




1850 Pts - Chaos Daemons - Thomas Reidy 2nd Overall Alamo GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Daemonic Incursion (49 ⁺, 1095 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												
Murderhorde	1	Core, Detach 										750
(Curse of the Wulfen - The Rules, pg. 66); Flesh Hounds of Khorne; Flesh Hounds of Khorne; Flesh Hounds of Khorne; Flesh Hounds of Khorne; Flesh Hounds of Khorne; Flesh Hounds of Khorne; Escalating Bloodlust; Harbinger of Khorne												
Herald of Khorne	1		7	7	5	4/5	2/3	6	3/4	8	6+/5(i)	[110]
(C:CD, pp. 29 & 94); Cavalry (Character); mW: Hellblade; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Independent Character; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; DR: Lesser Rewards (x1); DS: Juggernaut of Khorne; Fleet; Hammer of Wrath												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+/5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+/5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+/5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
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Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+/5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+/5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
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); Jump Units ; 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
Daemonic Incursion	1	Grp: Detachment										0
Daemonic Corruption; The Warp Unleashed; Uearthly Power												
Foresworn Knight Detachment (2 , 750 pts)												
Renegade Knight [KNI]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										375
(C:IK, pg. 102); Vehicle (Superheavy Walker); Ion Shield; Reaper Chainsword; Thermal Cannon; Meltagun; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown Gatling Avenger Cannon												
Renegade Knight [KNI]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										375
(C:IK, pg. 102); Vehicle (Superheavy Walker); Ion Shield; Reaper Chainsword; Thermal Cannon; Meltagun; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown Gatling Avenger Cannon												
Foresworn Knight Detachment [KNI]	1	Grp: Detachment										0
											Total Cost:	1845

Option Footnotes

Daemonic Gifts	
DG: Collar of Khorne	See C:CD, pg. 63.
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).
DS: Juggernaut of Khorne	See C:CD, pg. 63.
HFA: Staff of Tomorrow	See C:CD, pg. 42.
mW: Hellblade	S User, AP3, Melee.
Warlord Traits	
Lord of Unreality	See C:CD, pg. 26.
Warlord	See WH40k, pg. 124.
Special Rules	
Bulky	Bulky (see WH40k, pg. 159).
DA: Daemon of Khorne	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).
Escalating Bloodlust	Units from a Morderhorde add 1 to their Attacks in close combat whilst they are within 6" of any other unit from their Formation. (See Curse of the Wulfen - The Rules, pg. 66.)
Fear	Fear (see WH40k, pg. 163).
Fleet	Fleet (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Harbinger of Khorne	If the Herald of Khorne from this Formation is a Lesser Locus of Abjuration, Greater Locus of Fury or an Exalted Locus of Wrath, 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. 66.)
Hatred (Daemons of Slaanesh)	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 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: Independent Character	Independent Character (see WH40k, pg. 166).
S: Oracle of Eternity	See C:CD, pg. 42.
S: Rending	Rending (see WH40k, pg. 170).
S: Scout	Scout (see WH40k, pg. 171).
S: The Two Heads of Fate	See C:CD, pg. 42.
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
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).
Unit Type	
Beasts	Beasts (see WH40k, pg. 67).
Cavalry (Character)	See WH40K rulebook, pgs. 44-49.
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Jump Units	Jump Units (see WH40k, pg. 65).
Vehicle (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Ion Shield	[Undefined String: kni7 IonS] (See C:IK, pg. 117).
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Reaper Chainsword	S D; AP 2; Melee (See C:IK, pg. 117).
Thermal Cannon	36" Range; S 9; AP 1; Heavy 1, Large Blast, Melta (See C:IK, pg. 116).

Roster Design Information

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