

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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Great Unclean One (1 ⚔, 290 pts)</b>												
Great Unclean One	1		6	3	6	7	6	4	5	9	-/5(i)	290
(C:CD, pp. 46 & 92); <b>Monstrous Creature</b> (Character); DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Poisoned (4+); S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear; DR: Lesser Rewards (x1); DR: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; <b>Warlord</b>												
<b>HQ: Herald of Nurgle (1 ⚔, 190 pts)</b>												
Herald of Nurgle	1		5	5	5	5	2/4	4	3/4	8	-/5(i)	190
(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); DR: Greater Rewards; L: Exalted Locus of Contagion; Psyker (Mastery Level 2); DS: Palanquin of Nurgle												
<b>HQ: Herald of Nurgle (1 ⚔, 165 pts)</b>												
Herald of Nurgle	1		5	5	5	5	2/4	4	3/4	8	-/5(i)	165
(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); DR: Greater Rewards; 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: 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>Heavy Support: Daemon Prince (1 ⚔, 335 pts)</b>												
Daemon Prince	1		9	5	6	5	4	8	5	9	3+/5(i)	335
(C:CD, pp. 59 & 93); <b>Flying Monstrous Creature</b> (Character); DG: Daemonic Flight; DG: Warp-forged Armour; 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; DR: Greater Rewards (x2); Psyker (Mastery Level 3)												
<b>Heavy Support: Skull Cannon of Khorne (1 ⚔, 125 pts)</b>												
Skull Cannon of Khorne	1	Grp:	BS: 5 FA: 12 SA: 12 RA: 10 HP: 3									125
(C:CD, pp. 33 & 102); <b>Vehicle</b> (Chariot, Open-topped); rW: Skull Cannon; DA: Daemon of Khorne; S: Deep Strike; S: Gorefeast; S: Daemon; S: Furious Charge; S: Hatred (Daemons of Slaanesh); S: Fear												
<b>Total Cost:</b>											<b>1500</b>	

### Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 62.
DG: Daemonic Flight	See C:CD, pg. 73.
DG: Plague Banner	See C:CD, pg. 64.

DG: Warp-forged Armour	See C:CD, pg. 63.
DR: Greater Rewards	D6: 0 - Greater Magic Weapon, 1 - Corpulence, 2 - Daemonic Resilience, 3 - Dark Blessing, 4 - Hellfire Gaze, 5 - Touch of Uncreation, 6 - Unbreakable Hide (C:CD, pg. 66).
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: Exalted Locus of Contagion	See C:CD, pg. 67.
mW: Plaguesword	S User, AP -, Melee, Poisoned (4+), Touch of Rust (C:CD, pg. 62).
rW: Skull Cannon	36" Range; S8; AP5; Heavy 1, Dreadskulls, Ignore Cover, Large Blast (C:CD, pg. 61).
<b>Warlord Traits</b>	
<b>Warlord</b>	See WH40k, pg. 111.
<b>Psychic Powers</b>	
<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).
<b>Special Rules</b>	
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 34).
DA: Daemon of Khorne	See C:CD, pg. 26.
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Fear	Fear (see WH40k, pg. 35).
Hammer of Wrath	Hammer of Wrath (see WH40k, pg. 37).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 41).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Relentless	Relentless (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: Deep Strike	Deep Strike (see WH40k, pg. 36).
S: Fear	Fear (see WH40k, pg. 35).
S: Furious Charge	Furious Charge (see WH40k, pg. 37).
S: Gorefeast	See C:CD, pg. 32.
S: Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 37).
S: Hatred (Daemons of Slaanesh)	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: Poisoned (4+)	Poisoned (see WH40k, pg. 40).
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).
Smash	Smash (see WH40k, pg. 42).
<b>Unit Type</b>	
<b>Character</b>	Character (see WH40k, pg. 63).
<b>Flying Monstrous Creature</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	Infantry (see WH40k, pg. 44).
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Monstrous Creature</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Chariot, Open-topped)	Vehicle (Chariot) (see WH40k, pg. 46) and (Open-topped) (see WH40k, pg. 82).

### 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: 43

% Elite: 0

% Troops: 26.3

% Fast: 0

% Heavy: 30.7







% Fortification: 0

% Wargear: 0

Model Count: 45

Files version: 1.4

% Knight: 0

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