

1850 Pts - Chaos Space Marines - Vicente F. Arroyo 7th Overall Las Vegas Open

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (26 ⚔, 1225 pts)												
Chaos Cultists	9		3	3	3	3	1	3	1	7	6+	50
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x9); Close Combat Weapon (x9)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Chaos Cultists	9		3	3	3	3	1	3	1	7	6+	50
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x9); Close Combat Weapon (x9)												
Cultist Champion	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Hell Blade (IA)	1	Grp:	BS: 3 FA: 10 SA: 10 RA: 10 HP: 2 Save: -									115
(IA Aero, pg. 71); Vehicle (Flyer); 2x Reaper Autocannons; Agile; Deep Strike; Skyfire; Supersonic												
Hell Blade (IA)	1	Grp:	BS: 3 FA: 10 SA: 10 RA: 10 HP: 2 Save: -									115
(IA Aero, pg. 71); Vehicle (Flyer); 2x Reaper Autocannons; Agile; Deep Strike; Skyfire; Supersonic												
Chaos Predator	1	Grp:	BS: 4 FA: 13 SA: 11 RA: 10 HP: 3 Save: -									115
(C:CSM, pp. 54 & 103); Vehicle (Tank); Searchlight; Smoke Launchers; Destroyer Blades; Twin-Linked Lascannon												
Greater Brass Scorpion of Khorne (IA)	1	Grp: {}	WS: 3 BS: 3 St: 10 In: 3 At: 6 FA: 14 SA: 13 RA: 10 HP: 9 Save: -/5(i)									700
(IAA2013, pg. 51); Vehicle (Super-Heavy Walker); Scorpion Cannon; Soulburner Cannon; Hellmaw Cannon (x2); Fear; Daemon; Doomsday Reactor; Frenzied Charge; It Will Not Die; Multi-legged Terror; Runes of the Blood God												
Sorcerer	1		5	4	4	4	2	4	2/3	10	3+	80
(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Melta Bombs; Spell Familiar; Champion of Chaos; Independent Character; Psyker (Mastery Level 1); Warlord ; Biomancy ; Daemonology ; Malefic Powers ; Daemonology ; Sanctic Powers ; Pyromancy ; Telepathy												
Combined Arms Detachment	1	Grp: Detachment										0
: Combined Arms Detachment (34 ⚔, 625 pts)												
Herald of Tzeentch (HQ) [cd]	1		3	4	3	3	2	3	2	8	-/5(i)	95
(C:CD, pp. 38 & 95); Infantry (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 3)												
Herald of Tzeentch (HQ) [cd]	1		3	4	3	3	2	3	2	8	-/5(i)	125
(C:CD, pp. 38 & 95); Infantry (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 3)												
Herald of Tzeentch (HQ) [cd]	1		3	4	3	3	2	3	2	8	-/5(i)	125
(C:CD, pp. 38 & 95); Infantry (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 3)												
Pink Horrors of Tzeentch (Troops) [cd]	10		3	3	3	3	1	3	1	7	-/5(i)	90
(C:CD, pp. 38 & 97); Infantry ; 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; Discipline of Change												
Pink Horrors of Tzeentch (Troops) [cd]	10		3	3	3	3	1	3	1	7	-/5(i)	90
(C:CD, pp. 38 & 97); Infantry ; 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; Discipline of Change												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Pink Horrors of Tzeentch (Troops) [cd]	10		3	3	3	3	1	3	1	7	-/5(i)	100
	(C:CD, pp. 38 & 97); Infantry ; DG: Icon of Chaos; 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; Discipline of Change											
Combined Arms Detachment [cd]	1	Grp: Detachment										0
Total Cost:											1850	

Option Footnotes

Daemonic Gifts	
DG: Icon of Chaos	See C:CD, pg. 64.
DR: Exalted Rewards	D6: 0 - Hellforged Artifact, 1 - Doubly Blessed, 2 - Riftbringer, 3 - Souleater, 4 - Unholy Frenzy, 5 - Warp Tether, 6 - Wind of Chaos (C:CD, pg. 67).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Discipline of Change	D6: 0 - Flickering Fire of Tzeentch, 1-2 - Tzeentch's Firestorm, 3-4 - Bolt of Change, 5-6 - Infernal Gateway (C:CD, pg. 68).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Agile	(See IAA, pg. 5)
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
Champion of Chaos	Champion of Chaos (see C:CSM, pg. 28).
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Daemon	Daemon (see WH40k, pg. 163).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Doomsday Reactor	The Greater Brass Scorpion suffers a +2 modifier when rolling on the Catastrophic Damage Table for damage inflicted against it.
Fear	Fear (see WH40k, pg. 163).
Frenzied Charge	The Greater Brass Scorpion assaults 12" instead of the usual 6".
Independent Character	Independent Character (see WH40k, pg. 166).
It Will Not Die	It Will Not Die (see WH40k, pg. 167).
Multi-legged Terror	(IAA2013, pg. 51).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Runes of the Blood God	Any Psyker that targets the Greater Brass Scorpion with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass their psychic power test.
S: Blue Horrors	See C:CD, pg. 38.
S: Daemon	Daemon (see WH40k, pg. 163).
S: Daemonic Instability	See C:CD, pg. 26.
S: Deep Strike	Deep Strike (see WH40k, pg. 162).
S: Fear	Fear (see WH40k, pg. 163).
S: Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 165).
S: Independent Character	Independent Character (see WH40k, pg. 166).
S: Magic Made Manifest	See C:CD, pg. 38.
Skyfire	Skyfire (see WH40k, pg. 171).
Supersonic	Supersonic (see WH40k, pg. 172).
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.

Vehicle (Flyer)	See WH40K rulebook, pgs. 44-49.
Vehicle (Super-Heavy Walker)	Vehicle (Super-Heavy Walker) (see WH40k, pg. 96).
Vehicle (Tank)	See WH40K rulebook, pgs. 44-49.
Wargear	
Destroyer Blades	Destroyer Blades (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.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Power Armour	Confers a 3+ Armour Save.
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
Spell Familiar	Spell Familiar (see C:CSM, pg. 67).
Weapons	
2x Reaper Autocannons	36" Range; S 7; AP 4; Heavy2, Twin-Linked (see C:CSM, pg. 65).
Autopistol	12" Range; S 3; AP -; Pistol.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Close Combat Weapon	S User; AP -; Melee.
Force Sword	S User; AP 3; Melee, Force.
Hellmaw Cannon	Template Range; S6; AP3; Assault 1
Scorpion Cannon	36" Range; S6; AP3; Heavy 10; Primary Weapon
Soulburner Cannon	24" Range; S10; AP2; Primary Weapon 1, Large Blast (5"), Ignores Cover Saves.
Twin-Linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked