

1850 Pts - Chaos Space Marines - Alan Bajramovic Champion WargamesCon 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Mogrok's Bossboyz (6 ⚔, 508 pts)												
Mogrok's Bossboyz	1	Detach										508
(Sanctus Reach: The Red Waaagh!); Big Mek Mogrok; Warboss; Big Mek; Big Mek; Very Kunnin'; Formation												
Big Mek Mogrok	1	☠	4	2	4/8	5	2	3/1	3	8	4+	[105]
(C:O, pg. 57); Infantry (Character); Stikkbombs; Mek's Tools; Warbike; Kombi Weapon with Skorcha; Power Klaw; Da Finkin' Kap; Twin-linked Dakkagun (x1); 'Ere We Go!; Furious Charge; Mob Rule; Warlord ; Kunnin' by Brutal												
Warboss	1	☠	5	2	5/10	6	3	4/1	4	9	4+	[135]
(C:O, pg. 54); Infantry (Character); Stikkbombs; Slugga; Warbike; Power Klaw; Da Lucky Stikk; Twin-linked Dakkagun (x1); 'Ere We Go!; Furious Charge; Mob Rule; Waaagh!												
Big Mek	1	☠	4	2	4/6	4	2	3	3	8	6+	[99]
(C:O, pg. 57); Infantry (Character); Stikkbombs; Shokk Attack Gun; Ammo Runt (x3); Mek's Tools; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule												
Big Mek	1	☠	4	2	4/6	4	2	3	3	8	6+	[99]
(C:O, pg. 57); Infantry (Character); Stikkbombs; Shokk Attack Gun; Ammo Runt (x3); Mek's Tools; Big Choppa; 'Ere We Go!; Furious Charge; Mob Rule												
Weirdboy	1	☠	4	2	4/6	4	2	3	3	7	6+	[70]
(C:O, pg. 55); Infantry (Character); Weirdboy Staff; 'Ere We Go!; Furious Charge; Independent Character; Mob Rule; Psyker (Mastery Level 2); Waaagh! Energy; Power of the Waaagh! ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers												
: Combined Arms Detachment (17 ⚔, 769 pts)												
Kairos Fateweaver (HQ) [cd]	1		1	6	5	5	5	2	1	9	-4(i)	300
(C:CD, pp. 42 & 91); Flying Monstrous Creature (Character); HFA: Staff of Tomorrow; DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Oracle of Eternity; S: The Two Heads of Fate; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Psyker (Mastery Level 4); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
Bloodthirster of Insensate Rage (HQ) [cd]	1		10	10	6	6	5	9	6	9	3+	325
(C: KD, pg. 78); Furious Charge; Flying Monstrous Creature (Character); Warp-Forged Armour; Great Axe of Khorne; Fear; S: Fearless; S: Invulnerable!; S: Eternal Warriors; DR: Lesser Rewards (x1); DR: Greater Rewards (x2); Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fear; Fearless; Hammer of Wrath; Hatred (Daemons of Slaanesh); Jink; Move Through Cover; Rage; Relentless; Skulls for the Skull Throne!; Smash; Vector Strike												
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; Fear												
Pink Horrors of Tzeentch (Troops) [cd]	11		3	3	3	3	1	3	1	7	-5(i)	99
(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); Fear; Discipline of Change												
Combined Arms Detachment [cd]	1	Grp: Detachment										0
: Allied Detachment (13 ⚔, 570 pts)												
Be'Lakor (HQ) [Chaos]	1		9	5	6/7	5	4	8	5	10	-4(i)	350
(Dataslate - Be'Lakor); Flying Monstrous Creature (Character); Fear; Daemon; Eternal Warrior; Fearless; Lord of Torment; Shadow Form; Shrouded; Psyker (Mastery Level 3); HFA: The Blade of Shadows; Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike; Daemonology: Malefic Powers ; Telepathy												
Heldrake (Fast) [Chaos]	1	Grp: BS: 3 FA: 12 SA: 12 RA: 10 HP: 3 Save: -5(i)										170
(C:CSM, pp. 52 & 101); Vehicle (Flyer w/ Hover mode); Daemonic Possession; Hades Autocannon; Fear; Daemon; Daemonforge; It Will Not Die; Meteoric Descent												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Chaos Cultists (Troops) [Chaos]	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 [Chaos]	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											
Allied Detachment [Chaos]	1	Grp: Detachment										0
Total Cost:											1847	

Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 180.
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).
HFA: Staff of Tomorrow	See C:CD, pg. 42.
HFA: The Blade of Shadows	S+1, AP 2, Melee, Armourbane, Fleshbane, Master-crafted, Specialist Weapon (DS:BK, pg. xx).
Formation Type	
Formation	Formation (See Warhammer 40,000: The Rules, pg. 121).
Unit Upgrades	
Upgrade to Pysker (Mastery Level 2)	
Warlord Traits	
Kunnin' by Brutal	The Warlord can re-roll one failed armour or invulnerable saving throw each turn. (See C:O, pg. 92).
Warlord	See WH40k, pg. 124.
Gifts of Gork and Mork	
Da Finkin' Kap	The wearer of Da Finkin' Kap generates an additional Warlord Trait from the Strategic Traits table in the WH40K rules. If the additional trait is the same as the first trait they generated, roll again until a different trait is generated. (See C:O, pg. 100).
Da Lucky Stikk	All model in the bearer's unit add +1 to the Weapon Skill characteristic on their profile (this is not cumulative with the bonus from a Waaagh! banner. In addition, the bearer can choose to re-roll any failed To Hit or To Wound rolls or saving throws that they make. However, should three or more of the re-rolls generate failed results in the same turn, the model is immediately removed as a casualty with no saving throws of any kind allowed. (See C:O, pg. 100).
Mek Weapons	
Kombi Weapon with Skorcha	Shoota: 18" Range; S 4; AP 6; Assault 2, or Skorcha: Template; S 5; AP 4; Assault 1, One Use Only. (See C:O, pg. 95).
Runts & Squigs	
Ammo Runt	One use only. A model with an ammo runt can re-roll one To Hit roll when shooting. (See C:O, pg. 97).
Orky Know-Wots	
Mek's Tools	In each of your Shooting phases, instead of firing his weapons, a model equipped with Mek's tools may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6. If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle or repair a Weapon Destroyed result or an Immobilized result instead; this is effective immediately, (See C:O, pg. 98).
Warbike	A model equipped with a warbike changes their unit type to Bike, as described in the WH40K Rules. In addition, they have a 4+ Armour Save. Furthermore, if a model on a warbike turbo-boosts, it counts its cover save as being 1 point higher than normal until the start of its next turn. Warbikes are fitted with a twin-linked dakkagun. (See C:O, pg. 98).
Psychic Powers	
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).
Power of the Waaagh!	0 - Frazzle, 1 - 'Eadbanger, 2 - Warpath, 3 - Da Jump, 4 - Killbolt, 5 - Power Vomit, 6 - Da Krunch (see C:O, pg. 101).

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	
'Ere We Go!	If every model in a unit has this special rule, the unit can re-roll a single dice when determining its charge range. (See C:O, pg. 92).
Blood for the Blood God!	Blessing of the Blood God (see C:KD, pg. 110).
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 Nurgle	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Daemon	Daemon (see WH40k, pg. 163).
Daemon of Khorne	Daemons of Khorne have the Daemon, Furious Charge, and Hatred (Daemons of Slaanesh) special rules. Chariots with this rule resolve their Hammer of Wrath hits at Strength 7.(See C:KD, pg. 110).
Daemonforge	Daemonforge (see C:CSM, pg. 51).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hatred (Daemons of Slaanesh)	Hatred (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
It Will Not Die	It Will Not Die (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Lord of Torment	See DS:BK, pg. xx.
Meteoric Descent	Meteoric Descent (see C:CSM, pg. 52).
Mob Rule	If every model in a unit has this special rule, and the unit fails a morale check or Pinning test (after any re-rolls they may have), roll immediately on the following table: (See C:O, pg. 92).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 4)	Psyker (see WH40k, pg. 170).
Rage	Rage (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
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: Eternal Warriors	See WH40k, pg. 35.
S: Fearless	Fearless (see WH40k, pg. 163).
S: Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 165).
S: Hatred (Daemons of Tzeentch)	Hatred (see WH40k, pg. 165).
S: Infiltrate	Infiltrate (see WH40k, pg. 167).
S: Invulnerable!	See C:CD, pg. 27
S: Magic Made Manifest	See C:CD, pg. 38.
S: Oracle of Eternity	See C:CD, pg. 42.
S: Shrouded	Shrouded (see WH40k, pg. 170).
S: Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
S: Swarms	Swarms (see WH40k, pg. 172).
S: The Two Heads of Fate	See C:CD, pg. 42.
Shadow Form	See DS:BK, pg. xx.
Shrouded	Shrouded (see WH40k, pg. 170).
Skulls for the Skull Throne!	A model with the Skulls for the Skull Throne! special rule must always issue and accept a challenge whenever possible. If you have several models with this special rule in a combat you can select which model issues or accepts the challenge. (See C:KD, pg. 110).
Smash	Smash (see WH40k, pg. 171).
Vector Strike	Vector Strike (see WH40k, pg. 43).

Very Kunnin'	Before deployment, the controlling player can nominate up to D3 friendly Ork units; these units gain the Acute Senses and Outflank special rules. The controlling player also adds +1 to any attempts to Seize the Initiative, as described in Warhammer 40,000: The Rules. (See The Red Waaagh!)
Waaagh!	Once per game, at the start of any of your turns after the first, a model with this special rule can, if he is your Warlord, call a Waaagh! On the turn he does so, all friendly units made up entirely of models with the 'Ere We Go! special rule may charge in the Assault phase even if they made a Run move in the same turn. (See C:O, pg. 54).
Waaagh! Energy	A Weirdboy generates a bonus +1 Warp Charge point if, at the start of your Psychic phase, there are ten or more models with the 'Ere We Go! special rule within 12" of him. If a Weirdboy generates a bonus Warp Charge point in this manner, he must pass at least one Psychic test during that phase or suffer a single Strength 2 hit at the end of that Psychic phase with no saves allowed. This special rule does not apply if the Weirdboy is embarked inside a Transport or Building. (See C:O, pg. 55).
Unit Type	
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Wargear	
Big Choppa	S +2; AP 5; Melee, Two-handed. (See C:O, pg. 93).
Daemonic Possession	Daemonic Possession (see C:CSM, pg. 68).
Great Axe of Khorne	S D; AP 2; Melee, Colossal.
Improvised Armour	Improvised Armour (see C:CSM, pg. 68).
Power Klaw	S x2; AP 2; Melee, Specialist Weapon, Unwieldy. (See C:O, pg. 93).
Shokk Attack Gun	60" Range; S 2D6; AP 2; Ordnance 1, Large Blast. (See C:O, pg. 96).
Slugga	12" Range; S 4; AP 6; Pistol. (See C:O, pg. 96).
Stikkbombs	Range 8"; S 3; AP -; Assault 1, Blast.
Twin-linked Dakkagun	18" Range; S 5; AP 5; Assault 3, Twin-linked. (See C:O, pg. 95).
Warp-Forged Armour	Warp-forged armour confers a 3+ armour save (see C:KD, pg. 116).
Weirdboy Staff	S +2; AP 4; Melee, Force, Two-handed. (See C:O, pg. 93).
Weapons	
Autopistol	12" Range; S 3; AP -; Pistol.
Close Combat Weapon	S User; AP -; Melee.
Hades Autocannon	36" Range; S 8; AP 4; Heavy4, Pinning. (See C:CSM, pg. 65)

Roster Design Information

'Ere We Go! (C:O, pg. 92)

Mob Rule (C:O, pg. 92)