








1850 Pts - Chaos Daemons - James Carmona 2nd Overall Rattler GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (22  , 830 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; Warlord ; Lord of Unreality												
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												
<i>Paradox</i>	1											[25]
Herald of Tzeentch	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												
Pink Horrors of Tzeentch	10		3	3	3	3	1	3	1	7	-/5(i)	90
(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												
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												
Screamers of Tzeentch	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	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Cyclopia Cabal (4 $\frac{1}{2}$, 645 pts)												
Cyclopia Cabal [BL]	1											645
(C: Black Legion, pg. 57); Sorcerer (HQ); Sorcerer (HQ); Sorcerer (HQ); Sorcerer (HQ); Shroud of Deceit												
Sorcerer (HQ) [BL]	1		5	4	4	4	2	4	2/3	10	3+	[150]
(C:CSM, pp. 32 & 94); Jump Units (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Melta Bombs; Increase Mastery Level (x2); Jump Pack; Spell Familiar; Bulky; Champion of Chaos; Deep Strike; Hatred (Space Marines); Independent Character; Psyker (Mastery Level 3); Veterans of the Long War; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy; Telepathy												
Sorcerer (HQ) [BL]	1		5	4	4/6	5	2	4	2/3	10	3+	[155]
(C:CSM, pp. 32 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Stave; Melta Bombs; Increase Mastery Level (x2); Chaos Bike; Twin-Linked Boltgun (x1); Spell Familiar; Champion of Chaos; Hammer of Wrath; Hatred (Space Marines); Independent Character; Jink; Psyker (Mastery Level 3); Relentless; Very Bulky; Veterans of the Long War; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy; Telepathy												
Sorcerer (HQ) [BL]	1		5	4	4	5	2	4	2/3	10	3+	[155]
(C:CSM, pp. 32 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Force Sword; Melta Bombs; Increase Mastery Level (x2); Chaos Bike; Twin-Linked Boltgun (x1); Spell Familiar; Champion of Chaos; Hammer of Wrath; Hatred (Space Marines); Independent Character; Jink; Psyker (Mastery Level 3); Relentless; Very Bulky; Veterans of the Long War; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers ; Pyromancy; Telepathy												
Sorcerer (HQ) [BL]	1		5	4	4	5	2	4	2/3	10	3+	[185]
(C:CSM, pp. 32 & 94); Bikes (Character); Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol; Melta Bombs; Increase Mastery Level (x2); Chaos Bike; Twin-Linked Boltgun (x1); Champion of Chaos; Hammer of Wrath; Hatred (Space Marines); Independent Character; Jink; Psyker (Mastery Level 3); Relentless; Very Bulky; Veterans of the Long War; The Black Mace; Biomancy; Daemonology: Malefic Powers ; Daemonology: Sanctic Powers; Pyromancy; Telepathy												
<i>The Black Mace</i> [BL]	1	The Black Mace (see C:CSM, pg. 69).										[45]
: Allied Detachment (22 $\frac{1}{2}$, 375 pts)												
Herald (HQ) [KD]	1		7	7	5	5	3	6	4	8	6+5(i)	125
(C: KD, pg. 74); Furious Charge; Cavalry (Character); Hellblade; Juggernaut of Khorne; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hammer of Wrath; Hatred; Hatred (Daemons of Slaanesh); Independent Character; Skulls for the Skull Throne!; Exalted Locus of Wrath												
Chaos Cultists (Troops) [KD]	7		3	3	3	3	1	3	1	7	6+	58
(C: KD, pg. 80); Infantry ; Improvised Armour; Autopistol (x7); Close Combat Weapon (x7); Blood for the Blood God!; Counter-attack; Mark of Khorne; Rage												
Cultist Champion [KD]	1		3	3	3	3	1	3	2/3	8	6+	[16]
Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Blood for the Blood God!; Champion of Chaos; Counter-attack; Mark of Khorne; Rage; Skulls for the Skull Throne!												
Flesh Hounds (Fast) [KD]	12		5	-	4	4	2	4	2	7	6+5(i)	192
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Allied Detachment [KD]	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.
Warlord Traits	
Lord of Unreality	See C:CD, pg. 26.

Warlord	See WH40k, pg. 124.
Artefacts	
Paradox	S User; AP 4; Melee, Concussive, Warp Contradiction. (See Curse of the Wulfen - The Rule, pg. 82).
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Daemonology: Malefic Powers	0 - Summoning, 1 - Cursed Earth, 2 - Dark Flame, 3 - Infernal Gaze, 4 - Sacrifice, 5 - Incursion, 6 - Possession (see Warhammer 40,000: The Rules, pg. 195).
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
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).
Pyromancy	0 - Flame Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Spontaneous Combustion, 4 - Sunburst, 5 - Inferno, 6 - Molten Beam (see Warhammer 40,000: The Rules, pg. 196).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Blood for the Blood God!	Blessing of the Blood God (see C:KD, pg. 110).
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
Bulky	Bulky (see WH40k, pg. 159).
Champion of Chaos	Champion of Chaos (see C:CSM, pg. 28).
Counter-attack	Counter-attack (see WH40k, pg. 163).
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
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 resolve their Hammer of Wrath hits at Strength 7.(See C:KD, pg. 110).
Daemonic Instability	See C:CD, pg. 26.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (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	Hatred (see WH40k, pg. 165).
Hatred (Daemons of Slaanesh)	Hatred (see WH40k, pg. 165).
Hatred (Space Marines)	Hatred (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Mark of Khorne	Models with the Mark of Khorne have the Rage and Counter-attack special rules (see C:KD, pg. 110).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
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).
Rage	Rage (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: 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: Magic Made Manifest	See C:CD, pg. 38.
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.
Scout	Scout (see WH40k, pg. 171).
Shroud of Deceit	At the start of each of your Psychic phases, select one model from the Cyclopia Cabal to lead it in a dark ritual. That model can attempt to manifest the Shroud of Deceit psychic power, below. For each other Sorcerer from this Formation that is within 12", add one dice to the Psychic Test - these dice do not cost any Warp Charge points. (See CS: Black Legion, pg. 57).
Skulls for the Skull Throne!	A model with the Skulls for the Skull Throne! special rule must always issue and accept a challenge whenever possible. If you have several models with this special rule in a combat you can select which model issues or accepts the challenge. (See C:KD, pg. 110).
Smash	Smash (see WH40k, pg. 171).
Vector Strike	Vector Strike (see WH40k, pg. 43).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Veterans of the Long War	Veterans of the Long War (see C:CSM, pg. 30).
Upgrades	
Increase Mastery Level	
Unit Type	
Beasts	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Cavalry (Character)	See WH40K rulebook, pgs. 44-49.
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.
Jump Units (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Autopistol	12" Range; S 3; AP -; Pistol.
Chaos Bike	Chaos Bike (see C:CSM, pg. 66).
Close Combat Weapon	S User; AP -; Melee.
Collar of Khorne	A unit containing one or more models with a Collar of Khorne has a 2+ bonus to all Deny the Witch rolls (see C: KD, pg. 116).
Exalted Locus of Wrath	The model, and all models in the unit, have the Hatred special rule. (See C:KD, pg. 116).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Hellblade	S User; AP 3; Melee.
Improvised Armour	Improvised Armour (see C:CSM, pg. 68).
Juggernaut of Khorne	Juggernaut of Khorne (see C:CSM, pg. 67).
Jump Pack	Jump Pack (see C:CSM, pg. 66).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Power Armour	Confers a 3+ Armour Save.
Spell Familiar	Spell Familiar (see C:CSM, pg. 67).
The Black Mace	S User; AP 4; Melee, Cursed, Daemon Weapon, Fleshbane (see C:CSM, pg. 69).
Weapons	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Force Sword	S User; AP 3; Melee, Force.
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked

Roster Design Information

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