

## 1850 Pts - Chaos Daemons

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Kairos Fateweaver (1<sup>+</sup>, 300 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; S: Daemonic Instability; S: Deep Strike; S: Oracle of Eternity; S: The Two Heads of Fate; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; Psyker (Mastery Level 4); <b>Warlord</b> ; Lord of Unreality; <b>Discipline of Change</b> ; <b>6E Psychic Disciplines</b> : ; <b>Biomancy</b> ; <b>Divination</b> ; <b>Pyromancy</b> ; <b>Telepathy</b>												
<b>HQ: Keeper of Secrets (1<sup>+</sup>, 270 pts)</b>												
Keeper of Secrets	1		9	6	6	6	5	10	6	9	-/5(i)	270
(C:CD, pp. 53 & 93); <b>Monstrous Creature</b> (Character); DA: Daemon of Slaanesh; S: Daemonic Instability; S: Deep Strike; S: Preferred Enemy (Eldar & Dark Eldar); S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rending; S: Fear; DR: Greater Rewards (x1); DR: Exalted Rewards; DR: Hellforged Artifacts; Psyker (Mastery Level 3); <b>Discipline of Excess</b> ; <b>6E Psychic Disciplines</b> : ; <b>Telepathy</b>												
<b>Troops: Pink Horrors of Tzeentch (10<sup>+</sup>, 95 pts)</b>												
Pink Horrors of Tzeentch	9		3	3	3	3	1	3	1	7	-/5(i)	95
(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; S: Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; <b>Discipline of Change</b>												
Iridescent Horror	1		3	3	3	3	1	3	2	7	-/5(i)	[14]
<b>Character</b> ; S: Daemonic Instability												
<b>Troops: Pink Horrors of Tzeentch (10<sup>+</sup>, 95 pts)</b>												
Pink Horrors of Tzeentch	9		3	3	3	3	1	3	1	7	-/5(i)	95
(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; S: Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); S: Fear; <b>Discipline of Change</b>												
Iridescent Horror	1		3	3	3	3	1	3	2	7	-/5(i)	[14]
<b>Character</b> ; S: Daemonic Instability												
<b>Troops: Plaguebearers of Nurgle (10<sup>+</sup>, 90 pts)</b>												
Plaguebearers of Nurgle	10		3	3	4	4	1	2	1	7	-/5(i)	90
(C:CD, pp. 47 & 97); <b>Infantry</b> ; mW: Plaguesword; DA: Daemon of Nurgle; S: Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; S: Fear												
<b>Heavy Support: Daemon Prince (1<sup>+</sup>, 330 pts)</b>												
Daemon Prince	1		9	5	6	5	4	8	5	9	3+/5(i)	330
(C:CD, pp. 59 & 93); <b>Flying Monstrous Creature</b> (Character); DG: Daemonic Flight; DG: Warp-forged Armour; DA: Daemon of Slaanesh; S: Daemonic Instability; S: Deep Strike; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rending; S: Fear; DR: Greater Rewards (x2); Psyker (Mastery Level 3); <b>Discipline of Excess</b> ; <b>6E Psychic Disciplines</b> : ; <b>Biomancy</b> ; <b>Telekinesis</b> ; <b>Telepathy</b>												
<b>Heavy Support: Daemon Prince (1<sup>+</sup>, 330 pts)</b>												
Daemon Prince	1		9	5	6	5	4	8	5	9	3+/5(i)	330
(C:CD, pp. 59 & 93); <b>Flying Monstrous Creature</b> (Character); DG: Daemonic Flight; DG: Warp-forged Armour; DA: Daemon of Slaanesh; S: Daemonic Instability; S: Deep Strike; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rending; S: Fear; DR: Greater Rewards (x2); Psyker (Mastery Level 3); <b>Discipline of Excess</b> ; <b>6E Psychic Disciplines</b> : ; <b>Biomancy</b> ; <b>Telekinesis</b> ; <b>Telepathy</b>												
<b>Heavy Support: Daemon Prince (1<sup>+</sup>, 330 pts)</b>												
Daemon Prince	1		9	5	6	5	4	8	5	9	3+/5(i)	330
(C:CD, pp. 59 & 93); <b>Flying Monstrous Creature</b> (Character); DG: Daemonic Flight; DG: Warp-forged Armour; DA: Daemon of Slaanesh; S: Daemonic Instability; S: Deep Strike; S: Daemon; S: Fleet; S: Hatred (Daemons of Khorne); S: Rending; S: Fear; DR: Greater Rewards (x2); Psyker (Mastery Level 3); <b>Discipline of Excess</b> ; <b>6E Psychic Disciplines</b> : ; <b>Biomancy</b> ; <b>Telekinesis</b> ; <b>Telepathy</b>												
<b>Total Cost:</b>												<b>1840</b>

Option Footnotes	
Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 62.
DG: Daemonic Flight	See C:CD, pg. 73.
DG: Warp-forged Armour	See C:CD, pg. 63.
DR: Exalted Rewards	D6: 0 - Hellforged Artifact, 1 - Doubly Blessed, 2 - Riftbringer, 3 - Souleater, 4 - Unholy Terror, 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: Hellforged Artifacts	The Eternal Blade, The Portaglyph, The Doomstone or Grimoire of True Names. Only one of each per army (C:CD, pg. 65).
HFA: Grimoire of True Names	See C:CD, pg. 65.
HFA: Staff of Tomorrow	See C:CD, pg. 42.
HFA: The Doomstone	See C:CD, pg. 65.
HFA: The Eternal Blade	S+1, AP -, Melee, Gloryseeker, Specialist Weapon (C:CD, pg. 65).
HFA: The Portalglyph	BS 0, FA 12, SA 12, RA 12, HP1 Vehicle (Immobile), Daemon (C:CD, pg. 65).
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. 111.
Psychic Powers	
<b>Biomancy</b>	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Endurance, 4 - Life Leech, 5 - Warp Speed, 6 - Haemorrhage (see WH40K, pg. 419).
<b>Discipline of Change</b>	D6: 0 - Flickering Fire of Tzeentch, 1-2 - Tzeentch's Firestorm, 3-4 - Bolt of Change, 5-6 - Infernal Gateway (C:CD, pg. 68).
<b>Discipline of Excess</b>	D6: 0 - Lash of Slaanesh, 1-2 - Acquiescence, 3-4 - Pavane of Slaanesh, 5-6 - Cacophonic Choir (C:CD, pg. 69).
<b>Divination</b>	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Misfortune, 4 - Perfect Timing, 5 - Precognition, 6 - Scrier's Gaze (see WH40K, pg. 420).
<b>Pyromancy</b>	0 - Fiery Breath, 1 - Fiery Form, 2 - Fire Shield, 3 - Inferno, 4 - Spontaneous Combustion, 5 - Sunburst, 6 - Molten Beam (see WH40K, pg. 421).
<b>Telekinesis</b>	0 - Assail, 1 - Crush, 2 - Gate of Infinity, 3 - Objuration Mechanicum, 4 - Shockwave, 5 - Telekine Dome, 6 - Vortex of Doom (see WH40K, pg. 422).
<b>Telepathy</b>	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Puppet Master, 4 - Terrify, 5 - Invisibility, 6 - Hallucination (see WH40K, pg. 423).
Special Rules	
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 34).
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Slaanesh	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Psyker (Mastery Level 4)	Psyker (see WH40k, pg. 41).
S: Blue Horrors	See C:CD, pg. 38.
S: Daemon	Daemon (see WH40k, pg. 35).
S: Daemonic Instability	See C:CD, pg. 26.
S: Deep Strike	Deep Strike (see WH40k, pg. 36).
S: Fear	Fear (see WH40k, pg. 35).
S: Fleet	Fleet (see WH40k, pg. 35).
S: Hatred (Daemons of Khorne)	Hatred (see WH40k, pg. 37).
S: Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 37).
S: Hatred (Daemons of Tzeentch)	Hatred (see WH40k, pg. 37).
S: Magic Made Manifest	See C:CD, pg. 38.
S: Oracle of Eternity	See C:CD, pg. 42.
S: Preferred Enemy (Eldar & Dark Eldar)	Preferred Enemy (see WH40k, pg. 40).
S: Rending	Rending (see WH40k, pg. 41).
S: Shrouded	Shrouded (see WH40k, pg. 41).

S: Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 42).
S: The Two Heads of Fate	See C:CD, pg. 42.
Unit Type	
<b>Character</b>	Character (see WH40k, pg. 63).
<b>Flying Monstrous Creature</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	Infantry (see WH40k, pg. 44).
<b>Monstrous Creature</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).







### Validation Report

*c-1. File Version: 1.21 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers*

Roster satisfies all enforced validation rule

### Roster Statistics

% HQ: 31  
 % Elite: 0  
 % Troops: 15.2  
 % Fast: 0  
 % Heavy: 53.8  
 % Fortification: 0  
 % Wargear: 0  
 Model Count: 35  
 Files version: 1.21

Group	Min	Max	Used
	1	2	2
	0	3	0
	2	6	3
	0	3	0
	0	3	3
	0	1	0