

1850 Pts - Chaos Daemons - Ben Cromwell 3rd Overall Storm of Silence 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (32 ⚔, 510 pts)												
Herald of Tzeentch	1		3	4	3	3	2	3	2	8	-/5(i)	125
(C:CD, pp. 38 & 95); Infantry (Character); DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; DR: Exalted Rewards; Psyker (Mastery Level 3)												
Herald of Nurgle	1		5	5	5	5	2	4	3	8	-/5(i)	115
(C:CD, pp. 47 & 96); Infantry (Character); mW: Plaguesword; DA: Daemon of Nurgle; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear; DR: Greater Rewards; Psyker (Mastery Level 2)												
Plaguebearers of Nurgle	10		3	3	4	4	1	2	1	7	-/5(i)	90
(C:CD, pp. 47 & 97); Infantry ; mW: Plaguesword; DA: Daemon of Nurgle; Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear												
Pink Horrors of Tzeentch	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; Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Discipline of Change												
Pink Horrors of Tzeentch	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; Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Discipline of Change												
Combined Arms Detachment	1	Grp: Detachment										0
Formation: Infernal Tetrad (5 ⚔, 1340 pts)												
Infernal Tetrad	1	Comm: Detach										1340
(Curse of the Wulfen - The Rules, pg. 74); Combined MIght; Shared Power												
Daemon Prince of Khorne	1		9	5	6	5	4	8	5	9	3+/5(i)	[270]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); DG: Daemonic Flight; DG: Warp-forged Armour; DA: Daemon of Khorne; Daemonic Instability; Deep Strike; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; DR: Lesser Rewards (x1); DR: Greater Rewards (x2); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
Daemon Prince of Nurgle	1		9	5	6	5	4	8	5	9	3+/5(i)	[385]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); Grotti the Nurgling; DG: Daemonic Flight; DG: Warp-forged Armour; DA: Daemon of Nurgle; Daemonic Instability; Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear; DR: Lesser Rewards (x1); DR: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
<i>Grotti the Nurgling</i>	1											[40]
Daemon Prince of Slaanesh	1		9	5	6	5	4	8	5	9	3+/5(i)	[330]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); DG: Daemonic Flight; DG: Warp-forged Armour; DA: Daemon of Slaanesh; Daemonic Instability; Deep Strike; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rending; Fear; DR: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
Daemon Prince of Tzeentch	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; Daemonic Instability; Deep Strike; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; DR: Lesser Rewards (x1); DR: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike; Warlord ; Discipline of Change												
Total Cost:											1850	

Option Footnotes											
Daemonic Gifts											
Defensive Grenades	See WH40K, pg. 180.										
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).										
mW: Plaguesword	S User, AP -, Melee, Poisoned (4+), Touch of Rust (C:CD, pg. 62).										
Warlord Traits											
Warlord	See WH40k, pg. 124.										
Artefacts											
Grotti the Nurgling	Reduce the Toughness characteristic of all models (friend or foe) by 1 whilst they remain within 6" of a model accompanied by Grotti the Nurgling, unless they have the Daemon of Nurgle special rule. (See Curse of the Wulfen - The Rule, pg. 84).										
Psychic Powers											
Discipline of Change	0 - Flickering Fire of Tzeentch, 1 - Tzeentch's Firestorm, 2 - Bolt of Change, 3 - Tzeentch's Warpflare, 4 - Boon of Flame, 5 - Infernal Gateway, 6 - Prismatic Gaze (See Curse of the Wulfen, pg. 83).										
Special Rules											
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).										
Combined MIght	The Daemon Princes of an Infernal Tetrad have the following benefits depending on how many of them are on the battlefield at the same time (the bonuses are cumulative). <table border="0" style="width: 100%;"> <tr> <td style="text-align: left;">Number of models</td> <td style="text-align: left;">Benefits(s)</td> </tr> <tr> <td>4 models</td> <td>+1 Toughness</td> </tr> <tr> <td>3 models</td> <td>+1 Strength</td> </tr> <tr> <td>2 models</td> <td>Re-roll failed To Hit rolls of 1</td> </tr> <tr> <td>1 model</td> <td>No benefit. (See Curse of the Wulfen - The Rules, pg. 74.)</td> </tr> </table>	Number of models	Benefits(s)	4 models	+1 Toughness	3 models	+1 Strength	2 models	Re-roll failed To Hit rolls of 1	1 model	No benefit. (See Curse of the Wulfen - The Rules, pg. 74.)
Number of models	Benefits(s)										
4 models	+1 Toughness										
3 models	+1 Strength										
2 models	Re-roll failed To Hit rolls of 1										
1 model	No benefit. (See Curse of the Wulfen - The Rules, pg. 74.)										
DA: Daemon of Khorne	See C:CD, pg. 26.										
DA: Daemon of Nurgle	See C:CD, pg. 26.										
DA: Daemon of Slaanesh	See C:CD, pg. 26.										
DA: Daemon of Tzeentch	See C:CD, pg. 26.										
Daemon	Daemon (see WH40k, pg. 163).										
Daemonic Instability	See C:CD, pg. 26.										
Deep Strike	Deep Strike (see WH40k, pg. 162).										
Fear	Fear (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).										
Jink	Jink (see WH40k, pg. 167).										
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).										
Relentless	Relentless (see WH40k, pg. 170).										
S: Blue Horrors	See C:CD, pg. 38.										
S: Daemon	Daemon (see WH40k, pg. 163).										
S: Deep Strike	Deep Strike (see WH40k, pg. 162).										
S: Fleet	Fleet (see WH40k, pg. 164).										
S: Hatred (Daemons of Khorne)	Hatred (see WH40k, pg. 165).										
S: Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 165).										
S: Hatred (Daemons of Tzeentch)	Hatred (see WH40k, pg. 165).										
S: Independent Character	Independent Character (see WH40k, pg. 166).										
S: Magic Made Manifest	See C:CD, pg. 38.										
S: Rending	Rending (see WH40k, pg. 170).										
S: Shrouded	Shrouded (see WH40k, pg. 170).										

S: Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Shared Power	If your Warlord is chosen from this Formation, all of the models in the Infernal Tetrad also have that model's Warlord Trait, even if you chose to roll on one of the Warlord Trait tables in this book and they have a different daemonic alignment to your Warlord. (See Curse of the Wulfen - The Rules, pg. 74.)
Smash	Smash (see WH40k, pg. 171).
Vector Strike	Vector Strike (see WH40k, pg. 43).
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.

Roster Design Information

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