

# 1850 Pts - Chaos Daemons - Trent Northington 2nd Overall Iron Halo GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (43 天, 1850 pts)</b>												
Kairos Fateweaver	1		1	6	5	5	5	2	1	9	-/4(i)	300
(C:CD, pp. 42 & 91); <b>Flying Monstrous Creature</b> (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; <b>Warlord</b> ; Lord of Unreality												
Herald of Tzeentch	1		3	4	3	4	2	3	2/3	8	-/5(i)	145
(C:CD, pp. 38 & 95); <b>JetBikes</b> (Character); DA: Daemon of Tzeentch; Daemonic Instability; S: Deep Strike; S: Independent Character; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; L: Exalted Locus of Conjuration; Psyker (Mastery Level 3); DS: Disc of Tzeentch; Hammer of Wrath; Jink; Relentless; Very Bulky												
Herald of Tzeentch	1		3	4	3	4	2	3	2/3	8	-/5(i)	175
(C:CD, pp. 38 & 95); <b>JetBikes</b> (Character); Paradox; 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												
<i>Paradox</i>	1											[25]
Herald of Nurgle	1		5	5	5	5	2	4	3	8	-/5(i)	140
(C:CD, pp. 47 & 96); <b>Infantry</b> (Character); 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; Feel No Pain; DR: Greater Rewards; L: Greater Locus of Fecundity; Psyker (Mastery Level 2)												
Pink Horrors of Tzeentch	10		3	3	3	3	1	3	1	7	-/5(i)	104
(C:CD, pp. 38 & 97); <b>Infantry</b> ; 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; <b>Discipline of Change</b>												
Iridescent Horror	1		3	3	3	3	1	3	2	7	-/5(i)	[14]
Automatic Unit Type; Daemonic Instability												
Pink Horrors of Tzeentch	11		3	3	3	3	1	3	1	7	-/5(i)	99
(C:CD, pp. 38 & 97); <b>Infantry</b> ; 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; <b>Discipline of Change</b>												
Nurglings	3		3	3	3	3	4	3	4	7	-/5(i)	45
(C:CD, pp. 50 & 98); <b>Infantry</b> ; 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	7		3	0	4	4	2	4	3	7	-/5(i)	175
(C:CD, pp. 41 & 100); <b>Jetbike</b> ; 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												
Plague Drones of Nurgle	5		3	3	4	5	3	2	3	7	-/5(i)	307
(C:CD, pp. 49 & 100); <b>Cavalry</b> (Jetpack); mW: Plaguesword; DGN: Venom Sting; DA: Daemon of Nurgle; Daemonic Instability; S: Deep Strike; S: Very Bulky; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear												
Plaguebringer	1		3	3	4	5	3	2	4	7	-/5(i)	[72]
Automatic Unit Type; mW: Plaguesword; Daemonic Instability; DR: Greater Rewards												
Daemon Prince	1		9	5	6	5	4	8	5	9	-/5(i)	360
(C:CD, pp. 59 & 93); <b>Flying Monstrous Creature</b> (Character); The Impossible Robe; DG: Daemonic Flight; DA: Daemon of Tzeentch; Daemonic Instability; Deep Strike; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; DR: Lesser Rewards (x1); 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]
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
											<b>Total Cost:</b>	<b>1850</b>

### Option Footnotes

Daemonics Gifts	
Defensive Grenades	See WH40K, pg. 180.
DG: Daemonic Flight	See C:CD, pg. 73.
DGN: Venom Sting	See C:CD, pg. 63.
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).
DR: Lesser Rewards	D6: 0 - Magic Weapon, 1 - Burning Blood, 2 - Cleaving Strike, 3 - Corrosive Breath, 4 - Spell Breaker, 5 - Warp Breath, 6 - Warp Strider (C:CD, pg. 66).
DS: Disc of Tzeentch	See C:CD, pg. 63.
HFA: Staff of Tomorrow	See C:CD, pg. 42.
L: Exalted Locus of Conjunction	See C:CD, pg. 67.
L: Greater Locus of Fecundity	See C:CD, pg. 67.
mW: Plaguesword	S User, AP -, Melee, Poisoned (4+), Touch of Rust (C:CD, pg. 62).
Warlord Traits	
Lord of Unreality	See C:CD, pg. 26.
<b>Warlord</b>	See WH40k, pg. 124.
Artefacts	
Paradox	S User; AP 4; Melee, Concussive, Warp Contradiction. (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	
<b>Discipline of Change</b>	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 Nurgle	See C:CD, pg. 26.
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).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
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: 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.
S: Very Bulky	Very Bulky (see WH40k, pg. 35).
Smash	Smash (see WH40k, pg. 171).
Vector Strike	Vector Strike (see WH40k, pg. 43).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
<b>Cavalry</b> (Jetpack)	Cavalry (see WH40k, pg. 67), Jet Pack Units(see WH40k, pg. 66).
<b>Flying Monstrous Creature</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	Infantry (see WH40k, pg. 62).
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Jetbike</b>	See WH40k, pg. 45.
<b>JetBikes</b> (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).