

1750 Pts - Chaos Daemons - Chema Morilla 2nd Overall No Retreat 3 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (56 𐄎, 1747 pts)												
Lord of Change	1	𐄎	6	6	6	6	5	6	5	9	-/5(i)	315
(C:CD, pp. 37 & 92); Flying Monstrous Creature (Character); The Everstave; DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; DR: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike; Warlord												
<i>The Everstave</i>	1											[20]
Herald of Tzeentch	1	𐄎	3	4	3	4	2	3	2/3	8	-/5(i)	125
(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 2); DS: Disc of Tzeentch; Hammer of Wrath; Jink; Relentless; Very Bulky												
Herald of Tzeentch	1	𐄎	3	4	3	4	2	3	2/3	8	-/5(i)	70
(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; Psyker (Mastery Level 1); DS: Disc of Tzeentch; Hammer of Wrath; Jink; Relentless; Very Bulky												
Pink Horrors of Tzeentch	12	𐄎	3	3	3	3	1	3	1	7	-/5(i)	108
(C:CD, pp. 38 & 97); Infantry ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Discipline of Change												
Pink Horrors of Tzeentch	11	𐄎	3	3	3	3	1	3	1	7	-/5(i)	99
(C:CD, pp. 38 & 97); Infantry ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; Discipline of Change												
Flesh Hounds of Khorne	20	𐄎	5	0	4	4	2	4	2	7	6+/5(i)	320
(C:CD, pp. 31 & 100); Beasts ; DG: Collar of Khorne; DA: Daemon of Khorne; Daemonic Instability; S: Deep Strike; S: Scout; Daemon; Furious Charge; Hatred (Daemons of Slaanesh); Fear; Fleet; Move Through Cover												
Screamers of Tzeentch	8	𐄎	3	0	4	4	2	4	3	7	-/5(i)	200
(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												
Daemon Prince	1	𐄎	9	5	6	5	4	8	5	9	-/5(i)	350
(C:CD, pp. 59 & 93); Flying Monstrous Creature (Character); The Impossible Robe; DG: Daemonic Flight; DA: Daemon of Tzeentch; Daemonic Instability; Deep Strike; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; DR: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike												
<i>The Impossible Robe</i>	1											[25]
Soul Grinder	1	Grp: 𐄎	WS: 3	BS: 3	St: 6/10	In: 3	At: 4	FA: 13	SA: 13	RA: 11		160
(C:CD, pp. 60 & 102); Vehicle (Walker); rW: Harvester Cannon; mW: Iron Claw; rW: Baleful Torrent; S: Daemonic Resilience; S: Deep Strike; DA: Daemon of Tzeentch; S: Daemon; S: Hatred (Daemons of Nurgle); Fear												
Combined Arms Detachment	1	Grp: Detachment										0
Total Cost:											1747	

Option Footnotes

Daemonic Gifts	
DG: Collar of Khorne	See C:CD, pg. 63.
DG: Daemonic Flight	See C:CD, pg. 73.
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).
DR: Greater Rewards	D6: 0 - Greater Magic Weapon, 1 - Corpulence, 2 - Daemonic Resilience, 3 - Dark Blessing, 4 - Hellfire Gaze, 5 - Touch of Uncreation, 6 - Unbreakable Hide (C:CD, pg. 66).
DS: Disc of Tzeentch	See C:CD, pg. 63.
mW: Iron Claw	Sx2, AP2, Melee, Specialist Weapon, Unwieldy.

rW: Baleful Torrent	Template; S6; AP4; Assault 1 Torrent (C:CD, pg. 61).
rW: Harvester Cannon	48" Range; S7; AP4; Heavy 3 or 48" Range; S7; AP4; Heavy 3, Skyfire (C:CD, pg. 61).
Warlord Traits	
Warlord	See WH40k, pg. 124.
Artefacts	
The Everstave	S User; AP 4; Melee, Soul Blaze, Warpflame. Template; S 5; AP 3; Heavy 1, Soul Blaze, Warpflame. (See Curse of the Wulfen - The Rule, pg. 82).
The Impossible Robe	The Impossible Robe confers a 3+ invulnerable save. However, each time the wearer suffers an unsaved Wound, he must pass a Leadership test or fade from reality and be removed from play. (See Curse of the Wulfen - The Rule, pg. 82).
Psychic Powers	
Discipline of Change	0 - Flickering Fire of Tzeentch, 1 - Tzeentch's Firestorm, 2 - Bolt of Change, 3 - Tzeentch's Warpflare, 4 - Boon of Flame, 5 - Infernal Gateway, 6 - Prismatic Gaze (See Curse of the Wulfen, pg. 83).
Special Rules	
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
DA: Daemon of Khorne	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.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (see WH40k, pg. 163).
Fleet	Fleet (see WH40k, pg. 164).
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).
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
S: Blue Horrors	See C:CD, pg. 38.
S: Daemon	Daemon (see WH40k, pg. 163).
S: Daemonic Resilience	See C:CD, pg. 60.
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: Magic Made Manifest	See C:CD, pg. 38.
S: Scout	Scout (see WH40k, pg. 171).
S: Slashing Attack	See C:CD, pg. 41.
Smash	Smash (see WH40k, pg. 171).
Vector Strike	Vector Strike (see WH40k, pg. 43).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
Beasts	Beasts (see WH40k, pg. 67).
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).
Jetbike	See WH40k, pg. 45.
JetBikes (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker)	Vehicle (Walker) (see WH40k, pg. 90-91).

Roster Design Information

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