

Appendix

This section is for ideas i had for this list or Chaos on gernal which i came up with but never ever where playtested but seemed cool/fluffy. Theideas here canbe used in friendly games and/ori n scenario plays. Obvioulsy the points cost of affected units should be adjusted but that should be subject to the individual group of gamers.

Daemon Summoning

Scrap the Summoning rules.

Use the following stats for the Icon Bearer which now is a 0-3 Upgrade per formation and the Chaos Champion:

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Chaos Space Marine Icon Bearer				
Fluff text				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
-	-	-	-	
Notes: Character. Leader. Invulnerable Save. Icon.				

Chaos Space Marine Champion				
Fluff text				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Daemonic Weapon	(base contact)	Assault Weapons	First-Strike, Extra Attack (+1)	
Daemonic Bolt	(15cm)	Small Arms	First-Strike, Extra Attack (+1)	
Notes: Character. Invulnerable Save. Host				

New Special Abilities:

Icon

Each unit with the *Icon* special ability can, at the start of its formation's action, before the action test dice roll is made, summon 1+D3 units of Lesser Daemons from the Daemon Pool to the table. The Lesser Daemons must be set up with their base within 5cm of any unit with the *Icon* special ability. They may not be set up in the Zone of Control of an enemy unit or in impassable terrain.

Lesser Daemons count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when a Lesser Daemon is destroyed it does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Lesser Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll. If a formation loses an assault (see Core Rules 1.12.8 Loser Withdraws) you remove extra hits from the formation before it is considered broken and all the remaining Lesser Daemons are removed.

Summoned Lesser Daemons remain on the battlefield until destroyed. Lesser Daemons who are destroyed or removed can't be summoned again.

Host

A unit with the *Host* special ability is possessed by a Greater Daemon. At the start of its formation's action, before the action test dice roll is made replace the unit with the *Host* special ability (which now counts as destroyed but doesn't cause a Blastmarker) with a Greater Daemon from the Daemon Pool. Greater Daemons count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when Greater Daemon loses points from it's Damage Capacity or is destroyed it does not cause blast markers to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Greater Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll. If a formation loses an assault (see Core Rules 1.12.8 Loser Withdraws) you remove extra hits from the formation before it is considered broken and all the remaining Greater Daemons are removed.

Greater Daemons remain on the battlefield until destroyed. Lesser Daemons who are destroyed or removed can't be summoned again.

Chaos Factions

Each formation with an Icon Bearer can be marked by a Chaos God.

Khorne and Slaanesh (both enjoy the savagenes/beauty of close combat): Give +1 in Engage action tests.

Tzeentch and Nurgle (both have great stamina/toughness): Gives +1 on Marshall action tests.

Chaos Glory: +1 on Rally rolls

If all Icon Bearers of the formation are destroyed the bonus is lost. Note that this idea is based on an Initiative rating of 1+. If you find it to good set the unmodified Initiative rating to 2+ for all Chaos formations.