

COMMAND ROSTER

PLAYER NAME		FACTION	Chaos Daemons
-------------	--	---------	---------------

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Plagueridden	Plaguesword,		Leader, Daemonic, Disgustingly Resilient,		8
	Iridescent Horror	Coruscating Flames,		Demolitions, Ephemeral Daemons,		13
	Pink Horror Icon Bearer	Coruscating Flames, Icon of Tzeentch,		Comms, Ephemeral Daemons,		16
	Pink Horror	Coruscating Flames,		Ephemeral Daemons,		12
	Bloodreaper	Hellblade,		Combat, Daemonic, Unstoppable Ferocity,		8
	Plaguebearer Icon Bearer	Plaguesword, Icon of Nurgle,		Daemonic, Disgustingly Resilient,		11
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7
	Bloodletter Icon Bearer	Hellblade, Icon of Khorne,		Daemonic, Unstoppable Ferocity,		11
	Bloodletter Hornblower	Hellblade, Instrument of Khorne,		Daemonic, Unstoppable Ferocity,		10
	Alluress	Piercing Claws,		Daemonic, Quicksilver Swiftmess,		8
	Bloodletter	Hellblade,		Daemonic, Unstoppable Ferocity,		7

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Plagueridden	5"	4+	4+	4	4	1	2	7	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Plaguesword	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.
Disgustingly Resilient	Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.

Specialism: Leader

Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.
-------------	--

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

13 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Iridescent Horror	6"	4+	4+	3	3	1	2	7	6+	1
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Coruscating Flames	18"	Assault 2	User	0	1	-				

Abilities:

Ephemeral Daemons	This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+.
-------------------	--

Psyker: Manifest 1 | Deny 1

Psycholt	Psycholt has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.
----------	---

Specialism: Demolitions

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
----------	--

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

16 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pink Horror Icon Bearer	6"	4+	4+	3	3	1	1	7	6+	1
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-
Icon of Tzeentch	At the start of your turn in the Psychich phase, roll a D6 for each model from your kill team equipped with an Icon of Tzeentch. On a 6 inflict 1 mortal wound of the closest enemy model within 12" of the model being rolled for.									
Coruscating Flames	18"	Assault 2	User	0	1	-				

Abilities:

Ephemeral Daemons

This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+.

Psyker: Manifest 1 | Deny 1

Psycholt

Psycholt has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.

Specialism: Comms

Scanner

Once per Shooting phase, if this model is not shaken, when you pick another model from your kill team within 6" of this model to shoot, you can add 1 to hit rolls for that model in this phase.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

12 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pink Horror	6"	4+	4+	3	3	1	1	7	6+	-
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Coruscating Flames	18"	Assault 2	User	0	1	-				

Abilities:

Ephemeral Daemons

This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+.

Psyker: Manifest 1 | Deny 1

Psycholt

Psycholt has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodreaper	6"	3+	3+	4	3	1	2	7	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Specialism: Combat

Expert Fighter	Add 1 to this model's Attacks characteristic.
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>	

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Plaguebearer Icon Bearer	5"	4+	4+	4	4	1	1	7	6+	1
Icon of Nurgle	Subtract 1 from the Leadership characteristic of enemy models within 6" of any models equipped with an Icon of Nurgle.									
Plaguesword	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.
Disgustingly Resilient	Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

11 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter Icon Bearer	6"	3+	3+	4	3	1	1	7	6+	1
Icon of Khorne	You can re-roll charge rolls for BLOODLETTERS within 6" of any friendly models equipped with an Icon of Khorne.									
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter Hornblower	6"	3+	3+	4	3	1	1	7	6+	1
Instrument of Khorne	Add 1 to Advance and charge rolls made for BLOODLETTERS within 6" of any models equipped with an Instrument of Khorne.									
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.									
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.									
Experience: <div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>Flesh Wounds: <div><div><div></div><div></div><div></div></div>Convalescence: <div><div><div></div></div>New Recruit: <div><div><div></div></div></div></div></div></div></div>										

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Alluress	7"	3+	3+	3	3	1	3	7	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
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.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.									
Quicksilver Swiftess	A model with this ability can be chosen to fight in the Hammer of Wrath section of the Fight phase even if they have not charged in that battle round.									

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.				

Abilities:

Daemonic	This model has a 5+ invulnerable save.									
Unstoppable Ferocity	You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.									

Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐