

1850 Pts - Renegades and Heretics - Brett Perkins 2nd Overall Nova Open 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (74 ⚔, 1040 pts)												
Renegade Command Squad	2		3	4	3	3	1	3	1	*	5+	60
(IA13, pg. 154); Infantry ; Frag Grenades; Flak Armour; Close Combat Weapon (x2); Lasgun (x2); Fanatic; Uncertain Worth												
HW Team w/ Mortar	1		3	4	3	3	2	3	2	*	5+	[5]
Infantry ; Frag Grenades; Close Combat Weapon; Mortar; Militia Training; Sub-Flak Armour												
Arch-Demagogue	1		4	4	3	3	3	3	3	*	5+	[10]
(IA5 - 2E, pg. 240); Infantry (Character); Frag Grenades; Flak Armour; Close Combat Weapon; Laspistol; Fanatic; Independent Character; Master of Renegades; Uncertain Worth; Chaos Covenant; Covenant of Nurgle; Warlord												
Plague Zombie Horde	10		2	2	3	3	1	2	1	-	-	30
(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Plague Zombie Horde	10		2	2	3	3	1	2	1	-	-	30
(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Plague Zombie Horde	10		2	2	3	3	1	2	1	-	-	30
(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Plague Zombie Horde	10		2	2	3	3	1	2	1	-	-	30
(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Plague Zombie Horde	10		2	2	3	3	1	2	1	-	-	30
(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague												
Renegade Rapier Laser Destroyer Battery	2		-	-	-	7	2	-	-	-	3+	50
(IA13, pg. 179); Artillery ; Laser Destroyer Array (x2); Militia Training; Explosive Demise; Extremely Bulky												
Renegade Crew	2		3	3	3	3	1	3	1	*	-	[0]
Infantry ; Frag Grenades; Close Combat Weapon (x2); Lasgun (x2); Militia Training; Uncertain Worth												
Renegade Rapier Laser Destroyer Battery	2		-	-	-	7	2	-	-	-	3+	50
(IA13, pg. 179); Artillery ; Laser Destroyer Array (x2); Militia Training; Explosive Demise; Extremely Bulky												
Renegade Crew	2		3	3	3	3	1	3	1	*	-	[0]
Infantry ; Frag Grenades; Close Combat Weapon (x2); Lasgun (x2); Militia Training; Uncertain Worth												
Greater Brass Scorpion of Khorne (IA) [Chaos]	1	Grp:	WS: 3	BS: 3	St: 10	In: 3	At: 6	FA: 14	SA: 13	RA: 10		700
HP: 9 Save: -/5(i) (IA13, pg. 118); Vehicle (Superheavy Walker); Scorpion Cannon; Soulburner Cannon; Hellmaw Cannon (x2); Fear; Daemon; Doomsday Reactor; Frenzied Charge; It Will Not Die; Multi-legged Terror; Runes of the Blood God												
Combined Arms Detachment	1	Grp: Detachment										0
: Combined Arms Detachment (15 ⚔, 810 pts)												
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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Herald of Tzeentch (HQ) [cd]	1		3	4	3	4	2	3	2/3	8	-/5(i)	100
(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 1); 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)	170
(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; L: Exalted Locus of Conjunction; Psyker (Mastery Level 3); DS: Disc of Tzeentch; Hammer of Wrath; Jink; Relentless; Very Bulky												
<i>Paradox</i> [cd]	1											[25]
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												
Screamers of Tzeentch (Fast) [cd]	6		3	0	4	4	2	4	3	7	-/5(i)	150
(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												
Combined Arms Detachment [cd]	1	Grp: Detachment										0
Total Cost:											1850	

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.
L: Exalted Locus of Conjunction	See C:CD, pg. 67.
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).
Special Rules	
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 IA13, pg. 151).
DA: Daemon of Nurgle	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.
Doomsday Reactor	The Greater Brass Scorpion suffers a +2 modifier when rolling on the Catastrophic Damage table. (See IA13, pg. 119).
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).
Frenzied Charge	When rolling for Charge distance, roll 3D6 and add the result together to find the total Charge distance. (See IA13, pg. 119).

Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
It Will Not Die	It Will Not Die (see WH40k, pg. 167).
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).
Multi-legged Terror	When making a Stomp attack, a Greater Brass Scorpion makes D3+2 Stomps (see IA13, pg. 119).
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).
Runes of the Blood God	Any Psyker who target the Greater Brass Scorpion with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass their psychic power.. (See IA13, pg. 119).
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.
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 IA13, pg. 151).
Vector Strike	Vector Strike (see WH40k, pg. 43).
Very Bulky	Very Bulky (see WH40k, pg. 35).
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).
Unit Type	
Artillery	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.
Vehicle (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Close Combat Weapon	S User; AP - ; Melee.
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Hellmaw Cannon	Template; S 6; AP 3; Assault 1.
Laser Destroyer Array	36" Range; S 9; AP 2; Ordnance 1, Twin-linked.
Lasgun	24" Range; S 3; AP -; Rapid-fire.
Lasistol	12" Range; S 3; AP -; Pistol.
Militia Training	
Mortar	48" Range; S 4; AP 6; Heavy 1, Barrage, Blast (3").
Scorpion Cannon	36" Range; S 6; AP 3; Heavy 10.
Soulburner Cannon	24" Range; S 10; AP 2; Primary Weapon 1, Large Blast (5"), Ignores Cover Saves.

Sub-Flak Armour

This grants a 6+ armour save. (See IA13, pg. 150).