

1850 Pts - Chaos Daemons - Aidan Barkley 15th Overall Nova Open 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Daemonic Incursion (73 $\frac{1}{2}$, 1845 pts)												
Daemon Lord	1	Comm: Detach										300
(Curse of the Wulfen - The Rules, pg. 59); Kairos Fateweaver												
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												
Burning Skyhost	1	Auxilia: Detach										825
(Curse of the Wulfen - The Rules, pg. 69); Herald of Tzeentch; Screamers of Tzeentch; Screamers of Tzeentch; Screamers of Tzeentch; Screamers of Tzeentch; Screamers of Tzeentch; Screamers of Tzeentch; Screamers of Tzeentch; Trail of Transmuting Flame; Warpflame; Harbinger of Tzeentch												
Herald of Tzeentch	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												
Screamers of Tzeentch	3		3	0	4	4	2	4	3	7	-5(i)	[75]
(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												
Screamers of Tzeentch	3		3	0	4	4	2	4	3	7	-5(i)	[75]
(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												
Screamers of Tzeentch	3		3	0	4	4	2	4	3	7	-5(i)	[75]
(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												
Screamers of Tzeentch	3		3	0	4	4	2	4	3	7	-5(i)	[75]
(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												
Screamers of Tzeentch	3		3	0	4	4	2	4	3	7	-5(i)	[75]
(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												
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Screamers of Tzeentch	3		3	0	4	4	2	4	3	7	-5(i)	[75]
(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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Murderhorde	1	Core, Detach										720
(Curse of the Wulfen - The Rules, pg. 66); Flesh Hounds of Khorne; Flesh Hounds of Khorne; Flesh Hounds of Khorne; Flesh Hounds of Khorne; Flesh Hounds of Khorne; Flesh Hounds of Khorne; Flesh Hounds of Khorne; Escalating Bloodlust; Harbinger of Khorne												
Herald of Khorne	1		7	7	5	4	2	6	3	8	6+5(i)	[80]
(C:CD, pp. 29 & 94); Infantry (Character); mW: Hellblade; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Independent Character; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Hatred; L: Exalted Locus of Wrath												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Flesh Hounds of Khorne	5		5	0	4	4	2	4	2	7	6+5(i)	[80]
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Daemonic Incursion	1	Grp: Detachment										0
Daemonic Corruption; The Warp Unleashed; Unearthly Power												
Total Cost:											1845	

Option Footnotes

Daemonic Gifts	
DG: Collar of Khorne	See C:CD, pg. 63.
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.
L: Exalted Locus of Wrath	See C:CD, pg. 67.
mW: Hellblade	S User, AP3, Melee.
Warlord Traits	
Lord of Unreality	See C:CD, pg. 26.
Warlord	See WH40k, pg. 124.

Special Rules	
DA: Daemon of Khorne	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.
Escalating Bloodlust	Units from a Morderhorde add 1 to their Attacks in close combat whilst they are within 6" of any other unit from their Formation. (See Curse of the Wulfen - The Rules, pg. 66.)
Fear	Fear (see WH40k, pg. 163).
Fleet	Fleet (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 Khorne	If the Herald of Khorne from this Formation is a Lesser Locus of Abjuration, Greater Locus of Fury or an Exalted Locus of Wrath, 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. 66.)
Harbinger of Tzeentch	If the Herald of Tzeentch from this Formation is a Lesser Locus of Transmogrification, Greater Locus of Change or an Exalted Locus of Conjunction, 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. 68.)
Hatred	Hatred (see WH40k, pg. 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).
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: Independent Character	Independent Character (see WH40k, pg. 166).
S: Lamprey's Bite	See C:CD, pg. 41.
S: Oracle of Eternity	See C:CD, pg. 42.
S: Scout	Scout (see WH40k, pg. 171).
S: Slashing Attack	See C:CD, pg. 41.
S: The Two Heads of Fate	See C:CD, pg. 42.
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.)
Trail of Transmuting Flame	If a Burning Chariot if Tzeentch from a Burniong Skyhost Turbo-boosts, pcik an unengaged enemy unit it moved over. That unit suffers D6 Strength 5 AP 4 hits with the Soul Blaze and Warpflame special rules. Use the final position of the Burning Chariot for the purposes of determining Wound allocation; vehicles are always hit on their side armour. Furthermore, add 1 to the number of Slashing Attacks made by the Screammers of Tzeentch from a Burning Skyhost, and resolve all of these models' Slashing Attacks with the Sould Blaze and Warpflame special rules. (See Curse of the Wulfen - The Rules, pg. 69.)
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).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Warpflame	At the end of each phase, any unit that suffered one or more unsaved Wounds suring the phase from an attack with this special rule (or from an attack made by a model with this special rule), must take a Toughness test. If the test is failed, the unit immediately suffers D3 Wounds with no armour or cover saves allowed. If the test is passes, all models in the unit gain the Feel No Pain (6+) special rule for the rest of the game. Any models in the unit that already have the Feel No Pain special rule instead gain +1 to all Feel No Pain rolls for the rest of the game.
Unit Type	
Beasts	Beasts (see WH40k, pg. 67).

Flying Monstrous Creature (Character)	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.

Roster Design Information

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