

WHAT THE 40K

WHAT THE FAQ

CHAOS SPACE MARINES 9th ed.

Version 1.0.

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

WANTONS

Within this document the terminology for the various Wantons has been altered for clarity.

- Wanton Destruction is referred to as the **Devastator Wanton**.
- Wanton Massacre is referred to as the **Tactical Wanton**.
- Wanton Slaughter is referred to as the **Assault Wanton**.

LEGION WANTON SPECIALISMS

Here are the *Super Wanton Bonuses* for each Legion functioning in the same manner as for loyalists'. Those marked with a '*' are for Renegade Warbands.

LEGION	ACTIVE WANTON	WANTON BONUS
BLACK LEGION	TACTICAL	Edge of the Spear: Improve the Armor Penetration characteristic of attacks made by units by 1 in the Battle Round that are set up on the Battlefield.
WORD BEARERS	ASSAULT	Harmonic Alignment: Each time a DAEMON unit makes a melee attack, if that unit made a charge move or performed a Heroic Intervention, add 1 to the Damage characteristic of that weapon for that attack.
NIGHT LORDS	ASSAULT	Horror Cult: When arriving from reserves, reduce the range that the unit must be set up away from enemy models by 1". That distance is 2" if the unit being setup has abilities which impact enemy Leadership beyond the Terror Tactics trait.
IRON WARRIORS	DEVASTATOR	Iron Fire: Each time a unit makes a shooting attack, if that attack was made with a Heavy weapon, you can re-roll the number of shots of one attack or re-roll the damage of 1 attack.
ALPHA LEGION	TACTICAL	Hidden in Plain Sight: Unless a CHARACTER unit is the closest eligible target, enemy models cannot target it with ranged attacks.
EMPEROR'S CHILDREN	ASSAULT	Euphoric Excess: When making an attack against a unit within 6", an unmodified hit roll of 6 scores 1 additional hit.
*RENEGADE WARBAND	DEVASTATOR	Apocalyptic Might: Add 6" to the range of Heavy Weapons
*RENEGADE WARBAND	TACTICAL	Bitter Focus: Count as stationary if the unit makes a Normal Move.
*RENEGADE WARBAND	ASSAULT	Wrath Unleashed: Increase the Attacks characteristic of models in that unit by 1.

LEGION RULES LEGION TRAITS

NIGHT LORDS

Change second perk of the Terror Tactics Trait to the following:

- When a model with this trait makes an attack against an enemy unit whose Leadership characteristic is being negatively impacted by a Night Lords unit's ability, re-roll hit rolls of 1.
- If the target unit has a leadership characteristic of 5 or less or is below Half Strength when the attacking unit was selected to fight, add 1 to that attack's wound roll.

ALPHA LEGION

Change the second perk of the Masters of Duplicity Trait to the following:

- Units with this trait are eligible to perform an action or 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.
- Change the Coils of Deception Stratagem to enable the selected unit to declare a Charge even if it Fell Back.

RENEGADE TRAITS

Here is the list of Renegade Traits, functioning in the same manner as other factions.

If your Warband does not hail from an associated Legion and uses their associated Trait as indicated on pages 78-104 of Codex Chaos Space Marines, you must instead create their Renegade Trait by selecting rules from the list here and selecting a Wanton Bonus from the list on page 1 available to Renegade Warbands.

Unless otherwise specified your Legion Trait is made up of two Renegade Traits from the following list:

<p>Baleful Sight: Each time a model with this trait makes an attack, you can ignore any or all hit roll, Weapon Skill and Ballistic Skill modifiers.</p> <p>Heralds of Oblivion: Each time a model with this trait makes an attack, if that model's unit is below its starting strength, you can re-roll hit rolls of 1.</p> <p>Grim Discipline: Each time a model with this trait makes an attack, unless that model's unit has moved this turn (excluding pile-in and consolidation moves), add 1 to that attack's hit roll.</p> <p>Fortress Breakers: Each time a model with this trait makes an attack, the target does not receive the benefits of cover against that attack.</p>	<p>Perfectionists: Each time a model with this trait makes an attack, on an unmodified wound roll of 6, improve the Armor Penetration characteristic of that attack by 1.</p> <p>Aether Sight: You can re-roll one hit roll for an attack made by a model each time it shoots or fights. And when firing overwatch they successfully hit on a roll of 5+.</p> <p>Hunters of the Weak: Each time a model with this trait makes an attack with a melee weapon, if that attack targets a unit that was below Half-strength when the attacking unit was selected to fight, or if that attack targets a unit that has a Leadership characteristic of 5 or less, add 1 to that attack's wound roll.</p>
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Berserkers: Each time a model with this trait makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's hit roll.

Guerillas: Each time a ranged attack targets a unit with this trait, if the attacker is more than 12" away, subtract 1 from that attack's hit roll (if the target unit contains any units with a Wounds characteristic of 10 or more, the attacker must be more than 18" away for this benefit to apply).

Hit and Run: Units with this trait may shoot in the shooting phase even if they Fell Back that turn.

Hateful Endurance: Each time an attack is made against a unit with this trait, that attack's wound roll cannot be re-rolled.

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

Machine Synergy: Models with this trait whose characteristics change as they suffer damage are considered to have double the number of wounds remaining for the purpose of determining what those characteristics are.

Pillagers: Models with this trait count as two models when determining control of an objective marker, or 5 models if they have a Wounds characteristic of 10 or more.

Vengeance At Any Cost: Each time a model with this trait is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play: the destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play. When making these attacks, if any of the destroyed model's characteristics change as it suffers damage, for the purposes of determining what characteristics on its profile to use, the destroyed model is considered to have 1 wound remaining.

Warp Attunement: Each time a model with this trait manifests a Psyker Power, increase the range of that power by 6".

Dark Faith: Each time a model with this trait would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

Swelled with Power: Add 1" to the Move characteristic of models with this trait and add 1 to the Strength characteristic of models with this trait.

Terrorizers: Units with this trait have the following ability: **Terror Tactics (Aura):** While an enemy unit is within 9" of this unit, subtract 2 from the Leadership characteristic of models in that unit, and subtract 1 from Combat Attrition test taken for that unit.

Soul Bound: Each time a Combat Attrition test is taken for a unit with this trait, it is automatically passed.

ALIGNMENT

Additionally, when creating your custom Legion Trait for your Warband, you must define their Alignment from the list below.

- Diverse - Units in that warband can be given any type of Mark of Chaos.
- Vengeance - Units in that warband must be marked Vengeance.
- Undivided - Units in that warband must be Marked Undivided.
- Khorne - Units in that warband must be Marked Khorne.
- Tzeentch - Units in that warband must be Marked Tzeentch.
- Slaanesh - Units in that warband must be Marked Slaanesh.
- Nurgle - Units in that warband must be Marked Nurgle.

RENOWN RENEGADES

Below are a few renowned Chaos Space Marine Warbands with recommendations for their ideal Renegade Traits, Alignment and Wanton Bonus Specialism.

WARBAND	RENEGADE TRAITS	ALIGNMENT	WANTON BONUS SPECIALISM
RED CORSAIRS	-	-	Bitter Focus Renegade Chapter Tactical
CREATIONS OF BILE	-	-	Wrath Unleashed Renegade Chapter Assault
CRIMSON SLAUGHTER	<ul style="list-style-type: none"> ● Bloodlust ● Terrorizers 	Diverse	Wrath Unleashed Renegade Chapter Assault
THE PURGE	<ul style="list-style-type: none"> ● Vengeance at any Cost ● Heralds of Oblivion 	NURGLE	Bitter Focus Renegade Chapter Tactical
THE SCOURGED	<ul style="list-style-type: none"> ● Aether Sight ● Warp Attunement 	TZEENTCH	Apocalyptic Might Renegade Chapter Devastator
BRAZEN BEASTS	<ul style="list-style-type: none"> ● Swelled with Power ● Machine Synergy 	KHORNE	Wrath Unleashed Renegade Chapter Assault
FLAWLESS HOST	<ul style="list-style-type: none"> ● Perfectionists ● Hateful Endurance 	SLAANESH	Bitter Focus Renegade Chapter Tactical
FALLEN	<ul style="list-style-type: none"> ● Grim Discipline ● Soul Bound 	Diverse	Apocalyptic Might Renegade Chapter Devastator

SOLE DEVOTION BONUS

Should a Legion or a Custom Warband have an Alignment (as specified under Renegade Traits), other than Diverse, the following bonus applies.

- When mustering your army, reduce the points cost required for Marks of Chaos to 0.

MARKS OF CHAOS

Change the **CHAOS UNDIVIDED** keyword on all units datasheets to **<MARKS OF CHAOS>** and give the **<MARKS OF CHAOS>** keyword to all datasheets.

If your army Battle-forged and includes any **CHAOS SPACE MARINES** detachments, then when you muster your army, you can upgrade any unit (excluding named characters) from your army to have a Mark of Chaos, which replaces their **<MARKS OF CHAOS>** keyword with the keyword gained as indicated in the Marks of Chaos table below. Units which are not given a Mark of Chaos must be given the Mark of Vengeance.

In addition, you must upgrade every **DAEMON PRINCE** model from your army to have a Mark of Chaos other than **VENGEANCE**.

MARKS OF CHAOS	
	KEYWORD GAINED
Mark of Khorne	KHORNE
Mark of Nurgle	NURGLE
Mark of Tzeentch	TZEENTCH
Mark of Slaanesh	SLAANESH
Mark of Chaos Undivided	UNDIVIDED
Mark of Vengeance	VENGEANCE

TARGET UNIT KEYWORD	POWER	POINTS
INFANTRY CHARACTER	+1	+15
BEAST MONSTER VEHICLE	+2	+20
CULTIST	+0	+0

Note while **CULTIST** units can be given a Mark of Chaos they themselves do not receive the Mark Benefits.

MARK BENEFITS

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 a model in this unit makes a ranged attack, if the target is within half of the firing weapon's range, make 1 extra attack with that weapon.
- If this unit contains the **ICON** keyword, add 1 to Charge rolls made for that unit.

MARK OF CHAOS UNDIVIDED

Those who worship the pantheon undivided possess an unshakable will grounded in the knowledge of truth.

- Models in this unit have a 6+++ invulnerable save.
- If this unit contains the **ICON** keyword, each time this unit is selected to shoot or fight, you can re-roll one hit roll or one damage roll when making that unit's attacks.

UNITS

HARKEN WORLDCLAIMER

- Change his Lord of Raptors ability so he can use it immediately after arriving from reserves.
- Change his Herald of the Apocalypse ability to allow him and 1 **JUMP PACK** unit to arrive from reserves in the First Battle Round

CHAOS LORDS

- Add a Jump Pack Option to their Other Wargear list. Costs +1 PL +25 Pts.
 - Gives **FLY** and **JUMP PACK** keywords, 12" M and the Warp Strike ability.
- Change the second wargear option to list: 1 bolt pistol; 1 item from the *Melee Weapons* list; 1 item from the *Bolt Weapons* list.

SORCERERS

- Add a Jump Pack Option to their Other Wargear list. Costs +1 PL +25 Pts.
 - Gives **FLY** and **JUMP PACK** keywords, 12" M and the Warp Strike ability.
- Add the following Wargear Option: This model's bolt pistol can be replaced with: 1 plasma pistol; 1 item from the *Melee Weapons* list; 1 item from the *Bolt Weapons* list.
- Add the following Wargear Option: This model's Force Stave can be replaced with:
 - 1 Force Sword S+1 AP-3 DD3 +0 Pts
 - 1 Force Axe S+2 AP-2 DD3 +0 Pts

LEGIONARIES

- Change the first wargear option to list: 1 daemon blade; 1 plasma pistol (max 1 per model); 1 weapon from the *Melee Weapons* list; 1 item from the *Bolt Weapons* list.

CHAOS TERMINATORS

Change the Wargear Options to read:

- For every 5 models in this unit:
 - One Chaos Terminator's combi-bolter can be replaced with one of the following: 1 reaper autocannon; 1 heavy flamer
- Any model may replace its combi-bolter with one item from the *Bolt Weapons* list.
- Any model may replace its combi-bolter with 1 accursed weapon. Neither of this model's accursed weapons can be replaced with 1 power fist or 1 chain fist.
- Any model may replace its accursed weapon with 1 power fist; 1 chain fist.

RAPTORS

- Change the second wargear option to list: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 item from the *Bolt Weapons* list.
- Change the third wargear option to list: 1 weapon from the *Melee Weapons* list

HAVOCS

- Change the first wargear option to list: 1 weapon from the *Melee Weapons* list; 1 item from the *Bolt Weapons* list.
- Change the second wargear option to list: 1 plasma pistol; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Special Weapons* list; 1 item from the *Bolt Weapons* list.

WARGEAR

Add the following items to the Melee Weapons List under Weapon Profiles.

- Lightning Claw +5 Pts

Create the following items under Bolt Weapons List under Weapon Profiles.

- Boltgun +0 Pts
- Combi-bolter +5 Pts
- Combi-flamer +5 Pts
- Combi-melta +5 Pts
- Combi-plasma +5 Pts

CONTRIBUTORS

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