












## 1500 Pts - Chaos Daemons - Herald of Nurgle Sample List 1

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Herald of Nurgle (1 ⚔, 170 pts)</b>												
Herald of Nurgle	1		5	5	5	5	2/4	4	3/4	8	-5(i)	170
(C:CD, pp. 47 & 96); <b>Infantry</b> (Character); mW: Plaguesword; DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear; S: Very Bulky; Feel No Pain; DR: Lesser Rewards (x1); L: Greater Locus of Fecundity; Psyker (Mastery Level 2); DS: Palanquin of Nurgle; <b>Warlord</b>												
<b>HQ: Herald of Nurgle (1 ⚔, 145 pts)</b>												
Herald of Nurgle	1		5	5	5	5	2/4	4	3/4	8	-5(i)	145
(C:CD, pp. 47 & 96); <b>Infantry</b> (Character); mW: Plaguesword; DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear; S: Very Bulky; DR: Lesser Rewards (x1); Psyker (Mastery Level 2); DS: Palanquin of Nurgle												
<b>HQ: Herald of Nurgle (1 ⚔, 145 pts)</b>												
Herald of Nurgle	1		5	5	5	5	2/4	4	3/4	8	-5(i)	145
(C:CD, pp. 47 & 96); <b>Infantry</b> (Character); mW: Plaguesword; DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear; S: Very Bulky; DR: Lesser Rewards (x1); Psyker (Mastery Level 2); DS: Palanquin of Nurgle												
<b>HQ: Herald of Nurgle (1 ⚔, 145 pts)</b>												
Herald of Nurgle	1		5	5	5	5	2/4	4	3/4	8	-5(i)	145
(C:CD, pp. 47 & 96); <b>Infantry</b> (Character); mW: Plaguesword; DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear; S: Very Bulky; DR: Lesser Rewards (x1); Psyker (Mastery Level 2); DS: Palanquin of Nurgle												
<b>Troops: Plaguebearers of Nurgle (20 ⚔, 215 pts)</b>												
Plaguebearers of Nurgle	19		3	3	4	4	1	2	1	7	-5(i)	215
(C:CD, pp. 47 & 97); <b>Infantry</b> ; mW: Plaguesword; DG: Plague Banner; DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear												
Plagueridden	1		3	3	4	4	1	2	2	7	-5(i)	[24]
<b>Character</b> ; mW: Plaguesword; S: Daemonic Instability; DR: Lesser Rewards (x1)												
<b>Troops: Plaguebearers of Nurgle (10 ⚔, 90 pts)</b>												
Plaguebearers of Nurgle	10		3	3	4	4	1	2	1	7	-5(i)	90
(C:CD, pp. 47 & 97); <b>Infantry</b> ; mW: Plaguesword; DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear												
<b>Troops: Plaguebearers of Nurgle (10 ⚔, 90 pts)</b>												
Plaguebearers of Nurgle	10		3	3	4	4	1	2	1	7	-5(i)	90
(C:CD, pp. 47 & 97); <b>Infantry</b> ; mW: Plaguesword; DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear												
<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 <math>\times</math>, 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 <math>\times</math>, 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 (1 <math>\times</math>, 50 pts)</b>												
Aegis Defence Lines	1											50
<b>Battlefield Debris</b> (Defence Lines)												
											<b>Total Cost:</b>	<b>1500</b>

### Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 62.
DG: Plague Banner	See C:CD, pg. 64.
DR: Lesser Rewards	D6: 0 - Magic Weapon, 1 - Burning Blood, 2 - Cleaving Strike, 3 - Corrosive Breath, 4 - Spell Breaker, 5 - Warp Breath, 6 - Warp Strider (C:CD, pg. 66).
DS: Palanquin of Nurgle	See C:CD, pg. 63.
L: Greater Locus of Fecundity	See C:CD, pg. 67.
mW: Iron Claw	Sx2, AP2, Melee, Specialist Weapon, Unwieldy.
mW: Plaguesword	S User, AP -, Melee, Poisoned (4+), Touch of Rust (C:CD, pg. 62).
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).
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Feel No Pain	Feel No Pain (see WH40k, pg. 35).
Psyker (Mastery Level 2)	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: Very Bulky	Very Bulky (see WH40k, pg. 35).

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>Vehicle</b> (Walker)	Vehicle (Walker) (see WH40k, pg. 84).

### 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: 1.40 For Bug Reports/www.ab40k.org; b-1. Roster Options: Generic Unit, 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: 40.3  
 % Elite: 0  
 % Troops: 32.3  
 % Fast: 0  
 % Heavy: 24  
 % Fortification: 3.3  
 % Wargear: 0  
 Model Count: 57  
 Files version: 1.4  
 % Knight: 0

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