

# 1850 Pts - Renegades and Heretics - Brett Perkins 2nd Overall Bugeater 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (62 人, 580 pts)</b>												
Renegade Command Squad	4		3	4	3	3	1	3	1	*	5+	55
(IA13, pg. 154); <b>Infantry</b> ; Frag Grenades; Flak Armour; Close Combat Weapon (x4); Lasgun (x4); Fanatic; Uncertain Worth												
Arch-Demagogue	1		4	4	3	3	3	3	3	*	5+	[10]
(IA5 - 2E, pg. 240); <b>Infantry</b> (Character); Frag Grenades; Flak Armour; Close Combat Weapon; Laspistol; Fanatic; Independent Character; Master of Renegades; Uncertain Worth; Chaos Covenant; Covenant of Nurgle; <b>Warlord</b>												
Plague Zombie Horde	15		2	2	3	3	1	2	1	-	-	45
(IA13, pg. 165); <b>Infantry</b> ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Plague Zombie Horde	15		2	2	3	3	1	2	1	-	-	45
(IA13, pg. 165); <b>Infantry</b> ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Renegade Strike Battery	1	Grp:										110
(IA13, pg. 174); Renegade Wyvern; Renegade Wyvern												
Renegade Wyvern	1	Grp: BS: 2 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[55]
<b>Vehicle</b> (Tank, Open-Topped); Searchlight; Smoke Launchers; Heavy Boltgun; Twin-linked Stormshard Mortars (x2)												
Renegade Wyvern	1	Grp: BS: 2 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[55]
<b>Vehicle</b> (Tank, Open-Topped); Searchlight; Smoke Launchers; Heavy Boltgun; Twin-linked Stormshard Mortars (x2)												
Renegade Heavy Ordnance Battery	1	Grp:										165
(IA13, pg. 177); Artillery Carriage; Artillery Carriage; Artillery Carriage												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
<b>Artillery</b> ; Searchlight; Smoke Launchers; Earthshaker Cannon; Gun Carriage; Immobile Artillery												
Renegade Crew	4		2	2	3	3	1	3	1	*	6+	[0]
<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Sub-Flak Armour; Uncertain Worth												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
<b>Artillery</b> ; Searchlight; Smoke Launchers; Earthshaker Cannon; Gun Carriage; Immobile Artillery												
Renegade Crew	4		2	2	3	3	1	3	1	*	6+	[0]
<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Sub-Flak Armour; Uncertain Worth												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
<b>Artillery</b> ; Searchlight; Smoke Launchers; Earthshaker Cannon; Gun Carriage; Immobile Artillery												
Renegade Crew	4		2	2	3	3	1	3	1	*	6+	[0]
<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Sub-Flak Armour; Uncertain Worth												
Renegade Heavy Ordnance Battery	1	Grp:										160
(IA13, pg. 177); Medusa Siege Cannon; Artillery Carriage; Artillery Carriage												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[80]
<b>Artillery</b> ; Searchlight; Smoke Launchers; Medusa Siege Cannon; Gun Carriage; Immobile Artillery												
Renegade Crew	4		2	2	3	3	1	3	1	*	6+	[0]
<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Sub-Flak Armour; Uncertain Worth												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[80]
<b>Artillery</b> ; Searchlight; Smoke Launchers; Medusa Siege Cannon; Gun Carriage; Immobile Artillery												
Renegade Crew	4		2	2	3	3	1	3	1	*	6+	[0]
<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Sub-Flak Armour; Uncertain Worth												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Heavy Support: Renegade Field Artillery Battery (34 <sup>+</sup>, 330 pts)</b>												
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
	(IA13, pg. 179); <b>Artillery</b> ; Laser Destroyer Array (x3); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
	<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth											
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
	(IA13, pg. 179); <b>Artillery</b> ; Laser Destroyer Array (x3); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
	<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth											
Renegade Rapier Laser Destroyer Battery	3		-	-	-	7	2	-	-	-	3+	70
	(IA13, pg. 179); <b>Artillery</b> ; Laser Destroyer Array (x3); Militia Training; Explosive Demise; Extremely Bulky											
Renegade Crew	3		3	3	3	3	1	3	1	*	-	[0]
	<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Militia Training; Uncertain Worth											
Renegade Field Artillery Battery	1		-	-	-	7	2	-	-	-	3+	30
	(IA13, pg. 180); <b>Artillery</b> ; Heavy Quad Launcher (x1); Additional Crewmen; Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew	3		2	2	3	3	1	3	1	*	-	[0]
	<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Uncertain Worth											
Renegade Field Artillery Battery	1		-	-	-	7	2	-	-	-	3+	30
	(IA13, pg. 180); <b>Artillery</b> ; Heavy Quad Launcher (x1); Additional Crewmen; Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew	3		2	2	3	3	1	3	1	*	-	[0]
	<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Uncertain Worth											
Renegade Field Artillery Battery	1		-	-	-	7	2	-	-	-	3+	30
	(IA13, pg. 180); <b>Artillery</b> ; Heavy Quad Launcher (x1); Additional Crewmen; Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew	3		2	2	3	3	1	3	1	*	-	[0]
	<b>Infantry</b> ; Frag Grenades; Close Combat Weapon (x3); Lasgun (x3); Uncertain Worth											
<b>: Combined Arms Detachment (15 <sup>+</sup>, 835 pts)</b>												
Kairos Fateweaver (HQ) [cd]	1		1	6	5	5	5	2	1	9	-/4(i)	300
	(C:CD, pp. 42 & 91); <b>Flying Monstrous Creature</b> (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											
Herald of Tzeentch (HQ) [cd]	1		3	4	3	4	2	3	2/3	8	-/5(i)	150
	(C:CD, pp. 38 & 95); <b>JetBikes</b> (Character); DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; DR: Exalted Rewards; Psyker (Mastery Level 3); DS: Disc of Tzeentch; Hammer of Wrath; Jink; Relentless; Very Bulky											
Herald of Tzeentch (HQ) [cd]	1		3	4	3	4	2	3	2/3	8	-/5(i)	145
	(C:CD, pp. 38 & 95); <b>JetBikes</b> (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> [cd]	1											[25]
Nurglings (Troops) [cd]	3		3	3	3	3	4	3	4	7	-/5(i)	45
	(C:CD, pp. 50 & 98); <b>Infantry</b> ; 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											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Nurglings (Troops) [cd]	3		3	3	3	3	4	3	4	7	-/5(i)	45
	(C:CD, pp. 50 & 98); <b>Infantry</b> ; 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											
Screamers of Tzeentch (Fast) [cd]	6		3	0	4	4	2	4	3	7	-/5(i)	150
	(C:CD, pp. 41 & 100); <b>Jetbike</b> ; 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											
Combined Arms Detachment [cd]	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1745</b>	

### 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).
DS: Disc of Tzeentch	See C:CD, pg. 63.
HFA: Staff of Tomorrow	See C:CD, pg. 42.
Warlord Traits	
<b>Warlord</b>	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	
Chaos Covenant	
Covenant of Nurgle	Any unit which contains at least one model with this special rule also gains the Feel No Pain (6+) special rule. (See IA13, pg. 151).
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Daemonic Instability	See C:CD, pg. 26.
Explosive Demise	When the Rapier loses its last wound, roll a D6. If the result of this roll is 2-6 the remove the Rapier as a casualty as normal. If the result is a 1, then place a Large Blast (5") template onto the table, centered on the Rapir - all models friendly and enemy under this template take a single S3 AP- hit. Once these hits are resolved, remove the Rapier as a casualty as normal (See IA5 - 2E, pg. 264).
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).
Fanatic	When rolling to determine this unit's Leadership value, as per the Uncertain Worth special rule, a model with this special rule rolls 2D6+4, and discards the lowest dice. (See IA5 -2E, pg. 237).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain (4+)	Feel No Pain (see WH40k, pg. 164).
Gun Carriage	This model may be moved if attacked to a vehicle capable of towing it. This is possible even though the model has the Immobile Artillery special rule. (See IA5 - 2E, pg. 228).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Immobile Artillery	An Immobile Artillery piece cannot be moved after it has been deployed, and ignore any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules. When called upon to Fall Back, th crew must leave their guns behind and Fall Back, and the platforms are then removed as casualties.(See IA5 - 2E, pg. 265).
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Master of Renegades	If the Primary Detachment of an army includes an Arch-Demagogue as its Warlord, the certain additional units are available to the army based on which Chao Covenant the player has selected: (See IA5 -2E, pg. 240).
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: 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: Lamprey's Bite	See C:CD, pg. 41.
S: Oracle of Eternity	See C:CD, pg. 42.
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 Two Heads of Fate	See C:CD, pg. 42.
Shell Shock	Due to the repeated rapid impact of the Heavy Quad Launcher's shells, Pinning test taken against its attacks are at -1 to the target's Leadership value. (See IA5 - 2E, pg. 265).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Uncertain Worth	The first time a unit with this special rule is required to take a Leadership test, roll a D6 and add 4. This is the squad's Leadership value for the rest of the game and should be noted down for reference. This Leadership characteristic is subject to all the usual modifiers during play. (See IA13, pg. 151).
Vector Strike	Vector Strike (see WH40k, pg. 43).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Warp Plague	If a unit of Plague Zombies defeats a unit in close combat, either by destroying it outright or forcing it to flee, it may add D3 new Plague Zombies to the unit after it has consolidated - this may bring the unit above its starting strength. If no appropriate models are available to be placed on the table then no additional Plague Zombies are added to the unit. (See IA5 - 2E, pg. 252).
<b>Unit Type</b>	
<b>Artillery</b>	See WH40K rulebook, pgs. 44-49.
<b>Flying Monstrous Creature (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>Jetbike</b>	See WH40k, pg. 45.
<b>JetBikes (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle (Tank, Open-Topped)</b>	See WH40K rulebook, pgs. 44-49.
<b>Wargear</b>	
Close Combat Weapon	S User; AP - ; Melee.
Earthshaker Cannon	36" to 240" Range; S 9; AP 3; Ordnance 1, Barrage, Large Blast (5").
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Boltgun	36" Range; S 5; AP 4; Heavy 3.
Heavy Quad Launcher	12" to 60" Range; S 5; AP 5; Heavy 4, Barrage, Blast (3"), Shell shock.
Laser Destroyer Array	36" Range; S 9; AP 2; Ordnance 1, Twin-linked.
Lasgun	24" Range; S 3; AP -; Rapid-fire.
Laspistol	12" Range; S 3; AP -; Pistol.
Medusa Siege Cannon	36" Range; S 10; AP 2; Ordnance 1, Large Blast (5").
Militia Training	
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
Sub-Flak Armour	This grants a 6+ armour save. (See IA13, pg. 150).
Twin-linked Stormshard Mortars	