

1850 Pts - Chaos Space Marines - Alan Bajramovic BAO 2015 List

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (27 \times, 1273 pts)												
Kairos Fateweaver	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; Warlord ; Lord of Unreality												
Bloodthirster of Insensate Rage	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												
Pink Horrors of Tzeentch	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												
Pink Horrors of Tzeentch	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												
Daemon Prince	1		9	5	6	5	4	8	5	9	3+5(i)	355
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); DG: Daemonic Flight; DG: Warp-forged Armour; DA: Daemon of Tzeentch; S: Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; DR: Greater Rewards (x1); DR: Exalted Rewards; Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
Imperial Bastion	1											95
(Stronghold Assault, pg. 21); Emplaced Heavy Bolters (x4); Medium Building (Armour Value 14, Transport Capacity 20, HP 4); Comms Relay												
Combined Arms Detachment	1	Grp: Detachment										0
: Allied Detachment (14 \times, 574 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												
Chaos Cultists (Troops) [Chaos]	10		3	3	3	3	1	3	1	7	6+	54
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x10); Close Combat Weapon (x10)												
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												
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; Baleflamer; Fear; Daemon; Daemonforge; It Will Not Die; Meteoric Descent												
Allied Detachment [Chaos]	1	Grp: Detachment										0
Total Cost:											1847	

Option Footnotes

Daemonic Gifts	
DG: Daemonic Flight	See C:CD, pg. 73.
DG: Warp-forged Armour	See C:CD, pg. 63.
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).
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).
Fortification Upgrades	
Comms Relay	Any player with an unengaged model within 2" of a comms relay can re-roll Reserves rolls. A model in cover behind a comms relay has a 5+ cover save. (See Stronghold Assault, pg. 19-20).
Warlord Traits	
Lord of Unreality	See C:CD, pg. 26.
Warlord	See WH40k, pg. 124.
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).
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).
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	
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 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 remove 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).
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).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
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: 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: 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).
Terrain Type	
Medium Building (Armour Value 14, Transport Capacity 20, HP 4)	Medium Building (Armour Value 14, Transport Capacity 20, HP 4) (See WH40K, pg. 110)
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	
Daemonic Possession	Daemonic Possession (see C:CSM, pg. 68).
Emplaced Heavy Bolters	Range 36"; S5; AP4; Heavy 3.
Great Axe of Khorne	S D; AP 2; Melee, Colossal.
Improvised Armour	Improvised Armour (see C:CSM, pg. 68).
Warp-Forged Armour	Warp-forged armour confers a 3+ armour save (see C:KD, pg. 116).
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.

Roster Design Information

Detachments of Chaos Daemons have the Special Rules Daemonic Assault and Daemonic Rivalry (see C:CD, pg. 27).