







1850 Pts - Chaos Daemons - Logan Mulroney 10th Overall BAO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Daemonic Incursion (36 ⁺, 545 pts)												
Tallyband	1	Core, Detach										510
(Curse of the Wulfen - The Rules, pg. 70); Herald of Nurgle; Nurglings; Nurglings; Nurglings; Nurglings; Nurglings; Nurglings; Plaguebearers of Nurgle; Distracting Swarm of Flies; Enfeebling Nausea; Harbinger of Nurgle												
Herald of Nurgle	1		5	5	5	5	2	4	3	8	-/5(i)	[150]
(C:CD, pp. 47 & 96); Infantry (Character); The Doomsday Bell; 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; L: Greater Locus of Fecundity; Psyker (Mastery Level 2); Warlord												
<i>The Doomsday Bell</i>	1											[30]
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												
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												
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												
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												
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												
Plaguebearers of Nurgle	10		3	3	4	4	1	2	1	7	-/5(i)	[90]
(C:CD, pp. 47 & 97); Infantry ; mW: Plaguesword; DA: Daemon of Nurgle; Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear												
Daemon Flock	1	Auxiliai Detach										35
(Curse of the Wulfen - The Rules, pg. 59)												
Chaos Furies	5		3	0	4	3	1	4	1	2	-/5(i)	[35]
(C:CD, pp. 59 & 100); Jump Units ; S: Daemon; Daemonic Instability; S: Deep Strike; Fear; Bulky; Deep Strike												
Daemonic Incursion	1	Grp: Detachment										0
Daemonic Corruption; The Warp Unleashed; Unearthly Power												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Infernal Tetrad (5 , 1305 pts)												
Infernal Tetrad	1	Comm: Detach 										1305
(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	3+/5(i)	[280]
(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: Lesser Rewards (x1); 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)	[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	3+/5(i)	[350]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); Soulstealer; DG: Daemonic Flight; DG: Warp-forged Armour; 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												
<i>Soulstealer</i>	1											[20]
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:	1850

Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 180.
DG: Daemonic Flight	See C:CD, pg. 73.
DG: Warp-forged Armour	See C:CD, pg. 63.
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).
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	
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).
Soulstealer	S User; AP 3; Melee, Soulgreed. (See Curse of the Wulfen - The Rule, pg. 86).
The Doomsday Bell	The Doomsday Bell is an Instrument of Chaos. Whilst the bearer is on the battlefield, subtract 1 from the Leadership characteristic of all enemy units. (See Curse of the Wulfen - The Rule, pg. 84).
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 Warflare, 4 - Boon of Flame, 5 - Infernal Gateway, 6 - Prismatic Gaze (See Curse of the Wulfen, pg. 83).										
Special Rules											
Adamantium Will	Adamantium Will (see WH40k, pg. 157).										
Bulky	Bulky (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"> <tr> <td>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 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).										
Distracting Swarm of Flies	Enemy units cannot fire Overwatch against units from a Tallyband. (See Curse of the Wulfen - The Rules, pg. 70.)										
Enfeebling Nausea	At the start of each Combat phase, enemy units that are locked in combat with any units from a Tallyband must pass a Leadership test or reduce their strength and Toughness characteristic by 1 for the duration of that phase. (See Curse of the Wulfen - The Rules, pg. 70.)										
Fear	Fear (see WH40k, pg. 163).										
Feel No Pain	Feel No Pain (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 Nurgle	If the Herald of Nurgle from this Formation is a Lesser Locus of Virulence, Greater Locus of Fecundity or an Exalted Locus of Contagion, 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. 70.)										
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).										
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: 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: 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).										

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	
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Units	Jump Units (see WH40k, pg. 65).

Roster Design Information

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