








**▲ 1850 Pts - Renegades of Vraks - Austin Wingfield 4th Overall Nova
Open 2016**

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: The Purge Detachment (56 , 700 pts)												
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												
Plague Zombie Mob	25		2	2	3	3	1	2	1	-	-	75
(IA5 - 2E, pg. 252); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Renegade Strike Battery	1	Grp: 										110
(IA5 - 2E, pg. 259); Renegade Wyvern; Renegade Wyvern												
Renegade Wyvern	1	Grp: BS: 2 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[55]
Vehicle (Tank, Open-Topped); Searchlight; Smoke Launchers; Heavy Boltgun; Twin-linked Stormshard Mortars (x2)												
Renegade Wyvern	1	Grp: BS: 2 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[55]
Vehicle (Tank, Open-Topped); Searchlight; Smoke Launchers; Heavy Boltgun; Twin-linked Stormshard Mortars (x2)												
Renegade Strike Battery	1	Grp: 										110
(IA5 - 2E, pg. 259); Renegade Wyvern; Renegade Wyvern												
Renegade Wyvern	1	Grp: BS: 2 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[55]
Vehicle (Tank, Open-Topped); Searchlight; Smoke Launchers; Heavy Boltgun; Twin-linked Stormshard Mortars (x2)												
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Vehicle (Tank, Open-Topped); Searchlight; Smoke Launchers; Heavy Boltgun; Twin-linked Stormshard Mortars (x2)												
Renegade Strike Battery	1	Grp: 										110
(IA5 - 2E, pg. 259); Renegade Wyvern; Renegade Wyvern												
Renegade Wyvern	1	Grp: BS: 2 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[55]
Vehicle (Tank, Open-Topped); Searchlight; Smoke Launchers; Heavy Boltgun; Twin-linked Stormshard Mortars (x2)												
Renegade Wyvern	1	Grp: BS: 2 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[55]
Vehicle (Tank, Open-Topped); Searchlight; Smoke Launchers; Heavy Boltgun; Twin-linked Stormshard Mortars (x2)												
Renegade Heavy Ordnance Battery	1	Grp: 										110
(IA5 - 2E, pg. 262); Artillery Carriage; Artillery Carriage												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Gun Carriage; Immobile Artillery												
Renegade Crew	4		2	2	3	3	1	3	1	*	6+	[0]
Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Sub-Flak Armour; Uncertain Worth												
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Gun Carriage; Immobile Artillery												
Renegade Crew	4		2	2	3	3	1	3	1	*	6+	[0]
Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Sub-Flak Armour; Uncertain Worth												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Renegade Heavy Ordnance Battery	1	Grp:										110
		(IA5 - 2E, pg. 262); Artillery Carriage; Artillery Carriage										
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
		Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Gun Carriage; Immobile Artillery										
Renegade Crew	4		2	2	3	3	1	3	1	*	6+	[0]
		Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Sub-Flak Armour; Uncertain Worth										
Artillery Carriage	1	Grp: To: 7 Wo: 4 Save: 3+										[55]
		Artillery ; Searchlight; Smoke Launchers; Earthshaker Cannon; Gun Carriage; Immobile Artillery										
Renegade Crew	4		2	2	3	3	1	3	1	*	6+	[0]
		Infantry ; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Sub-Flak Armour; Uncertain Worth										
The Purge Detachment	1	Grp: Detachment										0
		Pledged to Nurgle; Slaves to Darkness; Forbidden Munitions; Salt the Earth										
: Chaos Knight Paladin (IA) (2 , 760 pts)												
Chaos Knight Paladin (IA) [Chaos]	1	Grp: WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										380
		(C:IK, pg. 103); Vehicle (Superheavy Walker); Ion Shield; Foe-reaper Chainsword; Heavy Stubber; Rapid-fire Battle Cannon; Two Heavy Stubbers; Dirge Caster										
Chaos Knight Paladin (IA) [Chaos]	1	Grp: WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6										380
		(C:IK, pg. 103); Vehicle (Superheavy Walker); Ion Shield; Foe-reaper Chainsword; Heavy Stubber; Rapid-fire Battle Cannon; Two Heavy Stubbers; Dirge Caster										
Formation: Cyclopia Cabal (3 , 390 pts)												
Cyclopia Cabal [BL]	1											390
		(CS: Black Legion, pg. 57); Sorcerer (HQ); Sorcerer (HQ); Sorcerer (HQ); Shroud of Deceit										
Sorcerer (HQ) [BL]	1		5	4	4/5	4	2	4/1	2/3	10	3+	[130]
		(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Axe; Increase Mastery Level (x2); Spell Familiar; Champion of Chaos; Hatred (Space Marines); Independent Character; Psyker (Mastery Level 3); Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy										
Sorcerer (HQ) [BL]	1		5	4	4/6	4	2	4	2/3	10	3+	[130]
		(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Stave; Increase Mastery Level (x2); Spell Familiar; Champion of Chaos; Hatred (Space Marines); Independent Character; Psyker (Mastery Level 3); Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy										
Sorcerer (HQ) [BL]	1		5	4	4/6	4	2	4	2/3	10	3+	[130]
		(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Stave; Increase Mastery Level (x2); Spell Familiar; Champion of Chaos; Hatred (Space Marines); Independent Character; Psyker (Mastery Level 3); Veterans of the Long War; Biomancy ; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy ; Telepathy										
											Total Cost:	1850

Option Footnotes

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 Barage and Blast special rules, the controlling player may choose to place the template so that friendly models are under the template, so longs 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.
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).
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).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain (4+)	Feel No Pain (see WH40k, pg. 164).
Forbidden Munitions	Any friendly unit in the army equipped with falmlers or heavy flammers may be upgraded to be equipped with chemical flammers for free and any model equipped with a missile launcher may take chemical rockets as a free upgrade. Chemical flammers and chemical rockets use the followig profiles: Chemical Flamer: Template; S 4; AP 5; Assault 1, Shred, Gets Hot. Chemical Rocket: 48" Range; S 4; AP 5; Heavy 1, Blast (3"), Shred, Gets Hot. (See IA5 - 2E, pg. 270).
Gun Carriage	This model may be moved if attacked to a vehicle capable of towing it. This is possible even though the model has the Immobile Artillery special rule. (See IA5 - 2E, pg. 228).
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).
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).
Pledged to Nurgle	No models in this Detachment may take a Chaos mark to Devotion other than a Mark or Devotion of Nurgle. (See IA5 - 2E, pg. 270).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Salt the Earth	When a model from this Detachment fires a Barrage weapon with the Blast type, leave the template in place after resolving all damage from the attack unti the beginning of the controlling player's next turn. The area under the template is considered damagerous terrain by all models. (See IA5 - 2E, pg. 270).
Shroud of Deceit	At the start of each of your Psychic phases, select one model from the Cyclopia Cabal to lead it in a dark ritual. That model can attempt to manifest the Shroud of Deceit psychic power, below. For each other Sorcerer from this Formation that is within 12", add one dice to the Psychic Test - these dice do not cost any Warp Charge ponts. (See CS: Black Legion, pg. 57).
Slaves to Darkness	All the units in this Detachment (except Fortifications) must have the Chaos Renegades or Chaos Space Marines Faction. (See IA5 - 2E, pg. 270).
Slow and Purposeful	Slow and Purposeful (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).
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	

Unit Type	
Artillery	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Close Combat Weapon	S User; AP - ; Melee.
Dirge Caster	Dirge Caster (see C:CSM, pg. 68).
Earthshaker Cannon	36" to 240" Range; S 9; AP 3; Ordnance 1, Barrage, Large Blast (5").
Flak Armour	Confers a 5+ Armour Save.
Foe-reaper Chainsword	S D; AP 2; Melee (See FW Website).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Boltgun	36" Range; S 5; AP 4; Heavy 3.
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Ion Shield	[Undefined String: kni7_IonS] (See C:IK, pg. 117).
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.
Rapid-fire Battle Cannon	72" Range; S 8; AP 3; Ordnance 2, Large Blast (See C:IK, pg. 115).
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
Spell Familiar	Spell Familiar (see C:CSM, pg. 67).
Sub-Flak Armour	This grants a 6+ armour save. (See IA5 - 2E, pg. 236)
Twin-linked Stormshard Mortars	
Two Heavy Stubbers	36" Range; S 4; AP 6; Heavy 3.
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Force Axe	S +1; AP 2; Melee, Force, Unwieldy.
Force Stave	S +2; AP 4; Melee, Concussive, Force.