














## 1500 Pts - Chaos Daemons - Tzeentch of Herald Sample List 2

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Herald of Tzeentch (1 ⚔, 75 pts)</b>												
Herald of Tzeentch	1		3	4	3	3	2	3	2	8	-/5(i)	75
(C:CD, pp. 38 & 95); <b>Infantry</b> (Character); DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; DR: Exalted Rewards; Psyker (Mastery Level 1)												
<b>HQ: Herald of Tzeentch (1 ⚔, 45 pts)</b>												
Herald of Tzeentch	1		3	4	3	3	2	3	2	8	-/5(i)	45
(C:CD, pp. 38 & 95); <b>Infantry</b> (Character); DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; Psyker (Mastery Level 1); <b>Warlord</b>												
<b>HQ: Herald of Tzeentch (1 ⚔, 45 pts)</b>												
Herald of Tzeentch	1		3	4	3	3	2	3	2	8	-/5(i)	45
(C:CD, pp. 38 & 95); <b>Infantry</b> (Character); DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; Psyker (Mastery Level 1)												
<b>HQ: Herald of Tzeentch (1 ⚔, 45 pts)</b>												
Herald of Tzeentch	1		3	4	3	3	2	3	2	8	-/5(i)	45
(C:CD, pp. 38 & 95); <b>Infantry</b> (Character); DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; Psyker (Mastery Level 1)												
<b>Elite: Flamers of Tzeentch (5 ⚔, 120 pts)</b>												
Flamers of Tzeentch	4		2	4	4	4	2	4	2	7	-/5(i)	120
(C:CD, pp. 39 & 99); <b>Jump Units</b> ; rW: Flames of Tzeentch; DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Warpflame; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; Bulky; Deep Strike												
Pyrocaster	1		2	5	4	4	2	4	2	7	-/5(i)	[28]
<b>Character</b> ; rW: Flames of Tzeentch; S: Daemonic Instability; S: Warpflame												
<b>Troops: Pink Horrors of Tzeentch (20 ⚔, 185 pts)</b>												
Pink Horrors of Tzeentch	19		3	3	3	3	1	3	1	7	-/5(i)	185
(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; S: Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; <b>Discipline of Change</b>												
Iridescent Horror	1		3	3	3	3	1	3	2	7	-/5(i)	[14]
<b>Character</b> ; S: Daemonic Instability												
<b>Troops: Pink Horrors of Tzeentch (20 ⚔, 180 pts)</b>												
Pink Horrors of Tzeentch	20		3	3	3	3	1	3	1	7	-/5(i)	180
(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; S: Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; <b>Discipline of Change</b>												
<b>Troops: Pink Horrors of Tzeentch (10 ⚔, 90 pts)</b>												
Pink Horrors of Tzeentch	10		3	3	3	3	1	3	1	7	-/5(i)	90
(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; S: Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; <b>Discipline of Change</b>												
<b>Troops: Pink Horrors of Tzeentch (10 ⚔, 90 pts)</b>												
Pink Horrors of Tzeentch	10		3	3	3	3	1	3	1	7	-/5(i)	90
(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; S: Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; <b>Discipline of Change</b>												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Heavy Support: Soul Grinder (1 ⚔, 180 pts)</b>												
Soul Grinder	1	Grp:  WS: 3 BS: 3 St: 6/10 In: 3 At: 4 FA: 13 SA: 13 RA: 11 HP: 4										180
(C:CD, pp. 60 & 102); <b>Vehicle</b> (Walker); rW: Harvester Cannon; mW: Iron Claw; rW: Phlegm Bombardment; S: Daemonic Resilience; S: Deep Strike; DA: Daemon of Nurgle; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear												
<b>Heavy Support: Soul Grinder (1 ⚔, 180 pts)</b>												
Soul Grinder	1	Grp:  WS: 3 BS: 3 St: 6/10 In: 3 At: 4 FA: 13 SA: 13 RA: 11 HP: 4										180
(C:CD, pp. 60 & 102); <b>Vehicle</b> (Walker); rW: Harvester Cannon; mW: Iron Claw; rW: Phlegm Bombardment; S: Daemonic Resilience; S: Deep Strike; DA: Daemon of Nurgle; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear												
<b>Heavy Support: Soul Grinder (1 ⚔, 180 pts)</b>												
Soul Grinder	1	Grp:  WS: 3 BS: 3 St: 6/10 In: 3 At: 4 FA: 13 SA: 13 RA: 11 HP: 4										180
(C:CD, pp. 60 & 102); <b>Vehicle</b> (Walker); rW: Harvester Cannon; mW: Iron Claw; rW: Phlegm Bombardment; S: Daemonic Resilience; S: Deep Strike; DA: Daemon of Nurgle; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear												
<b>: Aegis Defence Lines (2 ⚔, 85 pts)</b>												
Aegis Defence Lines	1											85
<b>Battlefield Debris</b> (Defence Lines)												
Gun Emplacement	1	-	-	-	-	7	2	-	-	-	3+	[35]
Icarus Lascannon												
											<b>Total Cost:</b>	<b>1500</b>

#### Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 62.
DR: Exalted Rewards	D6: 0 - Hellforged Artifact, 1 - Doubly Blessed, 2 - Riftbringer, 3 - Souleater, 4 - Unholy Terror, 5 - Warp Tether, 6 - Wind of Chaos (C:CD, pg. 67).
mW: Iron Claw	Sx2, AP2, Melee, Specialist Weapon, Unwieldy.
rW: Flames of Tzeentch	Template; S4; AP4; Assault 1, Warpflame (C:CD, pg. 61).
rW: Harvester Cannon	48" Range; S7; AP4; Heavy 3 or 48" Range; S7; AP4; Heavy 3, Skyfire (C:CD, pg. 61).
rW: Phlegm Bombardment	36" Range; S8; AP3; Ordnance 1, Large Blast (C:CD, pg. 61).
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 111.
Psychic Powers	
<b>Discipline of Change</b>	D6: 0 - Flickering Fire of Tzeentch, 1-2 - Tzeentch's Firestorm, 3-4 - Bolt of Change, 5-6 - Infernal Gateway (C:CD, pg. 68).
Special Rules	
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 34).
Bulky	Bulky (see WH40k, pg. 35).
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Deep Strike	Deep Strike (see WH40k, pg. 36).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 41).
S: Blue Horrors	See C:CD, pg. 38.
S: Daemon	Daemon (see WH40k, pg. 35).
S: Daemonic Instability	See C:CD, pg. 26.
S: Daemonic Resilience	See C:CD, pg. 60.
S: Deep Strike	Deep Strike (see WH40k, pg. 36).
S: Fear	Fear (see WH40k, pg. 35).
S: Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 37).

S: Hatred (Daemons of Tzeentch)	Hatred (see WH40k, pg. 37).
S: Independent Character	Independent Character (see WH40k, pg. 39).
S: Magic Made Manifest	See C:CD, pg. 38.
S: Shrouded	Shrouded (see WH40k, pg. 41).
S: Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 42).
S: Warpflame	See C:CD, pg. 61.
Terrain Type	
<b>Battlefield Debris</b> (Defence Lines)	Battlefield Debris (Defence Lines) (See WH40K, pg. 104-105)
Unit Type	
<b>Character</b>	Character (see WH40k, pg. 63).
<b>Infantry</b>	Infantry (see WH40k, pg. 44).
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Jump Units</b>	Jump Units (see WH40k, pg. 47).
<b>Vehicle</b> (Walker)	Vehicle (Walker) (see WH40k, pg. 84).
Weapons	
Icarus Lascannon	Range 96"; S 9; AP 2; Heavy 1, Interceptor, Skyfire.

### Roster Design Information

Detachments of Chaos Daemons have the Special Rules Daemonic Assault and Daemonic Rivalry (see C:CD, pg. 27).







### Validation Report

c-1. File Version: 1.37 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers

Roster satisfies all enforced validation rules

### Roster Statistics

% HQ: 14  
 % Elite: 8  
 % Troops: 36.3  
 % Fast: 0  
 % Heavy: 36  
 % Fortification: 5.7  
 % Wargear: 0  
 Model Count: 73  
 Files version: 1.37

Group	Min	Max	Used
	1	2	1
	0	3	1
	2	6	4
	0	3	0
	0	3	3
	0	1	1