




2000 Pts - Daemons of Chaos - XHC09 - Bert - Daemons of Chaos

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost	
Herald of Khorne (1$\frac{1}{2}$, 190 Pts)																		
Herald of Khorne	1	5	7	-	6/7	4	2	6	3	8	0+	5+	2				190	
Composition: Hero General ; Hand Weapon; Locus of Khorne: The presence of a Herald infuses nearby Bloodletters with even greater ferocity. All Bloodletters and Bloodreapers in the Herald's unit <i>Hate</i> all enemies. If the Herald is slain, this bonus is immediately lost; Causes Fear; Daemonic; Hatred; Immune to Psychology; Killing Blow; Magic Resistance (1)																		
Juggernaut of Khorne	1	7	5	-	5	4	1	2	2	7	-						[50]	
Brass Behemoth: A Juggernaut adds +3 to it's rider's armour save, rather than normal +1.; Causes Fear; Daemonic; Immune to Psychology; Killing Blow; Magic Resistance (1)																		
<i>Armour of Khorne</i>	1	The Armour of Khorne grants an armour save of 3+.															[15]	
<i>Firestorm Blade</i>	1	The Daemon gains +1 Strength and flaming attacks.															[25]	
Herald of Nurgle (1$\frac{1}{2}$, 325 Pts)																		
Herald of Nurgle (Battle Standard Bearer)	1	4	5	-	5	5	2	2	3	8	6+	5+	2	1	1	1	325	
Composition: Hero Hand Weapon; Locus of Nurgle: Heralds of Nurgle make their retinues of Plaguebearers even more resilient to harm. All Plaguebearers and Plagueridden in a unit with a Herald of Nurgle have the <i>Regeneration</i> special rule. If the Herald is Slain, this bonus is lost immediately.; Level 1 Wizard; Battle Standard Bearer; Causes Fear; Daemonic; Immune to Psychology; Poisoned Attacks; Regenerate																		
Palanquin	1	4	3	-	3	3	1	3	6	7	6+						[0]	
Causes Fear; Daemonic; Immune to Psychology; Poisoned Attacks																		
<i>Great Standard of Sundering</i>	1	After both armies have been deployed, but before the roll for first turn, choose a Lore of Magic. All Wizards suffer a -2 penalty to cast spells from that Lore. In addition, any spells cast from the Lore of Light will miscast on the roll of a double 1, 2 or 3.															[50]	
<i>Noxious Vapours</i>	1	All enemy models in base contact with this Daemon lose the Always Strikes First rule (if they have it) and always strike last.															[25]	
<i>Slime Trail</i>	1	Enemy units do not receive combat resolution bonuses for attacking the flank or rear of a Daemon with this ability, or any unit he has joined.															[10]	
<i>1. Miasma of Pestilence</i>	1	3+ Cast. Until the start of the caster's next Magic phase, all enemy models in base contact with the caster reduce their WS, S, T, I and A to 1.															[0]	
<i>2. Stream of Corruption</i>	1	6+ Cast. This is a breath weapon attack and may not be used in combat. Any models that are hit must take a Toughness test or suffer a wound with no armour saves allowed.															[0]	
<i>3. Pit of Slime</i>	1	7+ Cast. This spell may cast on a single enemy unit within 24" of the caster. If successfully cast, the target must pass a Str test (using the lowest Str if there is more than one value in the unit) or it may not move or shoot until the following friendly Magic phase.															[0]	
<i>4. Rancid Visitation</i>	1	8+ Cast. This is a magic missile with a range of 24". Rancid Visitation causes D6 Str 5 hits. The target must then immediately pass a Toughness test (using the lowest Toughness if there is more than one value in the unit) or suffer a further D6 Str 5 hits. This continues until the target is destroyed or passes a Toughness test.															[0]	
<i>5. Shrivelling Pox</i>	1	9+ Cast. This spell can be cast on a single enemy model within 24" that is visible to the caster. The target must pass a Toughness test or suffer D6 wounds. No armour saves are allowed against the effects of the Shrivelling Pox.															[0]	
<i>6. Plague Wind</i>	1	13+ Cast. This spell may be cast on a single enemy unit within 18" of the caster. Every model in the unit must pass a Toughness test or suffer a wound with no armour saves allowed. After any Panic test are taken, a Nurgling base is created for every 3 unsaved wounds caused, forming a new unit within 3" of the target unit - or the unit's position if it is now dead or has fled. This new unit may not be placed in impassable terrain or within 1" of an enemy unit. Any new models that cannot be placed are lost. If you have insufficient Nurgling models, then excess casualties are not transformed. This new unit is worth 50 Victory points.															[0]	

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Herald of Tzeentch (1♠, 185 Pts)																	
Herald of Tzeentch	1	4	3	4	3	3	2	3	2	8	6+	4+	2	2	2	1	185
Composition: Hero Flaming Attacks; Hand Weapon; Locus of Tzeentch: Heralds of Tzeentch warp time and alter probability. All Horrors in the same unit as a Herald of Tzeentch have their daemonic save increased to 4+. If the Herald is slain, this bonus is lost immediately.; Level 2 Wizard; Causes Fear; Daemonic; Immune to Psychology																	
Disc of Tzeentch	1	1	3	-	3	3	1	3	1	7	6+						[0]
Flaming Attacks; Causes Fear; Daemonic; Flyer; Immune to Psychology																	
Master of Sorcery	1	The Daemon can use any of the Lore of Magic from the Warhammer rulebook instead of its normal Lore - it knows all spells from whichever Lore it chooses.															[25]
Spell Breaker	1	Once per battle the Daemon may automatically dispel one enemy spell exactly as if it had used a Dispel scroll.															[25]
Bloodletters of Khorne (15♠, 204 Pts)																	
Bloodletters of Khorne	14	5	5	-	5	3	1	4	1	7	-	5+	1				204
Composition: Core Hand Weapon; Standard Bearer ♠; Causes Fear; Daemonic; Immune to Psychology; Killing Blow; Magic Resistance (1)																	
Bloodreaper	1	5	5	-	5	3	1	4	2	7	-	5+	1				[24]
Hand Weapon																	
Plaguebearers of Nurgle (16♠, 247 Pts)																	
Plaguebearers of Nurgle	15	4	3	-	4	4	1	1	1	7	-	5+	1				247
Composition: Core Hand Weapon; Musician ♪; Standard Bearer ♠; Daemonic Icons; Causes Fear; Daemonic; Immune to Psychology; Poisoned Attacks																	
Plagueridden	1	4	3	-	4	4	1	1	2	7	-	5+	1				[24]
Hand Weapon																	
Standard of Seeping Decay	1	Models in this unit may re-roll failed attempts to wound.															[25]
Daemonettes of Slaanesh (14♠, 180 Pts)																	
Daemonettes of Slaanesh	14	6	5	-	3	3	1	5	2	7	-	5+	1				180
Composition: Core Armour Piercing; Hand Weapon; Standard Bearer ♠; Causes Fear; Daemonic; Immune to Psychology																	
Chaos Furies (5♠, 60 Pts)																	
Chaos Furies	5	4	3	-	4	3	1	4	1	2	-	5+	1				60
Composition: Core Hand Weapon; Causes Fear; Daemonic; Flyer; Immune to Psychology																	
Screamers (3♠, 90 Pts)																	
Screamers of Tzeentch	3	1	3	-	3	3	1	4	1	7	-	5+	1				90
Composition: Special Flaming Attacks; Slashing Attack: See page 41 in Daemons of Chaos army book; Hand Weapon; Causes Fear; Daemonic; Flyer; Immune to Psychology																	
Screamers (3♠, 90 Pts)																	
Screamers of Tzeentch	3	1	3	-	3	3	1	4	1	7	-	5+	1				90
Composition: Special Flaming Attacks; Slashing Attack: See page 41 in Daemons of Chaos army book; Hand Weapon; Causes Fear; Daemonic; Flyer; Immune to Psychology																	
Seekers of Slaanesh (5♠, 169 Pts)																	
Seekers of Slaanesh	4	6	5	-	3	3	1	5	2	7	6+	5+	2				169
Composition: Special Poison Attacks (Steeds only); Armour Piercing; Hand Weapon; Standard Bearer ♠; Daemonic Icons; Causes Fear; Daemonic; Fast Cavalry; Immune to Psychology																	
Alluress	1	6	5	-	3	3	1	5	3	7	6+	5+	2				[36]
Hand Weapon																	
Siren Standard	1	Any enemy unit charged by the bearer of this standard may only choose hold as a charge reaction. They may not stand & shoot or voluntarily flee. The banner has no effect if the bearer is found to be out of charge range.															[25]
Steed of Slaanesh	5	10	3	-	3	3	1	5	1	7	6+						[0]
Armour Piercing; Causes Fear; Daemonic; Fast Cavalry; Immune to Psychology; Poisoned Attacks																	

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Bloodcrushers of Khorne (3+, 255 Pts)																	
Bloodcrushers of Khorne	3	5	5	-	6	4	2	4	2	7	4+	5+	2				255
Composition: Rare Hand Weapon; Standard Bearer  ; Daemonic Icons; Causes Fear; Daemonic; Immune to Psychology; Killing Blow; Magic Resistance (1)																	
<i>Skull Totem</i>	1	The unit carrying this banner may march even if enemy models are within 8".															[25]
Juggernaut of Khorne	1	7	5	-	5	-	-	2	2	7	-						[0]
Brass Behemoth: A Juggernaut adds +3 to it's rider's armour save, rather than normal +1.; Causes Fear; Daemonic; Immune to Psychology; Killing Blow; Magic Resistance (1)																	
Total Cost:																1995	

Option Footnotes	
Options	
Hand Weapon	+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.
Musician 	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Spells	
Miscast Table	Roll 2D6 on this table: 2) The wizard dies. All models (and his mount/chariot) in base contact take a Strength 10 hit. 3-4) The wizard and all models in base contact take a S6 hit with no armor saves. 5-6) The opposing player may immediately cast one spell with the same casting rating or less. You can try to dispel it using your casting dice, using the base power value required to cast the spell. 7) The caster suffers a Strength 2 hit (no armor save), loses his power dice, and can't do anything else this phase. 8-9) The caster suffers an S4 hit (no armor saves), all spells are dispelled and the magic phase ends. 10-11) The caster suffers an S8 hit (no armor saves) and loses a level and the spell he just tried to cast. 12) The spell is cast as with Irresistible Force, but the caster may not cast it again this battle.

Validation Report

Army Subtype: *Daemons of Chaos*; Edition: *7th Edition*; Game Type: *Normal Game*; Special Rules: *Forbid Special Characters, Forbid Storm of Chaos, Forbid Albion, Forbid Lustria, Forbid Regiments of Renown*
Roster satisfies all enforced validation rules

Roster Statistics

Casting Dice: 5
 Dispel Dice: 4
 General's Ld: 8
 # Models: 67
 Total Characters: 700.0
 Total Core: 691.0
 Total Magic Items: 250.0
 Total Rare: 255.0
 Total Special: 349.0
 % Characters: 35.1
 % Core: 34.6
 % Magic Items: 12.5
 % Rare: 12.8
 % Special: 17.5

Group	Min	Max	Used
Heroes	0	4	3
Lords	0	1	0
Core	3	Unlimited	3
Special	0	4	3
Rare	0	2	1