Warhammer 40K: Chaos Space Marines: Warband Supplement 0.1

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Introduction:

Here is a list of Renegade Chaos Warbands that you could have some history with.You will receive one for free regardless of your origin legion. Any extra warbands will cost you 200 CP to join as you immerse yourself in their ideology and fighting style. If you are both part of the Black Legion and have the Mark of Chaos Undivided you then receive another warband origin for free.

As an extension to the Warhammer 40K: Chaos Space Marines jump, additional points spent here must be draw from the base jump.

Adharon's Reavers

Once esteemed members of the Sons of Guilliman Chapter, Adharon's Reavers now stand as one of the deadliest renegade forces in the galaxy. Their background in loyal service to the Imperium, especially their intense training and adherence to the Codex Astartes, has ironically turned them into lethal adversaries against their former kin. With this insider knowledge, they are able to counter Space Marine tactics with unnerving precision, leveraging weaknesses only a fellow Astartes would recognize. This tactical edge has allowed them to become notorious as marine-killers, using their intimate understanding of loyalist strategies to lay devastating ambushes and execute surgical strikes.

Guided by an insatiable hatred for their former allegiance, the Reavers relish the irony of turning the Emperor’s teachings against His servants. Their betrayals are often symbolic, striking at the heart of Imperial beliefs and relics as much as the warriors themselves. Each battle is a chance to desecrate the Emperor’s legacy, and their gruesome work on the battlefield is as much a form of dark artistry as it is a military campaign. The Reavers are masters of psychological warfare, knowing precisely how to undermine morale and instill fear by exposing the vulnerabilities of even the most well-disciplined loyalist Chapters.

Beasts of Annihilation

Once proud members of the Annihilators Chapter, the Beasts of Annihilation now embrace corruption and decadence as sworn agents of the Dark Gods. In their zealous service, they invite the demonic forces of the Warp to possess their bodies, transforming these Chaos Marines into horrid monsters half-demon and half-mortal. Such possession grants them terrifying abilities and resilience, creating a force that bristles with Possessed Marines unlike anything seen in the ranks of standard Chaos Astartes. The Beasts' readiness to surrender to possession showcases their ultimate loyalty to the Dark Gods, accepting both spiritual and physical degradation for power.

This twisted mutation has made them a fearsome force on the battlefield, striking terror into their enemies as they charge forward with demonic ferocity. The presence of so many Possessed Marines also grants them a level of unpredictability that few forces can match, with warp-fueled rage propelling their every strike. While other warbands might approach warfare with a strategy or plan, the Beasts of Annihilation are driven by the chaotic, raw brutality of their demonic patrons, sowing terror and leaving only ruin in their wake.



Creations of Bile

The Creations of Bile represent the grotesque experiments and ambitions of Fabius Bile, a twisted Chaos Lord and former Chief Apothecary of the Emperor's Children. Under Bile's influence, these creatures are not merely Chaos Marines; they are genetic horrors reshaped by forbidden sciences. Known for his pursuit of perfection through biogenetic engineering, Bile's forces range from augmented Astartes to hybrid monstrosities. Whether they are stolen loyalist marines, Chaos renegades, or engineered creations like the Terata or Gland Hounds, Bile's army serves as both a personal weapon and a testament to his dark genius.

Deploying these creations as mercenaries or in diversionary raids, Bile ensures that every engagement furthers his mysterious and sinister plans. Each battle serves not only as a demonstration of his creations' strength but also as a live experiment to refine his genetic theories. His forces often operate as decoys, allowing Bile to pursue his true objectives undisturbed, whether gathering resources, abducting subjects, or infiltrating deeper into Imperial lines. To encounter the Creations of Bile is to face the horrific future that awaits all life under the unrestrained ambitions of Chaos.



The Children of Purgatos

The Children of Purgatos are a mysterious Renegade Chapter of Chaos Space Marines, whose origins and genetic lineage remain elusive. Declared Excommunicate Traitoris for unknown reasons, they are marked as heretics in Imperial records. However, unlike most Chaos-aligned forces, the Children of Purgatos display an unusual reverence for civilian life and prioritize the well-being of their followers and cultists—an anomaly within the ranks of the traitor Astartes.

Their combat style, heavily reminiscent of the loyalist Salamanders Chapter, further deepens the mystery. Armed with flamers, meltas, and incendiary weaponry, they bring devastating purgation to their foes, seemingly embracing fire as both a tool of destruction and a symbol of rebirth. This unusual combination of values—destruction of the unworthy through flame, while safeguarding the lives of innocents—has led to unconfirmed theories that they may share a genetic origin or philosophical kinship with the Salamanders.



Red Corsairs

Renowned as a fleet of terror that plagues the Maelstrom Zone, the Red Corsairs were once the Astral Claws, loyal defenders of the Imperium’s fringes. Under their ambitious leader, Huron Blackheart, they sought to secede from the Imperium, leading to the brutal Badab War. Their transformation into pirates and marauders turned them into a notorious band of renegades, haunting the space lanes and Imperial outposts near the Maelstrom. The Red Corsairs now stand as a formidable threat, attracting countless renegades and traitors from across the galaxy to their cause of profit and rebellion.

Their ranks are filled with not only Chaos Marines but also rogue elements, mercenaries, and mortal soldiers, forming an anarchic yet powerful navy. Led by Huron’s tactical brilliance, they launch lightning raids and plunder Imperial resources, keeping the Imperium perpetually off-balance. For Huron and his Corsairs, rebellion is a means to an end—the establishment of a domain free from the Imperium's oppressive rule, where they can continue their bloody work unfettered.



Flawless Host [Slaanesh Only]

Once called the Shining Blades, the Flawless Host's descent into madness came as they became obsessed with perfection, both in combat and in purity. Their undoing arrived during the Berillia campaigns, where their pride turned to wrath as they cast down anyone they viewed as unworthy. Now as the Flawless Host, they roam the galaxy, delighting in the act of murder as a form of exquisite art, reveling in bloodshed for the sake of the Chaos God Slaanesh, the Prince of Excess.

This devotion to perfection manifests in their obsession with close-combat prowess and their almost choreographed killing methods. Each strike, feint, and parry is executed with precision, a morbid ballet of violence in Slaanesh's name. They fight not only to kill but to display their superiority and devotion to perfection, hoping to achieve an ultimate state of grace in death and destruction.



The Purge [Nurgle only]

The Purge is a warband of Chaos Space Marines devoted to Nurgle, the Plague Lord. They despise all forms of life, waging an endless and merciless war against xenos and humans alike. Their belief is that all civilization is hopelessly corrupt, and only the sterility of death can bring true salvation. The Purge has an unrelenting, fanatical desire to exterminate all life in the galaxy, praying to Nurgle for a pandemic so powerful it would wipe out all sentient life.

On the battlefield, The Purge brings famine, pestilence, and despair. They leave nothing in their wake but starvation and disease. Though they believe themselves pure in their purpose, those who suffer under their blight-filled campaigns see them as harbingers of doom, spreading death and decay wherever they tread.



The Brazen Beasts [Khorne only]

The Brazen Beasts are a warband of Khorne-worshiping Chaos Space Marines known for their brutal and relentless assaults. They hold an unusual position among Khorne's followers, targeting even the followers of other Chaos Gods. Their attacks are often led by Daemon Engines—massive, clanking constructs that tear through their foes, leaving behind mangled bodies and utter destruction. These Daemon Engines are a defining aspect of the Brazen Beasts' forces, representing Khorne's desire for constant, blood-drenched combat.

Following their metal monstrosities are the Daemonkin of the Brazen Beasts, warriors who roar praises to Khorne as they carve the Blood God’s symbol into their victims, consecrating the ground with their blood in an unholy sacrifice to their merciless god.



The Scourged [Tzeentch only]

The Scourged are Chaos Space Marines devoted to Tzeentch, the Changer of Ways. They were once a Loyalist Chapter known as the Seekers of Truth, who served the Inquisition with absolute faith. However, their Chapter Master, Gallus Herodicus, grew increasingly disillusioned by the constant orders to execute innocents. In desperation, he prayed to the Emperor for the ability to see through lies.

His plea was answered by Tzeentch, who “blessed” him and his warriors with the power to hear every lie uttered by Mankind. Initially, they believed this gift would allow them to protect the Imperium from heresy, but they quickly succumbed to madness upon hearing the constant falsehoods of those they were sworn to protect. Now, the Scourged view the Imperium as irredeemably corrupt and seek to destroy it, wielding their dark gift as a curse that fuels their hatred.



Perks:

Perks with the same origin will be discounted unless mentioned with 100CP ones being free.

Adharon's Reavers

Codex Compliance [100CP]
As a Chaos Space Marine, your warband is an anomaly among the disorganized legions of the Dark Gods, still adhering to the principles and tactics outlined in Roboute Guilliman's Codex Astartes. This strict adherence to the Codex makes your forces remarkably efficient, executing maneuvers with precision and coordination that are rare among Chaos forces. In battle, this gives you a strategic edge, making your warband one of the few Chaos factions capable of matching loyalist Space Marines in disciplined warfare, surprising enemies with a balance of ruthless brutality and tactical finesse.

The knowledge embedded in the Codex serves as a perfect countermeasure when fighting other Space Marines. Your warband knows their doctrine, predicting enemy maneuvers, understanding their formations, and exploiting gaps that would go unnoticed by less disciplined forces. Your adherence to the Codex instills a calculated, relentless edge that makes your warband one of the deadliest forces in the galaxy.

Steadfast Example [100CP]
Adharon is a beacon of ruthless determination, embodying a relentless drive to achieve victory at any cost. His presence on the battlefield ignites an unbreakable will within his Reavers, pushing them to feats of endurance that defy reason. As long as he stands, Adharon's warriors fight with an unyielding focus, refusing to retreat or show weakness even against overwhelming odds. This example of unshakable defiance not only bolsters his warband's morale but also strikes fear into the hearts of their enemies, who witness their sheer refusal to give in. With Adharon leading them, his Reavers become symbols of merciless persistence, their unwavering spirit a testament to their commitment to his dark cause.

Death to the False Emperor (200CP)
The fervent hatred that Chaos Space Marines hold for the Emperor and His Imperium becomes a weapon in its own right. This deep-seated enmity empowers them, making their strikes deadlier against Imperial forces(In future worlds against the force of humanity). Driven by this seething resentment, each Chaos Space Marine is more focused and ruthless when battling loyalists, translating their hatred into relentless combat prowess. Against the Emperor's forces, they fight with an intensity that borders on zealotry, each blow fueled by their desire to see His empire crumble.

Doctrines [200CP each]
The Doctrines system embodies advanced battlefield adaptability, allowing a Chaos Space Marine force to tailor its strategies to specific combat scenarios. This versatility is invaluable, enabling them to wield targeted advantages at every phase of a conflict. Select any or all of the following Doctrines to bolster your forces for maximum efficiency and lethality which can be changedchange every 10 minutes and effect every allied that fights alongside you:

Devastator Doctrine
The Devastator Doctrine equips Chaos Space Marines with a significant advantage in applying overwhelming firepower against high-priority targets. When activated, this doctrine sharpens their heavy and explosive weapons' effectiveness, enhancing their armor-piercing capabilities and impact force. Heavy bolters, plasma cannons, missile launchers, and similar weapons become even deadlier, allowing Chaos Marines to rip through enemy defenses and armor with ease. In practical terms, Chaos forces utilizing the Devastator Doctrine would focus their heaviest weaponry on fortified positions, armored vehicles, and entrenched infantry. They would use precision bombardment to create breaches in walls or scatter defensive lines, sowing chaos and forcing defenders to abandon their cover.

Tactical Doctrine

The Tactical Doctrine is ideal for Chaos Space Marines who thrive in adaptable combat scenarios and excel in fluid engagements. This doctrine emphasizes versatility in close-to-mid-range firefights, making rapid-fire and assault weapons significantly more deadly. When activated, the doctrine enhances the armor-piercing potential of these weapons, allowing Chaos Marines to engage enemies at medium range with sustained accuracy and lethal effect. Chaos forces under the Tactical Doctrine might use bolters, chainaxes, and flamers to suppress foes and force them into tight spaces, where rapid, accurate fire further disrupts their ranks. The increased reload speed and improved rate of fire enable Chaos Marines to maintain a near-constant barrage, wearing down enemy morale and forcing them to respond hastily.

Assault Doctrine

The Assault Doctrine channels the ferocity and brutality of Chaos Space Marines, enhancing their close-quarters combat abilities for the decisive, high-stakes moments of battle. When active, this doctrine improves the armor penetration of melee and pistol weapons, turning Chaos Marines into unstoppable forces in close-combat engagements. As they close in on enemy lines, their bolters and pistols soften up foes at short range before they charge in with brutal melee weapons like chainaxes, power swords, and lightning claws. This doctrine's focus on hand-to-hand combat allows Chaos Marines to tear through defenses and shatter formations with each strike, leaving their foes in disarray.

The Assault Doctrine positions Chaos Marines as vanguards in close-quarters, allowing them to deliver the killing blow on weakened or outflanked enemies. When coupled with their inherent savagery, this doctrine empowers them to be relentless, ignoring personal injuries and advancing even in the face of heavy resistance. The psychological impact on their enemies is profound, as the sight of Chaos Marines charging fearlessly through gunfire to engage in brutal hand-to-hand combat can shatter the morale of all but the most disciplined troops. By closing in and decimating their opponents up close, the Assault Doctrine cements Chaos Marines' reputation as fearsome close-quarters warriors, making them a terror on any battlefield.

Born Heroes Of Chaos [400CP]
You become a living legend on the battlefield, almost mythic figures whose martial prowess strikes terror into the hearts of their enemies. Empowered by this trait, these champions radiate an aura of dread and command, moving through the chaos of battle as if unstoppable. In practical terms, they gain enhanced combat proficiency, allowing them to carve through enemy ranks with swift, brutal efficiency. Their attacks are not only precise but often accompanied by an intimidating force, causing nearby enemies to hesitate or even flee rather than face them head-on. This makes them particularly effective at breaking entrenched positions or holding the line against overwhelming odds, as they embody a force of unstoppable aggression that their enemies find difficult to counter.

Warden of the Ancients [400CP]
You possess an unholy bond with the Hellbrutes within your warband, viewing these tormented war engines as relics of raw, brutal power. Your understanding of the rage-bound souls trapped within these twisted constructs allows you to maintain, enhance, and unleash their fury to its fullest potential. Under your care, Hellbrutes operate with heightened ferocity and resilience, thriving in the crucible of battle and enduring wounds that would cripple lesser war machines.

In your presence, the Hellbrutes' destructive abilities are intensified, enabling them to strike with greater precision and devastating power. This bond creates a deadly synergy between you and your Hellbrutes, as they respond almost instinctively to your commands, amplifying their bloodthirsty rampage across the battlefield. When faced with fortified positions or entrenched enemies, this connection allows for a merciless, coordinated assault where the Hellbrutes become unstoppable juggernauts of Chaos. With these dread war machines at your side, you become a figure of dark legend, leading Hellbrutes that embody the raw, unrestrained fury of the Dark Gods, turning every clash into a testament to Chaos's brutal power. In the future world these will work with any equivalent to hellbrutes in that world's setting.

Chief Apothecary [600CP]
As a Chief Apothecary within the forces of Chaos, your skill in dark healing arts rivals that of any loyalist medic, but twisted by the corrupting touch of the Warp. This role allows you to perform unholy restorations on your brethren, utilizing forbidden techniques to mend even grievous wounds and restore warriors who have fallen in battle. When you tend to injured Chaos Space Marines, you go beyond mere repair, channeling dark energies to accelerate healing, often making your allies stronger, faster, and more resilient than before. Each wound you mend, each warrior you revive, bears the mark of the warp, empowering your forces with a grim resilience that enables them to wage war with relentless fury.

Your apothecary abilities include the dark equivalent of loyalist restorative powers, but with the added boon of Warp-infused enhancements. Whenever you use your ability, your brethren heal more efficiently, regaining lost limbs, and key vital organs rather than the typical minor amount, and once per hour you can revive the fallen on the battlefield or the table. Your methods instill a horrific sense of durability among your warband, for they know that with you on the battlefield, death is a temporary setback, and even mortal wounds may only serve to make them vessels of even darker power.

Master of the Codex [600CP]
Having turned your back on the Imperium, your mastery over the Codex Astartes now serves as a weapon against it. Though this tactical guide was written for the loyal sons of Guilliman, your study of its strategies has given you a profound understanding of its teachings—knowledge that you wield with malicious intent. You've committed entire sections of the Codex to memory, from grand strategy to battlefield maneuvers, and can recall and adapt its principles in the heat of battle.

You can issue precise orders that maximize your warband's effectiveness, seamlessly adapting to shifts in combat as though guided by instinct. This expertise provides an edge in complex engagements, allowing your forces to counter Space Marine doctrines with brutal efficiency. Under your leadership, even the most hardened veterans of the Imperium find themselves struggling to counter your strategies, making you a Chaos warlord with an intellect as deadly as any weapon.

Beasts of Annihilation

See Author notes to see what each daemon does

Perfect Host [Free for Beasts of Annihilation/ Other warbands 200CP]
You are an ideal vessel for daemonic possession, melding effortlessly with the chaotic essence of the Warp. This rare compatibility amplifies your physical and supernatural capabilities, as the daemon's power merges seamlessly with your own. The specific powers granted depend on the Chaos God you align with, providing you with a terrifying and unique skill set in battle. Should you bear the Mark of Khorne, your body becomes host to a bloodthirsty Bloodletter, granting you enhanced rage, brutal combat prowess, and resilience against pain. With the Mark of Tzeentch, a cunning Pink Horror possesses you, imbuing you with potent Warp energy and an array of arcane spells to bewilder and annihilate your foes. For those bearing the Mark of Nurgle, a resilient Nurgling takes residence within, bolstering your endurance and granting you a gruesome ability to withstand any poison or disease. Finally, if you carry the Mark of Slaanesh, a Daemonette takes over, gifting you with agility, heightened sensory perception, and a lethal elegance in close combat.

If you are Chaos Undivided, your possession is unpredictable. In this case, you roll a 1d4 before each battle, with the result determining which daemon type will inhabit you for that engagement. This chaotic rotation of daemons grants you an ever-changing set of abilities, as you harness the fury, magic, resilience, or agility of each of the Dark Gods' servants. As a Perfect Host, your synergy with these daemons minimizes the strain of possession, allowing you to wield their powers as easily as your own, making you an unpredictable and deadly force on the battlefield.

Symbiotic Relationship [100CP/Requires Perfect Host]
Your bond with the daemon inside you has deepened into a true partnership. Unlike most hosts who struggle to control the chaotic force within, you and the daemon share a mutual understanding that amplifies both of your powers. This harmony allows you to use the daemon's abilities with heightened efficiency and synergy, making your attacks deadlier, your defenses stronger, and your overall combat prowess markedly improved. With such symbiosis, you wield your powers with an ease and fluidity that is rarely seen among other possessed warriors.

Daemon Suppression [200CP]
You have honed the ability to suppress the visible and psychic manifestations of your daemonic possession, masking the mutations and Warp-taint that would typically give you away. This suppression allows you to blend in among mortal ranks or pass unnoticed by those sensitive to the presence of Chaos. When needed, you can release the suppression, revealing your full daemonic power, but until then, your connection to the Warp remains hidden. This ability is invaluable for infiltrating enemy strongholds or evading detection by other psykers who could sense the daemonic forces within you.

Master of Possession [200CP/ Requires Psyker]
With profound expertise in the dark arts of daemonology, you are a psyker skilled in the complex rituals and spells needed to bind daemons of the Warp to living hosts. This knowledge grants you a high level of control over daemonic forces, allowing you to summon, manipulate, and direct them with exceptional precision. On the battlefield, you wield these daemons as both destructive weapons and loyal allies, turning them against your foes or enhancing the power of your own forces with their malevolent influence. Your mastery allows you to bring forth daemons without the typical risk of backfire, as your understanding of binding spells keeps them under firm control, granting you a strategic advantage in unleashing these forces exactly when and where they're needed.

This powerful control over daemons has often elevated you to a leadership position within Daemonkin warbands, where you are both feared and respected as a master of the Warp's dark blessings. As a leader, you not only command legions of mortal warriors but also direct their daemonic allies with chilling efficiency, creating a symbiotic force of Chaos that operates with deadly

synchronicity. Through your binding rituals, daemons fight fiercely by your side, amplifying the chaos on the battlefield and sowing fear among your enemies as you orchestrate attacks that blur the line between mortal and demonic power.

Obliterator [400CP]
You are the ultimate fusion of flesh, metal, and daemon—an Obliterator, a twisted being of Chaos that has fully embraced the dark union of man, machine, and warp entity. This melding grants you the terrifying ability to morph your limbs and body into a variety of devastating weapons, from heavy bolters to plasma cannons and beyond, allowing you to adapt to any combat situation with overwhelming firepower. Fueled by a daemonic possession that has flawlessly bonded with the machine elements within, you possess an unnatural resilience, shrugging off even the most punishing blows and continuing your relentless advance. As a walking arsenal, you're a nearly indestructible engine of destruction, able to level the most fortified positions and reduce heavily armored foes to twisted wreckage with ease.

This fusion of technology and daemonic power doesn't just grant you physical durability—it amplifies your offensive potential to unprecedented levels. The daemons within you fuel your weapon transformations, channeling the fury of the Warp directly into every shot and blast, making your attacks not only destructive but also imbued with the dark energy of Chaos itself. Whether storming enemy lines or holding ground against counterattacks, you embody the wrath and indomitable resilience of the Dark Gods, leaving naught but ruin in your wake.

Eightbound Possession [400CP]
You are host to a true maelstrom of Warp energies, possessed by not just one daemon but by eight daemons from your align god, with each representing the brutal might of the Chaos Gods. As an Eightbound, your body serves as a living vessel for these warring entities, channeling a chaotic fusion of powers that makes you a tempest of raw, unbridled strength on the battlefield. If you are aligned with Chaos Undivided, your possession draws daemons from each of the four major gods, with two from Khorne, Nurgle, Tzeentch, and Slaanesh all competing for influence. This volatile blend grants you powers from each god, producing an ever-shifting array of abilities, from the brutal strength of Khorne to the insidious resilience of Nurgle, the eldritch powers of Tzeentch, and the lethal agility of Slaanesh.

On the battlefield, you are a walking storm of Chaos energy, radiating an aura of fear and primal dread as the daemons within vie for control, channeling their powers through you in devastating ways. The blend of competing daemonic influences within your mind and body creates a dangerous unpredictability in your combat style, as each god's powers assert themselves in different ways, making you a truly terrifying adversary. With each swing of your weapon or blast of warp energy, you embody the primal, violent essence of Chaos itself, making you not just a warrior, but a symbol of the Dark Gods' wrath and capricious power.

Exalted Possession [600CP]
With Exalted Possession, you serve as the vessel for a daemon of extraordinary power, transforming you into a champion of Chaos blessed with strength, speed, and savagery far beyond that of other possessed warriors. The daemon within is no ordinary entity; its influence elevates your abilities to near-mythical levels, allowing you to strike down foes with brutal efficiency and enduring fortitude. Your connection with this exalted daemon is a mark of favor from the Chaos pantheon, and its presence fuels your body, making you faster, deadlier, and nearly invulnerable on the battlefield. Each blow you deliver carries the wrath of the Warp, and your very aura fills enemies with dread, a testament to your devotion and fearsome power.

If you possess the Eightbound Possession perk, only one of the eight daemons inside you holds exalted status but for For Chaos undivided one daemon from each god has been given exalted status. a force that dominates the others with its raw might. This daemon lends you additional abilities that surpass the power of its lesser counterparts, granting you a unique edge that few mortals could withstand. As an exalted vessel, your form and mind serve as conduits for Chaos, making you not only a warrior of renown but a near-divine figure of dread in the eyes of both friend and foe.

Greater Possession [600CP/ 1000CP for Chaos Undvided]
Greater Possession allows your body to serve as a host to a Greater Daemon, an entity among the most powerful of the Warp. This being fills you with the strength, resilience, and dark powers characteristic of your patron god, amplifying every aspect of your combat abilities to devastating effect. If aligned with Chaos Undivided, a Greater Daemon from one of the four gods is chosen at random, its influence reshaping your flesh and soul to embody its dreadful power. Your form is marked by the might of this ancient entity, and you wield its abilities as if they were your own, making you a nearly unstoppable force on the battlefield. Few can withstand the sheer presence of a being inhabited by such a terrifying power.

If you have Eightbound Possession. Only one daemon within you possesses the status of a Greater Daemon except for For Chaos undivided one daemon from each god has been given the greater daemon status. and you can use its vast knowledge and strength to make you a true juggernaut of Chaos. With its force guiding your every move, you become a harbinger of doom, feared and respected by allies and enemies alike. This ultimate possession is a rare gift, granting you a power that echoes the dominion of the Dark Gods themselves, and making you the embodiment of the Warp's unrelenting fury.



Creations of Bile

Perfect Specimens [100CP]
You have an uncanny knack for identifying the most promising subjects for your twisted experiments. Whether they possess rare genetic traits, unusual physiology, or latent abilities, these individuals seem drawn to you, allowing you to carry out your "enhancements" with optimal results. This innate talent ensures that each subject you select provides unique value to your dark studies, becoming the ideal canvas for your experiments.

Surgical Precision [100CP]
Your understanding of anatomy—both natural and augmented—is unmatched. In battle, each strike you make is exacting, ruthlessly exploiting every weakness to inflict maximum pain and damage. You wield this knowledge as a weapon, targeting vital points with devastating effect, making your every attack lethally effective and terrifyingly precise.

Female Form [200CP]
Through a series of dark mutations and forbidden experimentation, you are a rare entity—a human woman who has not only survived the implantation of corrupted gene-seed but thrived, gaining the formidable abilities of a Chaos Space Marine. Though you are not an Astartes in the traditional sense, your resilience and power have earned you a place among the battle-brothers of your warband. This mutated form grants you all the physical prowess, durability, and regenerative abilities of a Chaos Marine, while also marking you as an unusual and unsettling figure in the ranks of Chaos. In future world this gives you the ability to make yourself a woman no matter what restriction is there.

Taken Alive [200CP]
You are a skilled specialist when it comes to capturing targets alive, perfect for Fabius Bile’s dark experiments and twisted ambitions. Your expertise in subduing and immobilizing enemies without killing them makes you a valuable asset to Bile's operations, ensuring a steady supply of subjects for his grotesque tests. With your knowledge of precise strikes and restraints, you can take down even the most elusive or defiant prey, delivering them to Bile for whatever horrifying fates he has in store.

Twisted Regeneration [400CP]
Through the depraved experimentation of Fabius Bile, you have been granted a nightmarish form of immortality. This unholy resilience ensures that even mortal wounds cannot permanently end you. When grievously injured, your body begins a grotesque process of regeneration, warping and reforming from the threshold of death. Flesh, bone, and sinew knit themselves back together in twisted, unnatural ways, restoring you to a state ready for battle, though often leaving you marked with the scars of past injuries.

This dark regeneration is both a gift and a curse, as each rebirth forces your body through agonizing transformation, reshaping your flesh to adapt to new threats and reinforce weaknesses. Though you may fall again and again, each resurrection only deepens the dread your enemies feel, for they know that the battlefield cannot hold you down for long. Your persistence on the field of war has turned you into a harbinger of despair, feared by foes who realize that killing you may only make you stronger.

Xenos Genes [400 CP each]
Your gene-seed has been corrupted and fused with the genetic material of various xenos species, bestowing you with alien abilities and traits that amplify your already formidable powers. Each purchase of this perk allows you to choose one xenos species from the list below, permanently altering your physiology and enhancing your skills in line with their unique strengths. With every selection, you grow into a more versatile and unpredictable warrior, adapting to challenges in ways no ordinary Chaos Marine could.

Eldari
You gain heightened reflexes and enhanced sensory perception, allowing you to react to threats with near-supernatural speed. Your psychic sensitivity is increased, enabling you to anticipate and counter attacks with a precision that makes you deadly in both close combat and ranged encounters.

Tyranids
Your body now exhibits accelerated biological adaptation, making you tougher and granting you a form of regenerative resilience. Wounds that would cripple others heal over time, and your physical durability is enhanced, letting you endure punishment that would crush a lesser being.

Orks
Imbued with the genetic fortitude of Orks, you gain remarkable raw strength and physical toughness. Your resilience and ferocity in close combat become legendary, and you have an instinctive affinity for makeshift tactics, thriving in chaotic or brutal battle conditions.

Tau
Your mind becomes a keen tactical machine, gifted with the Tau's analytical acumen. This grants you an edge in battlefield coordination and strategic planning, enabling you to outmaneuver and exploit your enemies' weaknesses with ease.

Kroot
You acquire predatory senses and adaptability, allowing you to track foes with incredible skill. Additionally, you gain slight adaptive capabilities, mimicking the strengths of opponents over time to gain a lethal edge in prolonged engagements.

Galg
With the Galg's amphibious traits, you gain heightened agility in aquatic environments, resilience to various toxins and environmental hazards, and the ability to endure adverse conditions that would cripple others, making you a survivalist on any battlefield.

The Genius of Fabius Bile [600 CP]
You are a true inheritor of Fabius Bile's horrifying intellect—a master bio-architect whose understanding of genetics, cloning, cybernetic fusion, and warp-tainted fleshcraft is unrivaled outside of the madman himself. You can dissect, rebuild, and improve upon the anatomy of any creature, from baseline humans to Astartes, xenos, or even daemonic entities. Given time, tools, and test subjects, there are few limits to what you can create—warriors enhanced beyond recognition, beasts stitched together from the corpses of fallen titans, or even replicas of legendary figures... assuming you have the right genetic material.

But your genius doesn't end at science. Like Bile, you are also an artist of pain and transformation. You can infuse your creations with psychic resonance, create warp-reactive tissues, and bind souls into flesh as easily as others craft weapons. Your surgical precision is guided not only by logic but by perverse inspiration, allowing you to push evolution past any moral or metaphysical boundary. Any enhancement, augmentation, or horrific bio-experiment you attempt will succeedsucced 99.999% of the time. And when others see your work, they will shudder at both its brilliance and its blasphemy.



Creations of Chaos: Space Marines and Mutation Enhancer [600CP]
You have unlocked the forbidden knowledge to create Chaos Space Marines, emulating the dark arts of Fabius Bile. This mastery allows you to cultivate corrupted gene-seeds and perform the intricate procedures needed to transform individuals into powerful, mutated Chaos Astartes. Beyond just creating Chaos Marines, you have the expertise to enhance them further, pushing the limits of their mutations and abilities to suit the needs of Chaos.

With this power, you can introduce specific mutations, enhancements, and experimental modifications to refine or amplify the traits of your creations. Whether it's granting heightened resilience, augmenting strength, bestowing psychic abilities, or weaving in alien traits, you can sculpt each Marine to become a specialized weapon of war. Driven by your vision of "evolution," your creations embody a terrifying fusion of Chaos and genetic manipulation, standing as twisted exemplars of the dark potential locked within corrupted gene-seed. If bought with tThe Genius of Fabius Bile then you have also unlocked the secrets of creating primaris space marines.



Children of Purgatos

Promethean Cult [100CP]
With origins rooted in the traditions of the Salamanders, you and your warband now wield fire-based weaponry with exceptional proficiency. Your skill and efficiency with flame-based weapons—whether wielding flamers, melta guns, or other incendiary devices—are unmatched. This mastery amplifies the destructive potential of these weapons, allowing you to ignite battlefields with precision and control, embracing the purifying flames as symbols of both destruction and rebirth.

Flamecraft [100CP]
Any flame you control, no matter its source, responds to your will with heightened intensity and precision. You can manipulate fire to burn hotter, spread farther, or even take on unique properties, depending on your needs. This ability not only makes you a deadly force in close-range combat but also adds a terrifying versatility to your arsenal, as you can shape flames to suit almost any tactical purpose.

Forged in Battle [200CP]
For the Children of Purgatos, war is a sacred trial—a crucible that tempers their will, sharpens their tactics, and perfects their skills. Every battle is seen as an opportunity to push their limits, testing both their physical endurance and mental resolve. This profound reverence for combat not only enhances their resilience but also imbues their weapons and armor with an unmatched durability. Each skirmish hones their gear alongside their strength, forging equipment that is far tougher and more enduring than standard Astartes-issued wargear. Weapons crafted by the Children of Purgatos are built to withstand the most extreme conditions, ensuring they never fail in the heat of battle. Their devotion to excellence in craftsmanship manifests in every piece of armor and weaponry, making them legends on the battlefield.

Rites of Vulkan [200CP]
Steeped in the brutal doctrines of Vulkan, the Children of Purgatos have refined their skill in close-quarters firefights to a deadly art. They move forward with methodical precision, each step marked by a fierce volley of gunfire or searing blasts from flamers. Their training in Vulkan's techniques allows them to maintain unwavering discipline and accuracy even in chaotic, confined battle zones, making them particularly lethal in close-range engagements. This approach not only amplifies the intensity of their assault but also enables them to dominate with relentless, calculated ferocity, overwhelming any opposition through sheer firepower and tactical prowess. Their expertise with flame and bolter alike turns every skirmish into a fiery crucible, in which they burn away all who dare to stand against them.

Born Protectors [400CP]
While most Chaos Space Marine warbands are fractured and self-serving, the Children of Purgatos hold an unbreakable bond of brotherhood reminiscent of their origins with the Salamanders. In every battle, they stand as one, united by loyalty and mutual respect. Unlike typical Chaos forces, they protect each other fiercely, forming a cohesive shield in battle that makes them far stronger as a unit. This unity not only strengthens their resolve but also enhances their effectiveness in combat, as they fight not for personal glory but for the protection of their fellow warriors. Their collective bond allows them to coordinate seamlessly, and each member becomes a guardian of the other, elevating the warband’s strength, resilience, and morale to extraordinary levels.

Promethean Discipline [400CP/Psyker Only]
You wield the fearsome psychic powers inspired by the volcanic heart of Nocturne, the Salamanders’ homeworld. Drawing upon primal flames, molten heat, and the mythic beasts of ancient legend, you can unleash psychic abilities that sear enemies in ash and smoke. Your powers manifest as torrents of fire and waves of burning energy, scorching foes with the wrath of the volcanic depths. As a psyker in the tradition of Vulkan’s legacy, you serve not only as a powerful weapon but also as a defender of your battle-brothers, shielding them with blazing barriers and incinerating any who dare approach. Your mastery of these infernal forces strikes fear into your enemies, making you a formidable and relentless presence on the battlefield.

Master Artisans [600CP]
You have achieved unparalleled mastery in crafting weapons and armor, reminiscent of the finest artisans of the Salamanders Legion. Your skills allow you to forge master-class wargear, blending the technological prowess of the Imperium with the dark sorcery and twisted enhancements of Chaos. Your creations, whether powered by arcane forces or daemonic energies, possess exceptional quality, durability, and efficiency. Each piece of armor you forge is a masterpiece of resilience, capable of withstanding the most brutal blows, while your weapons are crafted with lethal precision, delivering devastating power far beyond standard issue. The wargear you create is a testament to your skill, embodying the perfect fusion of craftsmanship and destructive capability, feared and revered by both allies and foes alike.

Rise from the Ashes [600CP]
As a true inheritor of Vulkan's legacy, you are gifted with a remarkable resilience that defies even death itself, embodying the indomitable spirit of a perpetual. When faced with mortal wounds or circumstances that would bring an end to most lives, you instead experience a temporary setback, able to rise once more from the brink. Like the legendary Vulkan, you possess an uncanny ability to resurrect at moments of greatest need, ensuring that your story continues. This ability activates once per jump or once every ten years—whichever is shorter—drawing you back to life and placing you in a secure location, allowing for recovery and preparation for the challenges ahead.



Red Corsairs

Raiders from the Maelstrom [100CP]
The Red Corsairs operate with ruthless efficiency, their departure from Imperial constraints allowing them to embrace their full potential for violence and speed. When they emerge from the warp, they execute swift, overwhelming strikes, aiming to achieve their goals before their enemies can muster a defense. With this perk, you gain this same proficiency, especially suited for a space-fleet-based chapter. You're adept in piloting and coordinating any manner of vehicles across the vastness of space, from assault crafts to capital ships, maneuvering through the void with practiced ease. Your mastery in fleet tactics ensures that each raid is a well-timed assault, leaving your enemies scrambling in your wake.

Reaver Lord [100CP]
As a tactical genius and a relentless marauder, you possess an innate understanding of where and when to strike to maximize your impact. Just as Huron Blackheart has forged a brutal empire through relentless raids, you now have an instinct for identifying ideal targets for ambush, plunder, and conquest across space. This strategic insight allows you to locate valuable supply lines, poorly defended outposts, and vulnerable strongholds, making you a nightmare for those relying on Imperial trade and support. With each raid, you not only gain resources but also strengthen your reputation as a master of warfare in the shadowed reaches of space.

Dark Raider [200CP]
You are unmatched in raiding skill, your attacks are swift, efficient, and devastating. When raiding a location, you and your forces move with practiced speed, securing resources and completing objectives with minimal delay. Your tactical prowess ensures that each raid maximizes gains while keeping your forces agile and prepared for rapid extraction, leaving little chance for your enemies to respond. This efficiency in resource extraction and lightning-speed attacks makes your raids feared across the galaxy, with your reputation growing as a brutal and effective conqueror.

Rain Fire and Death [200CP]
Your command over weaponry—whether launched from space, orbit, or air—is marked by lethal precision and devastating power. Any weapon under your control, from orbital bombardments to aerial strikes, delivers increased accuracy and amplified destructive force compared to other warbands. Your attacks are pinpoint, leaving few survivors and maximum damage in their wake. This mastery over ranged and aerial warfare allows you to rain death upon your enemies from above, making every assault you lead a spectacle of overwhelming firepower and tactical dominance.

The Hounds of Huron [400CP]
As a relentless warrior of the Red Corsairs, your skill in mounted combat is unmatched, whether astride motorcycles or living, ferocious beasts. You maneuver with deadly precision, outpacing and overwhelming enemies in hit-and-run attacks. Not only has your mastery of these mounts reached an unparalleled level, but the carrying capacity and weapon limit for any motorcycle or mount you ride has been tripled, allowing for an arsenal of firepower that few can withstand. When charging into battle, you become a harbinger of chaos, a force of speed and strength that leaves destruction in your wake.

Angel of Hatred [400CP]
Your deep-seated hatred fuels your raids, imbuing you with an uncanny ability to locate rare and valuable resources. At the beginning of each jump, you may choose one faction as your primary target, and whenever you raid their forces, your chances of uncovering precious materials, technology, and assets are greatly increased. This unrelenting focus makes you a dreaded figure among your enemies, as each raid yields greater spoils, allowing you to strengthen your arsenal and increase your influence. This power intensifies the fear surrounding you, as every strike not only devastates but leaves you stronger than before.

Perfect Navigation of the Warp [600CP]
Your mastery over warp navigation is unparalleled, allowing you to guide your fleet through the treacherous dimensions of the Warp with unmatched precision. No matter the tumultuous storms or hidden dangers lurking within the Warp, you can steer clear of anomalies that would otherwise disorient, misdirect, or endanger your allies. Your vessels arrive at the intended destination safely and on time, avoiding the many pitfalls that plague other Warp travelers, such as misdirection to alternate locations, unexpected time dilation, or harmful encounters with warp entities. While not designed for intentional time travel, this ability grants you and your fleet complete reliability when navigating the Warp or other higher dimensions for efficient transit across vast interstellar distances.

Space Fleet Admiral [600CP/Requires Chaos Lord Perk]
As a master admiral, you command a formidable fleet with unmatched strategic prowess. Your expertise spans the complex intricacies of fleet management, from tactical planning and logistical coordination to morale-building and resource allocation. Under your guidance, ships maneuver with precision, troops remain disciplined, and every engagement becomes a symphony of destruction aimed at securing victory. Your reputation as an indomitable force in space warfare makes you a respected figure across the galaxy, feared by enemies and revered by allies alike.

Your command bolsters fleet morale, makes tactics more effective, and amplifies the fleet's resilience against hostile engagements, whether you're spearheading aggressive raids or defending critical sectors. Additionally, you receive a bonus of 500 favor specifically for use within the Warhammer 40K:Chaos Space Fleet supplements, allowing you to expand, enhance, or customize your fleet further. This unique advantage solidifies your role as a force of chaos whose fleet is a well-honed instrument of war and terror across the stars.

Flawless Host

Sword Master [100CP]
Your expertise with swords has reached unparalleled levels, allowing you to handle any blade with flawless technique and grace. Whether wielding a massive broadsword, a slender rapier, or a curved sabre, you can adapt your combat style seamlessly to fit each weapon's unique characteristics. In battle, your mastery of swords makes you a deadly close-combatant, able to exploit any opening and dispatch foes with swift, precise strikes.

Duelist [100CP]
Your presence exudes a challenge that opponents find difficult to ignore. When you formally issue a duel, there is an almost magnetic compulsion that draws them to accept, regardless of their reservations or fear. This power grants you the ability to engage opponents in single combat, allowing for honorable and undistracted confrontation. Your aura ensures that even the most disciplined or cautious enemies find it difficult to resist meeting you in a direct and personal contest of skill.

Drugs of Excess [200CP]
Your mastery of chemistry and alchemy allows you to concoct substances capable of piercing even the formidable resilience of a Space Marine's physiology. These powerful drugs invoke feelings of ecstasy and pleasure so intense that they can blur the boundary between pain and delight, pushing users into euphoric states where the senses are heightened and the mind becomes singularly focused. These intoxicants serve not only to reward followers with transcendent sensations but also to control or manipulate captives, driving them to frenzied, obedient fervor in service to your cause.

Precision Craftsman [200CP]
You have attained an extraordinary level of skill in an artistic craft of your choice, whether it be forging weapons, sculpting, armor-smithing, or another area where beauty and function meet. Every piece you create is a masterpiece, adorned with intricate detail and a striking elegance that captures attention and admiration. Your work is not only functional but also symbolic of your pursuit of perfection, displaying the artistic vision and meticulous attention to detail that make your creations unparalleled among mortal artisans.

Death to the Eldar [400CP]
The Flawless Host's abhorrence for the Eldar and similar elven species fuels a brutal and relentless fighting style when facing these enemies. Against them, your strikes carry an unnaturally devastating force, tearing not only through their bodies but also wounding their very souls, leaving them uniquely vulnerable. With every Eldar you slay, their soul is violently ripped from their body, offered up as tribute to Slaanesh, further empowering the Dark Prince. In these battles, your speed, strength, and precision intensify, turning each blow into an unstoppable assault that fills your enemies with dread. This power compounds with each encounter, inspiring terror among those who understand the fate awaiting them should they cross your path.

Ultimate Confidence [400CP]
Fueled by an unbreakable sense of superiority, your confidence on the battlefield elevates you to a nearly untouchable status. Regardless of the opponent's size, strength, or numbers, your unshakable faith in your abilities bends the flow of combat in your favor. Every movement feels effortless, as if the battlefield itself aligns with your intent, allowing you to instinctively evade incoming attacks with flawless timing. When you strike, your accuracy is unmatched, each blow finding its mark with lethal precision. This aura of supreme self-assurance radiates outward, emboldening your allies, shaking the resolve of your enemies, and casting an air of inevitable victory over the entire engagement. With each step, you make it clear that defeat is not an option.

Chosen Of Slaanesh [600CP/Restricted to Mark Of Slaanesh and have Chaos Lord Perk]
Your fervent dedication to Slaanesh has earned you the direct favor of the Dark Prince. As one of Slaanesh's chosen, you have been gifted an additional 500 Favour Points to use within the Warhammer 40K Army Supplement: The Chaos Legion, and 500 Daemon Points within the Warhammer 40K Army Supplement: Daemon Legions. These points are restricted to units that bear the mark of Slaanesh, reflecting your alignment with the Prince of Excess. This blessing enables you to enhance your forces, bestowing them with Slaanesh's favor.

Within The Chaos Legion, the Mark of Slaanesh upgrade is provided for free to any unit acquired with these points. Similarly, within the Daemon Legions supplement, you may use your points to summon only daemons of Slaanesh or daemons that can bear Slaanesh's mark, with the mark upgrade likewise being provided at no cost. This divine favor from Slaanesh cements your role as a leader of corruption, guiding troops infused with the ecstasy of excess to dominate the battlefield with ruthless precision and fervor.



Noise Marine [600CP/Restricted to Mark Of Slaanesh]
As a Noise Marine, you have embraced the dark gifts of Slaanesh to become a warrior whose weaponry and combat style revolve around an all-consuming mastery of sound and sensation. Your senses are heightened to an unimaginable degree, allowing you to experience every sensation as a symphony of excess. You're an expert in using sonic energy weapons, you deliver waves of destructive sound that can shatter armor, melt flesh, and distort reality itself. The weapons you wield now (even non-sonic weapons) have the effect of creating both agonizing and intoxicating sensations in your foes, leaving them paralyzed in horror or overwhelmed by a flood of chaotic sensations.

Beyond sheer destructive power, your devotion to Slaanesh manifests in the way you transform the battlefield into a twisted concert of discord and ecstasy. The sounds you produce don’t just harm enemies; they reverberate through allies as well, filling them with a frenzied energy and an overwhelming drive to fight. This aura of sound, chaos, and raw power makes you a terrifying figure to behold. Your entire presence is a living instrument of chaos, and each step you take pulses with the rhythm of madness, promising an inescapable cacophony for any who stand in your way. This Perk also enhanced any ability of Slaanesh in origin by order of magnitude in this or future worlds ***See Notes***.



The Purge

Harbingers of Decay [100CP]

Your mere presence suffuses the battlefield with a palpable aura of despair and decay. Enemies within your vicinity feel their strength sapped and their will to fight eroded as the creeping touch of sickness permeates their very being. This aura doesn't merely affect the body—it seeps into the mind, instilling a sense of inevitability that crushes even the strongest morale. Soldiers falter, machines malfunction, and creatures succumb to weakness as your aura manifests Nurgle's disdain for all life. This oppressive miasma ensures that no enemy can resist the tide of entropy you bring.

Toxins of Despair [100CP]

You are a master alchemist of death, capable of crafting deadly toxins and poisons that deliver both excruciating physical pain and unrelenting psychological torment. These vile creations are not merely weapons but instruments of despair, designed to break the spirit as much as the body. You can infect water supplies, taint food stores, and coat weapons with these concoctions, ensuring that even those who survive initial contact are left to suffer agonizingly slow demises. The psychological impact of your toxins spreads like wildfire—fear, mistrust, and hysteria take hold of entire populations as they realize there is no escape from your blights.

Epidemic Artillery [200CP]

Your proficiency in biological warfare extends to the modification of artillery and ranged weapons, transforming them into instruments of mass infection. Grenades, missiles, and artillery shells now spread corrosive blights and infectious plagues across entire battlefields, leaving enemy ranks writhing in agony. The miasma of disease your weapons unleash doesn't merely kill; it lingers, poisoning the ground and air, ensuring that no safe haven remains for those who would oppose Nurgle's will.

The psychological impact of your epidemic artillery is equally devastating. Soldiers hesitate to march forward, knowing that each step brings them closer to death by unseen horrors. Entire armies are reduced to disorganized chaos as fear of infection spreads faster than the plagues themselves. With every bombardment, you turn the tide of battle, leaving behind not only corpses but wastelands where life can no longer thrive.

Diseased Constructs [200CP]
Your touch imbues machines and constructs with the essence of Nurgle, transforming them into plague-infused abominations. Vehicles, turrets, and servitors under your control become more than tools of war—they become agents of decay. Reinforced by Nurgle's gifts, these diseased constructs become harder to destroy, shrugging off damage that would cripple ordinary machines. Each shot they fire or strike they deliver spreads pestilence, ensuring that the corruption extends far beyond the battlefield.

These plague-ridden creations serve as a grim reminder of Nurgle's power, turning even technology into instruments of despair. Enemies who witness their vehicles consumed by rot and their automated defenses overridden by plague are left demoralized, realizing that nothing, not even their machines, can stand against the tide of decay

Eternal Cycle [400CP]
Your campaigns of extermination serve a higher purpose in the eyes of Nurgle. When you wipe out all life in a region or on a planet, the destruction you leave behind becomes fertile ground for a new, twisted form of existence. From the ashes of the dead, horrifyingly mutated creatures and ecosystems rise, ensuring that the cycle of decay and rebirth continues. These new life forms are grotesque parodies of their predecessors, thriving in the rot and despair you have sown.

This power ensures that your influence is eternal, as every victory perpetuates Nurgle's will. Planets you scourge do not simply die—they become monuments to entropy, overrun by the nightmares you have unleashed. This twisted cycle reinforces the inevitability of decay, ensuring that no act of defiance can ever truly undo the damage you have wrought.

Relentless Blight [400CP]
Your very body has become a weapon, a vessel for Nurgle's unending plagues. Every time you take damage, your wounds erupt with disease-laden spores and bile, infecting those around you. Enemies who dare to strike you find themselves afflicted with debilitating sickness, their strength fading as the blight takes hold. The more damage you sustain, the more devastation you spread, turning your suffering into an unrelenting assault on your foes.

Chosen of Nurgle [600CP/Restricted to Mark Of Nurgle and have Chaos Lord Perk]
You are among Nurgle's most favored champions, a being of unparalleled devotion and power. As a reward for your unwavering service, Nurgle grants you an additional 500 Favor Points for the Warhammer 40K:Chaos Legions supplement and 500 Favor Points for the Warhammer 40K: Daemon Legions supplement. These points are to be spent exclusively on units and upgrades dedicated to Nurgle, ensuring that your forces are as blight-ridden and indomitable as their master. Additionally, any unit with the Mark of Nurgle is enhanced at no extra cost, reflecting Nurgle's eternal favor.

Your elevated status makes you a focal point of Nurgle's will. Armies rally to your banner, inspired by your grotesque resilience and the gifts you bestow. Enemies who face you find themselves overcome by despair, knowing that they are up against not just a warlord, but a living embodiment of decay itself.



Plague Marine [600CP/Restricted to Mark Of Nurgle]
You have become a fully ascended Plague Marine, a true champion of Nurgle, and a harbinger of his gifts to the galaxy. Your body is bloated with rot and decay, yet paradoxically unyielding to harm. Flesh that should crumble under its own putrescence is fortified by Nurgle's divine will, making you nearly impervious to injury. Bullets and blades are often rendered ineffective as they sink into your rotted form, unable to find anything vital to damage. Even psychic assaults falter, their power dissipating against the sheer, unrelenting resilience you embody.

Every attack you unleash carries the vile gifts of Nurgle. A swing of your weapon delivers not just physical trauma but a torrent of infectious rot that rapidly spreads through armor, flesh, and machinery alike. Even unarmed strikes from your decayed limbs are devastating, as they transmit festering corruption into whatever they strike. Beyond physical attacks, the very air around you becomes a weapon: a miasma of filth and disease spreads from your breath, choking and weakening all who draw near. Those who linger too long in your presence find their bodies failing and their spirits breaking under the suffocating aura of despair and sickness. This Perk also enhanced any ability of Nurgle in origin by order of magnitude in this or future worlds ***See Notes***.



The Brazen Beasts

Daemon Engine Tamer [100CP]
You have an innate and uncanny connection with Khorne's Daemon Engines—grotesque mechanical abominations infused with the souls of Daemons and driven by an insatiable thirst for carnage. Whether it's a Defiler, a towering walker bristling with claws and cannons; a Blood Slaughterer, a smaller, faster engine of pure melee destruction; or the enormous Brass Scorpion, a fusion of tank and predator, these machines respond to your will with precision and loyalty, an unusual feat among Khorne's forces where discipline often takes a backseat to unrestrained fury. In future worlds this effect works on any sort of living/biological/hellish machine or vehicle equivalent found in that world.

Beyond mere command, your connection allows you to enhance these Daemon Engines. By sacrificing the blood and souls of your enemies, you can empower these constructs to greater heights of destructive power and durability. A Defiler under your command might fire shells infused with the fiery essence of Khorne's rage, while a Blood Slaughterer could grow extra serrated blades that drip with corrosive ichor. Each enhancement makes these machines an even truer manifestation of Khorne's unrelenting will.

Wrath Unleashed [100CP]
You have mastered the art of harnessing and directing your sheer rage into devastating attacks. Every strike you land carries with it the unrelenting wrath of Khorne or any other god, smashing through even the most reinforced armor and shields. Walls crumble, vehicles shatter, and even monstrous foes buckle under your furious blows. With every swing, the weight of your fury magnifies, transforming even mundane attacks into catastrophic assaults that leave entire battlefields littered with broken bodies.

Even if your attacks miss their intended target, your fury manifests as rippling shockwaves. These concussive blasts of raw energy injure and disorient those nearby, ensuring that none can escape your wrath. This ability makes you a true nightmare on the battlefield, as no enemy can find safety from your relentless onslaught.

Blood Ritualist [200CP]
Your proficiency in blood rituals allows you to consecrate entire battlefields in Khorne's name, creating zones of unparalleled carnage. As you carve Khorne's symbols into the earth and chant his praises, the ground around you becomes saturated with blood energy, amplifying the battle fervor of your warband. Allies within this blood-soaked area fight with unparalleled aggression, shrugging off wounds and fatigue as they give themselves entirely to the Blood God's fury.

Enemies caught within the radius of your ritual are struck with overwhelming terror. Lesser foes flee in panic, while even the most disciplined warriors falter as their courage is sapped away. The air itself grows thick with Khorne's oppressive presence, choking out hope and replacing it with despair. Each blood ritual leaves the battlefield an unholy altar to Khorne, marked forever by the slaughter you have wrought.

Brassbound Weaponsmith [200CP]
You possess an uncanny ability to craft weapons and armor imbued with Khorne's essence. Every item forged in your hands resonates with the Blood God's wrath, pulsing with an insatiable hunger for destruction. These weapons seem alive, reacting to the presence of bloodshed by growing sharper, heavier, and more lethal. Armor crafted by you not only protects the wearer but inspires them to fight with greater ferocity, turning them into an unstoppable force on the battlefield.

Your creations don't just deal physical damage; they leave spiritual wounds that scar an enemy's very essence. Foes struck by your weapons find their ability to recover diminished, as their strength is drained to feed Khorne's endless hunger. Each weapon or piece of armor you forge ensures that your warband is not only deadly but also iconic, their equipment becoming legendary artifacts of bloodshed.

Eternal Wrath [400CP]
Even death cannot halt your fury. Should you fall in battle, your indomitable rage persists, causing your spirit to manifest as a spectral warrior of Khorne. In this ethereal form, you wield ghostly weapons forged of pure hate, striking down enemies with unrelenting ferocity. Your strikes ignore physical defenses entirely, cutting through both flesh and spirit as you continue to fight on in Khorne's name.

This spectral state lasts only for eight hours, but during its duration, you are nearly invulnerable, shrugging off all attempts to banish or destroy you. Your presence as a spectral warrior terrifies all but the most stalwart foes, and even allies fight with renewed vigor as they witness Khorne's blessing upon you. When your time as a wraith ends, your rage disperses into the warp, leaving behind an unshakable legacy of slaughter. Also once perjump you are reborn into a new vessel to continuously serve Khorne.

Avatar of Carnage [400CP]
You have become the physical embodiment of Khorne's unrelenting fury, a living avatar of slaughter. In battle, you unleash a berserk state that amplifies your strength, speed, and resilience to superhuman levels. Each strike you land is devastatingly wild yet precise in its ability to cut down scores of enemies in mere moments.

Your very presence radiates an aura of pure terror. Lesser foes collapse in fear or die outright, their weak mortal forms unable to withstand the oppressive weight of your power. Those who dare challenge you find themselves outmatched, as your connection to Khorne empowers you to strike with the fury of a god. Entire armies crumble before your rampage, leaving only blood-soaked fields in your wake.

Chosen of Khorne [600CP/Restricted to Mark Of Khorne and have Chaos Lord Perk]
As one of Khorne's most favored champions, you radiate an aura of rage that inspires allies to unparalleled levels of bloodlust and fearlessness. Your presence on the battlefield turns even the most timid of warriors into berserkers, their fury and aggression mirroring your own. At the same time, enemies are consumed by dread, their spirits breaking under the weight of your unholy power.

In addition to this divine status,you receive 500 Favor for the Warhammer 40K: Chaos Legions supplement and 500 Daemon Points for the Warhammer 40K: Daemon Legions supplement. These points are to be spent exclusively on units and upgrades dedicated to Khorne, ensuring that your forces are as bloodthirsty as their master. Additionally, any unit with the Mark of Khorne is enhanced at no extra cost, reflecting Khorne eternal favor.



Berzerker [600CP/Restricted to Mark Of Khorne]
Khorne has blessed you with the ultimate transformation into a Berzerker Marine, a fearsome warrior unmatched in rage and prowess. Your body becomes a living weapon, enhanced with extreme resilience, overwhelming strength, and the ability to shrug off all but the most devastating injuries. In this ascended state, you move with supernatural speed, striking down enemies in a whirlwind of violence that leaves no survivors.

As a Berzerker, your connection to Khorne grants you an endless reserve of stamina and the ability to fight for days without rest. Your strikes not only cleave through armor and flesh but also inspire terror in those who witness your rampage. Few can stand against your wrath, and even fewer live to tell of it. You are the ultimate instrument of Khorne's will, an eternal engine of slaughter driving his bloody conquests. This Perk also enhanced any ability of Khorne in origin by order of magnitude in this or future worlds ***See Notes.***



The Scourged

Unerring Insight [100CP]
You possess an uncanny ability to discern lies and deception in all their forms. Whether spoken aloud, hidden within written documents, or embedded in motives and intentions, you instinctively know when something is untrue. This ability extends even to truths obscured by omission or half-truths, allowing you to cut through layers of deceit and uncover the heart of any matter. Such insight makes you an invaluable interrogator, spy, and strategist, able to expose enemy plans, unveil hidden plots, and exploit vulnerabilities with surgical precision.

Whispered Echoes [100CP]
Your voice carries a haunting, otherworldly resonance, layered with faint echoes that seem to expose the hidden truths within the minds of those who hear you. Whether speaking casually or during interrogation, this aura of revelation compels others to reveal their secrets, often without realizing it. The whispers play upon the minds of your audience, amplifying feelings of guilt and unease, making it harder for them to maintain their composure.

Psychic Prodigy [200CP/Psyker Only]
The Warp flows through you with extraordinary intensity, marking you as one of Tzeentch's most gifted sorcerers. Your psychic abilities are vast and versatile, allowing you to manipulate the fabric of reality with ease. From devastating Warp-based attacks to complex manipulations of fate, you wield powers that rival the most skilled Librarians and psykers in the galaxy. This mastery extends to the battlefield, where you unleash torrents of destructive energy, summon spectral horrors, and bend the minds of your enemies to your will. Outside of combat, your sorcery allows you to influence events in subtle ways. You can unravel mysteries, scry distant locations, and even glimpse fragments of possible futures.

Sorcerous Empowerment [200CP]
Tzeentch has blessed you with the ability to channel the power of the Warp into objects and allies, imbuing them with otherworldly strength. Weapons crackle with chaotic energy, cutting through armor and flesh with ease, while armor becomes suffused with protective enchantments that deflect even the most devastating attacks. Your allies fight with ferocious tenacity, empowered by the unholy enhancements you bestow upon them. This ability extends to temporary creations and constructs. You can summon Warp-forged tools or weaponry in the heat of battle, each imbued with destructive potential.

Illusory Command [400CP]
Your mastery of illusion is unparalleled, allowing you to manipulate the perceptions of your enemies with frightening precision. On the battlefield, you can conjure phantom reinforcements, create false terrain, or mask the true positions of your forces. These illusions are so convincing that even the most advanced detection systems struggle to pierce their veil, wasting the resources and attention of your enemies.

Beyond combat, this ability serves as a tool for deception and manipulation. Entire strategies can be built around your illusory constructs, sowing confusion and despair among your adversaries. Your illusions can also inspire terror, manifesting as the deepest fears of those who oppose you. To your enemies, reality itself becomes an unreliable companion, leaving them vulnerable to your true strikes.

Eye of Tzeentch [400CP]
A physical manifestation of Tzeentch's favor, the Eye of Tzeentch, takes root within your body. This ever-watching eye grants you unparalleled foresight, allowing you to see through the fog of war and predict the movements of your enemies with uncanny accuracy. You can anticipate attacks, counter strategies, and adapt to rapidly changing combat scenarios, making you an almost invincible tactician on the battlefield.

This gift extends beyond combat, allowing you to peer into the threads of fate and discern the outcomes of various choices. You can subtly influence events, ensuring they align with your goals or Tzeentch's grand schemes.

Chosen of Tzeentch [600CP/Restricted to Mark Of Tzeentch and have Chaos Lord Perk]
You have been elevated to the status of Tzeentch's favored champion. Your mind is a fortress of cunning and intellect, impervious to psychic or mental manipulation. Your psychic abilities are enhanced to an almost godlike degree, allowing you to reshape reality and bend time in small but significant ways.

Additionally, you gain 500 Favor Points for the Warhammer 40K Army Supplement: Chaos Legions and 500 Favor Points for the Warhammer 40K: Daemon Legions. These points can be used only on Tzeentch-dedicated units, with Mark of Tzeentch upgrades being free. Your warband thrives in manipulation, psychic warfare, and sorcerous destruction.



Scourged Truthbearer [600CP/Restricted to Mark Of Tzeentch]
You are the ultimate embodiment of the Scourged's dark purpose, a being of terrifying intellect and power. The curse of hearing lies has evolved into a devastating weapon, turning the falsehoods of others into psychic backlash. Those who dare to deceive or resist you suffer excruciating mental agony, their minds shattered by the unbearable weight of their own deceit.

Your martial prowess rivals the greatest Chaos Space Marines, enhanced by the sorcerous might of a Daemon Prince. Tzeentch's essence flows through you, granting you the ability to twist reality with terrifying ease. On the battlefield, you are a living storm of psychic devastation and martial dominance, leading your warband to victory as the living embodiment of Tzeentch's ever-changing will. This Perk also enhanced any ability of Tzeentch in origin by order of magnitude in this or future worlds ***See Notes.***



Notes

1. For the perks Plague Marine, Berzerker, Noise Marine, and Scourged Truthbearer, Any abilities originated from other versions of the Chaos Gods in different jumps, whether in the future or the past, such as Age of Sigmar, the Old World, Blood Bowl, or another 40K jump. Their powers are also increased by significant magnitudes.