

1850 Pts - Chaos Space Marines - 10th Overall Justin Adams Nova Open 2014

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Typhus (1 ⚔, 230 pts)												
Typhus	1		6	5	4/6	5	4	5/1	3	10	2+/5(i)	230
(C:CSM, pp. 61 & 93); Infantry (Character); Blight Grenades; Terminator Armour; Manreaper; Bulky; Champion of Chaos; Fearless; Feel No Pain; Hatred (Space Marines); Independent Character; Mark of Nurgle; Plague Zombies; Psyker (Mastery Level 2); The Destroyer Hive; Veterans of the Long War; Nurgle												
HQ: Kharn the Betrayer (1 ⚔, 160 pts)												
Kharn the Betrayer	1		7	5	5/6	4	3	5	4/5	10	3+/5(i)	160
(C:CSM, pp. 59 & 92); Infantry (Character); Frag Grenades; Krak Grenades; Aura of Dark Glory; Power Armour; Gorechild; Plasma Pistol; Blessing of the Blood God; Champion of Chaos; Counter-attack; Fearless; Furious Charge; Hatred; Hatred (Space Marines); Independent Character; Mark of Khorne; Rage; The Betrayer; Veterans of the Long War; Warlord ; Hatred Incarnate												
Troops: Plague Zombies (20 ⚔, 90 pts)												
Plague Zombies	19		3	3	3	3	1	3	1	7	6+	90
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Close Combat Weapon (x19); Fearless; Feel No Pain; Slow and Purposeful												
Plague Zombie Champion	1		3	3	3	3	1	3	2	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Close Combat Weapon; Champion of Chaos; Fearless; Feel No Pain; Slow and Purposeful												
Troops: Plague Zombies (21 ⚔, 94 pts)												
Plague Zombies	20		3	3	3	3	1	3	1	7	6+	94
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Close Combat Weapon (x20); Fearless; Feel No Pain; Slow and Purposeful												
Plague Zombie Champion	1		3	3	3	3	1	3	2	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Close Combat Weapon; Champion of Chaos; Fearless; Feel No Pain; Slow and Purposeful												
Elite: Chaos Terminators (3 ⚔, 112 pts)												
Chaos Terminators	2		4	4	4	4	1	4	2	9	2+/5(i)	112
(C:CSM, pp. 40 & 97); Infantry ; Terminator Armour; Power Maul (x2); Combi-Meltagun (x2); Bulky												
Terminator Champion	1		4	4	4/5	4	1	4/1	2	9	2+/5(i)	[40]
Infantry (Character); Terminator Armour; Power Axe; Combi-Plasmagun; Bulky												
Fast Attack: Heldrake (1 ⚔, 170 pts)												
Heldrake	1	Grp:	BS: 3 FA: 12 SA: 12 RA: 10 HP: 3									170
(C:CSM, pp. 52 & 101); Vehicle (Flyer w/ Hover mode); Daemonic Possession; Baleflamer; Fear; Daemon; Daemonforge; It Will Not Die; Meteoric Descent												
Fast Attack: Heldrake (1 ⚔, 170 pts)												
Heldrake	1	Grp:	BS: 3 FA: 12 SA: 12 RA: 10 HP: 3									170
(C:CSM, pp. 52 & 101); Vehicle (Flyer w/ Hover mode); Daemonic Possession; Baleflamer; Fear; Daemon; Daemonforge; It Will Not Die; Meteoric Descent												
Heavy Support: Obliterator (2 ⚔, 152 pts)												
Obliterator	2		4	4	4/8	5	2	4/1	2	8	2+/5(i)	152
(C:CSM, pgs. 42 & 102); Infantry ; Fleshmetal; Mark of Nurgle; Power Fist; Fear; Bulky; Daemon; Deep Strike; Obliterator Weapons; Slow and Purposeful												
Heavy Support: Obliterator (2 ⚔, 152 pts)												
Obliterator	2		4	4	4/8	5	2	4/1	2	8	2+/5(i)	152
(C:CSM, pgs. 42 & 102); Infantry ; Fleshmetal; Mark of Nurgle; Power Fist; Fear; Bulky; Daemon; Deep Strike; Obliterator Weapons; Slow and Purposeful												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Daemon Prince (1 $\frac{1}{2}$, 325 pts)												
Daemon Prince (HQ) [cd]	1		9	5	6	5	4	8	5	9	-/5(i)	325
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); DG: Daemonic Flight; 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: Lesser Rewards (x1); DR: Greater Rewards (x2); Psyker (Mastery Level 3)												
Troops: Nurglings (3 $\frac{1}{2}$, 45 pts)												
Nurglings (Troops) [cd]	3		3	3	3	3	4	3	4	7	-/5(i)	45
(C:CD, pp. 50 & 98); Infantry ; DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Infiltrate; S: Swarms; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear												
Heavy Support: Soul Grinder (1 $\frac{1}{2}$, 150 pts)												
Soul Grinder (Heavy) [cd]	1	Grp: WS: 3 BS: 3 St: 6/10 In: 3 At: 4 FA: 13 SA: 13 RA: 11 HP: 4										150
(C:CD, pp. 60 & 102); Vehicle (Walker); rW: Harvester Cannon; mW: Iron Claw; S: Daemonic Resilience; S: Deep Strike; DA: Daemon of Slaanesh; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rendering; S: Fear												
											Total Cost:	1850

Option Footnotes	
Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 62.
DG: Daemonic Flight	See C:CD, pg. 73.
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).
mW: Iron Claw	Sx2, AP2, Melee, Specialist Weapon, Unwieldy.
rW: Harvester Cannon	48" Range; S7; AP4; Heavy 3 or 48" Range; S7; AP4; Heavy 3, Skyfire (C:CD, pg. 61).
Warlord Traits	
Hatred Incarnate	See C:CSM, pg. 28.
Warlord	See WH40k, pg. 111.
Psychic Powers	
Nurgle	0 - Nurgle's Rot, 1,2 - Weapon Virus, 3,4 - Gift of Contagion, 5,6 - Plague Wind (see C:CSM, pg. 71).
Special Rules	
Blessing of the Blood God	Blessing of the Blood God (see C:CSM, pg. 59).
Bulky	Bulky (see WH40k, pg. 35).
Champion of Chaos	Champion of Chaos (see C:CSM, pg. 28).
Counter-attack	Counter-attack (see WH40k, pg. 35).
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Slaanesh	See C:CD, pg. 26.
Daemon	Daemon (see WH40k, pg. 35).
Daemonforge	Daemonforge (see C:CSM, pg. 51).
Deep Strike	Deep Strike (see WH40k, pg. 36).
Fear	Fear (see WH40k, pg. 35).
Fearless	Fearless (see WH40k, pg. 35).
Feel No Pain	Feel No Pain (see WH40k, pg. 35).
Furious Charge	Furious Charge (see WH40k, pg. 37).
Hatred	Hatred (see WH40k, pg. 37).
Hatred (Space Marines)	Hatred (see WH40k, pg. 37).
Independent Character	Independent Character (see WH40k, pg. 39).
It Will Not Die	It Will Not Die (see WH40k, pg. 38).
Mark of Khorne	Mark of Khorne (see C:CSM, pg. 30).
Mark of Nurgle	Mark of Nurgle (see C:CSM, pg. 30).
Meteoric Descent	Meteoric Descent (see C:CSM, pg. 52).
Obliterator Weapons	Obliterator Weapons (see C:CSM, pg. 42).
Plague Zombies	Plague Zombies (see C:CSM, pg. 61).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 41).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Rage	Rage (see WH40k, pg. 41).

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: Fleet	Fleet (see WH40k, pg. 35).
S: Hatred (Daemons of Khorne)	Hatred (see WH40k, pg. 37).
S: Hatred (Daemons of Tzeentch)	Hatred (see WH40k, pg. 37).
S: Infiltrate	Infiltrate (see WH40k, pg. 38).
S: Rending	Rending (see WH40k, pg. 41).
S: Shrouded	Shrouded (see WH40k, pg. 41).
S: Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 42).
S: Swarms	Swarms (see WH40k, pg. 43).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 42).
The Betrayer	The Betrayer (see C:CSM, pg. 59).
The Destroyer Hive	The Destroyer Hive (see C:CSM, pg. 61).
Veterans of the Long War	Veterans of the Long War (see C:CSM, pg. 30).
Unit Type	
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker)	Vehicle (Walker) (see WH40k, pg. 84).
Wargear	
Aura of Dark Glory	Aura of Dark Glory (see C:CSM, pg. 67).
Blight Grenades	Blight Grenades (see C:CSM, pg. 66).
Daemonic Possession	Daemonic Possession (see C:CSM, pg. 68).
Fleshmetal	Fleshmetal (see C:CSM, pg. 68).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Improvised Armour	Improvised Armour (see C:CSM, pg. 68).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Mark of Nurgle	Mark of Nurgle (see C:CSM, pg. 30).
Power Armour	Confers a 3+ Armour Save.
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Weapons	
Autopistol	12" Range; S 3; AP -; Pistol.
Baleflamer	Template; S 6; AP 3; Heavy1, Soul Blaze, Torrent. (See C:CSM, pg. 65)
Close Combat Weapon	S User; AP -; Melee.
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Combi-Plasmagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle).
Gorechild	S +1; AP 2; Melee, Armourbane (see C:CSM, pg. 59).
Manreaper	S +2; AP 2; Melee, Daemon Weapon, Force, Unwieldy (see C:CSM, pg. 60).
Plasma Pistol	Range 12"; S 7; AP 2; Pistol, Gets Hot!
Power Axe	S +1; AP 2; Melee, Unwieldy.
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Power Maul	S +2; AP 4; Melee, Concussive.