

## EQUIPAGGIAMENTO DEI CAMPIONI

| ARMI              | GITTATA                                                                                                                                               | TIPO             | Fd   | VP | Da | ABILITÀ                                                                                                                                                                       |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|------|----|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Pistola requiem   | 12"                                                                                                                                                   | Pistola 1        | 4    | 0  | 1  | -                                                                                                                                                                             |
| Ascia a catena    | Mischia                                                                                                                                               | Mischia          | 1    | -1 | 1  | -                                                                                                                                                                             |
| Spada a catena    | Mischia                                                                                                                                               | Mischia          | Mod. | 0  | 1  | Ogni volta che il portatore combatte può effettuare 1 attacco addizionale con quest'arma.                                                                                     |
| Artiglio fulmine  | Mischia                                                                                                                                               | Mischia          | Mod. | -2 | 1  | Puoi ripetere i tiri per ferire falliti di quest'arma. Se un modello è armato con due artigli fulmine, ogni volta che combatte può effettuare con essi 1 attacco addizionale. |
| Pistola plasma    | Quando attacchi con quest'arma scegli uno dei profili in basso.                                                                                       |                  |      |    |    |                                                                                                                                                                               |
| - Standard        | 12"                                                                                                                                                   | Pistola 1        | 7    | -3 | 1  | -                                                                                                                                                                             |
| - Sovraccarica    | 12"                                                                                                                                                   | Pistola 1        | 8    | -3 | 2  | Con un tiro per colpire pari a 1 il portatore viene ucciso.                                                                                                                   |
| Ascia potenziata  | Mischia                                                                                                                                               | Mischia          | 1    | -2 | 1  | -                                                                                                                                                                             |
| Maglio potenziato | Mischia                                                                                                                                               | Mischia          | x2   | -3 | D3 | Quando attacchi con quest'arma devi sottrarre 1 dal tiro per colpire.                                                                                                         |
| Mazza potenziata  | Mischia                                                                                                                                               | Mischia          | 2    | -1 | 1  | -                                                                                                                                                                             |
| Spada potenziata  | Mischia                                                                                                                                               | Mischia          | Mod. | -3 | 1  | -                                                                                                                                                                             |
| Fucile requiem    | 24"                                                                                                                                                   | Cadenza Rapida 1 | 4    | 0  | 1  | -                                                                                                                                                                             |
| Combirequiem      | 24"                                                                                                                                                   | Cadenza Rapida 2 | 4    | 0  | 1  | -                                                                                                                                                                             |
| Combifiamma       | Quando attacchi con quest'arma scegli uno dei profili in basso o entrambi. Se li scegli entrambi sottrai 1 da tutti i tiri per colpire di quest'arma. |                  |      |    |    |                                                                                                                                                                               |
| - Fucile requiem  | 24"                                                                                                                                                   | Cadenza Rapida 1 | 4    | 0  | 1  | -                                                                                                                                                                             |
| - Lanciafiamme    | 8"                                                                                                                                                    | Assalto D6       | 4    | 0  | 1  | Quest'arma colpisce automaticamente il bersaglio.                                                                                                                             |
| Combitermico      | Quando attacchi con quest'arma scegli uno dei profili in basso o entrambi. Se li scegli entrambi sottrai 1 da tutti i tiri per colpire di quest'arma. |                  |      |    |    |                                                                                                                                                                               |
| - Fucile requiem  | 24"                                                                                                                                                   | Cadenza Rapida 1 | 4    | 0  | 1  | -                                                                                                                                                                             |
| - Fucile termico  | 12"                                                                                                                                                   | Assalto 1        | 8    | -4 | D6 | Se il bersaglio si trova entro metà della gittata di questa arma, tira due dadi quando infliggi i danni con essa e scarta il risultato più basso.                             |
| Combiplasma       | Quando attacchi con quest'arma scegli uno dei profili in basso o entrambi. Se li scegli entrambi sottrai 1 da tutti i tiri per colpire di quest'arma. |                  |      |    |    |                                                                                                                                                                               |
| - Fucile requiem  | 24"                                                                                                                                                   | Cadenza Rapida 1 | 4    | 0  | 1  | -                                                                                                                                                                             |
| - Fucile plasma   | 24"                                                                                                                                                   | Cadenza Rapida 1 | 7    | -3 | 1  | Vedi fucile plasma                                                                                                                                                            |

## COMBIARMI

| ARMI             | GITTATA                                                                                                                                               | TIPO             | Fd | VP | Da | ABILITÀ                                                                                                                                           |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|----|----|----|---------------------------------------------------------------------------------------------------------------------------------------------------|
| Combirequiem     | 24"                                                                                                                                                   | Cadenza Rapida 2 | 4  | 0  | 1  | -                                                                                                                                                 |
| Combifiamma      | Quando attacchi con quest'arma scegli uno dei profili in basso o entrambi. Se li scegli entrambi sottrai 1 da tutti i tiri per colpire di quest'arma. |                  |    |    |    |                                                                                                                                                   |
| - Fucile requiem | 24"                                                                                                                                                   | Cadenza Rapida 1 | 4  | 0  | 1  | -                                                                                                                                                 |
| - Lanciafiamme   | 8"                                                                                                                                                    | Assalto D6       | 4  | 0  | 1  | Quest'arma colpisce automaticamente il bersaglio.                                                                                                 |
| Combitermico     | Quando attacchi con quest'arma scegli uno dei profili in basso o entrambi. Se li scegli entrambi sottrai 1 da tutti i tiri per colpire di quest'arma. |                  |    |    |    |                                                                                                                                                   |
| - Fucile requiem | 24"                                                                                                                                                   | Cadenza Rapida 1 | 4  | 0  | 1  | -                                                                                                                                                 |
| - Fucile termico | 12"                                                                                                                                                   | Assalto 1        | 8  | -4 | D6 | Se il bersaglio si trova entro metà della gittata di questa arma, tira due dadi quando infliggi i danni con essa e scarta il risultato più basso. |
| Combiplasma      | Quando attacchi con quest'arma scegli uno dei profili in basso o entrambi. Se li scegli entrambi sottrai 1 da tutti i tiri per colpire di quest'arma. |                  |    |    |    |                                                                                                                                                   |
| - Fucile requiem | 24"                                                                                                                                                   | Cadenza Rapida 1 | 4  | 0  | 1  | -                                                                                                                                                 |
| - Fucile plasma  | 24"                                                                                                                                                   | Cadenza Rapida 1 | 7  | -3 | 1  | Vedi fucile plasma                                                                                                                                |

WARHAMMER  
40,000

## CHAOS SPACE MARINES



• READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR  
• LIES DIES ZUERST • LEGGI PRIMA QUESTO

- BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue.
- AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique.
- POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico.
- VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN. Du benötigst einen Kunststoffseitschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern.
- PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica.

• EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES • EXPLICACIÓN DE SÍMBOLOS  
• ERLÄUTERUNG DER SYMBOLE • LEGENDA DEI SIMBOLI



• Choice of parts  
• Choix d'éléments  
• Modelos de componentes  
• Auswahl an Teilen  
• Scelta di componenti



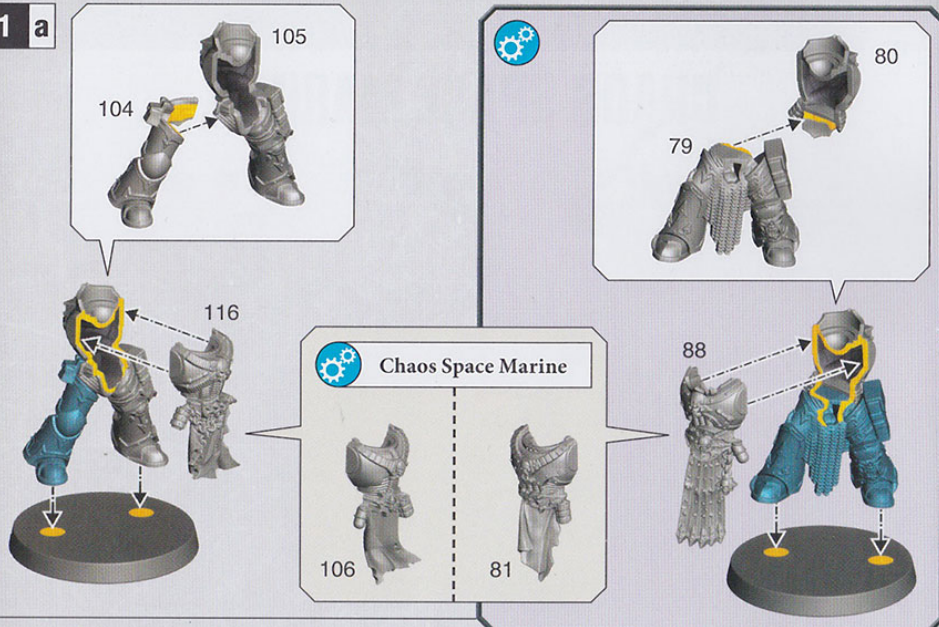
• Variant assembly  
• Variante d'assemblage  
• Variante de montage  
• Bauvariante  
• Assemblaggio alternativo



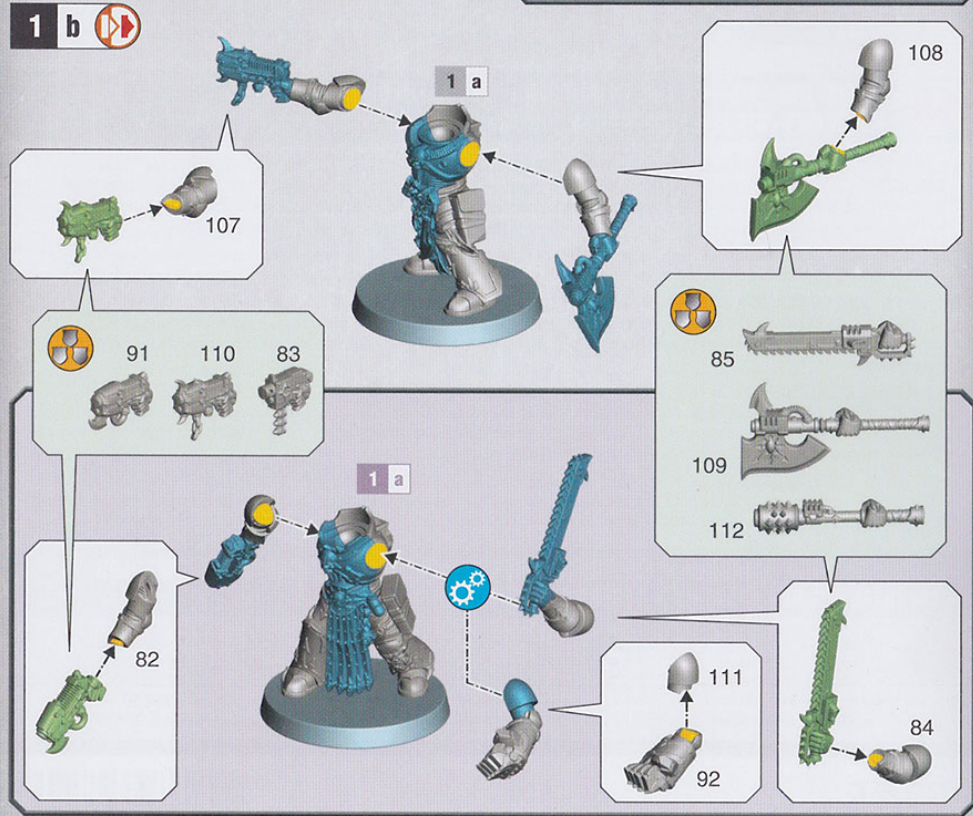
• Repeat process  
• Répéter l'étape  
• Repetir pasos  
• Vorgang wiederholen  
• Ripeti il processo

# 1 ASPIRING CHAMPION x1

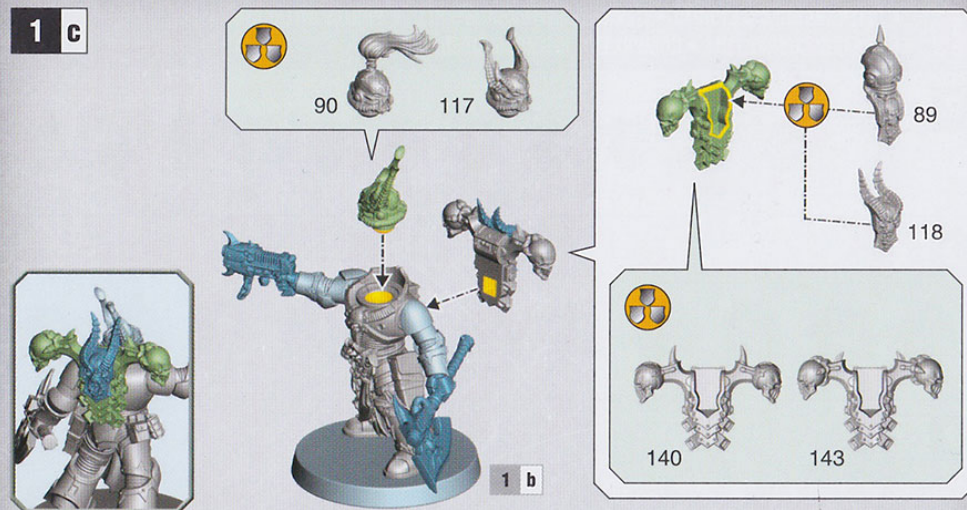
1 a



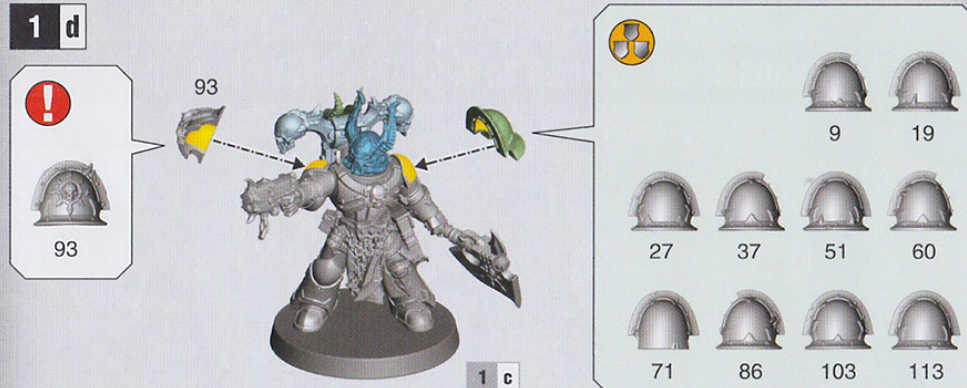
1 b



1 c



1 d



- Plasma pistol & power axe
- Pistolet à plasma & hache énergétique
- Pistola de plasma y hacha de energia
- Plasmapistole & Energieaxt
- Pistola plasma e ascia potenziata



- Plasma pistol & chainsword
- Pistolet à plasma & épée tronçonneuse
- Pistola de plasma y espada sierra
- Plasmapistole & Kettenschwert
- Pistola plasma e spada a catena



- Plasma pistol & power fist
- Pistolet à plasma & gantelet énergétique
- Pistola de plasma y puño de combate
- Plasmapistole & Energiefaust
- Pistola plasma e maglio potenziato



• INTERCHANGEABLE PARTS • ÉLÉMENTS INTERCHANGEABLES • PARTES INTERCAMBIABLES  
• AUSTAUSCHBARE TEILE • COMPONENTI INTERCAMBIABILI

2 a



2 b

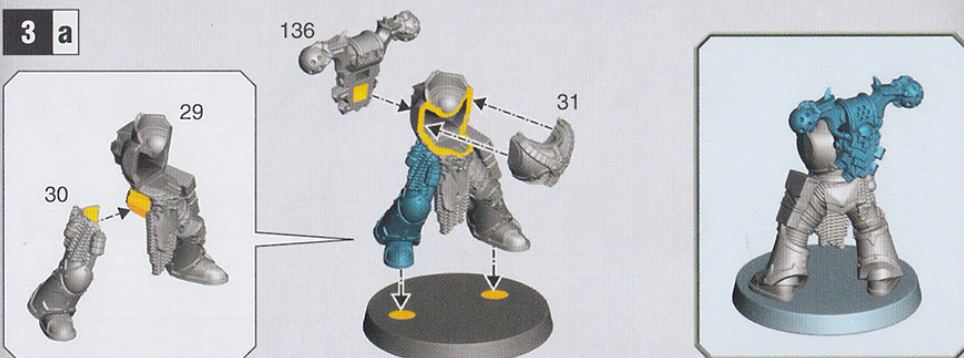


2 c



### 3 - 5 CHAOS SPACE MARINES WITH SPECIAL/HEAVY WEAPONS

3 a



• CHOOSE THE VARIANT YOU WANT TO BUILD • CHOISISSEZ LA VARIANTE À ASSEMBLER  
• ELIGE QUÉ VERSIÓN QUIERES MONTAR • WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST  
• SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

3 b



3 c

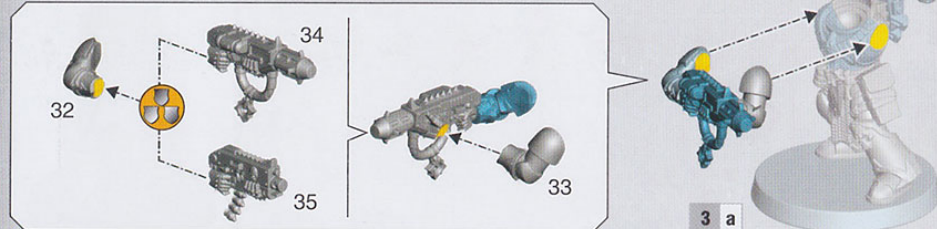


3 d



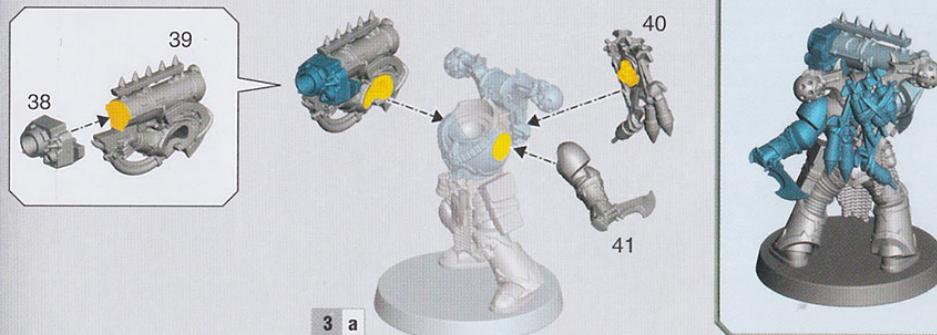
3 b

• Meltagun / Boltgun • Fuseur / Bolter • Rifle de fusión / Bólter  
• Melter / Bolter • Fusile termico / Fusile requiem

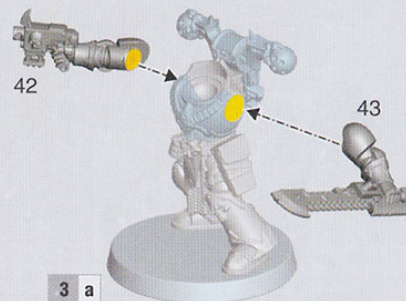


3 c

• Missile launcher • Lance-missiles • Lanzamisiles  
• Raketenwerfer • Lanciamissili



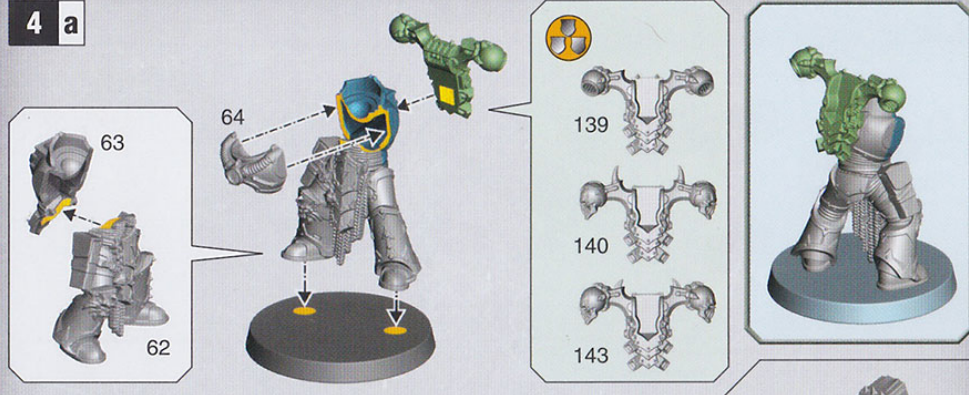
3 d



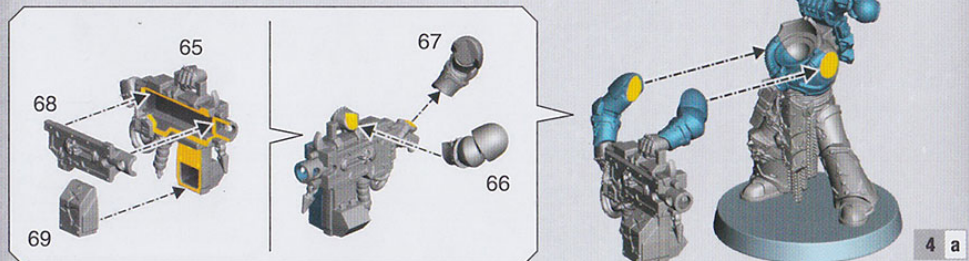
3 e



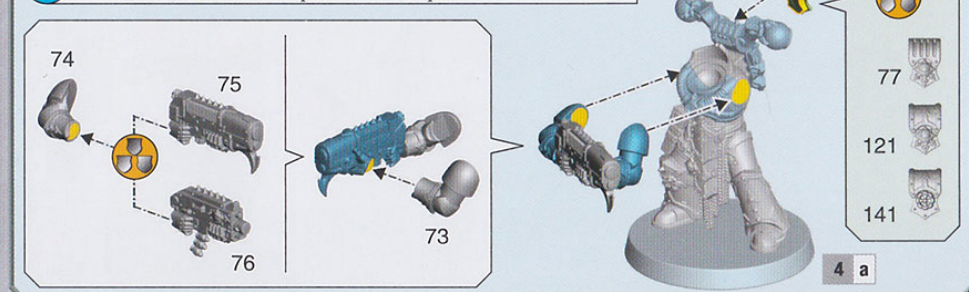
4 a



4 b • Heavy bolter • Bolter lourd • Bólter pesado • Schwerer Bolter • Requiem pesante



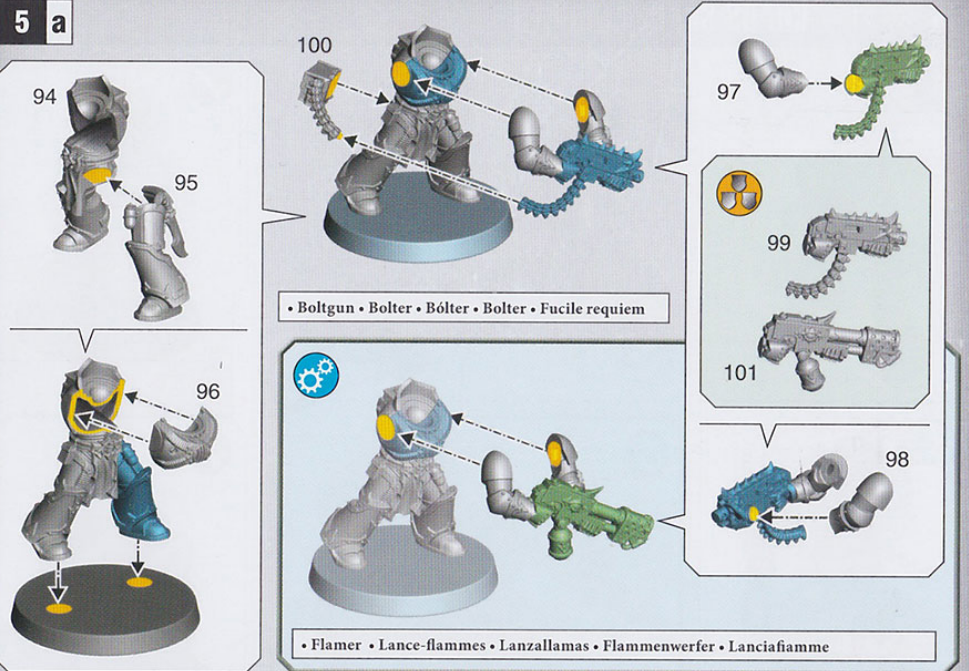
• Plasma gun / Boltgun • Fusil à plasma / Bolter • Rifle de plasma / Bólter • Plasmawerfer / Bolter • Fucile plasma / Fucile requiem



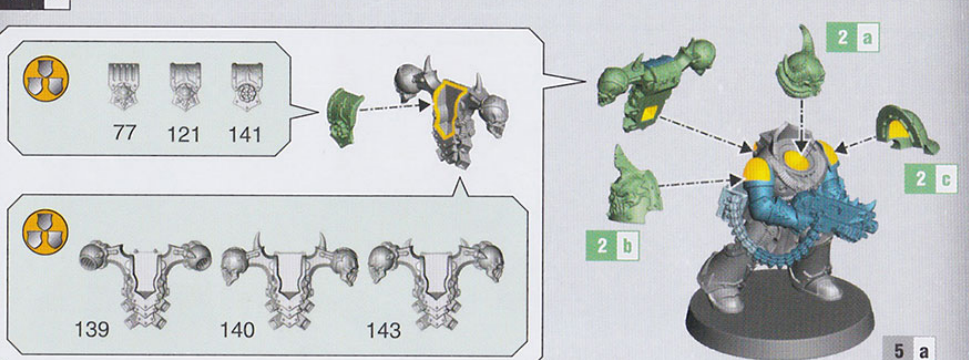
4 c



5 a



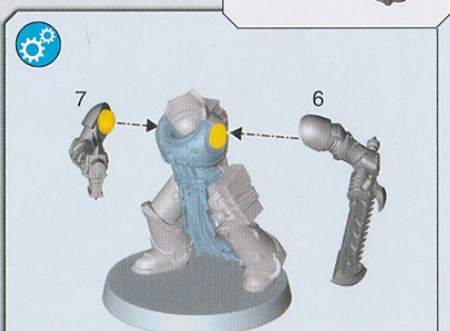
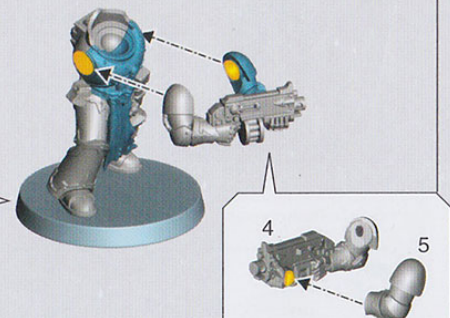
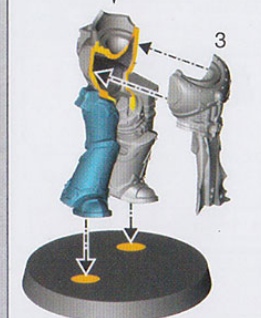
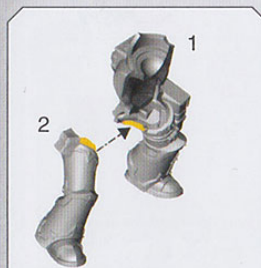
5 b



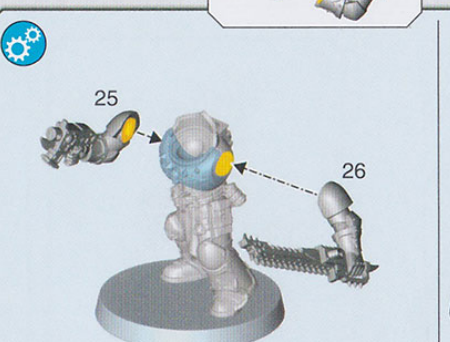
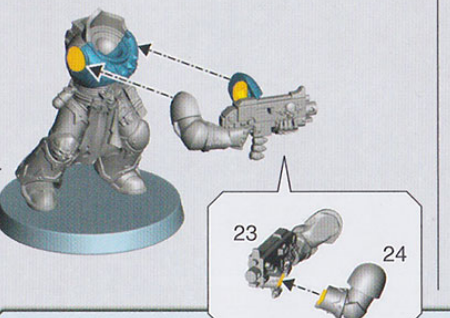
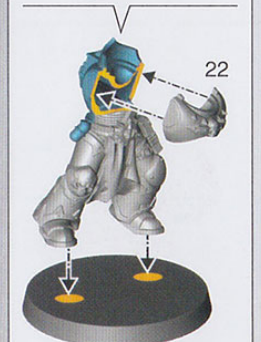
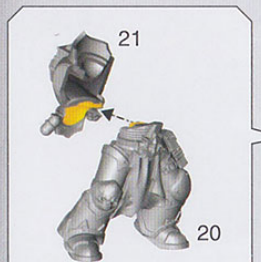
✓



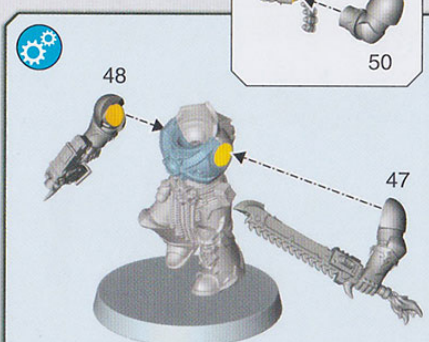
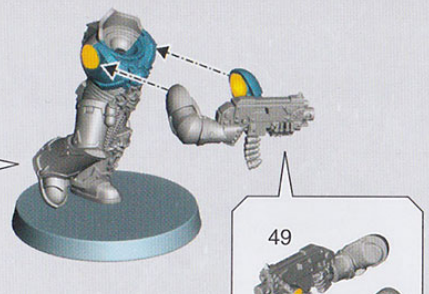
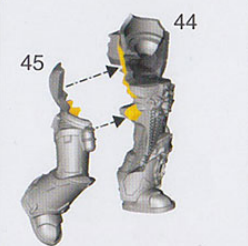
6



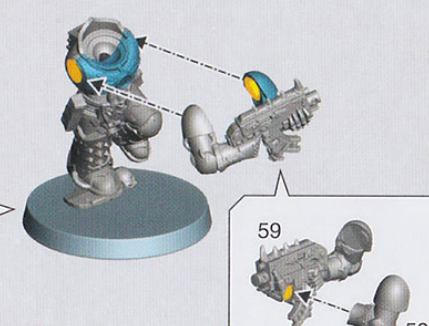
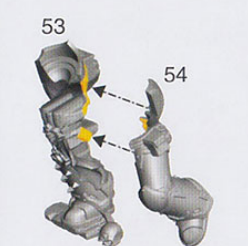
7



8



9



10



11

x5



x1



134



135



131



132



133



137

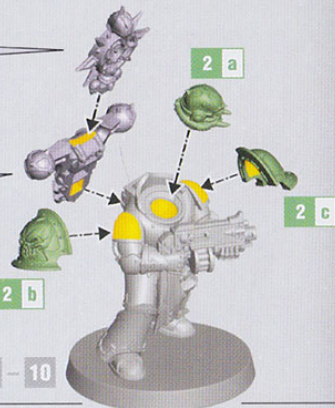


138



142

6 - 10



ENGLISH

These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the codex relevant to your army.

## CHAOS SPACE MARINES

4

POWER

| NAME               | M  | WS | BS | S | T | W | A | Ld | Sv |
|--------------------|----|----|----|---|---|---|---|----|----|
| Chaos Space Marine | 6" | 3+ | 3+ | 4 | 4 | 1 | 1 | 7  | 3+ |
| Aspiring Champion  | 6" | 3+ | 3+ | 4 | 4 | 1 | 2 | 8  | 3+ |

This unit contains 1 Aspiring Champion and 4 Chaos Space Marines. It can include up to 5 additional Chaos Space Marines (**Power Rating +4**), up to 10 additional Chaos Space Marines (**Power Rating +7**) or up to 15 additional Chaos Space Marines (**Power Rating +10**). Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

| WEAPONS       | RANGE                                                              | TYPE         | S    | AP | D  | ABILITIES                                                                      |
|---------------|--------------------------------------------------------------------|--------------|------|----|----|--------------------------------------------------------------------------------|
| Bolt pistol   | 12"                                                                | Pistol 1     | 4    | 0  | 1  | -                                                                              |
| Boltgun       | 24"                                                                | Rapid fire 1 | 4    | 0  | 1  | -                                                                              |
| Plasma pistol | When attacking with this weapon, choose one of the profiles below. |              |      |    |    |                                                                                |
| - Standard    | 12"                                                                | Pistol 1     | 7    | -3 | 1  | -                                                                              |
| - Supercharge | 12"                                                                | Pistol 1     | 8    | -3 | 2  | On a hit roll of 1, the bearer is slain.                                       |
| Chainsword    | Melee                                                              | Melee        | User | 0  | 1  | Each time the bearer fights, it can make 1 additional attack with this weapon. |
| Frag grenade  | 6"                                                                 | Grenade D6   | 3    | 0  | 1  | -                                                                              |
| Krak grenade  | 6"                                                                 | Grenade 1    | 6    | -1 | D3 | -                                                                              |

### WARGEAR OPTIONS

- The Aspiring Champion may replace his bolt pistol and boltgun with items from the *Champion Equipment* list.
- Any Chaos Space Marine may replace his boltgun with a chainsword.
- One Chaos Space Marine may replace his bolt pistol with a plasma pistol, or replace his boltgun with one item from the *Special Weapons* or *Heavy Weapons* list.
- If the unit numbers ten or more models, an additional Chaos Space Marine may replace his boltgun with one item from the *Special Weapons* or *Heavy Weapons* list.
- One model may take a Chaos Icon.

### ABILITIES

Death to the False Emperor

### FACTION KEYWORDS

CHAOS, <MARK OF CHAOS>, HERETIC ASTARTES, <LEGION>

### KEYWORDS

INFANTRY, CHAOS SPACE MARINES

### SPECIAL WEAPONS

| WEAPON        | RANGE                                                              | TYPE         | S | AP | D  | ABILITIES                                                                                                                      |
|---------------|--------------------------------------------------------------------|--------------|---|----|----|--------------------------------------------------------------------------------------------------------------------------------|
| Flamer        | 8"                                                                 | Assault D6   | 4 | 0  | 1  | This weapon automatically hits its target.                                                                                     |
| Meltagun      | 12"                                                                | Assault 1    | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Plasma gun    | When attacking with this weapon, choose one of the profiles below. |              |   |    |    |                                                                                                                                |
| - Standard    | 24"                                                                | Rapid Fire 1 | 7 | -3 | 1  | -                                                                                                                              |
| - Supercharge | 24"                                                                | Rapid Fire 1 | 8 | -3 | 2  | On a hit roll of 1, the bearer is slain after all of this weapon's attacks have been resolved.                                 |

### HEAVY WEAPONS

| WEAPON             | RANGE                                                              | TYPE     | S | AP | D  | ABILITIES |
|--------------------|--------------------------------------------------------------------|----------|---|----|----|-----------|
| Autocannon         | 48"                                                                | Heavy 2  | 7 | -1 | 2  | -         |
| Heavy bolter       | 36"                                                                | Heavy 3  | 5 | -1 | 1  | -         |
| Lascannon          | 48"                                                                | Heavy 1  | 9 | -3 | D6 | -         |
| Missile launcher   | When attacking with this weapon, choose one of the profiles below. |          |   |    |    |           |
| - Frag missile     | 48"                                                                | Heavy D6 | 4 | 0  | 1  | -         |
| - Krak missile     | 48"                                                                | Heavy 1  | 8 | -2 | D6 | -         |
| Reaper chaincannon | 24"                                                                | Heavy 8  | 5 | -1 | 1  | -         |