pts
Set unit points and wargear using the entry within DG 9th ed.		Unit Cost	160 pts		
MAULERFIEND		Baleflamer	+10 pts		
Unit Size	1 model	No relative entry. Maintained the points difference between the Venomcrawler and Defiler present in CSM 8th ed codex, relative to the Defiler in DG 9th ed codex.			
Unit Cost	145 pts				
No relative entry. Maintained the points difference between the Maulerfiend and Defiler present in CSM 8th ed codex, relative to the Defiler in DG 9th ed codex.					
VENOM CRAWLER					
Unit Size	1 model				
Unit Cost	135 pts				
No relative entry. Maintained the points difference between the Venomcrawler and Defiler present in CSM 8th ed codex, relative to the Defiler in DG 9th ed codex.					