

1850 Pts - Khorne Daemonkin - Richard Jennens 10th Overall Nova Open 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Hellforged Hunting Pack (10 1850 pts)												
Hellforged Hunting Pack	1											1850
(Blood Oath Campaign Book); Furious Charge; Heldrake; Heldrake; Soul Grinder; Soul Grinder; Soul Grinder; Soul Grinder; Soul Grinder; Soul Grinder; Daemon of Khorne; Fear; Daemon; Follow the Alpha Engine; Hatred (Daemons of Slaanesh); Rage; Swift and Bloody Vengeance												
Greater Brass Scorpion of Khorne (IA)	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												
Heldrake	1	Grp:	BS: 3	FA: 12	SA: 12	RA: 10	HP: 3	Save: -/5(i)				[170]
(C: KD, pg. 94); Furious Charge; Vehicle (Flyer w/ Hover mode); Daemonic Possession; Hades Autocannon; Fear; Fear; Blood for the Blood God!; Daemon; Daemon; Daemon of Khorne; Daemonforge; Hatred (Daemons of Slaanesh); It Will Not Die; Meteoric Descent												
Heldrake	1	Grp:	BS: 3	FA: 12	SA: 12	RA: 10	HP: 3	Save: -/5(i)				[170]
(C: KD, pg. 94); Furious Charge; Vehicle (Flyer w/ Hover mode); Daemonic Possession; Hades Autocannon; Fear; Fear; Blood for the Blood God!; Daemon; Daemon; Daemon of Khorne; Daemonforge; Hatred (Daemons of Slaanesh); It Will Not Die; Meteoric Descent; Warlord												
Soul Grinder	1	Grp:	WS: 3	BS: 3	St: 6	In: 3/1	At: 4	FA: 13	SA: 13	RA: 11		[135]
HP: 4 Save: -/5(i)												
(C: KD, pg. 99); Furious Charge; Vehicle (Walker); Harvester Cannon; Iron Claw; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Daemonic Resilience; Deep Strike; Hammer of Wrath; Hatred (Daemons of Slaanesh)												
Soul Grinder	1	Grp:	WS: 3	BS: 3	St: 6	In: 3/1	At: 4	FA: 13	SA: 13	RA: 11		[135]
HP: 4 Save: -/5(i)												
(C: KD, pg. 99); Furious Charge; Vehicle (Walker); Harvester Cannon; Iron Claw; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Daemonic Resilience; Deep Strike; Hammer of Wrath; Hatred (Daemons of Slaanesh)												
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HP: 4 Save: -/5(i)												
(C: KD, pg. 99); Furious Charge; Vehicle (Walker); Harvester Cannon; Iron Claw; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Daemonic Resilience; Deep Strike; Hammer of Wrath; Hatred (Daemons of Slaanesh)												
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HP: 4 Save: -/5(i)												
(C: KD, pg. 99); Furious Charge; Vehicle (Walker); Harvester Cannon; Iron Claw; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Daemonic Resilience; Deep Strike; Hammer of Wrath; Hatred (Daemons of Slaanesh)												
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HP: 4 Save: -/5(i)												
(C: KD, pg. 99); Furious Charge; Vehicle (Walker); Harvester Cannon; Iron Claw; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Daemonic Resilience; Deep Strike; Hammer of Wrath; Hatred (Daemons of Slaanesh)												
Total Cost:											1850	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
Blood for the Blood God!	Blessing of the Blood God (see C:KD, pg. 110).

Daemon	Daemon (see WH40k, pg. 163).
Daemon of Khorne	Daemons of Khorne have the Daemon, Furious Charge, and Hatred (Daemons of Slaanesh) special rules. Chariots with this rule remove their Hammer of Wrath hits at Strength 7. (See C:KD, pg. 110).
Daemonforge	Once per game, at the start of any Shooting or Assault phase, the Daemonforge can be activated. For the rest of the phase, the model can re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed. (See C:KD, pg. 102).
Daemonic Resilience	A vehicle with this special rule ignores Crew Shaken and Crew Stunned results on a roll of a 2+ (but still loses a Hull Point). (See C:KD, pg. 99).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Doomsday Reactor	The Greater Brass Scorpion suffers a +2 modifier when rolling on the Catastrophic Damage table. (See IA13, pg. 119).
Fear	Fear (see WH40k, pg. 163).
Follow the Alpha Engine	If this Formation's Greater Brass Scorpion of Khorne makes a successful charge, all other models in this Formation can re-roll subsequent failed charge rolls in the same Assault phase (see Blood Oath Campaign Book).
Frenzied Charge	When rolling for Charge distance, roll 3D6 and add the result together to find the total Charge distance. (See IA13, pg. 119).
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).
It Will Not Die	It Will Not Die (see WH40k, pg. 167).
Meteoric Descent	Meteoric Descent (see C:CSM, pg. 52).
Multi-legged Terror	When making a Stomp attack, a Greater Brass Scorpion makes D3+2 Stomps (see IA13, pg. 119).
Rage	Rage (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).
Swift and Bloody Vengeance	Each time a model from this Formation is completely destroyed, all other models in this Formation gain one extra attack (see Blood Oath Campaign Book).
Unit Type	
Vehicle (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Vehicle (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Daemonic Possession	The vehicle's Ballistic Skill is reduced to 3. It ignores the effects of Crew Shaken and Crew Stunned results on a roll of a 2+. Embarked units are still affected by these results. Roll a D6 each time a unit embarks on a vehicle with the Daemonic Possession upgrade (including rolling at the start of the first turn if a unit begins the game embarked upon such a vehicle). On a roll of a 1, the Daemon devours a randomly chosen model in the unit - remove that model as a casualty with no saves of any kind allowed. The vehicle then recovers one Hull Point lost earlier in the battle. (see C:KD, pg. 117).
Hades Autocannon	36" Range; S 8; AP 4; Heavy4, Pinning. (See C: KD, pg. 112)
Harvester Cannon	Solid Shells: 48" Range; S 7; AP 4; Heavy 3. Flakk Shells: 48" Range; S 7; AP 4; Heavy 3, Skyfire.
Hellmaw Cannon	Template; S 6; AP 3; Assault 1.
Iron Claw	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
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.