


1850 Pts - Chaos Daemons - Dan Platt 1st Overall Adepticon 2017

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (29 ⚔, 685 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												
The Masque of Slaanesh	1		7	6	4	3	2	7	5	8	-/5(i)	75
(C:CD, pp. 58 & 96); Infantry (Character); DA: Daemon of Slaanesh; Daemonic Instability; S: Deep Strike; S: The Eternal Dance; S: Hit & Run; S: Unnatural Reflexes; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rending; Fear												
Brimstone Horrors	10		3	3	2	2	1	3	1	7	-	30
Infantry ; Fear; S: Fearless; S: Invulnerable!; S: Eternal Warriors; Brotherhood of Sorcerers; Daemon; Daemon of Tzeentch; Daemonic Instability; Deep Strike; Hatred (Daemons of Nurgle); Split Again; Warpflame												
Brimstone Horrors	10		3	3	2	2	1	3	1	7	-	30
Infantry ; Fear; S: Fearless; S: Invulnerable!; S: Eternal Warriors; Brotherhood of Sorcerers; Daemon; Daemon of Tzeentch; Daemonic Instability; Deep Strike; Hatred (Daemons of Nurgle); Split Again; Warpflame												
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												
Void Shield Generator	1											100
(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Combined Arms Detachment	1	Grp: Detachment										0
HQ: Herald of Tzeentch (3 ⚔, 315 pts)												
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												
Herald of Tzeentch	1		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												
: Combined Arms Detachment (22 ⚔, 850 pts)												
Sorcerer (HQ) [Chaos]	1		5	4	4	4	2	4	2/3	10	3+/6(i)	80
(C:CSM, pp. 32 & 94); Infantry (Character); Frag Grenades; Krak Grenades; Power Armour; Mark of Tzeentch; Bolt Pistol; Force Sword; Melta Bombs; Champion of Chaos; Independent Character; Psyker (Mastery Level 1); Biomancy; Daemonology: Malefic Powers; Daemonology: Sanctic Powers; Ectomancy; Geomortis; Heretech; Pyromancy; Sinistrum; Telepathy												
Chaos Cultists (Troops) [Chaos]	9		3	3	3	3	1	3	1	7	6+/6(i)	60
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Mark of Tzeentch; Autopistol (x9); Close Combat Weapon (x9)												
Cultist Champion [Chaos]	1		3	3	3	3	1	3	2/3	8	6+/6(i)	[15]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Chaos Cultists (Troops) [Chaos]	9		3	3	3	3	1	3	1	7	6+/6(i)	60
	(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Mark of Tzeentch; Autopistol (x9); Close Combat Weapon (x9)											
Cultist Champion [Chaos]	1		3	3	3	3	1	3	2/3	8	6+/6(i)	[15]
	(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos											
Magnus the Red [Chaos]	1		7	7	8	7	7	7	6	10	4+/4(i)	650
	(WZF: Wrath of Magnus, pg. 15); Flying Monstrous Creature (Character); Crown of the Crimson King; The Blade of Magnus; Adamantium Will; Daemon of Tzeentch; Deep Strike; Eternal Warrior; Fear; Fearless; Fleet; Hammer of Wrath; Hatred (Daemons of Nurgle); Hatred (Space Marines); It Will Not Die; Jink; Move Through Cover; Omniscient Eye; Psyker (Mastery Level 5); Relentless; Smash; Unearthly Power; Vector Strike; Veterans of the Long War											
<i>Crown of the Crimson King</i> [Chaos]	1	Magnus the Red has a 4+ Invulnerable save and never suffers from Perils of the Warp (see WZF: Warth of Magnus, pg. 15).										[0]
<i>The Blade of Magnus</i> [Chaos]	1	S User; AP 2; Melee, Force, Soul Blaze, Transmogrify (see WZF: Warth of Magnus, pg. 15).										[0]
Combined Arms Detachment [Chaos]	1	Grp: Detachment										0
Total Cost:											1850	