

▲ 1850 Pts - Chaos Daemons

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Combined Arms Detachment	1	Grp: Detachment										0
Plague Zombie Mob	28		2	2	3	3	1	2	1	-	-	84
		(IA5 - 2E, pg. 252); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague										
Plague Zombie Mob	27		2	2	3	3	1	2	1	-	-	81
		(IA5 - 2E, pg. 252); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague										
Renegade Field Artillery Battery	3		-	-	-	7	2	-	-	-	3+	90
		(IA5 - 2E, pg. 265); Artillery ; Heavy Quad Launcher (x3); Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock										
Renegade Crew	9		2	2	3	3	1	3	1	*	-	[0]
		Infantry ; Frag Grenades; Close Combat Weapon (x9); Lasgun (x9); Uncertain Worth										
Renegade Field Artillery Battery	3		-	-	-	7	2	-	-	-	3+	90
		(IA5 - 2E, pg. 265); Artillery ; Heavy Quad Launcher (x3); Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock										
Renegade Crew	9		2	2	3	3	1	3	1	*	-	[0]
		Infantry ; Frag Grenades; Close Combat Weapon (x9); Lasgun (x9); Uncertain Worth										
Aegis Defence Line	1											50
		(Stronghold Assault, pg. 20); Battlefield Debris (Defence Lines)										
Renegade Command Squad	4		3	4	3	3	1	3	1	*	5+	75
		(IA5 - 2E, pg. 240); Infantry ; Frag Grenades; Flak Armour; Close Combat Weapon (x4); Lasgun (x4); Fanatic; Uncertain Worth										
Arch-Demagogue	1		4	4	3	3	3	3	3	*	5+	[40]
		(IA5 - 2E, pg. 240); Infantry (Character); Frag Grenades; Flak Armour; Close Combat Weapon; Laspistol; Fanatic; Independent Character; Master of Renegades; Ordnance Tyrant; Uncertain Worth; Chaos Covenant; Covenant of Nurgle; Warlord										
Sorcerer (HQ) [BL]	1		5	4	4/5	5	2	4/1	2/3	10	3+	150
		(C:CSM, pp. 32 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Axe; Increase Mastery Level (x2); Chaos Bike; Twin-Linked Boltgun (x1); Spell Familiar; Champion of Chaos; Hammer of Wrath; Hatred (Space Marines); Independent Character; Jink; Psyker (Mastery Level 3); Relentless; Very Bulky; Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy										
Sorcerer (HQ) [BL]	1		5	4	4/5	5	2	4/1	2/3	10	3+	150
		(C:CSM, pp. 32 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Axe; Increase Mastery Level (x2); Chaos Bike; Twin-Linked Boltgun (x1); Spell Familiar; Champion of Chaos; Hammer of Wrath; Hatred (Space Marines); Independent Character; Jink; Psyker (Mastery Level 3); Relentless; Very Bulky; Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy										
Sorcerer (HQ) [BL]	1		5	4	4	4	2	4	2/3	10	3+	65
		(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Champion of Chaos; Hatred (Space Marines); Independent Character; Psyker (Mastery Level 1); Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy										
Combined Arms Detachment [cd]	1	Grp: Detachment										0
Herald of Tzeentch (HQ) [cd]	1		3	4	3	4	2	3	2/3	8	-/5(i)	150
		(C:CD, pp. 38 & 95); JetBikes (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); JetBikes (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										
Paradox [cd]	1											[25]

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Screamers of Tzeentch (Fast) [cd]	8		3	0	4	4	2	4	3	7	-/5(i)	200
(C:CD, pp. 41 & 100); Jetbike ; 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												
Nurglings (Troops) [cd]	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 (Troops) [cd]	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												
Herald of Tzeentch (HQ) [cd]	1		3	4	3	4	2	3	2/3	8	-/5(i)	120
(C:CD, pp. 38 & 95); JetBikes (Character); 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												
Kairos Fateweaver (HQ) [cd]	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												
Total Cost:											1840	

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.
Renegade Demagogue Devotions	
Ordnance Tyrant	A Demagogue with this Devotion may select Renegade Artillery Batteries, Renegade Strike Batteries, Renegade Bombard Batteries or Renegade Heavy Ordnance Batteries as Elites choices as well a Heavy support choices, and may select Renegade Field Artillery batteries as non-compulsory Troops choices. In addition, if any friendly model within 12" of the Demagogue fires a weapon with the Barrage and Blast special rules, the controlling player may choose to place the template so that friendly models are under the template, so long as the template's central hole is entirely under the base of an enemy model. When friendly models are under the template of a barrage or blast weapon using this rule, they are affected normally by the weapon, and wounds inflicted can cause Morale checks or Pinning test as normal. (See IA5 - 2E, pg. 238).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Artefacts	
Paradox	S User; AP 4; Melee, Concussive, Warp Contradiction. (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).
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	
Champion of Chaos	Champion of Chaos (see C:CSM, pg. 28).
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 IA5 - 2E, pg. 236).
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).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hatred (Space Marines)	Hatred (see WH40k, pg. 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 1)	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: 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 IA5 -2E, pg. 237).
Vector Strike	Vector Strike (see WH40k, pg. 43).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Veterans of the Long War	Veterans of the Long War (see C:CSM, pg. 30).
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).
Upgrades	
Increase Mastery Level	

Terrain Type	
Battlefield Debris (Defence Lines)	Battlefield Debris (Defence Lines) (See WH40K, pg. 109)
Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jetbike	See WH40k, pg. 45.
JetBikes (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Chaos Bike	Chaos Bike (see C:CSM, pg. 66).
Close Combat Weapon	S User; AP - ; Melee.
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Quad Launcher	12" to 60" Range; S 5; AP 5; Heavy 4, Barrage, Blast (3"), Shell shock.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lasgun	24" Range; S 3; AP -; Rapid-fire.
Laspistol	12" Range; S 3; AP -; Pistol.
Power Armour	Confers a 3+ Armour Save.
Spell Familiar	Spell Familiar (see C:CSM, pg. 67).
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Force Sword	S User; AP 3; Melee, Force.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked

Roster Statistics

% HQ: 4.1
 % Knight: 0
 % Elite: 0
 % Troops: 18.8
 % Fast: 0
 % Heavy: 0
 % Fortification: 2.7
 % Wargear: 1.4
 Model Count: 104
 Files version: 1.51

Group	Min	Max	Used
Other Units	-	0	18
	0	1	0
Legendary Units	-	0	0