

## 2000 Pts - Chaos Daemons - Joshua Death 2nd Overall Wargames Con 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Daemonic Incursion (36 <sup>+</sup>, 1710 pts)</b>												
Kairos Fateweaver	1		1	6	5	5	5	2	1	9	-/4(i)	300
(C:CD, pp. 42 & 91); <b>Flying Monstrous Creature</b> (Character); HFA: Staff of Tomorrow; DA: Daemon of Tzeentch; 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; <b>Warlord</b> ; Lord of Unreality												
Daemon Lord	1	Comm: Detach 										280
(Curse of the Wulfen - The Rules, pg. 59); Lord of Change												
Lord of Change	1		6	6	6	6	5	6	5	9	-/5(i)	[280]
(C:CD, pp. 37 & 92); <b>Flying Monstrous Creature</b> (Character); Paradox; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
<i>Paradox</i>	1											[25]
Daemon Lord	1	Comm: Detach 										320
(Curse of the Wulfen - The Rules, pg. 59); Daemon Prince												
Daemon Prince	1		9	5	6	5	4	8	5	9	-/5(i)	[320]
(C:CD, pp. 59 & 93); <b>Flying Monstrous Creature</b> (Character); DG: Daemonic Flight; DA: Daemon of Slaanesh; Daemonic Instability; Deep Strike; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rending; 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												
Daemon Lord	1	Comm: Detach 										350
(Curse of the Wulfen - The Rules, pg. 59); Be'lakor												
Be'lakor	1		9	5	6/7	5	4	8	5	10	-/4(i)	[350]
(Curse of the Wulfen - The Rules, pg. 65); <b>Flying Monstrous Creature</b> (Character); Daemon; Eternal Warrior; Fear; Fearless; Hammer of Wrath; Jink; Lord of Torment; Move Through Cover; Psyker (Mastery Level 3); Relentless; Shadow Form; Shrouded; Smash; Vector Strike; <b>Telepathy</b>												
Daemon Flock	1	Auxiliai Detach 										45
(Curse of the Wulfen - The Rules, pg. 59)												
Chaos Furies	5		3	0	4	3	1	4	1	2	-/5(i)	[45]
(C:CD, pp. 59 & 100); <b>Jump Units</b> ; DA: Daemon of Slaanesh; S: Daemon; Daemonic Instability; S: Deep Strike; S: Fleet; S: Hatred (Daemons of Khorne); S: Rending; Fear; Bulky; Deep Strike												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Tallyband	1	Core, Detach										415
(Curse of the Wulfen - The Rules, pg. 70); Herald of Nurgle; Nurglings; Nurglings; Nurglings; Nurglings; Nurglings; Nurglings; Nurglings; Distracting Swarm of Flies; Enfeebling Nausea; Harbinger of Nurgle												
Herald of Nurgle	1		5	5	5	5	2	4	3	8	-/5(i)	[100]
(C:CD, pp. 47 & 96); <b>Infantry</b> (Character); The Doomsday Bell; 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; Psyker (Mastery Level 1)												
<i>The Doomsday Bell</i>	1											[30]
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	[45]
(C:CD, pp. 50 & 98); <b>Infantry</b> ; DA: Daemon of Nurgle; 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												
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	[45]
(C:CD, pp. 50 & 98); <b>Infantry</b> ; DA: Daemon of Nurgle; 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												
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	[45]
(C:CD, pp. 50 & 98); <b>Infantry</b> ; DA: Daemon of Nurgle; 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												
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	[45]
(C:CD, pp. 50 & 98); <b>Infantry</b> ; DA: Daemon of Nurgle; 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												
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	[45]
(C:CD, pp. 50 & 98); <b>Infantry</b> ; DA: Daemon of Nurgle; 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												
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	[45]
(C:CD, pp. 50 & 98); <b>Infantry</b> ; DA: Daemon of Nurgle; 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												
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	[45]
(C:CD, pp. 50 & 98); <b>Infantry</b> ; DA: Daemon of Nurgle; 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												
Daemonic Incursion	1	Grp: Detachment										0
Daemonic Corruption; The Warp Unleashed; Unearthly Power												
<b>: Combined Arms Detachment (8 <math>\times</math>, 246 pts)</b>												
The Blue Scribes	1		3	3	3	4	2	3	2	7	-/5(i)	81
(C:CD, pp. 43 & 95); <b>JetBikes</b> (Character); HFA: Scrolls of Sorcery; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Spell Syphon; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless; Very Bulky												
The Masque of Slaanesh	1		7	6	4	3	2	7	5	8	-/5(i)	75
(C:CD, pp. 58 & 96); <b>Infantry</b> (Character); DA: Daemon of Slaanesh; Daemonic Instability; S: Deep Strike; S: The Eternal Dance; S: Hit & Run; S: Unnatural Reflexes; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rending; Fear												
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	45
(C:CD, pp. 50 & 98); <b>Infantry</b> ; DA: Daemon of Nurgle; 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												
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	45
(C:CD, pp. 50 & 98); <b>Infantry</b> ; DA: Daemon of Nurgle; 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												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
											<b>Total Cost:</b>	<b>1956</b>

### Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 180.
DG: Daemonic Flight	See C:CD, pg. 73.
DR: Greater Rewards	D6: 0 - Greater Magic Weapon, 1 - Corpulscence, 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: Scrolls of Sorcery	See C:CD, pg. 43.
HFA: Staff of Tomorrow	See C:CD, pg. 42.
mW: Plaguesword	S User, AP -, Melee, Poisoned (4+), Touch of Rust (C:CD, pg. 62).
Warlord Traits	
Lord of Unreality	See C:CD, pg. 26.
<b>Warlord</b>	See WH40k, pg. 124.
Artefacts	
Paradox	S User; AP 4; Melee, Concussive, Warp Contradiction. (See Curse of the Wulfen - The Rule, pg. 82).
The Doomsday Bell	The Doomsday Bell is an Instrument of Chaos. Whilst the bearer is on the battlefield, subtract 1 from the Leadership characteristic of all enemy units. (See Curse of the Wulfen - The Rule, pg. 84).
Psychic Powers	
<b>Telepathy</b>	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	
Bulky	Bulky (see WH40k, pg. 159).
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 Corruption	Objective Markers controlled by units from this Detachment count as controlled for the rest of the game, even if the controlling player has no units within 3" of them. This effect lasts until an enemy scoring unit cleanses the objective by controlling it. (See Curse of the Wulfen - The Rules, pg. 58.)
Daemonic Instability	See C:CD, pg. 26.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Distracting Swarm of Flies	Enemy units cannot fire Overwatch against units from a Tallyband. (See Curse of the Wulfen - The Rules, pg. 70.)
Enfeebling Nausea	At the start of each Combat phase, enemy units that are locked in combat with any units from a Tallyband must pass a Leadership test or reduce their strength and Toughness characteristic by 1 for the duration of that phase. (See Curse of the Wulfen - The Rules, pg. 70.)
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Harbinger of Nurgle	If the Herald of Nurgle from this Formation is a Lesser Locus of Virulence, Greater Locus of Fecundity or an Exalted Locus of Contagion, the special rules associated with that locus affect all units from this formation within 12" of him. If such a unit is also affected by another locus, they will receive both benefits (See Curse of the Wulfen - The Rules, pg. 70.)
Jink	Jink (see WH40k, pg. 167).
Lord of Torment	If any enemy unit fails a Morale check, Be'lakor generates an additional D3 Warp Charge points in his next Psychic phase. (See Curse of the Wulfen - The Rules, pg. 65.)
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 4)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
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: Hit & Run	Hit & Run (see WH40k, pg. 165).
S: Independent Character	Independent Character (see WH40k, pg. 166).
S: Infiltrate	Infiltrate (see WH40k, pg. 167).
S: Oracle of Eternity	See C:CD, pg. 42.
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).
S: Spell Syphon	See C:CD, pg. 43.
S: Swarms	Swarms (see WH40k, pg. 172).
S: The Eternal Dance	See C:CD, pg. 58.
S: The Two Heads of Fate	See C:CD, pg. 42.
S: Unnatural Reflexes	See C:CD, pg. 58.
Shadow Form	Be'lakor has a 4+ Invulnerable save and the Shrouded special rule. Furthermore, Be'lakor automatically passes Dangerous Terrain tests. (See Curse of the Wulfen - The Rules, pg. 65.)
Shrouded	Shrouded (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
The Warp Unleashed	You can choose to re-roll any Daemonic Instability tests for units from this Detachment. (See Curse of the Wulfen - The Rules, pg. 58.)
Unearthly Power	When rolling on the Warp Strom table, you can choose to add or subtract 1 from the result. (See Curse of the Wulfen - The Rules, pg. 58.)
Vector Strike	Vector Strike (see WH40k, pg. 43).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
<b>Flying Monstrous Creature</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	Infantry (see WH40k, pg. 62).
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>JetBikes</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Jump Units</b>	Jump Units (see WH40k, pg. 65).

### Roster Design Information

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