












1850 Pts - Chaos Daemons - Tyler Devries 8th Overall Nova Open 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Burning Skyhost (29 $\frac{1}{2}$, 820 pts)												
Burning Skyhost	1	Auxiliai Detach 										820
(Curse of the Wulfen - The Rules, pg. 69); Herald of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers of Tzeentch; Screammers 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)	[145]
(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; Psyker (Mastery Level 3); DS: Disc of Tzeentch; Hammer of Wrath; Jink; Relentless; Very Bulky; Warlord												
<i>Paradox</i>	1											[25]
Screammers 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												
Screammers 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												
Screammers 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												
Screammers 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												
Screammers 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												
Screammers 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												
Screammers 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												
Screammers 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												
Screammers 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												
: Combined Arms Detachment (31 $\frac{1}{2}$, 810 pts)												
Autarch Skyrunner (HQ) [EL]	1		6	6	3	4	3	6	3	10	3+4(i)	90
(C:EC, pg. 108); Eldar Jetbike ; Infantry (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Banshee Mask; TL Shuriken Catapults (x1); Eldar Jetbike; Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; The Path of Command												
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Warp Spiders (Fast) [EL]	4		4	4	3	3	1	5	1	9	3+	105
	(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump											
Warp Spider Exarch [EL]	1	-	5	5	3	3	2	6	2	9	3+	[29]
	Character ; Death Spinner; Iron Resolve											
Warp Spiders (Fast) [EL]	4		4	4	3	3	1	5	1	9	3+	105
	(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump											
Warp Spider Exarch [EL]	1	-	5	5	3	3	2	6	2	9	3+	[29]
	Character ; Death Spinner; Iron Resolve											
Warp Spiders (Fast) [EL]	4		4	4	3	3	1	5	1	9	3+	105
	(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump											
Warp Spider Exarch [EL]	1	-	5	5	3	3	2	6	2	9	3+	[29]
	Character ; Death Spinner; Iron Resolve											
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	81
	(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus											
Combined Arms Detachment [EL]	1	Grp: Detachment										0
Formation: Scalpel Squadron (13 ⚔, 220 pts)												
Scalpel Squadron [DE]	1	Grp: ⚔										220
	(S:HC); First Pickings; Freakish Spectacle; Surgical Excision											
Wracks (Elite) [DE]	5		4	4	3	4	1	4	1/2	8	6+	[110]
	(C:DE, pg. 82); Infantry ; Feel No Pain; Night Vision; Power from Pain; Gnarlskin; Wrack Tool (x2): S User, AP -, Melee, Poisoned (4+) (C:DE, pg. 102).											
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										[60]
	(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; TL Splinter Rifle; Flickerfield; Splinter Cannon; Chain-snares; Jink											
Wracks (Elite) [DE]	5		4	4	3	4	1	4	1/2	8	6+	[110]
	(C:DE, pg. 82); Infantry ; Feel No Pain; Night Vision; Power from Pain; Gnarlskin; Wrack Tool (x2): S User, AP -, Melee, Poisoned (4+) (C:DE, pg. 102).											
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										[60]
	(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; TL Splinter Rifle; Flickerfield; Splinter Cannon; Chain-snares; Jink											
Total Cost: 1850												

Option Footnotes

Daemonic Gifts	
DS: Disc of Tzeentch	See C:CD, pg. 63.
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	
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Bulky	Bulky (see WH40k, pg. 159).
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Daemonic Instability	See C:CD, pg. 26.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (see WH40k, pg. 163).

Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
Flickerjump	See C:EC, pg. 124.
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
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.)
Independent Character	Independent Character (see WH40k, pg. 166).
Iron Resolve	See C:EC, pg. 124.
Jink	Jink (see WH40k, pg. 167).
Night Vision	Night Vision (see WH40k, pg. 40).
Power from Pain	See C:DE, pg. 100.
Psyker (Mastery Level 3)	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: Slashing Attack	See C:CD, pg. 41.
The Path of Command	See C:CE, pg. 108.
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.)
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	
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Infantry (Jetpack)	Infantry (see WH40k, pg. 44), Jet Pack Units(see WH40k, pg. 47).
Jetbike	See WH40k, pg. 45.
JetBikes (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast, Open-Topped, Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
Banshee Mask	See C:E, pg. 153.
Chain-snares	See C:DE, pg. 108.
Eldar Jetbike	See WH40k, pg. 45.
Flickerfield	See C:DE, pg. 108.
Gnarlskin	See C:DE, pg. 106.
Heavy Aspect Armour	See C:E, pg. 65.
Mesh Armour	See C:E, pg. 65.
Splinter Cannon	36"R; S1; AP5; Salvo 4/6, Poisoned (4+) (C:DE, pg. 106).
TL Splinter Rifle	24"R, S1, AP5, Rapid Fire, Poisoned (4+), Twin-linked (C:DE, pg. 106).
Warp Jump Generators	See C:EC, pg. 153.
Weapons	
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 150).
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
Plasma Grenades	8"R, S4, AP4, Assault 1, Blast. See WH40k, pg. 62.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg. 149).

Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).

Roster Design Information

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