

# 1850 Pts - Chaos Daemons - 1850 Fateweaver -1 DP

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (58  1842 pts)												
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; 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; <b>Warlord</b> ; Lord of Unreality; <b>Discipline of Change</b>											
Great Unclean One	1		6	3	6	7	6	4	5	9	-/5(i)	290
	(C:CD, pp. 46 & 92); <b>Monstrous Creature</b> (Character); DA: Daemon of Nurgle; Daemonic Instability; S: Deep Strike; S: Poisoned (4+); S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear; DR: Greater Rewards (x1); DR: Exalted Rewards; Psyker (Mastery Level 3); Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash											
Pink Horrors of Tzeentch	16		3	3	3	3	1	3	1	7	-/5(i)	144
	(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; <b>Discipline of Change</b>											
Pink Horrors of Tzeentch	12		3	3	3	3	1	3	1	7	-/5(i)	108
	(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; <b>Discipline of Change</b>											
Pink Horrors of Tzeentch	10		3	3	3	3	1	3	1	7	-/5(i)	90
	(C:CD, pp. 38 & 97); <b>Infantry</b> ; Brotherhood of Psykers/ Sorcerers; DA: Daemon of Tzeentch; S: Blue Horrors; Daemonic Instability; S: Deep Strike; S: Magic Made Manifest; S: Daemon; S: Hatred (Daemons of Nurgle); Fear; <b>Discipline of Change</b>											
Daemon Prince	1		9	5	6	5	4	8	5	9	3+/5(i)	335
	(C:CD, pp. 59 & 93); <b>Flying Monstrous Creature</b> (Character); DG: Daemonic Flight; DG: Warp-forged Armour; DA: Daemon of Nurgle; Daemonic Instability; Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear; DR: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike											
Daemon Prince	1		9	5	6	5	4	8	5	9	3+/5(i)	335
	(C:CD, pp. 59 & 93); <b>Flying Monstrous Creature</b> (Character); DG: Daemonic Flight; DG: Warp-forged Armour; DA: Daemon of Nurgle; Daemonic Instability; Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear; DR: Greater Rewards (x2); Psyker (Mastery Level 3); Fear; Hammer of Wrath; Jink; Move Through Cover; Relentless; Smash; Vector Strike											
Screamers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	75
	(C:CD, pp. 41 & 100); <b>Jetbike</b> ; 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											
Screamers of Tzeentch	3		3	0	4	4	2	4	3	7	-/5(i)	75
	(C:CD, pp. 41 & 100); <b>Jetbike</b> ; 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											
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; Daemonic Instability; S: Deep Strike; S: Daemon; S: Hatred (Daemons of Tzeentch); S: Shrouded; S: Slow and Purposeful; Defensive Grenades; Fear											
Combined Arms Detachment	1	Grp: Detachment										0
Total Cost:											1842	

## Option Footnotes

Daemonic Gifts	
Defensive Grenades	See WH40K, pg. 180.
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 Frenzy, 5 - Warp Tether, 6 - Wind of Chaos (C:CD, pg. 67).

DR: Greater Rewards	D6: 0 - Greater Magic Weapon, 1 - Corpululence, 2 - Daemonic Resilience, 3 - Dark Blessing, 4 - Hellfire Gaze, 5 - Touch of Uncreation, 6 - Unbreakable Hide (C:CD, pg. 66).
HFA: Staff of Tomorrow	See C:CD, pg. 42.
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. 124.
Psychic Powers	
<b>Discipline of Change</b>	0 - Flickering Fire of Tzeentch, 1 - Tzeentch's Firestorm, 2 - Bolt of Change, 3 - Tzeentch's Warpflare, 4 - Boon of Flame, 5 - Infernal Gateway, 6 - Prismatic Gaze (See Curse of the Wulfen, pg. 83).
Special Rules	
Brotherhood of Psykers/ Sorcerers	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
DA: Daemon of Nurgle	See C:CD, pg. 26.
DA: Daemon of Tzeentch	See C:CD, pg. 26.
Daemonic Instability	See C:CD, pg. 26.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (see WH40k, pg. 163).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 4)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
S: Blue Horrors	See C:CD, pg. 38.
S: Daemon	Daemon (see WH40k, pg. 163).
S: Deep Strike	Deep Strike (see WH40k, pg. 162).
S: Hatred (Daemons of Nurgle)	Hatred (see WH40k, pg. 165).
S: Hatred (Daemons of Tzeentch)	Hatred (see WH40k, pg. 165).
S: Lamprey's Bite	See C:CD, pg. 41.
S: Magic Made Manifest	See C:CD, pg. 38.
S: Oracle of Eternity	See C:CD, pg. 42.
S: Poisoned (4+)	Poisoned (see WH40k, pg. 169).
S: Shrouded	Shrouded (see WH40k, pg. 170).
S: Slashing Attack	See C:CD, pg. 41.
S: Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
S: The Two Heads of Fate	See C:CD, pg. 42.
Smash	Smash (see WH40k, pg. 171).
Vector Strike	Vector Strike (see WH40k, pg. 43).
Unit Type	
<b>Flying Monstrous Creature</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	Infantry (see WH40k, pg. 62).
<b>Jetbike</b>	See WH40k, pg. 45.
<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

*a-0. Army Selection: Battle-forged; c-1. File Version: 1.51 For Bug Reports/www.ab40k.org; a-1. Scenario: Normal Mission*  
Roster satisfies all enforced validation rules

## Roster Statistics

% HQ: 32  
% Knight: 0  
% Elite: 0  
% Troops: 23.5  
% Fast: 8.1

% Heavy: 36.4  
 % Fortification: 0  
 % Wargear: 0  
 Model Count: 57  
 Files version: 1.51

Group	Min	Max	Used
	-	-	2
	-	-	0
	-	-	4
	-	-	2
	-	-	2
	0	1	0
	0	1	0