

Nick Nanavati - Chaos Daemons + Chaos Space Marines (Warhammer 40,000 8th Edition)
[214 PL, 1906pts]

A Battalion Detachment (Chaos - Death Guard) [30 PL, 474pts]

Fast Attack

Foetid Bloat-drone [10 PL, 158pts]

Daemonic, Disgustingly Resilient
Plague probe, 2x Plaguespitter

Foetid Bloat-drone [10 PL, 158pts]

Daemonic, Disgustingly Resilient
Plague probe, 2x Plaguespitter

Foetid Bloat-drone [10 PL, 158pts]

Daemonic, Disgustingly Resilient
Plague probe, 2x Plaguespitter

A Battalion Detachment +3CP (Chaos - Daemons) [84 PL, 584pts]

HQ

Herald of Slaanesh [3 PL, 66pts]

Daemonic, Daemonic Ritual, Quicksilver Swiftness

The Changeling [5 PL, 100pts]

Daemonic, Daemonic Ritual, Formless Horror

Warlord

Troops

Horrors [10 PL, 23pts]

Daemonic, Daemonic Ritual
Blue Horror, 9x Pair of Brimstone Horrors

Horrors [10 PL, 23pts]

Daemonic, Daemonic Ritual
Blue Horror, 9x Pair of Brimstone Horrors

Horrors [10 PL, 23pts]

Daemonic, Daemonic Ritual
Blue Horror, 9x Pair of Brimstone Horrors

Horrors [10 PL, 23pts]

Daemonic, Daemonic Ritual
Blue Horror, 9x Pair of Brimstone Horrors

Daemonic, Daemonic Ritual

Blue Horror, 9x Pair of Brimstone Horrors

Horrors [10 PL, 23pts]

Daemonic, Daemonic Ritual

Blue Horror, 9x Pair of Brimstone Horrors

Elites

Exalted Flamer [4 PL, 70pts]

Daemonic, Daemonic Ritual

Exalted Flamer [4 PL, 70pts]

Daemonic, Daemonic Ritual

Exalted Flamer [4 PL, 70pts]

Daemonic, Daemonic Ritual

Exalted Flamer [4 PL, 70pts]

Daemonic, Daemonic Ritual

B Battalion Detachment (Chaos - Death Guard) [10 PL, 158pts]

Fast Attack

Foetid Bloat-drone [10 PL, 158pts]

Daemonic, Disgustingly Resilient

Plague probe, 2x Plaguespitter

B Battalion Detachment +3CP (Chaos - Daemons) [90 PL, 690pts]

HQ

Herald of Slaanesh [3 PL, 66pts]

Daemonic, Daemonic Ritual, Quicksilver Swiftness

Herald of Slaanesh [3 PL, 66pts]

Daemonic, Daemonic Ritual, Quicksilver Swiftness

Troops

Horrors [10 PL, 23pts]

Daemonic, Daemonic Ritual

Blue Horror, 9x Pair of Brimstone Horrors

Horrors [10 PL, 23pts]

Daemonic, Daemonic Ritual

Horrors [10 PL, 23pts]

Horrors [10 PL, 23pts]*Daemonic, Daemonic Ritual*

Blue Horror, 9x Pair of Brimstone Horrors

Horrors [10 PL, 23pts]*Daemonic, Daemonic Ritual*

Blue Horror, 9x Pair of Brimstone Horrors

Horrors [10 PL, 23pts]*Daemonic, Daemonic Ritual*

Blue Horror, 9x Pair of Brimstone Horrors

Horrors [10 PL, 23pts]*Daemonic, Daemonic Ritual*

Blue Horror, 9x Pair of Brimstone Horrors

Elites**Exalted Flamer [4 PL, 70pts]***Daemonic, Daemonic Ritual***Exalted Flamer [4 PL, 70pts]***Daemonic, Daemonic Ritual***Exalted Flamer [4 PL, 70pts]***Daemonic, Daemonic Ritual***Exalted Flamer [4 PL, 70pts]***Daemonic, Daemonic Ritual***Exalted Flamer [4 PL, 70pts]***Daemonic, Daemonic Ritual***Exalted Flamer [4 PL, 70pts]***Daemonic, Daemonic Ritual***Profile Summary****Abilities**

Name	Description	Ref
Ephemeral Form	Add 1 to any invulnerable saving throws made for a Tzeentch Daemon with this ability.	
Formless Horror	When the Changeling fights, you can choose an enemy Infantry model within 1" of the Changeling. The Changeling has that model's WS, T, and A until the end of the phase.	
Herald of Slaanesh	Add +1 S to friendly Slaanesh Daemon units within 6" of one or more models with this ability.	
Iridescent Horror	When you set up this unit for the first time, you may select a single Pink Horror in the unit - that model has an	

Locus of Transmogrification	Friendly Tzeentch Daemon units within 9" of this model when they are attacked are surrounded by a twisting aura of change; your opponent must subtract 1 from the hit rolls for attacks on the unit.
Magic Made Manifest	A unit of Horrors can attempt to manifest one psychic power every friendly Psychic phase, and attempt to deny one psychic power in each E A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result of the single dice roll to determine the outcome. Note that this means that Horrors will never suffer Perils of the Warp.
Putrid Explosion	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 MW.
Split	Each time a Pink Horror is slain, you can add up to two Blue Horrors to this unit before you remove the slain Pink Horror. Each time a Blue Horror is slain, you can add one pair of Brimstone Horrors to this unit before you remove the slain Blue Horror. The replacement models cannot be placed within 1" of an enemy model. Note that Horrors that flee do not generate any extra models for their unit. Matched Play: In matched play you must pay reinforcement points for each and every Blue and Brimstone Horror model that you add to a unit of Horrors, but the additional models can take the unit above its starting strength.

Psyker Table

Name	Can Cast	Can Deny	Also knows	Other	Ref
The Changeling	1	1	1 Tzeentch	-	

Psyker

Name	Cast	Deny	Powers Known	Other	Ref
Herald of Slaanesh	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite power and one psychic power from the Slaanesh discipline.				
Herald of Tzeentch	This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite power. When manifesting or denying a psychic power, first select a model in the unit - measure range, visibility, etc. from this model. If a Brimstone Horror is selected, it is slain after the psychic power has been used.				
The Changeling	The Changeling can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite power and one psychic power from the Tzeentch discipline.				

Unit

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Blue Horror	6"	5+	-	2	3	1	1	7	6+	
Exalted Flamer	10"	3+	3+	4	4	4	3	8	6+	
Foetid Bloat-drone	*	4+	4+	*	7	10	*	8	3+	
Herald of Slaanesh	7"	2+	2+	4	3	4	4	8	6+	
Pair of Brimstone Horrors	6"	5+	-	1	3	1	2	7	6+	
The Changeling	6"	4+	3+	3	3	4	2	8	6+	

Weapon

Name	Range	Type	S	AP	D	Abilities	Ref
Blue fire of Tzeentch	18"	Heavy D3	9	-4	D3	-	
Piercing claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1	
Pink fire of Tzeentch	8"	Pistol D6	5	-2	1	This weapon automatically hits its target.	
Plague probe	Melee	Melee	User	-2	D3	Attacks characteristic of 2, instead of 1.	

Plaguespitter	9"	Assault D6	User	-1	1	This weapon automatically hits its target. You can re-roll wound rolls of 1 when attacking with this weapon.
The Trickster's Staff	Melee	Melee	*	*	*	When the Changeling fights, choose a melee weapon carried by any enemy Infantry model within 1" of the Changeling. The Trickster's Staff uses that weapon's profile until the end of the phase.
Tongues of flame	Melee	Melee	User	-1	1	-

Wound Track

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Foetid Bloat-drone	-	M	S	A	
Foetid Bloat-drone1	6-10+	10"	6	3	
Foetid Bloat-drone2	3-5	8"	5	2	
Foetid Bloat-drone3	1-2	6"	4	1	

Selection Rules

Daemonic: This model has a 5++.

Daemonic Ritual: Instead of moving in their Movement phase, any Chaos Character can, at the end of their Movement phase, attempt to summon a Daemon unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).
If they do so, first choose one of the four Chaos Gods - Khorne, Tzeentch, Nurgle, or Slaanesh. A Character who owes allegiance to one of the Dark Gods can attempt to summon the units of their patron - for example, a Khorne Character could only attempt to summon Khorne Daemons.
Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start (in the case of units that have the choice of allegiance, such as Furies, the unit when summoned will have this keyword.) This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is entirely within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.
If your summoning roll included any doubles, your character then suffers a MW. If it contained any triples, it instead suffers D3 MW.

Disgustingly Resilient: Each time this model loses a wound, roll a D6; on a 5-6, it does not lose that wound.

Formless Horror: At the start of each Fight sub-phase, the Changeling may choose a single non-vehicle enemy model in base contact and change any or all of his WS, S, T, I, and/or A characteristics to match those of the chosen foe, until the end of the current turn.

Quicksilver Swiftmess: Slaanesh Daemon units with this ability always fight first in the Fight phase, even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

Created with [BattleScribe](#)