



PLAYER	Mike Adams
ARMY	The Fast And The Furious (Chaos Space Marines)

UNIT	WS	BS	S	T	W	I	A	Ld	Sv	NOTES	POINTS
HQ Chaos Lord	5	5	4	4	3	5	3	10	3+ /5+	Combi-flamer, Dark Blade, frag grenades, Mark of Chaos Undivided, Daemonic Aura, Personal Icon	126
Elites 3 Obliterators	4	4	5	5	2	4	2	9	2+ /5+	Fearless, Body Weapons, Obliterator Weapons, Deep Strike, Slow and Purposeful, Daemonkin	210
Troops 7 Chaos Space Marines	4	4	4	4	1	4	1	9	3+	Frag grenades, Mark of Chaos Undivided, Plasma gun	122
Aspiring Champion	4	4	4	4	1	4	2	10	3+	Power fist	+28
										All mounted in a Chaos Rhino (see below)	+50
6 Bloodletters	4	0	5	4	1	4	2	10	3+ /5+	Hellblades, Must charge & sweeping advance, Summoned, Invulnerable, Instability	156
Fast Attack 4 Chaos Space Marine Bikers	4	4	4	4/5	1	4	2	9	3+	Frag grenades, Furious Charge, Iron Steeds	152
Aspiring Champion	4	4	4	4/5	1	4	3	10	3+	Power weapon	+23
Heavy Support Chaos Dreadnought	4	4	6 /10	Front 12 Side 12 Rear 10		4	3	-	-	Walker, Twin-linked lascannon, Smoke launchers, Extra armour, Fire Frenzy	133

VEHICLE	Front	Side	Rear	BS	TYPE & NOTES	POINTS
Chaos Rhino	11	11	10	4	Tank, Combi-bolter, Fire Points 1 (upto 2 Marines), Access Points 3, Reliable	50

Total Points 1000

WEAPON	Range	Str	AP	Type	NOTES
Bolter	24"	4	5	Rapid Fire	
Bolt pistol	12"	4	5	Pistol	
Flamer	Template	4	5	Assault 1	No cover save
Lascannon	48"	9	2	Heavy 1	
Autocannon	48"	7	4	Heavy 2	
Missile Launcher (frag)	48"	4	6	Heavy 1	Blast
Heavy bolter	36"	5	4	Heavy 3	
Plasma gun	24"	7	2	Rapid Fire	Gets Hot
Meltagun	12"	8	1	Assault 1	+D6 vehicle armour penetration within 6"

