

1850 Pts - Chaos Daemons - Cyle Thompson 2nd Overall Flying Monkey GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
: Combined Arms Detachment (31 天, 1847 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 Nurgle	1		5	5	5	5	2	4	3	8	-/5(i)	150	
(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; Feel No Pain; DR: Exalted Rewards; L: Greater Locus of Fecundity; Psyker (Mastery Level 2)													
Herald of Nurgle	1		5	5	5	5	2	4	3	8	-/5(i)	105	
(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: Lesser Rewards (x1); Psyker (Mastery Level 2)													
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													
Plague Drones of Nurgle	5		3	3	4	5	3	2	3	7	-/5(i)	322	
(C:CD, pp. 49 & 100); Cavalry (Jetpack); mW: Plaguesword; DGN: Venom Sting; DG: Icon of Chaos; DA: Daemon of Nurgle; Daemonic Instability; S: Deep Strike; S: Very Bulky; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear													
Plaguebringer	1		3	3	4	5	3	2	4	7	-/5(i)	[72]	
Automatic Unit Type; mW: Plaguesword; Daemonic Instability; DR: Greater Rewards													
Daemon Prince	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													
<i>The Impossible Robe</i>	1											[25]	
Chaos Knight Paladin (IA)	1	Grp:	WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3									HP: 6	430
(C:IK, pg. 103); Vehicle (Superheavy Walker); Ion Shield; Heavy Stubber; Heavy Stubber; Rapid-fire Battle Cannon; Dirge Caster; Daemon Knight of Tzeentch; Daemon; Fear; Hammer of Wrath; Hatred (Daemons of Nurgle); Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown													
Combined Arms Detachment	1	Grp: Detachment										0	
Total Cost:											1847		

Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 180.
DG: Daemonic Flight	See C:CD, pg. 73.
DG: Icon of Chaos	See C:CD, pg. 64.
DGN: Venom Sting	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 - Corpulescence, 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: Greater Locus of Fecundity	See C:CD, pg. 67.
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.
Warlord	See WH40k, pg. 124.
Artefacts	
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	
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
DA: Daemon of Nurgle	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).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 165).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).
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).
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: 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: Oracle of Eternity	See C:CD, pg. 42.
S: Shrouded	Shrouded (see WH40k, pg. 170).
S: Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
S: The Two Heads of Fate	See C:CD, pg. 42.
S: Very Bulky	Very Bulky (see WH40k, pg. 35).
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Vector Strike	Vector Strike (see WH40k, pg. 43).
Unit Type	
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
Cavalry (Jetpack)	Cavalry (see WH40k, pg. 67), Jet Pack Units(see WH40k, pg. 66).
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).
Infantry (Character)	See WH40K rulebook, pgs. 44-49.

Vehicle (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Daemon Knight of Tzeentch	A model with this special rule gains the Daemon, Hatred (Daemons of Nurgle) special rules. In addition, the Daemon Knight may re-roll all To Hit rolls of 1 and any inferno cannon mounted on it gains the Soul Blaze special rule. It also counts as being a Daemon aligned with Slaanesh. (See FW Website).
Dirge Caster	Dirge Caster (see C:CSM, pg. 68).
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Ion Shield	[Undefined String: kni7 IonS] (See C:IK, pg. 117).
Rapid-fire Battle Cannon	72" Range; S 8; AP 3; Ordnance 2, Large Blast (See C:IK, pg. 115).

Roster Design Information

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