























1850 Pts - Chaos Daemons - Nick Navavati 3rd Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (7 , 390 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; 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												
Nurglings	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	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	1	Grp: Detachment										0
: Combined Arms Detachment (10 , 510 pts)												
Herald of Tzeentch	1		3	4	3	4	2	3	2/3	8	-5(i)	120
(C:CD, pp. 38 & 95); JetBikes (Character); DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Psyker (Mastery Level 3); DS: Disc of Tzeentch; Hammer of Wrath; Jink; Relentless; Very Bulky												
Herald of Tzeentch	1		3	4	3	4	2	3	2/3	8	-5(i)	150
(C:CD, pp. 38 & 95); JetBikes (Character); DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; DR: Exalted Rewards; DR: Hellforged Artifacts; Psyker (Mastery Level 3); DS: Disc of Tzeentch; 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); Infantry (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); 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	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												
Wall of Martyrs Imperial Bunker	1											75
(Stronghold Assault, pg. 26); Medium Building (Armour Value 14, Transport Capacity 20, HP 4); Comms Relay												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Burning Skyhost (34 , 945 pts)												
Burning Skyhost	1	Auxilia Detach 										945
(Curse of the Wulfen - The Rules, pg. 69); Herald of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Trail of Transmuting Flame; Warpflame; Harbinger of Tzeentch												
Herald of Tzeentch	1		3	4	3	4	2	3	2/3	8	-/5(i)	[145]
(C:CD, pp. 38 & 95); JetBikes (Character); Paradox; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Psyker (Mastery Level 3); DS: Disc of Tzeentch; Hammer of Wrath; Jink; Relentless; Very Bulky												
<i>Paradox</i>	1											[25]
Screammers of Tzeentch	8		3	0	4	4	2	4	3	7	-/5(i)	[200]
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless												
Screammers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	[75]
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless												
Screammers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	[75]
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless												
Screammers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	[75]
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless												
Screammers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	[75]
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless												
Screammers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	[75]
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless												
Screammers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	[75]
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless												
Screammers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	[75]
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless												
Screammers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	[75]
(C:CD, pp. 41 & 100); Jetbike ; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Lamprey's Bite; S: Slashing Attack; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Hammer of Wrath; Jink; Relentless												
Total Cost:											1845	

Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 180.
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: Hellforged Artifacts	The Eternal Blade, The Portaglyph, The Doomstone or Grimoire of True Names. Only one of each per army (C:CD, pg. 65).
DS: Disc of Tzeentch	See C:CD, pg. 63.

HFA: Grimoire of True Names	See C:CD, pg. 65.
HFA: Staff of Tomorrow	See C:CD, pg. 42.
HFA: The Doomstone	See C:CD, pg. 65.
HFA: The Eternal Blade	S+1, AP -, Melee, Gloryseeker, Specialist Weapon (C:CD, pg. 65).
HFA: The Portalglyph	BS 0, FA 12, SA 12, RA 12, HP1 Vehicle (Immobile), Daemon (C:CD, pg. 65).
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.
Artefacts	
Paradox	S User; AP 4; Melee, Concussive, Warp Contradiction. (See Curse of the Wulfen - The Rule, pg. 82).
Special Rules	
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.
Daemonic Instability	See C:CD, pg. 26.
Fear	Fear (see WH40k, pg. 163).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Harbinger of Tzeentch	If the Herald of Tzeentch from this Formation is a Lesser Locus of Transmogrification, Greater Locus of Change or an Exalted Locus of Conjunction, 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. 68.)
Jink	Jink (see WH40k, pg. 167).
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).
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: Lamprey's Bite	See C:CD, pg. 41.
S: Oracle of Eternity	See C:CD, pg. 42.
S: Rending	Rending (see WH40k, pg. 170).
S: Shrouded	Shrouded (see WH40k, pg. 170).
S: Slashing Attack	See C:CD, pg. 41.
S: Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
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.
Smash	Smash (see WH40k, pg. 171).
Trail of Transmuting Flame	If a Burning Chariot if Tzeentch from a Burniong Skyhost Turbo-boosts, pcik an unengaged enemy unit it moved over. That unit suffers D6 Strength 5 AP 4 hits with the Soul Blaze and Warpflame special rules. Use the final position of the Burning Chariot for the purposes of determining Wound allocation; vehicles are always hit on their side armour. Furthermore, add 1 to the number of Slashing Attacks made by the Screammers of Tzeentch from a Burning Skyhost, and resolve all of these models' Slashing Attacks with the Sould Blaze and Warpflame special rules. (See Curse of the Wulfen - The Rules, pg. 69.)
Vector Strike	Vector Strike (see WH40k, pg. 43).
Very Bulky	Very Bulky (see WH40k, pg. 35).

Warpflame	At the end of each phase, any unit that suffered one or more unsaved Wounds during the phase from an attack with this special rule (or from an attack made by a model with this special rule), must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour or cover saves allowed. If the test is passed, all models in the unit gain the Feel No Pain (6+) special rule for the rest of the game. Any models in the unit that already have the Feel No Pain special rule instead gain +1 to all Feel No Pain rolls for the rest of the game.
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)	Infantry (Character) (see WH40k, pgs. 44, 63)
Jetbike	See WH40k, pg. 45.
JetBikes (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).