

Know Thy Enemy – Chaos Space Marine Legions

By Jashyr

With the help of our Gue'vesa allies, several subgroups among the gue'la worshippers of 'Chaos' have been identified and marked for further study. Our findings have discovered a wide range of differing stratagems used by these subgroups which I have detailed in my report...

Notes on Militant Gue'la Religious Subgroups

Report to Shas'ar'tol Command by Shas'o Ke'lshan Tar'ra

As detailed by Omega last issue, Chaos Marines have varied troops available to them under their usual army list, however they also have special rules for each of the different Legions. The special options for these Legions bring different qualities and challenges to CSM army lists, along with several nasty surprises for their opponents.

The Black Legion

The 'standard' legion which sticks to the main army list. The only big surprise they could spring is Abaddon the Despoiler as their commander, but taking him in an army fighting Tau is like taking a multi-melta to a knife fight. He's superlative in hand-to-hand but overkill against us, even with Kroot allies – he's mainly for taking down the opposition's combat monsters and we just don't have any.

The Alpha Legion

Nothing to see here, move along. The masters of stealth among the CSM. If it's Alpha Legion it can probably infiltrate. The nasty surprise is usually the entire Alpha Legion setup being 12" away from your front line. They can also take their own version of gue'vesa squads that, yep you guessed it, can infiltrate too. On the bright side, they don't use daemons very often but they don't really need to.

Iron Warriors

Artillery, more artillery, possibly a few walking armament factories and some more artillery. These guys can take more than the usual heavy support choices and can spend them on some of the more destructive Imperial Guard tanks at the expensive of foregoing any daemonic troops. On the bright side, we usually win long range shooting matches.

Night Lords

As their name suggests, these troops excel at night fighting. They have a few more tricks and may buy a special ability which increases their cover saves. Coupled with an option to take more than the usual fast attack choices, they can prove an annoyance.

Word Bearers.

This Legion relies on daemons. Lots of them. This gives us a few rounds to whittle down the non-daemonic troops before the summoning rolls kick in. Lack of missile attacks for the daemons also gives us a major edge over this Legion.

Death Guard

Fearless, incredibly tough and ugly as sin – the Death Guard are pestilence personified. The increase in toughness for all the basic troopers is really annoying but doesn't count when calculating instant death hits. Death Guard commanders occasionally 'forget' this. Typhus, the special character that may only be taken by the Death Guard, is a terror in hand-to-hand

and much more deadly against us than even Abaddon. His deep striking capability due to his Terminator armour isn't fun for his opponent.

Emperor's Children

They may dress in florescent pink but this Legion have the most potent ranged weaponry of all the Chaos Marine Legions – Sonics. This range of weapons can alternate between assault and heavy weaponry at will. Lucius, the special character that may only be taken by the Emperor's Children, is another hand-to-hand monster – but this one isn't in terminator armour and can't deep strike.

The Thousand Sons

Really expensive but with fearless, an extra wound and the 'slow and purposeful' trait for the rank and file and sorcery for their sergeants, the Thousand Sons are fairly potent. Their psychic powers (one of which is practically an assault capable multi-melta!) are hideously good. Ahriman, the special character that may only be taken by the Thousand Sons, is a major threat with a seriously evil range of psychic powers and should be cut down before he can get into range to kill us all.

World Eaters

The antithesis of the Tau – berserking close-combat monsters with loads of attacks who will often forego ranged attacks to get closer to hand-to-hand combat. If they reach your front lines, the battle is lost – however they are notoriously easy to divert away as they must charge anything within reach. Drones are perfect for leading them into crossfires. Kharn, the special character that may only be taken by the World Eaters, is a raving maniac who'll attack his own side given half a chance. He's also more vulnerable to the 'drone diversion' tactic than the average World Eater so use this to your advantage.