

1850 Pts - Chaos Daemons - Tom Bailey 2nd Overall Wintercon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (27 χ, 1276 pts)												
Kairos Fateweaver	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; Warlord ; Lord of Unreality												
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: Lesser Rewards (x1); DR: Exalted Rewards; Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
<i>Paradox</i>	1											[25]
Pink Horrors of Tzeentch	12		3	3	3	3	1	3	1	7	-/5(i)	108
(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	12		3	3	3	3	1	3	1	7	-/5(i)	108
(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												
Chaos Knight Errant (IA)	1	Grp:	WS: 4	BS: 4	St: 10	FA: 13	SA: 12	RA: 12	In: 4	At: 3		440
(C:IK, pg. 102); Vehicle (Superheavy Walker); Ion Shield; Foe-reaper Chainsword; Heavy Stubber; Thermal Cannon; Dirge Caster; Daemon Knight of Tzeentch; Daemon; Hatred (Daemons of Nurgle)												
Combined Arms Detachment	1	Grp: Detachment										0
: Allied Detachment (13 χ, 570 pts)												
Chaos Cultists (Troops) [Chaos]	9		3	3	3	3	1	3	1	7	6+	50
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x9); Close Combat Weapon (x9)												
Cultist Champion [Chaos]	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Be'lakor (HQ) [Chaos]	1		9	5	6/7	5	4	8	5	10	-/4(i)	350
(Curse of the Wulfen - The Rules, pg. 65); Flying Monstrous Creature (Character); Daemon; Eternal Warrior; Fear; Fearless; Hammer of Wrath; Jink; Lord of Torment; Move Through Cover; Psyker (Mastery Level 3); Relentless; Shadow Form; Shrouded; Smash; Vector Strike; Telepathy												
Heldrake (Fast) [Chaos]	1	Grp:	BS: 3	FA: 12	SA: 12	RA: 10	HP: 3	Save: -/5(i)				170
(C:CSM, pp. 52 & 101); Vehicle (Flyer w/ Hover mode); Daemonic Possession; Baleflamer; Fear; Daemon; Daemonforge; It Will Not Die; Meteoric Descent												
Allied Detachment [Chaos]	1	Grp: Detachment										0
Total Cost:											1846	

Option Footnotes

Daemonic Gifts	
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).
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).
HFA: Staff of Tomorrow	See C:CD, pg. 42.
Warlord Traits	
Lord of Unreality	See C:CD, pg. 26.
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	
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).
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	
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
Champion of Chaos	Champion of Chaos (see C:CSM, pg. 28).
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Daemon	Daemon (see WH40k, pg. 163).
Daemonforge	Daemonforge (see C:CSM, pg. 51).
Daemonic Instability	See C:CD, pg. 26.
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 165).
It Will Not Die	It Will Not Die (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Lord of Torment	If any enemy unit fails a Morale check, Be'lakor generates an additional D3 Warp Charge points in his next Psychic phase. (See Curse of the Wulfen - The Rules, pg. 65.)
Meteoric Descent	Meteoric Descent (see C:CSM, pg. 52).
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: Blue Horrors	See C:CD, pg. 38.
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: Magic Made Manifest	See C:CD, pg. 38.
S: Oracle of Eternity	See C:CD, pg. 42.
S: The Two Heads of Fate	See C:CD, pg. 42.
Shadow Form	Be'lakor has a 4+ Invulnerable save and the Shrouded special rule. Furthermore, Be'lakor automatically passes Dangerous Terrain tests. (See Curse of the Wulfen - The Rules, pg. 65.)
Shrouded	Shrouded (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
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.
Vehicle (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Vehicle (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Daemon Knight of Tzeentch	A model with this special rule gains the Daemon, Hatred (Daemons of Nurgle) special rules. In addition, the Daemon Knight may re-roll all To Hit rolls of 1 and any inferno cannon mounted on it gains the Soul Blaze special rule. It also counts as being a Daemon aligned with Slaanesh. (See FW Website).
Daemonic Possession	Daemonic Possession (see C:CSM, pg. 68).
Dirge Caster	Dirge Caster (see C:CSM, pg. 68).
Foe-reaper Chainsword	S D; AP 2; Melee (See FW Website).
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Improvised Armour	Improvised Armour (see C:CSM, pg. 68).
Ion Shield	[Undefined String: kni7_IonS] (See C:IK, pg. 117).
Thermal Cannon	36" Range; S 9; AP 1; Heavy 1, Large Blast, Melta (See C:IK, pg. 116).

Weapons	
Autopistol	12" Range; S 3; AP -; Pistol.
Baleflamer	Template; S 6; AP 3; Heavy1, Soul Blaze, Torrent. (See C:CSM, pg. 65)
Close Combat Weapon	S User; AP - ; Melee.

Roster Design Information

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