








2000 Pts - Chaos Daemons - Vince Arroyo 3rd Overall Wargames Con 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (17 , 775 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												
Herald of Tzeentch	1		3	4	3	3	2	3	2	8	-/5(i)	95
(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 3)												
Herald of Tzeentch	1		3	4	3	3	2	3	2	8	-/5(i)	145
(C:CD, pp. 38 & 95); Infantry (Character); Paradox; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; L: Exalted Locus of Conjuraction; Psyker (Mastery Level 3)												
<i>Paradox</i>	1											[25]
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												
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												
Void Shield Generator	1											100
(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Combined Arms Detachment	1	Grp: Detachment										0
Formation: Infernal Tetrad (5 , 1225 pts)												
Infernal Tetrad	1	Comm: Detach 										1225
(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	-/5(i)	[240]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); DG: Daemonic Flight; DA: Daemon of Khorne; Daemonic Instability; Deep Strike; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; 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	-/5(i)	[315]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); DG: Daemonic Flight; 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: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
Daemon Prince of Slaanesh	1		9	5	6	5	4	8	5	9	-/5(i)	[310]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (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: 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	-/5(i)	[360]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); The Impossible Robe; DG: Daemonic Flight; 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; Discipline of Change												
<i>The Impossible Robe</i>	1											[25]
Total Cost:											2000	

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: Staff of Tomorrow	See C:CD, pg. 42.										
L: Exalted Locus of Conjunction	See C:CD, pg. 67.										
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).										
The Impossible Robe	The Impossible Robe confers a 3+ invulnerable save. However, each time the wearer suffers an unsaved Wound, he must pass a Leadership test or fade from reality and be removed from play. (See Curse of the Wulfen - The Rule, pg. 82).										
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											
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).										
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="width: 30%;">Number of models</td> <td>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).										
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 collapse; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).										
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: 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: Infiltrate	Infiltrate (see WH40k, pg. 167).
S: Magic Made Manifest	See C:CD, pg. 38.
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: Swarms	Swarms (see WH40k, pg. 172).
S: The Two Heads of Fate	See C:CD, pg. 42.
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).
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
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).