

▲ 1850 Pts - Renegades of Vraks - Lukash Chewsky 3rd Overall EWLO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: The Purge Detachment (70 ⚔, 995 pts)												
Renegade Command Squad	5		3	4	3	3	1	3	1	*	5+	90
(IA5 - 2E, pg. 240); Infantry ; Frag Grenades; Flak Armour; Close Combat Weapon (x5); Lasgun (x1); Command Net Vox; Shotgun (x4); Fanatic; Uncertain Worth												
Arch-Demagogue	1		4	4	3	3	3	3	3	*	5+	[40]
(IA5 - 2E, pg. 240); Infantry (Character); Frag Grenades; Flak Armour; Close Combat Weapon; Laspistol; Fanatic; Independent Character; Master of Renegades; Ordnance Tyrant; Uncertain Worth; Chaos Covenant; Covenant of Nurgle; Warlord												
Renegade Chaos Spawn	3		3	-	5	5	3	3	D6	10	-	55
(IA5 - 2E, pg. 244); Beasts ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky												
Renegade Chaos Spawn	3		3	-	5	5	3	3	D6	10	-	55
(IA5 - 2E, pg. 244); Beasts ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky												
Renegade Chaos Spawn	3		3	-	5	5	3	3	D6	10	-	55
(IA5 - 2E, pg. 244); Beasts ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky												
Renegade Heavy Ordnance Battery	1	Grp:										120
(IA5 - 2E, pg. 262); Militia Training; Artillery Carriage; Artillery Carriage												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Militia Training; Gun Carriage; Immobile Artillery												
Renegade Crew	4		3	3	3	3	1	3	1	*	6+	[0]
Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Militia Training; Sub-Flak Armour; Uncertain Worth												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Militia Training; Gun Carriage; Immobile Artillery												
Renegade Crew	4		3	3	3	3	1	3	1	*	6+	[0]
Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Militia Training; Sub-Flak Armour; Uncertain Worth												
Renegade Heavy Ordnance Battery	1	Grp:										120
(IA5 - 2E, pg. 262); Militia Training; Artillery Carriage; Artillery Carriage												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Militia Training; Gun Carriage; Immobile Artillery												
Renegade Crew	4		3	3	3	3	1	3	1	*	6+	[0]
Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Militia Training; Sub-Flak Armour; Uncertain Worth												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Militia Training; Gun Carriage; Immobile Artillery												
Renegade Crew	4		3	3	3	3	1	3	1	*	6+	[0]
Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Militia Training; Sub-Flak Armour; Uncertain Worth												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Renegade Heavy Ordnance Battery	1	Grp:										120
	(IA5 - 2E, pg. 262); Militia Training; Artillery Carriage; Artillery Carriage											
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
	Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Militia Training; Gun Carriage; Immobile Artillery											
Renegade Crew	4		3	3	3	3	1	3	1	*	6+	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Militia Training; Sub-Flak Armour; Uncertain Worth											
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
	Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Militia Training; Gun Carriage; Immobile Artillery											
Renegade Crew	4		3	3	3	3	1	3	1	*	6+	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Militia Training; Sub-Flak Armour; Uncertain Worth											
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
	(IA5 - 2E, pg. 264); Artillery ; Laser Destroyer Array (x3); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth											
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
	(IA5 - 2E, pg. 264); Artillery ; Laser Destroyer Array (x3); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth											
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
	(IA5 - 2E, pg. 264); Artillery ; Laser Destroyer Array (x3); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth											
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
	(IA5 - 2E, pg. 264); Artillery ; Laser Destroyer Array (x3); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth											
Void Shield Generator	1											100
	(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)											
The Purge Detachment	1	Grp: Detachment										0
	Pledged to Nurgle; Slaves to Darkness; Forbidden Munitions; Salt the Earth											
: Combined Arms Detachment (119 , 540 pts)												
Plague Zombie Mob	25		2	2	3	3	1	2	1	-	-	75
	(IA5 - 2E, pg. 252); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											
Renegade Chaos Spawn	3		3	-	5	5	3	3	D6	10	-	55
	(IA5 - 2E, pg. 244); Beasts ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky											
Renegade Chaos Spawn	3		3	-	5	5	3	3	D6	10	-	55
	(IA5 - 2E, pg. 244); Beasts ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky											
Renegade Chaos Spawn	3		3	-	5	5	3	3	D6	10	-	55
	(IA5 - 2E, pg. 244); Beasts ; Fear; Fearless; Fleet; Mutated Beyond Reason; Rage; Random Attacks; Very Bulky											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Renegade Command Squad	5		3	4	3	3	1	3	1	*	5+	45
	(IA5 - 2E, pg. 240); Infantry ; Frag Grenades; Flak Armour; Close Combat Weapon (x5); Shotgun (x5); Fanatic; Uncertain Worth											
Arch-Demagogue	1		4	4	3	3	3	3	3	*	5+	[0]
	(IA5 - 2E, pg. 240); Infantry (Character); Frag Grenades; Flak Armour; Close Combat Weapon; Laspistol; Fanatic; Independent Character; Master of Renegades; Uncertain Worth											
Plague Zombie Mob	25		2	2	3	3	1	2	1	-	-	75
	(IA5 - 2E, pg. 252); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											
Plague Zombie Mob	25		2	2	3	3	1	2	1	-	-	75
	(IA5 - 2E, pg. 252); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											
Plague Zombie Mob	25		2	2	3	3	1	2	1	-	-	75
	(IA5 - 2E, pg. 252); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											
Renegade Field Artillery Battery	1		-	-	-	7	2	-	-	-	3+	30
	(IA5 - 2E, pg. 265); Artillery ; Heavy Quad Launcher (x1); Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew	3		2	2	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Uncertain Worth											
Combined Arms Detachment	1	Grp: Detachment										0
: Combined Arms Detachment (19 , 315 pts)												
Herald of Tzeentch (HQ) [cd]	1		3	4	3	3	2	3	2	8	-/5(i)	45
	(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; Psyker (Mastery Level 1)											
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; 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 (Troops) [cd]	3		3	3	3	3	4	3	4	7	-/5(i)	45
	(C:CD, pp. 50 & 98); Infantry ; 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 (Troops) [cd]	3		3	3	3	3	4	3	4	7	-/5(i)	45
	(C:CD, pp. 50 & 98); Infantry ; 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 (Troops) [cd]	3		3	3	3	3	4	3	4	7	-/5(i)	45
	(C:CD, pp. 50 & 98); Infantry ; 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 (Troops) [cd]	3		3	3	3	3	4	3	4	7	-/5(i)	45
	(C:CD, pp. 50 & 98); Infantry ; 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 [cd]	1	Grp: Detachment										0
											Total Cost:	1850

Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 180.

Renegade Demagogue Devotions	
Ordnance Tyrant	A Demagogue with this Devotion may select Renegade Artillery Batteries, Renegade Strike Batteries, Renegade Bombard Batteries or Renegade Heavy Ordnance Batteries as Elites choices as well a Heavy support choices, and may select Renegade Field Artillery batteries as non-compulsory Troops choices. In addition, if any friendly model within 12" of the Demagogue fires a weapon with the Barage and Blast special rules, the controlling player may choose to place the template so that friendly models are under the template, so long as the template's central hole is entirely under the base of an enemy model. When friendly models are under the template of a barrage or blast weapon using this rule, they are affected normally by the weapon, and wounds inflicted can cause Morale checks or Pinning test as normal. (See IA5 - 2E, pg. 238).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
Chaos Covenant	
Covenant of Nurgle	Any unit which contains at least one model with this special rule also gains the Feel No Pain (6+) special rule. (See IA5 - 2E, pg. 236).
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Daemonic Instability	See C:CD, pg. 26.
Explosive Demise	When the Rapier loses its last wound, roll a D6. If the result of this roll is 2-6 the remove the Rapier as a casualty as normal. If the result is a 1, then place a Large Blast (5") template onto the table, centered on the Rapir - all models friendly and enemy under this template take a single S3 AP- hit. Once these hits are resolved, remove the Rapier as a casualty as normal (See (IA5 - 2E, pg. 264).
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).
Fanatic	When rolling to determine this unit's Leadership value, as per the Uncertain Worth special rule, a model with this special rule rolls 2D6+4, and discards the lowest dice. (See IA5 -2E, pg. 237).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain (4+)	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
Forbidden Munitions	Any friendly unit in the army equipped with falmlers or heavy flamers may be upgraded to be equipped with chemical flamers for free and any model equipped with a missile launcher may take chemical rockets as a free upgrade. Chemical flamers and chemical rockets use the followig profiles: Chemical Flamer: Template; S 4; AP 5; Assault 1, Shred, Gets Hot. Chemical Rocket: 48" Range; S 4; AP 5; Heavy 1, Blast (3"), Shred. Gets Hot. (See IA5 - 2E, pg. 270).
Gun Carriage	This model may be moved if attacked to a vehicle capable of towing it. This is possible even though the model has the Immobile Artilley special rule. (See IA5 - 2E, pg. 228).
Immobile Artillery	An Immobile Artilley piece cannot be moved after it has been deployed, and ignore any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules. When called upon to Fall Back, th crew must leave their guns behind and Fall Back, and the platforms are then removed as casulaties.(See IA5 - 2E, pg. 265).
Independent Character	Independent Character (see WH40k, pg. 166).
Master of Renegades	If the Primary Detachment of an army includes an Arch-Demagogue as its Warlord, the certain additional units are available to the army based on which Chao Covenant the player has selected: (See IA5 -2E, pg. 240).
Mutated Beyond Reason	At the beginning of each Fight sub-phase, before rolling for their Random Attacks, roll a D3 on the table below for each friendly Chaos Spawn unit that is locked in combat. The mutation affects every Chaos Spawn model in the unit and lasts for the rest f the turn. (see IA5 - 2E, pg. 244). D3 Mutation 1 Subcutaneous Armour: The Chaos Spawn have an Armour Save of 4+. 2 Grasping Pseudopods: The Chaos Spawn unit rolls two D6 and picks the highest for their Random Attacks. 3 Toxic Haemorrhage: The Chaos Spawn's Attacks have the Poisoned (4+) special rule.
Pledged to Nurgle	No models in this Detachment may take a Chaos mark to Devotion other than a Mark or Devotion of Nurgle. (See IA5 - 2E, pg. 270).

Projected Void Shields	Each projected void shield has a 12" area of effect, known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a target within the Void Shield Zone instead hits the projected void shield. If a unit is within 12" of more than one Void Shield Generator, and so within more than one Void Shield Zone when it is hit, randomly determine which of the buildings' projected void shields is hit. Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shield causes it to collapse. If all projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapsed; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Rage	Rage (see WH40k, pg. 170).
Random Attacks	At the beginning of each Fight sub-phase, roll a D6 for each friendly Chaos Spawn unit that is locked in combat. The result is the number of Attacks (before modifiers) that all Chaos Spawn in that unit have this turn. (See IA5 - 2E, pg. 244.)
S: Daemon	Daemon (see WH40k, pg. 163).
S: Deep Strike	Deep Strike (see WH40k, pg. 162).
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: Infiltrate	Infiltrate (see WH40k, pg. 167).
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).
Salt the Earth	When a model from this Detachment fires a Barrage weapon with the Blast type, leave the template in place after resolving all damage from the attack until the beginning of the controlling player's next turn. The area under the template is considered dangerous terrain by all models. (See IA5 - 2E, pg. 270).
Shell Shock	Due to the repeated rapid impact of the Heavy Quad Launcher's shells, Pinning test taken against its attacks are at -1 to the target's Leadership value. (See IA5 - 2E, pg. 265).
Slaves to Darkness	All the units in this Detachment (except Fortifications) must have the Chaos Renegades or Chaos Space Marines Faction. (See IA5 - 2E, pg. 270).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Uncertain Worth	The first time a unit with this special rule is required to take a Leadership test, roll a D6 and add 4. This is the squad's Leadership value for the rest of the game and should be noted down for reference. This Leadership characteristic is subject to all the usual modifiers during play. (See IA5 -2E, pg. 237).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Warp Plague	If a unit of Plague Zombies defeats a unit in close combat, either by destroying it outright or forcing it to flee, it may add D3 new Plague Zombies to the unit after it has consolidated - this may bring the unit above its starting strength. If no appropriate models are available to be placed on the table then no additional Plague Zombies are added to the unit. (See IA5 - 2E, pg. 252).
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
Beasts	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Close Combat Weapon	S User; AP - ; Melee.
Command Net Vox	A unit equipped with a command net vox gains all the benefits of a vox caster, and any other friendly unit within 12" may use the unit's Leadership value when taking a Morale check. (See IA5 - 2E, pg. 236).
Earthshaker Cannon	36" to 240" Range; S 9; AP 3; Ordnance 1, Barrage, Large Blast (5").
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Quad Launcher	12" to 60" Range; S 5; AP 5; Heavy 4, Barrage, Blast (3"), Shell shock.
Laser Destroyer Array	36" Range; S 9; AP 2; Ordnance 1, Twin-linked.
Lasgun	24" Range; S 3; AP -; Rapid-fire.
Laspistol	12" Range; S 3; AP -; Pistol.
Militia Training	
Searchlight	(see WH40k, pg. 98).
Shotgun	12" Range; S 3; AP -; Assault 2.

Smoke Launchers	(see WH40k, pg. 98).
Sub-Flak Armour	This grants a 6+ armour save. (See IA5 - 2E, pg. 236)