













▲ 1850 Pts - Chaos Daemons - Vincent Arroyo 2nd Overall Scorched Earth 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Infernal Tetrad (5 , 1155 pts)												
Infernal Tetrad	1	Comm: Detach 										1155
(Curse of the Wulfen - The Rules, pg. 74); Combined Mlght; Shared Power												
Daemon Prince of Khorne	1		9	5	6	5	4	8	5	9	3+/5(i)	[270]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); Armour of Scorn; DG: Daemonic Flight; DA: Daemon of Khorne; Daemonic Instability; Deep Strike; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; DR: Greater Rewards (x2); Adamantium Will; Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
<i>Armour of Scorn</i>	1											[30]
Daemon Prince of Nurgle	1		9	5	6	5	4	8	5	9	-/5(i)	[275]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); Corruption; 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; Psyker (Mastery Level 2); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
<i>Corruption</i>	1											[25]
Daemon Prince of Slaanesh	1		9	5	6	5	4	8	5	9	-/5(i)	[290]
(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 (x1); 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)	[320]
(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); 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]
: Combined Arms Detachment (17 , 394 pts)												
Herald of Tzeentch	1		3	4	3	3	2	3	2	8	-/5(i)	80
(C:CD, pp. 38 & 95); Infantry (Character); The Endless Grimoire; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Psyker (Mastery Level 1)												
<i>The Endless Grimoire</i>	1											[35]
Herald of Tzeentch	1		3	4	3	3	2	3	2	8	-/5(i)	120
(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; Psyker (Mastery Level 3); Warlord												
<i>Paradox</i>	1											[25]
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												
Pink Horrors of Tzeentch	11		3	3	3	3	1	3	1	7	-/5(i)	99
(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												
Aegis Defence Line	1											50
(Stronghold Assault, pg. 20); Battlefield Debris (Defence Lines)												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Allied Detachment (14 +, 301 pts)												
Sorcerer (HQ) [Chaos]	1		5	4	4/5	4	2	4/1	2/3	10	3+	75
(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Axe; Spell Familiar; Champion of Chaos; Independent Character; Psyker (Mastery Level 1); Biomancy ; Daemonology ; Malefic Powers ; Daemonology ; Sanctic Powers ; Pyromancy ; Telepathy												
Chaos Relic Sicaran Battle Tank (IA) (Heavy) [Chaos]	1	Grp: BS: 4 FA: 13 SA: 12 RA: 12 HP: 3 Save: -										170
(IA13, pgs. 37-39); Vehicle (Tank, Fast); Extra Armour; Searchlight; Smoke Launchers; Heavy Bolter; Twin-linked Accelerator Autocannon; Fear; Infernal Relic; Preferred Enemy (Tau Empire); Death of Kasyr Lutien; Perdus Rift Anomaly												
Chaos Cultists (Troops) [Chaos]	10		3	3	3	3	1	3	1	7	6+	56
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x10); Close Combat Weapon (x10)												
Cultist Champion [Chaos]	1		3	3	3	3	1	3	2/3	8	6+	[16]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Shotgun; Champion of Chaos												
Allied Detachment [Chaos]	1	Grp: Detachment										0
											Total Cost:	1850

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 - Corpulence, 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).
Legacies	
Death of Kasyr Lutien	This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +15 points, or +25 points for a Super-heavy Vehicle. The vehicle gains the Fear special rule. In addition, when Psychic tests to use Malefic Daemonology powers are made by friendly Psykers within 12" of the vehicle, one D6 may be re-rolled for every Hull Point the vehicle has remaining (each may only be re-rolled once, regardless of how many Hull Points the vehicle has). If the test is failed, the vehicle suffers a Penetrating hit in addition to any normal consequences to the Psyker. (See IA13, pg. 187.)
Perdus Rift Anomaly	This Legacy of Ruin may be taken by any single Chaos Space Marine vehicle at a cost of +20 points, or +40 points for a Super-heavy Vehicle. If the vehicle is deployed at the beginning of the battle, its side may re-roll or requires their opponent to re-roll attempts to Seize the Initiative. In addition, it has the Preferred Enemy (Tau Empire) special rule. (See IA13, pg. 189.)
Warlord Traits	
Warlord	See WH40k, pg. 124.
Artefacts	
Armour of Scorn	The Armour of Scorn confers a 3+ Armour save and the Adamantium Will special rule. Reduce the Strength characteristic of any attacks that target the bearer by 1 (to a minimum of 1). (See Curse of the Wulfen - The Rule, pg. 81).
Corruption	S * ; AP -; Melee, Hyper-infection, Touch of Rust. (See Curse of the Wulfen - The Rule, pg. 84).
Paradox	S User; AP 4; Melee, Concussive, Warp Contradiction. (See Curse of the Wulfen - The Rule, pg. 82).
The Endless Grimoire	If your Warlord generates all his powers from the Discipline of Change, he knows all of its powers. (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	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).

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).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
Champion of Chaos	Champion of Chaos (see C:CSM, pg. 28).
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). 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).
Independent Character	Independent Character (see WH40k, pg. 166).
Infernal Relic	(See IA13, pg.191).
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Preferred Enemy (Tau Empire)	Preferred Enemy (see WH40k, pg. 169).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	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: 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).
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	
Battlefield Debris (Defence Lines)	Battlefield Debris (Defence Lines) (See WH40K, pg. 109)
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.
Vehicle (Tank, Fast)	See WH40K rulebook, pgs. 44-49.
Wargear	
Extra Armour	Extra Armour (see WH40k, pg. 98).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Improvised Armour	Improvised Armour (see C:CSM, pg. 68).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Power Armour	Confers a 3+ Armour Save.
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
Spell Familiar	Spell Familiar (see C:CSM, pg. 67).
Twin-linked Accelerator Autocannon	48" Range; S 7; AP 4; Heavy 6, Rending, Rapid Tracking, Twin-linked. (see IA2 - 2E, pg. 79).
Weapons	
Autopistol	12" Range; S 3; AP -; Pistol.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Close Combat Weapon	S User; AP - ; Melee.
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Shotgun	12" Range; S 3; AP -; Assault 2.

Roster Design Information

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