

Combined Arms Detachment - Chaos Space Marines

HQ1 (Warlord): Chaos Lord (65) + Veterans of the Long War (5) + Mark of Khorne (10) + Gift of Mutation (10) + Sigil of Corruption (25) + Juggernaut of Khorne (35) + Axe of Blind Fury (35) + Power Lance (15) + Melta Bombs (5) + Ichor Blood (5) [210 pts]

HQ2: Kharn the Betrayer [160]

Troop1: Chaos space marines (75) + 15x Additional Chaos space marines (195) + Veterans of the Long War (20) + Mark of Khorne (40) + CCW (2), Melta gun (10) + CCW (2), Melta gun (10) + Icon of Wrath (20) + 17x swap bolter for CCW (free) + Aspirin Champion: Lightning Claw (15), Gift of Mutation (10), Melta Bombs (5) + Transport1 = [404 pts]

Troop2: Chaos space marines (75) + 5x Additional Chaos space marines (65) + Veterans of the Long War (10) + Mark of Khorne (20) + CCW (2), Melta gun (10) + CCW (2), Melta gun (10) + Icon of Wrath (20) + 7x swap bolter for CCW (free) + Aspirin Champion: Lightning Claw (15), Melta Bombs (5) + Transport2 = [234 pts]

FA1: Chaos Spawn (30) + 3x Additional Spawn (90) = [120]

HS1: Maulerfiend (125) + Lashing tendrils (10) = [135 pts]

HS2: Maulerfiend (125) + Lashing tendrils (10) = [135 pts]

HS3: Maulerfiend (125) + Lashing tendrils (10) = [135 pts]

Transport1: Chaos Rhino (35) + Dirge Caster (5), Dozer Blade (5) [45 pts]

Transport2: Chaos Rhino (35) + Dirge Caster (5), Dozer Blade (5) [45 pts]

Imperial Knight Detachment

Knight Paladin (375) = [375 pts]

Army TOTAL = [1998 pts]