

Chaos Space Marines custom Detachments and Formations

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Introduction

The current Chaos Space Marines Codex is globally considered as one of the weakest for the 7th Edition rules of Warhammer 40000. Many custom rules exist in many places (among internet websites or local groups of players) to give Chaos Space Marines some buffs, diversity and fluffy identities, but these often lack of coherency or are not really fully integrated with the 7th edition game system.

This document aims at providing unofficial Detachments and Formations (waiting for official ones in a future official next version of the Codex) with concerns of balance, fluff and variety, so that everybody could locally propose and defend them when actually playing.

1. Why Detachments and Formations ?

Because these are the easiest way to integrate specific rules and army lists building into the 7th Edition. Modifying units point costs or Codex generic rules is far more difficult to balance and justify. Detachments and Formations are independent from one another. Any of them may be changed, removed or added without impacting others, and leaving the Codices/Supplements untouched.

2. What about the sources ?

Detachments and Formations may be inspired by those of other Codices. That does not mean that it's just a matter of copy/paste, even from Loyal Space Marines Codices, but they can be a base of comparison, inspiration and even justification or balance.

Every unit comes from the CSM Codex in matter of cost, battlefeild role and equipment, but every Detachment/Formation may be layered with the Black Legion or Crimson Slaughter supplements (using specific rules, artefacts, warlord traits, battlefield roles, ... exactly as we use them for a classic CSM Codex CAD or Allied Detachment).

ForgeWorld sources are not included, as many people do not know/use them.

Detachments/Formations may (an will) however provide specific organisation slots and rules for its units.

Their specific rules should ideally not overlap what already does exist into the sources (i.e. not giving Fearless to a unit as the Icon of Vengeance already allows it, but maybe lowering the price for it).

3. What about the equipment, new units and transports ?

As mentioned here above, nothing is added to the existing Codices. It means therefore that CSM are not about to use SM advanced technology (even if some equivalents could appear in Detachments/Formations at times), and that Drop Pods are not being involved either.

4. What about the fluff, especially regarding the former Legions ?

All these Detachments/Formations should eventually be able to represent all the aspects of Chaos Warbands and Former Legions. In order to get them really different (and not too numerous), they must avoid being too specific, though.

For instance, a "Terror Warband" Detachment would be a good choice for Night Lords but would not prevent the use of Chaos Marks (if a player wants to make his army closer to the Night Lords fluff, he just have to choose not to buy any marks for his units). If a player wants to field up his Plague Marines by squads of 7, he may. But the Formation will not force it.

Detachments/Formations aren't also linked to Legions on a 1-1 base. An Alpha Legion army could work as an "Armoured Spearhead" or a "Cover Operative" depending on the context. Detachments/Formations are oriented, and come from several aspects of the global CSM fluff, but are not limited to it.

A Primary Detachment may be completed by other Detachments (even basic CAD or Allied ones) or Formations to make up the entire Army List (as fluffy as the player wants it, knowing that he can end up with an Unbound Detachment when needed).

5. Detachment or Formation ?

The distinction between them is not always clear. One of the main criteria is that a Formation will list, at least, one specific unit, where a Detachment only lists battlefield roles. Anyway, a Formation is a Detachment and may be selected by itself (even as Primary Detachment).

6. What makes the difference between Loyal and Traitor Space Marines ?

This question is not an easy one, and almost each player gets his own answer. The best answer I can find is that the units that really represent a Legion or Warband strategy/identity/philosophy (aka "fluff") are HQ and Chosen ones. Therefore, I have used the following generic rule ("Chosen amongst the Chosen") for many Detachments/Formations : « Each unit of Chosen or HQ from this Detachment/Formation may buy the XXX trait for a certain amount of points per model » (previously, it was a fixed bunch of 10 points, based upon the "Preferred Enemy" trait available for Crimson Slaughter Draznicht's Ravagers).

The use of Chosen is, by default, quite limited. In order to improve their diversity and mobility (and give more fluffy options to the player), each Detachment/Formation with the "Chosen amongst Chosen" rule also allows them to ride bikes (+7pts/model) or wear jump packs (+3pts/model).

Undivided Detachments

These Detachments are Chaos Undivided oriented by default, but may be dedicated to one God if needed. Cult Marines formations are separate, but that does not prevent players to pick up basic Cult Marines within Undivided Detachments.

1. Armoured Spearhead Detachment

Inspiration

The favoured strategy of the former Sons of Horus in order to crush their enemies : a solid center and flanking moves.

Force Organisation

Same as a basic CAD, probably one of the most usual strategies for Warbands and former Legions when they have the numbers.

- 1-2 HQ
- 2-6 Troops
- 0-3 Elites
- 0-3 Fast Attack
- 0-3 Heavy Support
- 0-1 Fortifications
- 0-1 Lord of War

Rules

- *Chosen amongst the Chosen* : each unit of Chosen and HQ from this Detachment may buy the Stubborn trait for 2 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Pincers Attack* : before deployment, D3 units of this detachment may be given the Outflank trait.
- *Hammer and Anvil* : if primary, reserve rolls may be modified by +1 or -1 (after roll) for any unit of this detachment.
- *Objective Secured* : Troops from this Detachment have the Objective Secured trait.

2. Daemoniac Pact Detachment

Inspiration

Late Heresy Word Bearers battles (Calth and the Shadow Crusade, amongst others), marked by the Warp and its Daemoniac inhabitants.

Force Organisation

It's a kind of merge between a CSM CAD and a Daemons Allied Detachment (even if it may be played with CSM only). This pact is symbolized by the 2 mandatory HQs (which also can match the Word Bearers Dark Apostle/Coryphus duality).

- 2 HQ (one must be chosen from the CSM Codex)
- 2-6 Troops (two may be chosen from the Daemons Codex)
- 0-3 Elites (one may be chosen from the Daemons Codex)
- 0-3 Fast Attack (one may be chosen from the Daemons Codex)
- 0-3 Heavy Support (one may be chosen from the Daemons Codex)
- 0-1 Fortifications
- 0-1 Lord of War

Rules

- *Hell Comes with Them* : if it is the Primary Detachment, the Daemons Warp Storm table is in use.
- *Warp Engines Corruption* : vehicles with Daemonic Possession, as far as Helbrutes, gain the Daemon trait.
- *Chosen amongst the Chosen* : each unit of Chosen and HQ from this Detachment may buy the Daemon trait for 10 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Dual Command* : after rolling for his trait, the Warlord may decide to choose between the corresponding CSM (standard, Black Legion or Crimson Slaughter, depending on the layer of the Detachment) or Daemons Warlord Trait tables entries.

3. Siege Warfare Detachment

Inspiration

Armoured Iron Warriors armies and strategies.

Force Organisation

Less Fast Attack slots (these could come from another Formation, though) for more Heavy Support and Fortifications.

- 1-2 HQ
- 2-6 Troops
- 0-3 Elites
- 0-1 Fast Attack
- 1-4 Heavy Support
- 0-2 Fortifications
- 0-1 Lord of War

Rules

- *Chosen amongst the Chosen* : each unit of Chosen and HQ from this Detachment may buy the Tank Hunters trait for 5 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Torrent of Fire* : all Heavy, Ordnance and Barrage weapons from this detachment reduce opponent's cover saves by 1.
- *Ideal Mission Commander* : if the Warlord comes from this Detachment, he may reroll his Warlord Trait.
- *Shoot This Down* : flakk missiles are available for all missile launchers for free.

4. Terror Warband Detachment

Inspiration

Moving through shadows, slicing enemies and making them cry for mercy : terror is the real weapon. That detachment is directly inspired by the Night Lords' way of doing war.

Force Organisation

Less Heavy Support slots (these could come from another Formation, though) for more Fast Attacks.

- 1-2 HQ
- 2-6 Troops
- 0-3 Elites
- 1-4 Fast Attack
- 0-2 Heavy Support
- 0-1 Fortifications
- 0-1 Lord of War

Rules

- *Chosen amongst the Chosen* : each unit of Chosen and HQ from this Detachment may buy the Hit and Run for 2 pts/model or Shrouded traits for 5 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Fear is the Key* : all units of this Detachment cause Fear (Crimson Slaughter layer is therefore not mandatory, but may be redundant).
- *Living Nightmares* : opponent units have a -2 penalty for Fear tests against any unit of this Detachment.
- *Fear of the Dark* : if it is the Primary Detachment and the Night Fighting rules are allowed by the Scenario, the player may force Night Fighting for turn one. All units from this Detachment have the Night Vision trait.

5. Undercover Operatives Detachment

Inspiration

The Horus Heresy series, principally stories involving Alpha Legion operations (Legion, Deliverance Lost, the short story about AL operating against AL). A small CSM force with a specific agenda, converting or manipulating local forces to fight against their enemies while they proceed to their hidden own objectives.

Force Organisation

This small Detachment aims at being used with other (and larger) ones which are always Allies of Convenience (whether they are Daemons, Necrons, Eldars, Imperium, ...). Note that with a Black Legion layer, up to 4 Chosen units may be selected (and benefit from the "Chosen amongst the Chosen" rule).

- 1 HQ
- 1-2 Troops
- 0-2 Elites
- 0-1 Fast Attack
- 0-1 Heavy Support

Rules

- *Undercover Planning* : if it is the Primary Detachment, all other detachments (even Battle Brothers) are considered as Allies of Convenience.
- *Unexpected Move* : if it is the Primary Detachment, the player may reroll his "Seize the initiative" roll (with a +1 bonus) or force his opponent to do so.
- *Secret Agenda* : every unit from this detachment has the "Objective Secured" trait.
- *Chosen amongst the Chosen* : each unit of Chosen and HQ from this Detachment may buy the Infiltrators trait for 3 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Ideal Mission Commander* : if the Warlord comes from this Detachment, he may reroll his Warlord Trait.

Cult Marines Formations

These are Formations because they include at least one unit of their respective specific Chaos God dedicated unit. HQ is not mandatory (so that they may be included within an army without specific HQ). If they are the primary detachment, though, units marked by the God, as far as specific Cult Marines, get an additional bonus.

1. Undomitable Slaughter Formation

Inspiration

Plain and classic Chaos bloody rampage, for Warbands dedicated to Khorne and the first of them : the infamous World Eaters.

Force Organisation

- 0-2 HQ
- 2-6 Troops (including, at least, one Berserkers unit)
- 0-3 Elites
- 0-3 Fast Attack
- 0-2 Heavy Support
- 0-1 Lord of War

Rules

- *Chosen amongst the Chosen* : each unit of Chosen and HQ from this Detachment may buy the Rampage trait for 4 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Fanatic Worshippers* : all units of this Detachment must buy the Mark of Khorne (whenever possible). No Mark or Daemons of Slaanesh may be present into the global army list.
- *Favoured by Khorne* : if it is the primary detachment, all models marked by Khorne get the Adamantium Will trait and Berserkers have the Rampage trait.

2. Insane Melody Formation

Inspiration

Slaanesh worshippers with their sonic weapons.

Force Organisation

- 0-2 HQ
- 2-6 Troops (including, at least, one Noise Marines unit)
- 0-3 Elites
- 0-3 Fast Attack
- 0-3 Heavy Support
- 0-1 Fortifications
- 0-1 Lord of War

Rules

- *Chosen amongst the Chosen* : each unit of Chosen and HQ from this Detachment may buy the Outflank and Acute Senses traits for 3 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Fanatic Worshippers* : all units of this Detachment must buy the Mark of Slaanesh (whenever possible). No Mark or Daemons of Khorne may be present into the global army list.
- *Favoured by Slaanesh* : if it is the primary detachment, all models marked by Slaanesh get the Crusader trait and every vehicle may be equipped with a Dirge Caster or replace one of its Heavy weapons with a Blastmaster for free.

3. Decaying Corpses Formation

Inspiration

Nurgle rotting followers.

Force Organisation

- 0-2 HQ
- 2-6 Troops (including, at least, one Plague Marines unit)
- 0-3 Elites
- 0-1 Fast Attack
- 0-3 Heavy Support
- 0-1 Fortifications
- 0-1 Lord of War

Rules

- *Chosen amongst the Chosen* : each unit of Chosen and HQ from this Detachment may buy the Shrouded for 5 pts/model or Feel No Pain traits for 4 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Fanatic Worshippers* : all units of this Detachment must buy the Mark of Nurgle (whenever possible). No Mark or Daemons of Tzeentch may be present into the global army list.
- *Favoured by Nurgle* : if it is the primary detachment, all models marked by Nurgle get the Stubborn trait and Plague Marines the Shrouded trait.

4. Dusty Souls Formation

Inspiration

Tzeentch followers and the pre-heresy Thousand Sons.

Force Organisation

- 0-2 HQ
- 2-6 Troops (including, at least, one Thousand Sons unit)
- 0-3 Elites
- 0-2 Fast Attack
- 0-2 Heavy Support
- 0-1 Fortifications
- 0-1 Lord of War

Rules

- *Chosen amongst the Chosen* : each unit of Chosen from this Detachment may buy the Brotherhood of Psykers (level 1) trait for 3 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Fanatic Worshippers* : all units of this Detachment must buy the Mark of Tzeentch (whenever possible, but giving a 5+ invulnerable save to units which don't have one by default). No Mark or Daemons of Nurgle may be present into the global army list.
- *The Sorcerer Commands* : if it is the primary detachment, Thousand Sons still lead by their Sorcerer are Relentless instead of Slow and Purposeful, and Sorcerers may also generate powers from the Divination and Telekinesis lists.

Additional Formations

These formations are less Legions or Warbands oriented. They are a kind of auxiliary or support forces for the army. Helbrutes and Cultists Dataslate formations complete those.

1. Ritual Offering Formation

Inspiration

Dark Apostles sacrificing consent human cultists to bind up bloody rituals with the Dark Powers of the Warp.

Force Organisation

- 1-2 Dark Apostle
- 3-6 Chaos Cultists

Rules

- *Diabolists* : Dark Apostles gain the Psyker (ML 1) trait.
- *Dark Channeling* : Dark Apostles may redirect any wound from Perils of the Warp affecting them to any model of the respective unit they have joined.
- *Sacrifice* : during the Psychic Phase, before rolling the Warp Charges dice, the player may give +1 to the result for every cultist he removes from any cultists units joined by a Dark Apostle (max. 6).

2. Children of the Warp Formation

Inspiration

The false rumour of a new CSM Codex for 2016. All these rules are needed by Mutilators, Warp Talons and Possessed just to match up the 7th edition system.

Force Organisation

- 2-4 units of Possessed, Warp Talons or Mutilators

Rules

- *Daemonic Symbiosis* : Possessed may reroll their Vessels of Chaos or Slaves to the Voices roll each turn.
- *Through the Veil* : all units may charge during the turn they come into play by Deep Strike.

3. Sorcerers Coven Formation

Inspiration

The Librarian Conclave Space Marines formation, as far as the story of the last World Eaters brotherhood during the Shadow Crusade.

Force Organisation

- 2-4 Sorcerers
- 0-2 units of Chosen

Rules

- *Chosen amongst the Chosen* : each unit of Chosen from this Detachment may buy the Brotherhood of Psykers (level 1) trait for 3 pts/model. Chosen may also ride bikes (+7pts/model) or use Jump Packs (+3pts/model).
- *Ruinous Rivalry* : all marked characters and units from this formation with the Psyker trait generate one additional power from one of their selected lists.
- *Warp Affinity* : any unit or character of this formation with the Psyker trait standing within 12" of any other one may reroll the Perils of the Warp result.

4. Dark Mechanicum Formation

Inspiration

All the stuff coming from a Dark Mechanicum Forge, plus the optional Warpsmith and his retinue.

Force Organisation

- 0-1 Warpsmith
- 0-1 unit of Chosen
- 2-6 Defilers, Forgefiends, Heldrakes or Maulerfiends
- 0-4 Land Raiders, Vindicators, Helbrutes or Predators

Rules

- *Dark Mechanicum Adepts* : each unit of Chosen from this Detachment may buy the Fleshmetal trait for 10 pts/model.
- Land Raiders, Vindicators, Helbrutes and Predators must buy the Daemonic Possession trait.
- All vehicles of this formation gain the Daemonforge and Daemon traits.