

1850 Pts - Chaos Daemons - Auston Cook 1st Overall Michigan GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Daemonic Incursion (54 ⁺, 1845 pts)												
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												
Lord of Change	1		6	6	6	6	5	6	5	9	-/5(i)	280
(C:CD, pp. 37 & 92); Flying Monstrous Creature (Character); Paradox; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike; Warlord												
<i>Paradox</i>	1											[25]
Tallyband	1	Core,										440
(Curse of the Wulfen - The Rules, pg. 70); Herald of Nurgle; Nurglings; Nurglings; Nurglings; Nurglings; Nurglings; Nurglings; Distracting Swarm of Flies; Enfeebling Nausea; Harbinger of Nurgle												
Herald of Nurgle	1		5	5	5	5	2	4	3	8	-/5(i)	[125]
(C:CD, pp. 47 & 96); Infantry (Character); The Doomsday Bell; mW: Plaguesword; DA: Daemon of Nurgle; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear; Psyker (Mastery Level 2)												
<i>The Doomsday Bell</i>	1											[30]
Nurglings	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	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	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	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	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	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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Burning Skyhost	1	Auxiliai Detach										825
(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; 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												
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												
Daemonic Incursion	1	Grp: Detachment										0
Daemonic Corruption; The Warp Unleashed; Uearthly Power												
Total Cost:											1845	

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.
mW: Plaguesword	S User, AP -, Melee, Poisoned (4+), Touch of Rust (C:CD, pg. 62).

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).
The Doomsday Bell	The Doomsday Bell is an Instrument of Chaos. Whilst the bearer is on the battlefield, subtract 1 from the Leadership characteristic of all enemy units. (See Curse of the Wulfen - The Rule, pg. 84).
Special Rules	
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
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.
Distracting Swarm of Flies	Enemy units cannot fire Overwatch against units from a Tallyband. (See Curse of the Wulfen - The Rules, pg. 70.)
Enfeebling Nausea	At the start of each Combat phase, enemy units that are locked in combat with any units from a Tallyband must pass a Leadership test or reduce their strength and Toughness characteristic by 1 for the duration of that phase. (See Curse of the Wulfen - The Rules, pg. 70.)
Fear	Fear (see WH40k, pg. 163).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Harbinger of Nurgle	If the Herald of Nurgle from this Formation is a Lesser Locus of Virulence, Greater Locus of Fecundity or an Exalted Locus of Contagion, 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. 70.)
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.)
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Psyker (Mastery Level 2)	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).
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.
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 of Tzeentch from a Burniong Skyhost Turbo-boosts, pick 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 Soul 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 during 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 passed, 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	
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).
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).