

1850 Pts - Chaos Daemons - Dustin Chesmer 1st Overall Salt City Gladiator Games Championships

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (23 ⚔, 523 pts)												
Lord of Change	1		6	6	6	6	5	6	5	9	-/5(i)	320
(C:CD, pp. 37 & 92); Flying Monstrous Creature (Character); Paradox; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; DR: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike; Warlord												
<i>Paradox</i>	1											[25]
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												
Pink Horrors of Tzeentch	10		3	3	3	3	1	3	1	7	-/5(i)	104
(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												
Iridescent Horror	1		3	3	3	3	1	3	2	7	-/5(i)	[14]
Automatic Unit Type; Daemonic Instability												
Combined Arms Detachment	1	Grp: Detachment										0
Formation: Infernal Tetrad (5 ⚔, 1325 pts)												
Infernal Tetrad	1	Comm: Detach										1325
(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)	[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	3+/5(i)	[335]
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); DG: Daemonic Flight; DG: Warp-forged Armour; 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:											1848	

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 - Corpulscence, 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).
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).
Paradox	S User; AP 4; Melee, Concussive, Warp Contradiction. (See Curse of the Wulfen - The Rule, pg. 82).
Soulstealer	S User; AP 3; Melee, Soulgreed. (See Curse of the Wulfen - The Rule, pg. 86).
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 Warpflare, 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).
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (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). 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).
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
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: 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).
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).
Unit Type	
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).

Roster Design Information

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